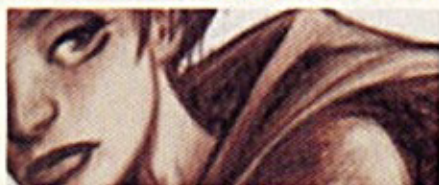


CHAMPIONS OF VIRTUE

New Prestige Classes for Clerics



by James Wyatt • illustrated by Mike May

Heironeous, Pelor, Ehlonna, and Kord might be among the most popular deities worshiped by clerics in the D&D game, as they are the four deities of good alignment not tied to a specific race. At the same time, these deities vividly demonstrate that there is nothing boring or homogeneous about good, as four deities more different from each other would be hard to find. Accordingly, the clerics of these four deities—while they all share access to the Good domain—follow widely divergent paths and often arrive at very different destinations.

The churches of these four deities all have prestige classes associated with their greatest champions—often clerics, but sometimes paladins or other characters. The shining blade of Heironeous, the radiant servant of Pelor, the fleet runner of Ehlonna, and the mighty contender of Kord illustrate better than anything the differences among the churches of these deities, not to mention the deities themselves.

The Shining Blade of Heironeous

Heironeous's teachings focus on promoting good through the use of armed force. Those among Heironeous's servants, both clerics and paladins, who aspire to become mighty weapons in their deity's unending war against evil hope one day to enter the shining blades. The shining blades of Heironeous is an order of knights dedicated to prowess in melee combat, which is achieved through prayer, devotion, and asceticism. Members of the shining blades have an austere and simple lifestyle, forsaking all worldly wealth and many earthly pleasures in their quest to become but a blade in the hand of Heironeous.

Most shining blades of Heironeous are clerics or paladins. Some members of the order believe that a minimum of training as a cleric, combined with the intense martial discipline of the fighter, is ideal to achieve the goal the shining blades seek, while others follow a single class exclusively. Very few multiclass arcane spellcasters, rogues, or monks feel drawn to the shining blades.

NPC members of the shining blades

are probably the most devout, single-minded, and driven crusaders in the world. Consumed with passion for the path they have chosen, they have little patience for those who are "blinded" by desire for material goods or personal power. All that matters, they believe and preach, is the fight against evil; as long as evil remains strong there is important work to be done.

Class Features

All of the following are class features of the shining blade of Heironeous prestige class.

Weapon and Armor Proficiency: Shining blades are proficient with all simple and martial weapons, with all armor, and with shields.

Detect Evil: A shining blade of Heironeous can *detect evil* as a spell-like ability.

Smite Evil: Once per day, a shining blade of Heironeous can attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per shining blade level. If the shining blade accidentally smites a creature that is not evil, the smite

THE SHINING BLADE OF HEIRONEOUS

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	<i>Detect evil</i> , smite evil 1/day	
2nd	+1	+3	+0	+3	Shock blade 1/day	+1 level of existing class
3rd	+2	+3	+1	+3		
4th	+3	+4	+1	+4	Smite evil 2/day	+1 level of existing class
5th	+3	+4	+1	+4	Holy blade 2/day	
6th	+4	+5	+2	+5		+1 level of existing class
7th	+5	+5	+2	+5	Smite evil 3/day	
8th	+6	+6	+2	+6		+1 level of existing class
9th	+6	+6	+3	+6	Radiant blade 3/day	
10th	+7	+7	+3	+7	Celestial transformation, smite evil 4/day	+1 level of existing class

HIT DIE
D10

has no effect but it is still used up for that day.

At 4th level, the shining blade can smite evil twice per day. At 7th level, the shining blade can smite evil three times per day. At 10th level, the shining blade can smite evil four times per day. These smite evil attempts are gained in addition to any gained through other classes (such as the paladin's ability of the same name).

Spells per Day: A shining blade continues the magical training he began as a divine spellcaster. For every two shining blade levels gained (2nd, 4th, 6th, 8th, 10th), the character gains new spells per day as if he had also gained one level in a divine spellcasting class. He does not, however, gain any other benefit of the spellcasting class. This essentially means that he adds half his shining blade levels to the level of some other divine spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if Jeruk, a 10th-level paladin/1st-level shining blade, gains a level in shining blade, he gains new spells as if he had risen to 11th level in paladin, but he uses the other shining blade aspects of level progression, such as base attack bonus and base saving throw bonuses. If he next gains a level



CLASS REQUIREMENTS

To qualify to become a shining blade of Heroneous, a character must fulfill all the following criteria:

ALIGNMENT	LAWFUL GOOD
PATRON DEITY	HERONEOUS
BASE ATTACK BONUS	+7
BASE WILL SAVE	+3
SKILLS	KNOWLEDGE (RELIGION): 7 RANKS
SPELLCASTING	ABILITY TO CAST DIVINE SPELLS

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

The shining blade's class skills (organized by key ability) are:

STRENGTH	
DEXTERTY	
CONSTITUTION	CONCENTRATION
INTELLIGENCE	CRAFT, KNOWLEDGE (RELIGION), SCRY, SPELLCRAFT
WISDOM	HEAL, PROFESSION
CHARISMA	DIPLOMACY

of paladin, making him an 11th-level paladin/2nd-level shining blade, he gains spells as if he had risen to 12th-level paladin.

Shock Blade: Once per day, as a standard action, a shining blade of Heironeous can cause a slashing or piercing weapon he is holding to become a shock weapon, dealing +1d6 points of bonus electricity damage on a successful hit. The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma bonus (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends. This is a supernatural ability.

Holy Blade: At 5th level, the shining blade can bestow two magical enhancements upon his weapon. This supernatural ability replaces the shock blade ability and can be used twice per day. With each use of this ability, he can choose to make the weapon a shock weapon dealing +1d6 damage or a holy weapon dealing +2d6 points of bonus holy (good) damage against evil creatures. The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma bonus (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends. The two uses of this ability can overlap, so in a given combat a shining blade can spend one standard action to make his blade holy and another to make it a shock weapon. The weapon cannot be made to be doubly holy or doubly shocking.

Radiant Blade: At 9th level, a shining blade can bestow three magical

enhancements upon his weapon. This supernatural ability replaces the holy blade ability and can be used three times per day. With each use of this ability, he can choose to make the weapon a shock weapon dealing +1d6 damage, a holy weapon dealing +2d6 points of bonus holy (good) damage against evil creatures, or a brilliant energy weapon, which sheds light as a torch and ignores nonliving matter (including armor, undead, constructs, and objects). The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma bonus (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends. The three uses of this ability can overlap, so in a given combat a shining blade can spend one standard action to make his blade holy, another to make it a shock weapon, and another to make it a brilliant energy weapon. The weapon cannot be made to be doubly holy, doubly shocking, or doubly brilliant.

Celestial Transformation: A 10th-level shining blade of Heironeous actually becomes a celestial creature, taking on a shining, metallic appearance and adopting the celestial creature template from the *Monster Manual*.

Multiclass Note: Paladin characters can freely multiclass with this class.

The Radiant Servant of Pelor

Pelor teaches demonstrating the strength of good through charity and modesty. While it seems a contradiction, the point is that the truly strong don't need to prove their power. Pelor urges his priests and their flocks to perform so many good acts that evil has no room to

exist, but he acknowledges that there are times when evil must be defeated in direct confrontation. The radiant servants of Pelor put this dogma into living practice. As the name implies, the brothers and sisters of the radiant servants of Pelor are sworn to serve—to minister to the needs of Pelor's followers and good-hearted people everywhere. While combating evil, particularly undead, is an important part of that service, it is by no means the only part. Radiant servants of Pelor are healers, counselors, sources of spiritual and (at times) financial support, and protectors.

Almost all radiant servants of Pelor spend their prior careers as clerics.

NPC radiant servants of Pelor can be found wherever there is human need—in the midst of plague and famine, behind the lines of an army at war, in villages plagued by hauntings, and in cities troubled by crime.

Class Features

All of the following are class features of the radiant servant of Pelor prestige class.

Weapon and Armor Proficiency: Radiant servants are proficient with all simple and martial weapons, with all armor, and with shields.

Radiance: When a radiant servant of Pelor casts any spell with the Light descriptor, the radius of illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a Darkness spell. Thus, a *daylight* spell cast by a radiant servant sheds light in a 120-foot radius, and is treated as a 4th-level spell, allowing it to counter or dispel any Darkness spell of 4th level or lower.

THE RADIANT SERVANT OF PELOR

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Radiance, turn undead, extra greater turning	+1 level of existing class
2nd	+1	+3	+0	+3	Empower healing, divine health	+1 level of existing class
3rd	+2	+3	+1	+3	Aura of warding	+1 level of existing class
4th	+3	+4	+1	+4		+1 level of existing class
5th	+3	+4	+1	+4	Additional domain	+1 level of existing class
6th	+4	+5	+2	+5	Maximize healing	+1 level of existing class
7th	+5	+5	+2	+5		+1 level of existing class
8th	+6	+6	+2	+6	Positive energy burst	+1 level of existing class
9th	+6	+6	+3	+6		+1 level of existing class
10th	+7	+7	+3	+7	Supreme healing	+1 level of existing class

HIT DIE
D6

Turn Undead: A radiant servant adds his radiant servant class levels to his cleric levels for all purposes related to turning undead.

Extra Greater Turning: If a radiant servant has access to the Sun domain, he can perform a greater turning (the granted power of the Sun domain) a number of times per day equal to three plus her Charisma modifier.

Spells per Day: A radiant servant continues the divine spellcasting training she began. Thus, when a new radiant servant level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit of the spellcasting class (except for turning undead, as noted above). This essentially means that she adds the radiant servant levels to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if Matara, a 6th-level cleric, gains a level in radiant servant, she gains new spells per day as if she had risen to 7th level in cleric, but she uses the other radiant servant aspects of



CLASS REQUIREMENTS

To qualify to become a radiant servant of Pelor, a character must fulfill all the following criteria:

ALIGNMENT	NEUTRAL GOOD
PATRON DEITY	PELOR
BASE WILL SAVE	+5
SKILLS	KNOWLEDGE (RELIGION): 9 RANKS HEAL: 5 RANKS KNOWLEDGE (UNDEAD): 3 RANKS
FEATS	EXTRA TURNING
SPELLCASTING	ABILITY TO CAST DIVINE SPELLS

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

The radiant servant's class skills are:

STRENGTH	
DEXTERITY	
CONSTITUTION	CONCENTRATION
INTELLIGENCE	CRAFT, KNOWLEDGE (ARCANA), KNOWLEDGE (RELIGION), SCRY, SPELLCRAFT
WISDOM	HEAL, PROFESSION, SENSE MOTIVE
CHARISMA	DIPLOMACY

level progression such as base attack bonus and base saving throw bonuses. If she next gains a level of cleric, making her a 7th-level cleric/1st-level radiant servant, she gains spells as if she had risen to 8th-level cleric.

Empower Healing: When a radiant servant of Pelor of at least 2nd level casts a domain spell from the Healing domain, that spell is affected as though by the Empower Spell feat. The spell does not use up a higher-level slot.

Divine Health: A radiant servant of Pelor who is at least 2nd level is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Aura of Warding: At 3rd level, a radiant servant and all allies within 10 feet of her gain a +2 morale bonus to all Will saving throws.

Additional Domain: A radiant servant who reaches 5th level is granted another of Pelor's domains as a third clerical domain. She can use the granted power of the domain, and can choose from the spell lists of three domains when selecting her domain spells for the day. She can only cast one domain spell of each level (1st through 9th) per day. Radiant servants without a level of cleric gain no benefit from this granted ability.

Maximize Healing: When a radiant servant of Pelor who is at least 6th level casts a domain spell from the Healing domain, that spell is affected as though by the Maximize Spell feat. The spell does not use up a higher-level slot. This power supercedes the Empower Healing ability until the character reaches 10th level.

Positive Energy Burst: As a standard action a radiant servant who is at least 8th level can create a positive energy burst that inflicts 1d6 points of damage

per class level to all undead creatures within 100 feet of the character. Undead are allowed a Reflex save (DC equal to 10 + the class level of the radiant servant) to avoid half the damage. This supernatural ability uses up two turning attempts. A radiant servant can not use this ability if she has fewer than two turning attempts left for the day.

Supreme Healing: When a radiant servant of Pelor who is at least 10th level casts a domain spell from the Healing domain, that spell is affected as though by both the Empower Spell and the Maximize Spell feats. The spell does not use up a higher-level slot.

The Fleet Runner of Ehlonna

In the wild, speed is sometimes essential. Often, an animal's only hope of survival is to outrun another creature. Certain followers of Ehlonna, goddess of the woodlands, emulate this aspect of the natural world above all others, cultivating their natural speed until they become like the deer leaping between the trees—or, eventually, the wind that blows through them.

Most fleet runners of Ehlonna are clerics or druids who serve that deity, though a number of rangers also follow this path. Multiclass cleric/rangers or druid/rangers quite often become fleet runners, but members of other classes are rarely interested.

NPC fleet runners are almost feral creatures of the woodland. They have been known to run with the centaurs and dance with the satyrs, though many prefer the company of animals to that of more sophisticated creatures. They use their speed and travel-related abilities in defense of the woodlands—to carry messages, send for aid, or bring aid themselves.

Class Features

All of the following are class features of the fleet runner of Ehlonna prestige class.

Weapon and Armor Proficiency: Fleet runners are proficient with all simple and martial weapons, with all armor, and with shields.

Fast Movement: The fleet runner has a speed faster than what is normal for her race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load). For example, a human fleet runner in studded leather armor has a standard speed of 40 feet. This increase stacks with similar speed increases, such as from the barbarian or monk classes. This is an extraordinary ability.

Greater Mobility: A fleet runner of Ehlonna gets a +8 dodge bonus to Armor Class against attacks of opportunity caused when she moves out of or within a threatened area. This supercedes the bonus granted by the Mobility feat. This is an extraordinary ability.

Additional Domain: A fleet runner gains access to another of Ehlonna's domains as a third clerical domain. She can use the granted power of the domain (using her fleet runner level instead of her cleric level), and can choose from the spell lists of three domains when selecting her domain spells for the day. She can cast only one domain spell of each level (1st through 9th) per day. Fleet runners without a level of cleric gain no benefit from this granted ability.

Bonus Spells: Similar to bonus spells for high ability scores, for each level of fleet runner that a spellcasting character attains, she gains bonus spells to the number of divine spells per day she

THE FLEET RUNNER OF EHLONNA

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells
1st	+0	+2	+0	+2	Fast movement, greater mobility, additional domain	1
2nd	+1	+3	+0	+3	Evasion	2
3rd	+2	+3	+1	+3	<i>Leap of the hart</i>	1
4th	+3	+4	+1	+4	Shot on the Run feat	2
5th	+3	+4	+1	+4	<i>Run like the huntress</i>	1
6th	+4	+5	+2	+5	Improved evasion	2
7th	+5	+5	+2	+5	<i>Run like the wind</i>	1
8th	+6	+6	+2	+6	Leopard's pounce	2
9th	+6	+6	+3	+6	Swiftiness of the tigress	1
10th	+7	+7	+3	+7	Cheetah's sprint	2

HIT DIE
D8

normally casts. These bonus spells can be added to any level of spells the fleet runner can currently cast, but no more than one can be added to the character's highest current spell level. For example, Farella is a 9th-level cleric of Ehlonna who takes one level in fleet runner. She can give herself one bonus 5th-level spell (her highest as a 9th-level cleric), and one bonus spell in one other level (0 through 4th).

If a fleet runner has two divine spellcasting classes already, she must choose which previous class of spells gains the bonus. For example, Jecara is a 3rd-level druid/8th-level ranger, with one level of fleet runner. Conceivably, Jecara could have a bonus 2nd-level druid spell and a bonus 2nd-level ranger spell, or she could put both bonus spells in either druid or ranger, but then only one of them could be 2nd level. Bonus spells cannot be added to an arcane spellcasting class.

Once a fleet runner has chosen how to apply her bonus spells, they cannot be shifted again.

Evasion: At 2nd level and above, a fleet runner can avoid even magical and unusual attacks with great agility. If the fleet runner makes a successful Reflex saving throw against an attack that normally deals half damage on a

CLASS REQUIREMENTS

To qualify to become a fleet runner of Ehlonna, a character must fulfill all the following criteria:

ALIGNMENT	NEUTRAL GOOD
PATRON DEITY	EHLONNA
BASE WILL SAVE	+3
SKILLS	KNOWLEDGE (NATURE): 11 RANKS KNOWLEDGE (RELIGION): 3 RANKS WILDERNESS LORE: 5 RANKS
FEATS	DOODGE, MOBILITY, RUN
SPELLCASTING	ABILITY TO CAST DIVINE SPELLS

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

The fleet runner's class skills (organized by key ability) are:

STRENGTH	
DEXTERITY	HIDE, MOVE SILENTLY
CONSTITUTION	CONCENTRATION
INTELLIGENCE	KNOWLEDGE (NATURE), KNOWLEDGE (RELIGION)
WISDOM	HEAL, INTUIT DIRECTION, WILDERNESS LORE
CHARISMA	



successful save, she instead takes no damage. The fleet runner can use evasion only if she is wearing light armor or no armor. This is an extraordinary ability.

Leap of the Hart: At 3rd level or higher, a fleet runner's jumping distance (vertical or horizontal) is not limited according to her height. This is an extraordinary ability.

Shot on the Run: At 4th level, the fleet runner gains the Shot on the Run feat, even if she does not have the prerequisite Point Blank Shot feat.

Run Like the Huntress: At 5th level, a fleet runner gains supernatural stamina while running. She can run for a number of rounds equal to twice her Constitution score without making any checks, and she gains a +8 bonus to Constitution checks made to continue running after that point. This is a supernatural ability.

Improved Evasion: At 6th level, a fleet runner's evasion ability improves. She still takes no damage on a successful Reflex save against spells such as fireball or a breath weapon, but henceforth she only takes half damage on a failed save. The fleet runner can only use improved evasion if she is wearing light armor or no armor. This is an extraordinary ability.

Run Like the Wind: At 7th level, a fleet runner can slip magically between spaces, as per the spell *dimension door*, once per day as a spell-like ability. The fleet runner's effective caster level equals her class level.

Leopard's Pounce: At 8th level, a fleet runner can make a full attack at the end of a charge. This is an extraordinary ability.

Swiftness of the Tigress: When she reaches 9th level, a fleet runner can act as if under the effects of a *haste* spell for a total of 1 round per class level per day. These rounds need not be consecutive. This is an extraordinary ability.

Cheetah's Sprint: Once an hour, a 10th-level fleet runner can take a charge action to move ten times her normal speed. This is a supernatural ability.

The Mighty Contender of Kord

The church of Kord insists that the liberation of the spirit comes through the perfection of the body—in fact, clerics of the Brawler insist that the distinction between body and spirit is a false one, as each is totally dependent on the other. Some devotees of Kord practice breaking chains (a DC 26 Strength check), demonstrating their bodily perfection while symbolizing their spiritual freedom. Those that seek the highest perfection of body and spirit become mighty contenders of Kord.

Most mighty contenders of Kord start as clerics, but fighters and barbarians can enter the class easily by multiclassing as clerics, and many do. Arcane spellcasters are unlikely to find the church of Kord's emphasis on physical strength appealing, but there are exceptions—particularly among the rare half-orc sorcerers.

NPC mighty contenders are an unusual mixture of athletic mysticism. They are very worldly, as a rule, frequenting public baths, gymnasiums, or taverns while expounding their philosophy of spiritual and physical liberation, and demonstrating their feats of incredible strength.

Class Features

All of the following are class features of the mighty contender of Kord prestige class.

Weapon and Armor Proficiency: Mighty contenders are proficient with all simple and martial weapons, with all armor, and with shields.

Mighty Endurance: A mighty contender has a special form of damage reduction that allows him to ignore 5 points of subdual damage every time he is dealt subdual damage. This extraordinary ability applies to all effects that deal subdual damage.

Feat of Strength: When a mighty contender performs a feat of strength (the granted power of the Strength domain), he adds his mighty contender level to his cleric levels to determine his Strength enhancement for 1 round. He can now perform a feat of strength a number of times per day equal to his unmodified Strength modifier, but always at least once.

Spells per Day: A mighty contender continues the divine spellcasting training he began, but more slowly. For every two contender levels gained, the character gains new spells per day as if he had gained one level of the spellcasting class he belonged to before he added the prestige class. He does not gain any other benefit of the level (such as turning undead) that the character would have gained. This essentially means that he adds half his mighty contender level to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly. For example, if Gilgas, an 8th-level cleric/1st-level mighty contender, gains another level in mighty contender, he gains new spells as if he

THE MIGHTY CONTENDER OF KORD

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Mighty endurance, feat of strength	
2nd	+1	+3	+0	+3		+1 level of existing class
3rd	+2	+3	+1	+3	Surge of strength	
4th	+3	+4	+1	+4		+1 level of existing class
5th	+3	+4	+1	+4	Strength increase	
6th	+4	+5	+2	+5		+1 level of existing class
7th	+5	+5	+2	+5	Feat of power	
8th	+6	+6	+2	+6		+1 level of existing class
9th	+6	+6	+3	+6	Strength increase	
10th	+7	+7	+3	+7	Surge of power	+1 level of existing class

had risen to 9th level in cleric, but uses the other contender aspects of level progression such as base attack and saving throw bonus. If he next gains a level of cleric, making him a 10th-level cleric/2nd-level mighty contender, he gains spells as an 11th-level cleric.

Surge of Strength: When a mighty contender of at least 3rd level performs a feat of strength, the enhancement bonus lasts for 1d4+1 rounds.

Strength Increase: When a mighty contender reaches 5th level, and again at 9th level, his Strength score increases by 1. This is not an enhancement bonus; it is an ability score increase like any character normally gains every four levels.

Feat of Power: Once per day, as a supernatural ability, when performing a surge of strength, a mighty contender of 7th level or higher can add one and a half times his combined cleric and mighty contender levels to his Strength score for the first round of the surge. For the remaining 1d4 rounds, he adds only his level to his Strength score.

Surge of Power (Su): Once per day, as a supernatural ability, when performing a surge of strength, a 10th-level mighty contender can add one and a half times his level to his Strength score for the duration of the surge (1d4+1 rounds).



CLASS REQUIREMENTS

To qualify to become a mighty contender of Kord, a character must fulfill all the following criteria:

ALIGNMENT	CHAOTIC GOOD
PATRON DEITY	KORD
BASE FORTITUDE SAVE	+6
SKILLS	KNOWLEDGE (RELIGION): 9 RANKS
FEATS	ENDURANCE, POWER ATTACK
SPELLCASTING	ABILITY TO CAST DIVINE SPELLS

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

The mighty contender's class skills are:

STRENGTH	
DEXTERITY	
CONSTITUTION	CONCENTRATION
INTELLIGENCE	CRAFT, KNOWLEDGE (RELIGION), SCRIV, SPELLCRAFT
WISDOM	HEAL, INTUIT DIRECTION, PROFESSION, SENSE MOTIVE
CHARISMA	DIPLOMACY, INTIMIDATE