

Dungeons & Dragons 3.5 Edition Index – Prestige Classes

<http://www.crystalkeep.com/d20>

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Prestige Classes Summary by Topic

Race-Specific Prestige Classes

Changeling

Cabinet Trickster (p. 26) – a Changeling who can read minds and even disrupt them.

Recaster (p. 68) – a Changeling who can apply metamagics on-the-fly, ignore material components, etc.

Drow

Drow Judicator (p. 35) – a drow follower of the Deity of Spiders and/or her Champion, who eventually gains a spider servant as a mount and slow spell progression

Dwarf

Battlesmith (p. 23) – a dwarf smith who can create magic weapons & armor without being a spellcaster.

Deepwarden (p. 32) – a dwarf who travels the deepest tunnel, looking for invaders, and reporting back to the clan.

Dwarven Defender (p. 36) – a dwarf who specializes in being a living wall.

Hammer of Moradin (p.45) – specialty priest of Deity of the Forge, who imbues his warhammer with special abilities.

Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

Justice Hammer of Moradin (p. 54) – specialty priest of the Deity of Dwarves and the Forge.

Ollam (p. 64) – dwarven teacher.

Runesmith (p. 70) – a dwarven arcane caster who can wear armor because his/her spells are cast through runes instead of hand motions.

Stonelord (p. 78) – dwarf with spell-like abilities effecting & using stone.

Elf

Arcane Archer (p. 21) – spell-casters who can attach spells to arrows.

Bladesinger (p. 25) – elven fighter / wizard.

Champion of Corellon Larethian (p. 29) – specialty templar of the Deity of Elves.

Darkwood Stalker (p. 32) – elf / half-elf practiced in hunting & killing orcs, who gains Sneak Attacks & eventually Death Attacks.

Evereskan Tomb Guardian (p. 39) – dedicated arcane guardian of a tomb in the Evereska Region of the Forgotten Realms, who also hunt down defilers of the tombs they guard.

Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

Seeker of the Misty Isle (p. 71) – searchers for a lost elven island, who are masters of traveling, using skills quickly, and finding what they seek.

Skylord (p. 74) – a rider of celestial flying creatures.

Wildrunner (p. 90) – an elf or half-elf who can travel quickly and unnoticed on foot, is able to ‘primal scream’, and eventually becomes a ‘Fey’.

Gnome

Blade Bravo (p. 25) – a gnome expert in feinting in combat and fighting larger folk.

Divine Prankster (p. 34) – a gnome cleric of Garl Glittergold who gains bard-like abilities and abilities to improve illusions.

Gnome Giant-Slayer (p. 44) – specialized in fighting Giants & using their size to their advantage.

Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

Shadowcraft Mage (p. 73) – a gnome with improved abilities with illusions, particularly those of the shadow sub-school.

Half-Elf

Arcane Archer (p. 21) – spell-casters who can attach spells to arrows.

Bladesinger (p. 25) – elven fighter / wizard.

Champion of Corellon Larethian (p. 29) – specialty templar of the Deity of Elves.

Darkwood Stalker (p.32) – elf / half-elf practiced in hunting & killing orcs, who gains Sneak Attacks & eventually Death Attacks.

Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

Outcast Champion (p. 65) – leader whose presence helps his/her allies, and who is dedicated to protecting them.

Scar Enforcer (p. 70) – a half-elf who totally hates humans & elves, and is good at killing them.

Seeker of the Misty Isle (p. 71) – searchers for a lost elven island, who are masters of traveling, using skills quickly, and finding what they seek.

Skylord (p. 74) – a rider of celestial flying creatures.

Wildrunner (p. 90) – an elf or half-elf who can travel quickly and unnoticed on foot, is able to ‘primal scream’, and eventually becomes a ‘Fey’.

Half-Orc

Eye of Gruumsh (p. 42) – templars of the Deity of Orcs who fight with Orc Double Axes even more wildly than Barbarians & inspire other to do so too.

Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

Menacing Brute (p. 61) – a half-orc practiced at surviving in a city through intimidation and resourcefulness.

Outcast Champion (p. 65) – leader whose presence helps his/her allies, and who is dedicated to protecting them.

Halfling

Halfling Outrider (p.45) – halfling light cavalry.

Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

Itinerant Warder of Yondala (p. 52) – specialty priest of the Deity of Halflings.

Jobber (p. 54) – the ‘face’ of a Halfling community, who job it is to talk with, check out, barter with, and “deal with” the neighboring humanoids.

Luckstealer (p. 56) – a halfling caster who can steal ‘luck’ from others for his/her own advantage.

Whisperknife (p. 89) – a halfling that specializes with light thrown weapons, usually daggers.

Human

Chameleon (p. 28) – a human or doppelganger who is able to simulate being almost any class, including the ability to cast spells.

Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

Urban Soul (p. 86) – a human who has perfectly adapted to city life, and is able to melt into buildings, hear the city ‘speak’, etc..

Orc

Eye of Gruumsh (p. 42) – templars of the Deity of Orcs who fight with Orc Double Axes even more wildly than Barbarians & inspire other to do so too.

Shifter

Moonspeaker (p. 62) – a Shifter who creates the magic items for their race, and gains ‘blessings’ from one moon each level.

Reachrunner (p. 68) – a Shifter focuses on moving fast and efficiently through outdoor terrain.

Weretouched Master (p. 89) – a Shifter who is becoming like his/her lycanthrope ancestors.

Warforged

Reforged (p. 69) – a Warforged who is trying to become a living creature.

Spellcarved Soldier (p. 76) – a Warforged with magical runes added to its body armor.

Warforged Juggernaut (p. 88) – a Warforged who is trying to be more like a Construct. .

Others

Chameleon (p. 28) – a human or doppelganger who is able to simulate being almost any class, including the ability to cast spells.

Stonedead Assassin (p. 78) – a goblinoid assassin who has abilities to meld, hide, and destroy stone.

Religious Prestige Classes

Note: The distinction between a ‘Specialty Priest’ and a ‘Specialty Templar’ is that a Specialty Priest gains levels as a Divine Caster & the Specialty Templar does not.

Supporting a Deity

- Arcane Devotee (p.21) – dedicated arcane follower of a deity.
- Celestial Mystic (p.28) – a follower of a Lawful Good Deity, who gains some abilities like a Celestial while advancing in spell-casting.
- Darkwater Knight (p. 31) – spellcaster tasked with guarding the underground seas, who eventually gains the ‘aquatic’ subtype.
- Divine Crusader (p.33) – a religious warrior dedicated to a specific deity.
- Divine Champion (p.33) – a combatant who fights in the name of a deity.
- Divine Seeker (p.34) – a person who “acquires things” for a patron deity.
- Drow Judicator (p. 35) – a drow follower of the Deity of Spiders and/or her Champion, who eventually gains a spider servant as a mount and slow spell progression
- Evangelist (p.39) – the mouth-piece of a deity who can effect followers and foes similarly to how a bard works.
- Exalted Arcanist (p.40) – a Sorcerer or Bard who casts “good” spells & has access to some clerical spells as arcane spells.
- Pious Templar (p. 65) – defender of a patron deity’s temples.
- Sacred Fist (p. 70) – monk-like temple protectors who vow to not use weapons.
- Sword of Righteousness (p. 80) – a martial follower of one of the Pantheons of the Good Outer Planes who gains mastery of Exalted Feats.
- Wonderworker (p. 90) – a spellcasting follower of one of the Pantheons of the Good outer planes who gains mastery of Exalted Feats.

Specialty Priests

- Black Flame Zealot (p.24) – follower of the Deity of Fire, who improves at sneak attacks, gains a death attack, and eventually can immolate his/her opponents
- Chimeric Champion of Garl Glittergold (p.30) – specialty priest of the Deity of Gnomes and Illusions, who can create Illusion-based magic like an Arcane caster.
- Divine Disciple (p.33) – a priest who represent his/her deity (even more-so than usual).
- Divine Prankster (p.34) – specialty priest of the Deity of Gnomes and Illusions, who gains bard-like abilities and abilities to improve illusions.
- Entropomancer (p. 39) – specialty priest of the Deity of the Void.
- Exorcist of the Silver Flame (p. 40) – specialty priest of the Silver Flame, with the ability to

- drive off Evil Outsiders and make a person’s weapon more effective against Outsiders.
- Eye of Horus-Re (p.42) – specialty priest of Deity of the Sun.
- Fist of Raziell (p. 42) – follower of the Deity of Holy Warfare, who gain special advantages to their ‘Smite Evil’ ability.
- Itinerant Warder of Yondala (p. 52) – specialty priest of the Deity of Halflings.
- Justice Hammer of Moradin (p. 54) – specialty priest of the Deity of Dwarves and the Forge.
- Justiciar of Tyr (p. 54) – specialty priest of the Deity of Justice, which has some Paladin-like abilities focused against Chaos.
- Knight of Holy Shielding (p. 55) – follower of Heironeous that guard the Grayhawk region called the Shield Lands.
- Lion of Talisid (p. 55) – follower of the Celestial Lion, many of whose abilities stack with those of a Druid or Ranger.
- Maiden of Pain (p. 57) – specialty priestess of the Deity of Pain.
- Martyred Champion of Ilmater (p. 57) – specialty priest / templar of the Deity of Suffering.
- Morninglord of Lathander (p. 62) – specialty priest of the Deity of Light.
- Mystic Keeper of Corellon Larethian (p. 63) – specialty priest of the Deity of Elves.
- Prophet of Erathaol (p. 66) – follower of the Seer of Celestia, who can “channel” a Celestial to get a variety of help.
- Radiant Servant of Pelor (p. 67) – specialty priest of the Deity of Light & Mercy.
- Sentinel of Bharrai (p. 71) – follower of the Celestial Bear, who can eventually change into a Bear / Dire Bear, call lightning, etc.
- Shinning Blade of Heironeous (p. 74) – specialty priest/templar of the Deity of Righteous Warfare.
- Thrall of Baphomet (p. 83) – follower of the Demon Prince of Beasts.
- Thrall of Dagon (p.83) – follower of the Demon Prince of the Sea.
- Thrall of Fraz-Urb’luu (p. 84) – follower of the Demon Prince of Deception.
- Thrall of Kostchtchie (p.84) – follower of the Demon Prince of Wrath, who eventually becomes a ‘Giant’.
- Thrall of Pazuzu (p. 85) – follower of the Demon Prince of the Lower Aerial Kingdoms.
- Thrall of Zugtomy (p. 85) – follower of the Demon Queen of Fungi, who eventually becomes a Plant creature.
- Yathrinshree (p. 92) – specialty priest of the Drow Deity of Undeath & Revenge.

Specialty Templars

- Beloved of Valarian (p. 23) – female templars of the Deity of Unicorns, who ride Unicorns & defend the forests from evil magical beasts.
- Battle Howler of Gruumsh (p. 24) – a bard who follows the Deity of the Orcs and gains the ability to Rage like a Barbarian.
- Celebrant of Sharess (p. 28) – specialty templar of the Deity of Passion.
- Champion of Corellon Larethian (p. 29) – specialty templar of the Deity of Elves.
- Champion of Gwynharwyf (p. 29) – follower of the Deity of Good Barbarians, who is effectively a Barbarian / Paladin hybrid.
- Defender of Sealthiel (p. 33) – follower of the Patron Deity of Protectors.
- Drow Judicator (p. 35) – a drow follower of the Deity of Spiders and/or her Champion, who eventually gains a spider servant as a mount and slow spell progression
- Emissary of Barachiel (p. 38) – follower of the Deity of Herald, who can use the Words of Creation to effects large numbers of people and help convert his/her opponent to Lawful Good.
- Eye of Gruumsh (p. 42) – templars of the Deity of Orcs who fight with Orc Double Axes even more wildly than Barbarians & inspire other to do so too.
- Hammer of Moradin (p.45) – specialty priest of Deity of the Forge, who imbues his warhammer with special abilities.
- Initiate of Pistis Sophia (p. 52) – a holy monk who follows the Deity of Good Monks, who gains vows & resistances, and eventually becomes an Outsider.
- Martyred Champion of Ilmater (p. 57) – specialty priest / templar of the Deity of Suffering.
- Memory Smith (p. 61) – a bard who follows the Deity of the Forge
- Ravager (p. 68) – templars of the Deity of Slaughter.
- Shinning Blade of Heironeous (p. 74) – specialty priest/templar of the Deity of Righteous Warfare.
- Slayer of Domiel (p. 75) – follower of the Archon of Mercy, who act as spies and assassins for the cause of good.
- Slime Lord (p. 75) – specialty templar of the Drow Deity of Oozes.
- Stalker of Kharash (p. 77) – follower of the Celestial Wolf, who can actually smell evil.
- Temple Raider of Olidammara (p. 82) – specialty templar of the Deity of Theft.
- Vassal of Bahamut (p. 87) – follower of the Deity of Good Dragons, who gains special abilities to combat evil dragons.

Weapon Specialists

Unarmed Specific

- Crane Shen (p. 31) – unarmed combatant that mimics a crane by moving fast & blocking attacks, and eventually gaining a hybrid battle form.
- Dragon Shen (p. 34) – unarmed combatant that mimics a dragon by imbuing his/her fists with acid, cold, electricity, or fire, and eventually gaining a hybrid battle form.
- Enlightened Fist (p. 39) – a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity.
- Mantis Shen (p. 57) – unarmed combatant that mimics a Praying Mantis with excellent grappling, disarming, & tripping, and eventually gaining a hybrid battle form.
- Panther Shen (p. 65) – unarmed combatant that mimics a panther by moving fast & striking quickly, and eventually gaining a hybrid battle form.
- Reaping Mauler (p. 68) – expert at grappling, eventually learning some effective ‘finishing moves’.
- Sacred Fist (p. 70) – monk-like temple protectors who vow to not use weapons.
- Snake Shen (p. 75) – unarmed combatant that mimics a snake by attacking with Intelligence & making each strike hurt, and eventually gaining a hybrid battle form.
- Tiger Shen (p. 85) – unarmed combatant that mimics a tiger by striking the correct location to paralyze & becoming immune to fear, and eventually gaining a hybrid battle form.

Other Weapon Specific

- Daggerspell Mage (p.31) – a multiclassed arcane caster / rogue who can cast spells through daggers.
- Daggerspell Shaper (p.31) – a multiclassed druid / rogue who can cast spells through daggers.
- Dervish (p.33) – specialized in a dance with blades (often scimitars) that can cut through a large group of creatures.
- Duelist (p.35) – armorless, nimble swashbuckler who is trained in one-handed piercing weapons.
- Exotic Weapon Master (p. 41) – learn special tricks with your exotic weapon.
- Eye of Gruumsh (p. 42) – templars of the Deity of Orcs who fight with Orc Double Axes even more wildly than Barbarians & inspire other to do so too.
- Hammer of Moradin (p.45) – specialty priest of Deity of the Forge, who imbues his warhammer with special abilities.
- Invisible Blade (p.52) – weapon specialist who ‘feints’ and sneak attacks with daggers, punching daggers, and kukri.
- Justice Hammer of Moradin (p. 54) – specialty priest of the Deity of Dwarves and the Forge.
- Kensai (p. 54) – master of combat with a signature weapon of your choice.
- Master Thrower (p. 59) – a specialist with thrown weapons.
- Monkey Shen (p. 62) – a quarterstaff combatant that mimics a monkey by moving unexpectedly & jumping around easily, and eventually gaining a hybrid battle form.
- Occult Slayer (p. 64) – a warrior who specialized in resisting, disrupting, & slaying spellcasters.
- Poisoner (p. 65) – able to create non-standard poisons, plus can generate poison from own body, & eventually can exhale it or even poison with a glance.
- Whisperknife (p. 89) – a halfling that specializes with light thrown weapons, usually daggers.

Bow specific

- Arcane Archer (p. 21) – spell-casters who can attach spells to arrows.
- Bowman Charger (p. 26) – a mounted archer whose bounded mount fight as one.
- Cragtop Archer (p. 30) – an expert at long-range combat (not just bows), who can attack from farther away than anyone else.
- Order of the Bow Initiate (p. 65) – expert at ambushing with a bow & shooting while in melee.

Mounted-Combat Specific

- Bowman Charger (p. 26) – a mounted archer whose bounded mount fight as one.
- Cavalier (p. 27) – mounted knight.
- Halfling Outrider (p.45) – halfling light cavalry.
- Shaaryan Hunter (p. 71) – expert at tracking and hunting while on horseback, from the Forgotten Realms region ‘The Shaar’.
- Wild Plains Outrider (p. 90) – a paladin, ranger, or druid who focuses on his/her mount.

Two-Weapon Fighting

- Dervish (p. 33) – specialized in a dance with blades (often scimitars) that can cut through a large group of creatures.
- Dread Pirate (p. 35) – a honorable or blood thirsty pirate.
- Tempest (p. 82) – master of fighting with two weapons.

Sea-Combat Specialists

- Dread Pirate (p.35) – a honorable or blood thirsty pirate.

Those Who Hunt

Non-Specific

- Bloodhound (p. 26) – hunts down a designated mark & won't stop until he is done.
 Justicar (p. 54) – bounty hunters specializing in bringing people back alive.
 Master Inquisitive (p. 58) – a detective with magical abilities.
 Vigilante (p. 87) – solves crime with knowledge of his/her "home turf" and some handy spells.

Class-Specific

- Occult Slayer (p. 64) – a warrior who specialized in resisting, disrupting, & slaying spellcasters.
 Suel Arcanamach (p. 79) – spellcaster trained to fight other spellcasters.

Religion-Specific

- Consecrated Harrier (p. 30) – person who hunts down enemies of the church, no matter where they hide.
 Evereskan Tomb Guardian (p.39) – dedicated arcane guardian of a tomb in the Evereska Region of the Forgotten Realms, who also hunt down defilers of the tombs they guard.

Creature-Specific

- Darkwood Stalker (p.32) – elf / half-elf practiced in hunting & killing orcs, who gains Sneak Attacks & eventually Death Attacks.
 Deadgrim (p. 32) – divine caster who fights undead by becoming more like them.
 Exorcist of the Silver Flame (p. 40) – specialty priest of the Silver Flame, with the ability to drive off Evil Outsiders and make a person's weapon more effective against Outsiders.
 Gnome Giant-Slayer (p. 44) – specialized in fighting Giants & using their size to their advantage.
 Green Whisperer (p.45) – a combination bard & druid whose music is especially effective against animals & eventually plants.
 Hunter of the Dead (p. 50) – specialists in combating the restless dead.
 Knight of the Chalice (p. 55) – specialized in defeating Evil Outsiders & Demons in particular.
 Sacred Exorcist (p. 70) – one who searches for and combats possession by Undead & Outsiders.
 Scar Enforcer (p. 70) – a half-elf who totally hates humans & elves, and is good at killing them.

- Sworn Slayer (p. 80) – one who has sworn to destroy all creatures of a specific type (such as Undead).
 Vassal of Bahamut (p. 87) – follower of the Deity of Good Dragons, who gains special abilities to combat evil dragons.
 Wormhunter (p. 91) – veteran of battling the undead and mortals that follow Kyuss, who has been toughened by surviving numerous attacks by the Worms of Kyuss and has even gained lore through this connection to the other world.

Others

- Dark Hunter (p. 31) – battles creatures that hunt under-ground.
 Darkwater Knight (p. 31) – spellcaster tasked with guarding the underground seas, who eventually gains the 'aquatic' subtype.
 Seeker of the Misty Isle (p. 71) – searchers for a lost elven island, who are masters of traveling, using skills quickly, and finding what they seek.
 Shaaryan Hunter (p. 71) – expert at tracking and hunting while on horseback, from the Forgotten Realms region 'The Shaar'.

Classes that change the Creature-Type

Construct

- Green Star Adept (p.45) – by consuming very rare, very hard, & very green Starmetal, your body turns more metal-like (and green-tinted) until you ultimately become a Construct.

Dragon

- Dragon Disciple (p.34) – become more and more like the dragon of your dreams (natural armor, claw & bite attacks, breath weapons, wings, etc.) until finally becoming a Half-Dragon.

Elemental

- Elemental Savant (p.38) – a caster who wishes to become more in tune with one of the four elements, eventually becoming an 'Elemental'.

Fey

- Swanmay (p. 79) – a pure female who can become a swan, has a magical connection to other creatures, and eventually becomes a 'Fey'.

- Wildrunner (p. 90) – an elf or half-elf who can travel quickly and unnoticed on foot, is able to 'primal scream', and eventually becomes a 'Fey'.

Giant

- Thrall of Kostchtchie (p.84) – follower of the Demon Prince of Wrath, who eventually becomes a 'Giant'.

Outsider

- Acolyte of the Skin (p. 19) – bond a skin of a fiend to your own, becoming more and more fiendish, eventually becoming an 'Outsider'.
 Alienist (p. 19) – mage who studies & summons creatures beyond normal understanding, eventually becoming an 'Outsider'.
 Initiate of Pistis Sophia (p. 52) – a holy monk who follows the Deity of Good Monks, who gains vows & resistances, and eventually becomes an Outsider.

- Shadowcrafter (p. 73) – master of shadow magics, who eventually becomes an Outsider.
 Troubadour of Stars (p. 86) – a musician who plays the music of the Court of Stars, gains new Bardic Music abilities, and eventually becomes an Outsider.

Plant

- Thrall of Zugtomy (p. 85) – follower of the Demon Queen of Fungi, who eventually becomes a Plant creature.

Aquatic subtype

- Darkwater Knight (p. 31) – spellcaster tasked with guarding the underground seas, who eventually gains the 'aquatic' subtype.

Shapeshifter subtype

- Master of Many Forms (p. 58) – expert shape-changer who eventually can take the form of Plants, Fey, Oozes, Dragons, and in the end changes into a 'Shapeshifter'.

Classes with a Bonded Helper

Gains a Familiar

Celebrant of Sharess (p. 28) – specialty templar of the Deity of Passion.

Master of the East Wind (p.59) – hybrid monk / arcane casters that protect from outer plane attacks.

Gains an Animal Companion

Beastmaster (p. 24) – animal specialist who gains an extra animal companion every few levels.

Thrall of Baphomet (p. 83) – follower of the Demon Prince of Beasts.

Vermin Keeper (p. 87) – a druid whose abilities can be used on vermin, can wild shape into a vermin, and who gains a vermin companion.

Gains a Mount

Beloved of Valarian (p. 23) – female templars of the Deity of Unicorns, who ride Unicorns & defend the forests from evil magical beasts.

Drow Judicator (p. 35) – a drow follower of the Deity of Spiders and/or her Champion, who eventually gains a spider servant as a mount and slow spell progression

Skylord (p. 74) – a rider of celestial flying creatures.

Gains a Different Type of Companion

Blackguard (p. 25) – anti-paladins with better PR.
Holy Liberator (p. 49) – chaotic good “paladin”, who can cast spells & summon a celestial companion.

Shadow Dancer (p. 72) – trained to step in and out of shadows, control them, & even get undead shadows as helpers.

Prestige Classes related to Base Classes

Barbarian

Stacks with Barbarian Rage

- Battle Howler of Gruumsh (p. 24) – a bard who follows the Deity of the Orcs and gains the ability to Rage like a Barbarian.
- Celebrant of Sharess (p. 28) – specialty templar of the Deity of Passion.
- Champion of Gwynharwyf (p. 29) – follower of the Deity of Good Barbarians, who is effectively a Barbarian / Paladin hybrid.
- Eye of Gruumsh (p. 42) – templars of the Deity of Orcs who fight with Orc Double Axes even more wildly than Barbarians & inspire other to do so too.
- Firestorm Berserker (p. 42) – a barbarian who literally is on fire inside, allowing him/her to breath out fire & to rage longer at the cost of Constitution.

Class Features Similar to Barbarian Rage

- Bear Warrior (p. 24) – in the heat of battle, you can become a bear.
- Frenzied Berserker (p. 43) – make normal barbarians look weak & in control by comparison.
- Rage Mage (p. 67) – magical berserker.
- Wildrunner (p. 90) – an elf or half-elf who can travel quickly and unnoticed on foot, is able to ‘primal scream’, and eventually becomes a ‘Fey’.

Bard

Stacks with Bardic Music

- Divine Prankster (p.34) – a gnome cleric of Garl Glittergold who gains bard-like abilities and abilities to improve illusions.
- Fochlucan Lyrist (p. 43) – a bard / druid / rogue, who acts as a spy, poet, & woodland champion.
- Heartfire Fanner (p. 47) – a caster whose music can inspire his/her allies to fight better or to cast spells better.
- Memory Smith (p. 61) – a bard who follows the Deity of the Forge
- Mourner (p. 62) – a bard who uses his/her songs against undead, helping put them to rest.
- Sublime Chord (p. 79) – a bard who gains up to 9th level spells, plus some new songs.
- Troubadour of Stars (p. 86) – a musician who plays the music of the Court of Stars, gains new Bardic Music abilities, and eventually becomes an Outsider.
- Virtuoso (p. 87) – a specialist with bardic music who learns advanced songs, like those that jamming spellcasting, keening weapons, etc.
- War Chanter (p. 88) – a Bard who sings combat-enhancing songs.
- World Speaker (p. 91) – a bard who learns to communicate with all types of people, animals, plants, elements, & even the dead.

Class Features Similar to Bardic Music

- Battle Howler of Gruumsh (p. 24) – a bard who follows the Deity of the Orcs and gains the ability to Rage like a Barbarian.
- Evangelist (p.39) – the mouth-piece of a deity who can effect followers and foes similarly to how a bard works.
- Green Whisperer (p.45) – a combination bard & druid whose music is especially effective against animals & eventually plants.
- Icesinger (p. 50) – a bard who has suffered enough anguish that he/she becomes attuned to sorrow and cold.
- Seeker of the Song (p. 71) – gains new types of Bardic Music which can cause damage, is able to do more than one type of music at a time with the effects stacking, etc.
- Sublime Chord (p. 79) – a bard who gains up to 9th level spells, plus some new songs.
- Troubadour of Stars (p. 86) – a musician who plays the music of the Court of Stars, gains new Bardic Music abilities, and eventually becomes an Outsider.
- Virtuoso (p. 87) – a specialist with bardic music who learns advanced songs, like those that jamming spellcasting, keening weapons, etc.
- War Chanter (p. 88) – a Bard who sings combat-enhancing songs.

Stacks with Bardic Knowledge

- Fochlucan Lyrist (p. 43) – a bard / druid / rogue, who acts as a spy, poet, & woodland champion.
- Green Whisperer (p.45) – a combination bard & druid whose music is especially effective against animals & eventually plants.
- Harper Agent (p.46) – a ‘field operative’ for The Harpers.
- Harper Paragon (p.46) – a member of The Harpers dedicated to opposing evil.
- Loremaster (p. 56) – caster who specializes in finding forgotten lore.
- Memory Smith (p. 61) – a bard who follows the Deity of the Forge
- Mourner (p. 62) – a bard who uses his/her songs against undead, helping put them to rest.
- Ollam (p. 64) – dwarven teacher.
- Sublime Chord (p. 79) – a bard who gains up to 9th level spells, plus some new songs.
- World Speaker (p. 91) – a bard who learns to communicate with all types of people, animals, plants, elements, & even the dead.

Cleric

Gain a Domain

- Church Inquisitor (p.30) – priests tasked with finding subtle evils, including infiltration.
- Contemplative (p. 30) – one who is dedicated to becoming one with his deity.
- Divine Oracle (p.34) – a specialist in divination.
- Justice Hammer of Moradin (p. 54) – specialty priest of the Deity of Dwarves and the Forge.
- Rainbow Servant (p. 67) – arcane casters who learn the magic and abilities of Couatl.
- Seeker of the Misty Isle (p. 71) – searchers for a lost elven island, who are masters of traveling, using skills quickly, and finding what they seek.
- Warpriest (p. 88) – a cleric trained to lead soldiers into battle.

Stacks with Turn / Rebuke Undead

- Apostle of Peace (p. 20) – dedicated to peace & able to cool anger with a touch.
- Eye of Horus-Re (p.42) – specialty priest of Deity of the Sun.
- Master of the West Wind (p. 60) – hybrid cleric / monks that uphold the principles of the Order of the Four Winds.
- Morninglord of Lathander (p. 62) – specialty priest of the Deity of Light.
- Radiant Servant of Pelor (p. 67) – specialty priest of the Deity of Light & Mercy.
- Sacred Exorcist (p. 70) – one who searches for and combats possession by Undead & Outsiders.

- Ur-Priest (p. 86) – hate deities, but know how to ‘steal’ clerical spells from them.
- Warpriest (p. 88) – a cleric trained to lead soldiers into battle.
- Wormhunter (p. 91) – veteran of battling the undead and mortals that follow Kyuss, who has been toughened by surviving numerous attacks by the Worms of Kyuss and has even gained lore through this connection to the other world.
- Yathrinshree (p. 92) – specialty priest of the Drow Deity of Undeath & Revenge.

Druid

Stacks with Wild Shape

Arcane Hierophant (p. 21) – hybrid arcane caster / druid.
 Daggertail Shaper (p.31) – a multiclassed druid / rogue who can cast spells through daggers.
 Master of Many Forms (p. 58) – expert shape-changer who eventually can take the form of Plants, Fey, Oozes, Dragons, and in the end changes into a ‘Shapeshifter’.
 Master of the North Wind (p.60) – hybrid druid / monks that patrol large areas and keep the peace through personal prowess.
 Nature’s Warrior (p. 63) – druids gains special abilities to combine with their Wild Shapes.
 Swanmay (p. 79) –a pure female who can become a swan, has a magical connection to other creatures, and eventually becomes a ‘Fey’.

Stacks with Wild Empathy

Apelord (p. 20) – an Animal Lord specialized in apes, baboons, dire apes, & monkeys.
 Bearlord (p. 23) – an Animal Lord specialized in bears.
 Beastmaster (p. 24) – animal specialist who gains an extra animal companion every few levels.
 Birdlord (p. 24) – an Animal Lord specialized in birds.
 Catlord (p. 27) – Animal Lord specialized in felines.
 Horselord (p. 49) – Animal Lord specialized in horses and ponies.
 Nature’s Warrior (p. 63) – druids gains special abilities to combine with their Wild Shapes.
 Sharklord (p. 74) – Animal Lord specialized in sharks.
 Snakelord (p. 75) – Animal Lord specialized in snakes.
 Swanmay (p. 79) –a pure female who can become a swan, has a magical connection to other creatures, and eventually becomes a ‘Fey’.
 Weretouched Master (p. 89) – a Shifter who is becoming like his/her lycanthrope ancestors.
 Wolflord (p. 90) – Animal Lord specialized in wolves.

Stacks with Animal Companion

Apelord (p. 20) – an Animal Lord specialized in apes, baboons, dire apes, & monkeys.
 Arcane Hierophant (p. 21) – hybrid arcane caster / druid.
 Bearlord (p. 23) – an Animal Lord specialized in bears.
 Beastmaster (p. 24) – animal specialist who gains an extra animal companion every few levels.
 Birdlord (p. 24) – an Animal Lord specialized in birds.
 Catlord (p. 27) – Animal Lord specialized in felines.
 Horselord (p. 49) – Animal Lord specialized in horses and ponies.
 Lion of Talisid (p. 55) – follower of the Celestial Lion, many of whose abilities stack with those of a Druid or Ranger.
 Sharklord (p. 74) – Animal Lord specialized in sharks.
 Snakelord (p. 75) – Animal Lord specialized in snakes.
 Wild Plains Outrider (p. 90) – a paladin, ranger, or druid who focuses on his/her mount.
 Wolflord (p. 90) – Animal Lord specialized in wolves.

Monk

Monks May Freely Crossclass

Drunken Master (p.35) – fights as if / when drunk.
 Enlightened Fist (p. 39) – a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity.
 Kensai (p. 54) – master of combat with a signature weapon of your choice.
 Sword of Righteousness (p. 39) – a martial follower of one of the Pantheons of the Good Outer Planes who gains mastery of Exalted Feats.

Stacks with Monk Levels

Crane Shen (p. 31) – unarmed combatant that mimics a crane by moving fast & blocking attacks, and eventually gaining a hybrid battle form.
 Dragon Shen (p. 34) – unarmed combatant that mimics a dragon by imbuing his/her fists with acid, cold, electricity, or fire, and eventually gaining a hybrid battle form.
 Enlightened Fist (p. 39) – a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity.
 Initiate of Pistis Sophia (p. 52) – a holy monk who follows the Deity of Good Monks, who gains vows & resistances, and eventually becomes an Outsider.
 Mantis Shen (p. 57) – unarmed combatant that mimics a Praying Mantis with excellent grappling, disarming, & tripping, and eventually gaining a hybrid battle form.
 Master of the East Wind (p.59) – hybrid monk / arcane casters that protect from outer plane attacks.
 Master of the North Wind (p.60) – hybrid druid / monks that patrol large areas and keep the peace through personal prowess.

Master of the South Wind (p. 60) – hybrid rogue / monks that try to bring peace through subterfuge, social engineering, and occasional targeted strikes.
 Master of the West Wind (p. 60) – hybrid cleric / monks that uphold the principles of the Order of the Four Winds.
 Monk of the Long Death (p. 62) – one who studies death, poison, fear, and similar topics.
 Monkey Shen (p. 62) – a quarterstaff combatant that mimics a monkey by moving unexpectedly & jumping around easily, and eventually gaining a hybrid battle form.
 Panther Shen (p. 65) – unarmed combatant that mimics a panther by moving fast & striking quickly, and eventually gaining a hybrid battle form.
 Sacred Fist (p. 70) – monk-like temple protectors who vow to not use weapons.
 Snake Shen (p. 75) – unarmed combatant that mimics a snake by attacking with Intelligence & making each strike hurt, and eventually gaining a hybrid battle form.
 Tattooed Monk (p. 81) – the tattoos added to the body grant magic abilities.
 Tiger Shen (p. 85) – unarmed combatant that mimics a tiger by striking the correct location to paralyze & becoming immune to fear, and eventually gaining a hybrid battle form.

Paladin

Paladins May Freely Crossclass

Hospitaller (p. 50) – a divine caster who focuses on protecting others.
 Justicar (p. 54) – bounty hunters specializing in bringing people back alive.
 Justiciar of Tyr (p. 54) – specialty priest of the Deity of Justice, which has some Paladin-like abilities focused against Chaos.
 Kensai (p. 54) – master of combat with a signature weapon of your choice.
 Knight of the Chalice (p. 55) – specialized in defeating Evil Outsiders & Demons in particular.
 Knight Protector (p. 55) – noble knight who protects the weak.
 Purple Dragon Knight (p. 66) – heroic knights of Cormyr who lead troops in battle.
 Shadowbane Inquisitor (p. 72) – a paladin / rogue who is focused on defeating evil and darkness.
 Shinning Blade of Heironeous (p. 74) – specialty priest/templar of the Deity of Righteous Warfare.
 Sword of Righteousness (p. 39) – a martial follower of one of the Pantheons of the Good Outer Planes who gains mastery of Exalted Feats.
 Wild Plains Outrider (p. 90) – a paladin, ranger, or druid who focuses on his/her mount.

Smite Class Feature

Blackguard (p. 25) – anti-paladins with better PR.
 Champion of Gwynharwyf (p. 29) – follower of the Deity of Good Barbarians, who is effectively a Barbarian / Paladin hybrid.
 Drow Judicator (p. 35) – a drow follower of the Deity of Spiders and/or her Champion, who eventually gains a spider servant as a mount and slow spell progression
 Fist of Raziel (p. 42) – follower of the Deity of Holy Warfare, who gain special advantages to their ‘Smite Evil’ ability.
 Holy Liberator (p. 49) – chaotic good “paladin”, who can cast spells & summon a celestial companion.
 Hunter of the Dead (p. 50) – specialists in combating the restless dead.
 Initiate of Pistis Sophia (p. 52) – a holy monk who follows the Deity of Good Monks, who gains vows & resistances, and eventually becomes an Outsider.
 Justiciar of Tyr (p. 54) – specialty priest of the Deity of Justice, which has some Paladin-like abilities focused against Chaos.
 Outcast Champion (p. 65) – leader whose presence helps his/her allies, and who is dedicated to protecting them.
 Pious Templar (p. 65) – defender of a patron deity’s temples.
 Scar Enforcer (p. 70) – a half-elf who totally hates humans & elves, and is good at killing them.
 Shadowbane Inquisitor (p. 72) – a paladin / rogue who is focused on defeating evil and darkness.
 Son of Mercy (p. 75) – member of Mercykillers Faction of Sigil, who act as bodyguards, bounty hunters, etc.
 Vigilante (p. 87) – solves crime with knowledge of his/her “home turf” and some handy spells.

Paladin-like Classes for other Alignments

Blackguard (p. 25) – anti-paladins with better PR.
 Champion of Gwynharwyf (p. 29) – follower of the Deity of Good Barbarians, who is effectively a Barbarian / Paladin hybrid.
 Drow Judicator (p. 35) – a drow follower of the Deity of Spiders and/or her Champion, who eventually gains a spider servant as a mount and slow spell progression
 Holy Liberator (p. 49) – chaotic good “paladin”, who can cast spells & summon a celestial companion.
 Outcast Champion (p. 65) – leader whose presence helps his/her allies, and who is dedicated to protecting them.

Stacks with Bonded Mount

Knight of Holy Shielding (p. 55) – follower of Heironeous that guard the Grayhawk region called the Shield Lands.

Stacks with Lay-on-Hands

Champion of Corellon Larethian (p. 29) – specialty templar of the Deity of Elves.

Ranger

Ranger-like ‘Favored Enemy’ Features

Darkwater Knight (p. 31) – spellcaster tasked with guarding the underground seas, who eventually gains the ‘aquatic’ subtype.
 Darkwood Stalker (p.32) – elf / half-elf practiced in hunting & killing orcs, who gains Sneak Attacks & eventually Death Attacks.

Eldeen Ranger (p.37) – ranger who follows the druidic teachings in Eberron.
 Gnome Giant-Slayer (p. 44) – specialized in fighting Giants & using their size to their advantage.
 Harper Paragon (p.46) – a member of The Harpers dedicated to opposing evil.
 Scar Enforcer (p. 70) – a half-elf who totally hates humans & elves, and is good at killing them.

Stalker of Kharash (p. 77) – follower of the Celestial Wolf, who can actually smell evil.
 Swanmay (p. 79) – a pure female who can become a swan, has a magical connection to other creatures, and eventually becomes a ‘Fey’.
 Sworn Slayer (p. 80) – one who has sworn to destroy all creatures of a specific type (such as Undead).

Rogue

Bonuses to Sneak Attack, Skirmish, etc.

- Arcane Trickster (p. 22) – thief with special arcane training.
- Assassin (p. 23) – a precise killer with spells at his/her disposal.
- Black Flame Zealot (p.24)– follower of the Deity of Fire, who improves at sneak attacks, gains a death attack, and eventually can immolate his/her opponents
- Darkwood Stalker (p.32) – elf / half-elf practiced in hunting & killing orcs, who gains Sneak Attacks & eventually Death Attacks.
- Divine Seeker (p.34) – a person who “acquires things” for a patron deity.
- Ghost-Faced Killer (p. 44) – ninja assassin who has ghost-like powers.
- Highland Stalker (p. 48) – specially trained to move and track through tough terrain.
- Imaskari Vengeance Taker (p. 50) – arcane-based hunter, who follow orders from their leaders, gain magic abilities to locate their target, and are good at killing them.
- Invisible Blade (p.52) – weapon specialist who ‘feints’ and sneak attacks with daggers, punching daggers, and kukri.
- Jobber (p. 54) – the ‘face’ of a Halfling community, who job it is to talk with, check out, barter with, and “deal with” the neighboring humanoids.
- Justicar (p. 54) – bounty hunters specializing in bringing people back alive.
- Master of the South Wind (p. 60) – hybrid rogue / monks that try to bring peace through subterfuge, social engineering, and occasional targeted strikes.
- Menacing Brute (p. 61) – a half-orc practiced at surviving in a city through intimidation and resourcefulness.
- Mole (p. 63) – able to dig, meld into, shape, etc., with dirt & eventually stone.
- Nightsong Enforcer (p. 64) – thief trained to work in a team.
- Oppressor (p. 64) – a thug that everyone know about, who gains sneak attacks & can intimidate a whole neighborhood.
- Order of the Bow Initiate (p. 65) – expert at ambushing with a bow & shooting while in melee.
- Poisoner (p. 65) – able to create non-standard poisons, plus can generate poison from own body, & eventually can exhale it or even poison with a glance.
- Replacement Killer (p. 69) – an assassin who specializes in disguising himself/herself as others to get close to the target.
- Ronin (p. 69) – a dishonored warrior.
- Shadow Thief of Amn (p. 72) – specially trained member of the Shadow Thieves’ Guild.
- Slayer of Domiel (p. 75) – follower of the Archon of Mercy, who act as spies and assassins for the cause of good.
- Stonedeath Assassin (p. 78) – a goblinoid assassin who has abilities to meld, hide, and destroy stone.
- Temple Raider of Olidammara (p. 82) – specialty templar of the Deity of Theft.
- Whisperknife (p. 89) – a halfling that specializes with light thrown weapons, usually daggers.
- Yathrinsee (p. 92) – specialty priest of the Drow Deity of Undeath & Revenge.
- Zhentarim Spy (p. 92) – a spy who can go undercover and be totally convincing in the new role.

Continued Spellcasting Progression

Arcane only

Arcane Devotee (p. 21) – dedicated arcane follower of a deity.
 Archmage (p. 22) – arcane caster who is so advanced, he/she can trade knowledge of spells for special spell abilities.
 Bladesinger (p. 25) – elven fighter / wizard.
 Blood Magus (p. 25) – cast arcane magic with your own blood.
 Daggerspell Mage (p.31) – a multiclassed arcane caster / rogue who can cast spells through daggers.
 Eldritch Knight (p.38) – a combination arcane spell caster & fighter.
 Enlightened Fist (p. 39) – a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity.
 Evereskan Tomb Guardian (p.39) – dedicated arcane guardian of a tomb in the Evereska Region of the Forgotten Realms, who also hunt down defilers of the tombs they guard.
 Exalted Arcanist (p.40) – a Sorcerer or Bard who casts “good” spells & has access to some clerical spells as arcane spells.
 Geometer (p. 44) – wizard who specializes in runes, who can cast, locate, and bypass *Glyph of Warding*.

Green Star Adept (p.45) – by consuming very rare, very hard, & very green Starmetal, your body turns more metal-like (and green-tinted) until you ultimately become a Construct.
 Imaskari Vengeance Taker (p. 50) – arcane-based hunter, who follow orders from their leaders, gain magic abilities to locate their target, and are good at killing them.
 Incantatrix (p.51) – arcane caster specialized in applying metamagics & spells in unusual ways, such as using his/her metamagic on someone else’s spell, taking over Concentration for someone else’s spell, etc.
 Incantifier (p. 51) – arcane caster that goes through a ritual to make his/her body powered by magic (i.e., in place of food, sleep, healing, etc.). Member of the Incanterium Faction of Sigil.
 Initiate of the Sevenfold Veil (p. 53) – an expert with Abjuration magics who can create wards based on a layer of a Prismatic Wall, with one color learned each level.
 Mage of the Arcane Order (p. 56) – guild mage.
 Master of the East Wind (p.59) – hybrid monk / arcane casters that protect from outer plane attacks.
 Master Transmogrifist (p. 60) – specialist in polymorphing, who masters a few forms and gains more and more of their special abilities

Mindbender (p. 61) – specialized in arcane & mundane influencing of people.
 Rage Mage (p. 67) – magical berserker.
 Rainbow Servant (p. 67) – arcane casters who learn the magic and abilities of Couatl.
 Recaster (p. 68) – a Changeling who can apply metamagics on-the-fly, ignore material components, etc.
 Red Wizard (p. 68) – highly specialized arcane caster from the country of Thay.
 Runesmith (p. 70) – a dwarven arcane caster who can wear armor because his/her spells are cast through runes instead of hand motions.
 Spellguard of Silverymoon (p. 76) – part of the corps of Arcane casters who guard the Forgotten Realms city of Silverymoon and the Silver Marches region around it.
 Troubadour of Stars (p. 86) – a musician who plays the music of the Court of Stars, gains new Bardic Music abilities, and eventually becomes an Outsider.
 Virtuoso (p. 87) – a specialist with bardic music who learns advanced songs, like those that jamming spellcasting, keening weapons, etc.
 Wild Mage (p. 90) – an arcane spellcaster with some chaotic magical ability.

Divine only

Chimeric Champion of Garl Glittergold (p.30) – specialty priest of the Deity of Gnomes and Illusions, who can create Illusion-based magic like an Arcane caster.
 Church Inquisitor (p.30) – priests tasked with finding subtle evils, including infiltration.
 Contemplative (p. 30) – one who is dedicated to becoming one with his deity.
 Daggerspell Shaper (p.31) – a multiclassed druid / rogue who can cast spells through daggers.
 Divine Prankster (p.34) – a gnome cleric of Garl Glittergold who gains bard-like abilities and abilities to improve illusions.
 Exorcist of the Silver Flame (p. 40) – specialty priest of the Silver Flame, with the ability to drive off Evil Outsiders and make a person’s weapon more effective against Outsiders.
 Fist of Raziel (p. 42) – follower of the Deity of Holy Warfare, who gain special advantages to their ‘Smite Evil’ ability.
 Hospitaler (p. 50) – a divine caster who focuses on protecting others.

Itinerant Warder of Yondala (p. 52) – specialty priest of the Deity of Halflings.
 Justice Hammer of Moradin (p. 54) – specialty priest of the Deity of Dwarves and the Forge.
 Justiciar of Tyr (p. 54) – specialty priest of the Deity of Justice, which has some Paladin-like abilities focused against Chaos.
 Knight of Holy Shielding (p. 55) – follower of Heironeous that guard the Grayhawk region called the Shield Lands.
 Lion of Talisid (p. 55) – follower of the Celestial Lion, many of whose abilities stack with those of a Druid or Ranger.
 Master of the North Wind (p. 60) – hybrid druid / monks that patrol large areas and keep the peace through personal prowess.
 Master of the West Wind (p. 60) – hybrid cleric / monks that uphold the principles of the Order of the Four Winds.
 Moonspeaker (p. 62) – a Shifter who creates the magic items for their race, and gains ‘blessings’ from one moon each level.

Morninglord of Lathander (p. 62) – specialty priest of the Deity of Light.
 Mystic Keeper of Corellon Larethian (p. 63) – specialty priest of the Deity of Elves.
 Nature’s Warrior (p. 63) – druids gains special abilities to combine with their Wild Shapes.
 Runecaster (p. 70) – a divine caster specialized in creating runes.
 Sacred Fist (p. 70) – monk-like temple protectors who vow to not use weapons.
 Seeker of the Misty Isle (p. 71) – searchers for a lost elven island, who are masters of traveling, using skills quickly, and finding what they seek.
 Shadowbane Stalker (p. 73) – a rogue / divine caster who is focused on defeating evil.
 Shadowcraft Mage (p. 73) – a gnome with improved abilities with illusions, particularly those of the shadow sub-school.
 Shinning Blade of Heironeous (p. 74) – specialty priest/templar of the Deity of Righteous Warfare.
 Warpriest (p. 88) – a cleric trained to lead soldiers into battle.

Bard specific

Battle Howler of Gruumsh (p. 24) – a bard who follows the Deity of the Orcs and gains the ability to Rage like a Barbarian.
 Icesinger (p. 50) – a bard who has suffered enough anguish that he/she becomes attuned to sorrow and cold.
 Memory Smith (p. 61) – a bard who follows the Deity of the Forge
 Mourner (p. 62) – a bard who uses his/her songs against undead, helping put them to rest.
 World Speaker (p. 91) – a bard who learns to communicate with all types of people, animals, plants, elements, & even the dead.

Cleric specific

Eye of Horus-Re (p.42) – specialty priest of Deity of the Sun.
 Maiden of Pain (p. 57) – specialty priestess of the Deity of Pain.

Druid or Ranger

Swanmay (p. 79) – a pure female who can become a swan, has a magical connection to other creatures, and eventually becomes a ‘Fey’.

Ranger specific

Stalker of Kharash (p. 77) – follower of the Celestial Wolf, who can actually smell evil.

Prepared-caster specific

Master Astrologer (p.58) – a caster of prepared spells who uses the stars to cast more effective spells.

Arcane or Divine

Alienist (p. 19) – mage who studies & summons creatures beyond normal understanding, eventually becoming an ‘Outsider’.

Arachnomancer (p. 21) – arcane caster who specializes in spiders and spider-like creatures.

Arcane Trickster (p. 22) – thief with special arcane training.

Celestial Mystic (p.28) – a follower of a Lawful Good Deity, who gains some abilities like a Celestial while advancing in spell-casting.

Citadel Elite (p. 30) – specially trained investigators of the Breland Crown.

Darkwater Knight (p. 31) – spellcaster tasked with guarding the underground seas, who eventually gains the ‘aquatic’ subtype.

Deep Diviner (p. 32) – expert with stone, earth nodes, etc.

Divine Oracle (p.34) – a specialist in divination.

Drow Judicator (p. 35) – a drow follower of the Deity of Spiders and/or her Champion, who eventually gains a spider servant as a mount and slow spell progression

Earth Dreamer (p. 36) – a caster who is in-tune with the stone near him/her, in time being able to see & glide through stone.

Earthshaker (p. 36) – a caster who is in tune with the earth, allowing him/her to detect the steps of others, cause the ground to shake, and eventually to cause earthquakes.

Effigy Master (p. 37) – a caster trained to create Constructs that look & act like Animals.

Elemental Savant (p.38) – a caster who wishes to become more in tune with one of the four elements, eventually becoming an ‘Elemental’.

Fatespinner (p. 42) – arcane caster with influence over ‘luck’ (i.e., saving throws, etc.).

Force Missile Mage (p. 43) – specialist in *Magic Missile*.

Geomancer (p. 44) – a hybrid arcane & divine spellcaster who gets the best of both worlds, but becomes more animal-like in the process.

Harper Agent (p.46) – a ‘field operative’ for The Harpers.

Harper Paragon (p.46) – a member of The Harpers dedicated to opposing evil.

Hathran (p.46) – an Arcane & Divine caster who is part of the leadership of the Forgotten Realms country of Rashemi.

Heartfire Fanner (p.47) – a caster whose music can inspire his/her allies to fight better or to cast spells better.

Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

Loremaster (p. 56) – caster who specializes in finding forgotten lore.

Luckstealer (p. 56) – a halfling caster who can steal ‘luck’ from others for his/her own advantage.

Maester (p. 56) – efficient creator of magic items.

Magic Filcher (p. 57) – an arcane caster who gains arcane spells & can emulate an arcane caster.

Ollam (p. 64) – dwarven teacher.

Prophet of Erathaol (p. 66) – follower of the Seer of Celestia, who can “channel” a Celestial to get a variety of help.

Ruathar (p. 69) – someone who learns to ‘be an Elf’, usually by helping them.

Sacred Exorcist (p. 70) – one who searches for and combats possession by Undead & Outsiders.

Scar Enforcer (p. 70) – a half-elf who totally hates humans & elves, and is good at killing them.

Sentinel of Bharrai (p. 71) – follower of the Celestial Bear, who can eventually change into a Bear / Dire Bear, call lightning, etc.

Shadow Adept (p. 72) – one who learns how to cast magic with the Shadow Weave.

Shadowcrafter (p. 73) – master of shadow magics, who eventually becomes an Outsider.

Shaper of Form (p. 73) – one who is inspired by the “spirits of form”, who teach how to permanently change objects and the caster himself.

Sharn Skymage (p. 74) – a specialist in flying and flight spells.

Skylord (p. 74) – a rider of celestial flying creatures.

Spellsworn (p. **Error! Bookmark not defined.**) – arcane fighter that can cast spells more easily while in armor.

Thaumaturgist (p. 82) – divine caster who is a specialist in calling Outsiders & making deals with them.

Thrall of Fraz-Urb’luu (p. 84) – follower of the Demon Prince of the Deception.

Thrall of Zuggotom (p. 85) – follower of the Demon Queen of Fungi, who eventually becomes a Plant creature.

Vermin Keeper (p. 87) – a druid whose abilities can be used on vermin, can wild shape into a vermin, and who gains a vermin companion.

Void Disciple (p. 88) – a spellcaster to can perceive and modify the surrounding reality.

Wayfarer Guide (p. 89) – teleport specialist.

Wormhunter (p. 91) – veteran of battling the undead and mortals that follow Kyuss, who has been toughened by surviving numerous attacks by the Worms of Kyuss and has even gained lore through this connection to the other world.

Arcane –and– Divine

Arcane Hierophant (p. 21) – hybrid arcane caster / druid.

Fochlucan Lyryst (p. 43) – a bard / druid / rogue, who acts as a spy, poet, & woodland champion.

Green Whisperer (p. 45) – a combination bard & druid whose music is especially effective against animals & eventually plants.

Mystic Theurge (p. 63) – a combined arcane & divine spellcaster.

Yathrinshree (p. 92) – specialty priest of the Drow Deity of Undeath & Revenge.

Tied to a School of MagicAbjuration

Initiate of the Sevenfold Veil (p. 53) – an expert with Abjuration magics who can create wards based on a layer of a Prismatic Wall, with one color learned each level.

Conjuration

Thaumaturgist (p. 82) – divine caster who is a specialist in calling Outsiders & making deals with them.

Thrall of Fraz-Urb’luu (p. 84) – follower of the Demon Prince of the Deception.

Divination

Divine Oracle (p. 34) – a specialist in divination.

Enchantment

Mindbender (p. 61) – specialized in arcane & mundane influencing of people.

Illusion

Chimeric Champion of Garl Glittergold (p.30) – specialty priest of the Deity of Gnomes and Illusions, who can create Illusion-based magic like an Arcane caster.

Divine Prankster (p. 34) – a gnome cleric of Garl Glittergold who gains bard-like abilities and abilities to improve illusions.

Shadowcraft Mage (p. 73) – a gnome with improved abilities with illusions, particularly those of the shadow sub-school.

Shadowcrafter (p. 73) – master of shadow magics, who eventually becomes an Outsider.

Thrall of Fraz-Urb’luu (p. 84) – follower of the Demon Prince of the Deception.

Tied to a Spell Type

Earth

Earthshaker (p. 36) – a caster who is in tune with the earth, allowing him/her to detect the steps of others, cause the ground to shake, and eventually to cause earthquakes.

Force

Argent Savant (p. 22) – specialist in force spells.
Force Missile Mage (p. 43) – specialist in *Magic Missile*.

Light

Eye of Horus-Re (p.42) – specialty priest of Deity of the Sun.
Morninglord of Lathander (p. 62) – specialty priest of the Deity of Light.
Radiant Servant of Pelor (p. 67) – specialty priest of the Deity of Light & Mercy.

Tied to a Specific Spell

Detect Thoughts

Cabinet Trickster (p. 26) – a Changeling who can read minds and even disrupt them.
Mindspy (p. 61) – able to use the spell *Detect Thoughts* in innovative ways as part of combat.

Fly

Aerial Avenger (p. 19) – a combatant who either flies naturally or magically & whose speed, maneuvering, and combat ability keep improving.

Magic Missile

Force Missile Mage (p. 43) – specialist in *Magic Missile*.

Polymorph

Master Transmogrifist (p. 60) – specialist in polymorphing, who masters a few forms and gains more and more of their special abilities.
Warshaper (p. 88) – able to use the spell or ability to *Polymorph* in innovative ways as part of combat.

Telekinesis

Master of the Unseen Hand (p. 60) – able to use the spell *Telekinesis* in innovative ways as part of combat.

Teleport

Wayfarer Guide (p. 89) – teleport specialist.

Web

Yathchol Webrider (p. 91) – a creature who can magically or naturally create webs and who gains the ability to teleport from one web to another, blast people with web, etc.

Tied to an Energy Type

Any

Elemental Savant (p.38) – a caster who wishes to become more in tune with one of the four elements, eventually becoming an ‘Elemental’.

Cold

Icesinger (p. 50) – a bard who has suffered enough anguish that he/she becomes attuned to sorrow and cold.

Electricity

Enlightened Fist (p. 39) – a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity.
Shinning Blade of Heironeous (p. 74) – specialty priest/templar of the Deity of Righteous Warfare.

Fire

Enlightened Fist (p. 39) – a hybrid monk / arcane caster who can channel his/her stunning fist

ability into making his/her hands be covered with flame or electricity.

Firestorm Berserker (p. 42) – a barbarian who literally is on fire inside, allowing him/her to breath out fire & to rage longer at the cost of Constitution.

Justice Hammer of Moradin (p. 54) – specialty priest of the Deity of Dwarves and the Forge.

Sonic

Thrall of Dagon (p.83) – follower of the Demon Prince of the Sea.

Other Magical Specialties

Runes

Geometer (p. 44) – wizard who specializes in runes, who can cast, locate, and bypass *Glyph of Warding*.
Runecaster (p. 70) – a divine caster specialized in creating runes.
Runesmith (p. 70) – a dwarven arcane caster who can wear armor because his/her spells are cast through runes instead of hand motions.

Metamagics

Incantatrix (p.51) – arcane caster specialized in applying metamagics & spells in unusual ways, such as using his/her metamagic on someone else’s spell, taking over Concentration for someone else’s spell, etc.

Extra Specialized

Red Wizard (p. 68) – highly specialized arcane caster from the country of Thay.

Specialized in Creating Items

Alchemist Savant (p. 19) – member of House Cannith who can create potions & alchemical substances faster and more powerful.
Battlesmith (p. 23) – a dwarf smith who can create magic weapons & armor without being a spellcaster.
Effigy Master (p. 37) – a caster trained to create Constructs that look & act like Animals.
Maester (p. 56) – efficient creator of magic items.

Terrain Specialists

Forrest

Branch Dancer (p. 26) – good at fighting on or around trees.

Mountain

Earth Dreamer (p. 36) – a caster who is in-tune with the stone near him/her, in time being able to see & glide through stone.

Highland Stalker (p. 48) – specially trained to move and track through tough terrain.

Non-Urban

Reachrunner (p. 68) – a Shifter focuses on moving fast and efficiently through outdoor terrain.

Sky

Sharn Skymage (p. 74) – a specialist in flying and flight spells.

Skylord (p. 74) – a rider of celestial flying creatures.

Thrall of Pazuzu (p. 85) – follower of the Demon Prince of the Lower Aerial Kingdoms.

Underground

Cavelord (p. 27) – specialized in living and hunting underground, who eventually strengthened and protected by the earth itself.

Deep Diviner (p. 32) – expert with stone, earth nodes, etc.

Deepwarden (p. 32) – a dwarf who travels the deepest tunnel, looking for invaders, and reporting back to the clan.

Dungeon Delver (p. 36) – specialist in underground tunnels & traps.

Mole (p. 63) – able to dig, meld into, shape, etc., with dirt & eventually stone.

Stonedeath Assassin (p. 78) – a goblinoid assassin who has abilities to meld, hide, and destroy stone.

<chosen when level gained>

Geomancer (p. 44) – a hybrid arcane & divine spellcaster who gets the best of both worlds, but becomes more animal-like in the process.

Horizon Walker (p. 49) – masters living & fighting in different types of terrain, including those on other planes of existence.

Tied to Eberron

Dragonmark Related

Alchemist Savant (p. 19) – member of House Cannith who can create potions & alchemical substances faster and more powerful.

Cannith Wand Adept (p. 27) – specialist in using wands, from House Cannith of Eberron.

Dragonmark Heir (p. 35) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

Eberron Religion Related

Eldeen Ranger (p.37) – ranger who follows the druidic teachings in Eberron.

Exorcist of the Silver Flame (p. 40) – specialty priest of the Silver Flame, with the ability to drive off Evil Outsiders and make a person's weapon more effective against Outsiders.

Eberron Region Related

Citadel Elite (p. 30) – specially trained investigators of the Breland Crown.

Sharn Skymage (p. 74) – a specialist in flying and flight spells.

Tied to a Game-World

Forgotten Realms

Deep Diviner (p. 32) – expert with stone, earth nodes, etc.

Harper Agent (p.46) – a 'field operative' for The Harpers.

Harper Paragon (p.46) – a member of The Harpers dedicated to opposing evil.

Hathran (p.46) – an Arcane & Divine caster who is part of the leadership of the Forgotten Realms country of Rashemi.

Red Wizard (p. 68) – highly specialized arcane caster from the country of Thay.

Shaaryan Hunter (p. 71) – expert at tracking and hunting while on horseback, from the Forgotten Realms region 'The Shaar'.

Shadow Adept (p. 72) – one who learns how to cast magic with the Shadow Weave.

Spellguard of Silvermoon (p. 76) – part of the corps of Arcane casters who guard the Forgotten Realms city of Silvermoon and the Silver Marches region around it.

Thayan Knight (p. 82) – a soldier trained to protect Red Wizards.

Grayhawk

Knight of Holy Shielding (p. 55) – follower of Heironeous that guard the Grayhawk region called the Shield Lands.

Planescape

Incantifier (p. 51) – arcane caster that goes through a ritual to make his/her body powered by magic (i.e., in place of food, sleep, healing, etc.).

Member of the Incanterium Faction of Sigil.

Son of Mercy (p. 75) – member of Mercykillers Faction of Sigil, who act as bodyguards, bounty hunters, etc.

MiscClasses with Blessings, Secrets, etc.

Anointed Knight (p. 20) – a virtuous warrior that uses purification ceremonies to augment himself/herself and a relic weapon.
 Archmage (p. 22) – arcane caster who is so advanced, he/she can trade knowledge of spells for special spell abilities.
 Exotic Weapon Master (p. 41) – learn special tricks with your exotic weapon.
 Hierophant (p. 48) – a master of divine magics who can gain mystic abilities not available to others.

Horizon Walker (p. 49) – masters living & fighting in different types of terrain, including those on other planes of existence.
 Loremaster (p. 56) – caster who specializes in finding forgotten lore.
 Master Thrower (p. 59) – a specialist with thrown weapons.
 Nature's Warrior (p. 63) – druids gains special abilities to combine with their Wild Shapes.
 Shaper of Form (p. 73) – one who is inspired by the "spirits of form", who teach how to

permanently change objects and the caster himself.
 Stonelord (p. 78) – dwarf with spell-like abilities effecting & using stone.
 Tattooed Monk (p. 81) – the tattoos added to the body grant magic abilities.
 Wormhunter (p. 91) – veteran of battling the undead and mortals that follow Kyuss, who has been toughened by surviving numerous attacks by the Worms of Kyuss and has even gained lore through this connection to the other world.

Female Specific

Beloved of Valarian (p. 23) – female templars of the Deity of Unicorns, who ride Unicorns & defend the forests from evil magical beasts.

Maiden of Pain (p. 57) – specialty priestess of the Deity of Pain.

Swanmay (p. 79) – a pure female who can become a swan, has a magical connection to other creatures, and eventually becomes a 'Fey'.

Gain Death Attack

Assassin (p. 23) – a precise killer with spells at his/her disposal.
 Black Flame Zealot (p.24) – follower of the Deity of Fire, who improves at sneak attacks, gains a death attack, and eventually can immolate his/her opponents

Darkwood Stalker (p.32) – elf / half-elf practiced in hunting & killing orcs, who gains Sneak Attacks & eventually Death Attacks.
 Imaskari Vengeance Taker (p. 50) – arcane-based hunter, who follow orders from their leaders,

gain magic abilities to locate their target, and are good at killing them.
 Replacement Killer (p. 69) – an assassin who specializes in disguising himself/herself as others to get close to the target.

Hybrid Prestige Classes

Arcane Hierophant (p. 21) – hybrid arcane caster / druid.
 Arcane Trickster (p. 22) – thief with special arcane training.
 Battle Howler of Gruumsh (p. 24) – a bard who follows the Deity of the Orcs and gains the ability to Rage like a Barbarian.
 Bladesinger (p. 25) – elven fighter / wizard.
 Champion of Gwynharwyf (p. 29) – follower of the Deity of Good Barbarians, who is effectively a Barbarian / Paladin hybrid.
 Daggertail Mage (p.31) – a multiclassed arcane caster / rogue who can cast spells through daggers.
 Daggertail Shaper (p.31) – a multiclassed druid / rogue who can cast spells through daggers.
 Eldritch Knight (p.38) – a combination arcane spell caster & fighter.

Enlightened Fist (p. 39) – a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity.
 Fochlucan Lyrist (p. 43) – a bard / druid / rogue, who acts as a spy, poet, & woodland champion.
 Geomancer (p. 44) – a hybrid arcane & divine spellcaster who gets the best of both worlds, but becomes more animal-like in the process.
 Master of the East Wind (p. 59) – hybrid monk / arcane casters that protect from outer plane attacks.
 Master of the North Wind (p. 60) – hybrid druid / monks that patrol large areas and keep the peace through personal prowess.
 Master of the South Wind (p. 60) – hybrid rogue / monks that try to bring peace through

subterfuge, social engineering, and occasional targeted strikes.
 Master of the West Wind (p. 60) – hybrid cleric / monks that uphold the principles of the Order of the Four Winds.
 Mystic Theurge (p. 63) – a combined arcane & divine spellcaster.
 Shadowbane Inquisitor (p. 72) – a paladin / rogue who is focused on defeating evil and darkness.
 Shadowbane Stalker (p. 73) – a rogue / divine caster who is focused on defeating evil.
 Spellsworn (p. **Error! Bookmark not defined.**) – arcane fighter that can cast spells more easily while in armor.
 Suel Arcanamach (p. 79) – spellcaster trained to fight other spellcasters.

Resistant to Divination and/or Gather Information

Charlatan (p. 29) – someone who simulates being a spell caster (arcane or divine) through trickery.
 Monk of the Long Death (p. 62) – one who studies death, poison, fear, and similar topics.

Spymaster (p. 77) – practiced at pretending to be other people for long periods of time without detection.
 Stoneface (p. 78) – a trained liar, who gains defenses against magical truth detection.

Zhentarim Spy (p. 92) – a spy who can go undercover and be totally convincing in the new role.

Can Simulate Other Classes

Chameleon (p. 28) – a human or doppelganger who is able to simulate being almost any class, including the ability to cast spells.

Charlatan (p. 29) – someone who simulates being a spell caster (arcane or divine) through trickery.

Magic Filcher (p. 57) – an arcane caster who gains arcane spells & can emulate an arcane caster.

Teams

Daggerspell Mage (p.31) – a multiclassed arcane caster / rogue who can cast spells through daggers.
 Daggerspell Shaper (p.31) – a multiclassed druid / rogue who can cast spells through daggers.
 Harper Agent (p.46) – a ‘field operative’ for The Harpers.
 Harper Paragon (p.46) – a member of The Harpers dedicated to opposing evil.

Nightsong Enforcer (p. 64) – thief trained to work in a team.
 Nightsong Infiltrator (p. 64) – thief trained to break in anywhere.
 Red Wizard (p. 68) – highly specialized arcane caster from the country of Thay.
 Thayan Knight (p. 82) – a soldier trained to protect Red Wizards.

Shadowbane Inquisitor (p. 72) – a paladin / rogue who is focused on defeating evil and darkness.
 Shadowbane Stalker (p. 73) – a rogue / divine caster who is focused on defeating evil.

Gains Extra Action Points

Dragonmark Heir (p. 35) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

Extreme Explorer (p. 41) – one who gets past problems with speed, wit, and lots of Action Points n.

Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

Focused on Skills

Exemplar (p. 40) – master of one or more skills.
 High Handcrafter (p. 48) – master crafter with a connection to the Plane of Earth, who gains bonuses on skills & saves.
 Jester (p. 53) – a performer who uses humor, taunts, ridicule, etc., to influence and trick people.

Mindbender (p. 61) – specialized in arcane & mundane influencing of people.
 Thief-Acrobat (p. 83) – thief specially trained in tightropes, acrobatics, etc.
 Urban Soul (p. 86) – a human who has perfectly adapted to city life, and is able to melt into buildings, hear the city ‘speak’, etc..

Vigilante (p. 87) – solves crime with knowledge of his/her ‘home turf’ and some handy spells.

Arcane Spell Failure due to Armor is Lessened

Arcane Hierophant (p. 21) – hybrid arcane caster / druid.
 Geomancer (p. 44) – a hybrid arcane & divine spellcaster who gets the best of both worlds, but becomes more animal-like in the process.

Rage Mage (p. 67) – magical berserker.
 Spellsword (p. **Error! Bookmark not defined.**) – arcane fighter that can cast spells more easily while in armor.

Suel Arcanamach (p. 79) – spellcaster trained to fight other spellcasters.

Adopted by a Race

Ruathar (p. 69) – someone who learns to ‘be an Elf’, usually by helping them.
 Stoneblessed – Dwarf-Bonded (p. 77) – someone who learns to ‘be a Dwarf’, usually by living with them.

Stoneblessed – Gnome-Bonded (p. 77) – someone who learns to ‘be a Gnome’, usually by living with them.

Stoneblessed – Goliath-Bonded (p. 78) – someone who learns to ‘be a Goliath, usually by living with them.

All Prestige Classes

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Acolyte of the Skin (bond a skin of a fiend to your own, becoming more and more fiendish, eventually becoming an 'Outsider') (CArc p19)	Alignment: LN, N, CN, LE, NE, CE. Know (the planes): 6 ranks. Caster level 5 th with spells or spell-like abilities. Must have made peaceful contact with an Evil Outsider Must go through the Ritual of Bonding. Min Lvl: Brd5, Clr5, Wiz5, Drd9, Sor9, Rgr10.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know (arcana), Know (the planes), Spellcraft. Wis: Profession. Cha: Intimidate	1 st : Wear Fiend – gain the following bonuses: +1 Natural Armor; +2 Inherent bonus to Dexterity; & Darkvision 60'. <i>Poison</i> at 8 th level, once per day. 2 nd : +1 Caster Level. Fire Resistance 10.
Aerial Avenger (a combatant who either flies naturally or magically & whose speed, maneuvering, and combat ability keep improving) (DR319 p76)	Base Reflex Save: +3. Tumble: 5 ranks. Feats: Dodge, Mobility. Have a Fly speed –or– be able to cast <i>Fly</i> at least 2/day. Min Lvl: (assuming natural flying ability) Brd3, Mnk3, Rog3, Bbn9, Clr9, Drd9, Ftr9, Pal9, Rgr9, Sor9, Wiz9.	HD: d8 Skill Points: 6 Attack: Wizard Good Save: Ref Weap: Simple, Martial Armor: — Class Lvl: 10	Str: Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft. Wis: Listen, Profession, Survival. Cha: Perform.	1 st : Gain Feat: <u>Flyby Attack</u> . 2 nd : Momentum +1 – receive a +1 Competence bonus on attack rolls when in the air. <i>Power Dive</i> – when you make a flying charge attack (i.e., a dive), you do +1d6 damage.
Alchemist Savant (member of House Cannith who can create potions & alchemical substances faster and more powerful) (MoE p54)	Craft (alchemy): 8 ranks. Feats: Brew Potion, Least Dragonmark (Mark of Making) –or– Favored in House (Cannith). Able to cast a 3 rd level or higher Arcane spells or Infusions. Min Lvl: Artificer 5, Wiz5, Sor6, Brd7.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Appraise, Craft, Decipher Script, Know(arcana), Spellcraft. Wis: Heal, Profession.	1 st : +1 Caster Level. <i>Poison Use</i> – never accidentally poison yourself. <i>Efficient Alchemy</i> – when making Craft(alchemy) checks, you create (check * DC) sp per day (instead of per week) and (check * DC) cp per hour (instead of per day). 2 nd : +1 Caster Level. <i>Brew Spellvial</i> – you may create throwable potions (at +50% of the normal Potion cost). The spell must be able to target a single creature, such as <i>Hold Person</i> , <i>Invisibility</i> , <i>Slow</i> (but <u>not</u> <i>Fireball</i>) and can be up to 3 rd level. A Spellvial has a thrown range increment of 10', do <u>not</u> have a splash effect, and has no effect if swallowed.
Alienist (mage who studies & summons creatures beyond normal understanding, eventually becoming an 'Outsider') (CArc p21)	Alignment: NG, CG, N, CN, NE, CE. Know (the planes): 8 ranks. Feats: Augment Summoning. Able to cast a Summoning spell of 3 rd level or higher. Must have made peaceful contact with an Alienist or a Pseudonatural Creature. Min Lvl: Clr5, Wiz5, Brd7, Drd13, Rgr13, Sor13.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Know (any), Spellcraft. Wis: Listen, Profession, Spot. Cha: Gather Info.	1 st : +1 Caster Level. Class levels stack for purposes of determining the abilities of your Familiar. When using <i>Summon Monster</i> to summon a Fiendish or Celestial creature, instead summon a creature with the Pseudonatural Template. 2 nd : +1 Caster Level. <i>Alien Blessing</i> : +1 Insight bonus on all Saves –2 on Wisdom.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Anointed Knight (a virtuous warrior that uses purification ceremonies to augment himself/herself and a relic weapon) (BoED p49)	Alignment: LG, NG, CG. Base Attack Bonus: +5. Craft (alchemy): 5 ranks. Know (arcana): 3 ranks. Spellcraft: 3 ranks. Feats: Ancestral Relic. Min Lvl: Pal5, Rgr5, Brd7, Clr7, Drd7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: Light, Medium, Heavy, Shields Class Lvl: 10	Str: Climb, Jump. Dex: Ride. Con: Concentrate. Int: Craft(alchemy), Know(arcana), Know(religion), Know(the planes), Spellcraft. Wis: Heal.	1 st : Anoint Self – Through a special ceremony, gain a single ability, which can be chosen from the following list if your Class Level + Charisma modifier is less than or equal to the ‘rank’ <u>Rank</u> <u>Secret</u> up to 2 <u>Feat: Alertness.</u> 3-4 <u>Feat: Combat Reflexes.</u> 5-6 Damage Reduction 3 / — 7-8 +1 bonus to Intelligence, Wisdom, or Charisma. 9 +3 bonus to attack when charging, 3/day. 10 +2d6 damage, 3/day. 11+ Make an extra attack at full attack bonus during a Full Round Attack, 3/day 2 nd : Anoint Ancestral Weapon – Through a special ceremony, your Ancestral Weapon gains a new ability, which can be chosen from the following list if your Class Level + Charisma modifier is less than or equal to the ‘rank’ <u>Rank</u> <u>Secret</u> up to 3 Becomes Good-aligned & any Evil creature that holds it takes 1d6 damage per round. 4-6 Weapon gains +10 Hardness. 7-8 Evil creatures hit with the weapon are afflicted with Unicorn Blood(BoED p35) (FortNeg DC17) 9 Weapon gains +50 hp. 10+ Weapon gains Sentience.
Apelord (Animal Lord specialized in apes, baboons, dire apes, & monkeys) (CAAdv p22)	Alignment: NG, LN, N, CN, NE. Base Attack Bonus: +5 Handle Animal: 4 ranks. Know(nature): 2 ranks. Climb: 4 ranks. Feats: Toughness. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Escape Artist, Hide. Int: Know (nature). Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal, Intimidate.	1 st : Gain bonuses and abilities when interacting with your ‘Bonded Animals’, which are Apes, Baboons, Dire Apes, and Monkeys. Animal Bond – +4 bonus to Handle Animal & Wild Empathy check with your Bonded Animals. If you have an Animal Companion from a prior class which is a Bonded Animal, your Class levels stack when determining your Animal Companions abilities. Wild Empathy – stacks with Wild Empathy from other classes. <i>Detect Animals and Plants</i> (Bonded Animals only) at will at Class level. 2 nd : Gain Low-Light Vision. First Totem – +4 bonus on Climb checks.
Apostle of Peace (dedicated to peace & able to cool anger with a touch) (BoED p51)	Alignment: LG, NG, CG. Base Will Save: +5. Concentration: 10 ranks. Diplomacy: 6 ranks. Feats: Sacred Vow, Vow of Nonviolence, Vow of Peace, Vow of Poverty. Min Lvl: Brd9, Clr9, Drd9, Mnk9, Sor9, Wiz9, Bbn15, Ftr15, Pal15, Rgr15, Rog15.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Dex: Escape Artist. Con: Concentrate. Int: Craft, Know(any), Search, Spellcraft. Wis: Heal, Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info., Handle Animal, Perform. Speak Language.	1 st : May not wear armor without losing spellcasting ability for 24 hours. Casts Wisdom-based Prepared Divine spells from the <u>Apostle of Peace Spell List</u> (see page 95). Effective caster level is Class level + ½ other Caster levels. Able to Turn / Destroy Undead as a Cleric of the same level. Add Class level to Cleric / Paladin levels when Turning Undead. 2 nd : Pacifying Touch – <i>Calm Emotion</i> , by touch (no save, no SR). This effect only suppresses negative emotions, not positive ones. If the touched creature is having violent emotions due to a spell, make a Caster check to dispel the effect.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Anarchnomancer (arcane caster who specializes in spiders and spider-like creatures) (Und p28)	Alignment: LE, NE, CE. Base Fortitude Save: +4. Climb: 3 ranks. Know (nature): 4 ranks. Able to cast <i>Spider Climb</i> , <i>Summon Swarm</i> , and <i>Web</i> as Arcane spells. Must undergo a scarification ritual. Min Lvl: Wiz3 / Ftr2, Sor12, Wiz12	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Dex: Hide, Move Silently. Int: Craft, Know(arcana), Know(nature), Know(local (Underdark)), Spellcraft. Wis: Spot.	1 st : +1 Caster level. +(Class level) bonus on saves vs. Poison. Able to communicate with Spiderkind creatures at will. This includes Arenea, Driders, Ettercaps, Monstrous Spiders, Spider Swarms, Chitine, Bebilith Demons, Retriever Demons, Neogi, etc. Full list at (Und p30). Add the spells on the <u>Arachnomancer Supplemental Spell List</u> (see page 98) to your list of possible spells, though each must still be learned / added to your spellbook normally. 2 nd : Spiderform – <i>Polymorph</i> , 3/day into a Monstrous Spider of Small, Medium, or Large size. Lasts up to 10 minutes per Class level.
Arcane Archer (spell-casters who can attach spells to arrows) (DMG p176)	Race: Elf or Half-Elf. Base Attack Bonus: +6. Feats: Point Blank Shot, Precise Shot, Weapon Focus (any straight bow). Able to cast 1 st lvl Arcane spells. Min Lvl: Brd8, Sor12, Wiz12	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Medium, Shields Class Lvl: 10 Epic Lvl: 10 (ELH p17)	Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft. Wis: Listen, Spot, Survival.	1 st : Every non-magic arrow you fire gains a +1 Enhancement bonus for this attack. 2 nd : As a Standard Action, you can place an 'area' spell on your arrow and fire it. The spell goes off with its center wherever the arrow hits.
Arcane Devotee (dedicated arcane follower of a deity) (PGF p48) (PGFe)+	Know (religion): 5 ranks. Spellcraft: 8 ranks. Feats: Enlarge Spell. Able to cast 4 th level Arcane spells. Must have a patron deity. Min Lvl: Wiz7, Sor8, Brd10.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	1 st : +1 Arcane Caster level. Reach of the Holy – You may apply the effect of the <u>Feat: Enlarge Spell</u> to any spell in an Impromptu manner without it taking a Full Round Action or the level of the spell increasing. Usable 1 + Charisma modifier times per day. 2 nd : +1 Arcane Caster Level. +1 save vs. Divine spells, and all spell-like / supernatural abilities of Outsiders.
Arcane Hierophant (hybrid arcane caster / druid) (RotW p108)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +4. Know (arcana): 8 ranks. Know (nature): 8 ranks. Able to cast 2 nd level Divine spells and 2 nd level Arcane spells. Class Feature: Trackless Step Min Lvl: Drd4 / Wiz3, Drd3 / Sor4, Drd3 / Brd4.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Swim. Dex: Ride. Con: Concentrate. Int: Craft, Know(arcana), Know(nature), Spellcraft. Wis: Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	1 st : +1 Arcane Caster level –and– +1 Divine Caster level. If you wear armor that is not on the Druid armor list, you lose your Divine spellcasting and class spell-like & supernatural abilities. Ignore Arcane Spell Failure when wearing armor on the Druid armor list. If you already have the Wild Shape class ability, your Class levels stack when determining your uses per day and the types of creatures you may become. Companion Familiar – you must dismiss your Familiar (if any) with no loss of XP. Your Class level stacks when determining your Animal Companion's abilities. In addition, your Animal Companion gains the Intelligence and special abilities of a Familiar of (Class level + Arcane class level). Its HD, hit-points, saves, attack bonuses, feats, skills remain normal for an Animal Companion, though it is treated as a Magical Beast. If killed or dismissed, it can be replaced in 24 hours and there is no loss of XP. 2 nd : +1 Arcane Caster level –and– +1 Divine Caster level.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Arcane Trickster (thief with special arcane training) (DMG p177)	Alignment: NG, CG, N, CN, NE, CE. Decipher Script: 7 ranks. Disable Device: 7 ranks. Escape Artist: 7 ranks. Know (arcana): 4 ranks. Able to cast <i>Mage Hand</i> . Able to cast an Arcane spell of 3 rd level or higher. Sneak Attack of 2d6 or better. Min Lvl: Rog3 / Wiz5.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (3.5 ^{sup} p12)	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Locks, Sleight of Hand, Tumble, Hide, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Know (any), Search, Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. Con: Concentrate. Cha: Bluff, Diplomacy, Disguise, Gather Info. Speak Language.	1 st : +1 Caster Level. You may attempt the following skills at 30' once per day: Disable Device, Open Lock, or Sleight of Hand. The DC is 5 higher than normal & you cannot "Take 10". Usable 1/day. 2 nd : +1 Caster Level. +1d6 Sneak Attack.
Archmage (arcane caster who is so advanced, he/she can trade knowledge of spells for special spell abilities) (DMG p178)	Know (arcana): 15 ranks. Spellcraft: 15 ranks. Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic. Able to cast 7 th level Arcane spells. Able to cast 5 th + level spells from at least 5 schools. Min Lvl: Wiz13, Sor14.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Int: Craft(alchemy), Know (any), Search, Spellcraft. Wis: Profession. Con: Concentrate.	1 st : +1 Arcane Caster Level. High Arcana – Permanently give up a spell slot (i.e., a spell per day at a specified level) in exchange for a special power. <u>Lv. High Arcana</u> * <u>Spell-Like Ability</u> – Cast a spell as a 'spell-like ability' by sacrificing a slot of the matching level. The slot level can be raised to add metamagics & set how many uses per day: +0 levels – 2 times per day. +3 levels – 4 times per day. +6 levels – 6 times per day. 5 th <u>Spell Power +1</u> – +1 to DC & to overcoming SR. Stacks with Spell Power +2 & Spell Power +3. 6 th <u>Mastery of Shaping</u> – You can leave a 5' or larger hole in any spell that effects a burst, cone, cylinder, emanation, or spread. All these spells can now be shaped in units of 5' (instead of 10'). 7 th <u>Arcane Reach</u> – Touch spells can be used at 30'. This High Arcana may be taken a second time to increase the distance to 60'. 7 th <u>Mastery of Counterspelling</u> – If a spell is counterspelled, it is reflected back on its caster as if <i>Spell Turning</i> was active. 7 th <u>Spell Power +2</u> – +2 to DC & to overcoming SR. Stacks with Spell Power +1 & Spell Power +3. 8 th <u>Mastery of Elements</u> – You can change a spells descriptor from acid, cold, fire, electricity, or sonic to any of the others at time of casting. 9 th <u>Arcane Fire</u> – Trade in a spell for a bolt of arcane fire that does 1d6 per spell level cashed in + Class Level. 9 th <u>Spell Power +3</u> – +3 to DC & to overcoming SR. Stacks with Spell Power +1 & Spell Power +2. 2 nd : +1 Arcane Caster Level. Gain another High Arcana.
Argent Savant (specialist in force spells) (CArc p24)	Know (arcana): 6 ranks. Spellcraft: 12 ranks. Able to cast at least five spells with the [force] descriptor, including at least one of 5 th level. Min Lvl: Wiz9, Sor10.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession.	1 st : Force Specialization – when using a [force] spell to attack, receive a +2 Competence bonus on attack rolls and add +1 hp of damage to each die (+1 hp if the spell doesn't express damage in "dice"). 2 nd : +1 Arcane Caster Level. Force Armor – if you cast a [force] spell that grants an Armor or Shield bonus to AC, the bonus is increased by +2.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Assassin (a precise killer with spells at his/her disposal) (DMG p178)</p>	<p>Alignment: LE, NE, CE. Disguise: 4 ranks. Hide: 8 ranks. Move Silently: 8 ranks. Kill someone as part of the initiation. Min Lvl: Brd5, Mnk5, Rgr5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Sor13, Wiz13.</p>	<p>HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: Dagger, Crossbow, Dart, Rapier, Sap, Shortbow, Short Sword, & Ghost Spike(DR348 p86) Armor: Light Class Lvl: 10 Epic Lvl: 10 (ELH p18) (3.5sup p12)+</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Locks, Sleight of Hand, Tumble, Use Rope. Int: Craft, Decipher Script, Disable Device, Forgery, Search. Wis: Listen, Sense Motives, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Use Magic Device.</p>	<p>1st: Sneak attack +1d6. After 3 rounds of study, if you can make a successful melee sneak attack within the next 3 rounds, the target must make a Fortitude save vs. DC 10 + Class Level + your Intelligence modifier or die / be paralyzed (your choice). Paralyzation lasts (Class level + 1d6) rounds. You are trained to never accidentally poison yourself when applying it to a blade Gain Intelligence-based Prepared Arcane spells from the Assassin Spell List (see page 98). 2nd: +1 save vs. poison. Uncanny Dodge - Retains Dexterity modifier to AC even if caught flat-footed or attacked by someone invisible.</p>
<p>Battlesmith (a dwarf smith who can create magic weapons & armor without being a spellcaster) (RoS p97)</p>	<p>Race: Dwarf. Base Attack Bonus: +5. Craft (armorsmithing –or– weaponsmithing): 10 ranks. Feats: Endurance, Armor Proficiency (heavy), Weapon Focus (warhammer) Must have created a Dwarven-craft weapon and used it in combat. Min Lvl: Bbn7, Clr7, Ftr7, Pal7, Brd9, Rgr9, Rog9, Mnk12, Sor12, Wiz12.</p>	<p>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 5</p>	<p>Con: Concentrate. Int: Appraise, Craft, Know(religion). Cha: Intimidate.</p>	<p>1st: One with the Hammer – when wielding a Warhammer that you crafted yourself, add your Wisdom modifier as a bonus to that weapon’s damage. Gain Feat: Craft Magic Arms and Armor. Secrets of the Forge – for purposes of minimum level for creating Magic Arms and Armor, add (3 x Class level) to any spellcasting levels you have. 2nd: Flesh of My Flesh +1 – when wearing Heavy Armor that you crafted yourself, you receive a +1 Sacred bonus to AC.</p>
<p>Bearlord (Animal Lord specialized in bears) (CAAdv p22)</p>	<p>Alignment: NG, LN, N, CN, NE. Base Attack Bonus: +5 Handle Animal: 4 ranks. Know(nature): 2 ranks. Intimidate: 4 ranks. Feats: Endurance. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.</p>	<p>HD: d10 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Escape Artist, Hide. Int: Know (nature). Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal, Intimidate.</p>	<p>1st: Gain bonuses and abilities when interacting with your ‘Bonded Animals’, which are Black Bears, Brown Bears, Dire Bears, and Polar Bears. Animal Bond – +4 bonus to Handle Animal & Wild Empathy check with your Bonded Animals. If you have an Animal Companion from a prior class which is a Bonded Animal, your Class levels stack when determining your Animal Companions abilities. Wild Empathy – stacks with Wild Empathy from other classes. <i>Detect Animals and Plants</i> (Bonded Animals only) at will at Class level. 2nd: Gain Low-Light Vision. First Totem – +4 bonus on Intimidate checks.</p>
<p>Beloved of Valarian (female templars of the Deity of Unicorns, who ride Unicorns & defend the forests from evil magical beasts) (BoED p53)</p>	<p>Gender: Female Alignment: LG, NG, CG. Base Attack Bonus: +7. Know (nature): 5 ranks. Ride: 10 ranks. Feats: Mounted Combat, Sacred Vow, Vow of Chastity Must meditate & fast in a Druid’s grove until she saves the life of an animal. Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Drd10, Brd17, Clr17, Mnk17, Rog17, Sor17, Wiz17</p>	<p>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: Light, Small Shields Class Lvl: 10</p>	<p>Dex: Ride. Con: Concentrate. Int: Know(nature). Wis: Heal, Sense Motive, Survival. Cha: Diplomacy, Handle Animal.</p>	<p>1st: Casts Wisdom-based Prepared Divine spells from the Beloved of Valarian Spell List (see page 100). Gains a Unicorn as a mount & companion. You may communicate telepathically with your Unicorn as long as it is within (100 + Class level) miles. As long as you remain faithful to Valarian & your Unicorn continues to serve you (i.e., you remain Good & chaste, and do not get it killed), you age at the same slow rate as your Unicorn (in effect, your aging stops) 2nd: <i>Ethereal Jaunt</i> at Class level, 1/day. If riding Unicorn Mount, it is effected too.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Battle Howler of Gruumsh (a bard who follows the Deity of the Orcs and gains the ability to Rage like a Barbarian) (DR311 p69)	Patron Deity: Gruumsh. Alignment: CG, CN, CE. Know (religion): 2 ranks. Perform: 8 ranks. Feats: Cleave, Power Attack. Min Lvl: Brd5.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: Light, Medium, Heavy, Shields Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Balance, Ride. Con: Concentrate. Int: Appraise, Craft, Know(any), Search, Spellcraft. Wis: Listen, Sense Motive, Spot, Survival. Cha: Handle Animal, Intimidate, Perform.	1 st : +1 Bard Caster level. Class levels stack with Bardic Music ability. 2 nd : +1 Bard Caster level. +1 Rage per day.
Bear Warrior (in the heat of battle, you can become a bear) (CWar p16)	Base Attack Bonus: +7. Feats: Power Attack. Able to Rage or Frenzy. Min Lvl: Bbn7.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Ride. Wis: Listen, Survival. Cha: Handle Animal, Intimidate	1 st : While in Rage or Frenzy, you may polymorph yourself into a Black Bear. Instead of the normal ability bonuses you gain from Rage / Frenzy, you instead gain +8 Strength, +2 Dexterity, & +4 Constitution, plus other features of being a Black Bear. Usable once per day. 2 nd : —.
Beastmaster (animal specialist who gains an extra animal companion every few levels) (CAAdv p26)	Handle Animal: 8 ranks. Survival: 8 ranks. Feat: Skill Focus (Handle Animal). Min Lvl: Bbn5, Drd5, Rgr5, Brd13, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Ref, Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Hide, Ride. Int: Know(nature). Wis: Heal, Listen, Survival. Cha: Handle Animal	1 st : Gain an Animal Companion with the same bonus abilities as a Druid of level (Class level + 3). If you already have an Animal Companion, add (Class level + 3) to your current effective Druid level to determine its special abilities. Gain Wild Empathy class ability. This stacks with any previous levels of Wild Empathy you might have. 2 nd : Gain <u>Feat: Alertness</u> .
Birdlord (Animal Lord specialized in birds) (CAAdv p22)	Alignment: NG, LN, N, CN, NE. Base Attack Bonus: +5 Handle Animal: 4 ranks. Know(nature): 2 ranks. Spot: 4 ranks. Feats: Improved Flight. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Escape Artist, Hide. Int: Know (nature). Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal, Intimidate.	1 st : Gain bonuses and abilities when interacting with your 'Bonded Animals', which are all types of birds, including Eagles, Giant Eagles, Giant Owls, Hawks, Owls, and Ravens. Your class abilities that normally only effect animals (such as <i>Detect Animals and Plants</i>) effect Giant Eagles & Giant Owls too. Animal Bond – +4 bonus to Handle Animal & Wild Empathy check with your Bonded Animals. Wild Empathy – stacks with Wild Empathy from other classes. <i>Detect Animals and Plants</i> (Bonded Animals only) at will at Class level. 2 nd : Gain Low-Light Vision. First Totem – +4 bonus on Spot checks.
Black Flame Zealot (follower of the Deity of Fire, who improves at sneak attacks, gains a death attack, and eventually can immolate his/her opponents) (CDiv p21)	Patron: Kossuth. Alignment: LN, N, CN, LE, NE, CE. Hide: 8 ranks. Know (religion): 8 ranks. Move Silently: 8 ranks. Feats: Exotic Weapon Proficiency (kukri), Iron Will. Sneak Attack of +1d6. Able to cast 2 nd level Divine spells. Kill an enemy of the faith as part of the initiation. Min Lvl: Clr3 / Rog3.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Con: Concentrate. Int: Craft, Know(religion), Search, Spellcraft. Wis: Listen, Profession, Spot.	1 st : Immune to magic & normal fear effects. After 3 rounds of study, if you can make a successful melee sneak attack within the next 3 rounds, the target must make a Fortitude save vs. DC 10 + Class Level + your Intelligence modifier or die. 2 nd : +1 Divine Caster Level. Trained in the use of poisons (i.e., no chance of accidental self-poisoning).

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Blackguard (anti-paladins with better PR) (DMG p181)	Alignment: LE, NE, CE. Base Attack Bonus: +6. Hide: 5 ranks. Know (religion): 2 ranks. Feats: Power Attack, Cleave, Improved Sunder. Contact an Evil Outsider. Min Lvl: Rgr6, Bbn7, Ftr7, Brd8, Pal8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvl: 10 Epic Lvl: 10 (ELH p19) (3.5sup p12)+	Dex: Hide, Ride. Int: Craft, Know (religion). Wis: Heal, Profession. Con: Concentrate. Cha: Diplomacy, Handle Animals, Intimidate.	1 st : <i>Detect Good</i> , at will. Categorized as a ‘cleric’ for purposes of being noticed by <i>Detect Evil</i> . You are trained to never accidentally poison yourself when applying it to a blade Gain Wisdom-based Prepared Divine spells from the Blackguard Spell List (see page 101). 2 nd : Add Charisma modifier to all Saving Throws. Smite Good – On a designated melee attack on a good opponent, add your Charisma modifier to the attack roll. If it hits, add your Class Level to the damage. Usable 1/day.
Blade Bravo (a gnome expert in feinting in combat and fighting larger folk) (RoS p99)	Race: Gnome. Base Attack Bonus: +5. Bluff: 4 ranks. Feats: Combat Expertise, Weapon Finesse, Weapon Focus (rapier). Min Lvl: Ftr5, Bbn6, Pal6, Rgr6, Brd7, Rog7, Clr9, Drd9, Mnk9, Sor10, Wiz10.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Ref Weap: — Armor: Light Class Lvl: 10	Str: Jump. Dex: Balance, Escape Artist, Tumble. Con: Concentrate. Wis: Sense Motives. Cha: Bluff, Intimidate, Perform.	1 st : Flourish – when Feinting in Combat, receive your Class level as a bonus on the Bluff check (may not be wearing more than Light Armor to use this ability). Gain Feat: Goad . If you have 5+ ranks in Bluff, this Feat’s DC is +2. 2 nd : Mobile Fighting – in any round that you move at least 5’, receive a +1 Dodge bonus to AC (may not be wearing more than Light Armor to use this ability).
Bladesinger (elven fighter / wizard) (CWar p17)	Race: Elf or Half-Elf. Base Attack Bonus: +5. Feats: Combat Casting, Combat Expertise, Dodge, Weapon Focus (Longsword) –or– Weapon Focus (Rapier). Balance: 2 ranks. Concentrate: 4 ranks. Perform (dance): 2 ranks. Perform (sing): 2 ranks. Tumble: 2 ranks. Must be able to cast 1 st level Arcane Spells. Min Lvl: Brd9, Sor10, Wiz10	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Ref, Will Weap: — Armor: Light Class Lvl: 10	Str: Jump. Dex: Balance, Tumble. Int: Know (arcana), Spellcraft. Con: Concentrate. Cha: Perform.	1 st : +1 Arcane Caster Level. If wielding a Longsword or Rapier in the primary hand & nothing in the off-hand, add your Class level (up to your Intelligence modifier) to your AC as a Dodge bonus. You can be only wearing no more than Light Armor. 2 nd : If wielding a Longsword or Rapier in one hand & nothing in the off-hand, you may ‘Take 10’ when making a Concentration check to ‘cast defensively’.
Blighter (a fallen druid who has regained spells by destroying nature) (CDiv p23)	Alignment: LN, N, CN, LE, NE, CE. Base Attack Bonus: +4. Must be an ex-Druid who could cast 3 rd level spells. Min Lvl: Drd5.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Str: Swim. Con: Concentrate. Int: Craft, Know (nature), Spellcraft. Wis: Heal, Listen, Profession(herbalist), Survival. Cha: Diplomacy, Handle Animal.	1 st : Deforestation – kill all non-sentient plant life in a 20’ per Class level radius as a Full-Round Action. Dryad’s trees, etc., must make a Fortitude save (DC is Wisdom-based) to survive. The deforested area will not regrow until <i>Hallow</i> is cast on it & the area is reseeded. Usable 1/day. Gain Wisdom-based Prepared Divine spells from the Blighter Spell List (see page 102) if you have used your ‘Deforestation’ ability within the last 24 hours. 2 nd : Sustenance – You no longer need food or water. Blightfire – Generate 5d6 Fire damage in a 10’ radius (Ref½, DC is Wisdom-based). Usable as a Standard Action at will.
Blood Magus (cast arcane magic with your own blood) (CArc p26)	Alignment: NG, CG, LN, N, CN, LE, NE, CE. Concentration: 4 ranks. Feat: Great Fortitude, Toughness. Arcane Caster level 5 th . Must have been dead for a while. Min Lvl: Brd5, Sor5, Wiz5.	HD: d6 4 Skill Points: 2 Attack: Wizard Good Save: Fort Weap: — Armor: — Class Lvl: 10	Int: Craft, Spellcraft. Wis: Heal. Con: Concentrate. Cha: Bluff.	1 st : +1 Arcane Caster Level. Blood Component – You can use your own blood in place of material components. You take at least 1 hp damage, but the DC of the spell goes up by 1 too. Replacing costly components results in greater hp loss (5 hp for 1-50 gp, etc). Stanch – If your hit points go negative, you automatically stabilize on the next round. Durable Casting – When you make a Concentration check due to having taken damage, subtract your Class level from the damage taken for purposes of determining the DC only. 2 nd : +1 Arcane Caster Level. Scarification – You can scribe spells into your own skin, which fade once cast. You are limited to 6 spells.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Bloodhound (hunts down a designated mark & won't stop until he is done) (CAAdv p28)	Base Attack Bonus: +4. Gather Info: 4 ranks. Move Silently: 4 ranks. Survival: 4 ranks. Feats: Track, Endurance. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd6, Clr6, Drd6, Mnk6, Rog6, Sor8, Wiz8.	HD: d10 Skill Points: 6 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Open Lock, Ride, Use Rope. Int: Search. Wis: Heal, Listen, Sense Motive, Spot, Survival. Cha: Bluff, Diplomacy, Disguise, Gather Info, Intimidate.	1 st : Mark – By spending 10 minutes studying one or more humanoids visually –or– an unambiguous description of them, you may designate 1 of them per three Class levels (round up) as your 'Mark'. They must be designated as a group & a new designation can be done only once per week, but if you choose a new Mark(s) without having 'defeated' all pending Marks, you lose the Mark's XP worth. When tracking down a Mark, gain an Insight bonus equal to your Class level to Gather Info, Listen, Search, Spot, & Survival checks make to determine the Mark's location. Nonlethal Force – Can use a normal melee weapon to do subdual damage without a penalty. 2 nd : Swift Tracker – Track at normal movement speed without the normal –5 penalty. Ready and Waiting – You may prepare for a Mark who is currently Flat-Footed to execute an action of up to a Full-Round Action within the next 10 minutes. If your Mark does the expected action, you gain an Attack of Opportunity on your Mark.
Bowman Charger (a mounted archer whose bounded mount fight as one) (DR325 p80)	Base Attack Bonus: +6. Handle Animal: 8 ranks. Ride: 8 ranks. Feats: Mounted Archery, Mounted Combat, Ride-By Attack, Weapon Focus (composite shortbow). Min Lvl: Ftr6, Bbn9, Brd9, Pal9, Rgr9, Rog9, Clr12, Mnk12, Sor12, Wiz12.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Ref Weap: Simple, Martial Armor: Light, Medium, Bucklers Class Lvl: 10	Dex: Ride. Int: Craft. Wis: Spot, Survival. Cha: Handle Animal, Intimidate	1 st : Two as One – You and your Mount spend two weeks together in the wilderness in order to attune. You may only have one attuned Mount at a time, but it can be replaced. You receive your Class level as a bonus on Handle Animal checks with your Mount. Burst of Speed – Your Mount can travel up to 2x its normal distance on a Charge action. If this ability is used more than once per day, you must "push" your Mount with a Handle Animal check. If successful, you may do another Burst of Speed, but afterwards your Mount is <u>Fatigued</u> (no save) and takes 2d6 damage (FortNeg DC20). 2 nd : Two as One (riding mastery) – You receive your Class level as a bonus on Ride checks with your Mount.
Branch Dancer (good at fighting on or around trees) (DR310 p70)	Alignment: LG, NG, CG, LN, N, CN. Balance: 5 ranks. Climb: 5 ranks. Know (nature): 5 ranks. Feats: Track. Must receive a blessing from a Treant. Min Lvl: Brd2, Bbn7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor7, Wiz7.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: Simple, all Bows Armor: Light Class Lvl: 5	Str: Climb, Jump. Dex: Balance, Hide, Move Silently. Int: Craft, Know(nature). Wis: Listen, Spot, Survival.	1 st : While fighting within 5' of a tree, you may use parts of the tree as 1d8 bludgeoning weapons (or even double weapon). Also, the tree provides you with <u>Cover</u> . 2 nd : <i>Speak with Plants (trees only)</i> , 2/day for 1 minute. Instant Fletching – you may pull all-wooden arrows (treated as normal arrows) from an adjacent tree as a Free Action. For every 20 arrows created this way, the tree loses 1 year of age.
Cabinet Trickster (a Changeling who can read minds and even disrupt them) (RoE p139)	Race: Changeling. Disguise: 9 ranks. Feat: Persona Immersion. Must complete a trial mission from the Cabinet of Faces. Min Lvl: Brd6, Rog6, Clr(trickery)6, Bbn15, Drd15, Ftr15, Mnk15, Pal15, Rgr15, Sor15, Wiz15.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 5	Int: Craft, Know(local). Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Perform.	1 st : <i>Detect Thoughts</i> at Character level. Usable 2/day. You receive a +4 Circumstance bonus on Bluff and Disguise check if you are reading a target's mind. Doppelganger Insights – +4 Racial bonus on Bluff, Intimidate, and Sense Motive checks. 2 nd : Thought Trick (daze) – You may tweak an opponent's mind. If you are using <i>Detect Thoughts</i> on a target (whose has failed his/her Will save), then you may use a Swift Action to Daze a creature whose Hit Dice are no higher than your Character level for 1 round (WillNeg, DC is Charisma-based). You may also use this ability as a Standard Action against a target who you are not currently using <i>Detect Thoughts</i> upon, but this consumed one of your daily uses of <i>Detect Thoughts</i> and has the same HD limitation as above. Gain one of the following as a Bonus Feat – Deceitful, Disturbing Visage, Master Linguist, Mutable Body, Negotiator, Persuasive, Quick Change, Racial Emulation, Recognize Imposter.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Cannith Wand Adept (specialist in using wands, from House Cannith of Eberron) (Sharn p162)	Spellcraft: 6 ranks. Use Magic Device: 8 ranks. Feat: Craft Wand, Wand Mastery, Favored in House (Cannith) –or– Least Dragonmark (Mark of Making) Min Lvl: Brd10, Sor10, Wiz10, Clr13, Drd13, Pal18, Rgr18.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 3	Con: Concentrate. Int: Appraise, Craft, Disable Device, Know(arcana), Spellcraft. Wis: Profession. Cha: Use Magic Device.	1 st : Identify Wand – you can identify the spell in held Wand by spending 1 minute and making a Spellcraft check vs. DC 30 + the Wand's spell level (no retry). Wand Focus – add your Class level to the DC and Caster level of any spell from a wand. This stacks with Wand Mastery. Gain +1 on ranged and melee attack rolls with Wands. 2 nd : Wand Quick Draw – gain Feat: Quick Draw with Wands. Dual Wand Use – As a Full Round Action, you may use a Wand in each hand, but each consumes 1d4 charges.
Cavelord (specialized in living and hunting underground, who eventually strengthened and protected by the earth itself) (Und p30)	Handle Animal: 4 ranks. Know (local – Underdark): 8 ranks. Search: 2 ranks. Spot: 2 ranks. Survival: 4 ranks. Min Lvl: Brd5, Rog5, Wiz5, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Pal13, Rgr13, Sor13.	HD: d10 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: Simple, Martial Armor: All Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently. Int: Craft, Know(local – Underdark), Search. Wis: Listen, Profession, Sense Motive, Spot, Survival. Cha: Handle Animal.	1 st : Gain Feat: Tunnelrunner. 2 nd : Cave Tracker – you may Track wile moving normal speed without taking the –5 penalty on your Survival check as long as the trail is in a cave/tunnel. Lesser Cavesense – gain Darkvision 120' and a +4 Competence bonus on Listen checks made in a subterranean setting.
Catlord (Animal Lord specialized in felines) (CAAdv p22)	Alignment: NG, LN, N, CN, NE. Base Attack Bonus: +5 Handle Animal: 4 ranks. Know(nature): 2 ranks. Move Silently: 4 ranks. Feats: Weapon Finesse. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Escape Artist, Hide. Int: Know (nature). Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal, Intimidate.	1 st : Gain bonuses and abilities when interacting with your 'Bonded Animals', which are felines, including Cats, Cheetahs, Dire Lions, Dire Tigers, Leopards, Lions, & Tigers. Animal Bond – +4 bonus to Handle Animal & Wild Empathy check with your Bonded Animals. If you have an Animal Companion from a prior class which is a Bonded Animal, your Class levels stack when determining your Animal Companions abilities. Wild Empathy – stacks with Wild Empathy from other classes. <i>Detect Animals and Plants</i> (Bonded Animals only) at will at Class level. 2 nd : Gain Low-Light Vision. First Totem – +4 bonus on Move Silently checks.
Cavalier (mounted knight) (CWar p19)	Alignment: LG, LN, LE. Base Attack Bonus: +8. Feats: Spirited Charge, Weapon Focus (lance), Mounted Combat, Ride-by-Attack. Handle Animals: 4 ranks. Know (nobility): 4 ranks. Ride: 6 ranks. Min Lvl: Ftr8, Pal9, Rgr9, Clr12, Mnk12, Rog12, Sor16, Wiz16.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvl: 10	Dex: Ride. Int: Know (nobility). Wis: Profession. Cha: Diplomacy, Handle Animal, Intimidate.	<u>Paladins may freely cross-class.</u> 1 st : Class levels are added to Paladin levels for determining the abilities of your special mount (if any). +2 Competence bonus on Ride checks. +1 Competence bonus on attack rolls with a Lance while mounted. Competence bonus equal to Class level when making Know (nobility) checks. 2 nd : During a charge, do x3 damage with a melee weapon (x4 with a Lance), once per day. +1 Competence bonus on attack rolls with a Sword while mounted.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Celebrant of Sharess (specialty templar of the Deity of Passion) (PGF p178)	Alignment: CG. Diplomacy: 7 ranks. Perform (any): 7 ranks. Feats: Sacred Vow, Vow of Purity Min Lvl: Brd4, Rog4, Bbn11, Clr11, Ftr11, Rgr11, Sor11, Wiz11.	HD: d6 Skill Points: 6 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Jump. Dex: Sleight of Hand, Tumble. Con: Concentrate. Int: Craft, Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Info., Perform.	1 st : Casts Charisma-based Impromptu Arcane spells from the <u>Celebrant of Sharess Spell List</u> (see page 104). Option of gaining a Cat familiar. Use (2 x Class level) to determine its familiar abilities. Note that a character can only have one familiar at a time. Flirtation – you receive (Class level) flirtations per day. These are consumed by ‘Fascinate’ and other abilities that are gained at higher levels (similar to Bardic Music). Fascinate – By using one of your ‘Flirtations’, you may fascinate one creature plus one per three levels after 1 st . All must be visible & paying attention, and must be within 90’. The targets are allowed a Will save whose DC is your Perform check to resist. The effect lasts as long as you continue to perform & maintain concentration, up to 1 round per level. A fascinated creature is at a –4 penalty on Spot & Listen checks, though obvious threats negate this ability. This power is an Enchantment (compulsion)[mind] effect. 2 nd : Fury of the Tigris, 1/day – same as Barbarian Rage.
Celestial Mystic (a follower of a Lawful Good Deity, who gains some abilities like a Celestial while advancing in spell-casting) (BoED p55)	Alignment: LG. Know (arcana): 4 ranks. Know (religion): 6 ranks. Know (the planes): 4 ranks. Spellcraft: 6 ranks. Feats: Sacred Vow, Vow of Abstinence, Servant of the Heavens Able to cast 4 th level spells. Min Lvl: Clr7, Wiz7, Sor9, Pal14, Rgr14.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know (religion), Know(the planes), Spellcraft. Wis: Heal. Cha: Diplomacy.	1 st : Gain Electricity Resistance 10. +2 Sacred bonus on saves vs. disease, poison, & petrification. <i>Magic Circle against Evil</i> , always on at Character level. 2 nd : +1 Caster level. Able to cast spells reserved for Celestials and/or Archons.
Chameleon (a human or doppelganger who is able to simulate being almost any class, including the ability to cast spells) (RoD p111)	Race: Human –or– Doppelganger. Bluff: 8 ranks. Disguise: 8 ranks. Sense Motives: 4 ranks. Feats: Able Learner (must be taken at 1 st level). Min Lvl: Brd5, Clr(trickery)5, Rog5, Bbn13, Drd13, Ftr13, Mnk13, Pal13, Rgr13, Sor13, Wiz13.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: — Weap: Simple Armor: Light, Medium, Heavy Class Lvl: 10	Str: Swim. Int: Craft. Wis: Profession, Sense Motive. Cha: Bluff, Disguise, Use Magic Device.	1 st : Aptitude Focus, 1/day – by spending 1 hour meditating, you gain 1 of the following ‘focuses’ for up to 24 hrs: <u>Arcane Focus</u> – you gain the following: a. Prepare Arcane spells as a Wizard (including the need for a spellbook) of 2x your Class level; b. +2 competence bonus on Know(arcana) and Spellcraft checks; c. +2 bonus on Will saves. <u>Combat Focus</u> – you gain the following: a. Gain proficiency with all Martial weapons; b. +2 competence bonus on attack & damage rolls; c. +2 bonus on Fortitude saves. <u>Divine Focus</u> – you gain the following: a. Prepare Divine spells as a Cleric of 2x your Class level, though you may only regain spells at sunrise; b. +2 competence bonus on Know(religion) checks; c. +2 bonus on Fortitude and Will saves. <u>Stealth Focus</u> – you gain the following: a. Gain the Trapfinding and Uncanny Dodge class abilities; b. +2 competence bonus on Disable Device, Hide, Move Silently, Open Lock, & Search checks; c. +2 bonus on Reflex saves. <u>Wild Focus</u> – you gain the following: a. Gain the Wild Empathy and Woodland Stride class abilities; b. +2 competence bonus on Climb, Handle Animal, Jump, Know(nature), & Survival checks; c. +2 bonus on Fortitude saves. 2 nd : Bonus Feat – at the start of each day, you may choose one Feat for which you qualify to have that day.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Champion of Corellon Larethian (specialty templar of the Deity of Elves) (RotW p113)	Patron: Corellon Larethian Race: Elf, Half-Elf. Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +7. Diplomacy: 4 ranks. Know(religion): 2 ranks. Feat: Combat Expertise, Dodge, Mounted Combat, either Weapon Focus (long-sword) –or– Exotic Weapon Proficiency (elven thinblade) –or– Exotic Weapon Proficiency (elven courtblade) Must be proficient in all Martial Weapons –and– Heavy Armor. Min Lvl: Ftr7, Pal9, Bbn13, Rgr15.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Dex: Ride. Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal, Intimidate.	1 st : Corellon’s Blessing – able to heal hit-point damage by touch (similar to a Paladin). Each day, you may heal ((Class level + Paladin level (if any)) x Charisma modifier) hp, broken up as desired. You may also use this ability to harm Undead. Gain a bonus feat for which you are qualified. It must be a Fighter bonus feat with one of the following as its prerequisite: Combat Expertise, Dodge, or Mounted Combat. 2 nd : Elegant Strike – add your Dexterity modifier to your damage (in addition to your Strength modifier) with any of the following weapons: Longsword, Rapier, Elven Thinblade, Elven Lightblade, Elven Courtblade, or Scimitar. The foe must be vulnerable to Sneak Attack or Critical Hits to take the extra damage.
Champion of Gwynharwyf (follower of the Deity of Good Barbarians, who is effectively a Barbarian / Paladin hybrid) (BoED p56)	Alignment: CG. Base Attack Bonus: +6. Intimidate: 9 ranks. Feats: Knight of Stars, Righteous Wrath. Must be able to Rage (requirement for the feat ‘Righteous Wrath’) Min Lvl: Bbn6.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	1 st : Casts Wisdom-based Prepared Divine from the <u>Champion of Gwynharwyf Spell List</u> (see page 105). Add Class level to Barbarian level (if any) to determine the number of Rages per day, if they are “Greater”, “Tireless”, and/or “Mighty”. <i>Detect Evil</i> , at will. Usable while Raging. Smite Evil, 1/day – Gain a bonus to attack roll equal to your Charisma modifier & a bonus to damage equal to your Class level. 2 nd : Gain a bonus equal to your Charisma modifier to all saving throws. Furious Casting – you are able to cast spell from the <u>Champion of Gwynharwyf Spell List</u> while raging.
Charlatan (someone who simulates being a spell caster (arcane or divine) through trickery) (DR335 p62)	Bluff: 8 ranks. Know (arcana) –or– Know(religion): 2 ranks. Perform (act): 4 ranks. Spellcraft: 2 ranks. Feats: Skill Focus (Bluff). Min Lvl: Brd5, Rog5, Sor5, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Pal13, Rgr13, Wiz13.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 5	Dex: Hide, Move Silently, Sleight of Hand. Con: Concentrate. Int: Appraise, Craft, Forgery, Know(arcana), Know(local), Know(religion), Search, Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info, Intimidate, Perform, Use Magic Device. Speak Language.	1 st : False Reputation – if you are the target of a Bardic Knowledge, Gather Information, or Knowledge check and it succeeds by <u>less</u> than 10, the person making the check learns facts that support your false claims. Pretender – gain a Circumstance bonus equal to your Class level to Disguise check when attempting to pass as a spellcaster. Tricks of the Trade – as an <u>Extraordinary</u> ability, you may simulate the spells <i>Burning Hands</i> and <i>Flare</i> by using alchemical components. Your effective caster level is your Class level & the DC is Charisma-based. You may use his ability (1 + Class level + Charisma modifier) times per day. Note: at 3 rd level, you add <i>Glitterdust</i> , <i>Obscuring Mist</i> , & <i>Pyrotechnics</i> to the list of ‘spells’ you can ‘cast’. 2 nd : Feigned Casting – by succeeding on an opposed Bluff vs. Spellcraft/Sense Motives check, you can convince observers that you have cast a spell that does <u>not</u> have a visual effect or affects another creature (such as <i>Detect Magic</i>). Fortune Teller’s Eye – by observing a target for 1 minute, you may make a Sense Motive check vs. DC 20 (or the target’s Disguise check if he/she is trying to trick you (minimum DC 20)) to correctly guess one aspect of the target’s alignment, the target’s class, & relative power (based on level). This is normally used to simulate divination. Steal the Credit – you receive a +4 Competence bonus on a Bluff check to convince people that you are responsible for a natural event (e.g., a storm) or someone else’s actions.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Chimeric Champion of Garl Glittergold (specialty priest of the Deity of Gnomes and Illusions, who can create Illusion-based magic like an Arcane caster) (DR328 p23)	Patron: Garl Glittergold. Race: Gnome. Base Will Save: +5. Craft (alchemy): 3 ranks. Know (arcana): 10 ranks. Feats: Brew Potion, Scribe Scroll. Able to cast Divine spells of at least 3 rd level. Min Lvl: Clr17, Pal17.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	1 st : +1 Divine Caster level. Sense Illusion – gain an automatic saving throw to disbelieve when within 10’ of an illusion. If you fail, you gain the normal saving throw when you interact with the illusion. Scribe Illusion – you may scribe any Arcane spell from the School of Illusion whose spell level is one less than the highest Divine spell level you can cast. You may use any such scroll you scribe. 2 nd : +1 Divine Caster level.
Church Inquisitor (priests tasked with finding subtle evils, including infiltration) (CDiv p26)	Alignment: LG, LN. Base Will Save: +3. Know (arcana): 4 ranks. Know (religion): 4 ranks. Spellcraft: 4 ranks. Able to cast <i>Zone of Truth</i> as a Divine spell Must be a member of a LG church or order, & must have uncovered corruption within it. Min Lvl: Clr5, Pal9	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10	Int: Decipher Script, Know (arcana), Know (local), Know (religion), Know (planes), Search, Spellcraft, Spot. Con: Concentrate. Cha: Bluff, Diplomacy, Gather Info., Intimidate, Sense Motive.	1 st : +1 Divine Caster Level. <i>Detect Evil</i> , at will as a spell-like ability. Gain the Inquisition Domain. 2 nd : +1 Divine Caster Level. Immune to all Enchantment(charm) spells & effects.
Citadel Elite (specially trained investigators of the Breland Crown) (Sharn p163) (SharnErrata)+	Country of Origin: Breland Alignment: LG, LN, LE. Base Attack Bonus: +7. Diplomacy: 3 ranks. Gather Information: 3 ranks. Min Lvl: Ftr7, Pal7, Rgr7, Clr10, Drd10, Mnk10, Rog10, Sor14, Wiz14.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Will Weap: Simple, Martial Armor: All Class Lvl: 5	Int: Decipher Script, Know(local), Know(nobility), Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info.	1 st : Citadel Training – +2 Insight bonus on Diplomacy, Gather Information, Search, & Sense Motive checks. Additional Action Points – +1 Action Point per level. Gain +1 on ranged and melee attack rolls with Wands. 2 nd : +1 Caster level. Combat Sense (defense) – gain a +1 Insight bonus to AC.
Consecrated Harrier (person who hunts down enemies of the church, no matter where they hide) (CDiv p28)	Alignment: LG, LN, LE. Base Attack Bonus: +5. Disguise: 5 ranks. Gather Info: 5 ranks. Feat: Track. Must successfully track down and destroy a target selected by his church. Min Lvl: Clr7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Climb. Dex: Ride, Use Rope. Int: Know (local), Search. Wis: Profession. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate.	1 st : Blessing of Scripture – +2 Sacred bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks while tracking a church-assigned target. +2 Sacred bonus to attack & damage rolls a church-assigned target. <i>Detect Chaos</i> , at will. Gain Wisdom-based Prepared Divine spells from the Ranger Spell List plus spells from the Consecrated Harrier Supplemental Spell List (see page 106). 2 nd : Sanctified Sight – +4 bonus on save vs. Illusions.
Contemplative (one who is dedicated to becoming one with his deity) (CDiv p30)	Know (religion): 13 ranks. Able to cast 1 st level Divine spells. Direct contact with a representative of your deity. Min Lvl: Clr10, Pal10.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know (religion), Spellcraft. Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Intimidate.	1 st : +1 Divine Caster Level. Gain an additional Domain that is sponsored by your Deity. Divine Health – Immune to all natural and magical diseases. 2 nd : +1 Divine Caster Level. Slippery Mind – If you fail your save vs. Enchantment, then you get to make another save 1 round later.
Cragtop Archer (an expert at long-range combat (not just bows), who can attack from farther away than anyone else) (RoS p101)	Base Attack Bonus: +6. Climb: 10 ranks. Spot: 5 ranks. Survival: 5 ranks. Feats: Point Blank, Far Shot, Mountain Warrior. Min Lvl: Bbn7, Ftr7, Rgr7, Brd8, Mnk8, Rog8, Clr17, Drd17, Pal17, Sor17, Wiz17.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Balance, Hide, Ride. Int: Craft, Know(nature). Wis: Profession, Spot, Survival.	1 st : Adept Climber – You do not loose your Dexterity modifier as a bonus to AC when Climbing. 2 nd : Farsight – you receive only a –1 penalty per 20’ on Spot checks (vs. –1 per 10’) –and– only a –1 penalty per range increment on ranged attacks (vs. –2). Strike from Above – you receive a +2 bonus on ranged attacks made from a location higher than your target.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Crane Shen (unarmed combatant that mimics a crane by moving fast & blocking attacks, and eventually gaining a hybrid battle form) (DR319 p70)	Base Attack Bonus: +5. Balance: 5 ranks. Jump: 5 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Feats: Combat Expertise, Dodge, Improved Unarmed Strike. Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature). Wis: Listen, Sense Motive, Spot, Survival. Cha: Bluff.	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2 nd : Ki Strike (silver) – your unarmed strikes are treated as if they were ‘silver’ for purposes of overcoming Damage Reduction. Gain Feat: Deflect Arrows.
Daggerspell Mage (a multiclassed arcane caster / rogue who can cast spells through daggers) (CAAdv p31)	Alignment: LG, NG, CG, LN, N, CN. Concentration: 8 ranks. Feats: Weapon Focus (dagger), Two-Weapon Fighting. Arcane caster level 5 th . Sneak Attack +1d6. Min Lvl: Brd5 / Rog1, Sor5 / Rog1, Wiz5 / Rog1.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Tumble. Con: Concentrate. Int: Craft, Know(arcana), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	1 st : Daggercast – You can cast spells with Somatic & Material Component even if you are wielding a dagger in each hand. You may deliver Touch attack spells with a melee touch or melee attack of your dagger. 2 nd : +1 Arcane Caster level. Invocation of the Knife – when you cast an Instantaneous spell that does Energy Damage, you have the option of half the damage being ‘magical slashing’. Energy Resistance does not apply to this damage, but Damage Reduction might.
Daggerspell Shaper (a multiclassed druid / rogue who can cast spells through daggers) (CAAdv p36)	Alignment: LG, NG, CG, LN, N, CN. Concentration: 8 ranks. Feats: Weapon Focus (dagger), Two-Weapon Fighting. Wildshape class feature Sneak Attack +1d6 –or– Skirmish +1d6. Min Lvl: Druid 5 / Rogue 1.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Tumble. Con: Concentrate. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	1 st : Daggercast – You can cast spells with Somatic & Material Component even if you are wielding a dagger in each hand. You may deliver Touch attack spells with a melee touch or melee attack of your dagger. +1 use of Wildshape per day. 2 nd : +1 Divine Caster level. Dagger Claws – When you use Wildshape, your claw attacks gain the benefit of any dagger you were holding in that hand. If you were holding a +1 Flaming Dagger, that claw attack would have a +1 bonus on attack and damage, plus +1d6 Fire damage, and would bypass Damage Reduction / magic. Able to Wildshape into creatures of Tiny-size.
Dark Hunter (battles creatures that hunt underground) (CWar p21)	Base Attack Bonus: +5. Craft (trap making): 5 ranks. Know (dungeoneering): 2 ranks. Move Silently: 2 ranks. Survival: 2 ranks. Feats: Blind-Fight, Track. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: — Armor: — Class Lvl: 5	Str: Climb, Swim. Dex: Hide, Move Silently, Use Rope. Con: Concentrate. Int: Craft, Disable Device, Know (dungeoneering). Wis: Listen, Profession, Spot, Survival.	1 st : Gain ‘Stonecunning’, just like a Dwarf. If you already have Stonecunning, the bonus goes from +2 to +4. 2 nd : +30’ to natural Darkvision (or gain 30’ Darkvision if you do not have any).
Darkwater Knight (spellcaster tasked with guarding the underground seas, who eventually gains the ‘aquatic’ subtype) (DR314 p44)	Patron: any nature deity Know (nature): 6 ranks. Survival: 6 ranks. Swim: 6 ranks. Feats: Skill Focus (swim), Water Focus. Able to speak Auran. Able to cast at least 3 spells with the [water] subtype, with one being 2 nd lvl. Min Lvl: Drd3, Rgr8, Brd9, Clr9, Pal9, Sor9, Wiz9.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Swim. Dex: Move Silently. Con: Concentrate. Int: Craft, Know(arcana), Know(nature), Know(religion), Spellcraft. Wis: Profession, Survival.	1 st : +1 Caster level. Favored Enemy (aquatic) – gain favored enemy bonuses on any creature with the [aquatic] subtype. This bonus stacks with all other favored enemy bonuses. 2 nd : +1 Caster level. Gain Darkvision 60’, or +60’ if you already have Darkvision.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Darkwood Stalker (elf / half-elf practiced in hunting & killing orcs, who gains Sneak Attacks & eventually Death Attacks) (CWar p23)	Race: Elf or Half-Elf. Base Attack Bonus: +5 Hide: 5 ranks. Listen: 5 ranks. Move Silently: 5 ranks. Spot: 5 ranks. Survival: 5 ranks. Speak Language (Orc). Feats: Dodge, Track. Min Lvl: Rgr5, Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Ref. Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Int: Craft, Know (nature), Search. Dex: Hide, Move Silently, Ride, Use Rope. Wis: Heal, Listen, Profession, Spot, Survival.	1 st : +2 bonus on the following skill checks against Orcs: Bluff, Listen, Sense Motive, Spot, & Survival. Stacks with Ranger's Favored Enemy bonus (if any). +2 damage against Orcs in melee or with missile weapons within 30'. Stacks with Ranger's Favored Enemy bonus (if any). 2 nd : Uncanny Dodge – retains Dexterity modifier to AC even when caught flat-footed or attacked by someone who is Invisible. If you already have the Uncanny Dodge class ability, gain Improved Uncanny Dodge instead.
Deadgrim (divine caster who fights undead by becoming more like them) (MoE p57)	Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +5. Know(religion): 4 ranks. Able to cast 1 st level Divine spells. Class Ability: Turn Undead –or– Favored Enemy(undead) Survived an encounter with an Undead of the same CR. Member of the Red Watchers. Min Lvl: Pal5, Rgr5, Clr7.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Know (religion), Spellcraft. Wis: Heal, Listen, Sense Motive, Spot, Survival. Cha: Intimidate.	1 st : Add spells on the <u>Deadgrim Supplemental Spell List</u> (see page 106) to one of your Divine spell lists. Deadened Flesh – skin becomes grey-ish, resulting in a (2 * Class level) penalty on Disguise checks when attempting to look like a living creature. Improved Turning – Class levels stack with any other class that grants you Turn Undead. Voice of the Damned – voice becomes raspy, granting a +(Class level) Competence bonus on Intimidate checks, but a -(Class level) penalty on Diplomacy checks (except with Undead, where it becomes a Competence bonus). 2 nd : +1 Divine Caster Level. Deadened Flesh' – +2 bonus on saving throws vs. Poison, Paralysis, Stunning, Disease, & Death from Massive Injury. Favored Enemy (undead) – gain Favored Enemy (undead) class feature. If you already have it, the bonus improves by +2.
Deep Diviner (expert with stone, earth nodes, etc.) (Und p32)	Know (local – Underdark): 8 ranks. Survival: 2 ranks. Feat: Spell Focus (Divination). Able to cast 2 nd level Arcane spells. Min Lvl: Brd5, Wiz5, Sor13.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Swim. Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession, Survival.	1 st : +1 Caster Level. Locate Node, 1/day – by meditating for 10 minutes, you can determine the direct and strength of the nearest Earth Node, regardless of the distance (as long as it is not blocked by lead or other divination-resistant ores). Gain Feat: <u>Node Spellcasting</u> . 2 nd : +1 Caster Level. Speak to Stone, 1/day – You may communicate with stone and earth for 1 minute per Caster level. Stone has no true sentience, but can communicate what has touched it, what is behind it, etc.
Deepwarden (a dwarf who travels the deepest tunnel, looking for invaders, and reporting back to the clan) (RoS p105)	Race: Dwarf Base Attack Bonus: +5. Climb: 5 ranks. Heal: 5 ranks. Jump: 5 ranks. Know(dungeoneer): 5 ranks. Survival: 5 ranks. Feats: Endurance. Min Lvl: Rgr5, Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rog7, Sor10, Wiz10.	HD: d12 Skill Points: 6 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Use Rope. Con: Concentrate. Int: Craft, Decipher Script, Know(dungeoneer), Know(geography). Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal. Speak Language.	1 st : Gain <u>Feat: Track</u> . Trap Sense +1 – gain a +1 Dodge bonus to AC to avoid being hit by traps –and– a +1 bonus to Reflex saves to avoid traps. 2 nd : Stone Warden – if your Constitution modifier is higher than your Dexterity modifier, you may use it as the bonus to AC (though normal flat-footed situations still apply).

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Defender of Sealtiel (follower of the Patron Deity of Protectors) (BoED p58)	Alignment: LG. Base Attack Bonus: +7. Listen: 5 ranks. Feats: Diehard, Endurance, Servant of the Heavens. Min Lvl: Ftr7, Pal7, Rgr7, Clr10, Mnk10, Rog10, Sor14, Wiz14.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Int: Craft. Wis: Listen, Sense Motive, Spot.	1 st : Defensive Stance – Once per day, you can choose to defend an unmoving location. You gain +2 Str, +4 Con, +2 Resistance bonus to all saves, & +4 Dodge bonus to AC. The Defensive Stance lasts up to 3 + new Constitution modifier rounds. Afterwards, you are at –2 Str for the rest of the encounter. <i>Shield of Faith</i> , 3/day at Class level. 2 nd : <i>Magic Circle against Evil</i> , always on at Class level. <i>Shield Other</i> , 1/day at Class level.
Dervish (specialized in a dance with blades (often Scimitars) that can cut through a large group of creatures) (CWAR p25)	Base Attack Bonus: +5. Perform (dance): 5 ranks. Tumble: 3 ranks. Feats: Combat Expertise, Dodge, Mobility, Weapon Focus (any slashing melee weapon). Min Lvl: Ftr7, Bbn9, Brd9, Clr9, Drd9, Mnk9, Pal9, Rgr9, Rog9, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Jump, Swim. Dex: Balance, Escape Artist, Tumble. Int: Craft. Wis: Listen, Profession. Cha: Perform.	1 st : Gain a +1 bonus to AC as long as you are in no heavier than Light armor, are not using a shield, & are no more than lightly encumbered. This bonus applies when you are Flat-Footed & also to touch attacks. Dervish Dance, 1/day. You can make a Full Round Attack with slashing melee weapon(s) and still move up to your movement. Between each attack, you must move at least 5' (but not back to the hex you were just in). You gain +1 bonus to your attack & damage rolls. The Dervish Dance lasts 1 round per 2 ranks in Perform (dance). You are still susceptible to Attacks of Opportunity while moving, but you are allowed to use Tumble. You may combine Bardic music with your Dervish Dance, but not Rage / Frenzy. You cannot have on more than Light armor. At the end of your Dervish Dance, you become Fatigued for the duration of the encounter. You can “Take 10” on the following checks at any time: Jump, Perform (dance), & Tumble. Treat Scimitars as if they were Light weapons when fighting with one in each hand. 2 nd : Gain +5' Enhancement bonus to movement as long as you are in no heavier than Light armor, are not using a shield, & are no more than lightly encumbered
Divine Crusader (a religious warrior dedicated to a specific deity) (CDiv p33)	Same alignment as your Patron Deity Base Attack Bonus: +7 Know (religion): 2 ranks. Feat: Weapon Focus (deity's favored weapon). Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Brd10, Clr10, Drd10, Mnk10, Rog10, Sor14, Wiz14.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Ride. Con: Concentrate. Int: Craft, Know(religion). Cha: Diplomacy, Intimidate.	1 st : Casts Wisdom-based Prepared Divine spells from one of your Patron Deity's Domains (chosen when this class is taken). Gain an alignment aura (similar to a Cleric) at your Class level + your Cleric & Paladin levels. 2 nd : —
Divine Champion (a combatant who fights in the name of a deity) (PGF p49) (PGFe)+	Base Attack Bonus: +7. Know (religion): 3 ranks. Feats: Weapon Focus (deity's favored weapon). Must dedicated himself to be a champion for the deity. Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Brd10, Clr10, Drd10, Mnk10, Rog10, Sor14, Wiz14.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Ref. Weap: Simple, Martial Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know (religion). Wis: Spot. Cha: Handle Animal, Intimidate	1 st : Lay on Hands – Heal yourself or another follower of your deity by (Class Level x Charisma modifier) hit-points per day total. 2 nd : Gain a Feat that you qualify for from the following list: Blind-Fight, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency, Improved Critical, Improved Initiative, Improved Turning, Quick Draw, or Weapon Focus. Sacred Defense – +1 on all saves vs. Divine Spells and spell-like & supernatural abilities from Outsiders.
Divine Disciple (a priest who represent his/her deity (even more-so than usual)) (PGF p51)	Diplomacy: 5 ranks. Know (religion): 8 ranks. Able to cast 4 th level Divine spells. Dedicated to a patron deity. Min Lvl: Clr7, Drd7, Pal14, Rgr14.	HD: d8 Skill Points: 2 Attack: Wizard Good Save: Fort, Will. Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Know(arcana), Know (history), Know(nature), Know (religion), Know (the planes), Spellcraft. Wis: Heal, Profession. Survival Cha: Diplomacy.	1 st : +1 Divine Caster Level. Divine Emissary – you can telepathically communicate with any Outsider within 60' that serves your deity -or- shares your alignment. Gain a bonus equal to your Class level on Charisma-based skill or ability checks when dealing with these Outsiders. 2 nd : +1 Divine Caster Level. Sacred Defense – +1 on all saves vs. Divine Spells and spell-like & supernatural abilities from Outsiders.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Divine Oracle (a specialist in divination) (CDiv p34)	Know (religion): 8 ranks. Feat: Skill Focus (Know (religion)). Able to cast 2 Divination spells Min Lvl: Brd5, Clr5, Drd5, Pal5, Rgr5, Sor5, Wiz5.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know (arcana), Know (religion), Spellcraft. Wis: Heal, Profession.	1 st : +1 Caster Level. Gain the Oracle Domain. +1 Sacred bonus to the DC of Divination(screaming) spells. 2 nd : +1 Caster Level. Prescient Sense – if an attack / spell normally allows a Reflex save for ½ damage, you take no damage on a successful save. This ability can be used in any armor Trap Sense +1 – +1 bonus on saves to avoid traps and/or +1 AC to avoid being hit by a trap.
Divine Prankster (a gnome cleric of Garl Glittergold who gains bard-like abilities and abilities to improve illusions) (RoS p107)	Patron: Garl Glittergold Race: Gnome Bluff: 8 ranks. Perform (comedy): 8 ranks. Sleight of Hand: 8 ranks. Able to cast 2 nd level Divine spells. Min Lvl: Brd2/Clr4, Clr13, Pal13, Rgr13.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Dex: Escape Artist, Hide, Sleight of Hand. Con: Concentrate. Int: Forgery, Know(religion). Wis: Heal, Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info, Perform.	1 st : +1 Divine Caster level. Comedic Performance – usable (Class levels + Bard levels) times per day. - Inspire Courage – use 1 Comedic Performance to grant all allies who can hear you +1 Morale bonus on attack rolls, weapon damage, and saves vs. charm & fear. If you have a higher value of Inspire Courage from another (typically Bard), you may use that value. 2 nd : +1 Divine Caster level. Infuse Figment – by consuming one of your Turn/Rebuke uses for the day, you add +10 to the DC of an Illusion(figment) to be disbelieved. This effect lasts up to 1 hour.
Divine Seeker (a person who “acquires things” for a patron deity) (PGF p52)	Hide: 8 ranks. Know (religion): 3 ranks. Move Silently: 10 ranks. Spot: 5 ranks. Dedicated to a patron deity. Min Lvl: Brd7, Mnk7, Rgr7, Rog7, Clr17, Drd17, Ftr17, Pal17, Sor17, Wiz17.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref, Will. Weap: Simple Armor: Light Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Use Rope. Int: Craft, Know(geography), Know(religion), Search. Wis: Listen, Profession, Spot, Survival. Cha: Diplomacy.	1 st : Sacred Stealth – for a total of 1 minute per Charisma modifier (minimum 1 minute), gain a +10 Sacred (or Profane) bonus on Hide & Move Silently checks. Activating this ability is a Standard Action & deactivating it is a Free Action. Thwart Magic Trap – +3 bonus on all Search and Disable Device checks to locate, disable, or bypass magical traps. 2 nd : Sneak Attack +1d6. Sacred Defense – +1 on all saves vs. Divine Spells and spell-like & supernatural abilities from Outsiders.
Dragon Disciple (become more and more like the dragon of your dreams (natural armor, claw & bite attacks, breath weapons, wings, etc.) until finally becoming a Half-Dragon) (DMG p183) (wWaterdeep p9)+	Race: Any non-Dragon / Half-Dragon. Know (arcana): 8 ranks. Able to cast Impromptu Arcane spells. Able to speak Draconic. Min Lvl: Brd5, Sor5.	HD: d12 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (3.5up p13)	Dex: Escape Artist. Int: Craft, Know(any), Search, Spellcraft. Wis: Listen, Profession., Spot. Con: Concentrate. Cha: Diplomacy, Gather Info. Speak Language.	1 st : Add 1 spell slot to any level you can cast. Once chosen, it cannot be changed. Chose a type of Chromatic or Metallic Dragon. (Info on Steel Dragons listed in wWaterdeep p9). This is the type of dragon that you will start becoming. The choice cannot be changed. +1 Natural Armor. 2 nd : Add 1 more spell slot to any level you can cast. +2 Strength. Gain a bite attack (1d4 for Small, 1d6 for Medium, 1d8 for Large) & a claw attack (1d3 for Small, 1d4 for Medium, 1d6 for Large).
Dragon Shen (unarmed combatant that mimics a dragon by imbuing his/her fists with acid,cold, electricity, or fire, and eventually gaining a hybrid battle form) (DR319 p71)	Base Attack Bonus: +5. Concentrate: 4 ranks. Intimidate: 3 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Feat: Improved Unarmed Strike, Weapon Focus (unarmed strike). Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature). Wis: Listen, Sense Motive, Spot, Survival. Cha: Diplomacy, Intimidate.	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2 nd : Ki Strike (silver) – your unarmed strikes are treated as if they were ‘silver’ for purposes of overcoming Damage Reduction. Gain <u>Feat: Great Fortitude</u> .

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Dragonmark Heir (member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities) (EB p73)	any two skills: 7 ranks. Feat: Favored in House, Least Dragonmark. Min Lvl: Bbn4, Brd4, Clr4, Drd4, Ftr4, Mnk4, Pal4, Rgr4, Rog4, Sor4, Wiz4.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 5	Dex: Ride. Int: Appraise, Know(arcana), Know(royalty), Spellcraft. Wis: Sense Motive. Cha: Bluff, Diplomacy, Gather Info., Intimidate, Perform. Speak Language.	1 st : Gain Feat: <u>Lesser Dragonmark</u> . House Status – you receive your Class level as a bonus on all Charisma-related checks when dealing with member of the same house. 2 nd : Improved Least Dragonmark – either gain an additional use per day of your Least Dragonmark ability –or– gain one of the other abilities (i.e., spells) of your Dragonmark. Additional Action Points – gain +2 Action Points per level.
Dread Pirate (a honorable or blood thirsty pirate) (CAdy p39)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +4. Appraise: 8 ranks. Profession (sailor): 8 ranks. Swim: 4 ranks. Use Rope: 4 ranks. Feats: Quick Draw, Weapon Finesse. Acquire a ship worth at least 10,000 gp. Min Lvl: Brd5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Rgr13, Sor13, Wiz13.	HD: d8 Skill Points: 6 Attack: Fighter Good Save: Ref. Weap: Simple, Light Martial, Rapier. Armor: Light. Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Gather Info., Intimidate, Perform.	1 st : Seamanship – add your Class level as an Insight bonus to all Profession (sailor) checks. All allies within sight or hearing of you gain an Insight bonus to their Profession (sailor) checks equal to half your Class Lvl. When wearing Light armor or less, you may fight with 2 weapons as if you had Two-Weapon Fighting. 2 nd : Fearsome Reputation +2 – When recognized, you gain a +2 Circumstance bonus on Diplomacy checks, if you are an “honorable pirate”, or +2 Circumstance bonus on Intimidate checks, if you are a “blood-thirsty pirate”.
Drow Judicator (a drow follower of the Deity of Spiders and/or her Champion, who eventually gains a spider servant as a mount and slow spell progression) (Und p33)	Patron: Lolth or Selvetarm. Race: Drow. Alignment: LE, NE, CE. Base Attack Bonus: +5. Intimidate: 4 ranks. Know (religion): 4 ranks. Survival: 2 ranks. Feat: Combat Reflexes, Lolth's Meat. Able to cast 1 st level Arcane or Divine spells. Survive the rite of entry. Min Lvl: Rgr5, Brd7, Clr7, Drd7, Sor10, Wiz10.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvl: 10	Dex: Ride. Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession, Survival. Cha: Handle Animal, Intimidate.	1 st : War Strike, 1/day – if the designated melee attack hits, the target takes normal damage, plus 2d6 Constitution damage (Fort½, DC is Charisma-base). 2 nd : Selvetarm's Blessing – +3 Profane bonus on all saves. Command Spiders – you may Rebuke / Command Spider up to 3 + Charisma-modifier times per day. Use your Class level as your Cleric level for determining the effect.
Drunken Master (fights as if / when drunk) (CWar p27)	Feats: Dodge, Great Fortitude, Improved Unarmed Strike. Tumble: 8 ranks. Have the Evasion ability and the Flurry of Blows ability. Survive the initiation with the other masters. Min Lvl: Mnk5.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref, Fort. Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft. Wis: Listen, Profession. Cha: Bluff, Perform.	<u>Monks may freely cross-class.</u> 1 st : As a Move Action, you may drink a tankard of ale, a bottle of wine, etc. Each ‘drink’ of alcohol reduces your Intelligence & Wisdom by 2, but increases either your Strength –or– Constitution by 2. You may only benefit from (Class level) drinks. Bonuses & penalties last for (Class level +3) rounds. You gain proficiency with Improvised Weapons, which do your Unarmed Damage + 1d4. 2 nd : During a Charge, you no longer have to move in a straight line. Also, by making a Tumble check vs. DC 15 at the start of the charge, you do not generate attacks of opportunity.
Duelist (armorless, nimble swashbuckler who is trained in one-handed piercing weapons) (DMG p185)	Base Attack Bonus: +6. Feats: Dodge, Mobility, Weapon Finesse. Perform: 3 ranks. Tumble: 5 ranks. Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: Simple, Martial Armor: — Class Lvl: 10 Epic Lvl: 10 (3.Sup p13)	Str: Jump. Dex: Balance, Escape Artist, Tumble. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Perform.	1 st : Add your Class level to your AC, up to your Intelligence modifier, when <u>not</u> wearing armor, using a shield, and not flat-footed. 2 nd : +2 bonus to Initiative checks.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Dungeon Delver (specialist in underground tunnels & traps) (CAAdv p42)	Climb: 10 ranks. Craft (stonemasonry): 5 rank Disable Device: 10 ranks. Hide: 5 ranks. Move Silently: 5 ranks. Open Locks: 10 ranks. Search: 10 ranks. Feats: Alertness, Blind-Fight. Have Trapfinding class ability Must either adventure alone in a dungeon, survive a cave-in, or live underground for a year. Min Lvl: Rog7, Bbn17, Brd17, Clr17, Drd17, Ftr17, Mnk17, Pal17, Rgr17, Sor17, Wiz17.	HD: d6 Skill Points: 8 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvls: 10 Epic Lvls: 10 (CAAdv p191)	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Open Lock, Tumble, Use Rope. Int: Appraise, Craft, Disable Device, Know(dungeoneer.). Wis: Listen, Spot, Survival. Cha: Use Magic Device.	1 st : Trap Sense +1 – +1 Insight bonus on Reflex saves vs. traps & +1 Dodge bonus to AC vs. traps. Stacks with Trap Sense from other classes. Gain Darkvision 60'. If you already have Darkvision, it increases +30'. Deep Survival – add your Class level as a bonus to Survival checks made underground. 2 nd : Stonecunning – as the Dwarven racial ability, except the bonuses are Competence bonuses, so they stack with the Dwarven ability. <i>Reduce Person</i> , 3/day at Class level.
Dwarven Defender (a dwarf who specializes in being a living wall) (DMG p186)	Alignment: LG, LN, LE. Race: Dwarf. Base Attack Bonus: +7. Feats: Dodge, Endurance, Toughness. Min Lvl: Ftr7, Pal7, Rgr7, Clr10, Drd10, Mnk10, Rog10, Sor14, Wiz14.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvls: 10 Epic Lvls: 10 (ELH p20) (3.Sup p13)+	Int: Craft. Wis: Listen, Sense Motive, Spot.	1 st : Defensive Stance – Once per day, you can choose to defend an unmoving location. You gain +2 Str, +4 Con, +2 Resistance bonus to all saves, & +4 Dodge bonus to AC. The Defensive Stance lasts up to 3 + new Constitution modifier rounds. Afterwards, you are at –2 Str for the rest of the encounter. 2 nd : Uncanny Dodge – Retains Dex bonus to AC even if caught flat-footed or attacked by someone invisible.
Earth Dreamer (a caster who is in-tune with the stone near him/her, in time being able to see & glide through stone) (RoS p110)	Know (nature): 5 ranks. Spellcraft: 10 ranks. Feat: Earth Sense. Able to cast 1 st level spells. Min Lvl: Brd7, Clr7, Drd7, Sor7, Wiz7, Pal17, Rgr17.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: — Armor: — Class Lvls: 5	Con: Concentrate. Int: Craft, Know(dungeoneer), Know(nature), Spellcraft. Wis: Heal, Listen.	1 st : +1 Caster level. Earth Friend – the initial attitude to you of any creature with the [earth] subtype is improved by one step. 2 nd : +1 Caster level. Earth Dream – get the answer to one question about the mountain you with which are in contact, with a 70% + 2% per Class level chance of success (no answer on a failure). Similar to <i>Divination</i> . Usable 1/day and takes 10 minutes to activate.
Earthshaker (a caster who is in tune with the earth, allowing him/her to detect the steps of others, cause the ground to shake, and eventually to cause earthquakes) (DR314 p57)	Know (dungeoneering): 6 ranks. Know (nature): 12 ranks. Able to speak Terran. Able to cast <i>Soften Earth and Stone</i> . Min Lvl: Drd9.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvls: 10	Str: Climb. Dex: Balance. Con: Concentrate. Int: Craft, Know(dungeoneer), Know(nature), Spellcraft. Wis: Survival.	1 st : +1 Caster level. Gain the Earth Domain ability (Rebuking / Commanding Earth creatures and/or Turning / Destroying Air creatures at Cleric level + Class level) and the bonus spells. If you are not a Cleric, you gain +1 spell per spell level you can cast that must be chosen from the Earth Domain spell list. Tremorsense 5'. 2 nd : +1 Caster level. Tremor – As a Standard Action, cause the ground to shake around you in a 10' radius for 1d4 rounds. Any creature touching the ground in the area of effect must make a Balance check vs. DC (10 + Class level) or fall Prone. Standing creatures must make the check as long as they are in the area of effect. The area also counts as Vigorous Motion with regards to Concentration checks. This ability may be used (Class level / 2) times per day.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Effigy Master (a caster trained to create Constructs that look & act like Animals) (CArc p30)	Craft(leatherworking) –or– Craft(metalworking) –or– Craft(woodworking): 10 ranks Know(arcana): 5 ranks. Spellcraft: 5 ranks. Use Magic Device: 2 ranks. Feat: Craft Wondrous Item. Must have <i>Simulacrum</i> on your class spell list. Min Lvl: Sor7, Wiz7.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession.	1 st : Craft Effigy – You can create Effigies, which are Constructs made with the form and abilities of Animals (i.e., a Template). Unlike other casters, you do not need the Craft Construct feat to create an Effigy and do not need Know (architecture & engineering) to repair them. 2 nd : +1 Caster level.
Eldeen Ranger – Ashbound (follower of the druidic teachings that say that Arcane magic is ‘evil’) (Eb p74)	Base Attack Bonus: +5. Know (nature): 6 ranks. Survival: 8 ranks. Feat: Track. Class Feature: Favored Enemy Train with other Eldeen Rangers of the Ashbound Min Lvl: Rgr5.	HD: d8 Skill Points: 6 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Shield Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride. Int: Craft, Know(dungeon.), Know(geography), Know(nature). Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal	1 st : Resist the Arcane – gain a +2 bonus on saves vs. Arcane spells. 2 nd : Hated Foe – Before making an attack on one of your Favored Enemies, you may trade in an Action point. If you attack hits, you do double damage. 3 rd : Ferocity – You may continue to fight without penalty even while Disabled or Dying. 4 th : Favored Enemy – Gain a new Favored Enemy as a Ranger does, including a +2 bonus vs. one Enemy. 5 th : Spell Resistance – Gain Spell Resistance 20.
Eldeen Ranger – Children of Winter (follower of the druidic teachings that say that the time of civilization is over & it should be purged) (Eb p74)	Alignment: LN, N, CN, LE, NE, CE. Base Attack Bonus: +5. Know (nature): 6 ranks. Survival: 8 ranks. Feat: Track. Class Feature: Favored Enemy Train with other Eldeen Rangers of the Children of Winter Min Lvl: Rgr5.	HD: d8 Skill Points: 6 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Shield Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride. Int: Craft, Know(dungeon.), Know(geography), Know(nature). Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal	1 st : Resist Poison – gain a +2 bonus on saves vs. poison. 2 nd : Hated Foe – Before making an attack on one of your Favored Enemies, you may trade in an Action point. If you attack hits, you do double damage. 3 rd : Resist Corruption – You become immune to disease & gain a +2 bonus on saves vs. mind-affecting spells & abilities (including charms, compulsions, phantasms patterns, and morale effects). 4 th : Favored Enemy – Gain a new Favored Enemy as a Ranger does, including a +2 bonus vs. one Enemy. 5 th : Touch of Contagion – <i>Contagion</i> , 3/day.
Eldeen Ranger – Gatekeepers (follower of the druidic teachings that protected the world of Eberron from an invasion of Aberrations long ago) (Eb p74)	Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +5. Know (nature): 6 ranks. Survival: 8 ranks. Feat: Track. Class Feature: Favored Enemy Train with other Eldeen Rangers of the Gatekeepers. Min Lvl: Rgr5.	HD: d8 Skill Points: 6 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Shield Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride. Int: Craft, Know(dungeon.), Know(geography), Know(nature). Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal	1 st : Resist Corruption – gain a +2 bonus on saves vs. the spell-like abilities, supernatural abilities, & psionics of Aberrations. 2 nd : Hated Foe – Before making an attack on one of your Favored Enemies, you may trade in an Action point. If you attack hits, you do double damage. 3 rd : Darkvision – Gain Darkvision 60’. If you already had Darkvision, it improves by +30’. 4 th : Favored Enemy – Gain a new Favored Enemy as a Ranger does, including a +2 bonus vs. one Enemy. 5 th : Slippery Mind – If you fail a save vs. an Enchantment, get a new save 1 round later.
Eldeen Ranger – Greensingers (follower of the druidic teachings that say the Fey are their allies) (Eb p74)	Alignment: CG, CN, CE. Base Attack Bonus: +5. Know (nature): 6 ranks. Survival: 8 ranks. Feat: Track. Class Feature: Favored Enemy Train with other Eldeen Rangers of the Greensingers. Min Lvl: Rgr5.	HD: d8 Skill Points: 6 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Shield Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride. Int: Craft, Know(dungeon.), Know(geography), Know(nature). Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal	1 st : Resist Nature’s Law – gain a +4 bonus on saves vs. the spell-like abilities of Fey. 2 nd : Hated Foe – Before making an attack on one of your Favored Enemies, you may trade in an Action point. If you attack hits, you do double damage. 3 rd : Unearthly Grace – Add your Charisma modifier (if any) to all your saving throws. 4 th : Favored Enemy – Gain a new Favored Enemy as a Ranger does, including a +2 bonus vs. one Enemy. 5 th : Gain Damage Reduction 3 / cold iron.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features										
<p>Eldeen Ranger – Wardens of the Woods (follower of the druidic teachings that say the great woods must be protected at all costs) (Eb p74)</p>	<p>Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +5. Know (nature): 6 ranks. Survival: 8 ranks. Feat: Track. Class Feature: Favored Enemy Train with other Eldeen Rangers of the Wardens of the woods. Min Lvl: Rgr5.</p>	<p>HD: d8 Skill Points: 6 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Shield Class Lvl: 5</p>	<p>Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride. Int: Craft, Know(dungeon.), Know(geography), Know(nature). Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal</p>	<p>1st: Nature Sense – gain a +2 bonus on Know (nature) and Survival checks. 2nd: Hated Foe – Before making an attack on one of your Favored Enemies, you may trade in an Action point. If you attack hits, you do double damage. 3rd: Improved Critical – Gain Feat: Improved Critical with one thrown or ranged weapon of your choice. 4th: Favored Enemy – Gain a new Favored Enemy as a Ranger does, including a +2 bonus vs. one Enemy. 5th: Smite Evil, 1/day – Declare that you are using this ability before making your attack. You receive your Charisma modifier (if any) as a bonus on the attack roll. If you hit, do +1 point of damage per Class lvl.</p>										
<p>Eldritch Knight (a combination arcane spell caster & fighter) (DMG p187)</p>	<p>Must be proficient with all Martial Weapons. Able to cast 3rd level Arcane spells. Min Lvl: Wiz5 / Ftr1, Sor6 / Ftr1, Brd7 / Ftr1.</p>	<p>HD: d6 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (3.5up p13)</p>	<p>Str: Jump, Swim. Dex: Ride. Int: Craft, Decipher Script, Know(arcana), Know(nobility & royalty), Spellcraft. Wis: Sense Motive. Con: Concentrate.</p>	<p>1st: Gain one Feat for which you qualify off the Fighter Feat list. 2nd: +1 Arcane Caster Level.</p>										
<p>Elemental Savant (a caster who wishes to become more in tune with one of the four elements, eventually becoming an ‘Elemental’) (CArc p32)</p>	<p>Know (arcana): 8 ranks. Know (the planes): 4 ranks Feat: Energy Substitution (acid, cold, electricity, or fire). Able to cast at least 3 spells with the above descriptor, at least one of which must be 3rd level. Must have made peaceful contact with an appropriate elemental outsider. Min Lvl: Clr5, Drd5, Wiz5, Sor6, Brd7.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Craft, Know(arcana), Know(the planes), Spellcraft. Wis: Profession. Speak Language.</p>	<p>1st: +1 Caster Level. Elemental Specialty – choose a Preferred Element / Energy (must match your Energy Substitution feat): <table border="0"> <tr> <td><u>Preferred</u></td> <td><u>Opposing</u></td> </tr> <tr> <td>Air(Electricity)</td> <td>Earth(Acid)</td> </tr> <tr> <td>Earth(Acid)</td> <td>Air(Electricity)</td> </tr> <tr> <td>Fire(Fire)</td> <td>Water(Cold)</td> </tr> <tr> <td>Water(Cold)</td> <td>Fire(Fire)</td> </tr> </table> Any spell you cast that does energy damage automatically changes to your Preferred Energy type. Gain Resistance 5 to your Preferred Energy type. 2nd: +1 Caster Level. Spells with your Preferred Energy have a +1 DC. Immune to magical sleep effects.</p>	<u>Preferred</u>	<u>Opposing</u>	Air(Electricity)	Earth(Acid)	Earth(Acid)	Air(Electricity)	Fire(Fire)	Water(Cold)	Water(Cold)	Fire(Fire)
<u>Preferred</u>	<u>Opposing</u>													
Air(Electricity)	Earth(Acid)													
Earth(Acid)	Air(Electricity)													
Fire(Fire)	Water(Cold)													
Water(Cold)	Fire(Fire)													
<p>Emissary of Barachiel (follower of the Deity of Heralds, who can use the Words of Creation to effects large numbers of people and help convert his/her opponent to Lawful Good) (BoED p59)</p>	<p>Alignment: LG. Base Will Save: +5 Diplomacy: 8 ranks. Know (the planes): 4 ranks. Feats: Servant of the Heavens, Words of Creation. Minimum Intelligence: 15. Minimum Charisma: 15. Min Lvl: Clr6, Mnk6, Sor13, Wiz13, Ftr15, Pal15, Rgr15, Rog15.</p>	<p>HD: d6 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Diplomacy, Gather Info., Perform, Use Magic Device.</p>	<p>1st: Casts Charisma-based Impromptu Divine spells from the <u>Emissary of Barachiel Spell List</u> (see page 107). You may use your ‘Words of Creation’ to effect all Humanoids who can hear you within 30’. Class level times per day. This is a Ench(comp)[mind][language] effect whose DC is equal to your Diplomacy check. You take 3d4 hp of non-lethal damage on each use & all targets are effected based on their alignment: LG – +2 Morale bonus on attack rolls, saving throws, skill checks, ability checks, & damage for 10 min. NG, CG – +1 Morale bonus on attack rolls & saves vs. fear for 10 minutes. LN – <i>Entrall</i> for as long as you speak + 1d3 rounds. N, CN – <i>Entrall</i> for as long as you speak + 1d3 rounds & –1 penalty on attack rolls, saving throws, skill checks, & ability checks for 10 minutes. LE, NE, CE – Stunned for 1 round & –2 penalty on attack rolls, saving throws, skill checks, ability checks, & damage for 10 minutes. 2nd: —</p>										

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Enlightened Fist (a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity) (CArc p34)</p>	<p>Concentration: 8 ranks. Know (arcana): 5 ranks. Spellcraft: 5 ranks. Feats: Combat Casting, Improved Unarmed Strike, Stunning Fist. Arcane Caster level 3rd. Min Lvl: Brd6, Sor6, Wiz6.</p>	<p>HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Listen, Profession, Spot.</p>	<p><u>Monks may freely cross-class. The Arcane Caster class that qualified you for this class can also be freely cross-classed with Monk.</u></p> <p>1st: Add your Class level to your Monk levels to determine your AC bonus, Unarmed Strike Damage, Speed bonus, & the number of times you can use Stunning Fist per day. Ki Strike (magic) – Your Unarmed Attack are treated as ‘magic’ for purposes of overcoming Damage Reduction. 2nd: +1 Arcane Caster Level. Fist of Energy – As a Free Action, you may cause your Unarmed Attacks to do +1d6 Fire or +1d6 Electrical damage (chosen at activation time) for 1 round. This consumes one of your daily uses of Stunning Fist.</p>
<p>Entropomancer (specialty priest of the Deity of the Void) (CDiv p36)</p>	<p>Alignment: LN, N, CN, LE, NE, CE. Concentration: 5 ranks. Know (arcana): 5 ranks. Feats: Great Fortitude, Magical Aptitude. Able to cast 4th level Divine spells Min Lvl: Clr7, Rgr14.</p>	<p>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Craft, Know(arcana), Know(local), Know(religion), Spellcraft. Wis: Heal, Profession. Cha: Intimidate.</p>	<p>1st: Shard of Entropy, 2/day – as a Standard Action, you summon a shard of nothingness for 1 round per Class level. Touching the shard does 3d6 damage to objects (bypassing Hardness) or 3d6 damage to creatures (Fort½, DC is 12 + Wisdom modifier). When summoned, it appears next to you. The shard has a move of 30’, can be moved to a new hex as a Move Action, or can target a creature as a Standard Action. Any creature going through a hex with a shard takes damage. 2nd: +1 Divine Caster Level.</p>
<p>Evangelist (the mouth-piece of a deity who can effect followers and foes similarly to how a bard works) (CDiv p39)</p>	<p>Same alignment as your Patron Deity Bluff: 8 ranks. Gather Information: 5 ranks. Know (religion): 5 ranks. Perform (oratory): 6 ranks. Sense Motive: 5 ranks. Feats: Negotiator –or– Persuasive. Min Lvl: Brd5, Rog7, Sor9, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Pal13, Rgr13, Wiz13.</p>	<p>HD: d6 Skill Points: 6 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5</p>	<p>Int: Craft, Know(any). Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Intimidate, Perform. Speak Language.</p>	<p>1st: Great Orator – Usable Class level times per day. Inspire Hope (Good & Neutral alignment only) – requires 9 ranks in Perform (oratory). All allies within 30’ gain a +4 Sacred bonus on Will saves. Takes a Takes a Full Round to activate and lasts as long as you maintain Concentration + 3 rounds. Inspire Dread (Evil alignment only) – requires 9 ranks in Perform (oratory). All foes within 30’ receive a –4 penalty on Will saves. Takes a Full Round to activate and lasts as long as you maintain Concentration + 3 rounds. 2nd: Fast Talk – you may make a Diplomacy check as a Full Round Action with only a –5 penalty.</p>
<p>Evereskan Tomb Guardian (dedicated arcane guardian of a tomb in the Evereska Region of the Forgotten Realms, who also hunt down defilers of the tombs they guard) (PGF p53)</p>	<p>Race: Elf Base Attack Bonus: +4 Hide: 5 ranks. Listen: 2 ranks Move Silently: 5 ranks Spot: 2 ranks. Survival: 5 ranks. Feats: Alertness, Track. Class Ability: 2nd level Arcane spells. Min Lvl: Brd7, Sor8, Wiz8.</p>	<p>HD: d4 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 5</p>	<p>Str: Climb, Jump, Swim. Dex: Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Craft, Decipher Script, Disable Device, Know(geography), Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Gather Info., Intimidate.</p>	<p>1st: +1 Arcane Caster Level. Sacred Duty – If within the Forgotten Realms region of Evereska, you gain a +2 Sacred bonus on Gather Info., Hide, Move Silently, & Survival checks. If within an actual Evereskan tomb, gain a +2 Sacred bonus on attack rolls & +(Class level) Sacred bonus to damage. 2nd: +1 Arcane Caster level. Devoted Pursuit – you retain your bonuses from your ‘Sacred Duty’ (see above) when tracking down someone who has robbed and Evereskan tomb & attacking them. Gain a +1 Dodge bonus to AC while wearing Light armor or no armor.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Exalted Arcanist (a Sorcerer or Bard who casts “good” spells & has access to some clerical spells as arcane spells) (BoED p61)	Alignment: LG, NG, CG. Base Will Save: +5 Know (arcana): 9 ranks. Know (religion): 4 ranks. Feats: Consecrate Spell, Purify Spell. Able to cast Impromptu Arcane spells of at least 3 rd level. Min Lvl: Sor6, Brd7.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvls: 10	Con: Concentrate. Int: Craft, Decipher Script, Know(arcana), Know(religion), Spellcraft. Wis: Profession, Sense Motive. Cha: Diplomacy, Perform, Use Magic Device.	1 st : Add 1 st – 3 rd level spells from the <u>Exalted Arcanist Spell List</u> (see page 108) to list of spells you can choose to learn. Learn two new spells of any level you can currently cast. 2 nd : +1 Arcane Caster level. Add 4 th – 5 th level spells from the <u>Exalted Arcanist Spell List</u> to list of spells you can choose to learn. You can apply Feat: <u>Consecrate Spell</u> to your spells without extending the casting time to a Full Round.
Exemplar (master of one or more skills) (CAAdv p44)	Diplomacy: 6 ranks. any other skill: 13 ranks. Feats: Skill Focus (any). Min Lvl: Bbn10, Brd10, Clr10, Drd10, Ftr10, Mnk10, Pal10, Rgr10, Rog10, Sor10, Wiz10.	HD: d6 Skill Points: 8 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvls: 10	<all skills are in-class>	1 st : Skill Artistry – Choose one skill with which you have at least 13 ranks. Gain a +4 Competence bonus when using this skill. Skill Mastery – Choose (Intelligence modifier + 1) skills. You may “Take 10” with these skills even when under stress and/or when distracted. 2 nd : Lend Talent – You may accept a penalty on the skill with which you have Skill Artistry up to your Class level. All allies within 30’ gain ½ this penalty as a Competence bonus with the same skill for as long as you wish it, are in range, and you remain conscious.
Exorcist of the Silver Flame (specialty priest of the Silver Flame, with the ability to drive off Evil Outsiders and make a person weapon’s more effective against Outsiders) (Eb p77)	Patron: The Silver Flame Alignment: LG, NG, CE. Base Attack Bonus: +3. Know(religion): 8 ranks. Know(the planes): 3 ranks. Spot: 4 ranks Class Ability: 1 st lvl Divine spells. Min Lvl: Clr5, Pal5, Rgr5.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: — Armor: — Class Lvls: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(the planes), Know(religion), Spellcraft Wis: Profession, Sense Motive. Cha: Intimidate.	1 st : Flame of Censure – you may attempt to Stun / Banish Evil Outsiders as a Cleric Turns / Destroys Undead. The most powerful Outsider to be effected is calculated with your Character level, but your ‘Turning Damage’ is calculated with your Class level. Usable 3 + Charisma modifier times per day. Weapon of the Exorcist – choose a weapon with which you have proficiency that has been in your possession for at least 24 hours. This weapon now has a +1 Sacred bonus on damage & is considered ‘magic’ for purposes of overcoming Damage Reduction. You may only have one ‘Weapon of the Exorcist’ at a time 2 nd : +1 Divine Caster level. Weapon of Silver – your ‘Weapon of the Exorcist’ is consider to be ‘silver’ for purposes of overcoming Damage Reduction.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Exotic Weapon Master (learn special tricks with your exotic weapon) (CWar p30)</p>	<p>Base Attack Bonus: +6. Craft (weaponsmith): 3 ranks Feats: Exotic Weapon Proficiency (any), Weapon Focus (any exotic weapon). Note: Racial weapon familiarity of an Exotic weapon qualifies. Min Lvl: Bbn6, Ftr6, Rgr6, Pal6, Brd8, Clr8, Mnk8, Rog8, Sor12, Wiz12.</p>	<p>HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 3</p>	<p>Int: Craft. Wis: Profession. Cha: Intimidate.</p>	<p>1st: Choose one Exotic Weapon Stunt, which applies to every Exotic Weapon with which you have Weapon Focus (& is appropriate).</p> <ul style="list-style-type: none"> - <u>Double Weapon Defense</u> – +1 Shield bonus to AC when wielding a double Exotic Weapon. - <u>Close-Quarters Ranged Combat</u> – does not generate an Attack of Opportunity with Exotic Ranged Weapons. - <u>Exotic Reach</u> – when wielding an Exotic Weapon with Reach, you can take Attacks of Opportunity against opponents that have <u>Cover</u> (but not <u>Total Cover</u>) (normally, opponents with Cover are immune to Attacks of Opportunity). - <u>Exotic Sunder</u> – do +1d6 damage when attempting to Sunder with an Exotic Weapon. - <u>Flurry of Strikes</u> – when wielding a Double Exotic Weapon or a Spiked Chain, you may make an extra attack at your highest value as part of a Full Round Action, though all attacks are at –2. - <u>Ranged Disarm</u> – you may attempt to Disarm with a Ranged Exotic Weapon (which is considered a Light weapon). - <u>Show Off</u> – as a Standard Action, make an Intimidate check + BAB vs. your opponent’s level check. Opponent must be within 30’ & looking at you. If successful, your opponent is <u>Shaken</u> for 1 round per Class level. - <u>Stunning Blow</u> – if you have the Feat: <u>Stunning Blow</u>, you may use it while wielding an Exotic Melee Weapon. - <u>Throw Exotic Weapon</u> – you may throw an Exotic Weapon with no penalty and a range increment of 10’. - <u>Twin Exotic Weapon Fighting</u> – when wielding the same Light Exotic Weapon in each hand, you are treated as having the Feat: <u>Two Weapon Fighting</u>. If you actually have the feat, then the penalty is reduced from –2 to –1 on each hand. - <u>Trip Attack</u> – you may make Trip attacks with your non-Light Exotic Melee Weapon. If the weapon already allowed trips, the action has a +2 bonus. - <u>Uncanny Blow</u> – when wielding a One-Handed Exotic Weapon with two hands, you do 2x Str modifier damage (instead of 1½x Str modifier). <p>2nd: Choose another Exotic Weapon Stunt.</p>
<p>Extreme Explorer (one who gets past problems with speed, wit, and lots of Action Points) (Eb p79)</p>	<p>Base Attack Bonus: +4. Know(dungeoneering): 4 ranks. Survival: 4 ranks. Feats: Action Boost. Min Lvl: Rgr4, Bbn5, Ftr5, Pal5, Brd6, Clr6, Drd6, Mnk6, Rog6, Sor8, Wiz8.</p>	<p>HD: d8 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 5</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Open Lock, Ride, Tumble, Use Rope. Int: Decipher Script, Disable Device, Know(arcana), Know(dungeoneer), Know(history). Wis: Listen, Survival Cha: Use Magic Device. Speak Language.</p>	<p>1st: +2 Action points per level. Trap Sense +1 – gain a +1 Dodge bonus to AC to avoid being hit by traps –and– a +1 bonus to Reflex saves to avoid traps.</p> <p>2nd: Evasion – on a Reflex save for half damage, take no damage no a successful save. You cannot be wearing more than Light armor. If you already have Evasion, gain Improved Evasion (½ damage on a failed save). +1 Dodge bonus to AC when wearing Light armor (or less), not using a Shield, & no more than Lightly encumbered. Extreme Hustle – trade in 1 Action Point to gain a Move Action. Usable up to once per round as a Free Action</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Eye of Gruumsh (templars of the Deity of Orcs who fight with Orc Double Axes even more wildly than Barbarians & inspire other to do so too) (CWar p31)	Patron: Gruumsh Race: Orc or Half-Orc. Alignment: CE, CN, NE. Base Attack Bonus: +6. Feats: Exotic Weapon Proficiency (Orc Double Axe), Weapon Focus (Orc Double Axe). Must have right-eye ritualistically removed. Min Lvl: Bbn6, Ftr6, Rgr6, Brd8, Clr8, Rog8, Sor12, Wiz12.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10.	Str: Climb, Jump, Swim Dex: Ride. Wis: Survival. Cha: Intimidate.	1 st : Gain Feat: <u>Blind-Fight</u> . Missing eye causes no penalties. All non-good Orcs & Half-Orcs within 30' whose HD are lower than yours gain +2 Morale bonus on Will saves while following your orders. Add your Class level to your Barbarian level (if any) to determine how often you can Rage per day. Therefore, a 1 st level Eye of Gruumsh with no Barbarian levels can Rage as a 1 st level Barbarian. 2 nd : When Raging, gain an additional +2 bonus to your Strength, but your AC is lowered by an extra -2.
Eye of Horus-Re (specialty priest of Deity of the Sun) (PGF p54)	Alignment: LG Know(religion): 9 ranks. Spot: 4 ranks Feats: Alertness, Extra Turning. Class Ability: 3 rd lvl Divine spells & access to the Sun Domain Min Lvl: Clr6.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p127)	Con: Concentrate. Int: Know(any), Spellcraft Wis: Heal, Profession, Spot. Cha: Diplomacy.	1 st : Add your Class level to your Cleric levels when attempting to Turn Undead. You may use the Greater Turning power of the Sun Domain (3 + Charisma modifier) times per day. When you cast a spell with the [light] subtype, it generates twice the radius of light & can Cancel any [darkness] spell up to one level greater than itself. 2 nd : +1 Cleric Caster level. Gain Low-Light Vision & Darkvision 60'.
Fatespinner (arcane caster with influence over 'luck' (i.e., saving throws, etc.)) (CArc p37)	Know (arcana): 10 ranks. Profession (gambler): 8 ranks Able to cast 4 th level Arcane spells, including at least one Divination of at least 1 st lvl. Min Lvl: Wiz7, Sor8, Brd10.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Dex: Sleight of Hand Con: Concentrate. Int: Appraise, Craft, Know(arcana), Spellcraft. Wis: Profession.	1 st : +1 Caster Level. Spin Fate – You may increase the DC of any spell you cast by up to your Class level per day. The total for a given day equals your Class level. This pool is replenished when you meditate for spells. 2 nd : +1 Caster Level. Fickle Finger of Fate – Once per day as an Immediate Action, you may cause one enemy or ally (but <u>not</u> yourself) within line of sight to reroll a roll he/she just made. The target keeps the new roll, whether better or worse.
Firestorm Berserker (a barbarian who literally is on fire inside, allowing him/her to breath out fire & to rage longer at the cost of Constitution) (DR314 p60)	Alignment: CG, CN, CE. Base Attack Bonus: +8. Intimidate: 6 ranks. Feats: Iron Will, Great Fortitude, Toughness. Class Ability: Rage, 3/day. Min Lvl: Bbn8.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Int: Craft Wis: Survival. Cha: Intimidate.	1 st : Add Class levels to Barbarian level to determine your Rage ability. Kindling – you can begin your Rage at any time, even on someone else's turn in response to their actions (e.g., to gain the bonus on Will saves, etc.). 2 nd : Inner Flame – when Raging, you gain Cold Resistance equal to your Class level + you Constitution modifier.
Fist of Raziel (follower of the Deity of Holy Warfare, who gain special advantages to their 'Smite Evil' ability) (BoED p62)	Alignment: LG. Base Attack Bonus: +6 Diplomacy: 5 ranks. Know (religion): 5 ranks. Feats: Power Attack, Servant of the Heavens. Able to cast <i>Divine Favor</i> . Min Lvl: Pal6, Clr8.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial. Armor: All Class Lvl: 10	Con: Concentrate. Int: Craft, Know(religion), Know(the planes). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy.	1 st : <i>Magic Circle against Evil</i> , always on at Character level. Smite Evil +1 per day (i.e., stacks with any Smite Evil uses from your Paladin levels) – against an Evil opponent, gain a bonus to an attack equal to your Charisma modifier & damage equal to your (Class level + Paladin level (if any)). In addition, the weapon is considered to be Good aligned for purposes of overcoming Damage Reduction. 2 nd : +1 Divine Caster level.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Fochlucan Lyrist (a bard / druid / rogue, who acts as a spy, poet, & woodland champion) (CAdv p47)	Alignment: NG, N, CN, NE. Decipher Script: 7 ranks. Diplomacy: 7 ranks. Gather Info.: 7 ranks. Know (nature): 7 ranks. Perform (string instrument): 13 ranks. Sleight of Hand: 7 ranks. Speak Language (Druidic). Able to cast 1 st lvl Arcane & 1 st lvl Divine spells. Bardic Knowledge class ability. Evasion class ability. Min Lvl: Brd4 / Drd4 / Rog2.	HD: d6 Skill Points: 6 Attack: Fighter Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Swim. Dex: Hide, Move Silently, Ride, Sleight of Hand. Con: Concentrate. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Heal, Listen, Profession, Sense Motive, Survival. Cha: Bluff, Diplomacy, Gather Info., Handle Animal, Perform, Use Magical Device Speak Language.	1 st : +1 Arcane Caster level –and– +1 Divine Caster level. Class levels stack with Bardic Knowledge and Bardic Music class abilities. Unbound – your Druidic Oath is relaxed, allowing you to wear any Light armor without penalty. 2 nd : +1 Arcane Caster level –and– +1 Divine Caster level.
Force Missile Mage (specialist in <i>Magic Missile</i>) (DR328 p50)	Concentration: 9 ranks. Spellcraft: 9 ranks. Feat: Combat Casting. Able to cast <i>Magic Missile</i> . Min Lvl: Clr(force)6, Sor6, Wiz6.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Know(arcana), Spellcraft. Wis: Profession.	1 st : Bonus Missile – when you cast <i>Magic Missile</i> , it produces one extra missile, even if this exceeds the spell's limit. Still Missile – the spell <i>Magic Missile</i> no longer has a Somatic component for you. 2 nd : +1 Caster level. Energy Missile – when you cast <i>Magic Missile</i> , you have the option of adding the [acid], [cold], [electricity], or [fire] energy descriptor to the spell, doing the appropriate type of damage. Swift Shield – you may cast <i>Shield</i> once per day as Immediate Action. This spell is in addition of your normal allotment of spells and is cast at Class level.
Frenzied Berserker (make normal barbarians look weak & in control by comparison) (CWar p34)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +6. Feats: Power Attack, Cleave, Destructive Rage, Intimidating Rage. Must be able to Rage. Min Lvl: Ftr2 / Bbn4, Bbn9.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Ride. Cha: Intimidate.	1 st : Gain Feat: Diehard. Frenzy (1/day) – Gain +6 Str & an extra attack each round at highest bonus when making a Full Round Attack (which doesn't stack with <i>Haste</i>) for 3 + Constitution modifier rounds. During this time, you have a –4 penalty to AC & take 2 subdual damage per round. While Frenzying, you must attack if at all possible (including allies if there are no enemies left). To end a Frenzy early requires a Will save vs. DC 20. If you take damage from an attack, trap, spell, etc., you must make a Will save vs. DC (10 + damage taken since your last round) to <u>avoid</u> entering Frenzy if you have any left on your next round. Frenzying is a Free Action & its bonuses can stack with those from Raging. At the end of the Frenzy, you are Fatigued for the rest of the encounter. If you also Raged, then when both are over, you are Exhausted. 2 nd : You may take your once-per-round 5' step in the middle of a Cleave or Great Cleave.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Geomancer (a hybrid arcane & divine spellcaster who gets the best of both worlds, but becomes more animal-like in the process) (CDiv p41)	Know (arcana): 6 ranks. Know (nature): 6 ranks. Able to cast 2 nd level Arcane spells & 2 nd level Divine spells. Min Lvl: Wiz3 / Clr3.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Swim. Con: Concentrate. Int: Craft, Know(arcana), Know(geography), Know (nature), Spellcraft. Wis: Heal, Survival. Cha: Diplomacy, Handle Animal.	1 st : +1 Caster Level to one of your spellcasting classes. Spell Versatility 0 – you may blend Arcane & Divine aspects of your 0 th level spells on-the-fly, such as no longer having an Arcane Failure chance, using the best of your appropriate ability bonuses on the spell's save DC, converting Arcane spells in for healing (assuming your Divine class is Cleric), etc. Drift (stage 1) – gain a minor, non-game effecting animal trait, such as a tail, fur, scales, feathers, etc. 2 nd : +1 Caster Level to one of your spellcasting classes. Spell Versatility 1 – you may blend Arcane & Divine aspects of your 1 st level spells on-the-fly. Ley Lines +1 – Choose one of the following terrains: aquatic, desert, forest, hills, marsh, mountains, or plains. When in that terrain, your effective caster level for <u>all</u> spells is at +1. Drift (stage 1) – gain another minor trait.
Geometer (wizard who specializes in runes, who can cast, locate, and bypass <i>Glyph of Warding</i>) (CArc p39)	Decipher Script: 9 ranks. Disable Device: 4 ranks. Know (arcana): 9 ranks. Search: 4 ranks. Feat: Scribe Scroll. Able to cast 3 rd level Prepared Arcane spells. Min Lvl: Wiz6.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Decipher Script, Disable Device, Know(any), Search, Spellcraft. Wis: Profession.	1 st : +1 Arcane Caster level. Add <i>Glyph of Warding</i> to your spellbook as a 3 rd level Arcane spell. Spellglyph – you may create a special parchment which you may use to substitute for the Verbal <u>and</u> Material components of a spell. Each parchment is specific to a particular spell, takes 1 hour to create, and consumes inks that cost 25gp per spell level + the cost of the Material component if more than 1 gp. 2 nd : +1 Arcane Caster level. Book of Geometry – You can now use a Geometer-specific coding system for your spellbook. Each spell only takes up one page, though each page takes 24 hours to scribe and costs 100 gp in ink. +5 DC for non-Geometers to decipher your spellbook.
Ghost-Faced Killer (ninja assassin who has ghost-like powers) (CAAdv p51)	Alignment: LE, NE, CE. Base Attack Bonus: +5. Hide: 6 ranks. Concentrate: 4 ranks. Intimidate: 8 ranks. Move Silently: 6 ranks. Feats: Improved Initiative, Power Attack. Min Lvl: Brd7, Rog7, Bbn9, Ftr9, Cr113, Drd13, Mnk13, Rgr13, Sor13, Wiz13.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: Light Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Hide, Open Lock, Move Silently, Tumble. Con: Concentrate. Int: Search. Wis: Listen, Spot. Cha: Bluff, Intimidate.	1 st : Ghost Step, 1/day – as a Swift Action, become Invisible for 1 round. 2 nd : Sudden Strike +1d6 – as Sneak Attack, but only against opponents that are denied their Dexterity modifier to AC.
Gnome Giant-Slayer (specialized in fighting Giants & using their size to their advantage) (CWar p34)	Race: Gnome. Base Attack Bonus: +5. Escape Artist: 3 ranks. Tumble: 3 ranks. Speak Language (Giant). Feats: Dodge, Mobility, Spring Attack. Min Lvl: Ftr5, Bbn6, Pal6, Rgr6, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: Light, Medium, Shields Class Lvl: 10	Str: Climb, Jump. Dex: Escape Artist, Hide, Move Silently, Tumble, Use Rope. Int: Craft. Cha: Intimidate.	1 st : Favored Enemy (giant) +2 – Gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks made vs. Giants. Also do +2 damage on any melee attack & any ranged attack within 30'. This stacks with any Ranger bonuses. 2 nd : Gain +4 Dodge bonus to AC when fighting Giants & +2 Dodge bonus when fighting any other creature 2 size categories larger.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Green Star Adept (by consuming very rare, very hard, & very green Starmetal, your body turns more metal-like (and green-tinted) until you ultimately become a Construct) (CArc p41)	Base Attack Bonus: +4. Decipher Script: 2 ranks. Know (arcana): 8 ranks. Know (architecture & engineering): 2 ranks. Know (geography): 2 ranks. Know (history): 2 ranks. Feat: Combat Casting. 1 st level Arcane spell caster. Consume 2 ounces of Starmetal as part of a special mixture that cost 1,000 gp and 1 week to make. Min Lvl: Brd6, Sor9, Wiz9, Ftr4 / Sor1, Ftr2 / Sor5.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: Simple Armor: — Class Lvls: 10	Con: Concentrate. Int: Appraise, Craft, Decipher Script, Know(arcana), Know(arch&eng), Know(geography), Know(history), Spellcraft. Wis: Profession.	1 st : Gain Damage Reduction (Class level) / adamantine. Improved Caster Level – Although you only gain additional Arcane spells every other level, add your Class level to your Arcane Caster level for your effective caster level. Starmetal Rigor I – gain +1 Strength & Natural Armor, but loose –1 from Dexterity. Starmetal Dependency – do not gain the benefits of 2 nd level until you again drink a mixture with 2 ounces of Star Metal that costs 1,000 gp & 1 week to make. 2 nd : +1 Arcane Caster level. Natural Attack – gain a Slam attack that does 1d6 + 1 ½ Strength modifier damage (for Medium size). Unnatural Metabolism +2 – gain a +2 bonus on saves vs. Poison, Sleep effects, Paralysis, Stunning Disease, Death Effects, and Necromancy effects. Starmetal Dependency – do not gain the benefits of 3 rd level until you again drink a mixture with 2 ounces of Star Metal that costs 1,000 gp & 1 week to make.
Green Whisperer (a combination bard & druid whose music is especially effective against animals & eventually plants) (DR311 p70)	Alignment: NG, LN, N, CN, NE. Know (nature): 8 ranks. Perform: 8 ranks. Survival: 5 ranks. Min Lvl: Brd7, Drd13.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvls: 5	Str: Climb, Jump, Swim. Dex: Balance, Ride. Con: Concentrate. Int: Craft, Know(nature), Search, Spellcraft. Wis: Listen, Sense Motive, Spot, Survival. Cha: Handle Animal, Perform.	1 st : +1 Bard Caster level –and– +1 Druid Caster level. Class levels stack with Bardic Music ability & Bardic Knowledge checks. 2 nd : +1 Bard Caster level –and– +1 Druid Caster level.
Halfling Outrider (halfling light cavalry) (CWar p38)	Race: Halfling. Base Attack Bonus: +5. Listen: 3 ranks. Ride: 6 ranks. Spot: 3 ranks. Feats: Mounted Combat, Mounted Archery. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd9, Clr9, Drd9, Mnk9, Rog9, Sor10, Wiz10.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Ref Weap: — Armor: — Class Lvls: 10	Dex: Ride. Wis: Listen, Spot, Survival. Cha: Handle Animal.	1 st : +1 Dodge bonus to AC when mounted. Gain Feat: Alertness . Gain a Competence bonus to Ride checks equal to your Class level. 2 nd : Defensive Ride – By spending a round riding without attacking, the rider gains +2 bonus to Reflex saves & a +4 Dodge bonus to AC -and- the mount gains +20' to movement, +2 bonus to Will saves, & +4 Dodge bonus to AC.
Hammer of Moradin (specialty priest of Deity of the Forge, who imbues his warhammer with special abilities) (PGF p56)	Patron Deity: Moradin Race: Dwarf Craft(weapons): 10 ranks. Feats: Iron Will, Weapon Focus (warhammer). Class Ability: 2 nd lvl Divine spells. Must join the Hammers of Moradin Min Lvl: Clr7, Pal8, Rgr8.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvls: 10 Epic Lvls: 10 (PGF p128) (PGFe)+	Con: Concentrate. Int: Craft, Know(arcana), Know(history), Know(local), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession.	1 st : Aura of Courage – You are immune to Fear effects. All allies within 10' gain a +4 Morale bonus on saves vs. Fear effects. You may use a Warhammer as a thrown weapon with a 20' range increment. 2 nd : Goblin Killer – your Warhammer becomes 'Goblin Bane', granting +2 to hit & +2d6 damage. Usable once per day for (Charisma modifier) minutes, . If you throw your Warhammer, it returns to the location from where it was thrown at the start of your next turn.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Harper Agent (a 'field operative' for The Harpers) (PGF p58)	Alignment: LG, NG, CG, LN, N, CN. Diplomacy: 8 ranks. Know (local): 4 ranks. Sense Motive: 2 ranks. Survival: 2 ranks. Sponsorship by a member of the Harpers & receive approval of the High Harpers. Min Lvl: Brd5, Clr5, Drd5, Mnk5, Pal5, Rog5, Bbn13, Ftr13, Rgr13, Sor13, Wiz13.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Will Weapon: Simple Armor: Light Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Int: Appraise, Craft, Know (any). Wis: Listen, Profession, Sense Motive, Survival. Cha: Bluff, Diplomacy, Disguise, Gather Info, Perform. Speak Language.	1 st : Harper Knowledge – similar to Bardic Knowledge, but the bonus is Class level + Intelligence modifier. If you have a Lore ability from being a Bard, Loremaster, etc., then your Class levels stack with that class ability. 2 nd : +1 Caster level (if any). +3 Sacred bonus on saving throws vs. glyphs, runes, and symbols. +2 Sacred bonus on saving throws vs. compulsions & fear effects.
Harper Paragon (a member of The Harpers dedicated to opposing evil) (PGF p181)	Alignment: LG, NG, CG. Diplomacy: 8 ranks. Perform: 5 ranks. Sense Motive: 4 ranks. Survival: 2 ranks. Feats: Sacred Vow, Vow of Obedience. Class Ability: Have an enemy of the Harpers as a Favored Enemy. Min Lvl: Rgr13.	HD: d10 Skill Points: 4 Attack: Rogue Good Save: Ref Weapon: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Int: Appraise, Craft, Know (any). Wis: Listen, Sense Motive, Survival. Cha: Bluff, Diplomacy, Disguise, Gather Info, Perform. Speak Language.	1 st : +1 Caster level. Harper Knowledge – similar to Bardic Knowledge, but the bonus is Class level + Intelligence modifier. If you have a Lore ability from being a Bard, Loremaster, etc., then your Class levels stack with that class ability. <i>Detect Evil</i> , at will. Aura of Good – <i>Detect Good</i> detects you as if you were a Cleric of your Class level. 2 nd : +1 Caster level. Favored Enemy (evil) – gain a +1 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks and damage against Evil creatures. This bonus stacks with any other Favored Enemy bonuses.
Hathran (an Arcane & Divine caster who is part of the leadership of the Forgotten Realms country of Rashemi) (PGF p59)	Patron: Chautea, Mielikki, or Mystra. Alignment: LG, NG, LN. Gender: Female. Race: Human of Rashemi descent. Feats: Ethran, Leadership. Able to cast 4 th lvl Arcane –or– Divine spells. May <u>not</u> possess any Item Creation feats other than Scribe Scroll. Min Lvl: Clr7, Drd7, Wiz7, Sor8, Brd10, Pal14, Rgr14.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weapon: Whip Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p128)	Str: Swim. Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession, Survival. Cha: Diplomacy, Perform. Speak Language.	1 st : +1 Caster Level. Add spells on the Hathran Supplemental Spell List (see page 109) to the spells available to any spell list where you can cast 4 th level spells. Gain a +2 bonus on your Leadership score for purposes of gaining a cohort that is either a Rashemi female with the Ethran Feat or a Rashemi male with at least one level of barbarian. It is taboo for a Hathran to take an Item Creation feat other than Scribe Scroll. When in the country of Rashemen, you do not need to prepare your Arcane or Divine spells. As a full-round action, you may cast any spell on your Arcane or Divine spell lists, though they consume the normal spell slot. 2 nd : +1 Caster Level. Able to speak with any creature that has the 'spirit' subtype and gains a +2 bonus on Charisma-based skill & ability checks with such a creature.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Heartfire Fanner (a caster whose music can inspire his/her allies to fight better or to cast spells better) (DR314 p23)	Diplomacy: 10 ranks. Perform: 10 ranks. Feats: Negotiator, Skill Focus (perform). Class Ability: Able to cast 1 st level spells. Must be member of an organization that inspires as part of its dogma. Min Lvl: Brd7, Clr17, Drd17, Pal17, Rgr17, Sor17, Wiz17.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Will, Ref Weap: — Armor: — Class Lvl: 5	Int: Craft, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info, Intimidate, Perform. Speak Language.	1 st : +1 Caster level. Class levels stack with Bardic Music ability. If you have no levels in Bard, you function as a 5 th lvl Bard. Inspired Fight (1 feat) – if you have at least 11 ranks in Perform, you may inspire ally per 3 Character level within 30'. The targets receive the use of one Feat that either is known by you or is on the Fighter Feat list. Each target must meet the feat's requirements to use it. The feat lasts as long as you continue to play, plus 5 rounds. You cannot use this ability on yourself. This power consume 1 daily use of your Bardic Music. 2 nd : +1 Caster level. Magic Flare (1 level) – if you have at least 12 ranks in Perform, you can empower one spellcaster within 30' after 1 round of playing. The target spellcaster has one round per Class level to use the single-use 'Magic Flare'. It allows the target spellcaster to use a +1 level Metamagic feat that he/she knows without the spell level increasing or the spell requiring a Full-Round action to cast. This power consume 1 daily use of your Bardic Music.
Heir of Siberys (member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities) (EB p73)	Race: Human, Dwarf, Elf, Half-Elf, Half-Orc, Halfling, Gnome. any two skills: 15 ranks. Feat: Heroic Spirit. May <u>not</u> have the feats Aberrant Dragonmark or Least Dragonmark. Min Lvl: Bbn12, Brd12, Clr12, Drd12, Ftr12, Mnk12, Pal12, Rgr12, Rog12, Sor12, Wiz12.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 3	any class skill you have from a prior class is a class skill for this class.	1 st : Gain one of the following feats: Action Boost, Action Surge, Favored in House, Pursue, or Spontaneous Casting. Additional Action Points – gain +2 Action Points per level. 2 nd : Siberys Mark – gain the Siberys Mark of your Dragonmark House with its associated ability. The caster level is 15 & the DC (if any) is 10 + spell level + Charisma modifier. +1 Caster level –or– 1 Bonus Feat for which you have the prerequisites.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Hierophant (a master of divine magics who can gain mystic abilities not available to others) (DMG p188)	Know (religion): 15 ranks. Feats: any metamagic. Able to cast 7 th level Divine spells Min Lvl: Clr13.	HD: d8 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: — Armor: — Class Lvl: 5	Int: Craft, Know(arcana), Know(religion), Scry, Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Diplomacy	1 st : Although Caster Level does not increase with a new level of Hierophant, you may add your Class Level to your Caster Level to increase the effectiveness of the spells you do get. Gain a Special Ability from the following list: <u>Blast Infidel</u> – When using a “negative energy” spell (i.e., any <i>InFLICT Wounds</i> , etc.) on a creature of the opposite alignment, treat the spell as if it were Maximized. <u>Divine Reach</u> – Touch spells may be used on targets 30’ away. This Special Ability may be taken a second time to increase the distance to 60’. <u>Faith Healing</u> – Any healing spell used on creatures of the same alignment treated as if they are Maximized. <u>Gift of the Divine</u> – You may transfer one or more of your turnings (or rebukes) to a willing creature. The transfer lasts from 1 to 7 days, during which time your turnings are decreased by the appropriate amount. Turnings are done at your Cleric Level, but uses the target’s Charisma modifier. <u>Master of Energy</u> – +4 to Turning/Rebuking checks & damage against Undead. <u>Metamagic Feat</u> – Gain a metamagic feat. <u>Power of Nature</u> – You may transfer one or more of your Druidic abilities to a willing creature, including one or more uses of your Wild Shape ability. The transfer lasts up to 7 days. <u>Spell Power</u> – +1 on the DC of all Divine spells & for overcoming Spell Resistance. This Special Ability may be taken multiple times. <u>Spell-Like Ability</u> – Cast a spell as a ‘spell-like ability’ by sacrificing a slot of the matching level. The slot level can be raised to add metamagics & set how many times usable per day (base 2/day): +3 levels – 4/day; +6 levels – 6 /day. 2 nd : Gain another Special Ability.
High Handcrafter (master crafter with a connection to the Plane of Earth, who gains bonuses on skills & saves) (DU104 p78)	Alignment: LG, NG, CG. Craft (1 st): 10 ranks. Craft (2 nd): 8 ranks. Know (architecture & engineering): 5 ranks. Know (the planes): 5 ranks. Feat: Skill Focus in the two Craft skills listed above. Able to speak Terran. Sponsored by a member. Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor7, Wiz7.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: Simple Armor: Light Class Lvl: 10	Int: Craft, Know(arch & eng), Know(history), Know(the planes). Wis: Profession. Any 6 others of the player’s choice.	1 st : Improved Skill Focus +4 – The Skill Focus feat now grants you a +4 bonus (instead of +3). Planned Save +1 – When dealing with an expected danger, you receive a +1 bonus on your saving throw. This includes a spell that you have identified with Spellcraft, a creature’s special attack that you are aware of, opening a box that is expected to be trapped, etc. 2 nd : You can Rebuke / Command Earth creatures, up to 3 + Charisma modifier times per day at Character level.
Highland Stalker (specially trained to move and track through tough terrain) (CAAdv p54)	Base Attack Bonus: +5. Listen: 8 ranks. Spot: 8 ranks. Survival: 8 ranks. Feat: Track. Sneak Attack –or– Skirmish class feature. Min Lvl: Rgr5 / Rog1, Scout7, Rog13.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: Light Class Lvl: 10	Str: Climb, Jump. Dex: Balance, Hide, Move Silently. Int: Craft, Know(geography), Know(nature), Search. Wis: Listen, Spot, Survival.	1 st : Mountain Stride – you are able to move through scree & dense rubble, and up slopes & stair at your normal speed. 2 nd : Skirmish +1d6 – any round in which you move at least 10’, your melee attacks do +1d6 damage. This bonus only applies to opponents that are susceptible to extra damage from critical hits. May not be wearing Medium or heavier Armor, or carrying a load greater than Light.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Holy Liberator (chaotic good “paladin”, who can cast spells & summon a celestial companion) (CDiv p45)	Alignment: CG. Base Attack Bonus: +5. Diplomacy: 5 ranks. Sense Motives: 5 ranks. Feat: Iron Will. Min Lvl: Bbn7, Brd7, Clr7, Ftr7, Pal7, Rgr7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvl: 10	Dex: Ride. Con: Concentrate. Int: Craft, Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animals, Intimidate.	1 st : <i>Detect Evil</i> , at will. Smite Evil – On a melee attack vs. an evil target, you can choose to add your Charisma modifier to the attack roll. If it succeeds, you then add your level to the damage. Usable once per day. Gain Wisdom-based Prepared Divine spells from the <u>Paladin Spell List</u> (except those of with the [law] subtype & the <u>Holy Liberator Supplemental Spell List</u> (see page 110). Aura of Good – you have an aura similar to that of a Cleric or Paladin. 2 nd : Remove Fatigue – As a Standard Action, remove Fatigue from touched subject. Usable as a Standard Action, (3 + Charisma modifier) times per day.
Horizon Walker (masters living & fighting in different types of terrain, including those on other planes of existence) (DMG p189)	Know (geography): 15 ranks. Feats: Endurance. Min Lvl: Brd12, Rgr12, Wiz12.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvl: 10 Epic Lvl: 10 (3.5 ^{sup} p14)	Str: Climb. Dex: Balance, Hide, Move Silently, Ride. Int: Know(geography). Wis: Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal. Speak Language.	1 st : Gains ‘Mastery’ in one type of terrain (<u>Planar Terrains are only available at 6th+ Class levels</u>). You retain all bonuses even when not in that terrain. When fighting creatures from a Mastered terrain, gain a +1 Insight bonus on attacks & damage. <u>Aquatic</u> – +4 Competence bonus on Swim checks (or +10’ to Swim speed if you have one). <u>Desert</u> – Immunity to <u>Fatigue</u> . If something would cause you to become immediately <u>Exhausted</u> , become <u>Fatigued</u> instead. <u>Forest</u> – +4 Competence bonus on Hide checks. <u>Hills</u> – +4 Competence bonus on Listen checks. <u>Marsh</u> – +4 Competence bonus on Move Silently checks. <u>Mountains</u> – +4 Competence bonus on Climb checks (or +10’ to Climb speed if you have one). <u>Plains</u> – +4 Competence bonus on Spot checks. <u>Underground</u> – Gain Darkvision 60’ (or Darkvision 120’ if you already have Darkvision). <u>Fiery (Planar)</u> – Gain Fire Resistance 20. <u>Weightless (Planar)</u> – +30’ bonus to Fly speed on planes with ‘no gravity’ or ‘subjective gravity’. <u>Cold (Planar)</u> – Gain Cold Resistance 20. <u>Shifting (Planar)</u> – <i>Dimension Door</i> , once per 4 rounds <u>Aligned (Planar)</u> – Incur none of the penalties of having an alignment in opposition to the current plane’s alignment. <u>Cavernous (Planar)</u> – Gain Tremorsense 30’. 2 nd : Gain Terrain Mastery in another type of terrain.
Horselord (Animal Lord specialized in horses and ponies) (CAAdv p22)	Alignment: NG, LN, N, CN, NE. Base Attack Bonus: +5 Handle Animal: 4 ranks. Know(nature): 2 ranks. Jump: 4 ranks. Feats: Run. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Escape Artist, Hide. Int: Know (nature). Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal, Intimidate.	1 st : Gain bonuses and abilities when interacting with your ‘Bonded Animals’, which are all types of Horses and Ponies. Animal Bond – +4 bonus to Handle Animal & Wild Empathy check with your Bonded Animals. If you have an Animal Companion from a prior class which is a Bonded Animal, your Class levels stack when determining your Animal Companions abilities. Wild Empathy – stacks with Wild Empathy from other classes. <i>Detect Animals and Plants</i> (Bonded Animals only) at will at Class level. 2 nd : Gain Low-Light Vision. First Totem – +4 bonus on Jump checks.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Hospitaller (a divine caster who focuses on protecting others) (CDiv p48)	Alignment: LG, NG, LN, N, LE, NE. Base Attack Bonus: +5. Handle Animal: 5 ranks. Ride: 5 ranks. Feats: Mounted Combat, Ride-By Attack. Able to cast 1 st level Divine spells. Min Lvl: Pal5, Rgr5, Clr7, Drd7.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvl: 10	Dex: Ride. Con: Concentrate. Int: Craft, Know (religion). Wis: Heal, Profession. Cha: Diplomacy, Handle Animals.	Paladins may freely cross-class. 1 st : Lay on Hands – can heal (Class Level x Charisma modifier) hit-points total per day. Stacks with any other Lay on Hands ability. Gain a Bonus Fighter Feat. 2 nd : +1 Divine Caster Level.
Hunter of the Dead (specialists is combating the restless dead) (CWar p42)	Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +5. Know (religion): 5 ranks. Must be able to Turn Undead. Must have lost a level or ability score due to an undead attack. Min Lvl: Pal5, Clr7.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Dex: Ride. Int: Know (religion), Search Wis: Heal, Profession. Con: Concentrate.	1 st : <i>Detect Undead</i> , at will. Gain Wisdom-base Prepared Divine spells from the <u>Hunter of the Dead Spell List</u> (see page 111). 2 nd : Smite Undead, once per day. Add your Wisdom modifier to your melee attack, & if you hit, add your Class Level to your damage.
Icesinger (a bard who has suffered enough anguish that he/she becomes attuned to sorrow and cold) (DR314 p59)	Alignment: LN, N, CN, LE, NE, CE. Concentration: 9 ranks. Perform (any): 9 ranks. Feats: Iron Will, Skill Focus (Concentration) –or– Skill Focus (Perform (any)). Class Ability: Bardic Music. Min Lvl: Brd6.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Dex: Hide, Move Silently. Con: Concentrate. Int: Craft, Spellcraft. Wis: Profession. Cha: Bluff, Disguise, Intimidate, Perform.	1 st : +1 Bard Caster level. Frostbitten – gain Cold Resistance equal to Class level. Haunting Lament – a use of Bardic Music that is like <i>Fascinate</i> except that it effects all listeners within 90' & it lasts for (Charisma modifier) rounds after you finish singing. 2 nd : +1 Bard Caster level. Cold Spell – add a spell of your choice that has the [cold] subtype to your Known Spell list. The target spell can come from any class' Spell List.
Imaskari Vengeance Taker (arcane-based hunter, who follow orders from their leaders, gain magic abilities to locate their target, and are good at killing them) (Und p37)	Alignment: LG, LN, LE. Hide: 4 ranks. Move Silently: 5 ranks. Survival: 2 ranks. Feat: Track. Able to cast 3 rd level Arcane spells. Must have an enemy purely for revenge Must swear to obey the Imaskari Vengeance Taker code. Min Lvl: Brd7, Sor7, Wiz7.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Con: Concentrate. Int: Craft, Know(arcana), Search, Spellcraft. Wis: Listen, Profession, Spot, Survival. Cha: Bluff, Gather Info.	1 st : Target of Vengeance – by spending one day meditating on a specific person / creature whose name you know or whom you have met, you receive +(Class level + 1) bonus on Bluff, Listen, Sense Motive, Spot, Survival, and damage against this foe. If that foe is also your Favored Enemy, you receive this bonus or ½ this bonus plus your Favored Enemy bonus, whichever is higher. You may change your Target of Vengeance by killing him/her/it or spending 3 days in meditation. 2 nd : +1 Arcane Caster Level. Trained in poison use, so you never accidentally poison yourself.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Incantatrix (arcane caster specialized in applying metamagics & spells in unusual ways, such as using his/her metamagic on someone else's spell, taking over Concentration for someone else's spell, etc.) (PGF p61) (PGFe)+</p>	<p>Concentration: 4 ranks. Know (arcana): 8 ranks. Spellcraft: 8 ranks. Feats: Iron Will, any Metamagic. Able to cast 3rd level Arcane spells. May <u>not</u> have Abjuration as a prohibited school of magic. Min Lvl: Wiz5, Sor6, Brd7.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p129)</p>	<p>Con: Concentrate. Int: Craft, Know (religion), Know (the planes), Spellcraft. Wis: Heal, Profession. Cha: Intimidate.</p>	<p>1st: +1 Arcane Caster Level. Focused Studies – choose a new prohibited school other than Abjuration or Divination. A specialized Wizard will now have three prohibited schools. Gain a Metamagic feat. 2nd: +1 Arcane Caster Level. Cooperative Metamagic – you become able to apply one of your Metamagics to a spell cast by an allied spellcaster as a Standard Action that must be Readied. To succeed, you must make a Spellcraft check vs. (18 + (3 x modified spell level)). Usable (3 + Intelligence modifier) times per day. Note: You may not use this ability with Silent Spell, Still Spell, or Quicken Spell, and you provoke an Attack of Opportunity.</p>
<p>Incantifier (arcane caster that goes through a ritual to make his/her body powered by magic (i.e., in place of food, sleep, healing, etc.). Member of the Incanterium Faction of Sigil) (DR339 p38)</p>	<p>Alignment: LN, N, CN, LE, NE, CE. Know (arcana): 14 ranks. Spellcraft: 14 ranks. Able to cast 6th level Arcane spells. Perform the initiation ritual, which consumes 120,000 gp, 4,800 XP, & 7 days. Min Lvl: Wiz11, Sor12, Brd16.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5</p>	<p>Con: Concentrate. Int: Craft, Decipher Script, Know (arcana), Know (history), Know (the planes), Spellcraft. Wis: Profession.</p>	<p>1st: +1 Arcane Caster Level. Gain Spell Resistance 20 + Class level. Arcane Body – your body cannot be healed by magical or natural means. It only can heal by use of your 'Spell Eater' ability (see below). In addition, you no longer need to sleep, eat, or drink and you no longer take penalties from aging (and you no longer have a maximum age). Spell Eater – if an <u>Arcane</u> spell or spell-like ability is negated by your Spell Resistance, you heal 1d4 per Spell level. You have the option of casting spells on yourself (and purposely failing to overcome your SR) for healing. 2nd: Gain a Metamagic feat.</p>
<p>Infused Spellcaster (a spellcaster who becomes more and more like the celestial that has bound with him/her) (DR321 p19)</p>	<p>Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +4 Base Will Save: +2 Cannot be an Infused Warrior Min Lvl: Brd6, Clr6, Drd6, Pal6, Rgr6, Sor8, Wiz8.</p>	<p>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump. Dex: Ride. Int: Craft, Know(arcana), Know(religion), Know(the planes), Search, Spellcraft. Wis: Heal, Listen, Spot. Cha: Diplomacy.</p>	<p>1st: +1 Caster Level. You become infused with the essence of one of the following Celestials: Astral Deva, Planetar, Solar, Lantern Archon, Hound Archon, Trumpet Archon, Bralani Eladrin, Ghaele Eladrin, Avoral Guardinal, or a Leonal Guardinal. Icon of Glory – +2 bonus on all Charisma-based Skill checks with creatures of Good alignment. Spellcasters cannot cast [evil] spells. Clerics who used to Rebuke Undead now Turn Undead. 2nd: Celestial Power I – gain the 1st Celestial Power associated with the Celestial with which you are Infused (see page 135).</p>
<p>Infused Warrior (a combatant who becomes more and more like the celestial that has bound with him/her) (DR321 p19)</p>	<p>Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +4 Base Will Save: +2 Cannot be an Infused Warrior Min Lvl: Bbn6, Brd6, Clr6, Drd6, Ftr6, Mnk6, Pal6, Rgr6, Rog6, Sor8, Wiz8.</p>	<p>HD: d12 Skill Points: 2 Attack: Ftr Good Save: Fort Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump. Dex: Ride. Int: Craft, Know(arcana), Know(religion), Know(the planes), Search, Spellcraft. Wis: Heal, Listen, Spot. Cha: Diplomacy.</p>	<p>1st: You become infused with the essence of one of the following Celestials: Astral Deva, Planetar, Solar, Lantern Archon, Hound Archon, Trumpet Archon, Bralani Eladrin, Ghaele Eladrin, Avoral Guardinal, or a Leonal Guardinal. Icon of Glory – +2 bonus on all Charisma-based Skill checks with creatures of Good alignment. Spellcasters cannot cast [evil] spells. Clerics who used to Rebuke Undead now Turn Undead. 2nd: Celestial Power I – gain the 1st Celestial Power associated with the Celestial with which you are Infused (see page 135).</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Invisible Blade (weapon specialist who ‘feints’ and sneak attacks with daggers, punching daggers, and kukri) (CWar p44)	Bluff: 8 ranks. Sense Motive: 6 ranks. Feats: Point Blank Shot, Far Shot, Weapon Focus (Dagger) –or– Weapon Focus (Kukri) –or– Weapon Focus (Punching Dagger). Must defeat an opponent of the same toughness in single combat armed only with daggers, punching daggers, or kukri. Min Lvl: Brd6, Rog6, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Pal13, Rgr13, Sor13, Wiz13.	HD: d6 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft. Wis: Listen, Profession, Sense Motives, Spot. Cha: Bluff, Perform.	1 st : ‘Dagger’ Sneak Attack – +1d6 Sneak Attack, only usable when wielding a Dagger, Punching Dagger, or a Kukri. Gain your Class level (up to your Intelligence modifier) as a bonus to your AC when not wearing armor & only armed with Daggers, Punching Daggers, or Kukri. 2 nd : On a successful ‘Dagger’ Sneak Attack (see above), you may choose not do +1d6 damage in order to make ‘Bleeding Wound’, which bleeds for 1hp per round until stopped by magical healing or a Heal check vs. DC 15. Bleeding Wounds stacks, so an opponent with 2 Bleeding Wounds takes 2hp per round.
Itinerant Warder of Yondala (specialty priest of the Deity of Halflings) (DR328 p26)	Patron Deity: Yondala. Race: Halfling. Base Will Save: +5. Diplomacy: 10 ranks. Tumble: 4 ranks. Feats: Dodge, Mobility. Able to cast Divine spells. Min Lvl: Clr7, Drd7, Pal15, Rgr15.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Dex: Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(local), Know(religion), Spellcraft. Wis: Heal, Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Perform.	1 st : Comforts of Home – by concentrating for 10 minutes, you can locate the closest nourishment, whether it is a berry bush, small game, or a safe tavern. You also know if any food or drink within 10’ is dangerous. Evasion – on a Reflex save for half damage, take no damage no a successful save. You must be wearing no more than Light Armor. 2 nd : +1 Divine Caster level. Uncanny Dodge - Retains Dexterity modifier to AC even if caught flat-footed or attacked by someone invisible.
Initiate of Pistis Sophia (a holy monk who follows the Deity of Good Monks, who gains vows & resistances, and eventually becomes an Outsider) (BoED p64)	Alignment: LG. Base Fortitude Save: +5. Base Reflex Save: +5. Base Will Save: +5. Concentration: 7 ranks. Know (religion): 5 ranks. Feats: Improved Unarmed Strike, Sacred Vow, Sanctify Ki Strike, Servant of the Heavens. Class Ability: Ki Strike (lawful). Minimum Charisma: 15. Min Lvl: Mnk10.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Tumble. Con: Concentrate. Int: Craft, Know(religion), Know(the planes). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	1 st : Add your Class level to your Monk levels to determine your AC bonus, Unarmed Strike Damage, Flurry of Blows, Speed bonus, & Ki Strike ability. Gain Feat: Fist of the Heavens , even if you do not qualify. 2 nd : <i>Detect Evil</i> , at will. Smite Evil, 1/day – when using your Unarmed Strike against an Evil opponent, gain +4 bonus to the attack roll & a damage bonus equal to your Class level.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Initiate of the Sevenfold Veil (an expert with Abjuration magics who can create wards based on a layer of a Prismatic Wall, with one color learned each level) (CArc p44)</p>	<p>Know (arcana): 12 ranks. Know (nature): 4 ranks. Spellcraft: 12 ranks Feats: Spell Focus (abjuration), Greater Spell Focus (abjur.), Skill Focus (Spellcraft). Able to cast at least 5 Abjuration spells, including at least two of 4th level or higher. Min Lvl: Sor9, Wiz9, Brd10.</p>	<p>HD: d4 Skill Points: 2 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 7</p>	<p>Con: Concentrate. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.</p>	<p>1st: +1 Arcane Caster Level. Unimpeachable Abjuration – add your Class level to the DC of any attempt to dispel an Abjuration cast by you. Red Veil – any Warding (see below) you create may be based on the Red Veil, which does the following: - 20 hp of Fire damage when crossed (Ref½); - blocks nonmagical ranged attacks; - equivalent to a 4th level spell; & - is destroyed if targeted with a <i>Cone of Cold</i>. Warding, 1/day – you may create one of 3 types of Wardings base on any Veil you know: - Personal – you are surrounded by a sphere that moves with you & grants the following: > any creature striking you with a Melee or Natural weapon is effected the chosen Veil. > you have Concealment to those looking in, but you can see you without hindrance. > lasts 1 minute per level (unless Dismissed). - Area – you are surrounded by a 15’ diameter sphere that moves with you & grants the following to you and those within the sphere: > any creature entering the sphere is effected by the chosen Veil. > Concealment to those looking in, but those looking out are not hindered. > lasts 1 minute per level (unless Dismissed). - Wall – you create a wall up to 5’ high per Class level and 10’ long per Class level. The wall must begin within 30’ of you. The wall is immobile. You have the option of making it save to walk through the wall in one direction (you may always pass though safely): > any creature crossing through the wall is effected by the chosen Veil. > Concealment to those looking through it. > lasts 10 minute per level (unless Dismissed). 2nd: +1 Arcane Caster Level. Unanswerable Strike – you receive a +2 bonus on Caster checks to Counter or Dispel Abjuration spells. Orange Veil – any Warding (see above) you create may be based on the Orange Veil: - 40 hp of Acid damage when crossed (Ref½); - blocks magical ranged attacks (such as <i>Melf’s Acid Arrows</i>, <i>Disintegrate</i>, Beholder eye rays, etc.) but <u>not</u> magical effects that do not have an attack roll (such as <i>Magic Missile</i>); - equivalent to a 5th level spell; & - is destroyed if targeted with a <i>Gust of Wind</i>.</p>
<p>Jester (a performer who uses humor, taunts, ridicule, etc., to influence and trick people) (DR330 p74)</p>	<p>Perform (comedy): 13 ranks. Perform (any other): 13 ranks. Bluff: 6 ranks. Min Lvl: Brd10, Mnk10, Rog10.</p>	<p>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Int: Know(local), Know(nobility). Wis: Sense Motives. Cha: Bluff, Diplomacy, Disguise, Gather Info, Perform.</p>	<p>1st: Enhanced Perform – choose one Perform skill with which you have 13 ranks. You now receive a bonus equal to your Class level on this skill. <i>Tasha’s Hideous Laughter</i>, as a Spell-like ability. Usable once per day per Class level. <i>Enthrall</i>, as a Spell-like ability. Usable once per day per two Class levels (minimum 1). 2nd: Vice Versa – you may use a Perform check in place of a Bluff, Diplomacy, or Intimidate check once per two Class levels per day. Little Spell – choose one of the following spells: <i>Dominate Person</i>, <i>Modify Memory</i>, <i>Phantasmal Killer</i>, <i>Shout</i>. You may use that spell once per day as a Spell-like ability.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Jobber (the ‘face’ of a Halfling community, who job it is to talk with, check out, barter with, and “deal with” the neighboring humanoids) (DR310 p72)	Race: Halfling. Base Attack Bonus: +3. Appraise: 4 ranks. Diplomacy: 6 ranks. Gather Info.: 4 rank. Feats: Alertness. Must be chosen by the Halfling community for the position & accept a <i>Mark of Justice</i> that guarantees that you will work in the best interest of the community. Must be literate. Min Lvl: Brd4, Rog4, Clr5, Drd5, Mnk5, Pal5, Ftr9, Rgr9, Sor9, Wiz9.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: Simple, Martial Armor: Light, Medium, Shields. Class Lvl: 5	Str: Climb, Jump. Dex: Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Ride, Tumble, Use Rope. Int: Appraise, Decipher Script, Forgery, Search. Wis: Listen, Profession, Sense Motives, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info, Perform.	1 st : Favored Mark – gain a +2 bonus when making one of the following skill checks against your ‘favored’ Humanoid race: Appraise, Bluff, Diplomacy, Gather Info., Sense Motive. +5 Competence bonus on Diplomacy checks to alter an NPC’s attitude. 2 nd : +1d6 Sneak Attack. You may make a Hide check while being observed as long as you are in natural terrain. Gather Information check only take 1 hour (instead of 1d4+1 hours) and you may do 3 in one night without arousing suspicion.
Justicar (bounty hunters specializing in bringing people back alive) (CWar p47)	Alignment: LG, LN, LE. Base Attack: +6. Gather Info.: 5 ranks. Search: 5 ranks. Survival: 5 ranks. Feats: Track, Skill Focus (Gather Info.). Min Lvl: Ftr7, Pal7, Rgr7, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Open Locks, Ride, Use Rope. Int: Know (any), Search. Wis: Heal, Listen, Sense Motives, Spot, Survival. Cha: Bluff, Disguise, Gather Info., Intimidate.	<u>Paladins may freely cross-class.</u> 1 st : Can make a melee weapon do subdual damage at no penalty. Subdual Strike – +1d6 Sneak Attack, only usable when doing subdual damage. 2 nd : Gain Feat: Improved Grapple. On a successful ‘Subdual Strike’, also do 1 point of Strength damage.
Justice Hammer of Moradin (specialty priest of the Deity of Dwarves and the Forge) (DR328 p28)	Patron: Moradin. Race: Dwarf. Base Attack Bonus: +5. Concentration: 5 ranks. Know(local): 3 rank. Feats: Iron Will, Power Attack Able to cast Divine spells. Min Lvl: Pal5, Rgr5, Clr7.	HD: d10 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	1 st : <i>Detect Chaos</i> , at will. Mark of War – gain the War Domain’s granted power and domain spells. Runic Hammer – any Warhammer you wield does +1d4 Fire damage (does not stack with ‘flaming’, etc.). 2 nd : +1 Divine Caster Level.
Justiciar of Tyr (specialty priest of the Deity of Justice, which has some Paladin-like abilities focused against Chaos) (PGF p63)	Patron: Tyr. Alignment: LG. Base Attack Bonus: +5. Diplomacy: 7 ranks. Know(local): 4 rank. Know(religion): 6 rank. Class Ability: 2 nd level Divine spells. Min Lvl: Clr7, Pal8, Rgr13.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple, Martial Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p129)	Con: Concentrate. Int: Craft, Know(arcana), Know(local), Know(religion), Know(the planes), Spellcraft. Wis: Heal. Cha: Diplomacy.	<u>Paladins may freely cross-class.</u> 1 st : +1 Divine Caster Level. <i>Detect Chaos</i> , at will. Smite Anarchy, 1/day – on a designated attack against a Chaotic opponent, receive your Charisma modifier as an attack bonus & if you hit, add your Class level to the damage. 2 nd : +1 Divine Caster Level. Bureaucratic Knowledge – add your class level to any Knowledge or Gather Information skill check associated with legal issues and any Charisma-based skill or ability check made to argue legal matters.
Kensai (master of combat with a signature weapon of your choice) (CWar p49)	Alignment: LG, LN, LE. Base Attack Bonus: +5. Concentration: 5 ranks. Diplomacy: 5 ranks. Ride: 5 ranks. Feats: Combat Expertise, Weapon Focus (any). Must complete an oath of service to either an overlord or an ideal Min Lvl: Pal5, Clr7, Drd7, Ftr7, Mnk7, Rgr7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Jump. Dex: Balance, Ride. Int: Craft, Know(local), Know(nobility). Wis: Sense Motive. Con: Concentrate. Cha: Diplomacy, Intimidate.	<u>Paladins, Monks, & Samurai may freely cross-class.</u> 1 st : Signature Weapon – choose a weapon with which you have Weapon Focus (including natural weapons). By spending 24 uninterrupted hours meditating with the weapon, it gains a +1 Enhancement at the cost of 40XP. At higher levels, you can grant out signature weapon greater enhancements & even special abilities (though these cost more XP). Enhancing both sides of a double weapon costs double & enhancing natural weapons costs 100% + 10% per natural weapon. 2 nd : Power Surge – by making a Concentration check vs. DC 15 as a Move Action, you gain a +8 bonus to Strength for (1/2 Class level) rounds. Each additional attempt to ‘Power Surge’ in a 24 hour period causes the DC to increase by +5.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Knight of Holy Shielding (follower of Heironeous that guard the Grayhawk region called the Shield Lands) (DU113 p95)	Alignment: LG, NG, LN. Base Attack Bonus: +6. Diplomacy: 2 ranks. Know (local): 4 ranks. Know (nobility & royalty): 2 ranks. Know (religion): 2 ranks. Ride: 9 ranks. Feats: Power Attack, Cleave, Great Cleave, Mounted Combat, Weapon Focus (battle axe, heavy lance, or longsword). Sponsorship of a current Knight of Holy Shielding. Min Lvl: Ftr6, Bbn12, Pal12, Rgr12, Brd15, Clr15, Drd15, Mnk15, Rog15, Sor15, Wiz15	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Dex: Ride. Con: Concentrate. Int: Craft, Know (local), Know (nobility...), Know (religion). Wis: Heal, Sense Motive. Con: Concentrate. Cha: Diplomacy, Gather Info., Handle Animal, Intimidate.	<u>Paladins may freely cross-class.</u> 1 st : Holy Realm Hero +1 – receive a +1 Morale bonus on Diplomacy, Gather Information, & Intimidate checks. Citizens of the Shield Lands start with an attitude of Friendly towards you. Spit on the Old One +2 – against the followers of Iuz, the Old & all Chaotic Evil Outsiders, receive a +2 bonus on Intimidate, Listen, Sense Motive, and Spot checks; +2 on attack rolls and weapon damage; and +2 bonus to Will saves vs. their attacks. Does <u>not</u> stack with Ranger Favored Enemy bonuses (if any). 2 nd : +1 Divine caster level –or– +1 effective Paladin level for determining the abilities of your Bonded Mount. Armor of the Invincible – <i>Magic Vestment (self only)</i> , 1/day. Caster level is 2 time Class level.
Knight of the Chalice (specialized in defeating Evil Outsiders & Demons in particular) (CWar p53)	Alignment: LG. Base Attack Bonus: +8. Know (religion): 5 ranks. Know (the planes): 5 ranks. Must be able to cast Divine spells, including <i>Protection from Evil</i> . Min Lvl: Pal8, Clr11.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Int: Craft, Know (religion), Know (the planes). Wis: Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy, Intimidate.	<u>Paladins may freely cross-class.</u> 1 st : Gain Wisdom-based Prepared Divine spells from the <u>Knight of the Chalice Spell List</u> (see page 112). +1 Competence bonus to attack Evil Outsiders. +1d6 damage on hitting an Evil Outsider. +1 Competence bonus to Intimidate, Listen, Sense Motive, & Spot checks used against Evil Outsiders. Stacks with any Favored Enemy bonuses. +1 Will save vs. Evil Outsiders powers. +1 on any contested skill check vs. an Evil Outsider. 2 nd : Immune to Fear effects generated by Evil Outsiders. Censure Demons, 1/day – all Demons within 30' must make a Will save (DC = 10 + Class level + Charisma modifier) or be <u>Stunned</u> . Demons with HD greater or equal to 2 x Class level are only Stunned for 1 round, Demons with less HD are Stunned for 2 x Class level rounds & must make a 2 nd Will save or be <i>Dismissed</i> . Only one Demon may be dismissed with each Censure. If multiple fail the 2 nd save, the one with the fewest HD is sent back to the Abyss.
Knight Protector (noble knight who protects the weak) (CWar p53)	Alignment: LG, LN. Base Attack Bonus: +5. Diplomacy: 6 ranks. Know (nobility): 4 ranks. Ride: 6 ranks. Feats: Armor Proficiency (heavy), Power Attack, Cleave, Great Cleave, Mounted Combat. Min Lvl: Clr9, Ftr9, Pal9, Rgr12, Rog15, Sor18, Wiz18.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Will Weap: — Armor: Tower Shields Class Lvl: 10	Dex: Ride. Int: Know (nobility). Wis: Spot. Cha: Diplomacy, Intimidate.	<u>Paladins & Samurai may freely cross-class.</u> 1 st : Defensive Stance +2 – When protecting an ally with fewer HD within 5', you may transfer up to 2 AC to your ally from yourself. This value is set at the start of each turn. All allies within 10' gain +4 Moral bonus vs. Fear effects (as long as you are not <u>Helpless</u>). 2 nd : Gain <u>Feat: Iron Will</u> . Best Effort +2 – Receive a +2 on one skill check, usable once per day. Must be designated before the check is made.
Lion of Talisid (follower of the Celestial Lion, many of whose abilities stack with those of a Druid or Ranger) (BoED p65)	Alignment: NG. Base Attack Bonus: +4. Know (nature): 9 ranks. Survival: 9 ranks. Feat: Favored of the Companions. Class Ability: Animal Companion. Able to cast <i>Summon Nature's Ally II</i> . Min Lvl: Drd6, Rgr8.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Str: Swim Dex: Ride. Con: Concentrate. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Sense Motive, Spot. Cha: Diplomacy, Handle Animal.	1 st : +1 Divine Caster level. Add your Class level to your effective Druid level to determine the capabilities of your Animal Companion Immune to Fear effects. +4 Sacred bonus on Will saves vs. Mind-affecting spells & effects 2 nd : +1 Divine Caster level. Gain the Scent special quality.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features																						
<p>Loremaster (caster who specializes in finding forgotten lore) (DMG p191)</p>	<p>Know (any): 10 ranks. Know (any other): 10 ranks. Feats: Skill Focus (Know (any)), 3 metamagic or item creation feats. Able to cast 7 Divination spells, with at least one being 3rd level. Min Lvl: Wiz7, Brd9, Clr9, Pal11, Rgr11, Drd17, Sor17.</p>	<p>HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (ELH p20) (3.Sup p14)+</p>	<p>Int: Appraise, Craft(alchemy), Decipher Script, Know (any), Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Gather Info., Handle Animals, Perform, Use Magic Item. Speak Language.</p>	<p>1st: +1 Caster Level. Gain a single 'secret', which can be chosen from the following list if your Class Level + Intelligence modifier is greater than or equal to the 'rank'</p> <table border="1"> <thead> <tr> <th>Rank</th> <th>Secret</th> </tr> </thead> <tbody> <tr><td>1</td><td>4 ranks in a new skill</td></tr> <tr><td>2</td><td>+3 hp</td></tr> <tr><td>3</td><td>+2 bonus to Will saves</td></tr> <tr><td>4</td><td>+2 to Fortitude saves</td></tr> <tr><td>5</td><td>+2 to Reflex saves</td></tr> <tr><td>6</td><td>+1 to attack rolls</td></tr> <tr><td>7</td><td>+1 Dodge bonus to AC</td></tr> <tr><td>8</td><td>Any one feat</td></tr> <tr><td>9</td><td>1 extra 1st level spell</td></tr> <tr><td>10</td><td>1 extra 2nd level spell</td></tr> </tbody> </table> <p>2nd: +1 Caster Level. Gain the Bardic Lore ability.</p>	Rank	Secret	1	4 ranks in a new skill	2	+3 hp	3	+2 bonus to Will saves	4	+2 to Fortitude saves	5	+2 to Reflex saves	6	+1 to attack rolls	7	+1 Dodge bonus to AC	8	Any one feat	9	1 extra 1 st level spell	10	1 extra 2 nd level spell
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<p>Luckstealer (a halfling caster who can steal 'luck' from others for his/her own advantage) (RotW p118)</p>	<p>Race: Halfling. Profession(gambler): 9 ranks. Feat: Dallah Thaur's Luck. Able to cast 3rd level spells. If you cast Divine spells, you must have access to the Luck Domain. Min Lvl: Clr6, Sor6, Wiz6, Brd7.</p>	<p>HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Dex: Sleight of Hand. Con: Concentrate. Int: Appraise, Craft, Know(local), Spellcraft. Wis: Profession, Sense Motive. Cha: Bluff.</p>	<p>1st: Curse of the Fatespurned – as a Move Action, you may steal some 'luck' from a target you can see who is within 60' (WillNeg, DC is Charisma-based). The target receives a –2 penalty on attacks, saves, ability checks, & skill checks for 1 minute. This effect cannot be dispelled, but may be ended with <i>Remove Curse</i>, <i>Breath Enchantment</i>, <i>Limited Wish</i>, <i>Wish</i>, or <i>Miracle</i>. When this ability works (i.e., the target fails his/her save), you gain 2 points in your Luck Pool. Each point can be used as a Luck bonus by you on a single attack, save, skill check, or ability check. Points fade if unused after 1 minute. The maximum number of points you may have in the Luck Pool is equal to your Charisma modifier (minimum 1). Subtle Magic – if one of your <u>spells</u> is targeted with a Divination spell, the caster must make a Caster level check vs. DC (15 + your Caster level) to succeed (e.g., <i>Detect Magic</i> won't register it as magic). 2nd: +1 Caster level.</p>																						
<p>Maester (efficient creator of magic items) (CArv p56)</p>	<p>Race: Gnome. Craft (any): 8 ranks. Use Magic Device: 4 ranks. Feat: any two Item Creation. Arcane Caster level 5th. Min Lvl: Brd5, Sor5, Wiz5.</p>	<p>HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5</p>	<p>Int: Appraise, Craft, Disable Device, Know(arcana), Know(arch & eng), Spellcraft. Cha: Use Magic Device.</p>	<p>1st: Gain one Item Creation feat for which you qualify. Quick Crafting – you may craft magic items at the rate of one day per 2,000 gp of the item's base price (minimum 1 day). 2nd: +1 Caster level.</p>																						
<p>Mage of the Arcane Order (guild mage) (CArc p48)</p>	<p>Know (arcana): 8 ranks. Feats: Cooperative Spell, one other metamagic feat. Able to cast 2nd level Prepared Arcane spells. Join the Arcane Order. Min Lvl: Wiz5.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession. Speak Language.</p>	<p>1st: +1 Arcane Caster Level. Guild Member – access to lodging, a research library, lab, and 'job board'. Spell Pool I – Access to the Guild Spellpool. By taking a Full Round action, you can fill an unused slot with a 1st-3rd level spell of your choice, though it fades in 1 minute per Caster level. All spell levels you take from the Spell Pool must be returned by depleting a similar number of spell levels within one day per <u>Class level</u> or access is lost. 2nd: +1 Arcane Caster Level. Gain a bonus Metamagic feat.</p>																						

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Magic Filcher (an arcane caster who gains arcane spells & can emulate an arcane caster) (DR310 p73)</p>	<p>Disable Device: 8 ranks. Know (arcana): 8 ranks. Spellcraft: 5 ranks. Use Magic Device: 5 ranks. Must be able to cast Arcane spells Min Lvl: Brd13, Sor13, Wiz13.</p>	<p>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 5</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft(alchemy), Disable Device, Decipher Script, Know(arcana), Search, Spellcraft. Wis: Listen, Spot. Con: Concentrate. Cha: Bluff, Use Magic Device.</p>	<p>1st: +1 Caster level. <i>Detect Magic</i> at Class level, 3/day. 2nd: Wizard Mimic – +5 bonus to Use Magical Device checks when using Arcane spell or Wizard-specific items.</p>
<p>Maiden of Pain (specialty priestess of the Deity of Pain) (PGF p182)</p>	<p>Patron: Loviatar. Gender: Female. Intimidate: 4 ranks. Feat: Violate Spell. Able to cast <i>Masochism</i> and <i>Sadism</i> as Divine spells. Must use the drug Agony. Min Lvl: Clr5.</p>	<p>HD: d6 Skill Points: 4 Attack: Rogue Good Save: Fort Weap: Whip Armor: — Class Lvl: 10</p>	<p>Dex: Use Rope. Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Profession, Sense Motive. Cha: Bluff, Diplomacy, Gather Info., Intimidate, Perform.</p>	<p>1st: Gain access to the Pain Domain if you do not already have it. If you do, you gain access to another of Loviatar's Domains. Pain Touch, 1/day – by making a melee touch attack, your opponent is Stunned for 1 round (WillNeg DC = 10 + Class level + Wisdom modifier). Lasher – you may cast 'touch' range spells & your Pain Touch ability through your Whip (giving you 15' range). At your option, you may make a melee attack to do damage & the effect –or– just do a touch attack to do the effect. Agony Addition – you are permanently addicted to the drug Agony, though its effects on you are lessened. 2nd: +1 Cleric Caster level.</p>
<p>Mantis Shen (unarmed combatant that mimics a Praying Mantis with excellent grappling, disarming, & tripping, and eventually gaining a hybrid battle form) (DR319 p71)</p>	<p>Base Attack Bonus: +5. Concentrate: 2 ranks. Escape Artist: 5 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Feat: Combat Expertise, Improved Trip, Improved Unarmed Strike. Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.</p>	<p>HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature). Wis: Listen, Sense Motive, Spot, Survival. Cha: Intimidate.</p>	<p>1st: Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2nd: Ki Strike (silver) – your unarmed strikes are treated as if they were 'silver' for purposes of overcoming Damage Reduction. Gain Feat: Improved Grapple. If you already have this feat, the bonus when using it becomes +6 (instead of +4).</p>
<p>Martyred Champion of Ilmater (specialty priest / templar of the Deity of Suffering) (PGF p184)</p>	<p>Patron: Ilmater. Alignment: LG. Know (religion): 4 ranks. any one skill: 9 ranks. Feat: Endurance, Nimbus of Light. Must have died in heroic sacrifice and been returned to life. Min Lvl: Clr6, Ftr6, Mnk6, Pal6, Rgr6, Rog6, Sor6, Wiz6.</p>	<p>HD: d10 Skill Points: 2 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb. Dex: Ride. Con: Concentrate. Int: Craft, Know(religion), Spellcraft. Wis: Heal, Profession.</p>	<p>1st: Gain Feat: Diehard. Gain Feat: Improved Unarmed Strike. If Medium-size, your unarmed strike does 1d6. 2nd: +1 Caster level –or– gain a bonus feat of your choice. You are immune to Fear, both magical & natural.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features								
<p>Master Astrologer (a caster of prepared spells who uses the stars to cast more effective spells) (DR340 p36)</p>	<p>Know (the planes): 4 ranks. Sense Motive: 4 ranks. Profession (astrologer): 8 ranks Feat: Skill Focus (Profession (astrologer)). Able to cast Prepared Spells. Min Lvl: Clr5, Drd5, Pal5, Rgr5, Wiz5.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Craft, Know(arcana), Know(nature), Know(religion), Know(the planes), Spellcraft. Wis: Profession, Sense Motive, Spot..</p>	<p>1st: Stargazer – if you have access to a telescope / spyglass and an unobstructed view of the stars, your spell preparation takes ½ the normal time (usually 30 min). Zodiac Sense – receive a bonus equal to your Class level on all Sense Motive checks. Also, you may determine which Zodiac sign a creature was born under by making a Sense Motive check vs. the indicated DC after spending the indicated time studying the creature (you must have Line-of-Effect):</p> <table border="0"> <tr> <td><u>Time</u></td> <td><u>DC</u></td> </tr> <tr> <td>Full Round</td> <td>20</td> </tr> <tr> <td>Move Action</td> <td>35</td> </tr> <tr> <td>Free Action</td> <td>50</td> </tr> </table> <p>2nd: +1 Caster level. Numerology +1 – when you target a creature whose Zodiac Sign you know with a spell, you receive a +1 Insight bonus to overcome that creature’s Spell Resistance & the spell’s DC is +1.</p>	<u>Time</u>	<u>DC</u>	Full Round	20	Move Action	35	Free Action	50
<u>Time</u>	<u>DC</u>											
Full Round	20											
Move Action	35											
Free Action	50											
<p>Master Inquisitive (a detective with magical abilities) (Eb p82)</p>	<p>Gather Information: 6 ranks. Sense Motive: 6 ranks. Search: 3 ranks. Feat: Investigate. Min Lvl: Brd3, Rog3, Bbn9, Clr9, Drd9, Ftr9, Mnk9, Pal9, Rgr9, Sor9, Wiz9.</p>	<p>HD: d8 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 5</p>	<p>Str: Climb. Dex: Ride. Con: Concentrate. Int: Craft, Know(religion), Spellcraft. Wis: Heal, Profession</p>	<p>1st: <i>Zone of Truth</i>, 1/day as a spell-like ability. 2nd: Contact (3rd level NPC). Bonus Feat from the following list: Alertness, Deceitful, Heroic Spirit, Improved Initiative, Iron Will, Negotiator, Persuasive, Recognize Impostor, Research, Toughness, Track, Urban Tracking.</p>								
<p>Master of Many Forms (expert shape-changer who eventually can take the form of Plants, Fey, Oozes, Dragons, and in the end changes into a ‘Shapeshifter’) (CAdv p58) (CAdvErrata)+</p>	<p>Feats: Alertness, Endurance. Wild Shape class feature. Min Lvl: Drd5.</p>	<p>HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Hide. Con: Concentrate. Int: Craft, Know(nature). Wis: Listen, Spot, Survival. Cha: Diplomacy, Disguise, Handle Animals.</p>	<p>1st: Shifter Speech – You may speak verbally regardless of the form you take. You may also communicate with other creatures of the same kind while in a Wild Shape. Improved Wild Shape (Humanoid) – You may now use Wild Shape to take the form of a Small or Medium-sized Humanoid whose base hit dice are not greater than your Class level + all levels in classes that grant Wild Shape (usually only Druid). Gain Class level in extra uses of Wild Shape each day. 2nd: Improved Wild Shape (Large) – Your Wild Shapes may now be up to Large-sized. Improved Wild Shape (Giant) – You may now use your Wild Shape to take the form of a Giant who meets the size and hit dice criteria.</p>								

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Master Thrower (a specialist with thrown weapons) (CWar p58)</p>	<p>Base Attack Bonus: +5. Sleight of Hand: 4 ranks. Feats: Point Blank Shot, Precise Shot, Weapon Focus (any thrown weapon). Min Lvl: Ftr5, Bbn6, Pal6, Rgr6, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.</p>	<p>HD: d8 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: — Armor: — Class Lvl: 5</p>	<p>Str: Climb, Jump. Dex: Sleight of Hand, Tumble, Use Rope. Con: Concentrate. Int: Craft. Wis: Profession, Spot. Cha: Bluff, Perform.</p>	<p>1st: Gain Feat: Quick Draw. Gain one of the following Thrown Weapon Tricks. The trick can be used with any thrown weapon with which you have taken Weapon Focus. <u>Deadeye Shot</u> – The critical multiplier for the weapon increases by 1 (i.e., a hand axe becomes x4 vs. x3). <u>Defensive Throw</u> – Avoid generating Attacks of Opportunity with your throw for 1 round by making a Concentration check vs. DC (10 + number of threatening opponents). <u>Doubletoss</u> – As a Standard Action, throw two weapons either at the same target or two within 30’ of each other. Your full Strength modifier applies to the damage of each. Normal penalties for fighting with two weapons apply. <u>Palm Throw</u> – Each attack with little thrown weapons (i.e., daggers, shuriken, & darts) can be with two of the weapons. Do not apply your Strength modifier to the damage of either. <u>Sneaky Shot</u> – As a Move Action just before a ranged throw attack, make a Sleight of Hand check opposed by your opponent’s Spot check to deny your opponent of his/her Dexterity. <u>Trip Shot</u> – On a successful thrown weapon attack, you can make a Trip Attack <u>in addition</u> to the damage. Make a Dexterity check with a +4 bonus opposed by your the opponent’s Strength or Dexterity check (whichever is better). Advantages such as ‘Stability’ apply. Bonus from Feat: Improved Trip do not apply. <u>Tumbling Toss</u> – At any point in a Tumble move, you may make a single thrown attack as a Standard Action. If you make a Tumble check vs. DC 25, no Attack of Opportunity is generated. You cannot be wearing more than Medium armor. <u>Two with One Blow</u> – You may attack two adjacent opponents with a single throw by taking a –4 penalty on the attack. You make a single attack roll & compare it to each AC to determine how many opponents were hit. Resolve damage & threatened criticals separately. <u>Weak Spot</u> – When attacking an opponent of your size or larger, you may make a Ranged Touch Attack (instead of a Normal Ranged Attack), though you may not apply your Strength modifier to the damage. You may only take this trick as a 5th level Master Thrower. 2nd: Evasion – on a Reflex save for half damage, take no damage no a successful save. You cannot be wearing more than Light armor. If you already have Evasion, gain Improved Evasion (½ damage on a failed save).</p>
<p>Master of the East Wind (hybrid monk / arcane casters that protect from outer plane attacks) (DR314 p36)</p>	<p>Alignment: LG, LN. Climb: 10 ranks. Can cast 3rd lvl Arcane spells. Access to Ki Strike (magic). Min Lvl: Wiz5 / Mnk4, Sor6/Mnk4.</p>	<p>HD: d6 Skill Points: 4 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump. Dex: Balance, Hide, Move Silently. Con: Concentrate. Int: Know(arcana), Spellcraft. Wis: Listen, Profession, Spot. Cha: Diplomacy.</p>	<p>1st: +1 Arcane Caster Level. Add Class level to Monk levels (if any) to determine unarmed damage, AC bonus, and Movement bonus. 2nd: +1 Arcane Caster Level. Add (Class level / 2) to your Sorcerer / Wizard levels (if any) to determine the abilities of your Familiar. If you could not summon a Familiar before, you gain that ability at this level.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Master of the North Wind (hybrid druid / monks that patrol large areas and keep the peace through personal prowess) (DR314 p34)	Alignment: LN. Climb: 10 ranks. Can cast 3 rd lvl Divine spells. Access to Ki Strike (magic). Able to change shape into a flying creature. Min Lvl: Drd5 / Mnk4.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently. Con: Concentrate. Int: Know(nature), Spellcraft. Wis: Listen, Profession, Spot, Survival. Cha: Diplomacy.	1 st : +1 Divine Caster Level. Add Class level to Monk levels (if any) to determine unarmed damage, AC bonus, and Movement bonus. 2 nd : +1 Divine Caster Level. Add (Class level / 2) to Druid levels (if any) to determine Wild Shape ability.
Master of the South Wind (hybrid rogue / monks that try to bring peace through subterfuge, social engineering, and occasional targeted strikes) (DR314 p35)	Alignment: LG, LN. Climb: 10 ranks. Disguise: 10 ranks. Hide: 10 ranks. Move Silently: 10 ranks. Class Abilities: Uncanny Dodge, Ki Strike (magic). Succeed going through an obstacle course. Min Lvl: Rog4 / Mnk4.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Dex: Balance, Hide, Move Silently, Open Lock, Tumble. Con: Concentrate. Int: Forgery, Disable Device, Search, Spellcraft. Wis: Listen, Profession, Spot. Cha: Bluff, Diplomacy, Disguise.	1 st : Casts Charisma-based Impromptu Arcane spells from the <u>Master of the South Wind spell list</u> (see page 113). Add Class level to Monk levels (if any) to determine unarmed damage, AC bonus, and Movement bonus. 2 nd : +1d6 Sneak Attack.
Master of the Unseen Hand (able to use the spell <i>Telekinesis</i> in innovative ways as part of combat) (CWar p60)	Concentrate: 8 ranks. Able to cast <i>Telekinesis</i> as a spell, spell-like ability, or supernatural ability. Min Lvl: Wiz9, Sor10.	HD: d4 Skill Points: 2 Attack: Fighter Good Save: Will Weap: — Armor: — Class Lvl: 5	Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Con: Concentrate. Cha: Intimidate.	1 st : When using <i>Telekinesis</i> , add your Class level to your Caster lvl for determining your Effective Caster level. When using <i>Telekinesis</i> , you may switch between the 3 uses of the spell (Sustained Force, Combat Maneuver, & Violent Thrust) from round to round, though spell ends after the use of Violent Thrust. 2 nd : You may now wield weapons with <i>Telekinesis</i> as a Combat Maneuver. You may only make a single attack as a Standard Actions with a bonus of your Effective Caster level + your Primary Casting Trait. Weapon released feats (such as Power Attack) cannot be used. The weapon may move up to 20' before attacking. The weapon may be one that was disarmed Maintaining Sustained Force only requires a Move Action, as does simply keeping concentration to not drop your <i>Telekinesis</i> spell. You may even cast a new spell while maintaining <i>Telekinesis</i> , though you must make a Concentration check vs. the DC of <i>Telekinesis</i>
Master of the West Wind (hybrid cleric / monks that uphold the principles of the Order of the Four Winds) (DR314 p37)	Alignment: LG, LN. Climb: 10 ranks. Can cast 3 rd lvl Divine spells. Access to Ki Strike (magic). Able to Turn Undead. Min Lvl: Clr5 / Mnk4, Pal11 / Mnk4.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Dex: Balance, Hide, Move Silently. Con: Concentrate. Int: Know(religion), Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy.	1 st : +1 Divine Caster Level. Add Class level to Monk levels (if any) to determine unarmed damage, AC bonus, and Movement bonus. 2 nd : +1 Divine Caster Level. Add (Class level / 2) when attempting to Turn Undead.
Master Transmogrifist (specialist in polymorphing, who masters a few forms and gains more and more of their special abilities) (CArc p51)	Alignment: NG, CG, N, CN, NE, CE. Bluff: 2 ranks. Disguise: 2 ranks. Feats: Eschew Materials. Able to cast <i>Alter Self</i> and <i>Polymorph</i> . Min Lvl: Wiz7, Sor8.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff, Disguise.	1 st : Favored Shape – you may chose 3 shapes available to you when casting <i>Polymorph</i> to be 'Favored Shapes'. You may not choose a creature of the same type as yourself (typically Humanoid). Extended Change – When using <i>Alter Self</i> , <i>Polymorph</i> , <i>Polymorph Any Object</i> , or <i>Shapechange</i> to become one of your Favored Shapes, the duration is doubled. 2 nd : +1 Arcane Caster Level. Manifest Sense – When you take one of your Favored Shapes, you gain all of its senses, including (if appropriate) Blindsense, Blindsight, Darkvision, Low-Light Vision, Scent, and/or Tremorsense.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features																				
<p>Memory Smith (a bard who follows the Deity of the Forge) (DR311 p68)</p>	<p>Patron Deity: Moradin. Alignment: LG, NG, CG. Craft (weaponsmith –or– armorsmith): 5 ranks. Know (religion): 3 ranks. Perform: 8 ranks. Use Magic Device: 5 ranks. Min Lvl: Brd5.</p>	<p>HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Simple, all Martial Axes, Hammers, & Picks Armor: Light, Medium, Heavy, Shields Class Lvl: 5</p>	<p>Str: Climb. Dex: Open Lock. Con: Concentrate. Int: Appraise, Craft, Decipher Script, Disable Device, Know(any), Search, Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info., Perform, Use Magic Device. Speak Language.</p>	<p>1st: +1 Bard Caster level. Class levels stack with Bardic Music ability & Bardic Knowledge checks. Add the following spells to your Known Spell List as 1st level Arcane spells: <i>Endure Elements, Magic Weapon.</i> 2nd: +1 Bard Caster level. Add the following spells to your Known Spell List as 2nd level Arcane spells: <i>Align Weapon, Make Whole.</i></p>																				
<p>Menacing Brute (a half-orc practiced at surviving in a city through intimidation and resourcefulness) (RoD p123)</p>	<p>Race: Half-Orc. Alignment: LN, N, CN, LE, NE, CE. Base Attack Bonus: +5. Intimidate: 5 ranks. Know (local): 2 ranks. Search: 2 ranks. Feat: Iron Will. Min Lvl: Bbn5, Ftr5, Brd7, Clr7, Drd7, Mnk7, Rgr7, Rog7, Sor10, Wiz10.</p>	<p>HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 5</p>	<p>Str: Climb, Jump. Int: Know(local), Search. Wis: Listen, Sense Motive, Spot. Cha: Gather Info., Intimidate.</p>	<p>1st: Demoralizing Stare – gain a bonus on Intimidate checks equal to your Class level. Also, if you successfully Demoralize an opponent, he/she remains Shaken for 1 round per Class level. 2nd: Resourceful Search – once per day, you may locate a desired non-magical, non-masterwork object worth up to 200 gp for free. <table border="1"> <thead> <tr> <th>Value(gp)</th> <th>Search DC</th> <th>Search Time</th> <th>Min Community</th> </tr> </thead> <tbody> <tr> <td>up to 20</td> <td>10</td> <td>1d4x10 min</td> <td>Hamlet</td> </tr> <tr> <td>21 – 50</td> <td>15</td> <td>2d4x10 min</td> <td>Small Town</td> </tr> <tr> <td>51–100</td> <td>20</td> <td>1d4 hours</td> <td>Small City</td> </tr> <tr> <td>101 – 200</td> <td>25</td> <td>2d4 hours</td> <td>Metropolis</td> </tr> </tbody> </table></p>	Value(gp)	Search DC	Search Time	Min Community	up to 20	10	1d4x10 min	Hamlet	21 – 50	15	2d4x10 min	Small Town	51–100	20	1d4 hours	Small City	101 – 200	25	2d4 hours	Metropolis
Value(gp)	Search DC	Search Time	Min Community																					
up to 20	10	1d4x10 min	Hamlet																					
21 – 50	15	2d4x10 min	Small Town																					
51–100	20	1d4 hours	Small City																					
101 – 200	25	2d4 hours	Metropolis																					
<p>Mindbender (specialized in arcane & mundane influencing of people) (CAre p54)</p>	<p>Alignment: LN, N, CN, LE, NE, CE. Bluff: 4 ranks. Diplomacy: 4 ranks. Intimidate: 4 ranks. Sense Motive: 4 ranks. Able to use <i>Charm Person</i> as a spell, spell-like ability, or an invocation. Arcane Caster level 5th. Min Lvl: Brd5, Sor5, Wiz5.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Know (any), Spellcraft. Wis: Profession, Sense Motive. Cha: Bluff, Diplomacy, Intimidate.</p>	<p>1st: +1 Arcane Caster Level. Telepathy – gain the ability to communicate telepathically with any creature within 100’ that has a language. 2nd: Push the Weak Mink, 1/day – <i>Suggestion</i> on a creature up to size Large within 100’, WillNeg (DC 13 + Primary Spellcasting Ability modifier), duration is up to 5 hours + 1 per Class level. This is a Supernatural ability. Skill Boost – gain a Competence bonus equal of ½ Class level to Bluff, Diplomacy, Intimidate, & Sense Motives.</p>																				
<p>Mindspy (able to use the spell <i>Detect Thoughts</i> in innovative ways as part of combat) (CWar p62)</p>	<p>Base Attack Bonus: +3. Concentrate: 8 ranks. Able to cast <i>Detect Thoughts</i> as a spell, spell-like ability, or supernatural ability. Min Lvl: Brd5, Clr(knowledge)5, Sor6, Wiz6.</p>	<p>HD: d8 Skill Points: 2 Attack: Fighter Good Save: Will Weap: — Armor: — Class Lvl: 5</p>	<p>Int: Craft. Wis: Profession, Sense Motives. Con: Concentrate. Cha: Bluff, Intimidate.</p>	<p>1st: Anticipate – Against an opponent whose mind you are reading (requiring the opponent to have failed a Will save & been affected by <i>Detect Thoughts</i> for 3 rounds), you gain +1 per Class level (up to your Charisma modifier) as an Insight bonus to AC & attacks. If you are denied your Dexterity modifier to AC, you loose this AC bonus too. Combat Telepathy – You may maintain <i>Detect Thoughts</i> as a Free Action by making a Concentration check vs. a DC of (10 + damage taken last round). Casting a spell or using a spell-like ability ends <i>Detect Thoughts</i> Spherical Detect Thoughts – Your use of <i>Detect Thoughts</i> covers a sphere with the same radius as the original cone area of effect. 2nd: Faster Mindscan – The first round of <i>Detect Thoughts</i> lets you detects thoughts –and– determine Intelligence. On the second round, you may detect surface thoughts of one detected mind. This effects the ‘Anticipate’ ability (above).</p>																				

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Monk of the Long Death (one who studies death, poison, fear, and similar topics) (PGF p65)	Alignment: LN, N, CN, LE, NE, CE. Base Will Save Bonus: +5. Craft(alchemy): 5 ranks. Craft(poison making): 7 rank Heal: 3 rank. Know(arcana): 8 ranks. Go through the initiation ceremony. Min Lvl: Brd7, Mnk7, Sor10, Wiz10, Clr13, Drd13, Bbn15, Ftr15, Pal15, Rgr15, Rog15.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p130)	Str: Jump. Dex: Balance, Tumble. Con: Concentrate. Int: Craft, Decipher Script, Forgery, Know(arcana), Know(religion). Wis: Heal, Profession Cha: Bluff, Disguise, Intimidate. Speak Language	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, AC bonus, & unarmored speed bonus. Able to use poison without danger of an accident. Deathguard – +1 bonus on saves vs. [death] effects. 2 nd : Macabre Shroud – Gather Information, Bardic Knowledge, etc., check to learn about you have their DC increased by your Class level.
Monkey Shen (a quarterstaff combatant that mimics a monkey by moving unexpectedly & jumping around easily, and eventually gaining a hybrid battle form) (DR319 p72)	Base Attack Bonus: +5. Balance: 5 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Tumble: 5 ranks. Feat: Improved Unarmed Strike, Weapon Focus (quarterstaff). Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature). Wis: Listen, Sense Motive, Spot, Survival. Cha: Bluff, Perform.	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2 nd : Ki Strike (silver) – your unarmed strikes are treated as if they were ‘silver’ for purposes of overcoming Damage Reduction. You may jump up onto any object not taller than you <u>without</u> making a Jump check.
Moonspeaker (a Shifter who creates the magic items for their race, and gains ‘blessings’ from one moon each level) (RoE p143)	Race: Shifter. Know(nature): 11 ranks. Know(religion): 4 ranks. Able to cast 2 nd level Divine spells. Min Lvl: Clr(animal/plant)8, Drd8, Rgr8, Pal19.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 12	Str: Swim. Con: Concentrate. Int: Craft, Know(nature), Know(religion), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy.	1 st : +1 Divine Caster Level. Gain Feat: <u>Augment Summoning</u> . Moonspeaker Shifting – for purposes of determining the number of times per day and duration of your Shifting, treat [Item Creation], [Metamagic], and [Wild] feats as [Shifter] feats. 2 nd : +1 Divine Caster Level. Choose one Energy Type. You gain Resistance 10 to that type of energy.
Morninglord of Lathander (specialty priest of the Deity of Light) (PGF p66) (PGFe)+	Patron: Lathander Alignment: LG, NG, CG. Craft(any): 4 ranks. Diplomacy: 7 rank Know(religion): 8 ranks. Perform(any): 2 ranks. Feat: Improved Turning. Class Ability: 3 rd lvl Divine spells, including <i>Daylight</i> . Min Lvl: Clr5, Pal11.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p130)	Con: Concentrate. Int: Craft, Know(arcana), Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession Cha: Diplomacy, Perform.	1 st : +1 Divine Caster Level. Bane of the Restless – add your Class levels to your Cleric levels for purposes of Turning Undead. The area of effect of any spell with the [light] subtype is doubled. 2 nd : +1 Divine Caster Level. Creative Fire – gain a bonus equal to your Class level to all Craft & Perform checks.
Mourner (a bard who uses his/her songs against undead, helping put them to rest) (DR311 p67)	Diplomacy: 8 ranks. Know (religion): 5 ranks. Perform: 8 ranks. Must have the Bardic Music ability Min Lvl: Brd5.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 5	Dex: Hide, Move Silently. Con: Concentrate. Int: Craft, Decipher Script, Know(any), Search, Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Gather Info., Perform.	1 st : +1 Bard Caster level. Class levels stack with Bardic Music ability & Bardic Knowledge checks. 2 nd : +1 Bard Caster level. Add your Charisma modifier as a bonus to all saves vs. Necromancy spells & effects –and– the supernatural & spell-like abilities of Undead.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Mystic Keeper of Corellon Larethian (specialty priest of the Deity of Elves) (DR328 p30)	Patron: Corellon Larethian Race: Elf, Half-Elf. Base Attack Bonus: +5. Concentrate: 10 ranks. Perform(dance): 2 ranks. Feat: Still Spell, Weapon Finesse. Able to cast Divine spells. Min Lvl: Clr7, Pal7, Rgr7.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession Cha: Diplomacy, Perform.	1 st : Sacred Arcana – gain the Magic Domain’s granted power and domain spells. 2 nd : +1 Divine Caster Level. Intuition +1 – gain a +1 dodge bonus to AC when wielding a Longsword in combat while wearing Medium armor (or lighter).
Mystic Theurge (a combined arcane & divine spellcaster) (DMG p192)	Know (arcana): 6 ranks. Know (religion): 6 ranks. Able to cast 2 nd level Divine spells <u>and</u> 2 nd level Arcane spells. Min Lvl: Clr3 / Wiz3.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (3.5up p14)	Int: Craft, Decipher Script, Know(arcana), Know(religion), Spellcraft. Wis: Profession, Sense Motive. Con: Concentrate.	1 st : +1 Arcane Caster Level <u>and</u> +1 Divine Caster Level. 2 nd : +1 Arcane Caster Level <u>and</u> +1 Divine Caster Level.
Mole (able to dig, meld into, shape, etc., with dirt & eventually stone) (DR310 p71)	Base Attack Bonus: +5. Appraise: 2 ranks. Hide: 3 ranks. Profession (miner): 1 rank Search: 3 ranks. Must have lived underground for 5 years or worked in a mine for 1 year. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Fort Weap: Simple, All Martial Picks. Armor: Light Class Lvl: 5	Str: Climb, Jump. Dex: Hide, Move Silently. Con: Concentrate. Int: Appraise, Know(architecture), Know(dungeoneer), Search Wis: Listen, Profession, Survival	1 st : +1d6 Sneak Attack. Gain Burrow speed 5’, when digging through dirt. 2 nd : <i>Meld into Stone</i> , 1/day at 12 th level. You may look through 1” of stone per Class level. This can be combined with <i>Meld into Stone</i> to let you see out.
Nature’s Warrior (druids gains special abilities to combine with their Wild Shapes) (CWar p63)	Alignment: NG, LN, N, CN, NE. Base Attack Bonus: +4. Know (nature): 8 ranks. Know (the planes): 2 ranks. Survival: 8 ranks. Feats: Track. Class Ability: Wild Shape. Min Lvl: Drd6.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 5	Str: Jump, Swim. Int: Know(nature). Wis: Listen, Survival. Cha: Diplomacy, Handle Animal, Intimidate.	1 st : Add your Class level to your Druid / Ranger levels to determine your effective level for Wild Shape & Wild Empathy abilities. Nature’s Armament: Choose one of the following abilities to be gained when you use Wild Shape. <u>Armor of the Crocodile</u> – +(Class level) bonus to your Natural Armor. <u>Blaze of Power</u> – When in Fire Elemental form, gain <i>Fire Shield (warm)</i> at (Druid level + Class level). <u>Claws of the Grizzly</u> – +3 damage with natural weapons. <u>Earth’s Resilience</u> – Gain Damage Reduction 3 / —. <u>Nature’s Weapon</u> – +1 Enhancement bonus on attacks with natural weapons & they are considered ‘magic’. <u>Robe of Clouds</u> – When in Air Elemental form, gain <u>Concealment</u> that does not block your sight. <u>Serpent’s Coils</u> – When in a form that normally has Improved Grapple, gain +4 bonus on Grapple checks & do 1d8+Strength Grapple damage. <u>Water’s Flow</u> – As a Move Action, transform your body into water. You then make your normal movement without generating Attacks of Opportunity and reform at the end of the round. Only available if you can take the form of an Elemental. This ability is usable in your normal form. Usable three times per day. <u>Wild Growth</u> – Gain Fast Healing 1. <u>Wings of the Hurricane</u> – When in Avian or Air Elemental form, +30’ flying speed & maneuverability improves by one category. 2 nd : +1 Divine Caster Level.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Nightsong Enforcer (thief trained to work in a team) (CAAdv p60)	Base Attack Bonus: +5. Move Silently: 10 ranks. Hide: 10 ranks. Feats: Improved Initiative. Evasion class ability. Go through 3 months of special training & tests with the Nightsong Guild. Min Lvl: Mnk7, Rog7, Rgr9.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: — Armor: Light Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Tumble. Int: Disable Device, Profession, Search. Wis: Listen, Profession, Spot. Cha: Disguise, Intimidate.	1 st : Sneak Attack +1d6. Teamwork – +20 Circumstance bonus on Listen or Spot checks to locate allies. 2 nd : Agility Training – The Armor Check penalty of any Light Armor you wear is reduced by 2.
Nightsong Infiltrator (thief trained to break in anywhere) (CAAdv p62)	Climb: 10 ranks. Disable Device: 5 ranks. Open Lock: 5 ranks. Search: 5 ranks. Feats: Alertness. Evasion class ability. Go through 3 months of special training & tests with the Nightsong Guild. Min Lvl: Mnk7, Rog7.	HD: d6 Skill Points: 8 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Ride, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Search. Wis: Listen, Profession, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info, Use Magical Device.	1 st : Trapfinding – able to find, disarm, or bypass traps with a DC of 20 or higher and even magical traps. Teamwork Trap Sense +1 – you and all your allies within 30' gain a +1 bonus on Reflex save and/or a +1 Dodge bonus to avoid traps. This bonus <u>stacks</u> with Trap Sense bonuses you and your allies have from other classes. 2 nd : Steady Stance – you are not Flat-Footed when using Balance or Climb. Also, add your Class level as a bonus to Balance & Climb checks to avoid falling when you take damage. Teamwork Infiltration – After studying a small area (typically about a 10' by 10' area) from no more than 60' for 1 hour, gain a +2 Competence bonus for 24 hour within that area to the following skills: Balance, Climb, Disable Device, Hide, Move Silently, Open Lock, Search, & Tumble. All your allies within 30' also receive +2 the bonus.
Occult Slayer (a warrior who specialized in resisting, disrupting, & slaying spellcasters) (CWar p66)	Base Attack Bonus: +5. Know (arcana): 4 ranks. Spellcraft: 3 ranks. Feats: Improved Initiative, Weapon Focus (any). Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Will Weap: Simple, Martial. Armor: All Class Lvl: 5	Int: Craft, Know(arcana), Spellcraft. Wis: Profession, Sense Motive. Cha: Bluff, Gather Info.	1 st : +1 bonus on saving throws vs. spells & spell-like abilities. You must 'bond' with a specific weapon of at least masterwork quality. The bonded weapon hereafter does +1d6 damage when you strike opponents that cast spells or use spell-like abilities. If lost or destroyed, it takes Class level days to bond with a new weapon of the same type. 2 nd : When you ready an action to disrupt a spellcaster, you do double damage if you hit. <i>Spell Turning</i> at a Caster level of (Class level + 5). Usable one per day as a Free Action.
Ollam (dwarven teacher) (CAAdv p66)	Race: Dwarf. Alignment: LG. Know (history): 10 ranks. Know (any other): 10 ranks. Perform (oratory): 5 ranks. Min Lvl: Clr7, Wiz7, Bbn17, Ftr17, Mnk17, Pal17, Rgr17, Rog17, Sor17.	HD: d8 Skill Points: 6 Attack: Wizard Good Save: Will Weap: Simple Armor: All Class Lvl: 5	Con: Concentrate. Int: Craft, Decipher Script, Know(any), Search, Spellcraft. Wis: Heal, Listen, Sense Motive. Cha: Diplomacy, Gather Info., Perform. Speak Language.	1 st : Lore – same as Bardic Knowledge. 2 nd : +1 Caster level.
Oppressor (a thug that everyone know about, who gains sneak attacks & can intimidate a whole neighborhood) (DR312 p40)	Alignment: LE, NE, CE. Base Attack Bonus: +5. Intimidate: 8 ranks. Feats: Improved Unarmed Strike, Improved Grapple, Persuasive. Must have at least 1d6 Sneak Attack. Must have killed someone in public & be a known killer in at least one region. Min Lvl: Rog7.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Use Rope. Int: Craft, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Gather Info., Intimidate.	1 st : Keep Awake – If your attack does enough damage to bring your opponent to negative hp (lethal or non-lethal), you can reduce the damage to bring your opponent to exactly 0 hp. +1d6 Sneak Attack. 2 nd : Brutal Grappler – Add your Sneak Attack damage to your unarmed Grapple damage, though all the damage is non-lethal.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Order of the Bow Initiate (expert at ambushing with a bow & shooting while in melee) (CWar p68)	Base Attack Bonus: +5. Craft (bowmaking): 5 ranks. Know (religion): 2 ranks. Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (any straight bow). Min Lvl: Ftr5, Rgr6, Bbn9, Brd9, Pal9, Rog9, Clr12, Mnk12, Sor12, Wiz12.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Swim. Dex: Ride. Int: Craft, Know (religion). Wis: Spot.	1 st : Ranged Precision +1d8 – As a Standard Action, you may make a single ranged attack at a target within 30' that does +1d8 damage. This extra damage is under the same limitations as a Sneak Attack (i.e., must be vulnerable to criticals, can be stopped by Fortification, etc.) except that the target does not need to be Flat-Footed. Stacks with Sneak Attack damage, if appropriate. Bonus damage applies to any ranged weapon that you have Weapon Focus in. 2 nd : Can use a ranged weapon while in a threatened hex and not generate an Attack of Opportunity.
Outcast Champion (leader whose presence helps his/her allies, and who is dedicated to protecting them) (RoD p126)	Race: Half-Elf, Half-Orc, or Half-Ogre. Diplomacy: 8 ranks –or– Intimidate: 8 ranks. Min Lvl: Bbn5, Brd5, Clr5, Drd5, Ftr5, Mnk5, Pal5, Rog5, Rgr13, Sor13, Wiz13.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump. Dex: Hide, Move Silently. Int: Craft, Know(local). Wis: Survival. Cha: Diplomacy, Disguise, Intimidate	1 st : Aura of Confidence – all allies within 30' (including yourself) receive a Morale bonus on Will saves equal to your Class level. 2 nd : Avenging Strike – Declare you are using an Avenging Strike before making a melee attack. If the foe you are attacking injured one of your allies within the last hour, you receive your Charisma modifier as a bonus on the attack and 1d6 per Class level on damage. Usable Charisma modifier times per day (minimum 1)
Panther Shen (unarmed combatant that mimics a panther by moving fast & striking quickly, and eventually gaining a hybrid battle form) (DR319 p93)	Base Attack Bonus: +5. Hide: 5 ranks. Know (nature): 2 ranks. Move Silently: 5 ranks. Survival: 3 ranks. Feat: Improved Initiative, Improved Unarmed Strike. Min Lvl: Rgr5, Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature), Search. Wis: Listen, Sense Motive, Spot, Survival.	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2 nd : Ki Strike (silver) – your unarmed strikes are treated as if they were 'silver' for purposes of overcoming Damage Reduction. Add (Class level + 1) to Monk levels (if any) to determine bonus movement rate.
Pious Templar (defender of a patron deity's temples) (CDiv p50)	Base Attack Bonus: +5. Know (religion): 4 & ranks. Feats: True Believer, Weapon Focus (patron deity's favored weapon) Min Lvl: Bbn5, Pal5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Con: Concentrate. Int: Craft, Know (religion). Wis: Heal, Profession.	1 st : Mettle – If you make a Will save against a spell whose description says "Will partial" or a Fortitude save that says "Fortitude half", actually take no effect at all (i.e., 'evasion' for Will & Fortitude) Gain Wisdom-based Prepared Divine spells from the Paladin Spell List or the Blackguard Spell List . 2 nd : Smite – Make an attack at +4 to hit. If successful, add Class Level to the damage. Usable once per day.
Poisoner (able to create non-standard poisons, plus can generate poison from own body, & eventually can exhale it or even poison with a glance) (DR312 p43)	Alignment: LE, NE, CE. Bluff: 5 ranks. Craft (poisonmaking): 8 ranks Sleight of Hand: 8 ranks. Feats: Exotic Weapon Proficiency (Blowgun). Must have killed someone with poison. Min Lvl: Brd5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Rgr13, Sor13, Wiz13.	HD: d6 Skill Points: 8 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Craft, Decipher Script, Forgery, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info., Intimidate.	1 st : <i>Detect Poison</i> , at will. Trained in poison use, so you never accidentally poison yourself. Poison Touch – You may generate Contact Poison from your body by spending 3 rounds concentrating. During this time, you may talk & move around, but you cannot fight, cast spells, activate magic items, etc. Once created, that poison is good for 3 rounds, after which it loses its potency. You may transfer it as a Touch Attack. The poison has a DC of 14 and can do 1d4 Str, 1d4 Dex, 1 Int, 1 Wis, -or- 1 Cha (chosen at time of creation). +1d6 Sneak Attack. 2 nd : +2 bonus on saves vs. poison. Blowgun Mastery - +1 bonus on attack rolls made with blowguns & the range is doubled. Poisoner's Art (Delay Onset) – When you make a poison using Craft (Poison-making), you may make it so that the initial save does not occur for up to 1 minute per Class level after the target is poisoned. This increases the cost of the poison by 50%.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Prime Underdark Guide (able to physically and socially traverse the Underdark) (Und p40)	Alignment: LG, NG, CG, LN, N, CN. Balance: 2 ranks. Climb: 8 ranks. Diplomacy: 5 ranks. Gather Info.: 5 ranks. Know (local – Underdark): 5 ranks. Survival: 5 ranks. Use Rope: 5 ranks. Feat: Alertness, Track. Must know at least four languages. Min Lvl: Bbn7, Brd7, Ftr7, Mnk7, Rgr7, Rog7, Clr13, Drd13, Pal13, Sor13, Wiz13.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble, Use Rope. Con: Concentrate. Int: Craft, Know(geography), Know(local), Know(nature), Spellcraft. Wis: Heal, Listen, Spot, Survival. Cha: Diplomacy, Gather Info. Speak Language.	1 st : Casts Intelligence-based Prepared Arcane spells from the <u>Prime Underdark Guide spell list</u> (see page 114). Aid Another Nearby – you can do an Aid Another action on Balance, Climb, Jump, Survival, Swim & Use Rope checks as long as you are within 30’ of your ally and he/she can see & hear you. Gain a bonus language. 2 nd : Aid Group – you can do an Aid Another action for (Class level) allies on Balance, Climb, Jump, Survival, Swim & Use Rope checks as long as you are within 30’ and all allies can see/hear you. Danger Sense +2 – you receive a +2 Insight bonus to saves vs. traps & natural hazard, a +2 Dodge bonus to AC vs. traps & natural hazards, and a +2 Insight bonus on Spot checks made to spot creatures at the beginning of an encounter. Underdark Lore – as Bardic Knowledge, but only about the Underdark. Based on your Class level + Intelligence modifier. Underdark Traveler +2 – receive a +2 bonus on Diplomacy, Disguise, Gather Info., and Sense Motive checks with any Underdark race.
Prophet of Erathaol (follower of the Seer of Celestia, who can “channel” a Celestial to get a variety of help) (BoED p66)	Alignment: LG. Know (arcana): 5 ranks. Spellcraft: 10 ranks. Feat: Sacred Vow, Servant of the Heavens, Spell Focus (Divination), Vow of Chastity. Able to cast 4 th level spells. Min Lvl: Wiz7, Clr9, Sor9, Pal17, Rgr17.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Intimidate.	1 st : Class level times per day, you can enter a special mental state that allows a Celestial to control your mind and speech for 1 round. You may “request” one of the following, though the Celestial (i.e., the DM) gets the final decision of what to do: - any Knowledge check with a (Class level+5) bonus - Bardic knowledge check with a (Class level+5) bonus - <i>Divination</i> - <i>Detect Evil</i> - <i>Enthrall</i> , which you may continue - <i>Good Hope</i> - <i>Atonement</i> - <i>Commune</i> , though you still have to pay the 500 XP - equivalent of a Phylactery of Faithfulness, allowing you to identify an evil act before you do it. 2 nd : +1 Caster level.
Purebreath Devotee (so in-tune with the air that food & drink are no longer needed) (DR314 p61)	Base Attack Bonus: +5. Know (nature): 4 ranks. Feats: Endurance, Iron Will, Great Fortitude. Must go three days without eating, drinking, or using magic to avoid hunger & thirst. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref, Will. Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Int: Craft Wis: Survival. Cha: Intimidate.	1 st : Casts Wisdom-based Impromptu Divine spells from the <u>Purebreath Devotee spell list</u> (see page 114). Breatharian – you do not need to eat or drink as long as there is enough fresh air to breathe. 2 nd : You can Rebuke, Command, & Bolster Air creatures, up to 3 + Charisma modifier times per day at Character level.
Purple Dragon Knight (heroic knights of Cormyr who lead troops in battle) (CWar p70)	Alignment: LG, NG, LN, N. Base Attack Bonus: +5 Diplomacy –or– Intimidate: 1 rank. Listen: 2 ranks. Ride: 2 ranks. Spot: 2 ranks. Feats: Mounted Combat, Negotiator. Membership in the Purple Dragons. Min Lvl: Bbn5, Ftr5, Pal5, Rgr7, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: Tower Shields Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Ride. Int: Know (local). Cha: Diplomacy, Handle Animals, Intimidate.	<u>Paladins may freely cross-class.</u> 1 st : Rally Cry – all allies within 60’ gain +1 Morale bonus on their next attack & gain 5’ on their movement until your next turn. Usable 3 times per day. When using the Aid Another action, give your ally +4 Circumstance bonus to AC instead of the normal +2. 2 nd : Inspire Courage – by inspiring allies with a one round or longer speech, all allies within haring distance gain +2 Morale bonus on saves vs. Charm or Fear effects –and– +1 Morale bonus on attacks & weapon damage. The effect lasts 5 rounds after you stop speaking, and you can continue it while you fight (but not while casting spells). Usable once per day.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Purple Dragon Knight ⁷ (heroic knights of Cormyr who lead troops in battle) (PGF p68)	Alignment: LG, NG, LN, N. Base Attack Bonus: +4. Diplomacy –or– Intimidate: 1 rank. Listen: 2 ranks. Ride: 2 ranks. Spot: 2 ranks. Feats: Leadership, Mounted Combat. Must be from the Cormyr region –or– have 8 ranks in Know (local – Cormyr). Membership in the Purple Dragons. Min Lvl: Bbn6, Brd6, Clr6, Drd6, Ftr6, Mnk6, Pal6, Rgr6, Rog6, Sor8, Wiz8.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple Armor: Light, Medium, Shields Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Ride. Int: Know(local – Cormyr), Know(tactics). Cha: Diplomacy, Intimidate.	1 st : Rally Cry – all allies within 60' gain +1 Morale bonus on their next attack & gain 5' on their movement until your next turn. Usable 3 times per day. Heroic Shield – When using the Aid Another action, give your ally +4 Circumstance bonus to AC instead of the normal +2. 2 nd : Inspire Courage – by inspiring allies with a one round or longer speech, all allies within haring distance gain +2 Morale bonus on saves vs. charm or fear effects –and– +1 Morale bonus on attacks & weapon damage. The effect lasts 5 rounds after you stop speaking, and you can continue it while you fight (but not while casting spells). Usable once per day.
Radiant Servant of Pelor (specialty priest of the Deity of Light & Mercy) (CDiv p52)	Patron: Pelor. Alignment: NG. Base Will Save: +5. Know (religion): 9 ranks. Heal: 5 ranks. Feat: Extra Turning. Able to cast Divine spells & have access to the Sun Domain. Min Lvl: Clr6.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession, Sense Motive. Cha: Diplomacy.	1 st : +1 Divine Caster Level. Radiance – Any spell you cast with the Light descriptor has twice the radius & is considered to be one <u>Spell Level</u> higher, which effects the [darkness] spells it can suppress, DC, etc. When turning Undead, add your Class level to your Cleric level determine its effect. You may do a Greater Turning (Sun Domain special power) 3 + Charisma modifier times per day instead of 1. 2 nd : +1 Divine Caster Level. Empowered Healing – any Healing Domain spell you cast is treated as if it were under the effect of <u>Feat: Empower Spell</u> , but it doesn't take a higher level slot. Divine Health – You are immune to all diseases.
Rage Mage (magical berserker) (CWar p72)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +4 Feat: Combat Casting. Must be able to cast 2 nd level Arcane spells. Must be able to Rage or Frenzy. Min Lvl: Brd4 / Bbn1, Sor4 / Bbn2, Wiz3 / Bbn3.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvl: 10	Int: Spellcraft. Wis: Profession, Survival. Con: Concentrate.	1 st : Spell Rage, for 3 + Constitution modifier rounds, once per day. While in Spell Rage, you receive the following advantages & disadvantages: a) –2 penalty to AC; b) Spells from the Abjuration, Conjunction, Evocation, Necromancy, & Transmutation schools are cast at Character level; c) Cannot attempt Intelligence-based, Charisma-base, or Dexterity-base skills (except for Balance, Escape Artist, Intimidate, & Ride); and d) At the end of the Spell Rage, you are <u>Fatigued</u> . 2 nd : +1 Arcane Caster Level. The Arcane Failure chance of any Light or Medium armor that you are wearing is decreased by 10%.
Rainbow Servant (arcane casters who learn the magic and abilities of Couatl) (CDiv p54)	Alignment: LG, NG, LN, N. Know (arcana): 4 ranks. Able to cast 3 rd level Arcane spells. Find the hidden jungle temples of the Couatls. Min Lvl: Wiz5, Sor6, Brd7.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(the planes), Spellcraft. Wis: Profession, Sense Motive. Cha: Diplomacy.	1 st : <u>Detect Evil</u> , at will. Extra Domain (Good) – gain the Domain Ability from the Good Domain (+1 Caster level with [good] spells) and add the spells on the Good Domain list to those that can be learned by your Arcane caster class. 2 nd : +1 Arcane Caster level.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Ravager (templars of the Deity of Slaughter) (CWar p73)	Alignment: CE, NE. Base Attack Bonus: +5. Feats: Power Attack, Improved Sunder. Intimidate: 3 ranks. Know (religion): 3 ranks. Survival: 4 ranks. Must survive the initiation. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Dex: Ride, Move Silently. Int: Know (religion). Wis: Profession. Cha: Intimidate	1 st : Once per day, either a) make a touch attack that does 1d8 +1 per Class level; –or– b) make a melee attack that does weapon damage + 1d4 + 1 per Class Level. 2 nd : Opponents within 10’ receive a –2 Morale penalty to all saving throws for 3 + Class level rounds, usable once per day. The penalty ends if the enemy leaves your 10’ radius <u>Emanation</u> .
Reachrunner (a Shifter focuses on moving fast and efficiently through outdoor terrain) (RoE p153)	Race: Shifter. Base Attack Bonus: +5. Listen: 5 ranks. Spot: 4 ranks. Survival: 8 ranks. Feats: Endurance, Track. Min Lvl: Bbn5, Drd5, Rgr5, Clr(travel)7, Brd13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Use Rope. Int: Craft, Know(geography), Know(nature). Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal.	1 st : Add your Class level as a bonus to Climb, Balance, Jump, Listen, & Spot checks. +5’ increase to your base land speed when wearing no more than Light Armor or carrying no more than a Light Load. 2 nd : Nature’s Stride – when entering a square than normally requires 2 squares of movement (such as heavy undergrowth, shallow bog, or up a hill), it only costs you one. When entering a square than normally requires 4 squares of movement (such as a deep bog), it only costs you two.
Reaping Mauler (expert at grappling, eventually learning some effective ‘finishing moves’) (CWar p75)	Base Attack Bonus: +5. Escape Artist: 5 ranks. Tumble: 5 ranks. Feats: Improved Unarmed Strike, Clever Wrestling. Must defeat 3 opponents who are at least 1 size larger than you with your bare hands. Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rog7, Rgr7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Escape Artist, Tumble. Int: Craft. Wis: Profession Cha: Intimidate, Perform.	1 st : When wearing Light or no armor, gain <u>Feat: Mobility</u> and <u>Feat: Improved Grapple</u> . 2 nd : When wearing Light or no armor, gain a +1 bonus on all opposed Grapple checks, opposed Strength checks, & opposed Dexterity checks.
Recaster (a Changeling who can apply metamagics on-the-fly, ignore material components, etc.) (RoE p157)	Race: Changeling. Know (arcana): 4 ranks. Spellcraft: 8 ranks. Able to cast 3 rd level Arcane spells. Min Lvl: Wiz5, Sor6, Brd7 .	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession, Sense Motive. Cha: Bluff, Disguise.	1 st : Metamorphic Spell (components) – you may ignore cheap material components for your Arcane spells. Class level times per day, you may apply Still Spell –or– Silent Spell without changing the level of the spell you are casting. 2 nd : +1 Arcane caster level. Expanded Knowledge – gain one additional spell up to one level below the highest level you can cast. Sudden Metamagic – chose a Metamagic you have from the following list: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, or Widen Spell. You may now apply that feat Class level times per day to a spell you are casting without increasing the spell level or cast time.
Red Wizard (highly specialized arcane caster from the country of Thay) (DMG p193)	Alignment: LN, N, CN, LE, NE, CE. Race: Human. Spellcraft: 8 ranks. Feats: Tattoo Focus, plus 3 metamagic or item creation feats. Able to cast 3 rd level Arcane spells. You must be Specialized in an Arcane School (this is a prerequisite of Tattoo Focus) Min Lvl: Wiz5.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (3.5sup p14)	Int: Craft, Know(any), Spellcraft. Wis: Profession. Con: Concentrate. Cha: Bluff, Intimidate.	1 st : +1 Arcane Caster Level. You must take one (or more) prohibited Arcane School to support your focus in your Specialized School. The number of additional prohibited schools is the same as the number prohibited at 1 st level. You may learn no additional spells from the newly Prohibited School(s), though you can still cast the ones you already know. +1 bonus on any save against spells from your Specialized School. 2 nd : +1 Arcane Caster Level. When casting spells from your Specialized School, add 1 to the spell effective caster level & add 1 to attempts to overcome Spell Resistance.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Reforgerd (a Warforged who is trying to become a living creature) (RoE p161)	Race: Warforged. Craft or Profession: 8 ranks. Sense Motive: 4 ranks. Min Lvl: Bbn5, Brd5, Clr5, Drd5, Ftr5, Pal5, Rgr5, Rog5, Sor5, Wiz5.	HD: d8 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 3	Str: Climb, Jump, Swim. Dex: Balance. Int: Craft, Search. Wis: Heal, Profession, Listen, Sense Motive, Spot, Survival. Cha: Bluff, Gather Info.	1 st : Extrovert – gain a bonus equal to your Class level on Bluff, Diplomacy, Gather Info, & Sense Motive checks. Natural Healing – you can now heal lethal, nonlethal, and ability damage when you rest. Your natural healing increases when you have long-term care. 2 nd : Reforged Insight – gain a +2 Insight bonus on Wisdom checks and Wisdom-base skill checks. Magical Healing – magical healing now works normally on you (instead of healing ½).
Replacement Killer (an assassin who specializes in disguising himself/herself as others to get close to the target) (DR312 p45)	Alignment: LE, NE, CE. Bluff: 8 ranks. Diplomacy: 5 ranks Disguise: 8 ranks. Know (nobility): 3 ranks. Sense Motive: 5 ranks. Feats: Deceitful, Skill Focus (Disguise). Min Lvl: Brd5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Rgr13, Sor13, Wiz13.	HD: d6 Skill Points: 8 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Craft, Disable Device, Forgery, Know(local), Know(royalty), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate.	1 st : Sneak attack +1d6. Death Attack – After 3 rounds of study, if you can make a successful melee sneak attack within the next 3 rounds, the target must make a Fortitude save vs. DC 10 + Class Level + your Intelligence modifier or die / be paralyzed (your choice). Paralyzation lasts (Class level + 1d6) rounds. You are trained to never accidentally poison yourself when applying it to a blade. 2 nd : Greater Paralyzing Attack – When using ‘Death Attack’ to paralyze, the DC is +1. Uncanny Dodge - Retains Dexterity modifier to AC even if caught flat-footed or attacked by someone invisible.
Ronin (a dishonored warrior) (CWar p77)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +6. Feats: Exotic Weapon Proficiency (bastard sword). Must have fled a battle or been exiled by one’s lord. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Dex: Ride. Int: Craft, Know(history), Know(nobility). Wis: Sense Motive. Cha: Bluff, Disguise, Intimidate.	1 st : Infamy – Any person of authority who knows of your reported dishonor has an initial attitude one worse than normal & you receive a –4 Circumstance penalty on all Charisma-based checks with that person. Learning your background is typically a Gather Information or Knowledge (nobility & royalty) check vs. DC 10. Gain +1d6 Sneak Attack. 2 nd : Banzai Charge – When making a charge, you may take a penalty to your AC from –2 (the normal value) up to your BAB. This same value is added to your attack at the end of the charge.
Ruathar (someone who learns to ‘be an Elf’, usually by helping them) (RotW p122)	Base Attack Bonus: +6 –or– any skill: 9 ranks –or– able to cast 3 rd level spells. Perform a great service for an Elven community. Min Lvl: Clr5, Drd5, Wiz5, Bbn6, Brd6, Ftr6, Mnk6, Pal6, Rgr6, Rog6, Sor6.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: Rapier –or– Longsword –or– Long Bow –or– Short Bow Armor: — Class Lvl: 3	Dex: Hide, Move Silently. Con: Concentrate. Int: Craft, Know(any), Search, Spellcraft. Wis: Listen, Profession, Sense Motive, Spot, Survival. Cha: Diplomacy, Handle Animal.	1 st : +1 Caster Level. Word of Friendship – identifies you as a Ruathar. Gift of the Elves – the Elven community you aided provides you with a gift, usually Boots of Elvenkind, a Cloak of Elvenkind, Elven Chain, +1 Longsword, etc 2 nd : +1 Caster Level. Gain Low-Light Vision. If you already have it, then your Log-Light Vision can see 4x as far (instead of 2x). Elfwise – +2 bonus on Listen, Search, and Spot checks. 3 rd : +1 Caster Level. Star Blessing – receive a +1 Sacred bonus on attacks and saves while under the night sky. Arvador’s Grace – your lifespan increases by 50% in your current and future aging categories.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Runecaster (a divine caster specialized in creating runes) (PGF p69)</p>	<p>Craft (metalworking, calligraphy, gemcutting, stoneworking, woodcarving, etc.): 8 ranks Spellcraft: 8 ranks. Feats: Inscribe Rune. Able to cast 3rd level Divine Spells. Min Lvl: Clr5, Drd5, Pal13, Rgr13.</p>	<p>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p131)</p>	<p>Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.</p>	<p>1st: +1 Divine Caster Level. +1 on your Craft checks to create runes. 2nd: +1 Divine Caster Level. +1 on your rune's DC's; vs. attempts to erase, dispel, or disable; and for attempting to overcome Spell Resistance.</p>
<p>Runesmith (a dwarven arcane caster who can wear armor because his/her spells are cast through runes instead of hand motions) (RoS p118)</p>	<p>Race: Dwarf. Concentration: 5 ranks. Craft (stoneworking): 8 ranks. Feats: Armor Proficiency (heavy), Scribe Scroll. Able to cast 1st level Arcane spells. Min Lvl: Ftr1/Wiz4, Brd6, Wiz9, Sor9.</p>	<p>HD: d6 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: — Armor: — Class Lvl: 5</p>	<p>Con: Concentrate. Int: Appraise, Craft, Decipher Script, Know(arcana), Spellcraft. Wis: Heal, Profession. Cha: Intimidate.</p>	<p>1st: +1 Arcane Caster level. Rune Magic – when preparing your Arcane spells for the day, you may inscribe them as a rune on an object (typically a small stone tablet). The object with the rune becomes a focus for the spell, but the spell no longer has a Somatic component. When cast, the rune is removed from the tablet (which may be reused). At this level, only you can use the runes. 2nd: +1 Arcane Caster level. Stonecraft Expertise –gain a bonus equal to your Class level on Appraise & Craft checks related to objects made of stone.</p>
<p>Sacred Exorcist (one who searches for and combats possession by Undead & Outsiders) (CDiv p56)</p>	<p>Alignment: LG, NG, CG. Know (religion): 10 ranks. Know (the planes): 7 ranks. Able to cast <i>Dismissal</i> or <i>Dispel Evil</i>. Must be sanctioned by the church. Min Lvl: Clr7, Wiz9, Pal14, Sor17.</p>	<p>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: Simple Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Craft, Know (arcana), Know (religion), Know (the planes), Spellcraft. Wis: Heal, Profession. Cha: Intimidate.</p>	<p>1st: +1 Caster Level. Class levels stack with Cleric levels for purposes of Turning Undead. Non-Clerics can Turn Undead at Class level. As a Full Round Action, you may force a possessing spirit out of a target's body by a (Class level + Charisma modifier) check (DC = 10 + possessing creature's HD + possessing creature's Charisma modifier). If the check fails, you may attempt it again in 24 hours. 2nd: +1 Caster Level. <i>Detect Evil</i>, usable at will. Resist Possession – gain the following: +4 Sacred bonus to saving throws vs. possession (i.e., <i>Magic Jar</i>, a Ghost's Malevolence, etc.). +2 Sacred bonus on attempts to Dispel possession. +2 Sacred bonus on saves vs. charm & compulsions cast by Evil Outsiders and Undead.</p>
<p>Sacred Fist (monk-like temple protectors who vow to not use weapons) (CDiv p59) (DR324 p103)+</p>	<p>Base Attack Bonus: +4. Know (religion): 8 ranks. Feats: Combat Casting, Combat Reflexes, Improved Unarmed Strike, Stunning Fist. Able to cast 1st level Divine spells. Min Lvl: Clr9, Pal9, Drd13, Rgr13.</p>	<p>HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Jump. Dex: Balance, Escape Artist, Tumble. Con: Concentrate. Wis: Heal, Profession.</p>	<p>1st: +1 Divine Caster Level. Vow to only use Light or Medium armor and use no weapons. +1 Dodge bonus to AC, even if Flat-Footed. Class levels stack with Monk levels for determining Unarmed Strike damage. 2nd: +1 Divine Caster Level.</p>
<p>Scar Enforcer (a half-elf who totally hates humans & elves, and is good at killing them) (RoD p130)</p>	<p>Race: Half-Elf. Alignment: LN, N, CN, LE, NE, CE. Bluff: 8 ranks. Hide: 4 ranks. Move Silently: 4 ranks. Min Lvl: Brd5, Clr(trickery)5, Rog5, Sor5, Bbn13, Drd13, Ftr13, Mnk13, Rgr13, Wiz13.</p>	<p>HD: d8 Skill Points: 6 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb. Dex: Balance, Hide, Move Silently, Open Lock, Tumble Con: Concentrate. Int: Craft, Disable Device, Know(local), Search. Wis: Listen, Profession, Sense, Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info.</p>	<p>1st: Favored Enemy (elves & humans) – +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks and +2 weapon damage vs. Elves & Humans. 2nd: +1 Caster level. Smite Enemy, 1/day – Declare you are using a Smite Enemy before making a melee attack. If your foe is a Human or Elf, you receive your Charisma modifier as a bonus on the attack and +1 per Class level on damage.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Seeker of the Misty Isle (searchers for a lost elven island, who are masters of traveling, using skills quickly, and finding what they seek) (CDiv p61)	Race: Elf or Half-Elf. Know (religion): 4 ranks. Survival: 8 ranks. Able to cast 2 nd level Divine spells. Must be induced into the order by a current member. Min Lvl: Drd5, Clr(travel)5, Rgr8, Pal13.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref Weap: Simple, Martial. Armor: Light, Medium. Class Lvl: 10	Str: Climb, Jump. Dex: Balance, Hide, Move Silently, Ride Con: Concentrate. Int: Craft, Know(geography), Know(religion), Spellcraft. Wis: Listen, Sense Motive, Spot, Survival. Cha: Diplomacy. Speak Language.	1 st : +1 Divine Caster level. Gain the Travel Domain Ability and you add the Travel Domain spells to your Divine spell list. 2 nd : +1 Divine Caster level.
Seeker of the Song (gains new types of Bardic Music which can cause damage, is able to do more than one type of music at a time with the effects stacking, etc.) (CArc p56)	Know (arcana): 13 ranks. Perform (any one): 13 ranks. Feat: Skill Focus (Perform (any one)). Class Ability: Bardic Music. Must have heard Seeker Music from another Seeker of the Song. Min Lvl: Brd10.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Ride. Con: Concentrate. Int: Craft, Know(arcana), Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	1 st : Rapture of the Song – when using Bardic Music or Seeker Music, gain a +2 Insight bonus to AC. Class level stacks with Bard level when determining number of uses of Bardic Music and/or Seeker Music per day. Seeker Music – Consumes one use of Bardic Music to activate. If a Refrain is available for a given song, it can be activated as a Swift Action at the cost of another use of Bardic Music. The original song does not end when using a Refrain. - Burning Melody: Must have at least 14 ranks of Perform to use. You and all allies within 30' who can hear the music gain Fire Resistance 15 as long as the song continues. - Burning Melody Refrain: You generate a 30' Cone of Fire that does 6d6 damage (Ref½, DC = 10 + ranks in Perform). 2 nd : Combine Songs – you may activate & maintain two types of Bardic Music and/or Seeker Music with a single Standard Action. Seeker Music – Song of Unmaking: Must have at least 15 ranks of Perform to use. All Constructs within a 30' radius Burst take 1d8 damage per Class level (no save). This song is Instantaneous.
Sentinel of Bharrai (follower of the Celestial Bear, who can eventually change into a Bear / Dire Bear, call lightning, etc.) (BoED p69)	Alignment: LG, NG, CE. Know (arcana): 8 ranks. Know (nature): 8 ranks. Spellcraft: 8 ranks. Feat: Sacred Vow, Vow of Obedience. Min Lvl: Brd5, Wiz5, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Pal13, Rgr13, Rog13, Sor13.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft(alchemy), Decipher Script, Know(any), Spellcraft. Wis: Heal, Profession, Survival Cha: Gather Info., Handle Animal, Use Magic Device. Speak Language.	1 st : +1 Caster level. Gain Feat: Track. You have the option of having spells with the subtype of Acid, Cold, Electricity, or Fire do non-lethal damage against Plants & Animals in the spell's area of effect. 2 nd : +1 Caster level. Gain Energy Resistance 10 against one of the following (chosen when you get this level): Acid, Cold, Electricity, or Fire.
Shaaryan Hunter (expert at tracking and hunting while on horseback, from the Forgotten Realms region 'The Shaar') (PGF p71)	Region: The Shaar. Base Attack Bonus: +5. Handle Animal: 4 ranks. Ride: 6 ranks. Survival: 8 ranks. Feat: Animal Affinity, Mounted Archery, Mounted Combat, Track. Min Lvl: Rgr6, Bbn9, Drd9, Clr(travel)9, Brd13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p131)	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know(nature), Know(local-Shaar), Search. Wis: Heal, Listen, Profession, Spot, Survival Cha: Handle Animal.	1 st : +2 Competence bonus on Ride checks. 2 nd : Mounted Tracking – you may make Survival checks for purposes of tracking while your mount is moving half speed without taking a penalty.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Shadow Adept (one who learns how to cast magic with the Shadow Weave) (PGF p72)	Alignment: LN, N, CN, LE, NE, CE. Know (arcana): 8 ranks. Spellcraft: 8 ranks. Feats: Shadow Weave Magic, plus a metamagic feat. Able to cast 3 rd level Arcane or Divine Spells. Min Lvl: Clr5, Wiz5, Sor6, Brd7, Drd13, Rgr13.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p132)	Dex: Hide. Con: Concentrate. Int: Craft, Know (any), Spellcraft. Wis: Profession. Cha: Bluff, Disguise.	1 st : +1 Caster Level. Gain Feat: <u>Insidious Magic</u> , <u>Feat: Pernicious Magic</u> , and <u>Feat: Tenacious Magic</u> . 2 nd : +1 Caster Level. Gain Low-Light Vision.
Shadow Dancer (trained to step in and out of shadows, control them, & even get undead shadows as helpers) (DMG p194)	Hide: 10 ranks. Move Silently: 8 ranks. Perform(dance): 5 ranks. Feats: Dodge, Mobility, Combat Reflexes. Min Lvl: Brd7, Mnk7, Rgr7, Rog7, Bbn17, Clr17, Drd17, Ftr17, Pal17, Sor17, Wiz17.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: Club, Crossbow (hand, light, & heavy), Dagger, Dart, Mace, Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Short Sword. Armor: Light Class Lvl: 10 Epic Lvl: 10 (ELH p21) (3.5 Sup p14)+	Str: Jump. Dex: Balance, Escape Artist, Hide, Tumble, Move Silently, Slight of Hand, Use Rope. Int: Decipher Script, Search. Wis: Listen, Profession, Spot. Cha: Bluff, Diplomacy, Disguise, Perform.	1 st : Can make a Hide check even when being observed & in the open as long as there are shadows within 10'. 2 nd : Uncanny Dodge – Retains Dex bonus to AC even if caught flat-footed or attacked by someone invisible. <i>Darkvision</i> , at will. Evasion – No damage on a successful Reflex save.
Shadow Thief of Amn (specially trained member of the Shadow Thieves' Guild) (PGF p74) (PGF+)	Bluff: 3 ranks. Gather Information: 3 ranks. Hide: 8 ranks. Intimidate: 3 ranks. Move Silently: 3 ranks. Feat: Persuasive. Must be a member of the Shadow Thieves' Guild. Min Lvl: Brd5, Mnk5, Rgr5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Pal13, Sor13, Wiz13.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: Simple Armor: Light Class Lvl: 5	Str: Climb, Jump. Dex: Move Silently, Open Lock, Sleight of Hand, Use Rope. Int: Appraise, Craft, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot Cha: Bluff, Diplomacy, Intimidate.	1 st : +1d6 Sneak Attack. Doublespeak – +2 bonus on Bluff & Diplomacy checks. 2 nd : Uncanny Dodge – retain your Dex bonus to AC even if you are Flat-Footed or fighting an invisible opponent. If you already have Uncanny Dodge, gain Improved Uncanny Dodge. Bonus Feat – gain one of the following feats for which you have the prerequisites: Acrobatic, Agile, Alertness, Blind-Fight, Combat Expertise, Deceitful, Deft Hands, Exotic Weapon Proficiency (hand crossbow), Exotic Weapon Proficiency (shuriken), Improved Feint, Leadership, Lightning Reflexes, Negotiator, Nimble Fingers, Persuasive, Skill Focus (any in-class skill), Silent Spell, Stealthy, Still Spell, Track, Weapon Finesse, Weapon Focus (any).
Shadowbane Inquisitor (a paladin / rogue who is focused on defeating evil and darkness) (CAAdv p68)	Alignment: LG. Base Attack Bonus: +5. Gather Information: 4 ranks. Know (religion): 2 ranks. Sense Motive: 8 ranks. Feat: Power Attack. Turn Undead class ability. Sneak Attack class ability. Detect Evil class ability –or– able to cast <i>Detect Evil</i> as a Divine spell. Min Lvl: Pal4/Rog2, Pal4/Clr2.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Hide, Move Silently. Con: Concentrate. Int: Craft, Decipher Script, Know(religion), Search. Wis: Heal, Profession, Sense Motive Cha: Gather Info.	<u>Paladins may freely cross-class, and can take additional levels of Rogue without losing the ability to progress as a Paladin.</u> 1 st : Absolute Conviction – if your alignment changes from Lawful Good, you may not take any more level of Shadowbane Inquisitor, but you keep your current abilities. Pierce Shadows – you may consume one of your uses of Turn Undead to give off bright light in a (20' + 5' per Class level) radius for 10 minutes per Class level. The radiance does not generate any shadowy illumination past the radius of bright light. The light moves with you. 2 nd : Sacred Stealth – you may consume a Divine spell to gain a +4 Sacred bonus on Hide and Move Silently checks for (Charisma modifier + spell level) minutes. This is a Swift Action. Smite, 1/day – on a designated melee attack, you may add your Charisma modifier as a bonus to your attack roll and your Class level as a bonus to your damage roll against a creature you judge to be 'corrupt'.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Shadowbane Stalker (a rogue / divine caster who is focused on defeating evil) (CAvd p70)	Alignment: LG. Gather Information: 8 ranks. Search: 4 ranks. Sense Motive: 4 ranks. Sneak Attack class ability. Detect Evil class ability –or– able to cast <i>Detect Evil</i> as a Divine spell. Min Lvl: Rog3/Clr2, Rog3/Pal2.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble, Use Rope. Con: Concentrate. Int: Appraise, Craft, Decipher Script, Disable Device, Know(history), Know(nature), Know(religion), Know(the planes), Search, Spellcraft. Wis: Heal, Listen, Profession, Sense Motive, Spot. Cha: Gather Info., Use Magic Device.	1 st : +1 Divine Caster level. <i>Detect Evil</i> , at will. Sacred Stealth – you may consume a Divine spell to gain a +4 Sacred bonus on Hide and Move Silently checks for (Charisma modifier + spell level) minutes. This is a Swift Action. 2 nd : +1 Divine Caster level. Discover Subterfuge +2 – gain a +2 Competence bonus on Search & Sense Motive checks.
Shadowcraft Mage (a gnome with improved abilities with illusions, particularly those of the shadow sub-school) (RoS p120)	Race: Gnome. Bluff: 4 ranks. Hide: 4 ranks. Feats: Spell Focus (illusion). Able to cast 3 Illusion spells, including at least 1 (shadow) spell of at least 4 th level. Min Lvl: Wiz7, Sor8, Brd10.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Dex: Hide, Move Silently. Con: Concentrate. Int: Know(arcana), Search, Spellcraft. Wis: Spot. Cha: Bluff, Disguise, Perform	1 st : +1 Arcane Caster level. Cloak of Shadow – as a Free Action, you may surround yourself with shadows, which causes attacks on you to have a 15 + 5% per Class level chance of missing and allows you to make Hide checks as if you had Concealment. Creatures that can see through magical darkness are immune. This Supernatural ability does not work in daylight and is treated as a 3 rd level [darkness] effect for overcoming [light] effects. 2 nd : +1 Arcane Caster level. Silent Illusion – Illusion spells no longer has verbal components for you (except for Bard spells).
Shadowcrafter (master of shadow magics, who eventually becomes an Outsider) (Und p43)	Disguise: 4 ranks. Feat: Spell Focus (illusion), Greater Spell Focus (illusion). Can cast an Illusion (shadow) spell of at least 3 rd level. Min Lvl: Clr5, Wiz5, Sor6, Brd10.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession, Spot. Cha: Disguise.	1 st : +1 Caster level. Shadow Mien – receive a +2 bonus on Disguise and Hide checks. 2 nd : +1 Caster level. Enhanced Shadow Conjurations +10% – When casting any variant of <i>Shadow Conjunction</i> , the created creatures are 10% more real than normal.
Shaper of Form (one who is inspired by the “spirits of form”, who teach how to permanently change objects and the caster himself) (DR326 p82)	Craft (alchemy): 5 ranks. Craft (any other): 8 ranks. Know (arcana): 5 ranks. Feat: Greater Fortitude, Spell Focus (transmutation). Know 6 spells from the School of Transmutation. Make contact with “the spirits of form”. Min Lvl: Brd5, Sor5, Wiz5, Clr7, Pal8, Rgr8.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Dex: Escape Artist. Con: Concentrate. Int: Appraise, Craft, Disable Device, Know(arcana), Spellcraft. Wis: Heal, Profession.	1 st : +1 Caster level. Like Begets Like – You may change a non-magical object of up to your size into another non-magical object of mostly the same material and within 50% of its initial size. Thus, Leather Armor could be changed into Studded Leather Armor, but not a Chain Shirt. You must touch the target item for a Full Round and this ability is usable 1/day. The change is instantaneous and cannot be dispelled. Modify Self – When you gain 1 st , 4 th , 7 th , & 10 th level, you may make a single permanent change to yourself. Choose one of the following (each may be chosen multiple times): Prowess – +1 Inherent bonus to Strength, Dexterity, or Constitution. Quickness – +10’ increase to Land Speed. Resilience – +1 increase to Natural Armor. Toughness – +10 hit points. Renaissance – change your race, gender, and/or general appearance. You may choose any race that does not have a Level Adjustment (such as a Dwarf). No ability scores change as a result of the form change. 2 nd : Fortify Item – A touched object has its Hardness permanently increased by 1. Usable 1/day. An object can only be targeted once by this ability. <i>Polymorph</i> , 1/day

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features																																			
Sharklord (Animal Lord specialized in sharks) (CAAdv p22)	Alignment: NG, LN, N, CN, NE. Base Attack Bonus: +5 Handle Animal: 4 ranks. Know(nature): 2 ranks. Swim: 4 ranks. Feats: Improve Swimming. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Escape Artist, Hide. Int: Know (nature). Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal, Intimidate.	1 st : Gain bonuses and abilities when interacting with your ‘Bonded Animals’, which are all types of Sharks. Animal Bond – +4 bonus to Handle Animal & Wild Empathy check with your Bonded Animals. If you have an Animal Companion from a prior class which is a Bonded Animal, your Class levels stack when determining your Animal Companions abilities. Wild Empathy – stacks with Wild Empathy from other classes. <i>Detect Animals and Plants</i> (Bonded Animals only) at will at Class level. 2 nd : Gain Low-Light Vision. First Totem – +4 bonus on Swim checks.																																			
Sharn Skymage (a specialist in flying and flight spells) (Sharn p165)	Know(the planes): 4 ranks. Spellcraft: 8 ranks. Feats: any Metamagic. Able to Fly as a natural ability, through use of a spell, or shape changing (such as Wild Shape). A magic item that grants flight <u>does not</u> qualify. Min Lvl: Clr(travel)5, Wiz5, Drd6, Sor6.	HD: d8 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Str: Jump. Dex: Balance, Ride, Tumble. Con: Concentrate. Int: Craft, Know(arcana), Know (the planes), Spellcraft. Wis: Profession.	1 st : Natural Flyer – you are considered to have a Fly speed for purposes of qualifying for Feats, such as Wingover. Improved Flight – add your Class level to your Caster level when casting any spell that grants flight. 2 nd : +1 Caster level. Gain <u>Feat: Flyby Attack</u> . Extended Flight – when ever you cast a spell that grants flight, its duration is doubled.																																			
Shinning Blade of Heironeous (specialty priest/templar of the Deity of Righteous Warfare) (CDiv p63)	Patron: Heironeous. Alignment: LG. Base Attack Bonus: +7. Base Will Save: +3. Know (religion): 7 ranks. Able to cast 1 st level Divine spells. Min Lvl: Pal9, Clr10, Rgr11.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvl: 10	Con: Concentrate. Int: Craft, Know (religion), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	<u>Paladins may freely cross-class.</u> 1 st : Shock Blade, 2/day – a Slashing or Piercing weapon that you are holding does +1d6 Electrical damage. Activated as a Standard Action and lasts for (Class Level + Charisma modifier) rounds. Ends immediately if you release the weapon. 2 nd : +1 Divine Caster Level.																																			
Skylord (a rider of celestial flying creatures) (BoED p71)	Alignment: LG, NG, CE. Race: Elf, Half-Elf. Base Attack Bonus: +7. Handle Animal: 10 ranks. Ride: 10 ranks. Feat: Mounted Combat, Mounted Archery –or– Ride-By Attack, any one Exalted Feat. Meditate for 1 week on a mountain. Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Drd10, Brd17, Clr17, Mnk17, Rog17, Sor17, Wiz17.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: All Class Lvl: 10	Dex: Balance, Ride. Int: Know(any). Wis: Heal, Listen, Spot, Survival Cha: Handle Animal	1 st : +4 Insight bonus on Spot checks. Call Flying Mount – after spending a week on top of a mountain, you can call one of the following into your service: Celestial Giant Eagle, Celestial Giant Owl, or a Celestial Pegasus. The mount remains with you until it is slain or dismissed. Calling a new mount requires another week on top of a mountain. The flying mount gains the following. <table border="1"> <thead> <tr> <th>Class</th> <th>Natural</th> <th>Lvl</th> <th>HD</th> <th>Armor</th> <th>Str</th> <th>Special</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1-3</td> <td>+2</td> <td>+4</td> <td>+1</td> <td>Empathic Link, Share Spells, Improved Natural Attacks</td> </tr> <tr> <td></td> <td></td> <td>4-6</td> <td>+4</td> <td>+6</td> <td>+2</td> <td>Fly +10’, +2d6 dmg charge</td> </tr> <tr> <td></td> <td></td> <td>7-9</td> <td>+6</td> <td>+8</td> <td>+3</td> <td>SR (Class level +5), immune to <i>Hold</i>, paralysis, <i>Sleep</i>, charm,& compulsions</td> </tr> <tr> <td></td> <td></td> <td>10</td> <td>+8</td> <td>+10</td> <td>+4</td> <td>Bonus Feat – Flyby Attack, Hover, Multiattack, Wingover</td> </tr> </tbody> </table> 2 nd : +1 Caster level. Ride the Wind – your ranged attacks receive two less penalty due to winds (no penalty up to Strong wind, –2 for Severe, –4 for Windstorms, –8 for Hurricanes). You and your mount do not receive any penalties to Listen check due to the wind. You and your mount can fly at normal speed in up to Windstorms and only have to fly at ½ speed in Hurricanes.	Class	Natural	Lvl	HD	Armor	Str	Special			1-3	+2	+4	+1	Empathic Link, Share Spells, Improved Natural Attacks			4-6	+4	+6	+2	Fly +10’, +2d6 dmg charge			7-9	+6	+8	+3	SR (Class level +5), immune to <i>Hold</i> , paralysis, <i>Sleep</i> , charm,& compulsions			10	+8	+10	+4	Bonus Feat – Flyby Attack, Hover, Multiattack, Wingover
Class	Natural	Lvl	HD	Armor	Str	Special																																	
		1-3	+2	+4	+1	Empathic Link, Share Spells, Improved Natural Attacks																																	
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		10	+8	+10	+4	Bonus Feat – Flyby Attack, Hover, Multiattack, Wingover																																	

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Slayer of Domiel (follower of the Archon of Mercy, who act as spies and assassins for the cause of good) (BoED p73)	Alignment: LG. Hide: 8 ranks. Move Silently: 8 ranks. Feat: Sanctify Martial Strike, Servant of the Heavens, Weapon Focus (any). Class Abilities: Evasion, +3d6 Sneak Attack. Minimum Charisma: 15. Min Lvl: Rog6.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Dex: Balance, Hide, Open Lock, Tumble, Use Rope. Int: Craft, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Use Magic Device.	1 st : Casts Wisdom-based Prepared Divine spells from the Slayer of Domiel Spell List (see page 116). +1d6 Sneak Attack. Death Touch, 1/day – by making a touch attack, you may use this [death] effect to kill an Evil creature. Roll 1d6 per Class level. If the total is equal to or greater than the touched target's current hit-points, it dies. <i>Detect Evil</i> , at will. 2 nd : Divine Grace – gain a bonus on all saving throws equal to your Charisma modifier.
Slime Lord (specialty templar of the Drow Deity of Oozes) (PGF p186)	Patron: Ghaunadar. Alignment: LE, NE, CE. Base Attack Bonus: +5. Disguise: 6 ranks. Feat: Willing Deformity. Min Lvl: Brd7, Rog7, Bbn9, Clr9, Drd9, Ftr9, Mnk9, Rgr9, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Dex: Escape Artist, Move Silently. Int: Appraise, Craft, Forgery, Know(dungeoneer). Wis: Survival. Cha: Bluff, Disguise, Intimidate.	1 st : Pseudopods, 1/day – as a Move Action, you can transform your hands into pseudopods for up to 1 round per Class level. You may make one natural attack as a Standard Action, or two natural attacks as a Full Round Action. Each attack does 1d6 damage & your opponent is Paralyzed for 1d4+1 rounds (FortNeg DC is Constitution based). 2 nd : —
Snake Shen (unarmed combatant that mimics a snake by attacking with Intelligence & making each strike hurt, and eventually gaining a hybrid battle form) (DR319 p73)	Base Attack Bonus: +5. Concentrate: 4 ranks. Heal: 2 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Feat: Improved Unarmed Strike, Stunning Fist. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Drd7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature). Wis: Heal, Listen, Profession, Sense Motive, Spot, Survival.	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2 nd : Ki Strike (silver) – your unarmed strikes are treated as if they were 'silver' for purposes of overcoming Damage Reduction. +1 use of Stunning Fist each day. The DC of your Stunning Fist attack may be calculated with your Intelligence modifier (if it is higher than your Wisdom modifier).
Snakelord (Animal Lord specialized in snakes) (CAAdv p22)	Alignment: NG, LN, N, CN, NE. Base Attack Bonus: +5 Handle Animal: 4 ranks. Know(nature): 2 ranks. Escape Artist: 4 ranks. Feats: Combat Reflexes. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Escape Artist, Hide. Int: Know (nature). Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal, Intimidate.	1 st : Gain bonuses and abilities when interacting with your 'Bonded Animals', which are felines, including all types of Constrictors and Vipers. Animal Bond – +4 bonus to Handle Animal & Wild Empathy check with your Bonded Animals. If you have an Animal Companion from a prior class which is a Bonded Animal, your Class levels stack when determining your Animal Companions abilities. Wild Empathy – stacks with Wild Empathy from other classes. <i>Detect Animals and Plants</i> (Bonded Animals only) at will at Class level. 2 nd : Gain Low-Light Vision. First Totem – +4 bonus on Escape Artist checks.
Son of Mercy (member of Mercykillers Faction of Sigil, who act as bodyguards, bounty hunters, etc.) (DR339 p40)	Alignment: LG, LN, LE. Base Attack Bonus: +6. Know (local): 10 ranks. Sense Motive: 10 ranks. Must be a member of the Sons of Mercy. Min Lvl: Rog8, Clr17, Drd17, Ftr17, Mnk17, Pal17, Rgr17, Sor17, Wiz17.	HD: d10 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: Simple, Martial Armor: Light, Medium, Heavy, Shields Class Lvl: 5	Dex: Use Rope. Int: Appraise, Decipher Script, Know(local), Search. Wis: Listen, Spot, Sense Motive, Spot, Survival. Cha: Intimidate, Gather Info.	1 st : Casts Intelligence-based Prepared Arcane spells from the Son of Mercy spell list (see page 117). Gain Feat: Weapon Focus (any proficient weapon) . Gain Feat: Track . 2 nd : Axiomatic Strike, On a designated melee attack against a non-Lawful opponent, add your Charisma modifier to the attack roll. If it hits, add your Class Level to the damage. Usable 1/day.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Spellcarved Soldier (a Warforged with magical runes added to its body armor) (RoE p166)	Race: Warforged. Base Attack Bonus: +6. Spellcraft: 4 ranks. Feats: Silver Tracery. Able to cast 1 st level Arcane spells or infusions. Min Lvl: Brd8, Sor12, Wiz12, Ftr5 / Wiz2.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Spellcraft. Cha: Handle Animal, Intimidate, Use Magic Device.	1 st : Spellcarved Runes – Runes are added to your composite armor. You may have one rune active at a time. Activation is a Swift Action & effects can be dismissed with a Free Action. Rune of Extension – a spell or infusion cast on you whose duration is not “Instantaneous” has its duration doubled, has a +5 DC to being dispelled, and makes the runes glow red. Only one spell may be extended at a time. 2 nd : Rune of Resistance – when active, gain +2 bonus on saves vs. mind-affecting spells & abilities, and against harmful spells and effects that target your composite plating (such as <i>Heat Metal</i>).
Spellguard of Silverymoon (part of the corps of Arcane casters who guard the Forgotten Realms city of Silverymoon and the Silver Marches region around it) (PGF p75) (PGFe)+	Alignment: LG, NG, CG, LN, N, CN. Concentration: 8 ranks. Spellcraft: 5 ranks. Feat: Combat Casting, any one metamagic feat. Able to cast 4 th level Arcane spells. Must be accepted into the Spellguard. Must be from Silverymoon or the Silver Marches. Min Lvl: Wiz7, Sor8, Brd10.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Spot	1 st : +1 Arcane Caster Level. Obligation – must spend at least 2 days of every tenday guarding either Silverymoon or the Silver Marches. Token – you are granted an Adrath Token, which lets you cast certain spells that are otherwise impossible to cast within Silverymoon. These include Conjuraction(summoning), Evocation[fire], and any spell with [teleport] subtype. Ward Attunement – you are attuned to the Wards of Silverymoon, which let you cast certain spells at any time. These include <i>Feather Fall</i> , <i>Dispel Evil</i> , <i>Tongues</i> , and many other utility & combat spells. 2 nd : +1 Arcane Caster Level. Bonus Feat – gain one metamagic feat for which you have the prerequisites.
Spellsword (arcane fighter that can cast spells more easily while in armor) (CWar p79)	Base Attack Bonus: +4. Know (arcana): 6 ranks. Able to cast 2 nd lvl Arcane spells Proficient in all Simple & Martial Weapons, and all Armors. Defeat a foe without spells. Min Lvl: Brd4 / Ftr1, Sor4 / Ftr2, Wiz3 / Ftr3.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Int: Know (any), Spellcraft. Wis: Profession. Con: Concentrate.	1 st : +1 Caster Level. Ignore 10% Arcane Spell Failure due to armor & shield. 2 nd : Gain a bonus feat from the Metamagics list –or– the Fighter list.
Spirit Speaker (able to enter a trace which improves spell casting and allows access to a ‘Spirit Guide’ that grants improved senses) (DR323 p82)	Base Attack Bonus: +4. Base Save Bonus: +2. Diplomacy: 3 ranks. Know (arcana): 1 rank. Know (nature): 1 rank. Min Lvl: Bbn6, Brd6, Clr6, Drd6, Ftr6, Mnk6, Pal6, Rgr6, Rog6, Sor8, Wiz8.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: Light Class Lvl: 10	Str: Swim. Dex: Ride. Int: Craft, Know(any), Search, Spellcraft. Wis: Heal, Listen, Sense Motive, Spot, Survival. Con: Concentrate. Cha: Bluff, Diplomacy, Handle Animal, Intimidate.	1 st : Gain Charisma-based Prepared Divine spells from the Ranger Spell List. Enter Trace – you may enter a ‘Trace’ once per Class level each day by making a Concentration check vs. DC 15. The Trance lasts for (Charisma score) rounds, though you may end it early by making a Concentration check vs. DC 10. While in the Trance, you may cast your Spirit Speak spells at +1 level –and– you gain access to your Spirit guide (see below). You can extend the duration of your Trance by expending another daily use and making a Concentration check vs. DC 15. Spirit Guide – similar to an <i>Unseen Servant</i> under your, except it has the same number of hit-points as you. At this level, the Spirit Guide grants you Darkvision 60’ and <i>Detect Magic</i> when active. 2 nd : Skill Insight (heal) – +2 Insight bonus on Heal checks.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Spymaster (practiced at pretending to be other people for long periods of time without detection) (CAAdv p76)	Bluff: 8 ranks. Disguise: 8 ranks. Diplomacy: 4 ranks. Forgery: 4 ranks. Gather Information: 4 ranks. Sense Motive: 4 ranks. Feats: Skill Focus (Bluff). Min Lvl: Brd5, Rog5, Clr(trickery)5, Bbn13, Drd13, Ftr13, Mkn13, Pal13, Rgr13, Sor13, Wiz13.	HD: d6 Skill Points: 8 Attack: Rogue Good Save: Ref Weap: Simple, Martial Armor: Light, Medium Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Decipher Script, Disable Device, Forgery, Know(geography), Know(history), Know(local), Know(nobility), Search. Wis: Listen, Sense Motives, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Use Magic Device. Speak Language.	1 st : Cover Identity – Spend 1 week creating / practicing for a cover identity. When portraying that person, gain +4 Circumstance bonus on Disguise, & +2 Circumstance bonus on Bluff & Gather Information. At this level, you may only have one cover identity at a time. <i>Undetectable Alignment</i> , always on. This is an Extraordinary ability (so it cannot be observed with <i>Detect Magic</i>). 2 nd : Quick Change – You are able to don a disguise in 1d3 minutes (vs. 10-30 minutes). You can also don or remove Armor in ½ the normal time. Scrying Defense – You receives your Class level as a bonus to Will saves vs. Divination (scrying) spells. Also, you are allowed a Spot check to notice the sensor created by one of these spells.
Stalker of Kharash (follower of the Celestial Wolf, who can actually smell evil) (BoED p75)	Alignment: NG. Hide: 8 ranks. Move Silently: 8 ranks. Feat: Alertness, Favored of the Companions, Track. Min Lvl: Rgr5, Brd6, Rog6, Bbn13, Clr13, Drd13, Ftr13, Sor13, Wiz13.	HD: d8 Skill Points: 6 Attack: Fighter Good Save: Ref Weap: Martial Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentrate. Int: Craft, Know(geography), Know(nature), Search. Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal	1 st : +1 Ranger Caster level. If you do not have any Ranger levels, then you have the casting ability of a 1 st level Ranger (i.e., none until you reach 4 th level). Effective Caster level is half your Ranger levels + Class levels. Scent of Evil – you can detect evil opponents within 30' by scent (60' if up-wind, 15' if down-wind). Anything with a Strong Evil aura can be smelled at twice the default range, while an Overwhelming aura can be smelled at triple the default range. You cannot determine what is generating the scent until you are within 5' of it. 2 nd : +1 Ranger Caster level. Favored Enemy (evil) – gain a +1 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks and damage against Evil creatures. This bonus stacks with any other Favored Enemy bonuses.
Stoneblessed – Dwarf-Bonded (someone who learns to 'be a Dwarf', usually by living with them) (RoS p122)	Race: Giant, Humanoid, or Monstrous Humanoid. Appraise: 2 ranks. Craft (stoneworking): 5 ranks. Able to speak Dwarven & Terran. Invited by a group of Dwarves to become Stoneblessed. Min Lvl: Bbn2, Brd2, Clr3, Drd2, Ftr2, Mnk2, Pal2, Rgr2, Rog2, Sor2, Wiz2.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvl: 3	Str: Climb, Jump. Int: Appraise, Craft, Know(arch & eng), Know(dungeoneer). Wis: Profession. Cha: Intimidate.	1 st : Stonebound – +2 bonus on Appraise and Craft checks related to stone or metal. 2 nd : Racial Battle Technique – +1 bonus on attacks rolls vs. Ores and Goblinoids. 3 rd : +2 increase to Constitution. Stoneborn – for purposes of Prestige Classes, magic items, favored enemies, etc., you are considered a Dwarf. Stonecunning – - +2 bonus to notice unusual stonework - Automatic Search check if you passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue - Automatically know your dept underground.
Stoneblessed – Gnome-Bonded (someone who learns to 'be a Gnome', usually by living with them) (RoS p122)	Race: Giant, Humanoid, or Monstrous Humanoid. Appraise: 2 ranks. Craft (stoneworking): 5 ranks. Able to speak Gnome & Terran. Invited by a group of Gnomes to become Stoneblessed. Min Lvl: Bbn2, Brd2, Clr3, Drd2, Ftr2, Mnk2, Pal2, Rgr2, Rog2, Sor2, Wiz2.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvl: 3	Str: Climb, Jump. Dex: Hide. Int: Craft, Spellcraft. Wis: Listen, Profession. Cha: Bluff, Perform.	1 st : Stonebound – +2 bonus on Listen & Craft (alchemy) checks. 2 nd : Racial Battle Technique – +1 bonus on attacks rolls vs. Kobolds and Goblinoids. 3 rd : +2 increase to Constitution. Stoneborn – for purposes of Prestige Classes, magic items, favored enemies, etc., you are considered a Gnome. <i>Speak with Animal</i> , usable 1/day as a 1 st level Druid.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Stoneblessed – Goliath-Bonded (someone who learns to ‘be a Goliath’, usually by living with them) (RoS p122)	Race: Giant, Humanoid, or Monstrous Humanoid. Appraise: 2 ranks. Craft (stoneworking): 5 ranks. Able to speak Goliath & Terran. Invited by a group of Goliaths to become Stoneblessed. Min Lvl: Bbn2, Brd2, Clr3, Drd2, Ftr2, Mnk2, Pal2, Rgr2, Rog2, Sor2, Wiz2.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvl: 3	Str: Climb, Jump. Dex: Balance. Int: Craft, Know(geography). Wis: Profession, Sense Motive, Survival.	1 st : Stonebound – +2 bonus on Sense Motive checks –and– can Climb at ½ speed without a –5 penalty. 2 nd : Racial Battle Technique – +1 bonus on attacks rolls vs. Giants. 3 rd : +2 increase to Constitution. Stoneborn – for purposes of Prestige Classes, magic items, favored enemies, etc., you are considered a Goliath. Gain <u>Feat: Toughness</u> .
Stonedeath Assassin (a goblinoid assassin who has abilities to meld, hide, and destroy stone) (RoS p124)	Race: Goblinoid subtype. Base Attack Bonus: +3. Hide: 8 ranks. Move Silently: 8 ranks. Min Lvl: Brd5, Rog5, Mnk5, Rgr5, Bbn13, Clr13, Drd13, Ftr13, Pal13, Sor13, Wiz13.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Use Rope. Int: Decipher Script, Disable Device, Search. Wis: Listen, Spot, Survival. Cha: Intimidate.	1 st : Trapfinding – able to find, disarm, or bypass traps with a DC of 20 or higher and even magical traps. <i>Meld into Stone</i> , usable Class level times per day. Cast a Class level. 2 nd : +1d6 Sneak Attack. Stoneskulk – you may make a Hide check while underground and touching a stone surface, even if it doesn’t grant Cover or Concealment.
Stoneface (a trained liar, who gains defenses against magical truth detection) (DR310 p74)	Alignment: NG, CG, N, CN, NE, CE. Bluff: 8 ranks. Concentration: 3 ranks. Feats: Persuasive, Skill Focus (Know (any)). Min Lvl: Brd5, Rog5, Sor5, Bbn13, Clr13, Drd13, Ftr13, Rgr13, Wiz13.	HD: d8 Skill Points: 8 Attack: Rogue Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Medium, Heavy, Shields Class Lvl: 5	Dex: Hide, Move Silently, Open Lock, Sleight of Hand. Con: Concentrate. Int: Forgery, Know(any), Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Perform.	1 st : Gain <u>Feat: Investigator</u> . +2 bonus on saves vs. Enchantment spells or effects. 2 nd : +2 bonus on saves vs. Mind-Affecting spells or effects (stacks with above, when appropriate).
Stonelord (dwarf with spell-like abilities effecting & using stone) (CWar p81)	Race: Dwarf. Base Attack Bonus: +5. Craft (stoneworking): 6 ranks Speak Language (Terran). Feats: Endurance. Must choose a totem gemstone during the initiation ritual & consume 1,000gp of it. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Clr6, Brd7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Dex: Climb. Int: Craft, Know (any). Wis: Profession, Spot, Survival. Con: Concentrate.	1 st : Heal 1d8 + Class Level hit points with a clump of mud as a Standard Action. Usable once per day. 2 nd : Choose one of the following powers <u>upon gaining this level</u> . Effect is at Class level: - <u>Earthgrip</u> (Sp) [Standard Action] [1/day] <i>Hold Monster</i> , against a target touching the ground. Save DC is Constitution-based. - <u>Earth Magic</u> (Su) [Free Action] [1/day] Apply <u>Feat: Maximize Spell</u> on any spell whose level is no greater than your Class Level. - <u>Earth’s Endurance</u> (Sp) [Standard Action] [1/day] <i>Bear’s Endurance</i> for one hour. - <u>Earth’s Strength</u> (Sp) [Standard Action] [1/day] <i>Bull’s Strength</i> for one hour. - <u>Earth Power</u> (Su) [Free Action] [1/day] For one round, +2 to hit & +2d6 damage in melee. - <u>Earth Shadows</u> (Su) [Free Action] [Class level / day] Create a Figment of a Medium-sized Earth Elemental in a flanking position to the opponent adjacent to you. Lasts 1 round. - <u>Gravity</u> (Sp) [Standard Action] [1/day] <i>Slow</i> . Save DC is Constitution-based. - <u>Stoneskin</u> (Sp) [Standard Action] [1/day] <i>Stoneskin</i> , though using this power consumes 250gp diamond & a piece of granite. - <u>Summon Earth Elemental</u> (Sp) [Std Action] [1/day] <i>Summon Monster</i> (Earth Elemental only). Size is Class level based: 1 st – 3 rd : Small; 4 th – 6 th : Medium; 7 th – 9 th : Large; 10 th : Huge.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features												
Stormlord (specialty priests for the Deity of Storms, who enhance their spears & javelins) (CDiv p65)	Patron: Talos. Base Fortitude Save: +4. Feats: Endurance, Great Fortitude, Weapon Focus (any spear or javelin). Able to cast 3 rd level Divine spells. Must have been struck by natural or magical lightning & survived. Min Lvl: Clr6, Drd6, Rgr11.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (wwWotC)	Str: Swim. Con: Concentrate. Int: Know (nature), Know (religion). Wis: Survival. Cha: Disguise, Gather Info, Intimidate.	1 st : +1 Divine Caster Level. Gain Electricity Resistance 5. Any Javelin you throw is treated as being a +1 magical weapon. 2 nd : +1 Divine Caster Level. Any Spear or Javelin you use gains the <i>Shock</i> ability, doing +1d6 Electrical damage on each hit. If you stop touching the weapon (drop or throw), it loses the special ability after 1 round.												
Streetfighter (a combatant who is seldom surprised, knows the streets, and can take a hit & keep fighting) (CAAdv p79)	Base Attack Bonus: +5. Bluff: 5 ranks. Intimidate: 5 ranks. Know (local): 5 ranks. Feats: Combat Expertise, Improved Feint. Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump. Dex: Hide, Move Silently, Open Lock, Ride, Tumble. Int: Disable Device, Know(local), Search. Wis: Listen, Spot. Cha: Bluff, Intimidate.	1 st : Always Ready +1 – +1 Competence bonus on Initiative checks. Streetwise – +2 Competence bonus on Gather Information and Know(local) checks. 2 nd : Stand Tough, 1/day – When you take damage from a weapon or blow (but not a spell), you have the option of making a Fortitude save, DC = hit points of damage. If the save is successful, the damage is ½ and nonlethal. You do not need to be aware of the attack to use this ability. Usable once per day.												
Sublime Chord (a bard who gains up to 9 th level spells, plus some new songs) (CArc p60)	Know (arcana): 13 ranks. Listen: 13 ranks. Perform (any one): 10 ranks. Profession (astrologer): 6 ranks. Spellcraft: 6 ranks. Class Ability: Bardic Music. Able to cast 3 rd level Arcane spells. Min Lvl: Brd10.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Decipher Script, Know(any), Search, Spellcraft. Wis: Listen, Profession, Spot. Cha: Diplomacy, Perform. Speak Language.	1 st : Bardic Knowledge – your Class levels apply to your Bardic Knowledge checks. Bardic Music – gain ½ Class levels uses per day of Bardic Music. Gain 4 th level Impromptu Arcane spells (and higher at later levels) from the Bard and/or Sorcerer spell list. 2 nd : Song of Arcane Power (minimum Perform: 16 ranks) – By spending a daily use of Bardic Music as a Move Action, a spell you cast by the end of your next turn has its Caster level increased based your Perform check <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td><u>Check</u></td> <td><u>Lvl</u></td> <td><u>Check</u></td> <td><u>Lvl</u></td> </tr> <tr> <td>up to 9</td> <td>+0</td> <td>20–29</td> <td>+2</td> </tr> <tr> <td>10–19</td> <td>+1</td> <td>30+</td> <td>+4</td> </tr> </table>	<u>Check</u>	<u>Lvl</u>	<u>Check</u>	<u>Lvl</u>	up to 9	+0	20–29	+2	10–19	+1	30+	+4
<u>Check</u>	<u>Lvl</u>	<u>Check</u>	<u>Lvl</u>													
up to 9	+0	20–29	+2													
10–19	+1	30+	+4													
Suel Arcanamach (spellcaster trained to fight other spellcasters) (CArc p63)	Base Attack Bonus: +6. Concentration: 4 ranks. Jump: 4 ranks. Spellcraft: 5 ranks. Tumble: 4 ranks. Feat: Combat Casting, Iron Will. Able to speak Ancient Suloise Proficient with at least 4 Martial and/or Exotic weapons. Learn from the <i>Grimoire Arcanamacha</i> . Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Brd8, Mnk8, Rgr8, Sor15, Wiz15.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Escape Artist, Hide, Move Silently, Tumble, Use Rope. Con: Concentrate. Int: Craft, Know(arcana), Know(history), Know(the planes), Search, Spellcraft. Wis: Listen, Profession, Spot. Cha: Bluff, Disguise.	1 st : Gain Charisma-base Impromptu Arcane Spells from the Abjuration, Divination, Illusion, & Transmutation school of the Sorcerer / Wizard Spell List. Tenacious Spells – attempts to dispel any magics you cast are at a +6 DC. Ignore 5% Arcane Spell Failure chance due to armor when casting Suel Arcanamarch spells. 2 nd : Dispelling Strike, 1/day – in addition to its normal damage, a chose melee attack targets the opponent with <i>Greater Dispel Magic</i> (+Class level + 6).												
Swanmay (a pure female who can become a swan, has a magical connection to other creatures, and eventually becomes a 'Fey') (BoED p76)	Gender: Female. Alignment: LG, NG, CG. Know(nature): 8 ranks. Survival: 8 ranks. Feat: Sacred Vow, Vow of Purity. Class Feature: Wild Empathy, can cast <i>Speak with Animals</i> . Able to speak Sylvan. Must have done a service to another Swanmay, even if it was unknowingly. Min Lvl: Drd5, Rgr5.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Swim. Dex: Hide, Ride. Con: Concentrate. Int: Craft, Know(geography), Know(nature), Search, Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal	1 st : Wild Empathy – your Class levels are added to your Wild Empathy checks. Gain Spell Resistance (12 + Class level). Wild Shape (swan only), 1/day. 2 nd : +1 Druid –or– Ranger Caster level. Favored Enemy – gain another favored enemy as if you were a Ranger. This enemy is usually common to a given group of Swanmays.												

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Sword of Righteousness (a martial follower of one of the Pantheons of the Good Outer Planes who gains mastery of Exalted Feats) (BoED p77)	Alignment: LG, NG, CG. Base Attack Bonus: +6. Feat: Knight of Stars –or– Favored of the Companions –or– Servant of the Heavens, one other Exalted Feat. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Will. Weap: — Armor: — Class Lvl: 3	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know(nature), Know(religion). Wis: Profession, Sense Motive. Cha: Diplomacy, Handle Animal, Intimidate.	Paladins & Monks may freely cross-class. 1 st : Gain any one Exalted Feat. 2 nd : Gain any one Exalted Feat.
Sworn Slayer (one who has sworn to destroy all creatures of a specific type (such as Undead)) (DR324 p81)	Alignment: LG, NG, CG. Base Attack Bonus: +6. Know (appropriate for creature type): 4 ranks. Arcana – Constructs, Dragons, Magical Beasts Dungeoneering – Aberrations, Oozes Local – Humanoids Nature – Animals, Fey, Giants, Monstrous Humanoids, Plants, Vermin Religion – Undead The Planes – Elementals, Outsiders Sense Motive: 4. Must vow to destroy all creatures of your chosen type. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Simple, Marital Armor: All Armor, Shields Class Lvl: 5	Dex: Move Silently. Int: Know(appropriate for creature type), Search. Wis: Listen, Sense Motive, Survival. Cha: Bluff, Gather Info.	1 st : Sworn Foe +1 – gain a +1 bonus on Bluff, Listen, Move Silently, Sense Motive, Spot, & Survival checks, and weapon damage against a creature of the type that is your sworn foe. Stacks with a Ranger's Favored Enemy bonuses. 2 nd : Animosity +3 – you may choose a specific type of foe to gain an additional +3 against. For example, Sworn Slayer whose foe is Undead may choose to have Animosity against Mummies. Determination +2 – gain a +2 bonus on all saves against the special attacks, spells, and spell-like abilities of the creatures that are your sworn foe.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Tattooed Monk (the tattoos added to the body grant magic abilities) (CWar p82)</p>	<p>Alignment: LG, LN, LE. Base Attack Bonus: +3. Know (religion): 8 ranks. Feat: Endurance, Improved Grapple, Improved Unarmed Strike. Min Lvl: Mnk5, Clr6, Pal6, Wiz6, Ftr13, Rgr13, Rog13, Sor13.</p>	<p>HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(any). Wis: Listen, Profession. Con: Concentrate. Cha: Diplomacy, Perform.</p>	<p><u>Monks may freely cross-class.</u> 1st: Add Class level to Monk lvls to determine unarmed damage, AC bonus, & unarmored speed bonus. Gain one tattoo of your choice (another one each odd lvl). The effect of some tattoos are determine by your total number of magic tattoos (including that one): <u>Arrowroot</u> – Able to heal (Wisdom modifier x Class level) hit-point per day by touch. You may <u>not</u> heal yourself. Healing may be split up as desired. <u>Bamboo</u> – Add #tattoos to your Constitution as an Enhancement bonus for 1 round per Class level. Usable #tattoos times / day <u>Bat</u>– Add #tattoos to your Dexterity as an Enhancement bonus for 1 round per Class level. Usable #tattoos times per day. <u>Bellflower</u> – Add your Charisma modifier to any ability score of your choice as an Enhancement bonus for 1 round per Class level. Usable #tattoos times per day. <u>Butterfly</u> – Add #tattoos to your Wisdom as an Enhancement bonus for 1 round per Class level. Usable #tattoos times / day <u>Centipede</u> – ‘Shadow Walk’, 1/week. Min Class level is 5th. <u>Chameleon</u> – <i>Alter Self</i> for 1 hour per Class level. Usable #tattoos times per day. <u>Crab</u> – Gain Damage Reduction (2 x #tattoos) / magic. <u>Crane</u> – Immunity to non-magical diseases. If you gain another tattoo, gain immunity to poisons. When yet another tattoo is gained, you do not take penalties from aging. <u>Chrysanthemum</u> – For each hour in direct sunlight, heal Class level hit-points. <u>Dragon</u> – Breath 4d6 Fire damage at a single target within 25’ (Ref½ DC13), up to 3 times within 1 hour. Usable 1 per day. <u>Dragonfly</u> – Gain a Dodge bonus to AC equal to #tattoos for 1 round per Class level. Usable 1/day. <u>Falcon</u> – Gain immunity to Fear effects. All allies within 10’ gain a Morale bonus to saves vs. fear equal to your Charisma modifier + #tattoos. <u>Lion</u> – By declaring a ‘smite’ before you attack, you gain +4 bonus to hit & Class level bonus to damage. Usable #tattoos times per day. <u>Monkey</u> – Gain +(#tattoos) Competence bonus to all Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Open Locks, Sleight of Hand, & Tumble checks. <u>Moon, Crescent</u> – <i>Ethereal Jaunt</i>, 1/day. Min Class level is 9th. <u>Moon, Full</u> – Gain +2 Luck bonus on a single attack, skill check, or ability check. Only usable at night. Usable #tattoos times per day. <u>Mountain</u> – You cannot be moved for 1 round per Class level. Gain +4 bonus to Constitution & Wisdom & immunity to Bull Rush & Trip attacks. All Dexterity-based skill checks receive a –20 penalty. Can be ended as a Free Action. Usable #tattoos times per day <u>Nightingale</u> – Able to heal (2 x Class level) hit-points per day, either to yourself or others. May be split up as desired. <u>Ocean</u> – You do not need to eat, sleep, or drink. <u>Phoenix</u> – Gain SR of 15 + Class level. Min Class level is 7th. <u>Pine</u> – Gain Feat: <u>Remain Conscious</u>. <u>Scorpion</u> – An opponent you are aware of must use his/her lowest ability score modifier (instead of Str or Dex) when attacking you this round. Usable #tattoos times per day. <u>Spider</u> – As a use of your Stunning Fist, instead your attack inflicts Contact Poison (2Con / 2Con / DC = 10 + Class level + Con modifier). <u>Sun</u> – Gain +2 Luck bonus on a single attack, skill check, or ability check. Only usable during the day. Usable #tattoos times per day. <u>Tiger</u> – +1 bonus to attacks & +1d6 damage for 1 round per Class level. Usable #tattoos times per day. <u>Tortoise</u> – Gain (Class level) ranks in a skill in which you have no ranks for 1 single check. Usable #tattoos times per day. <u>Unicorn</u> – Reroll one d20 roll per day, but keep the new roll. <u>Wasp</u> – <i>Haste</i>, for 1rnd/Class lvl. Usable #tattoos times per day. <u>White Mask</u> – Immune to <i>Detect Thoughts</i>, <i>Detect Lies</i>, & attempts to read alignment. +10 bonus on all Bluff checks. 2nd: —</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Tempest (master of fighting with two weapons) (CAAdv p81)	Base Attack Bonus: +6 Feats: Dodge, Mobility, Spring Attack, Two-Weapon Fighting, Improved Two-Weapon Fighting Min Lvl: Ftr6, Rgr6, Bbn12, Brd12, Clr12, Drd12, Mnk12, Pal12, Rog12, Sor12, Wiz12.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump. Dex: Balance, Sleight of Hand, Tumble. Int: Craft.	1 st : Tempest Defense +1 — when wielding a Double Weapon or two weapons (but not Natural Weapons or Unarmed Strikes), gain a +1 bonus to AC. You cannot be wearing Medium or Heavy Armor. 2 nd : Ambidexterity – your penalty when fighting with two weapons is reduced by 1 (i.e., if fighting with one Light weapon, the penalty is –1 / –1, otherwise it is –3 / –3).
Temple Raider of Olidammara (specialty templar of the Deity of Theft) (CDiv p67)	Patron: Olidammara Alignment: CG, CN, CE. Base Attack Bonus: +5. Disable Device: 4 ranks. Know (religion): 1 rank. Open Lock: 4 ranks. Search: 8 ranks. Must be invited to join by at least three current members. Min Lvl: Rgr5, Rog7, Bbn13, Brd13, Clr13, Ftr13, Sor13, Wiz13.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: Simple + Rapier Armor: Light, Medium Class Lvl: 10	Str: Climb, Jump. Dex: Hide, Move Silently, Open Lock, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Know(religion), Search. Wis: Listen, Spot. Cha: Use Magic Device.	1 st : Gain Wisdom-based Prepared Divine spells from the <u>Temple Raider of Olidammara Spell List</u> (see page 117). Trapfinding – Able to use Search to find traps with a DC of 20 or higher, and are able to use Disable Device to disarm magical traps. Trap Sense +1 – gain a +1 Dodge bonus to AC to avoid being hit by traps –and– a +1 bonus to Reflex saves to avoid traps. 2 nd : Sneak attack +1d6.
Thaumaturgist (divine caster who is a specialist in calling Outsiders & making deals with them) (DMG p199)	Feat: Spell Focus(Conjuration). Able to cast <i>Lesser Planar Ally</i> . Min Lvl: Clr7.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Int: Craft, Know(religion), Know(the planes), Spellcraft. Wis: Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy. Speak Language.	1 st : +1 Caster Level. By making a Diplomacy check with a planar ally who shares at least one alignment aspect with you, you may reduce the cost of the deal by 50%. 2 nd : +1 Caster Level. Gain Feat: <u>Augment Summoning</u> .
Thayan Knight (a soldier trained to protect Red Wizards) (CWar p85)	Alignment: LN, N, CN, LE, NE, CE. Race: Human Base Attack Bonus: +5. Intimidate: 2 ranks. Know (arcana): 2 ranks. Know (local - Thay): 2 ranks. Feats: Iron Will, Weapon Focus (Longsword). Must have sworn allegiance to the Red Wizards. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Mnk7, Rog7, Wiz10, Sor10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: Tower Shields Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know (arcana), Know (local - Thay) Wis: Profession, Spot. Char: Bluff, Gather Info., Handle Animal, Intimidate.	1 st : +2 Morale bonus on saves vs. Fear effects <u>not</u> cast by a Red Wizard. +1 Morale bonus on saves vs. Charm effects <u>not</u> cast by a Red Wizard. Receives a tattoo on the forehead or back which gives a +2 Resistance bonus on Reflex saves, but causes you to fail all saves vs. mind-affecting spells cast by a Red Wizard. If visible, this tattoo gives a +2 Morale bonus on Intimidate skill checks. 2 nd : +2 Morale bonus on attacks & damage against any creature that you have seen attack a Red Wizard.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Thief-Acrobat (thief specially trained in tightropes, acrobatics, etc.) (CAAdv p83)</p>	<p>Balance: 8 ranks. Climb: 8 ranks. Jump: 8 ranks. Tumble: 8 ranks. Have the Evasion ability. Min Lvl: Mnk5, Rog5.</p>	<p>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: Simple Armor: — Class Lvl: 5</p>	<p>Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Tumble, Use Rope. Int: Appraise, Craft, Disable Device, Search. Cha: Perform.</p>	<p>1st: Kip Up – You may stand-up from being Prone as a Free Action that does not provoke an Attack of Opportunity. You may not be wearing more than Light Armor or carrying more than a Light load. Fast Acrobatics – you may do acrobatics faster: You may make Balance checks while moving at normal speed without taking a –5 penalty. You may make Climb checks to move at half speed without taking a –5 penalty. You may make Tumble checks while moving at normal speed without taking a –10 penalty. Steady Stance – you are not considered Flat-Footed when making Balance or Climb checks, and gain your Class level as a bonus to avoid falling when you take damage doing either. 2nd: Agile Fighting – You receive a +1 Dodge bonus to AC. If you Fight Defensively or use Total Defense, the bonus increases to +2. Also, you take no penalty to AC or your attack rolls when kneeling, sitting, or prone. You may not be wearing more than Light Armor or carrying more than a Light load to Agile Fight. Slow Fall 20' – if you fall, you take damage as if it were 20' less. This stacks with Slow Fall from other classes.</p>
<p>Thrall of Baphomet (follower of the Demon Prince of Beasts) (DR341 p25)</p>	<p>Alignment: CE. Base Attack Bonus: +6. Handle Animal: 9 ranks. Intimidate: 9 ranks. Know (religion): 4 ranks. Feats: Great Fortitude, Improved Bull Rush, Power Attack, Thrall to Demon (Baphomet). Must have a Natural Attack or take the following Vile Feats: Willing Deformity, Deformity (Clawed Hands). Min Lvl: Ftr6, Bbn15, Brd15, Clr15, Drd15, Mnk15, Rgr15, Rog15, Sor15, Wiz15.</p>	<p>HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10</p>	<p>Dex: Ride. Int: Know(local), Know(nature), Know(religion), Search. Wis: Listen, Spot, Survival. Cha: Handle Animal, Intimidate.</p>	<p>1st: Fiendish Animal Companion – gain an Animal Companion with the Fiendish template as if you were a Druid of twice your Class level. You loose any other animal companion you might have. 2nd: Breath of Baphomet, 1/day – choose Acid, Cold, or Fire. Gain a breath weapon that does the chosen damage (may not be changed). The breath weapon is a Line 5' long per Class level and does 1d6 per Class level damage (Ref½, DC is Constitution based).</p>
<p>Thrall of Dagon (follower of the Demon Prince of the Sea) (DR349 p36)</p>	<p>Alignment: CE. Bluff: 9 ranks. Perform (sing): 5 ranks. Swim: 5 ranks. Feats: Persuasive, Thrall to Demon (Dagon). Able to speak Celestial & Abyssal. Able to cast at least three spells with the [sonic] descriptor. Must have made contact with an evil aquatic creature & sacrificed a non-aquatic humanoid to it. Min Lvl: Brd6, Clr(trickery)7, Sor7, Drd15, Wiz15.</p>	<p>HD: d6 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Swim. Con: Concentrate. Int: Appraise, Craft, Know(nature), Know(religion), Know(the planes). Wis: Profession, Survival. Cha: Bluff, Disguise, Intimidate, Perform.</p>	<p>1st: Song of Dagon, 1/day – as a Free Action, you may cause a spell with the [sonic] descriptor to also do Wisdom damage equal to the spell's Spell Level. Sea Longing – if you spend more than one day out of sight of the ocean, you receive a –2 penalty on all skill checks & will saves. When on / under the sea, you receive a +2 Morale bonus on Initiative checks & Reflex saves. 2nd: +1 Caster Level. First Invocation – gain Swim 30' (or +30' Swim speed), webbed fingers & toes, pale skin, etc. –2 penalty on Disguise checks.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Thrall of Fraz-Urb'luu (follower of the Demon Prince of Deception) (DR333 p31)	<p>Alignment: CE.</p> <p>Bluff: 10 ranks.</p> <p>Disguise –or– Forgery: 10 ranks.</p> <p>Know (religion): 10 ranks.</p> <p>Feats: Deceitful, Thrall to Demon (Fraz-Urb'luu).</p> <p>Able to speak Celestial & Abyssal.</p> <p>Able to cast at least five spells from the school of Illusion, with at least one of them being 3rd lvl –or– able to use at least three of the following Warlock Invocations, at least one must be a Lesser Invocation: <i>Beguiling Influence</i>, <i>Charm</i>, <i>Dark One's Own Luck</i>, <i>Flee the Scene</i>, <i>Frightful Blast</i>, <i>See the Unseen</i>, or <i>Voracious Dispelling</i>.</p> <p>Must have convinced an intelligent, non-Evil creature to perform an evil act <u>without</u> using magic.</p> <p>Min Lvl: Brd7, Clr(trickery)7, Rgr17, Sor17, Wiz17.</p>	<p>HD: d8</p> <p>Skill Points: 4</p> <p>Attack: Rogue</p> <p>Good Save: Will</p> <p>Weap: Simple, Greatclub</p> <p>Armor: —</p> <p>Class Lvl: 10</p>	<p>Dex: Hide.</p> <p>Con: Concentrate.</p> <p>Int: Forgery, Know(any), Spellcraft.</p> <p>Wis: Listen, Sense Motive.</p> <p>Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Perform, Use Magical Device.</p> <p>Speak Language.</p>	<p>1st: Temptation, 1/day – as an Immediate Action that does <u>not</u> provoke an Attack of Opportunity, do one of the following:</p> <p>Deceptive Magic – gain a +1 Profane bonus on the DC of an Illusion spell.</p> <p>Deceptive Summoning – gain control of a Conjunction (summoning) spell cast within 30' of you by making a Spellcraft check to identify the spell –and– an opposed level check. If you succeed, the summoned creatures obey you as if you were the caster that summoned them. You must have a Readied Action to use this ability.</p> <p>Deceptive Will – gain a +4 Profane bonus on a single Will save. If you succeed, you may make a Bluff check opposed by the caster's Sense Motive's check to convince him/her that you failed your save (assuming you want to play along).</p> <p>2nd: +1 Caster Level.</p> <p>Gain an additional spell from the School of Illusion, up to your Class level.</p>
Thrall of Kostchtchie (follower of the Demon Prince of Wrath, who eventually becomes a 'Giant') (DR345 p27)	<p>Alignment: CE.</p> <p>Gender: Male</p> <p>Intimidate: 9 ranks.</p> <p>Know (religion): 4 ranks.</p> <p>Feats: Power Attack, Thrall to Demon (Kostchtchie), Weapon Focus (any bludgeoning weapon).</p> <p>Either the Rage class ability –or– Rage racial ability –or– able to cast <i>Rage</i>.</p> <p>Either convert one Frost Giant to the worship of Kostchtchie –or– kill 10 Frost Giants that refuse to convert.</p> <p>Min Lvl: Bbn6, Brd6, Clr(madness,wrath)15, Sor15, Wiz15.</p>	<p>HD: d12</p> <p>Skill Points: 2</p> <p>Attack: Fighter</p> <p>Good Save: Fort</p> <p>Weap: —</p> <p>Armor: —</p> <p>Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim.</p> <p>Dex: Ride.</p> <p>Int: Know(religion).</p> <p>Wis: Listen, Spot, Survival.</p> <p>Cha: Intimidate.</p>	<p>1st: Disfigured – +2 bonus on Intimidate checks, +2 DC on any Fear effects you generate, and a –2 penalty on Diplomacy, Disguise, & Gather Information check.</p> <p>Gain +2 Strength.</p> <p>2nd: +1 use of Rage per day.</p> <p>Gain Cold Resistance 10.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Thrall of Pazuzu (follower of the Demon Prince of the Lower Aerial Kingdoms) (DR329 p61)	Alignment: CE. Bluff: 9 ranks. Diplomacy: 9 ranks. Know (the planes): 5 ranks. Sense Motive: 5 ranks. Feats: Persuasive, Thrall to Demon (Pazuzu). Able to cast at least two spells that allow flight or upward movement in the air (i.e., <i>Levitate</i>) –or– able to fly naturally (including the Wildshape class ability, <i>Alter Self</i> , <i>Polymorph</i> , etc.). Must have convinced another creature to call upon Pazuzu’s aide without having resorted to magic. Min Lvl: Brd7, Drd15, Sor15, Wiz15.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Int: Forgery, Know(any). Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info., Intimidate.	1 st : Temptation – +2 Profane bonus on Bluff, Diplomacy, or Intimidate checks made to convince a creature to perform an action against its nature. When casting an Enchantment, gain a +1 bonus on the spell’s DC and +2 bonus to penetrate Spell Resistance. Breath of Pazuzu I – “Exhale” a Locust Swarm that lasts for (Class level + Charisma modifier) rounds as a Standard Action, 1/day. The Locust Swarm must have at least one hex adjacent to you and can surround you if desired. You are not distracted or damaged by the Locust. 2 nd : Flight – grow black Raven wings, which grant you a Fly speed of 20’ with Average maneuverability. If you already have wings, gain +20’ movement (and your wings change to those of a black Raven). Speak with Avian – <i>Tongues</i> , with any creature that has a natural Fly speed, at will.
Thrall of Zuggtomy (follower of the Demon Queen of Fungi, who eventually becomes a Plant creature) (DR337 p45)	Alignment: CE. Base Fort Save: +6. Hide: 5 ranks. Know (nature): 8 ranks. Move Silently: 5 ranks. Survival: 8 ranks. Feats: any metamagic, Thrall to Demon(Zuggtomy). Access to at least 3 spells and/or spell-like abilities from the Fungus Spell list ¹ , at least one of which must be 3 rd level (or higher). Survive the initiation ceremony, which includes eating lots of poisons. Min Lvl: Clr8, Drd8, Rgr11, Brd18, Sor18, Wiz18.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvl: 10	Dex: Hide, Move Silently. Con: Concentrate. Int: Know(arcana), Know(dungeoneer), Know(nature), Know(the planes), Know(religion), Spellcraft. Wis: Survival. Cha: Intimidate.	1 st : Infestation – gain the following bonuses and penalties: - +2 hp per Class level - cast Fungus Spells at +1 Caster level - receive a +1 bonus on saves vs. Fungus Spells - look unhealthy and fungus infested - Charisma-based skill checks with non-Evil creatures have a penalty equal to your Class level. Immune to being Nauseated and/or Sickened. 2 nd : +1 Caster Level. Spore Mastery – receive uses of your ‘spores’ equal to your Class level each day. You may expend ‘spore uses’ instead of increasing the spell level of spells when you apply Metamagic Feats to them. If use expend all of your ‘spore uses’, you are Fatigued.
Tiger Shen (unarmed combatant that mimics a tiger by striking the correct location to paralyze & becoming immune to fear, and eventually gaining a hybrid battle form) (DR319 p74)	Base Attack Bonus: +5. Concentrate: 2 ranks. Intimidate: 4 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Feat: Improved Unarmed Strike, Power Attack. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Drd7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature). Wis: Listen, Sense Motive, Spot, Survival. Cha: Intimidate.	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2 nd : Ki Strike (silver) – your unarmed strikes are treated as if they were ‘silver’ for purposes of overcoming Damage Reduction. Paralyzing Stroke – As a Full Round Action, you may make a single melee attack as a touch attack, which deals normal damage. If the target takes damage, it is Paralyzed for 1 round (FortNeg DC = 10 + Class level + Strength modifier). A Paralyzing Stroke must be declared before the attack is rolled & you may use the ability Class level times per day.

¹ Fungus Spells: *Animate Plants*; *Animate Wood*; *Antiplant Shell*; *Awaken*; *Awaken, Mass*; *Backbiter*; *Beget Bogun*; *Blight*; *Brambles*; *Briar Web*; *Change Staff*; *Command Plants*; *Commune with Nature*; *Control Plants*; *Detect Animals or Plants*; *Diminish Plants*; *Entangle*; *Entangling Staff*; *Fire Seeds*; *Goodberry*; *Hallucinatory Terrain*; *Horrid Wilting*; *Ironwood*; *Liveoak*; *Plant Growth*; *Poison Vines*; *Polymorph any Object*; *Repel Wood*; *Shambler*; *Shillelagh*; *Snare*; *Speak with Plants*; *Spike Growth*; *Spikes*; *Thornskin*; *Transmute Metal to Wood*; *Transport via Plants*; *Tree Shape*; *Tree Stride*; *Unyielding Roots*; *Vine Strike*; *Wall of Thorns*; *Warp Wood*; *Wood Rot*; *Wood Shape*; *Wood Wose*.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Troubadour of Stars (a musician who plays the music of the Court of Stars, gains new Bardic Music abilities, and eventually becomes an Outsider) (BoED p78)</p>	<p>Alignment: CG. Perform: 6 ranks. Feat: Knight of Stars. Able to cast 4th level Impromptu Arcane spells. Min Lvl: Sor9, Brd10.</p>	<p>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will. Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentrate. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Info., Perform, Use Magic Device. Speak Language.</p>	<p>1st: Class levels stack with Bard levels for determining what Bardic Music abilities are available, how often they can be used, and the bonus granted by Bestow Courage. If you have no levels of Bard, you gain the music ability of a 1st level Bard. <i>Detect Evil</i>, at will. 2nd: +1 Arcane Caster Level. You are now able to cast spells on your spell list that are exclusive to Eladrin. You must still learn the spell to use it. Holy Cacophony – gain the use of this new Bardic Music ability when you have 8 ranks of Perform. All Evil creatures within 30' must make a Concentration check (DC 15 + spell level) in order to cast a spell or use a Spell-like ability. If combined with Feat: <u>Words of Creation</u>, the DC is 20 + spell level, but you take 8d4 non-lethal damage. This is a [sonic][mind] effect.</p>
<p>Urban Soul (a human who has perfectly adapted to city life, and is able to melt into buildings, hear the city 'speak', etc.) (RoD p141)</p>	<p>Race: Human. Know (local): 10 ranks. Know (arch & eng): 5 ranks. Gather Info.: 5 ranks. Receive the blessing from the temple of Urbanus. Min Lvl: Brd7, Rog7, Wiz7, Bbn17, Clr17, Drd17, Ftr17, Mnk17, Pal17, Rgr17, Sor17.</p>	<p>HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Know(local), Know(arch & eng), Search. Wis: Listen, Spot. Cha: Gather Info., Intimidate. Speak Language.</p>	<p>1st: City Ramparts, 1/day – as a Standard Action, you gain the following: a) +4 bonus to Constitution; b) +2 bonus on Will saves; and c) Damage Reduction 5 / adamantine. The effect lasts for 1 round per Constitution modifier (including the bonus above). If you are within a city, the effect last longer. Small City: +3 rounds Large City: +5 rounds Metropolis: +10 rounds Urban Sustenance – while within a city (i.e., 5,000 inhabitants), you do not need to eat, drink, or sleep, plus you heal at 2x the normal rate, though you must still rest to regain spells. However, you no longer heal naturally outside the confines of a city. Also, for every 24 hour you are outside a city, you take 1 Strength damage & 1 Constitution damage (FortNeg, DC 19 + number of consecutive days you have been out of a city). 2nd: Citybread Senses – +2 Insight bonus on Listen, Search, & Spot check made within a city.</p>
<p>Ur-Priest (hate deities, but know how to 'steal' clerical spells from them) (CDiv p70)</p>	<p>Alignment: LE, NE, CE. Base Fort Save: +3. Base Will Save: +3. Bluff: 6 ranks. Know (arcana): 5 ranks. Know (the planes): 5 ranks. Know (religion): 8 ranks. Spellcraft: 8 ranks. Feats: Iron Will, Spell Focus (evil). Must renounce (i.e., forever loose) any Divine spell-casting ability. Trained by another Ur-Priest. Min Lvl: Brd9, Clr9, Wiz9, Bbn13, Drd13, Ftr13, Mnk13, Rgr13, Rog13, Sor13.</p>	<p>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: Simple Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Craft, Know(arcana), Know(the planes), Know(religion), Spellcraft. Wis: Profession. Cha: Bluff.</p>	<p>1st: Gain Prepared Wisdom-based Divine spells from the Cleric spell-list. These spells are 'taken', not prayed-for. An Ur-Priest goes not gain Domains & cannot spontaneously convert spells for healing or damage. Spells are cast at Class level + ½ other caster levels (not counting any Cleric levels). 2nd: Rebuke/Command Undead, at Class level.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Vassal of Bahamut (follower of the Deity of Good Dragons, who gains special abilities to combat evil dragons) (BoED p80)	Alignment: LG. Base Attack Bonus: +7. Perform: 6 ranks. Craft (armor): 5 ranks. Diplomacy: 5 ranks. Feat: Sacred Vow, Vow of Obedience. Must have single-handedly slain a Red Dragon of at least Juvenile age. Min Lvl: Ftr9, Pal9, Rgr9, Clr10, Mnk10, Rog10, Sor14, Wiz14.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvl: 10	Dex: Ride. Con: Concentrate. Int: Craft(armor), Craft(weapon), Know(nobility), Know(religion). Wis: Heal, Sense Motive. Cha: Bluff, Diplomacy, Intimidate.	1 st : When making a Charisma-based skill check against a Dragon or a Dragon-like creature (such as a Wyvern), gain a bonus equal to your Class level. Platinum Armor – you may forge armor out of the scales of a slain Red Dragon of at least Juvenile age. When completed, the scales change to platinum. You may only have one suit of Platinum Armor at a time & it corrodes away if anyone but you wears it. The armor has the following statistics: Armor bonus +8, max Dex bonus +4, Armor check penalty –1, 20% Arcane spell failure, no loss of movement, 25 pounds, considered Masterwork Light Armor for class abilities & enchanting. 2 nd : Gain Wisdom-based Prepared Divine spells from the <u>Vassal of Bahamut Spell List</u> (see page 119). Dragon Senses – you are able to see 2x as far as a Human in normal light, 4x as far in Low-Light, and gain Darkvision 120'. Receive a one-time stipend of 200 platinum pieces.
Vermin Keeper (a druid whose abilities can be used on vermin, can wild shape into a vermin, and who gains a vermin companion) (Und p44)	Handle Animal: 8 ranks. Know (nature): 8 ranks. Feat: Iron Will. Class Ability: Wild Shape. Min Lvl: Drd5.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Str: Swim. Con: Concentrate. Int: Craft, Know(local - Underdark), Know(nature), Spellcraft. Wis: Heal, Profession, Spot, Survival. Cha: Handle Animal.	1 st : +1 Caster Level. Handle Vermin – you may use your Handle Animal skill with Vermin. Vermin Empathy – you may use your Wild Empathy class ability with Vermin, though they start as ‘unfriendly’. Vermin Form (small) – you may use your Wild Shape class ability to become Vermin whose size is Small. 2 nd : +1 Caster Level. Vermin Form (tiny) – you may use your Wild Shape class ability to become Vermin whose size is Tiny.
Vigilante (solves crime with knowledge of his/her “home turf” and some handy spells) (CAdv p85)	Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +4. Gather Info.: 8 ranks. Intimidate: 4 ranks. Know (local): 8 ranks. Search: 4 ranks. Sense Motive: 8 ranks. Feats: Alertness. Min Lvl: Brd5, Rog13, Bbn13, Clr13, Drd13, Mnk13, Pal13, Rgr13, Sor13, Wiz13.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: Simple, Martial, Net Armor: — Class Lvl: 10	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Know(local), Open Lock, Tumble, Use Rope. Int: Craft, Disable Device, Search. Wis: Sense Motive. Cha: Disguise, Gather Info., Intimidate, Perform.	1 st : <i>Detect Evil</i> , at will. Gain Charisma-based Impromptu Arcane spells from the <u>Bard Spell List</u> that are in the schools of Abjuration, Divination, Illusion, Necromancy, & Transmutation. Note: 0 th level spells can be learned as 1 st level spells. Streetwise +2 – you gain a +2 Competence bonus on Gather Information and Knowledge (local) checks. 2 nd : Smite the Guilty, 1/day – against an opponent that you saw commit a crime in your home city within the last 3 days, you gain your Charisma modifier as a bonus on your melee attack roll and your Class level as a bonus on your damage.
Virtuoso (a specialist with bardic music who learns advanced songs, like those that jamming spellcasting, keening weapons, etc.) (CAdv p89)	Diplomacy: 4 ranks. Intimidate: 4 ranks. Perform (any): 10 ranks. Arcane Caster level 1 st . Min Lvl: Brd7, Sor10, Wiz10.	HD: d6 Skill Points: 6 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Jump. Dex: Balance, Escape Artist, Tumble. Con: Concentrate. Int: Craft, Spellcraft. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Perform.	1 st : Bardic Music – your Class level stack with your Bard levels (if any) to determine the number of uses of Bardic Music per day and the effectiveness of Inspire Courage. You also gain the Bardic Music ability Fascinate. Virtuoso Performance – Able to do 1 Virtuoso Performance per level per day. You may substitute 2 Bardic Music uses for 1 Virtuoso Performance use. Each has a minimum number of ranks in Perform needed to make the effect, which are: – Persuasive Song (min Perform 11 ranks) – you may attempt to change the attitude of your Audience within 30' who can see and hear you for at least 10 consecutive rounds. Use a Perform check instead of a Diplomacy check. Does not work on anyone with a Hostile attitude and cannot target a person more than once per day. 2 nd : +1 Arcane Caster Level.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features																
Void Disciple (a spellcaster to can perceive and modify the surrounding reality) (CDiv p72)	Alignment: NG, LN, N, CN, NE. Spellcraft: 10 ranks. Feats: Heighten Spell, Spell Penetration. Able to cast 3 rd level Arcane or Divine spells. Min Lvl: Brd7, Clr7, Drd7, Sor7, Wiz7, Rgr17.	HD: d6 Skill Points: 3 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 13	Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	1 st : Sense Void, 1/day – Extend your mind & senses to examine a target of interest. To observe a target, make a Spellcraft check vs. its distance from you. <table border="1"> <thead> <tr> <th>Distance</th> <th>DC</th> <th>Distance</th> <th>DC</th> </tr> </thead> <tbody> <tr> <td>Line of Sight</td> <td>5</td> <td>100 miles</td> <td>20</td> </tr> <tr> <td>1 mile</td> <td>10</td> <td>1,000 miles</td> <td>25</td> </tr> <tr> <td>10 miles</td> <td>15</td> <td></td> <td></td> </tr> </tbody> </table> 2 nd : +1 Caster level.	Distance	DC	Distance	DC	Line of Sight	5	100 miles	20	1 mile	10	1,000 miles	25	10 miles	15		
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Line of Sight	5	100 miles	20																	
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War Chanter (a Bard who sings combat-enhancing songs) (CWar p87)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +4. Perform(sing) –or– Perform(oratory): 6 ranks. Feats: Combat Expertise, Weapon Focus (any). Must have ‘Inspire Courage’ Bardic Music ability. Min Lvl: Brd6.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist. Int: Craft. Wis: Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy, Gather Info., Intimidate, Perform.	1 st : Your Class levels stack with your Bard levels for determining how often you can use your Bardic Music (but you do not gain access to new Bard songs) Inspire Toughness – All allies that hear this Bardic Music gain +2hp per Class level for as long as they can still hear you + 5 rounds afterwards. Requires 9+ ranks in Perform (sing) or Perform (oratory). 2 nd : —																
Warforged Juggernaut (a Warforged who is trying to be more like a Construct) (Eb p83) (EbErrata)+	Race: Warforged. Base Attack Bonus: +5. Feats: Adamantine Body, Improved Bull Rush, Power Attack. Min Lvl: Ftr5, Bbn6, Brd7, Pal6, Rgr6, Clr7, Rog7, Sor10, Wiz10.	HD: d12 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Int: Craft. Wis: Survival. Cha: Intimidate.	1 st : Gain Armor Spikes that do 1d6 on a Grapple. Expert Bull Rush – add your Class level to Strength check when initiating a Bull Rush or Defending against one. Add your Class level when attempting to break down doors. Gain <u>Feat: Powerful Charge</u> . Reserved – receive a penalty equal to your Class level on the following skills: Bluff, Diplomacy, Gather Information, & Sense Motives. 2 nd : Receive a +1 bonus to attack rolls when making a Charge Extended Charge – when making a Charge, gain +5’ movement. Construct Perfection I – you can not take Subdual damage –or– extra damage from Critical hits.																
Warpriest (a cleric trained to lead soldiers into battle) (CDiv p74)	Base Attack Bonus: +5. Diplomacy: 8 ranks. Sense Motive: 5 ranks. Feats: Combat Casting. Access to cast at least one Divine spell from one of the following Clerical Domains: Destruction, Protection, Strength, or War. Able to Turn or Rebuke Undead Min Lvl: Clr7.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvl: 10	Str: Swim. Dex: Ride. Con: Concentrate. Int: Craft, Know(history), Spellcraft. Wis: Sense Motive. Cha: Diplomacy, Handle Animals.	1 st : Gain the Glory Domain, if you Turn Undead, or the Domination Domain, if you Rebuke Undead. Rally – All allies within 60’ who are under a Fear effect gain a new saving throw, with a Morale bonus equal to your Class Level. Usable as a Standard Action. You cannot be a Fear effect when you use this ability. Your Class levels stack with your Cleric / Paladin levels when Turning / Rebuking Undead. 2 nd : +1 Divine Caster Level. Inflame – By making a Full Round Action speech before battle, all listeners (including you) gain a +2 Morale bonus for Saving Throws against Fear & Charm effects. Lasts for (5 + 1 per Class lvl) minutes.																
Warshaper (able to use the spell or ability to <i>Polymorph</i> in innovative ways as part of combat) (CWar p89)	Base Attack Bonus: +4. Must be able to change shape in one of the following ways: 1. Shape-change as a Supernatural ability; 2. Shapechanger subtype; 3. <i>Polymorph</i> as a Spell-like ability; 4. Able to cast <i>Polymorph</i> ; 5. Wild Shape or similar class feature. An ‘Alternate Form’ (as possessed by quasits, etc.) is not sufficient. Min Lvl: Drd6, Sor8, Wiz8.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist. Int: Craft. Con: Concentrate. Cha: Disguise.	1 st : When using your shape-changing ability, gain immunity to Critical Hits & being Stunned. When using your shape-changing ability, you can grow natural weapons, such as claws, fangs, or horns as a Move Action. If the form you are in already has natural weapons, they do damage as if they were one size category larger. 2 nd : When using your shape-changing ability, gain a +4 bonus to Strength & a +4 bonus to Constitution.																

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Wayfarer Guide (teleport specialist) (CAre p65)	Know (arcana): 10 ranks. Know (geography): 10 ranks. Able to cast <i>Teleport</i> . Join the Wayfarers' Union. Min Lvl: Wiz9, Clr(portal,travel)17, Sor17.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 3	Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession. Speak Language.	1 st : +1 Caster Level. Enhanced Capacity – you can <i>Teleport</i> one extra Medium-sized creature (or the equivalent) per Class level. Improved Range – any spell you cast with the [teleport] subtype has its maximum distance increased by 50%. 2 nd : Extra Teleportation – gain an extra 5 th level spell slot which can only be used for <i>Teleport</i> .
Weretouched Master (a Shifter who is becoming like his/her lycanthrope ancestors) (Eb p85)	Race: Shifter. Base Attack Bonus: +4. Know (nature): 5 ranks. Survival: 8 ranks. Feats: any Shifter feat. Min Lvl: Rgr5, Drd6, Bbn7, Clr(travel)7, Brd13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently. Int: Know(nature). Wis: Listen, Spot, Survival. Cha: Handle Animal, Intimidate.	1 st : Weretouched I – Choose one of the following to be your 'ancestor animal': Bear, Boar, Rat, Tiger, Wolf, or Wolverine. When Shifting, you receive benefits base on your 'ancestor animal': - your appearance becomes more like your 'ancestor animal', including fur and a tail. Bear or Tiger: - +2 bonus to Strength. - gain Claws that do 1d4 + 1 per 4 Character levels. If you have the Razorclaw subtype and/or the Improved Natural Attack Feat, your Claws improve their damage by one category. Boar or Wolverine: - +2 bonus to Constitution. - gain a Bite Attack that do 1d6 + 1 per 4 Character levels. If you have the Longtooth subtype and/or the Improved Natural Attack Feat, your Bite improve its damage by one category. Rat or Wolf: - +2 bonus to Dexterity. - gain Fangs that do 1d4 + 1 per 4 Character levels. If you have the Longtooth subtype and/or the Improved Natural Attack Feat, your Bite improve its damage by one category. 2 nd : Bonus Shifter Feat. Wild Empathy – you may try to adjust the attitude of any Animal by making a Class level + Charisma modifier check after spending 1 minute interacting. Stacks with other Wild Empathy class abilities. Receive a +4 bonus if interacting with your 'ancestor animal'.
Whisperknife (a halfling that specializes with light thrown weapons, usually daggers) (RotW p134)	Race: Halfling. Base Attack Bonus: +4. Balance: 3 ranks. Climb: 3 ranks. Hide: 6 ranks. Jump: 3 ranks. Move Silently: 6 ranks. Tumble: 3 ranks. Feats: Point-Blank Shot, Quick Draw, Two-Weapon Fighting, Weapon Finesse. Sneak Attack +1d6 Min Lvl: Rog2/Ftr3, Rog9.	HD: d8 Skill Points: 6 Attack: Fighter Good Save: Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble. Int: Disable Device, Know(local), Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Handle Animal, Intimidate.	1 st : When throwing Light weapons (such as Daggers), you are treated as having Feat: <u>Rapid Shot</u> . Uncanny Dodge – retain your Dexterity bonus to AC when Flat-Footed or fighting an Invisible foe. If you already have Uncanny Dodge, you gain Improved Uncanny Dodge (stacks with Rogue levels).. 2 nd : +1d6 Sneak Attack.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Wild Mage (an arcane spellcaster with some chaotic magical ability) (CArc p68)</p>	<p>Alignment: CG, CN, CE. Know (the planes): 4 ranks. Spellcraft: 8 ranks. Use Magic Device: 4 ranks. Feat: Magical Aptitude, any metamagic feat. Arcane Caster level 1st. Min Lvl: Brd5, Sor5, Wiz5.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Ref Weap: — Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession. Cha: Bluff, Intimidate, Use Magical Device.</p>	<p>1st: +1 Arcane Caster level. Wild Magic – your effective Caster level is (Caster level – 3 + 1d6). 2nd: +1 Arcane Caster level. Random Deflector, 1/day – as an Immediate Action (which can be done when it is not your turn), all ranged attacks, ranged touched attacks, and individually targeted spells are deflected to a random creature within 20’ of you. This effect lasts until the beginning of your next turn. All creatures in the 20’ area (including you) have an equal chance to be the new target. Once the new target is determined, the normal attack roll is made, the target receives any appropriate saving throws, etc.</p>
<p>Wild Plains Outrider (a paladin, ranger, or druid who focuses on his/her mount) (CAAdv p92)</p>	<p>Ride: 9 ranks. Feat: Mounted Combat, Track Either an Animal Companion big enough to serve as a mount, or a Paladin’s Special Mount Min Lvl: Drd6, Rgr6, Pal6.</p>	<p>HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 3</p>	<p>Str: Jump, Swim. Dex: Balance, Move Silently, Ride. Int: Know(nature). Wis: Listen, Spot, Survival. Cha: Handle Animal.</p>	<p>Paladins may freely cross-class. 1st: You may add your Class level to your effective Druid level for determining your Animal Companion’s capabilities –or– to your effective Paladin level for determining your Special Mount’s capabilities. Ride Bonus – gain your Class level as a Competence bonus on all Ride check –and– any Handle Animal checks done with your mount. Wild Plains Stalker – when your mount makes Hide and/or Move Silently checks, it may use your ranks in these skills, though it still uses its own Dexterity modifier, size modifier, etc. 2nd: Wild Plains Swiftess – your mount’s base speed increases by +10’ for every movement mode it has.</p>
<p>Wildrunner (an elf or half-elf who can travel quickly and unnoticed on foot, is able to ‘primal scream’, and eventually becomes a ‘Fey’) (RotW p139)</p>	<p>Race: Elf, Half-Elf. Alignment: LG, NG, CG, CN, CE. Hide: 5 ranks. Know(nature): 5 ranks. Move Silently: 5 ranks. Survival: 8 ranks. Feats: Endurance. Min Lvl: Rgr5, Bbn7, Clr(travel)7, Drd7, Brd13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.</p>	<p>HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently. Int: Know(nature). Wis: Spot, Survival. Cha: Handle Animal, Intimidate.</p>	<p>1st: Fast Movement – when not wearing Heavy Armor, you receive +10’ movement. Trackless Step – you cannot be tracked in natural surroundings (as the Druid class ability). 2nd: Gain the Scent special ability. Primal Scream – as a Free Action, you may make a Primal Scream and enter a Feral Frenzy for 3 + Constitution modifier rounds (min 1). You may use this ability 3 + Charisma modifier (min 1) times per day. While in this state, you receive +2 Strength, +6 Dexterity, & a 1d6 secondary Bite attack. At higher levels, you gain additional abilities. A Feral Frenzy can be done at the same time as a Barbarian Rage (if desired).</p>
<p>Wolflord (Animal Lord specialized in wolves) (CAAdv p22)</p>	<p>Alignment: NG, LN, N, CN, NE. Base Attack Bonus: +5 Handle Animal: 4 ranks. Know(nature): 2 ranks. Survival: 4 ranks. Feats: Track. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.</p>	<p>HD: d10 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Escape Artist, Hide. Int: Know (nature). Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal, Intimidate.</p>	<p>1st: Gain bonuses and abilities when interacting with your ‘Bonded Animals’, which are Wolves and Dire Wolves. Animal Bond – +4 bonus to Handle Animal & Wild Empathy check with your Bonded Animals. If you have an Animal Companion from a prior class which is a Bonded Animal, your Class levels stack when determining your Animal Companions abilities. Wild Empathy – stacks with Wild Empathy from other classes. <i>Detect Animals and Plants</i> (Bonded Animals only) at will at Class level. 2nd: Gain Low-Light Vision. First Totem – +4 bonus on Survival checks.</p>
<p>Wonderworker (a spellcasting follower of one of the Pantheons of the Good outer planes who gains mastery of Exalted Feats) (BoED p82)</p>	<p>Alignment: LG, NG, CG. Base Will Save: +5. Feat: Knight of Stars –or– Favored of the Companions –or– Servant of the Heavens, one other Exalted Feat. Able to cast 3rd level spells. Min Lvl: Clr6, Drd6, Sor6, Wiz6, Brd7, Pal15, Rgr15.</p>	<p>HD: d6 Skill Points: 4 Attack: Wizard Good Save: Fort, Will. Weap: — Armor: — Class Lvl: 3</p>	<p>Con: Concentrate. Int: Craft, Know(arcana), Know(nature), Know(religion), Spellcraft. Wis: Heal, Profession, Sense Motive. Cha: Diplomacy.</p>	<p>1st: Gain any one Exalted Feat. Bonus spell – Arcane casters gain 1 bonus spell per day, while Divine casters gain 2 bonus spells per day. The bonus spell is assigned to a level that you can currently cast & it cannot be changed. No more than one bonus spell can be added to your highest level. 2nd: Gain any one Exalted Feat. Bonus spell – Arcane casters gain 2 bonus spells per day, while Divine caster gain 3 bonus spells per day.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
World Speaker (a bard who learns to communicate with all types of people, animals, plants, elements, & even the dead) (DR311 p65)	Concentration: 8 ranks. Decipher Script: 8 ranks. Know (history): 4 ranks. Know (nature): 4 ranks. Must be able to speak, read, & write 3 languages that are not on the character's racial language list. Min Lvl: Brd5.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Decipher Script, Know(any), Search, Spellcraft. Wis: Listen, Sense Motive. Cha: Bluff, Diplomacy, Handle Animal, Gather Info., Perform. Speak Language.	1 st : +1 Bard Caster level. Class levels stack with Bardic Music ability & Bardic Knowledge checks. <i>Tongues</i> , 1/day as a 6 th level Sorcerer. 2 nd : +1 Bard Caster level. <i>Speak with Animals</i> , at will as a 5 th level Druid.
Wormhunter (veteran of battling the undead and mortals that follow Kyuss, who has been toughened by surviving numerous attacks by the Worms of Kyuss and has even gained lore through this connection to the other world) (DR338 p71)	Must meet any two of the following criteria: - Base Attack Bonus: +7 - Base Fortitude Save: +4 - Know (religion): 10 ranks - Sneak Attack +4d6 - able to cast 4 th level Divine spells Must have taken at least 4 points of Intelligence damage from Worms of Kyuss. Must have read the <i>Apostolic Scrolls</i> , which contain lore about Kyuss. Min Lvl: Bbn7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Brd10, Rog10, Wiz12, Sor14.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Decipher Script, Know(arcana), Know(history), Know(religion), Search, Spellcraft. Wis: Heal, Sense Motive, Survival. Cha: Gather Info., Intimidate.	1 st : Kyussbane – when fighting any minion of Kyuss, receive your Class level as a bonus on damage rolls and roll to overcome Spell Resistance. Gift of the Worm 1 – by allowing a Worm of Kyuss into your brain, you gain a ‘gift’ (see below) and a ‘madness’ (see DR338 p73), plus the worm dies. You go through the same procedure at 3 rd and 5 th levels, so some of the following increase as you go up in level: <u>Cannibalization</u> – +1 to one ability score, but –1 to two other ability scores (or –2 to one score). <u>Increased Spellcasting</u> – +(#gifts) Caster levels. <u>Regained Lore</u> – +(#gifts) bonus feats. <u>Spiritual Conduit</u> – +(#gifts) bonus to Cleric level when Turning/Rebuking Undead –and– all <i>Cure Wounds</i> and <i>Inflict Wound</i> spells cast <u>on you</u> are Empowered (i.e., +50%). <u>Sinister Smite</u> – You must already have the gift ‘Spiritual Conduit’. When you Sneak Attack or Critical Hit a living creature, it also takes 2 points of Strength damage –and– <i>Inflict Wound</i> spells cast <u>on you</u> are Empowered and Maximized. <u>Undead Smite</u> – You must already have the gift ‘Spiritual Conduit’. You can now perform a Sneak Attack or Critical Hit on an Undead creature –and– <i>Cure Wound</i> spells cast <u>on you</u> are Empowered and Maximized. 2 nd : Wormscarred – immune to all Diseases and +2 bonus on saves vs. Poison. <i>Detect Minion</i> , at will. As <i>Detect Undead</i> , but only works on the living and undead followers of Kyuss..
Yathchol Webrider (a creature who can magically or naturally create webs and who gains the ability to teleport from one web to another, blast people with web, etc.) (Und p46)	Hide: 8 ranks. Move Silently: 4 ranks. Feat: Dodge, Mobility, Skill Focus (Craft (trapmaking)). Must be able to cast <i>Web</i> as a Spell or Spell-like ability –or– be a member of a web-spinning race (such as Chitine) Min Lvl: Wiz3 / Rog3, Sor13, Wiz13	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Will Weap: Club, Crossbow (hand, light, heavy), Dagger, Dart, Mace, Morningstar, Quarterstaff, Rapier, Sap, Shortbow, & Shortsword. Armor: Light Class Lvl: 10	Str: Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble, Use Rope. Int: Craft(trapmaking), Know(arcana), Search, Spellcraft. Wis: Listen, Spot.	1 st : Web Hide – you may make a Hide check as long as there is a natural or magical web of at least 5’ by 5’ within 5’ of you. Web Ride, 20’ – you may teleport between two section of web that are each at least 5’ by 5’, up to 20’. This may be broken into 10’ units (so at this level, you can make one 20’ teleport or two 10’ teleports). At higher levels, the distance increases. 2 nd : Spider Climbing – gain a Climb speed of 20’ and the ability to travel along ceilings and vertical surfaces. Summon Spider (large), 1/day – either <i>Summon Swarm (spider swarm only)</i> –or– <i>Summon Monster V (large monstrous spider only)</i> . Caster level is (5 + Class level).

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Yathrinshée (specialty priest of the Drow Deity of Undeath & Revenge) (PGF p187)	Patron: Kiaransalee. Race: Drow. Gender: Female. Know (arcana): 7 ranks. Know (religion): 7 ranks. Perform (sing): 3 ranks. Feat: Lichloved, Spell Focus (Necromancy). Able to cast <i>Animate Dead</i> as a Divine spell –and– <i>Spectral Hand</i> as an Arcane spell. Min Lvl: Clr5 / Wiz3.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(any), Search, Spellcraft. Wis: Profession.	1 st : +1d6 Sneak Attack. When Rebuking & Controlling Undead, add your Class levels to your Cleric levels. Necromancer – when casting spells from the School of Necromancy, your effective Caster level is the total of <u>all</u> your caster levels. 2 nd : +1 Arcane Caster level –and– +1 Divine Caster level. Threnody, 1/day – while you sing, all Undead within 30' gain a Gaze attack. The opponent of each Undead sees it as a departed love one or a bitter foe & receives a –2 penalty on attack rolls for 1d3 rounds (WillNeg DC is Charisma-based).
Zhentarim Spy (a spy who can go undercover and be totally convincing in the new role) (PGF p77)	Alignment: LE, NE, CE. Base Attack Bonus: +5. Bluff: 5 ranks. Disguise: 5 ranks. Forgery: 5 ranks. Gather Information: 5 ranks. Feat: Deceitful. Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Rgr7, Rog7, Sor10, Wiz10.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: Simple Armor: Light, Medium, Shield. Class Lvl: 5	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Decipher Script, Disable Device, Forgery, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Use Magic Device. Speak Language.	1 st : +1d6 Sneak Attack. Cover Identity – you may have one fake identity for each Craft skill and/or Profession skill in which you have at least 2 ranks. Each identity must have a complete background, including a name, place of origin, etc. While operating under a cover identity, you receive a +4 Circumstance bonus on Disguise checks & a +2 bonus on Bluff & Gather Info. checks. Both bonuses are increased by +1 for each 2 ranks above 2 you have in the associated Craft / Profession. Cover Identities may be replaced by spending 1d4 tenday & 6d10 gp to put together the necessary background, paper work, etc. 2 nd : <i>Undetectable Alignment</i> , always on as an Extraordinary Ability (i.e., it is not detected by <i>Detect Magic</i> , cannot be dispelled, etc.).

Skipped Prestige Classes

Epic Prestige Classes

Epic Artificer (PGE p17)	Epic Paladin (DMG p208)	Epic Wu Jen (CArc p189)
Epic Barbarian (DMG p207)	Epic Ranger (DMG p208)	Netherese Arcanist (the greatest human casters of the ancient Netheril empire) (PGF p132) (PGFe)+
Epic Bard (DMG p207)	Epic Rogue (DMG p208)	Spellfire Hierophant (able to work with the raw magic of the Weave almost as well as the Deities themselves) (PGF p133)
Epic Cleric (DMG p208)	Epic Sorcerer (DMG p209)	
Epic Druid (DMG p208)	Epic Warlock (CArc p189) (CArcErrata)+	
Epic Fighter (DMG p208)	Epic Warmage (CArc p189)	
Epic Monk (DMG p208)	Epic Wizard (DMG p209)	

Prestige Classes for Non-Standard Races

Dawncaller (a Goliath Bard who gains additional bardic music effects to help his/her tribe) (RoS p103)	Peregrine Runner (a Goliath messenger/scout that can jump from cliff to cliff and run all day) (RoS p116)	features) (RotW p126)
Goliath Liberator (a Goliath specialized in fighting Giants) (RoS p112)	Shadow Sentinel (an Illumian focused on defending his/her race from Githyanki, etc., with the use of a blade made of shadow) (RoD p137)	Stormtalon (a Raptorian combatant who gains additional flying speed and skill with the exotic weapon Foot Talons) (RotW p126)
Loredelver (an Illumian rogue / arcane caster who specializes in exploring ruins) (RoD p117)	Skypledged (a Raptorian caster who is allied with Air Elementals and has many wind-based class	Stonespeaker Guardian (a Goliath Druid who can become stone-like) (RoS p127)

Non-Humanoid Prestige Classes

Black Blood Hunter (lycanthrope who is a member of the People of the Black Blood, who hunt & eat sentient creatures for sport) (CWar p40)	Inquisitor of the Drowning Goddess (Kuo-Toan specialty templar to the Sea Mother) (Und p39)	Risen Martyr (a person who has earned Exalted feats & comes back as a spirit to continue its work) (BoED p69)
Ephemeral Exemplar (an Incorporeal Undead that is more effective, eventually being able to touch solid objects while staying incorporeal) (LM p53)	Lurking Terror (an Undead that is extra-effective with its Spell- like & Supernatural abilities and sneaking too) (LM p54)	Sea Mother Whip (Kuo-Toan specialty priest to the Sea Mother) (Und p42)
Hulking Hurler (a Large-sized (or bigger) creature who specializes in throwing boulders) (CWar p40)	Master Vampire (a Vampire that can have more and tougher spawn) (LM p55)	Tomb Warden (an Undead bound to guard a location, from which it cannot be driven (i.e., Turned)) (LM p57)
Illithid Body Tamer (a Mindflayer practiced in melee (particularly its tentacles) at the cost of its psionics) (Und p35)	Ocular Master (a Beholder who learns to combine multiple eye-beams into a new effect) (DR313 p57)	Unholy Abomination (an Aberration that makes a pact with the dark powers, with increases its abilities, but making it horrid to look at) (DR313 p58)

Psionic Prestige Classes

Avantist (a Kalashtar psionic who is trained to resist Quori spirits and help others resist them too) (RoE p133)	Iron Mind (a psionic trained to be physically & mentally tough, and to help allies be tough too) (RoS p114)	Quori Nightmare (a Kalashtar psionic who is helps Quori spirits and gains the power of nightmare) (RoE p148)
Cognition Thief (psionic who is particularly good at messing with people's minds) (PGF p174)	Mind Mage (hybrid psionic & arcane caster) (DR313 p50)	Shadowmind (hybrid psionic & rogue) (CAAdv p74)

Based on Optional Rules

Tainted Sorcerer (a spellcaster who has absorbed 'taint' from an Evil location, object, or act) (UA p191)	Tainted Warrior (a combatant who has absorbed 'taint' from an Evil location, object, or act) (UA p191)
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Paragons

<p>Aberrant Paragon (a character who desires or is compelled to be more like an Aberration) (DR332 p45)</p> <p>Drow Paragon (focuses on becoming the perfect Drow) (UA p32)</p> <p>Dwarf Paragon (focuses on becoming the perfect Dwarf, including improved Stone-Cunning, better Darkvision, etc.) (UA p33)</p> <p>Elf Paragon (focuses on becoming the perfect Elf, including even more acute senses, greater resistance to Enchantments, etc.) (UA p35)</p> <p>Gnome Paragon (focuses on becoming the perfect Gnome, including improved ability with Illusions, more acute senses, etc.) (UA p36)</p>	<p>Half-Dragon Paragon (focuses on becoming the perfect Half-Dragon, including improved natural armor and more uses of his/her breath weapon) (UA p37)</p> <p>Half-Elf Paragon (focuses on becoming the perfect Half-Elf, including more social abilities, better senses, etc.) (UA p39)</p> <p>Half-Orc Paragon (focuses on becoming the perfect Half-Orc, including additional uses of Rage, bonuses on Intimidate, etc.) (UA p40)</p> <p>Halfling Paragon (focuses on becoming the perfect Halfling, including more bonuses with thrown weapons, improvements to racial skill bonuses, etc.) (UA p42)</p>	<p>Human Paragon (focuses on becoming the perfect Human, including bonuses with feats and skills, etc.) (UA p43)</p> <p>Kobold Paragon (focuses on becoming the perfect Kobold, including improved Darkvision, bonuses when fighting in tunnels, improved trapmaking & mining abilities, etc.) (wRotD1)</p> <p>Orc Paragon (focuses on becoming the perfect Orc, including improved Darkvision, bonuses when fighting Elves, etc.) (UA p44)</p> <p>Tiefling Paragon (focuses on becoming the perfect Tiefling, including better energy resistances, more uses of spell-like abilities, etc.) (UA p45)</p>
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Pending

I'm behind on a few issues. Until I catch up, here are the locations of the pending Prestige Classes.

<p>Anarchomancer (arcane caster that has the ability to go under "deep cover", literally becoming a different person as long as needed) (DR315 p048)</p> <p>Arvoreen's Keeper (specialty priest of the Halfling Deity of War) (DR321 p76)</p> <p>Arvoreen's Warder (specialty templar of the Halfling Deity of War) (DR321 p76)</p> <p>Barber (master of gossip who knows how to brew tonics that help and harm, from Al-Qadim) (DR321 p84)</p> <p>Battleguard of Tempus (specialty cleric of the Lord of Battle) (DR317 p76)</p> <p>Boge of Nomog-Geaya (specialty priest of the Deity of Hobgoblins) (DR315 p101)</p> <p>Cerebrex (spellcaster who can control his/her own brain, senses, & emotional responses, granting the Scent ability, Blindsense, eidetic memory, etc.) (DR317 p055)</p> <p>Companion of the Dead (a Gnome who becomes undead-like (feeling no pain, needing no sleep, etc.), until he/she eventually becomes Undead) (DR315 p038)</p>	<p>Corsair (sailor who is fast moving and gains bonuses while at sea, from Al-Qadim) (DR321 p86)</p> <p>Deathstalker of Bhaal (specialty templar of the Deity of Murder) (DR322 p092)</p> <p>Eagle Knight (a non-evil warrior that can transform himself/herself into an eagle (& eventually a giant eagle) & learns flying combat techniques) (DR315 p096)</p> <p>Flux Adept (spellcaster who can control his/her own blood, muscles, organs, etc., so as to gain bonuses on Escape Artist checks, resistant to inhospitable climates, immunity to poison, feign death, etc.) (DR317 p053)</p> <p>Harmonium Peacekeeper (planar lawkeepers (though they can be any Lawful) that gain a special mount) (DR315 p047)</p> <p>Holy Slayer (a lawful assassin-like class, from Al-Qadim) (DR321 p87)</p> <p>Jaguar Knight (a non-good warrior that can transform himself/herself into a jaguar (& eventually a dire jaguar) and learns feline combat techniques) (DR315 p096)</p> <p>Luminaire (enemy of "evil monsters" who can inspire bravery) (DR315 p101)</p>	<p>Mamluk (warrior / scholar that is trained to fight in hostile environments (particularly deserts), from Al-Qadim) (DR321 p89)</p> <p>Omatu Master (halfling monk that gains bonuses to offset the penalties due to size) (DR315 p085)</p> <p>Osteomancer (spellcaster who can control bones, extending his own as weapons, making them hard as stone, paralyzing opponents by not allowing their bones to move, etc.) (DR317 p050)</p> <p>Ranger Knight of Furyondy (mounted warrior with enhanced ranger abilities) (DR317 p068)</p> <p>Shadow Apostle (specialty priest of the Deity of Darkness) (DR322 p065)</p> <p>Shark Cultist (secret society whose members prove their prowess by single-handedly killing a shark and wearing its skin) (DR315 p039)</p> <p>Silverhair Knight (specialty cleric of Deity of Good Drow, who helps Drow who have come to the surface adjust & protects them) (DR315 p028)</p>
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Prestige Class Spell Lists

Apostle of Peace spell list

Prepared Divine spells based on Wisdom. (BoED p52)

0th Level

Create Water(PH p215) – Creates 2 gallons/level of pure water.
Cure Minor Wounds(PH p216) – Cures 1 point of damage.
Detect Magic(PH p219) – Detects spells and magic items within 60'.
Detect Poison(PH p219) – Detects poison in one creature or small object.
Guidance(PH p238) – +1 on one attack roll, saving throw, or skill check.
Light(PH p248) – Object shines like a torch.
Mending(PH p253) – Makes minor repairs on an object.
Purify Food and Drink(PH p267) – Purifies 1 cubic foot per level of food or water.
Read Magic(PH p269) – Reads scrolls and spellbooks.
Resistance(PH p272) – Subject gains +1 resistance bonus on all saving throws.
Virtue(PH p289) – Subject gains 1 temporary hp.

1st Level

Bless(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.
Bless Water(PH p205) – Makes Holy Water.
Command(PH p211) – One subject obeys selected command for 1 round.
Comprehend Languages(PH p212) – You understand all spoken and written languages.
Cure Light Wounds(PH p215) – Cures 1d8 + 1 per level damage (max +5).
Detect Evil(PH p218) – Reveals evil creatures, spells, or objects.
Detect Undead(PH p220) – Reveals undead within 60'.
Endure Elements(PH p226) – Exist comfortably in hot or cold environments.
Entropic Shield(PH p227) – Ranged attacks against you suffer 20% miss chance.
Eyes of the Avoral(BoED p99) – Subject gets +8 on Spot checks.
Hide from Undead(PH p241) – Undead can't perceive one subject per level.
Obscuring Mist(PH p258) – Fog surrounds you.
Protection from Evil(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
Ray of Hope(BoED p105) – Subject gains +2 bonus on attacks, saves, and checks.
Remove Fear(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Sanctuary(PH p274) – Opponents can't attack you and you can't attack.
Shield of Faith(PH p278) – Aura grants +2 (or higher) deflection bonus.
Vision of Heaven(BoED p111) – Evil creature is Dazed for 1 round.

2nd Level

Aid(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)
Augury(PH p202) – Leans whether an action will be good or bad.
Bear's Endurance(PH p203) – Subject gains +4 Constitution for 1 minute per level.
Calm Emotions(PH p207) – Calms creatures, negating emotion effects.
Consecrate(PH p212) – Fills area with positive energy, making undead weaker.
Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).
Delay Poison(PH p217) – Stops poison from harming subject for 1 hour per level.
Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.
Ease Pain(BoED p97) – Remove lingering effects of pain.
Entrhall(PH p227) – Captivates all within 100' + 10' per level.
Glorious Raiment(BoED p99) – Wearer gains +1 Sacred bonus to AC per five caster levels and Damage Reduction 5 / evil.
Make Whole(PH p252) – Repairs an object.
Owl's Wisdom(PH p259) – Subject gains +4 Wisdom for 1 minute per level.
Remove Paralysis(PH p271) – Frees one or more creatures from paralysis, hold, or *Slow*.
Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
Restoration, Lesser(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.
Shield Other(PH p278) – You take half of subject's damage.
Silence(PH p279) – Negate sound in 15' radius.
Status(PH p284) – Monitors condition & position of allies.
Yoke of Mercy(BoED p112) – Target deals non-lethal damage.
Zone of Truth(PH p303) – Subjects within range cannot lie.

Apostle of Peace spell list (continued)3rd Level

Blessed Sight(BoED p92) – Evil auras become visible to you.
Create Food and Water(PH p214) – Feeds 3 humans (or 1 horse) per level.
Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).
Dispel Magic(PH p223)(PH3.5e)+ – Cancels magical spells and effects.
Helping Hand(PH p239) – Ghostly hand leads subject to you.
Magic Circle against Evil(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
Magic Vestment(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.
Meld into Stone(PH p252) – You and your gear merge with stone.
Prayer(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.
Protection from Energy(PH p266) – Absorb 12 damage per level from one kind of energy.
Refreshment(BoED p105) – Cures creatures of all non-lethal damage.
Remove Blindness/Deafness(PH p270) – Cures normal or magical conditions.
Remove Curse(PH p270) – Frees person or object from a curse.
Remove Disease(PH p271) – Cures all diseases affecting subject.
Remove Nausea(BoED p105) – Cure a Nauseated or Sickened creature.
Water Breathing(PH p300) – Subject can breathe underwater.
Water Walk(PH p300) – Subject treads on water as if solid.
Wind Wall(PH p302) – Deflects arrows, smaller creatures, and gases.

4th Level

Air Walk(PH p196) – Subject treads on air as if solid (climb at 45 degree angle).
Aspect of the Deity, Lesser(BoED p91) – Your form becomes more like your Deity's.
Blood of the Martyr(BoED 92) – You heal a target at range and take a like amount of damage.
Control Water(PH p214) – Raises, lowers bodies of water.
Cure Critical Wounds(PH p215) – Cures 4d8 + 1 per level (max. +20).
Death Ward(PH p217) – Grants immunity to death spells and negative energy effects.
Discern Lies(PH p221) – Reveals deliberate falsehoods.
Dismissal(PH p222) – Forces a creature to return to native plane.
Divination(PH p224) – Provides useful advice for specific proposed actions.
Freedom of Movement(PH p233) – Subject moves normally despite impediments.
Good Hope(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Imbue with Spell Ability(PH p243) – Transfer spells to subject.
Neutralize Poison(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.
Planar Ally, Lesser(PH p261) – Exchange services with a 6 HD extraplanar creature.
Remove Fatigue(BoED p105) – Removes effects of Fatigue as 8 hours of rest.
Repel Vermin(PH p271) – Insects, spiders, and other vermin stay 10' away.
Restoration(PH p272) – Restores level and ability score drains.
Sending(PH p275) – Delivers a short message anywhere, instantly.
Spell Immunity(PH p281) – Subject is immune to one spell per four levels.
Status, Greater(BoED p100) – As *Status*, but cast some spells through the bond.
Sustain(BoED p109) – Recipients need no food or drink for 6 hours per level.
Tongues(PH p294) – Speak any language.

5th Level

Atonement(PH p201) – Removes burden of misdeeds from subject.
Break Enchantment(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.
Command, Greater(PH p211) – As *Command*, but affects one subject per level.
Commune(PH p211) – Deity answers one yes-or-no question per level.
Cure Light Wounds, Mass(PH p216) – Cures 1d8 + 1 / level damage for many creatures.
Dispel Evil(PH p222) – +4 bonus against attacks by evil creatures.
Energetic Healing(BoED p98) – Target is immune to one energy type and gains 10% of the energy damage as healing.
Hallow(PH p238) – Designates location as Holy.
Mark of Justice(PH p252) – Designates action that will trigger cure on subject.
Plane Shift(PH p262) – As many as eight subjects travel to another plane.
Raise Dead(PH p268) – Restores life to subject who died up to 1 day per level ago.
Sacred Guardian(BoED p106) – You know the status of subject and an teleport or scry without error.
Scrying(PH p274)(PH3.5e)+ – Spies on subject from a distance.
Spell Resistance(PH p282) – Subject gains Spell Resistance of 12 + 1 per level.
Symbol of Sleep(PH p291) – Triggered rune puts nearby creatures into a catatonic slumber.
True Seeing(PH p296) – See all things as they really are.
Wall of Stone(PH p299) – Creates a stone wall that can be shaped.

Apostle of Peace spell list (continued)6th Level

Antilife Shell(PH p199) – 10' radius field hedges out living creatures.
Aspect of the Deity(BoED p91) – As *Lesser Aspect of the Deity*, but you get Celestial qualities.
Banishment(PH p202) – Banishes 2 HD per level of extraplanar creatures.
Bear's Endurance, Mass(PH p203) – As *Bear's Endurance*, affects one subject per level.
Celestial Blood(BoED p94) – Grant energy resistance, +4 on saves against poison, and Damage Reduction 10/evil.
Cure Moderate Wounds, Mass(PH p216) – Cures 2d8 damage +1 per level for many creatures.
Dispel Magic, Greater(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.
Eagle's Splendor, Mass(PH p225) – As *Eagle's Splendor*, affects one subject per level.
Forbiddance(PH p232) – Blocks planar travel, damages creatures of different alignment.
Geas/Quest(PH p234) – As *Lesser Geas*, plus it affects any creature.
Heal(PH p239) – Cures 10 points per level, all diseases and mental conditions.
Heroes' Feast(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.
Planar Ally(PH p261) – As *Planar Ally, Lesser*, but up to 12 HD.
Symbol of Persuasion(PH p290) – Triggered rune charms nearby creatures.
Wind Walk(PH p302) – You and your allies turn vaporous and travel fast.
Word of Recall(PH p303) – Teleports you back to a designated place.

7th Level

Bastion of Good(BoED p92) – Acts as *Minor Globe of Invulnerability* and double-strength *Magic Circle against Evil*.
Control Weather(PH p214) – Changes weather in local area.
Cure Serious Wounds, Mass(PH p216) – Cures 3d8 damage +1 per level for many creatures.
Ethereal Jaunt(PH p227) – You become ethereal for 1 round per level.
Refuge(PH p270) – Alters item to transport its possessor to you.
Regenerate(PH p270) – Subject's severed limbs grow back, cures 4d8 damage +1 per level (max +35).
Repulsion(PH p271) – Creatures can't approach you.
Restoration, Greater(PH p272) – As *Restoration*, plus restores all levels and ability scores.
Resurrection(PH p273) – Fully restore dead subject.
Scrying, Greater(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.
Shield of the Archons(BoED p107) – Protective shield dissipates targeted magical attacks and grants +4 bonus on saving throws against magical areas and effects

8th Level

Antimagic Field(PH p200) – Negates magic within 10'.
Cure Critical Wounds, Mass(PH p216) – Cures 4d8 damage +1 per level for many creatures.
Discern Location(PH p222) – Reveals the exact location of a creature or object.
Holy Aura(PH p241) – +4 to AC, +4 resistance, SR25 against good spells.
Planar Ally, Greater(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.

9th Level

Aspect of the Deity, Greater(BoED p92) – As *Lesser Aspect of the Deity*, but gain wings, enhanced ability scores, and various resistances and immunities.
Astral Projection(PH p201) – Projects you and companions into the Astral Plane.
End to Strife(BoED p98) – Any attack made within 80' of caster causes attacker to take 1d6 of lethal or non-lethal damage per caster level (max 20d6).
Etherealness(PH p228) – Travel to Ethereal Plan with companions.
Gate(PH p234) – Connects two planes for travel or summoning.
Heal, Mass(PH p239) – As *Heal*, but with several subjects.
Miracle(PH p254) – Requests a deity's intercession.
True Resurrection(PH p296) – As *Resurrection*, plus remains aren't needed.

Arachnomancer supplemental spell list

The following spells are added to the Arachnomancer's spell list. (Und p29)

0th Level

Stick(Und p61) – Glues an object weighting 5 pounds or less to a larger object.

1st Level

Summon Small Monstrous Spider(Und p29) – As *Summon Monster*, but you can only summon 1 Small Monstrous Spider.

2nd Level

Spiderskin(Und p61) – Subject gains increasing bonus of natural armor bonus, saves against poison, and Hide checks.

Summon Medium Monstrous Spider(Und p29) – As *Summon Monster*, but you can only summon 1 Medium Monstrous Spider or 1d3 Small Monstrous Spiders.

3rd Level

Neutralize Poison(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

Poison(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

Summon Large Monstrous Spider(Und p29) – As *Summon Monster*, but you can only summon 1 Large Monstrous Spider, 1d3 Medium Monstrous Spiders, or 1d4+1 Small Monstrous Spiders.

4th Level

Giant Vermin (spiders only)(PH p235) – Turns spiders into giant vermin.

Repel Vermin(PH p271) – Insects, spiders, and other vermin stay 10' away.

Summon Huge Monstrous Spider(Und p29) – As *Summon Monster*, but you can only summon 1 Huge Monstrous Spider, 1d3 Large Monstrous Spiders, or 1d4+1 Medium Monstrous Spiders.

5th Level

Spider Plague(Und p29) – As *Insect Plague*, but summons Spider Swarms instead of Locust Swarms.

6th Level

Summon Gargantuan Monstrous Spider(Und p29) – As *Summon Monster*, but you can only summon 1 Gargantuan Monstrous Spider, 1d3 Huge Monstrous Spiders, or 1d4+1 Large Monstrous Spiders.

7th Level

Spider Shapes(Und p29) – As *Animal Shapes*, but allows transformation into Monstrous Spider form only.

8th Level

Summon Colossal Monstrous Spider(Und p29) – As *Summon Monster*, but you can only summon 1 Colossal Monstrous Spider, 1d3 Gargantuan Monstrous Spiders, or 1d4+1 Huge Monstrous Spiders.

9th Level

Shapechange (spider-kind creatures only)(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.

Assassin spell list

Prepared Arcane spells based on Intelligence. (DMG p181) (CWar p117)+ (PGF p82)+ (DR324 p71) (DR325 p72)+ (CArc p87)+ (CAAdv p138)+

1st Level

<p><i>Critical Strike</i>(CAAdv p145) – Swift. For 1 round you gain +1d6 damage, doubled threat range, and +4 on attack rolls to confirm critical hits.</p> <p><i>Dead End</i>(DR325 p71) – Illusions conceal the targets' trail.</p> <p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object.</p> <p><i>Disguise Self</i>(PH p222) – Changes our appearance.</p> <p><i>Distract Assailant</i>(CAAdv p146) – Swift. One creature is flat-footed for 1 round.</p> <p><i>Feather Fall</i>(PH p229) – Objects or creatures fall slowly.</p> <p><i>Ghost Sound</i>(PH p235) – Figment sounds.</p>	<p><i>Insightful Feint</i>(CAAdv p153) – Swift. Gain +10 on your next Bluff check to Feint in combat.</p> <p><i>Instant Locksmith</i>(CAAdv p153) – Swift. Make Disable Device or Open Lock check at +2 as a Free Action.</p> <p><i>Instant Search</i>(CAAdv p153) – Swift. Make Search check at +2 as a Free Action.</p> <p><i>Jump</i>(PH p246) – Subject gains bonus on Jump checks.</p> <p><i>Low-Light Vision</i>(CArc p113) – See twice as far as a Human in poor illumination.</p> <p><i>Obscuring Mist</i>(PH p258) – Fog surrounds you.</p>	<p><i>Serene Visage</i>(DR325 p72) – Grants a bonus on Bluff checks.</p> <p><i>Shock and Awe</i>(DR325 p72) – Reduces a surprised creature's initiative roll.</p> <p><i>Silent Portal</i>(MoF p117) – Negates sound from door or window.</p> <p><i>Sleep</i>(PH p280) – Puts 4HD of creatures into magical slumber.</p> <p><i>Sniper's Shot</i>(CAAdv p157) – Swift. No range limit on next ranged sneak attack.</p> <p><i>True Strike</i>(PH p296) – Add +20 insight bonus to your next attack roll.</p>
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2nd Level

<p><i>Alter Self</i>(PH p197) – Assume the form of a similar creature.</p> <p><i>Cat's Grace</i>(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Darkness</i>(PH p216) – 20' radius of supernatural shadow.</p> <p><i>Fire Shuriken</i>(CArc p107) – Magical shuriken deal 3d6 Fire damage.</p> <p><i>Fox's Cunning</i>(PH p233) – Subject gains +4 Intelligence for 1 minute per level.</p>	<p><i>Ice Knife</i>(CArc p112) – Magical shard of ice deals 2d8 cold damage.</p> <p><i>Illusory Script</i>(PH p243) – Only intended reader can decipher.</p> <p><i>Invisibility</i>(PH p245) – Subject is invisible for 1 minute per level or until it attacks.</p> <p><i>Invisibility, Swift</i>(CAAdv p153) – Swift. You are invisible for 1 round or until you attack.</p> <p><i>Iron Silence</i>(CAAdv p153) – Armor touched has no Armor Check penalty on Hide & Move Silently checks for 1 hour per level.</p>	<p><i>Marked Man</i>(DR325 p71) – Helps track a subject.</p> <p><i>Pass without Trace</i>(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per lvl.</p> <p><i>Phantom Foe</i>(DR324 p71) – Phantasm flanks subject.</p> <p><i>Spider Climb</i>(PH p283) – Grants ability to walk on walls & ceilings.</p> <p><i>Undetectable Alignment</i>(PH p297) – Conceals alignment for 24 hours.</p> <p><i>Wrathstrike</i>(CAAdv p158) – Swift. Your melee attacks strike as touch attacks for 1 round.</p>
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3rd Level

<p><i>Absorb Weapon</i>(CAAdv p142) – Hide a weapon, gain a Bluff check with a +4 bonus to Feint when you draw it.</p> <p><i>Amorphous Form</i>(Und p56) – Subject becomes puddle-like and can slip through cracks quickly.</p> <p><i>Deep Slumber</i>(PH p217) – Puts 10HD of creatures to sleep.</p>	<p><i>Deeper Darkness</i>(PH p217) – Object sheds supernatural shadow in 60' radius.</p> <p><i>False Life</i>(PH p229) – Gain 1d10 temporary hp + 1 per level (max +10).</p> <p><i>Magic Circle against Good</i>(PH p250) – As <i>Protection from Good</i>, but 10' radius and 10 minutes per level.</p>	<p><i>Misdirection</i>(PH p254) – Misleads divinations for one creature or object.</p> <p><i>Nondetection</i>(PH p257) – Hides subject from divination and scrying.</p> <p><i>Spectral Weapon</i>(CAAdv p157) – Swift. Use quasi-real weapon to make touch attacks.</p> <p><i>Spider Poison</i>(MoF p123) – Touch deals 1d6 Str damage, repeats in 1 minute.</p>
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4th Level

<p><i>Clairaudience/Clairvoyance</i>(PH p209) – Hear or see at a distance for 1 minute per level.</p> <p><i>Cursed Blade</i>(CWar p117) – Wounds dealt by weapon can't be healed without <i>Remove Curse</i>.</p> <p><i>Dimension Door</i>(PH p221) – Teleports you a short distance.</p> <p><i>Freedom of Movement</i>(PH p233) – Subject moves normally despite impediments.</p> <p><i>Glibness</i>(PH p235) – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.</p>	<p><i>Greater Invisibility</i>(PH p245) – As <i>Invisibility</i>, but subject can attack and stay invisible.</p> <p><i>Heart Ripper</i>(CArc p110) – Kills living creatures with less than 4HD.</p> <p><i>Locate Creature</i>(PH p249) – Indicates direction to familiar creature.</p> <p><i>Modify Memory</i>(PH p255) – Changes 5 minutes of subject's memories.</p> <p><i>Poison</i>(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p>	<p><i>Shadow Form</i>(CAAdv p156) – Gain +4 on Hide, Move Silently, and Escape Artist checks, and concealment; you can move through obstacles if you have ranks in Escape Artist.</p> <p><i>Sniper's Eye</i>(CAAdv p156) – Gain +10 Spot, Darkvision, 60' range for Sneak Attacks, and Death Attacks with ranged weapons.</p>
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Beloved of Valarian spell list

Prepared Divine spells based on Wisdom. (BoED p54)

1st Level

Calm Animals(PH p207) – Calms (2d4 + level) HD of animals.

Charm Animal(PH p208) – Makes one animal your friend.

Cure Light Wounds(PH p215) – Cures 1d8 + 1 per level damage (max +5).

Delay Poison(PH p217) – Stops poison from harming subject for 1 hour per level.

Detect Snares and Pits(PH p220) – Reveals natural or primitive traps.

Entangle(PH p227) – Plants entangle everyone in a 40' radius.

Eyes of the Avoral(BoED p99) – Subject gets +8 on Spot checks.

Longstrider(PH p249) – Increases your speed.

Pass without Trace(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.

Speak with Animals(PH p281) – You can communicate with animals.

Summon Nature's Ally I(PH p288) – Calls creature to fight.

2nd Level

Barkskin(PH p202) – Grants +2 (or higher) enhancement to natural armor.

Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).

Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.

Ease Pain(BoED p97) – Remove lingering effects of pain.

Hold Animal(PH p241) – Paralyzes one animal for 1 round per level.

Owl's Wisdom(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

Neutralize Poison(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

Remove Addiction(BoED p105) – Cures target of drug addiction.

Restoration, Lesser(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

Shield Other(PH p278) – You take half of subject's damage.

Summon Nature's Ally II(PH p288) – Calls creature to fight.

Zone of Truth(PH p303) – Subjects within range cannot lie.

3rd Level

Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).

Darkvision(PH p216) – See 60' in total darkness.

Discern Lies(PH p221) – Reveals deliberate falsehoods.

Heart's Ease(BoED p100) – Removes fear, despair, confusion, insanity, and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage.

Neutralize Poison(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

Prayer(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

Remove Disease(PH p271) – Cures all diseases affecting subject.

Summon Nature's Ally III(PH p288) – Calls creature to fight.

Wind Wall(PH p302) – Deflects arrows, smaller creatures, and gases.

4th Level

Blinding Beauty(BoED p92) – You become as beautiful as a nymph, and can blind humanoids who look at you.

Commune with Nature(PH p211) – Learn about terrain for one mile per level.

Cure Critical Wounds(PH p215) – Cures 4d8 + 1 per level (max. +20).

Dispel Evil(PH p222) – +4 bonus against attacks by evil creatures.

Freedom of Movement(PH p233) – Subject moves normally despite impediments.

Nondetection(PH p257) – Hides subject from divination and scrying.

Restoration(PH p272) – Restores level and ability score drains.

Spear of Valarian(BoED p107) – Transforms normal weapon into a +1 Silver Spear (+3 against Magical Beasts, which take +2d6 points of damage).

Summon Nature's Ally IV(PH p288) – Calls creature to fight.

Blackguard spell list

Prepared Divine spells based on Wisdom. (DMG p182) (PGF p83)+ (CDiv p135)+

1st Level

Cause Fear(PH p208) – One creature of 5HD or less flees for 1d4 rounds.
Corrupt Weapon(DMG p182) – Weapon strikes true again good foes.
Cure Light Wounds(PH p215) – Cures 1d8 +1/level damage (max +5).
Divine Sacrifice(CDiv p163) – Sacrifice hit points for a damage bonus.
Doom(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Faith Healing(MoF p93) – Cures 8 hp +1/level damage (max +5) to worshiper of your patron.
Golden Barding(CDiv p166) – Your mount gets force armor.
Inflict Light Wounds(PH p244) – Touch deals 1d8 damage +1 per level (max +5).
Magic Weapon(PH p251) – Weapon gains +1 enhancement bonus.
Mark of the Outcast(Und p59) – Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.
Resurgence(CDiv p177) – You grant a subject a second chance at a saving throw.
Strategic Charge(MoF p125) – You gain the benefits of the Mobility feat.
Summon Monster I (evil only)(PH p285) – Summons an Evil extraplanar creature to fight for you.
Summon Undead I(PGF p114)(PGFe)+ – Summons an Undead to fight for you.
Traveler's Mount(CDiv p184) – Creature moves faster but can't attack.

2nd Level

Blessed Aim(CDiv p154) – +2 bonus of allies' ranged attacks.
Bull's Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.
Clarity of Mind(Und p57) – Grants +4 bonus on saves involving charm, compulsion, and glamor spells; reduces glamor miss chance by 10%.
Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).
Curse of Ill Fortune(CDiv p160) (MoF p86)(MoFe)+ – Subject suffers –3 penalty on attacks, saves, and checks.
Darkness(PH p216) – 20' radius of supernatural shadow.
Death Knell(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.
Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.
Hand of Divinity(MoF p98) – Gives +2 sacred or profane bonus on worshipers of your patron.
Inflict Moderate Wounds(PH p244) – Touch attack, 2d8 +1 per level (max +10).
Shatter(PH p278) – Sonic vibration damages objects or crystalline creatures.
Summon Monster II (evil only)(PH p286) – Summons an Evil extraplanar creature to fight for you.
Summon Undead II(PGF p114)(PGFe)+ – Summons Undead to fight for you.
Wave of Grief(CDiv p188) – All in cone receive a –3 penalty on attacks, checks, and saves.
Zeal(CDiv p191) – You move through foes to attack the enemy you want.

3rd Level

Contagion(PH p213) – Infects subject with chosen disease.
Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).
Deeper Darkness(PH p217) – Object sheds supernatural shadow in 60' radius.
Inflict Serious Wounds(PH p244) – Touch attack, 3d8 +1 per level (max +15).
Know Greatest Enemy(MoF p103) – Determines relative power level of creatures within the area.
Protection from Energy(PH p266) – Absorb 12 damage per level from on kind of energy.
Resurgence, Mass(CDiv p177) – As *Resurgence*, but multiple targets.
Summon Monster III (evil only)(PH p286) – Summons an Evil extraplanar creature to fight for you.
Summon Undead III(PGF p114)(PGFe)+ – Summons Undead to fight for you.

4th Level

Cure Critical Wounds(PH p215) – Cures 4d8 + 1 per level (max. +20).
Freedom of Movement(PH p233) – Subject moves normally despite impediments.
Implacable Pursuer(CDiv p166) – You know where your prey is, as long as it's moving.
Inflict Critical Wounds(PH p244) – Touch attack, 4d8 + 1 per level (max +20).
Poison(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.
Revenance(CDiv p178)(MoF p113) – Restores dead creature to life for 1 minute per level.
Summon Monster IV (evil only)(PH p286) – Summons an Evil extraplanar creature to fight for you.
Summon Undead IV(PGF p114)(PGFe)+ – Summons Undead to fight for you.
Corrupt Sword(DMG p182) – Weapon becomes +5, deals +2d6 damage against good.
Weapon of the Deity(CDiv p188) – Gives your weapon magical powers appropriate to your patron deity.
Winged Mount(CDiv p190)(BoED p112) – Your mount sprouts wings and gains a fly speed of 60' (good).

Blighter spell list

Prepared Divine spells based on Wisdom. (CDiv p25)(CDivErrata)+

0th Level

Detect Magic(PH p219) – Detects spells and magic items within 60’.
Detect Poison(PH p219) – Detects poison in one creature or small object.
Flare(PH p232) – Dazzles one creature (–1 on attack rolls).
Ghost Sound(PH p235) – Figment sounds.
Inflict Minor Wounds(PH p244) – Touch attack, 1 point of damage.
Read Magic(PH p269) – Reads scrolls and spellbooks.
Touch of Fatigue(PH p294) – Touch attack fatigues target.

1st Level

Bane(PH p203) – Enemies take –1 on attack rolls and saves against fear.
Burning Hands(PH p207) – 1d4 fire damage per level (max 5d4).
Curse Water(PH p216) – Makes Unholy Water.
Decomposition(CDiv p161) – Wounds deal 1 extra point of damage each round.
Detect Undead(PH p220) – Reveals undead within 60’.
Doom(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Endure Elements(PH p226) – Exist comfortably in hot or cold environments.
Inflict Light Wounds(PH p244) – Touch deals 1d8 damage +1 per level (max +5).
Hide from Animals(PH p241) – Animals can’t perceive one subject per level.
Ray of Enfeeblement(PH p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).

2nd Level

Chill Metal(PH p209) – Cold metal damages those who touch it.
Chill Touch(PH p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.
Darkness(PH p216) – 20’ radius of supernatural shadow.
Death Knell(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.
Fire Trap(PH p231) – Opened object deals 1d4 + 1 per level fire damage.
Flaming Sphere(PH p232) – Creates a ball of fire, 2d6 damage, lasts 1 round per level.
Heat Metal(PH p239) – Makes metal so hot it damages those who touch it.
Inflict Moderate Wounds(PH p244) – Touch attack, 2d8 +1 per level (max +10).
Produce Flame(PH p265) – 1d6 damage + 1 per level, touch or thrown.
Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
Warp Wood(PH p300) – Bends wood (shaft, handle, door, plank).

3rd Level

Contagion(PH p213) – Infects subject with chosen disease.
Deeper Darkness(PH p217) – Object sheds supernatural shadow in 60’ radius.
Desecrate(PH p218) – Fills area with negative energy, making undead stronger.
Diminish Plants(PH p221) – Reduces size or blights growth of normal plants.
Dispel Magic(PH p223)(PH3.5e)+ – Cancels magical spells and effects.
Inflict Serious Wounds(PH p244) – Touch attack, 3d8 +1 per level (max +15).
Poison(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.
Protection from Energy(PH p266) – Absorb 12 damage per level from one kind of energy.
Stinking Cloud(PH p284) – Nauseating vapors, 1 round per level.
Vampiric Touch(PH p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.

4th Level

Animate Dead(PH p198) – Creates undead skeletons and zombies.
Antiplant Shell(PH p200) – Keeps animated plants at bay.
Blight(PH p206) – Withers one plant or deals 1d6 per level damage to a plant creature.
Death Ward(PH p217) – Grants immunity to death spells and negative energy effects.
Flame Strike(PH p231) – Smites foes with divine fire (1d6 / level).
Inflict Critical Wounds(PH p244) – Touch attack, 4d8 + 1 per level (max +20).
Languor(CDiv p167) – Ray slows target and diminishes its Strength.
Repel Vermin(PH p271) – Insects, spiders, and other vermin stay 10’ away.
Rusting Grasp(PH p273) – Your touch corrodes iron and alloys.
Transmute Mud to Rock(PH p295) – Transforms two 10’ cubes per level.
Transmute Rock to Mud(PH p295) – Transforms two 10’ cubes per level.
Unhallow(PH p297) – Designates location as Unholy.
Wall of Fire(PH p298) – Deals 2d4 fire damage out to 10’ and 1d4 out to 20’. Passing through wall deals 2d6 + 1 per level.

Blighter spell list (continues)5th Level

Antilife Shell(PH p199) – 10' radius field hedges out living creatures.
Contagious Touch(CDiv p159) – You infect one creature per round with a chosen disease.
Create Undead(PH p215) – Create ghouls, ghosts, mummies, or mohrgs.
Forbiddance(PH p232) – Blocks planar travel, damages creatures of different alignment.
Harm(PH p239) – Deals 10 hp per level to target
Repel Wood(PH p271) – Pushes away wooden objects.
Wave of Fatigue(PH p301) – Several targets become fatigued.

6th Level

Acid Fog(PH p196) – Fog deals acid damage.
Antipathy(PH p200) – Object of location affect by spell repels certain creatures.
Circle of Death(PH p209) – Kills 1d4 HD per level of creatures.
Finger of Death(PH p230) – Kills one subject.
Fire Seeds(PH p230) – Acorns and berries become grenades and bombs.
Dispel Magic, Greater(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.

7th Level

Control Undead(PH p214) – Undead don't attack you while under your command.
Control Weather(PH p214) – Changes weather in local area.
Earthquake(PH p225) – Intense tremor shakes 5' per level radius.
Fire Storm(PH p231) – Deals 1d6 per level fire damage.
Miasma(CDiv p168)(CDivErrata)+ – Gas fills creature's mouth, suffocating it.
Repel Metal or Stone(PH p271) – Pushes away metal and stone.
Repulsion(PH p271) – Creatures can't approach you.

8th Level

Horrid Wilting(PH p242) – Deals 1d6 damage per level within 30'.
Mind Blank(PH p253) – Subject is immune to mental/emotional magic and scrying.
Shambler(PH p277) – Summons 1d4+2 shambling mounds to fight for you.
Waves of Exhaustion(PH p301) – Several targets become exhausted.

9th Level

Antipathy(PH p200) – Object of location affect by spell repels certain creatures.
Foresight(PH p207) – “Sixth sense” warns of impending danger.
Implosion(PH p243) – Kills one creature per round.
Incendiary Cloud(PH p244) – Cloud deals 4d6 fire damage per round.
Storm of Vengeance(PH p285) – Storm rains acid, lightning, and hail.

Celebrant of Sharess spell list

Charisma-based Impromptu Arcane Spells (PGF p181)

1st Level

Cause Fear(PH p208) – One creature of 5HD or less flees for 1d4 rounds.
Charm Person(PH p209) – Make one person your friend.
Confusion, Lesser(PH p212) – One creature is *confused* for 1 round.
Daze(PH p217) – Humanoid creature of 4HD or less loses next action.
Disguise Self(PH p222) – Changes your appearance
Hypnotism(PH p242) – Fascinates 2d4 HD of creatures.
Lullaby(PH p249) – Makes subject drowsy; –5 on Spot & Listen checks, –2 Will saves against *Sleep*.
Ray of Hope(BoED p105) – Subject gains +2 Morale bonus on attacks, saves, & checks.
Read Magic(PH p269) – Reads scrolls and spellbooks.
Remove Fear(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Sleep(PH p280) – Puts 4HD of creatures into magical slumber.
Tasha's Hideous Laughter(PH p292) – Subject loses actions for 1 round per level.

2nd Level

Alter Self(PH p197) – Assume the form of a similar creature.
Calm Emotions(PH p207) – Calms creatures, negating emotion effects.
Cat's Grace(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.
Daze Monster(PH3.5 217) – Living creature up to 6HD or less loses next action.
Detect Thoughts(PH p220) – Allows “listening” to surface thoughts.
Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.
Ease Pain(BoED p97) – Remove lingering effects of pain.
Enthrall(PH p227) – Captivates all within 100' + 10' per level.
Faerinaal's Hymn(BoED p99) – Up to one creature per level cannot take attacks of opportunity.
Heroism(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.
Hold Person(PH p241) – Paralyzes one person for up to 1 round per level.
Hypnotic Pattern(PH p242) – Fascinates (2d4 + level) HD of creatures.
Rage(PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.
Scare(PH p274) – Panics creatures of less than 6HD.
Suggestion(PH p285) – Compels subject to follow stated course of action.
Tongues(PH p294) – Speak any language.
Yoke of Mercy(BoED p112) – Target deals non-lethal damage.

3rd Level

Charm Monster(PH p209) – Makes monster believe it is your ally.
Confusion(PH p212) – Makes subject behave oddly for 1 round per level.
Crushing Despair(PH p215) – Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Deep Slumber(PH p217) – Puts 10HD of creatures to sleep.
Fear(PH p229) – Subjects within cone flee for 1 round per level.
Geas, Lesser(PH p235) – Commands subject of 7 HD or less.
Glibness(PH p235)(PH3.5e)+ – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.
Good Hope(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Refreshment(BoED p105) – Cures all non-lethal damage on creatures in a 20' radius of the caster
Slow(PH p280) – One subject per level takes only one action per round, –2 AC and attack rolls.
Warcry(BoED p111) – Creatures within a 30' cone cower for 1d4 rounds.

4th Level

Blinding Beauty(BoED p92) – You become as beautiful as a nymph, and can blind humanoids who look at you.
Break Enchantment(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.
Dominate Person(PH p224) – Controls humanoid telepathically.
Hold Monster(PH p241) – As *Hold Person*, but can effect any creature.
Modify Memory(PH p255) – Changes 5 minutes of subject's memories.
Rainbow Pattern(PH p268) – Lights fascinate 24 HD of creatures.
Suggestion, Mass(PH p285) – As *Suggestion*, plus one subject per level.

Champion of Gwynharwyf spell list

Wisdom-based Prepared Divine Spells (BoED p57)

1st Level

Bless(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.
Bless Weapon(PH p205) – Weapon strikes true against evil foes.
Cure Light Wounds(PH p215) – Cures 1d8 + 1 per level damage (max +5).
Detect Poison(PH p219) – Detects poison in one creature or small object.
Detect Undead(PH p220) – Reveals undead within 60'.
Divine Favor(PH p224) – You gain +1 per three levels on attack and damage rolls.
Divine Sacrifice(BoED p97) – Sacrifice hit points for a damage bonus.
Endure Elements(PH p226) – Exist comfortably in hot or cold environments.
Magic Weapon(PH p251) – Weapon gains +1 enhancement bonus.
Protection from Evil(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
Read Magic(PH p269) – Reads scrolls and spellbooks.
Remove Fear(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Resistance(PH p272) – Subject gains +1 resistance bonus on all saving throws.
Restoration, Lesser(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.
Virtue(PH p289) – Subject gains 1 temporary hp.

2nd Level

Bull's Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.
Delay Poison(PH p217) – Stops poison from harming subject for 1 hour per level.
Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.
Owl's Wisdom(PH p259) – Subject gains +4 Wisdom for 1 minute per level.
Remove Paralysis(PH p271) – Frees one or more creatures from paralysis, hold, or *Slow*.
Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
Shield Other(PH p278) – You take half of subject's damage.
Warcry(BoED p111) – Creatures within a 30' cone cower for 1d4 rounds.

3rd Level

Blessed Sight(BoED p92) – Evil aura become visible to you.
Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).
Daylight(PH p216) – 60' radius of bright light.
Discern Lies(PH p221) – Reveals deliberate falsehoods.
Dispel Magic(PH p223)(PH3.5e) – Cancels magical spells and effects.
Magic Circle against Evil(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
Prayer(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.
Remove Blindness/Deafness(PH p270) – Cures normal or magical conditions.
Remove Curse(PH p270) – Frees person or object from a curse.

4th Level

Blood of the Martyr(BoED p92) – You heal a target at range and take a like amount of damage.
Break Enchantment(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.
Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).
Death Ward(PH p217) – Grants immunity to death spells and negative energy effects.
Dispel Evil(PH p222) – +4 bonus against attacks by evil creatures.
Freedom of Movement(PH p233) – Subject moves normally despite impediments.
Glory of the Martyr(BoED p99) – As *Shield Other*, but with multiple targets.
Holy Sword(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.
Neutralize Poison(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.
Restoration(PH p272) – Restores level and ability score drains.
Sword of Conscience(BoED p109) – Evil creature confesses crime, takes Wisdom damage.

Consecrated Harrier supplemental spell list

Prepared Divine spells based on Wisdom, in addition to those on the Ranger Spell List. (CDiv p29)

1st Level

Animate Rope(PH p199) – Makes a rope move at your command.
Calm Emotions(PH p207) – Calms creatures, negating emotion effects.
Command(PH p211) – One subject obeys selected command for 1 round.
Disguise Self(PH p222) – Changes your appearance.
Doom(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

2nd Level

Charm Person(PH p209) – Make one person your friend.
Daylight(PH p216) – 60' radius of bright light.
Detect Thoughts(PH p220) – Allows “listening” to surface thoughts.
Hold Person(PH p241) – Paralyzes one person for up to 1 round per level.

3rd Level

Clairaudience/Clairvoyance(PH p209) – Hear or see at a distance for 1 minute per level.
Death Ward(PH p217) – Grants immunity to death spells and negative energy effects.
Discern Lies(PH p221) – Reveals deliberate falsehoods.
See Invisibility(PH p275) – Reveals invisible creatures or objects.

4th Level

Dismissal(PH p222) – Forces a creature to return to native plane.
Dominate Person(PH p224) – Controls humanoid telepathically.
Legend Lore(PH p246) – Lets you learn tales about a person, place, or thing.
Mark of Justice(PH p252) – Designates action that will trigger cure on subject.

Deadgrim supplemental spell list

Prepared Divine spells based on Wisdom. (MoE p58)

Note: Classes that do not have 0th level spell slots (such as Paladin & Ranger) should treat the 0th level spells as 1st level spells.

0th Level

Disrupt Undead(PH p223) – Deals 1d6 damage to one undead.

1st Level

Chill Touch(PH p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.
Detect Undead(PH p220) – Reveals undead within 60'.
Hide from Undead(PH p241) – Undead can't perceive one subject per level.

2nd Level

Command Undead(PH p211) – An undead creature obeys your commands.
Ghoul Touch(PH p235) – Paralyzes one subject, who exudes stench that sickens those nearby.

3rd Level

Halt Undead(PH p238) – Immobilizes undead for 1 round per level.
Vampiric Touch(PH p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.

Emissary of Barachiel spell list

Impromptu Divine spells based on Charisma. (BoED p61)

1st Level

Charm Person(PH p209) – Make one person your friend.
Comprehend Languages(PH p212) – You understand all spoken and written languages.
Cure Light Wounds(PH p215) – Cures 1d8 + 1 per level damage (max +5).
Hypnotism(PH p242) – Fascinates 2d4 HD of creatures.
Magic Mouth(PH p251) – Speaks once when triggered.
Message(PH p253) – Whispered conversation at distance.
Protection from Chaos(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.
Protection from Evil(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
Ray of Hope(BoED p105) – Subject gains +2 Morale bonus on attacks, saves, & checks.
Sanctuary(PH p274) – Opponents can't attack you and you can't attack.
Sleep(PH p280) – Puts 4HD of creatures into magical slumber.
Ventriloquism(PH p298) – Throws voice for 1 minute per level.

2nd Level

Animal Messenger(PH p198) – Sends a Tiny animal to a specific place.
Blindness/Deafness(PH p206) – Makes subject blind or deaf.
Blur(PH p206) – Attacks miss subject 20% of the time.
Calm Emotions(PH p207) – Calms creatures, negating emotion effects.
Cat's Grace(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.
Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).
Detect Thoughts(PH p220) – Allows "listening" to surface thoughts.
Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.
Elation(BoED p98) – Allies gain +2 Morale bonus to Strength & Dexterity, and +5' movement.
Enthrall(PH p227) – Captivates all within 100' + 10' per level.
Fox's Cunning(PH p233) – Subject gains +4 Intelligence for 1 minute per level.
Glitterdust(PH p236) – Blinds creatures, outlines invisible creatures.
Hold Person(PH p241) – Paralyzes one person for up to 1 round per level.
Hypnotic Pattern(PH p242) – Fascinates (2d4 + level) HD of creatures.
Silence(PH p279) – Negate sound in 15' radius.
Suggestion(PH p285) – Compels subject to follow stated course of action.
Tongues(PH p294) – Speak any language.
Whispering Wind(PH p301) – Sends a short message one mile per level.

3rd Level

Charm Monster(PH p209) – Makes monster believe it is your ally.
Clairaudience/Clairvoyance(PH p209) – Hear or see at a distance for 1 minute per level.
Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).
Daylight(PH p216) – 60' radius of bright light.
Deep Slumber(PH p217) – Puts 10HD of creatures to sleep.
Dispel Magic(PH p223)(PH3.5e)+ – Cancels magical spells and effects.
Good Hope(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Haste(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.
Geas, Lesser(PH p235) – Commands subject of 7 HD or less.
Refreshment(BoED p105) – Cures all non-lethal damage on creatures in a 20' radius of the caster.
Remove Curse(PH p270) – Frees person or object from a curse.
Scrying(PH p274) (PH3.5e)+ – Spies on subject from a distance.
See Invisibility(PH p275) – Reveals invisible creatures or objects.

4th Level

Atonement(PH p201) – Removes burden of misdeeds from subject.
Break Enchantment(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.
Cure Critical Wounds(PH p215) – Cures 4d8 + 1 per level (max. +20).
Dream(PH p225) – Sends message to anyone sleeping.
Heaven's Trumpet(BoED p101) – Blast of music paralyzes foes
Sending(PH p275) – Delivers a short message anywhere, instantly.

Exalted Arcanist supplemental spell list

Impromptu Arcane spells based on Charisma that are added to the list of spell the Exalted Arcanist can learn. (BoED p62)

1st Level

Bless(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.

Vision of Heaven(BoED p111) – Evil creature is dazed for 1 round.

2nd Level

Consecrate(PH p212) – Fills area with positive energy, making undead weaker.

Zone of Truth(PH p303) – Subjects within range cannot lie.

3rd Level

Helping Hand(PH p239) – Ghostly hand leads subject to you.

Searing Light(PH p275) – Ray deals 1d8 per two levels, more against undead.

4th Level

Aspect of the Deity, Lesser(BoED p91) – Your form becomes more like your deity's.

Holy Smite(PH p241) – Damages and blinds evil creatures.

Planar Ally, Lesser(PH p261) – Exchange services with a 6 HD extraplanar creature.

Sword of Conscience(BoED p109) – Evil creature confesses crime, takes Wisdom damage.

5th Level

Crown of Flame(BoED p95) – Aura burns evil outsiders, undead, and fey for 2d6 points of damage per round.

Hallow(PH p238) – Designates location as Holy.

Heavenly Lightning(BoED p100) – Arcs of radiant lightning deal 3d6 damage to one target per two caster levels.

Mark of Justice(PH p252) – Designates action that will trigger cure on subject.

6th Level

Aspect of the Deity(BoED p91) – As *Lesser Aspect of the Deity*, but you get Celestial qualities.

Bolt of Glory(BoED p92) – Ray deals 5d8 damage (varies against other creature types).

Planar Ally(PH p261) – As *Planar Ally, Lesser*, but up to 12 HD.

7th Level

Heavenly Lightning Storm(BoED p100) – Arcs of radiant lightning deal 5d6 damage to one target per level.

Holy Word(PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.

Righteous Smite(BoED p106) – Deals 1d6 damage per level (1d8 damage per level to Evil Outsiders) in a 20' radius and blinds Evil foes.

8th Level

Holy Aura(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.

Planar Ally, Greater(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.

9th Level

Aspect of the Deity, Greater(BoED p91) – As *Lesser Aspect of the Deity*, but gain wings, enhance ability scores, and various resistances and immunities.

Hathran supplemental spell list

The following spells are added to any Arcane or Divine spell list in which the Hathran can cast 4th level spells. (PGF p61)

0th Level

Naturewatch(MoF p110) – As *Deathwatch*, but only for animals and plants.

1st Level

Low-Light Vision(MoF p106) – See twice as far under current light.

Scatterspray(FR p73) – Targeted items scatter in a 10' burst dealing 1d8 normal or subdual damage.

2nd Level

Flame Dagger(MoF p94) – Touch attack deals 1d4 + 1 per level (max +10) fire damage.

Moonbeam(FR p73) – Moveable beam of light that penetrates darkness and forces lycanthropes to change shape.

One with the Land(MoF p111) – Link with nature gives a +2 bonus on nature-related skill checks.

3rd Level

Flashburst(FR p70) – Flash of light dazzles and blinds in a 20' burst.

Moon Blade(FR p72) – Touch attack deals 1d8 +1 per 2 levels, more to undead, plus scrambles spellcasting.

4th Level

Land Womb(MoF p104) – You and one creature/level hide within the earth.

Planar Ally, Lesser(PH p261) – Exchange services with a 6 HD extraplanar creature.

5th Level

Planar Binding, Lesser(PH p261) – Traps an extraplanar creature of 6 HD or less until it performs a task.

Moon Path(FR p72) – Form a bridge of moonlight

6th Level

Planar Ally(PH p261) – As *Planar Ally, Lesser*, but up to 12 HD.

Planar Binding(PH p261) – As *Lesser Planar Binding*, but up to 12 HD.

8th Level

Planar Binding, Greater(PH p261) – As *Lesser Planar Binding*, but up to 18 HD.

Holy Liberator supplemental spell list

Prepared Divine spells based on Wisdom, in addition to those on the Paladin Spell List. (CDiv p46)

1st Level

Protection from Law(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

2nd Level

Heroism(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.

3rd Level

Magic Circle against Law(PH p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.

4th Level

Dispel Law(PH p222) – +4 bonus against attacks by lawful creatures.

Freedom of Movement(PH p233) – Subject moves normally despite impediments.

Hunter of the Dead spell list

Prepared Divine spells based on Wisdom. (CWar p43)

1st Level

Cure Light Wounds(PH p215) – Cures 1d8 + 1 per level damage (max +5).

Hide from Undead(PH p241) – Undead can't perceive one subject per level.

Magic Stone(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.

Magic Weapon(PH p251) – Weapon gains +1 enhancement bonus.

Remove Fear(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

2nd Level

Bull's Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.

Continual Flame(PH p213) – Makes a permanent, heatless torch.

Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).

Darkvision(PH p216) – See 60' in total darkness.

Remove Paralysis(PH p271) – Frees one or more creatures from paralysis, hold, or *Slow*.

Restoration, Lesser(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

3rd Level

Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).

Daylight(PH p216) – 60' radius of bright light.

Halt Undead(PH p238) – Immobilizes undead for 1 round per level.

Protection from Energy(PH p266) – Absorb 12 damage per level from one kind of energy.

Searing Light(PH p275) – Ray deals 1d8 per two levels, more against undead.

Speak with Dead(PH p281) – Corpse answer one question per two levels.

4th Level

Cure Critical Wounds(PH p215) – Cures 4d8 + 1 per level (max. +20).

Death Ward(PH p217) – Grants immunity to death spells and negative energy effects.

Disrupting Weapon(PH p223) – Melee weapon destroys undead.

Freedom of Movement(PH p233) – Subject moves normally despite impediments.

Restoration(PH p272) – Restores level and ability score drains.

Knight of the Chalice spell list

Prepared Divine spells based on Wisdom. (CWar p54)

1st Level

Bless Water(PH p205) – Makes Holy Water.

Bless Weapon(PH p205) – Weapon strikes true against evil foes.

Detect Chaos(PH p218) – Reveals chaotic creatures, spells, or objects.

Detect Evil(PH p218) – Reveals evil creatures, spells, or objects.

Divine Favor(PH p224) – You gain +1 per three levels on attack and damage rolls.

Doom(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

Endure Elements(PH p226) – Exist comfortably in hot or cold environments.

Magic Weapon(PH p251) – Weapon gains +1 enhancement bonus.

Protection from Evil(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

Remove Fear(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Summon Monster I(PH p285) – Summons an extraplanar creature to fight for you.

2nd Level

Aid(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)

Align Weapon(PH p197) – Weapon becomes good, evil, lawful, or chaotic.

Bear's Endurance(PH p203) – Subject gains +4 Constitution for 1 minute per level.

Bull's Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.

Consecrate(PH p212) – Fills area with positive energy, making undead weaker.

Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

Sound Burst(PH p281) – Deals 1d8 sonic damage to subjects; may stun them.

Spiritual Weapon(PH p283) – Magical weapon attacks on its own.

Summon Monster II(PH p286) – Summons an extraplanar creature to fight for you.

Undetectable Alignment(PH p297) – Conceals alignment for 24 hours.

3rd Level

Dispel Magic(PH p223)(PH3.5e)+ – Cancels magical spells and effects.

Invisibility Purge(PH p245) – Dispels invisibility within 5' per level.

Magic Circle against Evil(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

Magic Vestment(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.

Prayer(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

Protection from Energy(PH p266) – Absorb 12 damage per level from one kind of energy.

Searing Light(PH p275) – Ray deals 1d8 per two levels, more against undead.

Shout(PH p279) – Deafens all within cone and deals 5d6 damage.

Summon Monster III(PH p286) – Summons an extraplanar creature to fight for you.

4th Level

Aspect of the Deity, Lesser(BoED p91) – Your form becomes more like your Deity's.

Dimensional Anchor(PH p221)(PH p250)+ – Bars extradimensional movement.

Discern Lies(PH p221) – Reveals deliberate falsehoods.

Dismissal(PH p222) – Forces a creature to return to native plane.

Dispel Evil(PH p222) – +4 bonus against attacks by evil creatures.

Holy Smite(PH p241) – Damages and blinds evil creatures.

Magic Weapon, Greater(PH p251) – +1 bonus per four levels (max +5).

Planar Ally, Lesser(PH p261) – Exchange services with a 6 HD extraplanar creature.

Master of the South Wind spell list

Impromptu Arcane spells based on Charisma. (DR314 p35)

1st Level

Disguise Self(PH p222) – Changes your appearance
Endure Elements(PH p226) – Exist comfortably in hot or cold environments.
Entropic Shield(PH p227) – Ranged attacks against you suffer 20% miss chance.
Feather Fall(PH p229) – Objects or creatures fall slowly.
Ghost Sound(PH p235) – Figment sounds.
Jump(PH p246) – Subject gains bonus on Jump checks.
Obscuring Mist(PH p258) – Fog surrounds you.
Sleep(PH p280) – Puts 4HD of creatures into magical slumber.

2nd Level

Cat's Grace(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.
Darkness(PH p216) – 20' radius of supernatural shadow.
Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.
Fog Cloud(PH p232) – Fog obscures vision.
Gust of Wind(PH p238) – Blows away or knocks down smaller creatures.
Invisibility(PH p245) – Subject is invisible for 1 minute per level or until it attacks.
Pass without Trace(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.
Spider Climb(PH p283) – Grants ability to walk on walls & ceilings.
Stolen Breath(DR314 p40) – Target living creature has its breath taken away, leaving it gasping.
Whispering Wind(PH p301) – Sends a short message one mile per level.
Wind Wall(PH p302) – Deflects arrows, smaller creatures, and gases.

3rd Level

Capricious Zephyr(DR314 p38) – Creates a ball of spinning wind that the caster can move around. Any creature touched by it receives a Bull Rush.
Deep Slumber(PH p217) – Puts 10HD of creatures to sleep.
Deeper Darkness(PH p217) – Object sheds supernatural shadow in 60' radius.
Gaseous Form(PH p234) – Subject becomes insubstantial and can fly slowly.
Misdirection(PH p254) – Misleads divinations for one creature or object.
Nondetection(PH p257) – Hides subject from divination and scrying.
Updraft(DR314 p40) – Caster is held up by a column of air, which can be used to negate falling or to awkwardly fly.

4th Level

Air Walk(PH p196) – Subject treads on air as if solid (climb at 45 degree angle).
Clairaudience/Clairvoyance(PH p209) – Hear or see at a distance for 1 minute per level.
Cyclonic Blast(DR314 p38) – Creates a blast of air from the caster out to Medium-range, which does 1d6 per level & a Bull Rush.
Dimension Door(PH p221) – Teleports you a short distance.
Freedom of Movement(PH p233) – Subject moves normally despite impediments.
Invisibility, Greater(PH p245) – As *Invisibility*, but subject can attack and stay invisible.
Modify Memory(PH p255) – Changes 5 minutes of subject's memories.

Prime Underdark Guide spell list

Prepared Arcane spells based on Intelligence. (Und p42)

1st Level

Alarm(PH p197) – Wards an area for 2 hours per level.

Create Water(PH p215) – Creates 2 gallons per level of pure water.

Detect Magic(PH p219) – Detects spells and magic items within 60’.

Disguise Self(PH p222) – Changes your appearance

Endure Elements(PH p226) – Exist comfortably in hot or cold environments.

Expeditious Retreat(PH p228) – Your land speed increases by 30’.

Feather Fall(PH p229) – Objects or creatures fall slowly.

Jump(PH p246) – Subject gains bonus on Jump checks.

Light(PH p248) – Object shines like a torch.

Purify Food and Drink(PH p267) – Purifies 1 cubic foot per level of food or water.

Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

Spider Climb(PH p283) – Grants ability to walk on walls & ceilings.

Stick(Und p61) – Glues an object weighting 5 pounds or less to a larger object.

2nd Level

Bull’s Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.

Burrow(Und p56) – Subject grows claws and gains a Burrowing speed of 10’.

Cat’s Grace(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.

Eagle’s Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.

Darkvision(PH p216) – See 60’ in total darkness.

Owl’s Wisdom(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

Pass without Trace(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.

Protection from Energy(PH p266) – Absorb 12 damage per level from one kind of energy.

Reflective Disguise(Und p60) – Viewers see you as their own species and gender.

3rd Level

Amorphous Form(Und p56) – Subject becomes puddle-like and can slip through cracks quickly.

Create Food and Water(PH p214) – Feeds 3 humans (or 1 horse) per level.

Daylight(PH p216) – 60’ radius of bright light.

Deeper Darkness(PH p217) – Object sheds supernatural shadow in 60’ radius.

Shadow Mask(FR p73) – Shadows hide your face and protect against darkness, light, and gazes.

Suggestion(PH p285) – Compels subject to follow stated course of action.

4th Level

Deeper Darkvision(Und p58) – Subject can see 60’ in magical darkness.

Dimension Door(PH p221) – Teleports you a short distance.

Freedom of Movement(PH p233) – Subject moves normally despite impediments.

Good Hope(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

Burrow, Mass(Und p56) – As *Burrow*, but affects one subject per level.

Darkvision, Mass(CArc p102) – Creatures in a 10’ radius gain the ability to see 50’ in total darkness.

Reflective Disguise, Mass(Und p61) – Viewers see subjects as their own species and gender.

Sending(PH p275) – Delivers a short message anywhere, instantly.

Purebreath Devotee spell list

Impromptu Divine spells based on Wisdom. (DR314 p62)

1st Level

Cure Light Wounds(PH p215) – Cures 1d8 + 1 per level damage (max +5).
Detect Poison(PH p219) – Detects poison in one creature or small object.
Expeditious Retreat(PH p228) – Your land speed increases by 30'.
Feather Fall(PH p229) – Objects or creatures fall slowly.
Jump(PH p246) – Subject gains bonus on Jump checks.
Obscuring Mist(PH p258) – Fog surrounds you.
Purify Food and Drink(PH p267) – Purifies 1 cubic foot per level of food or water.

2nd Level

Calm Emotions(PH p207) – Calms creatures, negating emotion effects.
Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).
Delay Poison(PH p217) – Stops poison from harming subject for 1 hour per level.
Fog Cloud(PH p232) – Fog obscures vision.
Levitate(PH p248) – Subject moves up and down at your direction.
Restoration, Lesser(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.
See Invisibility(PH p275) – Reveals invisible creatures or objects.
Wind Wall(PH p302) – Deflects arrows, smaller creatures, and gases.
Whispering Wind(PH p301) – Sends a short message one mile per level.

3rd Level

Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).
Dispel Magic(PH p223)(PH3.5e)+ – Cancels magical spells and effects.
Fly(PH p232) – Subject flies at a speed of 60'.
Gaseous Form(PH p234) – Subject becomes insubstantial and can fly slowly.
Gentle Repose(PH p234) – Preserves one corpse.
Gust of Wind(PH p238) – Blows away or knocks down smaller creatures.
Haste(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.
Remove Blindness/Deafness(PH p270) – Cures normal or magical conditions.
Remove Curse(PH p270) – Frees person or object from a curse.
Remove Disease(PH p271) – Cures all diseases affecting subject.
Water Breathing(PH p300) – Subject can breathe underwater.

4th Level

Air Walk(PH p196) – Subject treads on air as if solid (climb at 45 degree angle).
Atonement(PH p201) – Removes burden of misdeeds from subject.
Break Enchantment(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.
Control Winds(PH p214) – Change wind direction and speed.
Clairaudience/Clairvoyance(PH p209) – Hear or see at a distance for 1 minute per level.
Cure Critical Wounds(PH p215) – Cures 4d8 + 1 per level (max. +20).
Death Ward(PH p217) – Grants immunity to death spells and negative energy effects.
Freedom of Movement(PH p233) – Subject moves normally despite impediments.
Neutralize Poison(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.
Quench(PH p267) – Extinguishes nonmagical fires or one magic item.
Solid Fog(PH p281) – Blocks vision and slows movement.

Slayer of Domiel spell list

Prepared Divine spells based on Wisdom. (BoED p75)

1st Level

Bless Weapon(PH p205) – Weapon strikes true against evil foes.
Deathwatch(PH p217) – Reveals how near death subjects within 30' are.
Disguise Self(PH p222) – Changes your appearance
Divine Favor(PH p224) – You gain +1 per three levels on attack and damage rolls.
Ghost Sound(PH p235) – Figment sounds.
Obscuring Mist(PH p258) – Fog surrounds you.
Spider Climb(PH p283) – Grants ability to walk on walls & ceilings.
Vision of Heaven(BoED p111) – Evil creature is dazed for 1 round.

2nd Level

Alter Self(PH p197) – Assume the form of a similar creature.
Darkness(PH p216) – 20' radius of supernatural shadow.
Gentle Repose(PH p234) – Preserves one corpse.
Pass without Trace(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.

3rd Level

Blessed Sight(BoED p92) – Evil auras become visible to you.
Deeper Darkness(PH p217) – Object sheds supernatural shadow in 60' radius.
Invisibility(PH p245) – Subject is invisible for 1 minute per level or until it attacks.
Misdirection(PH p254) – Misleads divinations for one creature or object.
Nondetection(PH p257) – Hides subject from divination and scrying.
Speak with Dead(PH p281) – Corpse answer one question per two levels.

4th Level

Death Ward(PH p217) – Grants immunity to death spells and negative energy effects.
Dimension Door(PH p221) – Teleports you a short distance.
Freedom of Movement(PH p233) – Subject moves normally despite impediments.
Holy Sword(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.
Invisibility, Greater(PH p245) – As *Invisibility*, but subject can attack and stay invisible.
Sword of Conscience(BoED p109) – Evil creature confesses crime, takes Wisdom damage.

Son of Mercy spell list

Prepared Divine spells based on Wisdom. (DR339 p41)

1st Level

Alarm(PH p197) – Wards an area for 2 hours per level.
Animate Rope(PH p199) – Makes a rope move at your command.
Arcane Mark(PH201 p201) – Inscribes a personal rune (visible or invisible).
Cause Fear(PH p208) – One creature of 5HD or less flees for 1d4 rounds.
Command(PH p211) – One subject obeys selected command for 1 round.
Comprehend Languages(PH p212) – You understand all spoken and written languages.
Detect Chaos(PH p218) – Reveals chaotic creatures, spells, or objects.
Detect Magic(PH p219) – Detects spells and magic items within 60'.
Magic Weapon(PH p251) – Weapon gains +1 enhancement bonus.
True Strike(PH p296) – Add +20 insight bonus to your next attack roll.

2nd Level

Align Weapon(PH p197) – Weapon becomes good, evil, lawful, or chaotic.
Blindness/Deafness(PH p206) – Makes subject blind or deaf.
Knock(PH p246) – Opens locked or magically sealed door.
Hold Person(PH p241) – Paralyzes one person for up to 1 round per level.
Scare(PH p274) – Panics creatures of less than 6HD.
Zone of Truth(PH p303) – Subjects within range cannot lie.

3rd Level

Clairaudience/Clairvoyance(PH p209) – Hear or see at a distance for 1 minute per level.
Dispel Magic(PH p223)(PH3.5e)+ – Cancels magical spells and effects.
Hold Monster(PH p241) – As *Hold Person*, but can effect any creature.
Invisibility Purge(PH p245) – Dispels invisibility within 5' per level.
Suggestion(PH p285) – Compels subject to follow stated course of action.

Temple Raider of Olidammara spell list

Prepared Divine spells based on Wisdom. (CDiv p68)

1st Level

Detect Law(PH p219) – Reveals lawful creatures, spells, or objects.

Detect Secret Doors(PH p220) – Reveals hidden doors within 60’.

Disguise Self(PH p222) – Changes your appearance.

Hide from Undead(PH p241) – Undead can’t perceive one subject per level.

Obscuring Mist(PH p258) – Fog surrounds you.

Protection from Law(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

2nd Level

Augury(PH p202) – Leans whether an action will be good or bad.

Cat’s Grace(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.

Darkvision(PH p216) – See 60’ in total darkness.

Delay Poison(PH p217) – Stops poison from harming subject for 1 hour per level.

Invisibility(PH p245) – Subject is invisible for 1 minute per level or until it attacks.

Restoration, Lesser(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

Undetectable Alignment(PH p297) – Conceals alignment for 24 hours.

3rd Level

Locate Object(PH p249) – Senses direction toward object (specific or type).

Magic Circle against Law(PH p250) – As *Protection from Law*, but 10’ radius and 10 minutes per level.

Nondetection(PH p257) – Hides subject from divination and scrying.

Obscure Object(PH p258) – Masks object against scrying.

Remove Curse(PH p270) – Frees person or object from a curse.

Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

See Invisibility(PH p275) – Reveals invisible creatures or objects.

4th Level

Air Walk(PH p196) – Subject treads on air as if solid (climb at 45 degree angle).

Confusion(PH p212) – Makes subject behave oddly for 1 round per level.

Death Ward(PH p217) – Grants immunity to death spells and negative energy effects.

Freedom of Movement(PH p233) – Subject moves normally despite impediments.

Neutralize Poison(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

Restoration(PH p272) – Restores level and ability score drains.

Spell Immunity(PH p281) – Subject is immune to one spell per four levels.

Vassal of Bahamut spell list

Prepared Divine spells based on Wisdom. (BoED p81)

1st Level

Bless(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.

Bless Weapon(PH p205) – Weapon strikes true against evil foes.

Divine Favor(PH p224) – You gain +1 per three levels on attack and damage rolls.

Endure Elements(PH p226) – Exist comfortably in hot or cold environments.

Lantern Light(BoED p101) – Ranged touch attacks deal 1d6 points of damage.

Protection from Evil(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

Shield of Faith(PH p278) – Aura grants +2 (or higher) deflection bonus.

2nd Level

Align Weapon(PH p197) – Weapon becomes good, evil, lawful, or chaotic.

Bear's Endurance(PH p203) – Subject gains +4 Constitution for 1 minute per level.

Bull's Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.

Disguise Self(PH p222) – Changes your appearance

Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

Shield Other(PH p278) – You take half of subject's damage.

Undetectable Alignment(PH p297) – Conceals alignment for 24 hours.

3rd Level

Discern Lies(PH p221) – Reveals deliberate falsehoods.

Magic Circle against Evil(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

Protection from Energy(PH p266) – Absorb 12 damage per level from one kind of energy.

Refreshment(BoED p105) – Cures all non-lethal damage on creatures in a 20' radius of the caster

Searing Light(PH p275) – Ray deals 1d8 per two levels, more against undead.

4th Level

Dispel Evil(PH p222) – +4 bonus against attacks by evil creatures.

Divination(PH p224) – Provides useful advice for specific proposed actions.

Divine Power(PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level.

Holy Sword(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.

Tongues(PH p294) – Speak any language.

Prestige Class Availability

Lists the lowest level a singled classed character can enter the specified Prestige Class. The lowest level calculation does not include any racial specific bonuses, such as a Human's bonus feat, an Elf's weapon familiarities, etc.

Barbarian

In-Class Skills – Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animals, Intimidate.
 Weapons – All Simple & Martial. Armor: Light, Medium, Shields.

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	Rage	1	2	0	0	4	2.0	
2	1	–	2	3	0	0	5	2.5	Stoneblessed
3	2	–	3	3	1	1	6	3.0	
4	2	–	4	4	1	1	7	3.5	Dragonmark Heir, Purple Dragon Knight
5	2	–	5	4	1	1	8	4.0	Apelord, Bearlord, Beastmaster, Birdlord, Bloodhound, Catlord, Dark Hunter, Extreme Explorer, Halfling Outrider, Horselord, Menacing Brute, Mole, Occult Slayer, Outcast Champion, Pious Templar, Ravager, Reachrunner, Reforged, Sharklord, Snake Shen, Snakelord, Stonelord, Thayan Knight, Tiger Shen, Wolflord
6	3	–	6	5	2	2	9	4.5	Blade Bravo, Champion of Gwynharwyf, Dragon Shen, Exotic Weapon Master, Eye of Gruumsh, Gnome Giant-Slayer, Infused Spellcaster, Infused Warrior, Master Thrower, Purebreath Devotee, Purple Dragon Knight*, Ronin, Ruathar, Spirit Speaker, Sword of Righteousness, Sworn Slayer, Thrall of Kostchtchie, Warforged Juggernaut, Weretouched Master
7	3	–	7	5	2	2	10	5.0	Battlesmith, Beloved of Valarian, Bear Warrior, Branch Dancer, Blackguard, Cragtop Archer, Crane Shen, Darkwood Stalker, Deepwarden, Divine Champion, Divine Crusader, Duelist, High Handcrafter, Holy Liberator, Mantis Shen, Monkey Shen, Panther Shen, Prime Underdark Guide, Reaping Mauler, Skylord, Streetfighter, Suel Arcanamach, Wildrunner, Wormhunter, Zhentarim Spy
8	3	–	8	6	2	2	11	5.5	Firestorm Berserker.
9	4	–	9	6	3	3	12	6.0	Aerial Avenger, Bowman Charger, Dervish, Frenzied Berserker, Ghost-Faced Killer, Master Inquisitive, Order of the Bow Initiate, Shaaryan Hunter, Slime Lord
10	4	–	10	7	3	3	13	6.5	Exemplar
11	4	–	11	7	3	3	14	7.0	Celebrant of Shares
12	5	–	12	8	4	4	15	7.5	Heir of Siberys, Knight of Holy Shielding, Tempest
13	5	–	13	8	4	4	16	8.0	Assassin, Cavelord, Chameleon, Champion of Corellon Larethian, Charlatan, Dread Pirate, Evangelist, Harper Agent, Invisible Blade, Poisoner, Replacement Killer, Sear Enforcer, Sentinel of Bharrai, Shadow Thief of Amn, Spymaster, Stalker of Kharash, Stonedeath Assassin, Stoneface, Temple Raider of Olidammara, Ur-Priest, Vigilante
14	5	–	14	9	4	4	17	8.5	
15	6	–	15	9	5	5	18	9.0	Apostle of Peace, Cabinet Trickster, Monk of the Long Death, Thrall of Baphomet
16	6	–	16	10	5	5	19	9.5	
17	6	–	17	10	5	5	20	10.0	Divine Seeker, Dungeon Delver, Ollam, Shadow Dancer, Urban Soul
18	7	–	18	11	6	6	21	10.5	
19	7	–	19	11	6	6	22	11.0	
20	7	–	20	12	6	6	23	11.5	

Barbarian

Never: Acolyte of the Skin, Alchemist Savant, Alienist, Anointed Knight, Arachnomancer, Arcane Archer, Arcane Devotee, Arcane Hierophant, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Cannith Wand Adept, Cavalier, Celestial Mystic, Chimeric Champion of Garl Glittergold, Church Inquisitor, Citadel Elite, Contemplative, Daggertongue Mage, Daggertongue Shaper, Darkwater Knight, Deadgrim, Deep Diviner, Defender of Sealtiel, Divine Disciple, Divine Oracle, Divine Prankster, Dragon Disciple, Drow Judicator, Drunken Master, Dwarven Defender, Earth Dreamer, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Elemental Savant, Emissary of Barachiel, Enlightened Fist, Entropomancer, Evereskan Tomb Guardian, Exalted Arcanist, Exorcist of the Silver Flame, Eye of Horus-Re, Fatespinner, Fist of Raziel, Fochlucan Lyrist, Force Missile Mage, Geomancer, Geometer, Green Whisperer, Green Star Adept, Hammer of Moradin, Harper Paragon, Hathran, Heartfire Fanner, Hierophant, Highland Stalker, Horizon Walker, Hospitaler, Hunter of the Dead, Icesinger, Imaskari Vengeance Taker, Incantatrix, Incantifier, Initiate of Pistis Sophia, Itinerant Warder of Yondala, Initiate of the Sevenfold Veil, Jester, Jobber, Justicar, Justice Hammer of Moradin, Justiciar of Tyr, Kensai, Knight of the Chalice, Knight Protector, Lion of Talisid, Loremaster, Luckstealer, Maester, Mage of the Arcane Order, Magic Filcher, Maiden of Pain, Martyred Champion of Ilmater, Master Astrologer, Master of Many Forms, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifist, Memory Smith, Mindbender, Mindspy, Moonspeaker, Morninglord of Lathander, Mourner, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nature's Warrior, Nightsong Enforcer, Nightsong Infiltrator, Oppressor, Prophet of Erathaol, Radiant Servant of Pelor, Rage Mage, Rainbow Servant, Recaster, Red Wizard, Runecaster, Runesmith, Sacred Exorcist, Sacred Fist, Seeker of the Misty Isle, Seeker of the Song, Shadow Adept, Shadowbane Inquisitor, Shadowbane Stalker, Shadowcraft Mage, Shadowcrafter, Shaper of Form, Sham Skymage, Shinning Blade of Heironous, Slayer of Damiel, Son of Mercy, Spellsword, Spellguard of Silvermoon, Stormlord, Sublime Chord, Swanmay, Tattooed Monk, Thief-Acrobat, Thrall of Dagon, Thrall of Fraz-Urb'luu, Thrall of Pazuzu, Thrall of Zuggtomy, Thaumaturgist, Troubadour of Stars, Vassal of Bahamut, Vermin Keeper, Void Disciple, Virtuoso, War Chanter, Warpriest, Warshaper, Wayfarer Guide, Whisperknife, Wild Mage, Wild Plains Outrider, World Speaker, Wonderworker, Yathchol Webriider, Yathrinshree.

Barbarian

Bard

In-Class Skills – Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Con: Concentration. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device.
 Weapons – Simple + all of the following: longbow, longsword, rapier, sap, shortbow, shortsword, whip. Armor: Light, Shield.

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	A0	0	0	2	2	4	2.0	
2	1	A1	1	0	3	3	5	2.5	Branch Dancer, Stoneblessed
3	2	A1	2	1	3	3	6	3.0	Aerial Avenger, Master Inquisitive
4	2	A2	3	1	4	4	7	3.5	Celebrant of Sharess, Dragonmark Heir, Jobber
5	2	A2	3	1	4	4	8	4.0	Acolyte of the Skin, Assassin, Battle Howler of Gruumsh, Blood Magus, Cavelord, Chameleon, Charlatan, Deep Diviner, Divine Oracle, Dragon Disciple, Dread Pirate, Evangelist, Harper Agent, Maester, Memory Smith, Mindbender, Mindspy, Mourner, Outcast Champion, Poisoner, Reforged, Replacement Killer, Scar Enforcer, Sentinel of Bharrai, Shadow Thief of Amn, Shaper of Form, Spymaster, Stonedead Assassin, Stoneface, Vigilante, Wild Mage, World Speaker
6	3	A2	4	2	5	5	9	4.5	Bloodhound, Cabinet Trickster, Enlightened Fist, Extreme Explorer, Green Star Adept, Icesinger, Infused Spellcaster, Infused Warrior, Invisible Blade, Purple Dragon Knight, Runesmith, Ruathar, Spirit Speaker, Stalker of Kharash, Thrall of Dagon, Thrall of Kostchtchie, War Chanter
7	3	A3	5	2	5	5	10	5.0	Alchemist Savant, Alienist, Anointed Knight, Apelord, Bearlord, Birdlord, Blade Bravo, Catlord, Crane Shen, Dark Hunter, Darkwood Stalker, Deepwarden, Divine Seeker, Dragon Shen, Drow Judicator, Earth Dreamer, Elemental Savant, Evereskan Tomb Guardian, Exalted Arcanist, Ghost-Faced Killer, Gnome Giant-Slayer, Green Whisperer, Heartfire Fanner, High Handcrafter, Holy Liberator, Horselord, Imaskari Vengeance Taker, Incantatrix, Luckstealer, Mantis Shen, Master Thrower, Menacing Brute, Mole, Monk of the Long Death, Monkey Shen, Occult Slayer, Panther Shen, Pious Templar, Prime Underdark Guide, Purebreath Devotee, Purple Dragon Knight, Ravager, Rainbow Servant, Reaping Mauler, Recaster, Shadow Adept, Shadow Dancer, Sharklord, Slime Lord, Snake Shen, Snakelord, Stonelord, Streetfighter, Thayan Knight, Thrall of Fraz-Urb'luu, Thrall of Pazuzu, Tiger Shen, Urban Soul, Virtuoso, Void Disciple, Warforged Juggernaut, Wolflord, Wonderworker, Zhentarim Spy
8	3	A3	6	2	6	6	11	5.5	Arcane Archer, Blackguard, Cragtop Archer, Duelist, Exotic Weapon Master, Eye of Gruumsh, Ronin, Spellcarved Soldier, Suel Arcanamach, Sword of Righteousness, Sworn Slayer
9	4	A3	6	3	6	6	12	6.0	Apostle of Peace, Battlesmith, Bladesinger, Bowman Charger, Darkwater Knight, Dervish, Loremaster, Halfling Outrider, Order of the Bow Initiate, Ur-Priest
10	4	A4	7	3	7	7	13	6.5	Arcane Devotee, Cannith Wand Adept, Divine Champion, Divine Crusader, Exemplar, Fatespinner, Hathran, Initiate of the Sevenfold Veil, Jester, Seeker of the Song, Shadowcraft Mage, Shadowrafter, Spellguard of Silvermoon, Sublime Chord, Troubadour of Stars, Wormhunter
11	4	A4	8	3	7	7	14	7.0	
12	5	A4	9	4	8	8	15	7.5	Heir of Siberys, Horizon Walker, Tempest
13	5	A5	9	4	8	8	16	8.0	Beastmaster, Magic Filcher, Reachrunner, Shaaryan Hunter, Temple Raider of Olidammara, Weretouched Master, Wildrunner
14	5	A5	10	4	9	9	17	8.5	
15	6	A5	11	5	9	9	18	9.0	Knight of Holy Shielding, Thrall of Baphomet
16	6	A6	12	5	10	10	19	9.5	Incantifier
17	6	A6	12	5	10	10	20	10.0	Beloved of Valarian, Dungeon Delver, Skylord
18	7	A6	13	6	11	11	21	10.5	Thrall of Zugotmy
19	7	A6	14	6	11	11	22	11.0	
20	7	A6	15	6	12	12	23	11.5	

Bard
 Never: Arachnomancer, Arcane Hierophant, Arcane Trickster, Archmage, Argent Savant, Bear Warrior, Black Flame Zealot, Blighter, Cavalier, Celestial Mystic, Champion of Corellon Larethian, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Citadel Elite, Contemplative, Daggerspell Mage, Daggerspell Shaper, Deadgrim, Defender of Sealtiel, Divine Disciple, Divine Prankster, Drunken Master, Dwarven Defender, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Emissary of Barachiel, Entropomancer, Exorcist of the Silver Flame, Eye of Horus-Re, Firestorm Berserker, Fist of Raziel, Fochlucan Lyryst, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Hammer of Moradin, Harper Paragon, Hierophant, Highland Stalker, Hospitaler, Hunter of the Dead, Initiate of Pistis Sophia, Itinerant Warder of Yondala, Justicar, Justice Hammer of Moradin, Justiciar of Tyr, Kensai, Knight of the Chalice, Knight Protector, Lion of Talisid, Maiden of Pain, Mage of the Arcane Order, Martyred Champion of Ilmater, Master Astrologer, Master of Many Forms, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifist, Moonspeaker, Morninglord of Lathander, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nature's Warrior, Nightsong Enforcer, Nightsong Infiltrator, Ollam, Oppressor, Prophet of Erathaol, Radiant Servant of Pelor, Rage Mage, Red Wizard, Runecaster, Sacred Exorcist, Sacred Fist, Seeker of the Misty Isle, Shadowbane Inquisitor, Shadowbane Stalker, Shadowcraft Mage, Sharn Skymage, Slayer of Damiel, Shinning Blade of Heironeous, Son of Mercy, Spellsworn, Stormlord, Swanmay, Tattooed Monk, Thaumaturgist, Thief-Acrobat, Vassal of Bahamut, Vermin Keeper, Warpriest, Warshaper, Wayfarer Guide, Whisperknife, Wild Plains Outrider, Yathchol Webrider, Yathrinshae.

Bard

Cleric

In-Class Skills – Int: Craft, Know (history, religion, the planes), Spellcraft. Wis: Heal, Profession. Con: Concentration. Cha: Diplomacy.
 Weapons – Simple. Armor: Light, Medium, Heavy, Shields.

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	Turn D1	0	2	0	2	4	2.0	
2	1	D1	1	3	0	3	5	2.5	Stoneblessed
3	2	D2	2	3	1	3	6	3.0	
4	2	D2	3	4	1	4	7	3.5	Dragonmark Heir
5	2	D3	3	4	1	4	8	4.0	Acolyte of the Skin, Alienist, Chameleon, Church Inquisitor, Divine Oracle, Elemental Savant, Exorcist of the Silver Flame, Harper Agent, Jobber, Maiden of Pain, Master Astrologer, Morninlord of Lathander, Outcast Champion, Reforged, Runecaster, Ruathar, Scar Enforcer, Seeker of the Misty Isle, Sharn Skymage, Shadow Adept, Shadowcrafter, Spymaster
6	3	D3	4	5	2	5	9	4.5	Bloodhound, Cabinet Trickster, Emissary of Barachiel, Extreme Explorer, Eye of Horus-Re, Force Missile Mage, Infused Spellcaster, Infused Warrior, Luckstealer, Martyred Champion of Ilmater, Purple Dragon Knight', Radiant Servant of Pelor, Spirit Speaker, Stormlord, Tattooed Monk, Wonderworker
7	3	D4	5	5	2	5	10	5.0	Anointed Knight, Apelord, Battlesmith, Bearlord, Birdlord, Branch Dancer, Catlord, Celestial Mystic, Crane Shen, Dark Hunter, Darkwood Stalker, Deadgrim, Deepwarden, Divine Disciple, Dragon Shen, Drow Judicator, Earth Dreamer, Entropmancer, Gnome Giant-Slayer, Hammer of Moradin, Hathran, High Handcrafter, Holy Liberator, Horselord, Hospitaler, Hunter of the Dead, Itinerant Warder of Yondala, Justice Hammer of Moradin, Justiciar of Tyr, Kensai, Mantis Shen, Master Thrower, Menacing Brute, Mole, Monkey Shen, Mystic Keeper of Corellon Larethian, Occult Slayer, Ollam, Panther Shen, Pious Templar, Purebreath Devotee, Purple Dragon Knight, Ravager, Reachrunner, Reaping Mauler, Sacred Exorcist, Shaper of Form, Sharklord, Snake Shen, Snakelord, Stonelord, Streetfighter, Thaumaturgist, Thayan Knight, Thrall of Fraz-Urb'luu, Tiger Shen, Void Disciple, Warforged Juggernaut, Warpriest, Weretouched Master, Wildrunner, Wolflord, Wormhunter, Zhentarim Spy
8	3	D4	6	6	2	6	11	5.5	Blackguard, Duelist, Exotic Weapon Master, Eye of Gruumsh, Fist of Raziel, Justicar, Moonspeaker, Ronin, Sword of Righteousness, Sworn Slayer, Thrall of Zuggtomy
9	4	D5	6	6	3	6	12	6.0	Aerial Avenger, Apostle of Peace, Blade Bravo, Darkwater Knight, Dervish, Halfling Outrider, Loremaster, Knight Protector, Master Inquisitive, Prophet of Erathao, Sacred Fist, Shaaryan Hunter, Slime Lord, Ur-Priest
10	4	D5	7	7	3	7	13	6.5	Citadel Elite, Contemplative, Defender of Sealtiel, Divine Champion, Divine Crusader, Dwarfen Defender, Exemplar, Shinning Blade of Heironeous, Vassal of Bahamut
11	4	D6	8	7	3	7	14	7.0	Celebrant of Sharess, Knight of the Chalice
12	5	D6	9	8	4	8	15	7.5	Bowman Charger, Cavalier, Heir of Siberys, Order of the Bow Initiate, Tempest
13	5	D7	9	8	4	8	16	8.0	Assassin, Beastmaster, Cannith Wand Adept, Cavelord, Charlatan, Divine Prankster, Dread Pirate, Evangelist, Ghost-Faced Killer, Hierophant, Invisible Blade, Monk of the Long Death, Poisoner, Prime Underdark Guide, Replacement Killer, Sentinel of Bharrai, Shadow Thief of Amn, Stalker of Kharash, Stonedeath Assassin, Stoneface, Temple Raider of Olidammara, Vigilante
14	5	D7	10	9	4	9	17	8.5	
15	6	D8	11	9	5	9	18	9.0	Knight of Holy Shielding, Thrall of Baphomet, Thrall of Dagon, Thrall of Kostchtchie
16	6	D8	12	10	5	10	19	9.5	
17	6	D9	12	10	5	10	20	10.0	Beloved of Valarian, Chimeric Champion of Garl Glittergold, Cragtop Archer, Divine Seeker, Dungeon Delver, Heartfire Fanner, Shadow Dancer, Skylord, Son of Mercy, Urban Soul, Wayfarer Guide
18	7	D9	13	11	6	11	21	10.5	
19	7	D9	14	11	6	11	22	11.0	
20	7	D9	15	12	6	12	23	11.5	

Cleric

Never: Alchemist Savant, Arachnomancer, Arcane Archer, Arcane Devotee, Arcane Hierophant, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Champion of Corellon Larethian, Champion of Gwynharwyf, Daggerspell Mage, Daggerspell Shaper, Deep Diviner, Dragon Disciple, Drunken Master, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Enlightened Fist, Evereskan Tomb Guardian, Exalted Arcanist, Fatespinner, Firestorm Berserker, Fochlucan Lyrist, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Green Whisperer, Harper Paragon, Highland Stalker, Horizon Walker, Icesinger, Imaskari Vengeance Taker, Initiate of Pistis Sophia, Initiate of the Sevenfold Veil, Incantatrix, Incantifier, Jester, Lion of Talisid, Maester, Mage of the Arcane Order, Magic Filcher, Master of Many Forms, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifist, Memory Smith, Mindbender, Mindspy, Mourner, Mystic Theurge, Nature's Warrior, Nightsong Enforcer, Nightsong Infiltrator, Oppressor, Rage Mage, Rainbow Servant, Recaster, Red Wizard, Runesmith, Seeker of the Song, Shadowbane Inquisitor, Shadowbane Stalker, Shadowcraft Mage, Slayer of Domiel, Spellcarved Soldier, Spellguard of Silverymoon, Spellsword, Sublime Chord, Suel Arcanamach, Swanmay, Thief-Acrobat, Thrall of Pazuzu, Troubadour of Stars, Vermin Keeper, Virtuoso, War Chanter, Warshaper, Whisperknife, Wild Mage, Wild Plains Outrider, World Speaker, Yathchol Webrider, Yathrinshiee.

Cleric

Druid

In-Class Skills – Str: Swim. Dex: Ride. Int: Craft, Know (nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.

Weapons – club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling.

Armor: Light (padded or leather), Medium (hide), Shields (wooden).

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	D1	0	2	0	2	4	2.0	
2	1	D1	1	3	0	3	5	2.5	Stoneblessed
3	2	D2	2	3	1	3	6	3.0	Darkwater Knight
4	2	D2	3	4	1	4	7	3.5	Dragonmark Heir
5	2	D3	3	4	1	4	8	4.0	Beastmaster, Divine Oracle, Elemental Savant, Harper Agent, Jobber, Master Astrologer, Master of Many Forms, Outcast Champion, Reachrunner, Reforged, Runecaster, Ruathar, Seeker of the Misty Isle, Swanmay, Vermin Keeper
6	3	D3	4	5	2	5	9	4.5	Bloodhound, Blighter, Extreme Explorer, Infused Spellcaster, Infused Warrior, Lion of Talisid, Nature's Warrior, Purple Dragon Knight, Sham Skymage, Spirit Speaker, Stormlord, Warshaper, Weretouched Master, Wild Plains Outrider, Wonderworker
7	3	D4	5	5	2	5	10	5.0	Anointed Knight, Apelord, Bearlord, Birdlord, Branch Dancer, Catlord, Crane Shen, Dark Hunter, Darkwood Stalker, Deepwarden, Divine Disciple, Dragon Shen, Drow Judicator, Earth Dreamer, Gnome Giant-Slayer, Hathran, High Handcrafter, Horselord, Hospitaler, Itinerant Warder of Yondala, Kensai, Mantis Shen, Master Thrower, Menacing Brute, Mole, Monkey Shen, Occult Slayer, Panther Shen, Pious Templar, Purebreath Devotee, Purple Dragon Knight, Ravager, Reaping Mauler, Shaper of Form, Sharklord, Snake Shen, Snakelord, Stonelord, Streetfighter, Tiger Shen, Void Disciple, Wildrunner, Wolflord, Wormhunter, Zhentarim Spy
8	3	D4	6	6	2	6	11	5.5	Blackguard, Cragtop Archer, Duelist, Justicar, Moonspeaker, Ronin, Sword of Righteousness, Sworn Slayer, Thrall of Zuggotmy
9	4	D5	6	6	3	6	12	6.0	Acolyte of the Skin, Aerial Avenger, Apostle of Peace, Blade Bravo, Dervish, Earthshaker, Halfing Outrider, Master Inquisitive, Shaaryan Hunter, Slime Lord
10	4	D5	7	7	3	7	13	6.5	Beloved of Valarian, Citadel Elite, Divine Champion, Divine Crusader, Dwarven Defender, Evangelist, Exemplar, Skylord
11	4	D6	8	7	3	7	14	7.0	
12	5	D6	9	8	4	8	15	7.5	Heir of Siberys, Tempest
13	5	D7	9	8	4	8	16	8.0	Alienist, Assassin, Cannith Wand Adept, Cavelord, Chameleon, Charlatan, Dread Pirate, Ghost-Faced Killer, Green Whisperer, Invisible Blade, Monk of the Long Death, Poisoner, Prime Underdark Guide, Replacement Killer, Sacred Fist, Scar Enforcer, Sentinel of Bharrai, Shadow Adept, Shadow Thief of Amn, Spymaster, Stalker of Kharash, Stonedeath Assassin, Stoneface, Vigilante
14	5	D7	10	9	4	9	17	8.5	
15	6	D8	11	9	5	9	18	9.0	Cabinet Trickster, Knight of Holy Shielding, Thrall of Baphomet, Thrall of Dagon, Thrall of Pazuzu
16	6	D8	12	10	5	10	19	9.5	
17	6	D9	12	10	5	10	20	10.0	Cragtop Archer, Divine Seeker, Dungeon Delver, Heartfire Fanner, Loremaster, Shadow Dancer, Son of Mercy, Urban Soul
18	7	D9	13	11	6	11	21	10.5	
19	7	D9	14	11	6	11	22	11.0	
20	7	D9	15	12	6	12	23	11.5	

Druid

Never: Alchemist Savant, Arachnomancer, Arcane Archer, Arcane Devotee, Arcane Hierophant, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Battlesmith, Bear Warrior, Black Flame Zealot, Bladesinger, Blood Magus, Bowman Charger, Cavalier, Celebrant of Sharess, Celestial Mystic, Champion of Corellon Larethian, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Daggertongue Mage, Daggertongue Shaper, Deadgrim, Deep Diviner, Defender of Sealtiel, Divine Prankster, Dragon Disciple, Drunken Master, Effigy Master, Eldeen Ranger, Eldritch Knight, Emissary of Barachiel, Enlightened Fist, Entropomancer, Evereskan Tomb Guardian, Exalted Arcanist, Exorcist of the Silver Flame, Eye of Horus-Re, Exotic Weapon Master, Eye of Gruumsh, Fatespinner, Firestorm Berserker, Fist of Raziel, Fochlucan Lyrist, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Hammer of Moradin, Harper Paragon, Hierophant, Highland Stalker, Holy Liberator, Horizon Walker, Hunter of the Dead, Icesinger, Imaskari Vengeance Taker, Incantatrix, Incantifier, Initiate of Pistis Sophia, Initiate of the Sevenfold Veil, Jester, Justice Hammer of Moradin, Justiciar of Tyr, Knight of the Chalice, Knight Protector, Luckstealer, Maester, Magic Filcher, Maiden of Pain, Mage of the Arcane Order, Martyred Champion of Ilmater, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifier, Memory Smith, Mindbender, Mindspy, Morninglord of Lathander, Mourner, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nightsong Enforcer, Nightsong Infiltrator, Ollam, Order of the Bow Initiate, Oppressor, Prophet of Erathaol, Radiant Servant of Pelor, Rage Mage, Rainbow Servant, Recaster, Red Wizard, Runesmith, Sacred Exorcist, Sacred Fist, Seeker of the Song, Shadowbane Inquisitor, Shadowbane Stalker, Shadowcraft Mage, Shadowcrafter, Shinning Blade of Heironeous, Slayer of Domiel, Spellcarved Soldier, Spellguard of Silverymoon, Spellsworn, Sublime Chord, Suel Arcanamach, Tattooed Monk, Temple Raider of Olidammara, Thaumaturgist, Thayan Knight, Thief-Acrobat, Thrall of Fraz-Urb'luu, Thrall of Kostchtchie, Thrall of Zuggotmy, Troubadour of Stars, Ur-Priest, Vassal of Bahamut, Virtuoso, War Chanter, Warforged Juggernaut, Warpriest, Wayfarer Guide, Whisperknife, Wild Mage, World Speaker, Yathchol Webrider, Yathrinshiee.

Druid

Fighter

In-Class Skills – Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.
 Weapons – All Simple & Martial. Armor: Light, Medium, Heavy, Shields, Tower Shields.

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1+1	–	1	2	0	0	4	2.0	
2	1+2	–	2	3	0	0	5	2.5	Stoneblessed
3	2+2	–	3	3	1	1	6	3.0	
4	2+3	–	4	4	1	1	7	3.5	Dragonmark Heir
5	2+3	–	5	4	1	1	8	4.0	Apelord, Bearlord, Birdlord, Blade Bravo, Bloodhound, Catlord, Dark Hunter, Extreme Explorer, Gnome Giant-Slayer, Halfling Outrider, Horselord, Master Thrower, Menacing Brute, Mole, Occult Slayer, Order of the Bow Initiate, Outcast Champion, Pious Templar, Purple Dragon Knight, Ravager, Reforged, Sharklord, Snake Shen, Snakelord, Stonelord, Thayan Knight, Tiger Shen, Warforged Juggernaut, Wolflord
6	3+4	–	6	5	2	2	9	4.5	Bowman Charger, Dragon Shen, Exotic Weapon Master, Eye of Gruumsh, Infused Spellcaster, Infused Warrior, Knight of Holy Shielding, Martyred Champion of Ilmater, Purebreath Devotee, Purple Dragon Knight, Ronin, Ruathar, Spirit Speaker, Sword of Righteousness, Sworn Slayer, Tempest, Thrall of Baphomet
7	3+4	–	7	5	2	2	10	5.0	Battlesmith, Beloved of Valarian, Branch Dancer, Blackguard, Champion of Corellon Larethian, Citadel Elite, Cragtop Archer, Crane Shen, Darkwood Stalker, Deepwarden, Defender of Sealtiel, Dervish, Divine Champion, Divine Crusader, Duelist, Dwarven Defender, High Handcrafter, Holy Liberator, Justicar, Kensai, Mantis Shen, Monkey Shen, Panther Shen, Prime Underdark Guide, Reaping Mauler, Skylord, Streetfighter, Suel Arcanamach, Wormhunter, Zhentarim Spy
8	3+5	–	8	6	2	2	11	5.5	Cavalier
9	4+5	–	9	6	3	3	12	6.0	Aerial Avenger, Ghost-Faced Killer, Jobber, Knight Protector, Master Inquisitive, Slime Lord, Vassal of Bahamut
10	4+6	–	10	7	3	3	13	6.5	Assassin, Exemplar
11	4+6	–	11	7	3	3	14	7.0	Celebrant of Sharess
12	5+7	–	12	8	4	4	15	7.5	Heir of Siberys
13	5+7	–	13	8	4	4	16	8.0	Beastmaster, Cavelord, Chameleon, Charlatan, Dread Pirate, Evangelist, Harper Agent, Invisible Blade, Poisoner, Reachrunner, Replacement Killer, Scar Enforcer, Sentinel of Bharrai, Shaaryan Hunter, Shadow Thief of Amn, Spymaster, Stalker of Kharash, Stonedeath Assassin, Stoneface, Tattooed Monk, Temple Raider of Olidammara, Ur-Priest, Vigilante, Weretouched Master, Wildrunner
14	5+8	–	14	9	4	4	17	8.5	
15	6+8	–	15	9	5	5	18	9.0	Apostle of Peace, Cabinet Trickster, Emissary of Barachiel, Monk of the Long Death
16	6+9	–	16	10	5	5	19	9.5	
17	6+9	–	17	10	5	5	20	10.0	Divine Seeker, Dungeon Delver, Ollam, Shadow Dancer, Son of Mercy, Urban Soul
18	7+10	–	18	11	6	6	21	10.5	
19	7+10	–	19	11	6	6	22	11.0	
20	7+11	–	20	12	6	6	23	11.5	

Fighter

Never: Acolyte of the Skin, Alchemist Savant, Alienist, Anointed Knight, Arachnomancer, Arcane Archer, Arcane Devotee, Arcane Hierophant, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Cannith Wand Adept, Celestial Mystic, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Daggertongue Mage, Daggertongue Shaper, Darkwater Knight, Deadgrim, Deep Diviner, Divine Disciple, Divine Oracle, Divine Prankster, Dragon Disciple, Drow Judicator, Drunken Master, Earth Dreamer, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Elemental Savant, Enlightened Fist, Entropomancer, Evereskan Tomb Guardian, Exalted Arcanist, Exorcist of the Silver Flame, Eye of Horus-Re, Fatespinner, Firestorm Berserker, Fist of Raziel, Fochlucan Lyrist, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Green Whisperer, Hammer of Moradin, Harper Paragon, Hathran, Heartfire Fanner, Hierophant, Highland Stalker, Horizon Walker, Hospitaller, Hunter of the Dead, Icesinger, Imaskari Vengeance Taker, Incantatrix, Incantifier, Initiate of Pistis Sophia, Initiate of the Sevenfold Veil, Itinerant Warder of Yondala, Jester, Justice Hammer of Moradin, Justiciar of Tyr, Knight of the Chalice, Lion of Talisid, Loremaster, Luckstealer, Maester, Mage of the Arcane Order, Magic Filcher, Maiden of Pain, Master Astrologer, Master of Many Forms, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrist, Memory Smith, Mindbender, Mindspy, Moonspeaker, Morninglord of Lathander, Mourner, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nature's Warrior, Nightsong Enforcer, Nightsong Infiltrator, Oppressor, Prophet of Erathaol, Radiant Servant of Pelor, Rage Mage, Rainbow Servant, Recaster, Red Wizard, Runecaster, Runesmith, Sacred Exorcist, Sacred Fist, Seeker of the Misty Isle, Seeker of the Song, Shadow Adept, Shadowbane Inquisitor, Shadowbane Stalker, Shadowcraft Mage, Shadowcrafter, Shaper of Form, Sharn Skymage, Shinning Blade of Heironeous, Slayer of Domiel, Spellcarved Soldier, Spellguard of Silverymoon, Spellsword, Stormlord, Sublime Chord, Swanmay, Thaumaturgist, Thrall of Dagon, Thrall of Fraz-Urb'luu, Thrall of Kostchtchie, Thrall of Pazuzu, Thrall of Zugtomy, Thief-Acrobat, Troubadour of Stars, Vermin Keeper, Virtuoso, Void Disciple, War Chanter, Warpriest, Warshaper, Wayfarer Guide, Whisperknife, Wild Mage, Wild Plains Outrider, Wonderworker, World Speaker, Yathchol Webrider, Yathrinshiee.

Fighter

Monk

In-Class Skills – Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know (arcana, religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.

Weapons – club, crossbow (light & heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, sling. Armor: —

Underline indicates that to take the prestige class, the Monk must totally give up his/her ethics (i.e., alignment change, joining a thief's guild, etc.).

Bold means that the Monk may freely Cross-Class with these prestige classes.

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1+1	evas. un-arm strike stun	0	2	2	2	4	2.0	
2	1+2	defl arrow	1	3	3	3	5	2.5	Stoneblessed
3	2+2		2	3	3	3	6	3.0	Aerial Avenger
4	2+2		3	4	4	4	7	3.5	Dragonmark Heir
5	2+2		3	4	4	4	8	4.0	Assassin, Drunken Master , Harper Agent, Jobber, Outcast Champion, Reforged, Shadow Thief of Amn, Stonedeath Assassin, Tattooed Monk , Thief-Acrobat
6	3+3	imp trip	4	5	5	5	9	4.5	Bloodhound, Emissary of Barachiel, Extreme Explorer, Infused Spellcaster, Infused Warrior, Martyred Champion of Ilmater, Purple Dragon Knight', Ruathar, Spirit Speaker
7	3+3		5	5	5	5	10	5.0	Apelord, Bearlord, Birdlord, Branch Dancer, Catlord, Crane Shen, Dark Hunter, Darkwood Stalker, Deepwarden, Divine Seeker, Dragon Shen, Gnome Giant-Slayer, High Handcrafter, Horselord, Kensai , Mantis Shen, Master Thrower, Menacing Brute, Mole, Monk of the Long Death, Monkey Shen, Nightsong Enforcer, Nightsong Infiltrator, Occult Slayer, Panther Shen, Pious Templar, Prime Underdark Guide, Purebreath Devotee, Purple Dragon Knight, Reaping Mauler, Shadow Dancer, Sharklord, Snake Shen, Snakelord, Stonelord, Streetfighter, Thayan Knight, Tiger Shen, Wolflord, Wormhunter, Zhentarim Spy
8	3+3		6	6	6	6	11	5.5	Blackguard, Cragtop Archer, Duelist, Exotic Weapon Master, Justicar, <u>Ronin</u> , Suel Arcanamach, Sword of Righteousness, Sworn Slayer
9	4+3		6	6	6	6	12	6.0	Apostle of Peace, Blade Bravo, Dervish, Halfling Outrider, Master Inquisitive, Slime Lord
10	4+3		7	7	7	7	13	6.5	Citadel Elite, Defender of Sealtiel, Divine Champion, Divine Crusader, Dwarven Defender, Exemplar, Initiate of Pistis Sophia, Jester, Vassal of Bahamut
11	4+3		8	7	7	7	14	7.0	
12	5+3		9	8	8	8	15	7.5	Battlesmith, Bowman Charger, Cavalier, Heir of Siberys, Order of the Bow Initiate, Tempest
13	5+3		9	8	8	8	16	8.0	Beastmaster, Cavelord, Chameleon, Charlatan, Evangelist, Ghost-Faced Killer, Invisible Blade, Poisoner, Reachrunner, Scar Enforcer, Sentinel of Bharrai, Shaaryan Hunter, Spymaster, Ur-Priest, Vigilante, Weretouched Master, Wildrunner
14	5+3		10	9	9	9	17	8.5	
15	6+3		11	9	9	9	18	9.0	Cabinet Trickster, Knight of Holy Shielding, Thrall of Baphomet
16	6+3		12	10	10	10	19	9.5	
17	6+3		12	10	10	10	20	10.0	Beloved of Valarian, Dungeon Delver, Ollam, Skylord, Son of Mercy, Urban Soul
18	7+3		13	11	11	11	21	10.5	
19	7+3		14	11	11	11	22	11.0	
20	7+3		15	12	12	12	23	11.5	

Monk

Never: Acolyte of the Skin, Alchemist Savant, Alienist, Anointed Knight, Arachnomancer, Arcane Archer, Arcane Devotee, Arcane Hierophant, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Cannith Wand Adept, Celebrant of Sharness, Celestial Mystic, Champion of Corellon Larethian, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Dagerspell Mage, Dagerspell Shaper, Darkwater Knight, Deadgrim, Deep Diviner, Divine Disciple, Divine Oracle, Divine Prankster, Dragon Disciple, Drow Judicator, Dread Pirate, Earth Dreamer, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Elemental Savant, Enlightened Fist, Entropomancer, Evereskan Tomb Guardian, Exalted Arcanist, Exorcist of the Silver Flame, Eye of Horus-Re, Eye of Gruumsh, Fatespinner, Firestorm Berserker, Fist of Raziel, Fochlucan Lyrst, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Green Whisperer, Hammer of Moradin, Harper Paragon, Hathran, Heartfire Fanner, Hierophant, Highland Stalker, Holy Liberator, Horizon Walker, Hospitaler, Hunter of the Dead, Icesinger, Imaskari Vengeance Taker, Incantatrix, Incantifier, Initiate of the Sevenfold Veil, Itinerant Warder of Yondala, Justice Hammer of Moradin, Justiciar of Tyr, Knight of the Chalice, Knight Protector, Lion of Talisid, Loremaster, Luckstealer, Maester, Mage of the Arcane Order, Magic Filcher, Maiden of Pain, Master Astrologer, Master of Many Forms, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifist, Memory Smith, Mindbender, Mindspy, Morninglord of Lathander, Mourner, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nature's Warrior, Oppressor, Prophet of Erathaol, Radiant Servant of Pelor, Rage Mage, Ravager, Rainbow Servant, Recaster, Red Wizard, Runecaster, Runesmith, Sacred Exorcist, Sacred Fist, Seeker of the Misty Isle, Seeker of the Song, Shadow Adept, Shadowbane Inquisitor, Shadowbane Stalker, Shadowcraft Mage, Shadowcrafter, Shaper of Form, Sharn Skymage, Shinning Blade of Heironeous, Slayer of Domiel, Spellcarved Soldier, Spellguard of Silverymoon, Spellsworn, Stalker of Kharash, Stoneface, Stormlord, Sublime Chord, Swanmay, Temple Raider of Olidammara, Thaumaturgist, Thrall of Dagon, Thrall of Fraz-Urb'luu, Thrall of Kostchtchie, Thrall of Pazuzu, Thrall of Zugtomy, Troubadour of Stars, Vermin Keeper, Virtuoso, Void Disciple, War Chanter, Warforged Juggernaut, Warpriest, Warshaper, Wayfarer Guide, Whisperknife, Wild Mage, Wild Plains Outrider, World Speaker, Wonderworker, Yathchol Webrider, Yathrinshae.

Monk

Paladin

In-Class Skills – Dex: Ride. Int: Craft, Know (nobility & royalty, religion). Wis: Heal, Sense Motive. Con: Concentration. Cha: Diplomacy, Handle Animal.
Weapons – All Simple & Martial. Armor: Light, Medium, Heavy, Shields.

Underline indicates that to take the prestige class, the Paladin must totally give up his/her ethics (i.e., alignment change, joining a thief's guild, etc.).

Bold means that the Paladin may freely cross-class with these prestige classes.

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	–	1	2	0	0	4	2.0	
2	1	–	2	3	0	0	5	2.5	Stoneblessed
3	2	Turn	3	3	1	1	6	3.0	
4	2	D1	4	4	1	1	7	3.5	Dragonmark Heir
5	2	D1	5	4	1	1	8	4.0	Anointed Knight, Bloodhound, Dark Hunter, Deadgrim, Divine Oracle, Exorcist of the Silver Flame, Extreme Explorer, Halfling Outrider, Harper Agent, Hospitaler, Hunter of the Dead, Jobber, Justice Hammer of Moradin, Kensai , Master Astrologer, Mole, Occult Slayer, Outcast Champion, Pious Templar, Purple Dragon Knight , Reforged, Snake Shen, Stonelord, Tiger Shen
6	3	D1	6	5	2	2	9	4.5	Blade Bravo, Dragon Shen, Exotic Weapon Master, Fist of Raziel, Gnome Giant-Slayer, Infused Spellcaster, Infused Warrior, Martyred Champion of Ilmater, Master Thrower, Purebreath Devotee, Purple Dragon Knight', Ronin , Ruathar, Spirit Speaker, Sword of Righteousness, Sworn Slayer, Tattooed Monk, Warforged Juggernaut, <u>Wild Plains Outrider</u>
7	3	D1	7	5	2	2	10	5.0	Battlesmith, Beloved of Valarian, Branch Dancer, Citadel Elite, Crane Shen, Darkwood Stalker, Deepwarden, Defender of Sealtiel, Divine Champion, Divine Crusader, Divine Seeker, Duelist, Dwarven Defender, High Handcrafter, <u>Holy Liberator</u> , Justicar , Mantis Shen, Monkey Shen, Mystic Keeper of Corellon Larethian, Panther Shen, Reaping Mauler, Skylord, Streetfighter, Suel Arcanamach, Wormhunter
8	3	D2	8	6	2	2	11	5.5	<u>Blackguard</u> , Hammer of Moradin, Justiciar of Tyr, Knight of the Chalice , Shaper of Form
9	4	D2	9	6	3	3	12	6.0	Aerial Avenger, Bowman Champion of Corellon Larethian, Charger, Cavalier , Church Inquisitor, Darkwater Knight, Dervish, Knight Protector , Order of the Bow Initiate, Master Inquisitive, Sacred Fist, Shinning Blade of Heironeous, Vassal of Bahamut
10	4	D2	10	7	3	3	13	6.5	Exemplar
11	4	D3	11	7	3	3	14	7.0	Loremaster, Morninglord of Lathander
12	5	D3	12	8	4	4	15	7.5	Heir of Siberys, Knight of Holy Shielding, Tempest
13	5	D3	13	8	4	4	16	8.0	Beastmaster, Cavelord, Chameleon, Charlatan, Contemplative, Divine Prankster, Evangelist, Invisible Blade, Prime Underdark Guide, Reachrunner, Runecaster, Seeker of the Misty Isle, Sentinel of Bharrai, Shaaryan Hunter, Shadow Thief of Amn, Spymaster, Stonedeath Assassin, Vigilante, Weretouched Master, Wildrunner
14	5	D4	14	9	4	4	17	8.5	Celestial Mystic, Divine Disciple, Hathran, Sacred Exorcist
15	6	D4	15	9	5	5	18	9.0	Apostle of Peace, Cabinet Trickster, Emissary of Barachiel, Itinerant Warder of Yondala, Monk of the Long Death, Wonderworker
16	6	D4	16	10	5	5	19	9.5	
17	6	D4	17	10	5	5	20	10.0	Chimeric Champion of Garl Glittergold, Cragtop Archer, Dungeon Delver, Earth Dreamer, Heartfire Fanner, Ollam, Prophet of Erathao, Shadow Dancer, Son of Mercy, Urban Soul
18	7	D4	18	11	6	6	21	10.5	Cannith Wand Adept
19	7	D4	19	11	6	6	22	11.0	Moonspeaker
20	7	D4	20	12	6	6	23	11.5	

Paladin

Never: Acolyte of the Skin, Alchemist Savant, Alienist, Apelord, Arachnomancer, Arcane Archer, Arcane Devotee, Arcane Hierophant, Arcane Trickster, Archmage, Argent Savant, Assassin, Battle Howler of Groomsh, Bear Warrior, Bearlord, Birdlord, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Catlord, Celebrant of Shares, Champion of Gwynharwyf, Daggerspell Mage, Daggerspell Shaper, Deep Diviner, Dragon Disciple, Dread Pirate, Drow Judicator, Drunken Master, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Elemental Savant, Enlightened Fist, Entropomancer, Everskan Tomb Guardian, Exalted Arcanist, Eye of Horus-Re, Eye of Groomsh, Fatespinner, Firestorm Berserker, Fochlucan Lyrst, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Ghost-Faced Killer, Green Star Adept, Green Whisperer, Harper Paragon, Hierophant, Highland Stalker, Horizon Walker, Horselord, Icesinger, Imaskari Vengeance Taker, Incantatrix, Incantifier, Initiate of Pistic Sophia, Initiate of the Sevenfold Veil, Jester, Lion of Talisid, Luckstealer, Maester, Mage of the Arcane Order, Magic Filcher, Maiden of Pain, Master of Many Forms, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrist, Memory Smith, Menacing Brute, Mindbender, Mindspy, Mourner, Mystic Theurge, Nature's Warrior, Nightsong Enforcer, Nightsong Infiltrator, Oppressor, Poisoner, Radiant Servant of Pelor, Rage Mage, Ravager, Rainbow Servant, Recaster, Red Wizard, Replacement Killer, Runesmith, Scar Enforcer, Seeker of the Song, Shadow Adept, Shadowbane Inquisitor, Shadowbane Stalker, Shadowcraft Mage, Shadowcrafter, Sharklord, Sham Skymage, Slayer of Domiel, Snakelord, Spellguard of Silverymoon, Slime Lord, Spellcarved Soldier, Spellsword, Stalker of Kharash, Stoneface, Stormlord, Sublime Chord, Swanmay, Temple Raider of Olidammara, Thaumaturgist, Thrall of Baphomet, Thrall of Dagon, Thrall of Fraz-Urb'luu, Thrall of Kostchtchie, Thrall of Pazuzu, Thrall of Zuggotmy, Thayan Knight, Thief-Acrobat, Troubadour of Stars, Ur-Priest, Vermin Keeper, Virtuoso, Void Disciple, War Chanter, Warpriest, Warshaper, Wayfarer Guide, Whisperknife, Wild Mage, World Speaker, Wolflord, Yathchol Webrider, Yathrinshiee, Zhentarim Spy.

Paladin

Ranger

In-Class Skills – Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know (dungeoneering, geography, nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Handle Animal.
 Weapons – All Simple & Martial. Armor: Light, Shields.

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	Track	1	2	0	0	4	2.0	
2	1	–	2	3	0	0	5	2.5	Stoneblessed
3	2	–	3	3	1	1	6	3.0	
4	2	D1	4	4	1	1	7	3.5	Dragonmark Heir, Extreme Explorer
5	2	D1	5	4	1	1	8	4.0	Anointed Knight, Apelord, Assassin, Bearnlord, Beastmaster, Birdlord, Bloodhound, Catlord, Dark Hunter, Darkwood Stalker, Deadgrim, Deepwarden, Divine Oracle, Drow Judicator, Eldeen Ranger – Ashbound, Eldeen Ranger – Children of Winter, Eldeen Ranger – Gatekeeper, Eldeen Ranger – Greensingers, Eldeen Ranger – Warden of the Woods, Exorcist of the Silver Flame, Halfling Outrider, Horselord, Hospitaler, Justice Hammer of Moradin, Master Astrologer, Mole, Occult Slayer, Panther Shen, Pious Templar, Purple Dragon Knight, Ravager, Reachrunner, Reforged, Shadow Thief of Amn, Sharklord, Snake Shen, Snakelord, Stalker of Kharash, Stonedeath Assassin, Stonelord, Swanmay, Temple Raider of Olidammara, Thayan Knight, Tiger Shen, Weretouched Master, Wildrunner, Wolflord
6	3	D1	6	5	2	2	9	4.5	Blackguard, Blade Bravo, Dragon Shen, Exotic Weapon Master, Eye of Gruumsh, Gnome Giant-Slayer, High Handcrafter, Infused Spellcaster, Infused Warrior, Martyred Champion of Ilmater, Master Thrower, Order of the Bow Initiate, Purebreath Devotee, Purple Dragon Knight', Ronin, Ruathar, Shaaryan Hunter, Spirit Speaker, Sword of Righteousness, Sworn Slayer, Tempest, Warforged Juggernaut, Wild Plains Outrider
7	3	D1	7	5	2	2	10	5.0	Beloved of Valarian, Branch Dancer, Citadel Elite, Cragtop Archer, Crane Shen, Defender of Sealtiel, Divine Champion, Divine Crusader, Divine Seeker, Duelist, Dwarfen Defender, Holy Liberator, Justicar, Kensai, Mantis Shen, Menacing Brute, Monkey Shen, Mystic Keeper of Corellon Larethian, Prime Underdark Guide, Reaping Mauler, Shadow Dancer, Skylord, Streetfighter, Suel Arcanamach, Wormhunter, Zhentarim Spy
8	3	D2	8	6	2	2	11	5.5	Darkwater Knight, Moonspeaker, Lion of Talisid, Hammer of Moradin, Seeker of the Misty Isle, Shaper of Form
9	4	D2	9	6	3	3	12	6.0	Aerial Avenger, Battlesmith, Bowman Charger, Cavalier, Dervish, Jobber, Master Inquisitive, Nightsong Enforcer, Slime Lord, Vassal of Bahamut
10	4	D2	10	7	3	3	13	6.5	Acolyte of the Skin, Exemplar
11	4	D3	11	7	3	3	14	7.0	Celebrant of Sharess, Loremaster, Shinning Blade of Heironeous, Stormlord, Thrall of Zugtomy
12	5	D3	12	8	4	4	15	7.5	Heir of Siberys, Horizon Walker, Knight of Holy Shielding, Knight Protector
13	5	D3	13	8	4	4	16	8.0	Alienist, Cavelord, Chameleon, Charlatan, Divine Prankster, Dread Pirate, Evangelist, Ghost-Faced Killer, Harper Agent, Harper Paragon, Invisible Blade, Justiciar of Tyr, Outcast Champion, Poisoner, Replacement Killer, Runecaster, Sacred Fist, Scar Enforcer, Sentinel of Bharrai, Shadow Adept, Spymaster, Stoneface, Tattooed Monk, Vigilante, Ur-Priest
14	5	D4	14	9	4	4	17	8.5	Celestial Mystic, Divine Disciple, Entropomancer, Hathran
15	6	D4	15	9	5	5	18	9.0	Apostle of Peace, Cabinet Trickster, Champion of Corellon Larethian, Emissary of Barachiel, Itinerant Warder of Yondala, Monk of the Long Death, Thrall of Baphomet, Thrall of Dagon, Wonderworker
16	6	D4	16	10	5	5	19	9.5	
17	6	D4	17	10	5	5	20	10.0	Chimeric Champion of Garl Glittergold, Dungeon Delver, Earth Dreamer, Heartfire Fanner, Ollam, Prophet of Erathaol, Son of Mercy, Thrall of Fraz-Urb'luu, Urban Soul, Void Disciple
18	7	D4	18	11	6	6	21	10.5	Cannith Wand Adept
19	7	D4	19	11	6	6	22	11.0	
20	7	D4	20	12	6	6	23	11.5	

Ranger

Never: Alchemist Savant, Arachnomancer, Arcane Archer, Arcane Devotee, Arcane Hierophant, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Daggertongue Mage, Daggertongue Shaper, Deep Diviner, Dragon Disciple, Drunken Master, Earthshaker, Effigy Master, Eldritch Knight, Elemental Savant, Enlightened Fist, Evereskan Tomb Guardian, Exalted Arcanist, Eye of Horus-Re, Fatespinner, Firestorm Berserker, Fist of Raziel, Fochlucan Lyrist, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Green Whisperer, Hierophant, Highland Stalker, Hunter of the Dead, Icesinger, Imaskari Vengeance Taker, Incantatrix, Incantifier, Initiate of Pistis Sophia, Initiate of the Sevenfold Veil, Jester, Knight of the Chalice, Luckstealer, Maester, Mage of the Arcane Order, Magic Filcher, Maiden of Pain, Master of Many Forms, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifier, Memory Smith, Mindbender, Mindspy, Morninglord of Lathander, Mourner, Mystic Theurge, Nature's Warrior, Nightsong Infiltrator, Oppressor, Radiant Servant of Pelor, Rage Mage, Rainbow Servant, Recaster, Red Wizard, Runesmith, Sacred Exorcist, Seeker of the Song, Shadowbane Inquisitor, Shadowbane Stalker, Shadowcraft Mage, Shadowcrafter, Sharn Skymage, Slayer of Domiel, Spellguard of Silverymoon, Spellcarved Soldier, Spellword, Sublime Chord, Thaumaturgist, Thief-Acrobat, Thrall of Kostchtchie, Thrall of Pazuzu, Troubadour of Stars, Vermin Keeper, Virtuoso, War Chanter, Warpriest, Warshaper, Wayfarer Guide, Whisperknife, Wild Mage, World Speaker, Yathchol Webrider, Yathrinshiee.

Ranger

Rogue

In-Class Skills – Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magic Device.

Weapons – Simple, plus crossbow (light & hand), rapier, shortbow, & shortsword. Armor: Light.

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1		0	0	2	0	4	2.0	
2	1	evas	1	0	3	0	5	2.5	Stoneblessed
3	2		2	1	3	1	6	3.0	Aerial Avenger, Master Inquisitive
4	2		3	1	4	1	7	3.5	Celebrant of Sharess, Dragonmark Heir, Jobber
5	2		3	1	4	1	8	4.0	Assassin, Cavelord, Chameleon, Charlatan, Dread Pirate, Harper Agent, Outcast Champion, Poisoner, Reforged, Replacement Killer, Scar Enforcer, Shadow Thief of Amn, Spymaster, Stonedeath Assassin, Stoneface, Thief-Acrobat, Vigilante
6	3		4	2	5	2	9	4.5	Bloodhound, Cabinet Trickster, Extreme Explorer, Infused Spellcaster, Infused Warrior, Invisible Blade, Martyred Champion of Ilmater, Purple Dragon Knight', Ruathar, Spirit Speaker, Slayer of Domiel, Stalker of Kharash
7	3		5	2	5	2	10	5.0	Apelord, Bearlord, Birdlord, Blade Bravo, Branch Dancer, Catlord, Crane Shen, Dark Hunter, Darkwood Stalker, Deepwarden, Divine Seeker, Dragon Shen, Dungeon Delver, Evangelist, Ghost-Faced Killer, Gnome Giant-Slayer, High Handcrafter, Holy Liberator, Horselord, Kensai, Mantis Shen, Master Thrower, Menacing Brute, Mole, Monkey Shen, Mystic Keeper of Corellon Larethian, Nightsong Enforcer, Nightsong Infiltrator, Occult Slayer, Oppressor, Panther Shen, Pious Templar, Prime Underdark Guide, Purebreath Devotee, Purple Dragon Knight, Ravager, Reaping Mauler, Shadow Dancer, Slime Lord, Sharklord, Snake Shen, Snakelord, Stonelord, Streetfighter, Temple Raider of Olidammara, Thayan Knight, Tiger Shen, Urban Soul, Warforged Juggernaut, Wolflord, Zhentarim Spy
8	3		6	2	6	2	11	5.5	Blackguard, Cragtop Archer, Duelist, Exotic Weapon Master, Eye of Gruumsh, Justicar, Ronin, Son of Mercy, Suel Arcanamach, Sword of Righteousness, Sworn Slayer
9	4		6	3	6	3	12	6.0	Battlesmith, Bowman Charger, Dervish, Halfling Outrider, Order of the Bow Initiate, Whisperknife
10	4		7	3	7	3	13	6.5	Citadel Elite, Defender of Sealtiel, Divine Champion, Divine Crusader, Dwarven Defender, Exemplar, Jester, Vassal of Bahamut, Wormhunter
11	4		8	3	7	3	14	7.0	
12	5		9	4	8	4	15	7.5	Cavalier, Heir of Siberys, Tempest
13	5		9	4	8	4	16	8.0	Beastmaster, Highland Stalker, Reachrunner, Sentinel of Bharrai, Shaaryan Hunter, Tattooed Monk, Ur-Priest, Weretouched Master, Wildrunner
14	5		10	4	9	4	17	8.5	
15	6		11	5	9	5	18	9.0	Apostle of Peace, Emissary of Barachiel, Knight of Holy Shielding, Knight Protector, Monk of the Long Death, Thrall of Baphomet
16	6		12	5	10	5	19	9.5	
17	6		12	5	10	5	20	10.0	Beloved of Valarian, Ollam, Skylord
18	7		13	6	11	6	21	10.5	
19	7		14	6	11	6	22	11.0	
20	7		15	6	12	6	23	11.5	

Rogue

Never: Acolyte of the Skin, Alchemist Savant, Alienist, Anointed Knight, Arachnomancer, Arcane Archer, Arcane Devotee, Arcane Hierophant, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Cannith Wand Adept, Celestial Mystic, Champion of Corellon Larethian, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Daggerspell Mage, Daggerspell Shaper, Darkwater Knight, Deadgrim, Deep Diviner, Divine Disciple, Divine Oracle, Divine Prankster, Dragon Disciple, Drow Judicator, Drunken Master, Earth Dreamer, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Elemental Savant, Enlightened Fist, Entropomancer, Evereskan Tomb Guardian, Exalted Arcanist, Exorcist of the Silver Flame, Eye of Horus-Re, Fatespinner, Firestorm Berserker, Fist of Raziel, Fochlucan Lyrst, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Green Whisperer, Hammer of Moradin, Harper Paragon, Hathran, Heartfire Fanner, Hierophant, Horizon Walker, Hospitaler, Hunter of the Dead, Icesinger, Imaskari Vengeance Taker, Incantatrix, Incantifier, Initiate of Pistis Sophia, Initiate of the Sevenfold Veil, Itinerant Warder of Yondala, Justiciar of Tyr, Knight of the Chalice, Lion of Talisid, Loremaster, Luckstealer, Maester, Mage of the Arcane Order, Magic Filcher, Maiden of Pain, Master Astrologer, Master of Many Forms, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifist, Memory Smith, Mindbender, Mindspy, Moonspeaker, Morninglord of Lathander, Mourner, Mystic Theurge, Nature's Warrior, Prophet of Erathaol, Radiant Servant of Pelor, Rage Mage, Rainbow Servant, Recaster, Red Wizard, Runecaster, Runesmith, Sacred Exorcist, Seeker of the Misty Isle, Seeker of the Song, Shadow Adept, Shadowbane Inquisitor, Shadowbane Stalker, Shadowcraft Mage, Shadowcrafter, Shaper of Form, Sharn Skymage, Shinning Blade of Heironeous, Spellcarved Soldier, Spellguard of Silvermoon, Spellsword, Stormlord, Sublime Chord, Swanmay, Thaumaturgist, Thrall of Dagon, Thrall of Fraz-Urb'luu, Thrall of Kostchtchie, Thrall of Pazuzu, Thrall of Zuggtomy, Troubadour of Stars, Vermin Keeper, Virtuoso, Void Disciple, War Chanter, Warpriest, Warshaper, Wayfarer Guide, Wild Mage, Wild Plains Outrider, World Speaker, Wonderworker, Yathchol Webrider, Yathrinshie.

Rogue

Sorcerer

In-Class Skills – Int: Craft, Know (arcana), Spellcraft. Wis: Profession. Con: Concentration. Cha: Bluff.
 Weapons – All Simple. Armor: n/a

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	A1	0	0	0	2	4	2.0	
2	1	A1	1	0	0	3	5	2.5	Stoneblessed
3	2	A1	1	1	1	3	6	3.0	
4	2	A2	2	1	1	4	7	3.5	Dragonmark Heir
5	2	A2	2	1	1	4	8	4.0	Blood Magus, Charlatan, Dragon Disciple, Divine Oracle, Maester, Mindbender, Reforged, Scar Enforcer, Shadow Adept, Shaper of Form, Stoneface, Wild Mage
6	3	A3	3	2	2	5	9	4.5	Alchemist Savant, Elemental Savant, Enlightened Fist, Exalted Arcanist, Force Missile Mage, Incantatrix, Luckstealer, Martyred Champion of Ilmater, Mindspy, Rainbow Servant, Recaster, Ruathar, Shadowcrafter, Sharn Skymage, Wonderworker
7	3	A3	3	2	2	5	10	5.0	Branch Dancer, Earth Dreamer, Effigy Master, High Handcrafter, Imaskari Vengeance Taker, Thrall of Dagon, Void Disciple
8	3	A4	4	2	2	6	11	5.5	Arcane Devotee, Bloodhound, Evereskan Tomb Guardian, Extreme Explorer, Fatespinner, Hathran, Infused Spellcaster, Infused Warrior, Master Transmogrist, Purple Dragon Knight', Shadowcraft Mage, Spellguard of Silvermoon, Spirit Speaker, Warshaper
9	4	A4	4	3	3	6	12	6.0	Acolyte of the Skin, Aerial Avenger, Apostle of Peace, Celestial Mystic, Darkwater Knight, Evangelist, Green Star Adept, Initiate of the Sevenfold Veil, Jobber, Master Inquisitive, Prophet of Erathaol, Runesmith, Troubadour of Stars
10	4	A5	5	3	3	7	13	6.5	Anointed Knight, Apelord, Argent Savant, Bearlord, Birdlord, Blade Bravo, Bladesinger, Cannith Wand Adept, Catlord, Crane Shen, Dark Hunter, Darkwood Stalker, Deepwarden, Dervish, Dragon Shen, Drow Judicator, Exemplar, Gnome Giant-Slayer, Halfling Outrider, Holy Liberator, Horselord, Kensai, Mantis Shen, Master Thrower, Master of the Unseen Hand, Menacing Brute, Mole, Monk of the Long Death, Monkey Shen, Occult Slayer, Panther Shen, Pious Templar, Purebreath Devotee, Purple Dragon Knight, Ravager, Reaping Mauler, Slime Lord, Sharklord, Snake Shen, Snakelord, Stonelord, Streetfighter, Thayan Knight, Tiger Shen, Virtuoso, Warforged Juggernaut, Wolflord, Zhentarim Spy
11	4	A5	5	3	3	7	14	7.0	Celebrant of Sharess
12	5	A6	6	4	4	8	15	7.5	Arachnomancer, Arcane Archer, Battlesmith, Blackguard, Bowman Charger, Duelist, Exotic Weapon Master, Eye of Gruumsh, Heir of Siberys, Incantifier, Justicar, Order of the Bow Initiate, Ronin, Spellcarved Soldier, Sword of Righteousness, Sworn Slayer, Tempest
13	5	A6	6	4	4	8	16	8.0	Alienist, Assassin, Beastmaster, Cavelord, Chameleon, Deep Diviner, Dread Pirate, Emissary of Barachiell, Ghost-Faced Killer, Harper Agent, Invisible Blade, Magic Filcher, Outcast Champion, Poisoner, Prime Underdark Guide, Reachrunner, Replacement Killer, Sentinel of Bharrai, Shaaryan Hunter, Shadow Thief of Amn, Spymaster, Stalker of Kharash, Stonedeath Assassin, Tattooed Monk, Temple Raider of Olidammara, Ur-Priest, Vigilante, Weretouched Master, Wildrunner, Yathchol Webrider
14	5	A7	7	4	4	9	17	8.5	Archmage, Citadel Elite, Defender of Sealtiel, Divine Champion, Divine Crusader, Dwarven Defender, Vassal of Bahamut, Wormhunter
15	6	A7	7	5	5	9	18	9.0	Cabinet Trickster, Knight of Holy Shielding, Suel Arcanamach, Thrall of Baphomet, Thrall of Kostchtchie, Thrall of Pazuzu
16	6	A8	8	5	5	10	19	9.5	Cavalier
17	6	A8	8	5	5	10	20	10.0	Beloved of Valarian, Cragtop Archer, Divine Seeker, Dungeon Delver, Heartfire Fanner, Loremaster, Ollam, Sacred Exorcist, Shadow Dancer, Skylord, Son of Mercy, Thrall of Fraz-Urb'luu, Urban Soul, Wayfarer Guide
18	7	A9	9	6	6	11	21	10.5	Knight Protector, Thrall of Zugptomym
19	7	A9	9	6	6	11	22	11.0	
20	7	A9	10	6	6	12	23	11.5	

Sorcerer

Never: Arcane Hierophant, Arcane Trickster, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Blighter, Champion of Corellon Larethian, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Dagerspell Mage, Dagerspell Shaper, Deadgrim, Divine Disciple, Divine Prankster, Drunken Master, Earthshaker, Eldeen Ranger, Eldritch Knight, Entropomancer, Exorcist of the Silver Flame, Eye of Horus-Re, Firestorm Berserker, Fist of Raziel, Fochlucan Lyrist, Frenzied Berserker, Geomancer, Geometer, Green Whisperer, Hammer of Moradin, Harper Paragon, Hierophant, Highland Stalker, Horizon Walker, Hospitaler, Hunter of the Dead, Icesinger, Initiate of Pistis Sophia, Itinerant Warder of Yondala, Jester, Justiciar of Tyr, Knight of the Chalice, Lion of Talisid, Maiden of Pain, Mage of the Arcane Order, Master Astrologer, Master of Many Forms, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the West Wind, Memory Smith, Moonspeaker, Morninglord of Lathander, Mourner, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nature's Warrior, Nightsong Enforcer, Nightsong Infiltrator, Oppressor, Radiant Servant of Pelor, Rage Mage, Red Wizard, Runecaster, Seeker of the Misty Isle, Seeker of the Song, Shadowbane Inquisitor, Shadowbane Stalker, Shinning Blade of Heironeous, Slayer of Domiel, Spellsword, Stormlord, Sublime Chord, Swanmay, Thaumaturgist, Thief-Acrobat, Vermin Keeper, War Chanter, Warpriest, Whisperknife, Wild Plains Outrider, World Speaker, Yathrinshoe.

Sorcerer

Wizard

In-Class Skills – Int: Craft, Decipher Script, Know (any), Spellcraft. Wis: Profession. Con: Concentration.
 Weapons – club, dagger, crossbow (light & heavy), quarterstaff. Armor: —

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1+ Scribe Scroll	A1	0	0	0	2	4	2.0	
2	1+1	A1	1	0	0	3	5	2.5	Stoneblessed
3	2+1	A2	1	1	1	3	6	3.0	
4	2+1	A2	2	1	1	4	7	3.5	Dragonmark Heir
5	2+2	A3	2	1	1	4	8	4.0	Acolyte of the Skin, Alchemist Savant, Alienist, Blood Magus, Cavelord, Deep Diviner, Divine Oracle, Elemental Savant, Maester, Mage of the Arcane Order, Master Astrologer, Mindbender, Rainbow Servant, Red Wizard, Reforged, Ruathar, Sentinel of Bharrai, Shadow Adept, Shadowcrafter, Shaper of Form, Sharn Skymage, Wild Mage
6	3+2	A3	3	2	2	5	9	4.5	Enlightened Fist, Force Missile Mage, Geometer, Luckstealer, Martyred Champion of Ilmater, Mindspy, Purple Dragon Knight, Recaster, Runesmith, Tattooed Monk, Wonderworker
7	3+2	A4	3	2	2	5	10	5.0	Branch Dancer, Celestial Mystic, Earth Dreamer, Effigy Master, Fatespinner, Hathran, High Handcrafter, Imaskari Vengeance Taker, Incantatrix, Loremaster, Master Transmogrifist, Ollam, Prophet of Erathal, Shadowcraft Mage, Spellguard of Silverymoon, Urban Soul, Void Disciple
8	3+2	A4	4	2	2	6	11	5.5	Bloodhound, Evereskan Tomb Guardian, Extreme Explorer, Infused Spellcaster, Infused Warrior, Spirit Speaker, Warshaper
9	4+2	A5	4	3	3	6	12	6.0	Aerial Avenger, Apostle of Peace, Argent Savant, Darkwater Knight, Green Star Adept, Initiate of the Sevenfold Veil, Jobber, Master Inquisitive, Master of the Unseen Hand, Sacred Exorcist, Ur-Priest, Wayfarer Guide
10	4+3	A5	5	3	3	7	13	6.5	Anointed Knight, Apelord, Bearlord, Birdlord, Blade Bravo, Cannith Wand Adept, Catlord, Crane Shen, Dark Hunter, Darkwood Stalker, Deepwarden, Dervish, Drow Judicator, Exemplar, Gnome Giant-Slayer, Halfling Outrider, Holy Liberator, Horselord, Kensai, Mantis Shen, Master Thrower, Menacing Brute, Mole, Monk of the Long Death, Monkey Shen, Occult Slayer, Panther Shen, Pious Templar, Purebreath Devotee, Purple Dragon Knight, Ravager, Reaping Mauler, Slime Lord, Sharklord, Snake Shen, Snakelord, Stonelord, Streetfighter, Thayan Knight, Tiger Shen, Virtuoso, Warforged Juggernaut, Wolford, Zhentarim Spy
11	4+3	A6	5	3	3	7	14	7.0	Celebrant of Sharess, Incantifier
12	5+3	A6	6	4	4	8	15	7.5	Arcane Archer, Arachnomancer, Battlesmith, Blackguard, Bowman Charger, Duelist, Exotic Weapon Master, Eye of Gruumsh, Heir of Siberys, Horizon Walker, Justicar, Order of the Bow Initiate, Ronin, Spellcarved Soldier, Sword of Righteousness, Sworn Slayer, Tempest, Wormhunter
13	5+3	A7	6	4	4	8	16	8.0	Archmage, Assassin, Beastmaster, Chameleon, Charlatan, Dread Pirate, Emissary of Barachiel, Evangelist, Ghost-Faced Killer, Harper Agent, Invisible Blade, Magic Filcher, Outcast Champion, Poisoner, Prime Underdark Guide, Reachrunner, Replacement Killer, Scar Enforcer, Shaaryan Hunter, Shadow Thief of Amn, Spymaster, Stalker of Kharash, Stonedeath Assassin, Stoneface, Temple Raider of Olidammara, Vigilante, Weretouched Master, Wildrunner, Yathchol Webrider
14	5+3	A7	7	4	4	9	17	8.5	Citadel Elite, Defender of Sealtiel, Divine Champion, Divine Crusader, Dwarven Defender, Vassal of Bahamut
15	6+4	A8	7	5	5	9	18	9.0	Cabinet Trickster, Knight of Holy Shielding, Suel Arcanamach, Thrall of Baphomet, Thrall of Dagon, Thrall of Kostchtchie, Thrall of Pazuzu
16	6+4	A8	8	5	5	10	19	9.5	Cavalier
17	6+4	A9	8	5	5	10	20	10.0	Beloved of Valarian, Cragtop Archer, Divine Seeker, Dungeon Delver, Heartfire Fanner, Shadow Dancer, Skylord, Son of Mercy, Thrall of Fraz-Urb'luu
18	7+4	A9	9	6	6	11	21	10.5	Knight Protector, Thrall of Zugtgomy
19	7+4	A9	9	6	6	11	22	11.0	
20	7+5	A9	10	6	6	12	23	11.5	

Wizard

Never: Arcane Hierophant, Arcane Trickster, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Blighter, Champion of Corellon Larethian, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Daggertongue Mage, Daggertongue Shaper, Deadgrim, Divine Disciple, Dragon Disciple, Divine Prankster, Drunken Master, Earthshaker, Eldritch Knight, Entropomancer, Exalted Arcanist, Exorcist of the Silver Flame, Eye of Horus-Re, Firestorm Berserker, Fist of Raziel, Fochlucan Lyrst, Frenzied Berserker, Geomancer, Green Whisperer, Hammer of Moradin, Harper Paragon, Hierophant, Highland Stalker, Hospitaler, Hunter of the Dead, Icesinger, Initiate of Pistis Sophia, Itinerant Warder of Yondala, Jester, Knight of the Chalice, Lion of Talisid, Maiden of Pain, Master of Many Forms, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the West Wind, Memory Smith, Moonspeaker, Morninglord of Lathander, Mourner, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nature's Warrior, Nightsong Enforcer, Nightsong Infiltrator, Oppressor, Radiant Servant of Pelor, Rage Mage, Runecaster, Seeker of the Misty Isle, Seeker of the Song, Shadowbane Inquisitor, Shadowbane Stalker, Shinning Blade of Heironeous, Slayer of Domiel, Spellsworn, Stormlord, Sublime Chord, Swanmay, Thief-Acrobat, Troubadour of Stars, Thaumaturgist, Vermin Keeper, War Chanter, Warpriest, Whisperknife, Wild Plains Outrider, World Speaker, Yathrinshiee.

Wizard

Stacking Class Abilities

The levels of some Prestige Classes stack with those of Base Classes when calculating Base Class Abilities. For example, your levels of ‘Tattooed Monk’ are stacked with your levels of ‘Monk’ with regards to certain Monk Class Abilities. Another example is your levels of ‘Troubadour of Stars’ stacking with your levels of ‘Bard’ for determining what Bardic Music abilities are available. The following table lists those Base Class Table to make looking up the stacked abilities easier.

Some abilities do not change from level to level. Stacking with Bardic Knowledge simply adds the Prestige Class level to the Bardic Knowledge check.

Bardic Knowledge – Fochlucan Lyrist, Green Whisperer, Memory Smith, Mourner, Ollam, World Speaker

Wild Empathy – Apelord, Bearlord, Beastmaster, Birdlord, Catlord, Horselord, Nature’s Warrior, Sharklord, Snakelord, Swanmay, Wolflord

Turn Undead – Master of the West Wind.

Uncanny Dodge – Assassin, Darkwood Stalker, Dwarven Defender, Replacement Killer, Shadow Dancer.

Other class abilities are dependant on the effective class level, such as those listed below:

Animal Companion – Apelord, Arcane Hierophant, Bearlord, Beastmaster, Birdlord, Catlord, Horselord, Lion of Talisid, Sharklord, Snakelord, Wild Plains Outrider, Wolflord.

Bardic Music – Battle Howler of Gruumsh, Fochlucan Lyrist, Green Whisperer, Heartfire Fanner, Icesinger, Memory Smith, Mourner, Seeker of the Song, Sublime Chord, Troubadour of Stars, War Chanter, World Speaker.

Familiar Abilities – Arcane Hierophant, Master of the East Wind.

Rage – Eye of Gruumsh, Firestorm Berserker.

Monk AC Bonus – Crane Shen, Dragon Shen, Enlightened Fist, Initiate of Pistis Sophia, Mantis Shen, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the West Wind, Monkey Shen, Panther Shen, Snake Shen, Tattooed Monk, Tiger Shen.

Monk Unarmed Damage – Crane Shen, Dragon Shen, Enlightened Fist, Initiate of Pistis Sophia, Mantis Shen, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the West Wind, Monkey Shen, Panther Shen, Sacred Fist, Snake Shen, Tattooed Monk, Tiger Shen.

Monk Speed – Initiate of Pistis Sophia, Enlightened Fist, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the West Wind, Panther Shen, Tattooed Monk.

Monk Ki Strike – Initiate of Pistis Sophia.

Monk Flurry of Blows – Initiate of Pistis Sophia.

Special Mount – Wild Plains Outrider.

Wild Shape – Arcane Hierophant, Master of the North Wind.

Lvl	Animal Companion	Bardic Music (#: = min Perform rank)	Familiar	Rage	Monk – AC Bonus	Monk – Unarmed Damage	Monk – Move Bonus	Monk – Ki Strike	Monk – Flurry of Blows	Wild Shape
1	Share Spells Easy to Handle	3: Countersong 3: Fascinate 3: Inspire Courage +1	Improved Evasion Share Spells Empathic Speech	Rage, 1/day	+0	1d6	+0'		Extra attack with a -2 penalty to all attacks	
2					+0	1d6	+0'			
3	Evasion	6: Inspire Competence	Deliver Touch spells		+0	1d6	+10'			
4			Master & Familiar can speak	Rage, 2/day	+0	1d8	+10'	Ki Strike (magic)		
5					+1	1d8	+10'			Wild Shape, 1/day
6	+4 Bonus vs. Enchantments	9: Suggestion			+1	1d8	+20'			Wild Shape, 2/day
7			Can speak with similar animals		+1	1d8	+20'			Wild Shape, 3/day
8		3: Inspire Courage +2		Rage, 3/day	+1	1d10	+20'			Wild Shape, Large
9	Feat: Multiattack	12: Inspire Greatness			+1	1d10	+30'			
10					+2	1d10	+30'	Ki Strike (lawful)		Wild Shape, 4/day
11			Gains Spell Resistance 5+lvl	Greater Rage	+2	1d10	+30'		2 nd Extra attack	Wild Shape, Tiny
12		15: Song of Freedom		Rage, 4/day	+2	2d6	+40'			Wild Shape, Plants
13			Sery on Familiar		+2	2d6	+40'			
14		3: Inspire Courage +3			+2	2d6	+40'			Wild Shape, 5/day
15	Improved Evasion	18: Inspire Heroics			+3	2d6	+50'			Wild Shape, Huge
16				Rage, 5/day	+3	2d8	+50'	Ki Strike (adamantine)		Wild Shape, Elemental 1/day
17				Tireless Rage	+3	2d8	+50'			

Lvl	Animal Companion	Bardic Music (#: = min Perform rank)	Familiar	Rage	Monk – AC Bonus	Monk – Unarmed Damage	Monk – Move Bonus	Monk – Ki Strike	Monk – Flurry of Blows	Wild Shape
18		21: Mass Suggestion			+3	2d8	+60'			Wild Shape, 6/day Wild Shape, Elemental 2/day
19					+3	2d8	+60'			
20		3: Inspire Courage +4		Mighty Rage Rage, 6/day	+4	2d10	+60'			Wild Shape, Huge Elemental Wild Shape, Elemental 3/day

Tattooed Monk Tattoos

New Tattoo every odd level

Tattoo	1 st Lvl	3 rd Lvl	5 th Lvl	7 th Lvl	9 th Lvl
Arrowroot	Heal (Wis mod) hp per day to others	Heal 3 x (Wis mod) hp per day to others	Heal 5 x (Wis mod) hp per day to others	Heal 7 x (Wis mod) hp per day to others	Heal 9 x (Wis mod) hp per day to others
Bamboo	+1 Enhancement bonus to Con for 1 round. Usable 1/day	+2 Enhancement bonus to Con for 3 rounds. Usable 2/day	+3 Enhancement bonus to Con for 5 rounds. Usable 3/day	+4 Enhancement bonus to Con for 7 rounds. Usable 4/day	+5 Enhancement bonus to Con for 9 rounds. Usable 5/day
Bat	+1 Enhancement bonus to Dex for 1 round. Usable 1/day	+2 Enhancement bonus to Dex for 3 rounds. Usable 2/day	+3 Enhancement bonus to Dex for 5 rounds. Usable 3/day	+4 Enhancement bonus to Dex for 7 rounds. Usable 4/day	+5 Enhancement bonus to Dex for 9 rounds. Usable 5/day
Bellflower	+(Char mod) Enhancement bonus to any ability score for 1 round. Usable 1/day	+(Char mod) Enhancement bonus to any ability score for 3 rounds. Usable 2/day	+(Char mod) Enhancement bonus to any ability score for 5 rounds. Usable 3/day	+(Char mod) Enhancement bonus to any ability score for 7 rounds. Usable 4/day	+(Char mod) Enhancement bonus to any ability score for 9 rounds. Usable 5/day
Butterfly	+1 Enhancement bonus to Wis for 1 round. Usable 1/day	+2 Enhancement bonus to Wis for 3 rounds. Usable 2/day	+3 Enhancement bonus to Wis for 5 rounds. Usable 3/day	+4 Enhancement bonus to Wis for 7 rounds. Usable 4/day	+5 Enhancement bonus to Wis for 9 rounds. Usable 5/day
Centipede	—	—	<i>Shadow Walk</i> , 1/week	<i>Shadow Walk</i> , 1/week	<i>Shadow Walk</i> , 1/week
Chameleon	<i>Alter Self</i> for 1 hour. Usable 1/day	<i>Alter Self</i> for 3 hours. Usable 2/day	<i>Alter Self</i> for 5 hours. Usable 3/day	<i>Alter Self</i> for 7 hours. Usable 4/day	<i>Alter Self</i> for 9 hours. Usable 5/day
Crab	DR 2 / magic	DR 4 / magic	DR 6 / magic	DR 8 / magic	DR 10 / magic
Crane (special)	Immune to non-magic Disease	Immune to Poison	Immune to aging penalties	—	—
Chrysanthemum	Heal 1hp per hour when in direct sunlight	Heal 3hp per hour when in direct sunlight	Heal 5hp per hour when in direct sunlight	Heal 7hp per hour when in direct sunlight	Heal 9hp per hour when in direct sunlight
Dragon	Breath 4d6 Fire damage on 1 target, up to 3 time in 1 hour. Usable 1/day	—	—	—	—
Dragonfly	+1 Dodge bonus to AC for 1 round. Usable 1/day	+2 Dodge bonus to AC for 3 rounds. Usable 1/day	+3 Dodge bonus to AC for 5 rounds. Usable 1/day	+4 Dodge bonus to AC for 7 rounds. Usable 1/day	+5 Dodge bonus to AC for 9 rounds. Usable 1/day
Falcon	Immune to Fear. Allies w/i 10' gain (Cha mod + 1) Morale bonus on saves vs. fear	Immune to Fear. Allies w/i 10' gain (Cha mod + 2) Morale bonus on saves vs. fear	Immune to Fear. Allies w/i 10' gain (Cha mod + 3) Morale bonus on saves vs. fear	Immune to Fear. Allies w/i 10' gain (Cha mod + 4) Morale bonus on saves vs. fear	Immune to Fear. Allies w/i 10' gain (Cha mod + 5) Morale bonus on saves vs. fear
Lion	Smite, 1/day. +4 attack & +1 damage	Smite, 2/day. +4 attack & +3 damage	Smite, 3/day. +4 attack & +5 damage	Smite, 4/day. +4 attack & +7 damage	Smite, 5/day. +4 attack & +9 damage
Monkey	+1 Competence bonus on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Open Locks, Sleight of Hand, & Tumble check	+2 Competence bonus on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Open Locks, Sleight of Hand, & Tumble check	+3 Competence bonus on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Open Locks, Sleight of Hand, & Tumble check	+4 Competence bonus on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Open Locks, Sleight of Hand, & Tumble check	+5 Competence bonus on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Open Locks, Sleight of Hand, & Tumble check
Moon, Crescent	—	—	—	—	<i>Ethereal Jaunt</i> , 1/day
Moon, Full	+2 Luck bonus on an attack, skill check or ability check. Usable 1 time per night	+2 Luck bonus on an attack, skill check or ability check. Usable 2 times per night	+2 Luck bonus on an attack, skill check or ability check. Usable 3 times per night	+2 Luck bonus on an attack, skill check or ability check. Usable 4 times per night	+2 Luck bonus on an attack, skill check or ability check. Usable 5 times per night
Mountain	For 1 round, you cannot be moved, gain +4 bonus to Con & Wis, immune to Bull Rush & Trip, -20 penalty on Dex-based skills. Usable 1/day	For 3 rounds, you cannot be moved, gain +4 bonus to Con & Wis, immune to Bull Rush & Trip, -20 penalty on Dex-based skills. Usable 2/day	For 5 rounds, you cannot be moved, gain +4 bonus to Con & Wis, immune to Bull Rush & Trip, -20 penalty on Dex-based skills. Usable 3/day	For 7 rounds, you cannot be moved, gain +4 bonus to Con & Wis, immune to Bull Rush & Trip, -20 penalty on Dex-based skills. Usable 4/day	For 9 rounds, you cannot be moved, gain +4 bonus to Con & Wis, immune to Bull Rush & Trip, -20 penalty on Dex-based skills. Usable 5/day
Nightingale	Heal 2 hp / day to any	Heal 4 hp / day to any	Heal 6 hp / day to any	Heal 8 hp / day to any	Heal 10 hp / day to any
Ocean	You do not eat, drink, or sleep	—	—	—	—
Phoenix	—	—	—	SR 22	SR 24
Pine	<u>Feat: Remain Conscious</u>	—	—	—	—

Tattoo	1 st Lvl	3 rd Lvl	5 th Lvl	7 th Lvl	9 th Lvl
Scorpion	A target opponent must use his/her lowest ability score modifier (instead of Str / Dex) when attacking you this round. Usable 1/day	A target opponent must use his/her lowest ability score modifier (instead of Str / Dex) when attacking you this round. Usable 2/day	A target opponent must use his/her lowest ability score modifier (instead of Str / Dex) when attacking you this round. Usable 3/day	A target opponent must use his/her lowest ability score modifier (instead of Str / Dex) when attacking you this round. Usable 4/day	A target opponent must use his/her lowest ability score modifier (instead of Str / Dex) when attacking you this round. Usable 5/day
Spider	As a use of your Stunning Fist, your attack inflicts Contact Poison (2 Con / 2 Con, DC = 11 + Con mod)	As a use of your Stunning Fist, your attack inflicts Contact Poison (2 Con / 2 Con, DC = 13 + Con mod)	As a use of your Stunning Fist, your attack inflicts Contact Poison (2 Con / 2 Con, DC = 15 + Con mod)	As a use of your Stunning Fist, your attack inflicts Contact Poison (2 Con / 2 Con, DC = 17 + Con mod)	As a use of your Stunning Fist, your attack inflicts Contact Poison (2 Con / 2 Con, DC = 19 + Con mod)
Sun	+2 Luck bonus on an attack, skill check or ability check. Usable 1 time per daytime	+2 Luck bonus on an attack, skill check or ability check. Usable 2 times per daytime	+2 Luck bonus on an attack, skill check or ability check. Usable 3 times per daytime	+2 Luck bonus on an attack, skill check or ability check. Usable 4 times per daytime	+2 Luck bonus on an attack, skill check or ability check. Usable 5 times per daytime
Tiger	+1 attack & +1d6 damage for 1 round. Usable 1/day	+1 attack & +1d6 damage for 3 rounds. Usable 2/day	+1 attack & +1d6 damage for 5 rounds. Usable 3/day	+1 attack & +1d6 damage for 7 rounds. Usable 4/day	+1 attack & +1d6 damage for 9 rounds. Usable 5/day
Tortoise	Gain 1 rank in a skill which you have no ranks for 1 check. Usable 1/day	Gain 3 ranks in a skill which you have no ranks for 1 check. Usable 2/day	Gain 5 ranks in a skill which you have no ranks for 1 check. Usable 3/day	Gain 7 ranks in a skill which you have no ranks for 1 check. Usable 4/day	Gain 9 ranks in a skill which you have no ranks for 1 check. Usable 5/day
Unicorn	Reroll one d20 roll per day, but keep new roll	—	—	—	—
Wasp	<i>Haste</i> for 1 round. Usable 1/day	<i>Haste</i> for 3 round. Usable 2/day	<i>Haste</i> for 5 round. Usable 3/day	<i>Haste</i> for 7 round. Usable 4/day	<i>Haste</i> for 9 round. Usable 5/day
White Mask	Immune to <i>Detect Thoughts</i> , <i>Detect Lies</i> , & attempts to read alignment. +10 bonus on Bluff checks	—	—	—	—

Infused Powers Table

Powers & physical changes gained by Infused Spellcasters and Infused Warriors. (DR321 p16)

Celestial	Power I	Minor Change	Power II	Mod. Change	Power III	Major Change	Power IV
Astral Deva (MM p010)	<i>Detect Evil</i> , 3/day <i>Remove Fear</i> , 1/day	Skin becomes bronze color	<i>Discern Lies</i> , 1/day <i>Remove Disease</i> , 1/day	Strength +2	<i>Cure Serious Wounds</i> , 1/day <i>Greater Invisibility</i> , 1/day	Charisma +2	<i>Blade Barrier</i> , 1/day <i>Dispel Evil</i> , 1/day
Planetar (MM p011)	Immune to Petrification +(Class lvl/2) on saves vs. Poison	Head becomes bald	<i>Dispel Magic</i> , 1/day <i>Remove Disease</i> , 1/day	Grow wings. Fly at land movement with Average maneuverability	<i>Blade Barrier</i> , 1/day <i>Remove Fear</i> , 1/day	Skin becomes green. Immune to Cold	<i>Greater Restoration</i> , 1/day <i>Polymorph</i> (self only), 1/day
Solar (MM p012)	Proficient in Longbow Arrows become 'good-aligned' vs. DR	Eyes become shining topaz shade	<i>Dimensional Anchor</i> , 1/day <i>Invisibility</i> , 1/day	Grow wings. Fly at land movement with Average maneuverability	<i>Cure Serious Wounds</i> , 1/day <i>Holy Sword</i> , 1/day	Skin becomes silver. DR 5 / epic or evil	Can change one arrow he/she fires into an Slaying Arrow of a type declared when the arrow is drawn
Lantern Archon (MM p016)	<u>Feat: Improved Initiative</u>	Skin becomes silvery	<i>Teleport</i> , 1/day	Skin gleams. Electricity Resist 10 Immunity to Petrification	Light Ray – 30' range, ranged touch. Does 1d6 damage that ignores all DR	Able to glow in a 20' radius as a Free Action. While glowing, gains immunity to Electricity & Petrification	Aura of Menace – hostile creatures within 20' receive a –2 on attacks. AC, & saves until it hits the Infused, up to 24 hours. On a successful save, creature is immune for 24 hours.
Hound Archon (MM p016)	<u>Feat: Track</u> Survival is always a class skill	Mouth becomes dog-like	<i>Polymorph</i> (any canine only), 1/day. Lasts for up to (Class lvl) hours.	Gain 1d6 Bite attack	Immunity to Poison and Petrification	+10 land movement Natural Armor +2	<i>Greater Teleport</i> , 2/day at 14 th level, except can only teleport 50 extra pounds
Trumpet Archon (MM p016)	Receive a Masterwork Trumpet that you can change to a Masterwork Greatsword (Class lvl) times per day for (Class lvl) rounds each use. Proficient in Greatsword	Skin becomes greenish	Trumpet now becomes a +2 Greatsword	Grow wings. Fly at land movement with Average maneuverability	Trumpet now becomes a +4 Greatsword Trumpet can paralyze all non-Archons & non-Infused within 100' for 1 round (FortNeg, DC is Charisma-based). Usable 3/day.	Constitution +2	<i>Summon Monster IX</i> (lawful good only), 2/day.
Bralani Eladrin (MM p093)	<i>Detect Evil</i> , 1/day <i>Gust of Wind</i> , 1/day	Hair & clothes always seem windswept	Wind Column – activated as a Move Action. Can Fly at base move with Average maneuverability. Lasts (Class lvl) rounds. Usable 2/day	Dexterity +2	<i>Cure Serious Wounds</i> , 1/day <i>Wind Wall</i> , 1/day	Constitution +2	<i>Blur</i> , 3/day <i>Lightning Bolt</i> , 3/day
Ghaele Eladrin (MM p094)	Your natural, unarmed, & melee attacks do +1hp to Evil creatures and +1d4 hp to Evil Outsiders & Undead	Eyes become pupilless & pearly white	Gaze Attack 30' – Shaken for 1d10 rounds. Evil creatures up to 5HD receive no save. Evil creatures with 6+ HD & Neutral creatures receive a Will save (DC is Charisma-based). Good creatures are immune	Strength +2	Can become an Incorporeal Globe for (Class lvl) rounds, usable 1/day	DR 5 / cold iron or evil	<i>Lesser Globe of Invulnerability</i> , 2/day <i>Magic Circle against Evil</i> , 2/day
Avoral Guardinal (MM p141)	Lay on Hands – (Class lvl + Paladin lvl (if any)) hp healed each day	Arms grow feathers Hair becomes feather-like	<i>Magic Missile</i> , 3/day	Arms become wings. Fly at land movement with Average maneuverability. Can't hold items while flying	<i>Lightning Bolt</i> , 1/day <i>Magic Circle against Evil</i> , 1/day	+8 on Spot checks Natural Armor +2	<i>True Seeing</i> , 3/day <i>Lightning Bolt</i> , 1/day
Leonal Guardinal (MM p142)	Lay on Hands – (Class lvl + Paladin lvl (if any)) hp healed each day	Head gains a mane	<i>Speak with Animals</i> , at will	Gain 1d6 Bite attack	Improved Grab with Bite on creatures of a smaller size than itself	SR 11 + Class level	Rake – on a successful Grapple, gain two Rake attacks that deal 1d4 + Str

Table of Multiclass-Like Prestige Classes

	Barbarian	Bard	Cleric	Druid	Fighter	Monk	Paladin	Ranger	Rogue
Bard	Battle Howler of Gruumsh Eldritch Knight								
Cleric		Geomancer Mystic Theurge							
Druid		Arcane Hierophant Fochlucan Lyrist Geomancer Mystic Theurge							
Fighter		Bladesinger Eldritch Knight Spellswor							
Monk		Enlightened Fist	Master of the East Wind	Master of the North Wind					
Paladin	Champion of Gwynharwyf								
Ranger		Eldritch Knight Geomancer Mystic Theurge							
Rogue		Arcane Hierophant Daggerspell Mage	Shadowbane Inquisitor Shadowbane Stalker	Daggerspell Shaper	Master of the South Wind		Shadowbane Inquisitor Shadowbane Stalker		
Sorcerer	Eldritch Knight		Geomancer	Arcane Hierophant	Bladesinger Eldritch Knight Spellswor	Enlightened Fist Master of the East Wind	Eldritch Knight Geomancer Mystic Theurge	Eldritch Knight Geomancer Mystic Theurge	Arcane Hierophant Daggerspell Mage
Wizard	Eldritch Knight		Geomancer	Arcane Hierophant	Bladesinger Eldritch Knight Spellswor	Enlightened Fist Master of the East Wind	Eldritch Knight Geomancer Mystic Theurge	Eldritch Knight Geomancer Mystic Theurge	Arcane Hierophant Daggerspell Mage

Appendix

Revision History

- August 21, 2003 – Start of D&D 3.5 Edition.
Added Dungeon Master's Guide v.3.5 & appropriate parts of D&D v.3.5 Accessory Update.
- March 19, 2004 – Added Complete Warrior & the Book of Exalted Deeds.
Added Dragon #309 – Dragon #313.
- August, 12, 2004 – Added Player's Guide to Faerûn.
Added Dragon #314, #319.
Added Unearthed Arcana.
- October 12, 2004 – Added Complete Divine
- November 12, 2004 – Added Eberron Campaign Setting
Added Dragon #325.
- April 1, 2005 – Added Complete Arcane.
Added Dragon #324, #326 – #329.
Change the abbreviation of Player's Handbook v3.5 from "PH3.5" to "PH".
Change the abbreviation of Dungeonmaster's Guide v3.5 from "DMG3.5" to "DMG".
- September 7, 2005 – Added Complete Adventurer.
Added Races of Eberron.
Added Dragon #330 – #335.
- December 9, 2005 – Merged 'Revised' Prestige Classes and 'New' Prestige Classes.
Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark
Added Dragon #336 – #338.
- April 14, 2006 – Added Dragon #339 – #343.
Added Dungeon #104 – #134.
- February 28, 2007 – Added Dragon #344 – #352.
Added Dungeon #135 – #144.

Key to Sourcebooks

PH	–	Player's Handbook v.3.5	BoED	–	Book of Exalted Deeds
DMG	–	Dungeon Master's Guide v.3.5	UA	–	Unearthed Arcana
MM	–	Monster Manual v.3.5			
MM3	–	Monster Manual	FR	–	Forgotten Realms Campaign Setting
			MoF	–	Magic of Faerûn
CWar	–	Complete Warrior	LoD	–	Lords of Darkness
CDiv	–	Complete Divine	RoF	–	Races of Faerûn
CArc	–	Complete Arcane	SM	–	Silver Marches
CAdv	–	Complete Adventurer	Und	–	Underdark
			PGF	–	Player's Guide to Faerûn
RoS	–	Races of Stone			
RoD	–	Races of Destiny	Eb	–	Eberron Campaign Setting
RotW	–	Races of the Wild	PGE	–	Player's Guide to Eberron
RoE	–	Races of Eberron			
			DR###	–	Dragon Magazine (with issue number)
			DU##	–	Dungeon Magazine (with issue number)
3.5up	–	D&D v.3.5 Accessory Update			http://www.wizards.com/dnd/files/DnD35_update_booklet.zip
PH3.5e	–	Player's Handbook v.3.5 Errata			http://www.wizards.com/dnd/files/PHB_Errata09242003.zip
PGFe	–	Player's Guide to Faerûn Errata			http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip
CDivErrata	–	Complete Divine Errata			http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip
CArcErrata	–	Complete Arcane Errata			http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip
CAdvErrata	–	Complete Adventurer Errata			http://www.wizards.com/dnd/files/CompleteAdventurer_Errata08022005.zip
EbErrata	–	Eberron Errata			http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip
wWaterdeep	–	Waterdeep Web Enhancement			http://www.wizards.com/dnd/files/Noble_House.zip
wRotD1	–	Races of the Dragon Web Enhancement #1			http://www.wizards.com/default.asp?x=dnd/we/20060127a

Note: If a Key reference is followed by a "+", then it is partially superseded the entry above it.