

Blistering Flourish

Desert Wind

Desert Wind (Strike)

Level: Swordsage 1

Initiation Action: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: 1 minute

Saving Throw: Fortitude negates

Your weapon bursts into flames as you twirl it over your head. With a flourish, you cause the fire to explode with a blinding flash.

When you use this strike, you generate a burst of brilliant light. Any creature other than you caught in this maneuver's area must make a Fortitude save (DC 11 + your Wis modifier) or be dazzled for 1 minute. This maneuver is a supernatural ability.

Burning Blade

Desert Wind

Desert Wind (Boost) [Fire]

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

Your blade bursts into flame as it sweeps toward your foe in an elegant arc.

A subtle yet precise twisting of your blade unlocks the power of flame. When you initiate this maneuver, fire trails from your melee weapon. For the rest of your turn, your melee attacks deal an extra 1d6 points of fire damage + 1 point per initiator level.

This maneuver is a supernatural ability.

Burning Brand

Desert Wind

Desert Wind (Boost) [Fire]

Level: Swordsage 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

Your weapon transforms into a roaring gout of flame. As you swing your burning blade, it stretches out beyond your normal reach to scorch your foes.

When you initiate this maneuver, your weapon turns into a burning brand for the rest of your turn. The brand increases your reach by 5 feet, and your melee attacks made with the brand deal fire damage equal to your normal melee damage. You still gain all the normal benefits from a high Strength score, feats, and other effects that increase your melee damage. For example, an attack with a longsword that normally deals 1d8+4 points of slashing damage would instead deal 1d8+4 points of fire damage. You otherwise attack with your weapon as normal. This maneuver is a supernatural ability.

Desert Tempest

Desert Wind

Desert Wind (Strike)

Level: Swordsage 6

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

You move in a blur, leaving scorch marks in your wake as you twirl around the battlefield, slicing into your foes as you move.

As part of this maneuver, you move up to your speed. Each time you exit a square adjacent to an enemy, you can first make a single melee attack against that foe. You cannot attack a single enemy more than once with this maneuver. Your movement provokes attacks of opportunity, as normal.

Distracting Ember

Desert Wind

Desert Wind (Boost)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: 30 ft.

Effect: One summoned fire elemental

Duration: End of turn

A wave of heat sweeps over the area, forms a small dust funnel, and ignites into flame next to your foe.

This boost allows you to conjure a Small fire elemental (MM 99) to threaten your enemy, providing you or an ally with the benefit of a flanking position. You can use this ability to place the elemental in any space within range. The elemental remains until the end of your current turn. It threatens all creatures within its reach. It takes no actions or attacks of opportunity during your turn.

This maneuver is a supernatural ability.

Dragon's Flame

Desert Wind

Desert Wind (Strike) [Fire]

Level: Swordsage 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: 30 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

With a defiant roar, you summon your ki and unleash it, igniting it with a combination of your meditative focus and seething fury.

As a master of the Desert Wind advances in his studies, he learns to stoke raging fires with his ki. This maneuver allows you to generate a gout of fire similar to a dragon's burning breath. With this maneuver, you blast forth a cone of fire that deals 6d6 points of fire damage to everything in the area. Creatures in the area can attempt Reflex saves (DC 15 + your Wis modifier) for half damage.

This maneuver is a supernatural ability.

Fan the Flames

Desert Wind

Desert Wind (Strike) [Fire]

Level: Swordsage 3

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 standard action

Range: 30 ft.

Target: One creature

Flickering flame dances across your blade, then springs toward your target as you sweep your sword through the air.

A skilled Desert Wind adept can gather flame within his weapon and hurl it through the air. When you initiate this maneuver, you launch a fist-sized ball of white-hot fire at a single opponent. If you make a successful ranged touch attack, your target takes 6d6 points of fire damage.

This maneuver is a supernatural ability.

Fiery Assault

Desert Wind

Desert Wind (Stance) [Fire]

Level: Swordsage 6

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Fire dances along your arms and across your weapon, lending burning energy to every attack you make.

While you are in this stance, every melee attack you make deals an extra 1d6 points of fire damage.

This stance is a supernatural ability.

Fire Riposte

Desert Wind

Desert Wind (Counter) [Fire]

Level: Swordsage 2

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You focus the pain from a wound you have just suffered into a fiery manifestation of revenge.

When a creature successfully strikes you with a melee or natural weapon, you can use this maneuver to give yourself the ability to make an immediate melee touch attack. If your attack hits, your target takes 4d6 points of fire damage.

This maneuver is a supernatural ability.

Flashing Sun

Desert Wind

Desert Wind (Strike)

Level: Swordsage 2

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 full-round action

Range: Personal

Target: You

Almost a blur of acceleration, your shining blade flashes as you attack with impossible speed.

Flashing sun allows you to make an additional melee attack during this round. As part of this maneuver, you take a full attack action and make your normal melee attacks. However, you can make one additional attack this round at your highest attack bonus. All the attacks you make this round, including the extra attack granted by this maneuver, are made with a -2 penalty.

Flame's Blessing

Desert Wind

Desert Wind (Stance) [Fire]

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Fire is not your enemy, and it does not harm you.

You gain some resistance to fire as long as you remain in this stance.

The amount of resistance is determined by your ranks in Tumble. If you have 19 or more ranks in Tumble, you gain immunity to fire while you are in this stance.

This stance is a supernatural ability.

Tumble Ranks	Fire Resistance
4-8:	5
9-13:	10
14-18:	20
19+:	Immunity

Hatchling's Flame

Desert Wind

Desert Wind (Strike) [Fire]

Level: Swordsage 2

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 standard action

Range: 30 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

You focus a burning aura of energy at the end of your blade. It forms a seething sphere that, after a moment, bursts into a torrent of energy.

The Desert Wind discipline teaches its students how to unleash their ki as burning energy. This maneuver allows you to create a wave of fire that sweeps over your enemies. When you initiate this maneuver, you blast forth a cone of flame that deals 2d6 points of fire damage.

This maneuver is a supernatural ability.

Holocaust Cloak

Desert Wind

Desert Wind (Stance) [Fire]

Level: Swordsage 3

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Fire trails from your blade as you spin it about, cloaking you in flames that leap out to burn those who attack you.

The flame from your weapon hangs in midair, providing you with a fiery defense against your attackers. An adjacent opponent that hits you with a melee attack while you are in this stance takes 5 points of fire damage. Your holocaust cloak does not harm a creature using a reach weapon to attack you.

This stance is a supernatural ability.

Inferno Blade

Desert Wind

Desert Wind (Boost) [Fire]

Level: Swordsage 7

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

A blinding light flashes from your weapon, and for a split second, it transforms into burning magma.

You convert your ki into fiery energy, allowing it to flow down your arms and across your weapon. Until the end of your turn, your melee attacks deal an extra 3d6 points of fire damage + 1 point per initiator level.

This maneuver is a supernatural ability.

Inferno Blast

Desert Wind

Desert Wind (Strike) [Fire]

Level: Swordsage 9

Prerequisite: Five Desert Wind maneuvers

Initiation Action: 1 full-round action

Range: 60 ft.

Area: 60-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Hot winds swirl about you, and a faint aroma of brimstone sweeps over the area. A flickering yellow aura surrounds you and grows in intensity, shedding tremendous heat and light. Creatures around you stumble back from the heat. With a howling roar, you unleash a hellish blast of fire that melts steel and warps stone.

Only true masters of the Desert Wind school are capable of unleashing an inferno blast. You focus your internal ki into a blinding hot burst of fire that deals 100 points of fire damage to all creatures in the area. You are not harmed by your own inferno blast.

This maneuver is a supernatural ability.

Leaping Flame

Desert Wind

Desert Wind (Counter) [Teleport]

Level: Swordsage 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

As your foe attacks you, you disappear in a burst of flame and smoke, only to reappear as if out of thin air next to him.

You instantly appear in a square adjacent to a creature that attacks you with a melee or ranged attack, after resolving the enemy's attack. You cannot move into a space that is occupied by a creature or object. You can move up to 100 feet in this manner. If you cannot move adjacent to the target, this maneuver fails to function but is still considered used.

This maneuver is a supernatural ability.

Lingering Inferno

Desert Wind

Desert Wind (Strike) [Fire]

Level: Swordsage 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 3 rounds; see text

A blue, dancing flame appears on your weapon. As you strike your foe, this flame slides off your weapon and covers your enemy in raging fire.

You make a single melee attack that deals an extra 2d6 points of fire damage. In addition, if your strike hits, the flames upon your weapon bind to the target, which takes an extra 2d6 points of fire damage each round at the start of its turn for 3 rounds.

This maneuver is a supernatural ability.

Searing Blade

Desert Wind

Desert Wind (Boost) [Fire]

Level: Swordsage 4

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: End of turn

Your weapon transforms into a raging torrent of flame, causing those around you to recoil slightly from the tremendous heat.

You convert your ki into fiery energy, allowing it to flow down your arms and across your weapon. Until the end of your turn, your melee attacks deal an extra 2d6 points of fire damage + 1 point per initiator level.

This maneuver is a supernatural ability.

Searing Charge

Desert Wind

Desert Wind (Strike) [Fire]

Level: Swordsage 4

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 full round

Range: Personal

Target: You

Duration: Instantaneous

You rush through the air toward your foe, fire streaming in your wake.

As part of this maneuver, you must charge an opponent. You gain the ability to fly at your base land speed with perfect maneuverability while charging. Resolve your charge attack normally. On a successful hit, you deal an extra 5d6 points of fire damage to the target of your charge.

This maneuver is a supernatural ability.

Wind Stride

Desert Wind

Desert Wind (Boost)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

A warm breeze swirls about you as you move speedily away.

The desert wind envelops you and carries you across the battlefield, giving you a burst of speed to move around and through your enemies. Until the end of your turn, you gain a +10-foot enhancement bonus to your land speed.

Wyrms' Flame

Desert Wind

Desert Wind (Strike) [Fire]

Level: Swordsage 8

Prerequisite: Three Desert Wind maneuvers

Initiation Action: 1 standard action

Range: 30 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

You spin your blade in a whirling arc. With each revolution, seething flames build upon its length. With a flourish, you bring your blade to a halt, point it at your foe, and unleash a roaring wall of flame.

Masters of the Desert Wind can twirl and spin their blades with such power that they can evoke a great burst of fire. When you execute this maneuver, you blast forth a cone of fire that deals 10d6 points of fire damage to all in its area. Creatures in the area can attempt a Reflex save (DC 18 + your Wis modifier) for half damage.

This maneuver is a supernatural ability.

Zephyr Dance

Desert Wind

Desert Wind (Counter)

Level: Swordsage 3

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous; see text

You spin gracefully away from a foe's attack, whirling like the desert zephyr racing across the sands. Your enemy's blade barely touches your cloak as you nimbly dodge aside.

You gain a +4 dodge bonus to AC against a single attack. You can choose to use this maneuver after an opponent resolves his attack but before he determines damage.

Ring of Fire

Desert Wind

Desert Wind (Strike) [Fire]

Level: Swordsage 6

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 full-round action

Range: Special; see text

Area: Special; see text

Saving Throw: Reflex half

You move in a blur, your feet wreathed in flaming energy. As you run, you leave a trail of fire behind you. You encircle a foe, and the ring of fire you leave behind bursts into an inferno that engulfs your enemy and everything else in the area.

As part of this maneuver, you can move up to two times your speed along the ground. All of your movement must be along continuous, solid ground. You leave a trail of flames in your wake. These flames have no effect unless they form a closed area. In this case, a raging inferno erupts within that area. All creatures within the area take 12d6 points of fire damage, with a Reflex save (DC 16 + your Wis modifier) for half damage.

The inferno erupts the first time you form a closed area. You cannot create multiple areas in one move.

This maneuver is a supernatural ability.

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Firesnake

Desert Wind (Strike) [Fire]

Level: Swordsage 4

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: 60 ft.

Area: Special

Duration: Instantaneous

Saving Throw: Reflex half

You drive your weapon into the ground, causing a gout of fire to jet into the air. The fire flows back to the ground and creeps ahead like a serpent, sweeping over your enemies and roasting them where they stand.

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Desert Wind

When you initiate this maneuver, you cause a line of fire to twist across an area to burn your enemies. This line is 60 feet long. Unlike a standard line, a firesnake can bend and twist to hit your foes. A firesnake starts in an adjacent square. It can move up to 60 feet each round. It can move out of your line of sight or line of effect, but you gain no special knowledge of the areas it moves into.

If a firesnake moves into a creature's space, that creature takes 6d6 points of fire damage, with a Reflex save (DC 14 + your Wis modifier) for half damage. A creature can only take damage from the firesnake once in a single round. It makes the saving throw and takes damage the first time that the firesnake touches it. After that, a firesnake has no effect on that creature.

A firesnake must move along the ground. It cannot fly, and it pays the standard movement penalties for difficult terrain and other effects. This maneuver is a supernatural ability.

Death Mark

Desert Wind (Strike) [Fire]

Level: Swordsage 3

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Area: Variable spread; see text

Duration: Instantaneous

Saving Throw: Reflex half; see text

As your weapon strikes your foe, his body convulses as waves of flame run down your blade into his body. The fire causes him to briefly glow with a brilliant internal fire before the flames erupt from his body in a terrible explosion.

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Desert Wind

When you use the strike, you channel overwhelming fiery energy into the body of your foe. In addition to dealing normal melee damage with your attack, you cause fire to erupt from your enemy's body in a spread. The radius of the spread is determined by the size of the target creature, as indicated on the table below. All creatures in the area, including your enemy, take 6d6 points of fire damage, with a Reflex save (DC 13 + your Wis modifier) for half. This radius is centered on the creature's position.

You have immunity to the fire damage from your own death mark. This maneuver is a supernatural ability.

Size	Spread Radius
Small or smaller	5 feet
Medium	10 feet
Large	20 feet
Huge	30 feet
Gargantuan	40 feet
Colossal	50 feet

Rising Phoenix

Desert Wind 8 (Stance) [Fire]

Level: Swordsage 8

Prerequisite: Three Desert Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Hot wind swirls about your feet, lifting you skyward as flames begin to flicker below.

A column of superheated air lifts you into the air. While you are in this stance, you can hover up to 10 feet above any solid or liquid surface. You gain a fly speed equal to your land speed, with perfect maneuverability, but you must remain within 10 feet of the ground when you fly.

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Desert Wind

If you hover in place and make a full attack, the column of air becomes superheated, dealing 3d6 points of fire damage to creatures adjacent to or within the column, including creatures adjacent to your square. You are not harmed by this effect.

You can move across shallow pits or other such variations in terrain without losing altitude, so long as your movement wouldn't take you more than 10 feet above a solid or liquid surface. If you are ever more than 10 feet above the ground (such as if the floor drops out from under you or you move over the edge of a tall cliff), the rising phoenix stance immediately ends and you fall to the ground.

This stance is a supernatural ability.

Salamander Charge

Desert Wind (Strike) [Fire]

Level: Swordsage 7

Prerequisite: Three Desert Wind maneuvers

Initiation Action: 1 full-round action

Range: Special

Area: One 5-ft square per 5 ft. of movement

Duration: Instantaneous; 5 rounds; see text (D)

You spin and tumble about the battlefield, a wall of raging flame marking your steps.

You initiate this maneuver as part of a charge attack. As with a charge, you can move up to double your speed and make a single attack, gaining a +2 bonus on the attack roll and a -2 penalty to your Armor Class while you move and until your next turn. Unlike a normal charge, however, your salamander charge does not need to be in a straight line and is not impeded by difficult terrain, or even other creatures.

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Desert Wind

You can change direction as much as you want during your movement, and you can also use your Tumble skill to avoid attacks of opportunity or to move through opponents' squares during the charge.

When you initiate a salamander charge, a wall of shimmering, spectral fire appears in each of the squares along the path you take. A creature standing in the wall takes 6d6 points of fire damage at the beginning of that creature's turn. A creature occupying a square adjacent to the wall takes 3d6 points of fire damage at the start of its turn. Creatures that move into or through the wall also take 6d6 points of fire damage. The wall lasts up to 5 rounds. You can automatically dispel the wall with a wave of your hand (a swift action), and the wall is automatically dispelled if you initiate another salamander charge. The wall does not block line of sight or line of effect.

This maneuver is a supernatural ability.

Aura of Chaos

Devoted Spirit

Devoted Spirit (Stance) [Chaos]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A coruscating aura of purple energy surrounds you as chaos runs rampant in the area immediately around you.

While you are in this stance, your attacks have the potential to be utterly devastating. When rolling damage for a melee attack, you gain a special benefit from any damage die that rolls its maximum amount (such as a result of 6 on a d6). When one or more of your damage dice show a maximum possible result, reroll each such die and add its result to the original damage total. You can continue to reroll as long as a die shows its maximum possible result, adding each new number to the damage total until each die has shown less than a maximum result.

Aura of Perfect Order

Devoted Spirit

Devoted Spirit (Stance) [Law]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A perfect, hazy square of golden energy surrounds you as you enter this stance. Order reigns supreme, driving away the whims of chaos.

This stance allows you to treat a potential d20 result as an 11. You must decide to use this ability immediately before rolling the d20. You can use this ability once per round. Using this ability does not take an action. You simply decide to invoke it before rolling a d20 for any reason, such as for an attack, save, or check.

Aura of Triumph

Devoted Spirit

Devoted Spirit (Stance) [Good]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Targets: You and one ally within 10 ft.

Duration: Stance

You channel the power of good through your body and soul, infusing the area around you with a soft, golden radiance. With each blow you strike against evil, you feel invigorated and driven onward.

While you are in this stance, you and any ally within 10 feet of you both heal 4 points of damage with each successful melee attack either of you makes against an evil target.

Aura of Tyranny

Devoted Spirit

Devoted Spirit (Stance) [Evil]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A sickly gray radiance surrounds you, sapping the strength of your allies and funneling it to you.

While you are in this stance, you drain hit points from your allies. At the end of your turn, you can choose to deal 2 points of damage to each willing ally within 10 feet. For each ally who takes this damage, you heal 1 point of damage.

Crusader's Strike

Devoted Spirit

Devoted Spirit (Strike)

Level: Crusader 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Divine energy surrounds your weapon as you strike. This power washes over you as your weapon finds its mark, mending your wounds and giving you the strength to fight on.

As part of initiating this strike, you must make a successful melee attack against an enemy whose alignment has at least one component different from yours. This foe must pose a threat to you or your allies in some direct, immediate way. If your attack hits, you or an ally within 10 feet of you heals 1d6 points of damage + 1 point per initiator level (maximum +5).

Daunting Strike

Devoted Spirit

Devoted Spirit (Strike)

Level: Crusader 5

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Will negates

Duration: 1 minute

You attack your foe with an overwhelming strike, hammering through his shield and armor to cleave into his flesh. This display of raw power causes him to stumble backward, fear in his eyes.

As part of this maneuver, you make a melee attack against an opponent you threaten. If this attack hits, your foe must make a Will save with a DC equal to the damage you deal or become shaken for 1 minute.

Divine Surge

Devoted Spirit

Devoted Spirit (Strike)

Level: Crusader 4

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your body shakes and spasms as unfettered divine energy courses through it. This power sparks off your weapon and courses into your foe, devastating your enemy but leaving you drained.

As part of this maneuver, you make a single melee attack that deals an extra 8d8 points of damage.

Divine Surge, Greater

Devoted Spirit

Devoted Spirit (Strike)

Level: Crusader 8

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Duration: 1 round; see text

A torrent of divine energy courses through you. With supreme force of will, you channel the energy into a devastating attack even as it saps your mortal form.

As part of this maneuver, you make a single melee attack that deals an extra 6d8 points of damage. In addition, before making this melee attack, you can also decide to take a number of points of Constitution damage equal to your initiator level or lower. For each point of Constitution damage you take, you gain a +1 bonus on your attack roll and deal an extra 2d8 points of damage. After using this maneuver, you are considered flat-footed until the beginning of your next turn.

Doom Charge

Devoted Spirit

Devoted Spirit (Strike) [Evil]

Class: Crusader 5

Prerequisite: One Devoted Spirit maneuver, evil alignment

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Duration: 1 round

You cloak yourself in a black, terrible aura of contempt and spite.

You must make a charge attack as part of this maneuver. If your target is good-aligned, your attack deals an extra 6d6 points of damage. In addition, if your charge attack hits and the target is good-aligned, you become wreathed in unholy energy. You gain damage reduction 10/— until the beginning of your next turn.

Entangling Blade

Devoted Spirit

Devoted Spirit (Strike)

Level: Crusader 4

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: See text

You hack into your foe's legs, forcing his movement to slow and his resolution to falter.

As part of this maneuver, you make a melee attack against an opponent. Your attack deals an extra 2d6 points of damage. In addition, if your attack hits, your target's speed is reduced by 20 feet until the end of its next turn, which might prevent it from moving entirely. This penalty applies to all movement modes. A flying creature with a fly speed of 0 feet falls to the ground (and takes falling damage appropriately) if it is subject to this effect while in the air.

Foehammer

Devoted Spirit

Devoted Spirit (Strike)

Level: Crusader 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your throw yourself behind your attack, lending your blow such great weight and force that you leave injuries that even magical defenses cannot mend.

Your devotion to your cause gives you boundless energy that allows you to smash through supernatural defenses. When you land an attack, you hit with such force that damage reduction offers little resistance against you.

When you use this maneuver, you make a melee attack against a single foe. This attack automatically overcomes the opponent's damage reduction and deals an extra 2d6 points of damage.

Iron Guard's Glare

Devoted Spirit

Devoted Spirit (Stance)

Level: Crusader 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With a quick snarl and a glare that would stop a charging barbarian in his tracks, you spoil an opponent's attack. Rather than strike his original target, your enemy turns his attention toward you.

While you are in this stance, any opponent that you threaten takes a –4 penalty on attack rolls against your allies. This penalty does not apply to attacks made against you. Enemies you threaten become aware of the consequences of the stance.

Law Bearer

Devoted Spirit

Devoted Spirit (Strike) [Law]

Class: Crusader 5

Prerequisite: One Devoted Spirit maneuver, lawful alignment

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Duration: 1 round

The air around you hums with cosmic energy as the power of pure law surges through you. For a moment, you take on the aspect of a perfect being as you charge forward to smite your foes.

You must make a charge attack as part of this maneuver. If the target is chaotic-aligned, you gain a +8 bonus on your attack (in addition to the charge bonus) and your attack deals an extra 4d6 points of damage. In addition, if your charge attack hits and the target is chaotic-aligned, you become wreathed in axiomatic energy. You gain a +5 bonus on saves and to AC until the beginning of your next turn.

Martial Spirit

Devoted Spirit

Devoted Spirit (Stance)

Level: Crusader 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

As you cleave through your foes, each ferocious attack you make lends vigor and strength to you and your allies.

While you are in this stance, you or an ally within 30 feet heals 2 points of damage each time you make a successful melee attack. This healing represents the vigor, drive, and toughness you inspire in others. Your connection to the divine causes such inspiration to have a real, tangible effect on your allies' health.

Each time you hit an opponent in melee, you can choose a different recipient within range to receive this healing.

Radiant Charge

Devoted Spirit

Devoted Spirit (Strike) [Good]

Class: Crusader 5

Prerequisite: One Devoted Spirit maneuver, good alignment

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Duration: 1 round

You gather the power of your faith and discipline, surrounding yourself in an aura of blinding glory.

You must make a charge attack as part of this maneuver. If the target is evil-aligned, your attack deals an extra 6d6 points of damage. In addition, if your charge attack hits and the target is evil-aligned, you become wreathed in holy energy. You gain damage reduction 10/— until the beginning of your next turn.

Rallying Strike

Devoted Spirit

Devoted Spirit (Strike)

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your weapon blazes with divine energy as you smite your enemy. The energy discharges in a great pulse, sweeping over your allies and mending their wounds.

As part of initiating this strike, you must make a successful melee attack against an enemy whose alignment has at least one component different from yours. This foe must pose a threat to you or your allies in some direct, immediate way. If your attack hits, you and all allies within 30 feet of you heal 3d6 points of damage + 1 point per initiator level (maximum +15).

Revitalizing Strike

Devoted Spirit

Devoted Spirit (Strike)

Level: Crusader 3

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

As you rear back to strike your foe, an aura of divine energy surrounds you. As your attack slams home, this aura dissipates in a flash, knitting your wounds as it discharges.

As part of initiating this strike, you must make a successful melee attack against an enemy creature whose alignment has at least one component different from yours. This foe must pose a threat to you or your allies in some direct, immediate way. If your attack hits, you or an ally within 10 feet of you heals 3d6 points of damage + 1 point per initiator level (maximum +10).

Shield Block

Devoted Spirit

Devoted Spirit (Counter)

Level: Crusader 2

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

With a heroic burst of effort, you thrust your shield between your defenseless ally and your enemy.

As an immediate action, you can grant an AC bonus to an adjacent ally equal to your shield's AC bonus + 4. You apply this bonus in response to a single melee or ranged attack that targets your ally. You can initiate this maneuver after an opponent makes his attack roll, but you must do so before you know whether the attack was a success or a failure.

Shield Counter

Devoted Spirit

Devoted Spirit (Counter)

Level: Crusader 7

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

As your opponent prepares to make his attack, you bash him with your shield and disrupt his attempt.

As an immediate action, you can attempt a shield bash against an opponent you threaten. This attack is made with a -2 penalty. If your shield attack hits, your target's next attack automatically misses.

You can use this maneuver immediately after an opponent declares an attack, but you must do so before the attack's result has been determined.

Strike of Righteous Vitality

Devoted Spirit

Devoted Spirit (Strike)

Level: Crusader 9

Prerequisite: Three Devoted Spirit maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

As your enemy reels from your mighty blow, an ally nearby is simultaneously healed and cleansed of its wounds by the power of your faith.

When you make this strike, you or one ally within 10 feet of you gains the benefit of a heal spell cast as a cleric of your character level. To gain the benefit of this maneuver, you must strike an enemy creature whose alignment has at least one component different from yours. This foe must pose a threat to you or your allies in some direct, immediate way.

Thicket of Blades

Devoted Spirit

Devoted Spirit (Stance)

Level: Crusader 3

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You maintain a careful guard as you search for any gaps in your opponent's awareness. Even the slightest move provokes a stinging counter from you.

While you are in this stance, any opponent you threaten that takes any sort of movement, including a 5-foot step, provokes an attack of opportunity from you. Your foes provoke this attack before leaving the area you threaten. Your opponents also cannot use the withdraw action (PHB pg. 143) to treat the square they start in as no longer threatened by you.

Tide of Chaos

Devoted Spirit

Devoted Spirit (Strike) [Chaos]

Class: Crusader 5

Prerequisite: One Devoted Spirit maneuver, chaotic alignment

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Duration: 1 round

The power of chaos swirls around you, lending strength to your attacks as you cast your fate to the whims of luck.

You must make a charge attack as part of this maneuver. If the target is lawful-aligned, you gain a +8 bonus on your attack (in addition to the charge bonus) and your attack deals an extra 4d6 points of damage. In addition, if your charge attack hits and the target is lawful-aligned, you become wreathed in anarchic energy. You gain total concealment against all attacks that target you until the beginning of your next turn.

Vanguard Strike

Devoted Spirit

Devoted Spirit (Strike)

Level: Crusader 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You batter aside your foes defenses with a vicious, overwhelming attack, leaving him vulnerable to your allies' blows.

As part of this maneuver, you make a melee attack against an opponent you threaten. If this attack hits, all your allies gain a +4 bonus on ranged and melee attacks against that target until the start of your next turn.

Castigating Strike

Devoted Spirit

Devoted Spirit (Strike)

Level: Crusader 7

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Area: 30-ft.-radius burst; see text

Duration: 1 minute

Saving Throw: Fortitude partial; see text

With a howling battle cry, your weapon crackles with energy. As you strike your foe, that energy detonates in a burst that scythes through those who stand against your cause.

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When you use this strike, make a single melee attack. If you hit your opponent and his alignment has at least one component different from yours, a blast of divine energy originates from your attack's point of impact. The target of this strike takes an extra 8d6 points of damage and must succeed on a Fortitude save (DC 17 + your Cha modifier) or take a –2 penalty on attack rolls for 1 minute.

All of your opponents within a 30-foot-radius burst of the target creature must also succeed on a Fortitude save. Those who fail take 5d6 points of damage and take a –2 penalty on attack rolls for 1 minute. A successful save results in half damage and negates the attack penalty.

Defensive Rebuke

Devoted Spirit

Devoted Spirit (Boost)

Level: Crusader 3

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You sweep your weapon in a wide, deadly arc. When your blows strike home, you send your foe tumbling back on the defensive. He must deal with you first, or leave himself open to your deadly counter.

Defensive rebuke allows you to excel at controlling the battlefield around you. Your enemies must pay heed to the threat you pose. If they ignore you in favor of attacking other targets, you take advantage of their lapses with a punishing counterattack.

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Each enemy you strike after you initiate this maneuver becomes vulnerable to your further attacks. If such an opponent attacks anyone other than you in melee for the duration of the maneuver, that attack provokes an attack of opportunity from you (each separate attack a target makes provokes an attack of opportunity, making this boost especially lethal if you have Combat Reflexes). Enemies you strike become aware of the consequences of the maneuver.

Immortal Fortitude

Devoted Spirit

Devoted Spirit (Stance)

Level: Crusader 8

Prerequisite: Three Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Despite the horrific wounds you suffer, the flash of searing spells, and the crash of a foe's mighty attacks, you stand resolute on the field. So long as the potential for victory exists, you fight on.

Death has little meaning to you in light of the cause you fight for. So long as the mission stands before you uncompleted, or a battle remains in doubt, you fight on. Stories abound of crusaders who, while in the grips of this stance, fought for days on end to hold a mountain pass against orcs, trolls, and other fiends.

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So long as you remain in this stance, you cannot be killed or incapacitated by effects or attacks that reduce you to 0 or fewer hit points. If you take such damage, you can make a Fortitude save with a DC equal to your negative hit point total. If you fail this save, you die or fall unconscious (as appropriate). If this save is successful, you are still alive and conscious, with 1 hit point remaining.

This stance provides no protection against effects that slay you without dealing hit point damage, or other effects that petrify, paralyze, and so forth. You can still be slain by a coup de grace if a spell or effect renders you helpless.

After you attempt three saving throws to avoid death or unconsciousness, this stance automatically ends. You can activate it again on your turn as normal. Even the toughest crusader can endure only so much punishment.

Action Before Thought

Diamond Mind

Diamond Mind (Counter)

Level: Swordsage 2, warblade 2

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your supreme sense of the battlefield, unmatched martial training, and simple, intuitive sense of danger allow you to act faster than the speed of thought. When a spell or other attack strikes you, you move a split second before you are even aware of the threat.

Your mind is a keenly honed weapon. Other warriors rely on their physical talents. You know that a mix of mental acuity and martial training, along with a strong sword arm, is an unbeatable combination. This maneuver epitomizes your approach. Your mind, rather than your raw reflexes, dictates your defenses.

You can use this maneuver any time you would be required to make a Reflex save. Roll a Concentration check instead of the Reflex save and use the result of that check to determine the save's success. You must use this maneuver before you roll the Reflex save. A result of a natural 1 on your Concentration check is not an automatic failure.

Bounding Assault

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You spring across the battlefield, using your focus and ability to act quickly to make an attack while moving.

You combine speed and power into a deadly combination. With this maneuver, you move across the battlefield in a blur, pausing only to deliver a ferocious attack.

As part of this maneuver, make a double move. After you move, you can also make a melee attack. You gain a +2 bonus on this attack. This maneuver is considered a charge attack when determining if feats and other abilities apply to your attack.

Diamond Nightmare Blade

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 8, warblade 8

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You spot a single fatal flaw in your opponent's defenses. With a single attack, you put all the force of your supreme focus into a single, crippling blow.

You must make a Concentration check as part of this maneuver. The DC of this check is the target creature's AC. You then make a single melee attack against your target, also as part of the maneuver. If your Concentration check succeeds, this attack deals four times your normal melee damage. If your check fails, your attack is made with a -2 penalty and doesn't deal any additional damage.

If your strike is a critical hit, you stack the multipliers as normal (*PHB* pg. 304).

Emerald Razor

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 2, warblade 2

Prerequisite: One Diamond Mind maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You stare at your enemy, studying his every move. You mentally probe his defenses in search of a weakness. A lesser warrior could spend long minutes pondering this problem, but you see an opening and seize upon it in an instant.

Your understanding of combat, your keenly honed mind, and your capability to read your opponents make you a deadly combatant. When you focus your mind, even the most elusive opponent becomes an easy target.

As part of this maneuver, make a single melee attack against an opponent. This is a touch attack rather than a standard melee attack. If you hit, you deal normal melee damage.

Avalanche of Blades

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 7, warblade 7

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

In a flashing blur of steel, you unleash a devastating volley of deadly attacks against your enemy, striking it again and again.

You lash at an opponent. If your attack hits, you repeat the same attack again and again at nearly superhuman speed, allowing you to score multiple hits in a blur of activity. Unfortunately, as soon as an attack misses, your tempo breaks, and this delicate maneuver crumbles into a flurry of wasted motion.

As part of this maneuver, you make a single melee attack against an opponent. If that attack hits, resolve your damage as normal. You can then make another attack against that foe with a -4 penalty on your attack roll. If that attack hits, you can make another attack against that opponent with a -8 penalty. You continue to make additional attacks, each one with an additional -4 penalty, until you miss or your opponent is reduced to -1 hit points or fewer. You must direct all these attacks at a single foe.

Diamond Defense

Diamond Mind

Diamond Mind (Counter)

Level: Swordsage 8, warblade 8

Initiation Action: 1 immediate action

Range: Personal

Target: You

You steel yourself against an opponent's spell, drawing on your focus and training to overcome its effect.

You can initiate this maneuver any time you would be required to make a saving throw. You gain a bonus on that save equal to your initiator level. You must use this maneuver before you roll the saving throw.

Disrupting Blow

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 5, warblade 5

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Will negates

Duration: 1 round

With a combination of brute force, keen timing, and exacting aim, you force your opponent into an awkward position that ruins his next action.

As part of this maneuver, you make a melee attack. If this attack hits, your target takes normal melee damage and must make a Will save (DC 15 + your Str modifier) or be unable to take any actions for 1 round. The target does not suffer any other drawbacks or penalties. He can still make attacks of opportunity but is unable to take immediate actions until his next turn.

Hearing the Air

Diamond Mind

Diamond Mind (Stance)

Level: Swordsage 5, warblade 5

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Your perception becomes so fine that you can hear the tiniest flutter of air moving past you. Invisible foes and other hidden threats become as plain as day in the area of your heightened senses.

Drawing on your combat training, sharpened senses, and capability to predict your enemy's moves, you become a faultless sentinel on the battlefield. Even the smallest detail or stealthiest enemy cannot hope to evade your notice.

While you are in this stance, you gain blindsense out to 30 feet and a +5 insight bonus on Listen checks.

Insightful Strike

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 3, warblade 3

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You study your opponent and spot a weak point in her armor. With a quick, decisive strike, you take advantage of this weakness with a devastating attack.

Your mind rather than your physical power allows you to deal grievous injuries to your foes. When you attack, your training and mental focus allow you to score a telling blow.

As part of this maneuver, make a melee attack. If this attack hits, you do not deal normal damage. Instead, you make a Concentration check and deal damage equal to the check result. Your Strength modifier, your weapon's magical properties (if any), and any other extra damage you normally deal do not modify this check (including extra damage from class abilities, feats, or spells).

Insightful Strike, Greater

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your keen eye picks out the slightest imperfection in your opponent's defenses. Your weapon becomes a tool of your mind.

This maneuver functions like insightful strike, except that you deal damage equal to 2 x your Concentration check result.

Mind over Body

Diamond Mind

Diamond Mind (Counter)

Level: Swordsage 3, warblade 3

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your training and mental toughness allow you to use your focus to overcome physical threats. By focusing your mind, you ignore the effect of a deadly poison or debilitating sickness.

Your diligent training and intense mental focus combine to allow you to overcome physical threats with the raw power of your mind.

You can use this maneuver any time you would be required to make a Fortitude save. Make a Concentration check instead of the Fortitude save and use the result of that check to determine the save's success. You must use this maneuver before you attempt the Fortitude save. A result of a natural 1 on your Concentration check is not an automatic failure.

Mind Strike

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Will negates

You strike your opponent's head, rattling his senses and causing him to lose focus.

As a warrior who fights with your mind as well as your brawn, you know that attacking a foe's senses is just as valuable as sapping his strength. With this attack, you leave an opponent befuddled and vulnerable.

As part of this maneuver, make a melee attack. If this attack hits, your target must make a Will save (DC 14 + your Str modifier) or take 1d4 points of Wisdom damage. The target ignores the Wisdom damage on a successful save but still takes weapon damage normally.

Moment of Alacrity

Diamond Mind

Diamond Mind (Boost)

Class: Swordsage 6, warblade 6

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

You step into a space between heartbeats and act again while your enemies are still reacting to your last strike.

You can improve your initiative count for the next round and all subsequent rounds of the current encounter. When you initiate this maneuver, your initiative count improves by 20, and your place in the initiative order changes accordingly. This modifier applies at the end of the round. Your place in the initiative order changes to reflect moment of alacrity's effect starting with the next round.

Moment of Perfect Mind

Diamond Mind

Diamond Mind (Counter)

Level: Swordsage 1, warblade 1

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your mental focus and martial study have rendered your will into an unbreakable iron wall. When someone targets you with a spell that seeks to erode your willpower, you steel yourself against the attack.

Between your devoted study, iron will, and supreme focus, you have learned to resist attempts to subvert your willpower. When you feel such an effect try to cloud your mind, you can draw on untapped reserves of energy to counter the attempt.

You can use this maneuver any time you would be required to make a Will save. Make a Concentration check instead of the Will save and use the result of that check to determine the save's success. You must use this maneuver before you attempt the Will save. A result of a natural 1 on your Concentration check is not an automatic failure.

Pearl of Black Doubt

Diamond Mind

Diamond Mind (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Diamond Mind maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With every miss, your opponents become more uncertain, their doubt growing like an irritating pearl in the mouth of a helpless oyster.

You prey on your opponents' fear and lack of confidence. Each failed attack against you reminds them that their skill cannot hope to match yours. When you enter this stance, you become more difficult to hit with each successive attack that misses you. Each time an opponent misses you with a melee attack, you gain a +2 dodge bonus to AC. This bonus lasts until the start of your next turn and is cumulative for the round. The bonus applies to any attacks made by all opponents until the beginning of your next turn.

Quicksilver Motion

Diamond Mind

Diamond Mind (Boost)

Level: Swordsage 7, warblade 7

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

In the blink of an eye, you make your move. Your speed, reflexes, and boundless confidence combine to allow you to make a fast, bold move that catches your foes off guard.

With a burst of energy, you move forward to press an attack, draw an item from your backpack, or take some other move action. Your training, mental acuity, and drive allow you to move with greater speed and confidence than other warriors. This maneuver requires a swift action to initiate. You can take a free move action after you initiate this maneuver. You can use any of the options available for a move action. You can then use the rest of your actions as normal. For example, you could use this maneuver to move next to a foe, then take a full attack action. You could move, then make a charge attack, and so forth. The move action you gain from this maneuver provokes attacks of opportunity as normal.

Rapid Counter

Diamond Mind

Diamond Mind (Counter)

Level: Swordsage 5, warblade 5

Initiation Action: 1 immediate action

Range: Personal

Target: You

You lash out, your weapon a blur, hammering at the slightest gap that appears in your foe's defenses.

This maneuver allows you to make a free attack against a reckless enemy. When a foe provokes an attack of opportunity from you, you can initiate this maneuver. As part of this maneuver, you make an immediate melee attack against the foe that provoked the attack of opportunity. This attack does not replace the normal attack of opportunity you receive. You can also use this maneuver before making your normal attack of opportunity when an opponent provokes (or vice versa).

The attack granted by the maneuver is not an extra attack of opportunity. You can initiate this maneuver before, after, in addition to, or instead of making an attack of opportunity against an opponent (thus possibly saving your attack of opportunity to use against another enemy later in the round).

Ruby Nightmare Blade

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

With a moment's thought, you instantly perceive the deadliest place to strike your enemy as you study her defenses, note gaps in her armor, and read subtle but important clues in how she carries herself or maintains her fighting stance.

The ruby nightmare blade is a favored finishing move of warriors who study the Diamond Mind discipline. By intently analyzing your foe's stance and moves, you find the precise spot that you must strike to end the fight with a decisive blow. You attempt a Concentration check as part of this maneuver, using the target creature's AC as the DC of the check. You then make a single melee attack against your target. This attack is also made as part of this maneuver. If your Concentration check succeeds, this melee attack deals double normal melee damage. If your check fails, your attack is made with a -2 penalty and deals only normal melee damage.

If your strike is a critical hit, you stack the multipliers as normal (PHB pg. 304).

Sapphire Nightmare Blade

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You study your enemy for a brief moment, watching his defensive maneuvers and making a strike timed to take advantage of a lull in his vigilance.

The sapphire nightmare blade is one of the most basic, but important, maneuvers that a Diamond Mind adept studies. It illustrates that a keen mind can pierce even the toughest defenses.

You attempt a Concentration check as part of this maneuver, using the target creature's AC as the DC of the check. You then make a single melee attack against your target. The attack is also part of this maneuver. If your Concentration check succeeds, the target is flat-footed against your attack, and you deal an extra 1d6 points of damage. If your check fails, your attack is made with a -2 penalty and deals normal damage.

Stance of Alacrity

Diamond Mind

Diamond Mind (Stance)

Level: Swordsage 8, warblade 8

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Your mind and body meld, granting you an edge in combat. You move slightly faster than normal due to a combination of confidence, training, and clarity of mind. This slight edge adds up with each action.

Your mental swiftness translates to physical action on the battlefield. You are constantly on edge, allowing you to react to multiple attacks and threats. Most warriors can only manage a single counter move each round.

While you are in this stance, you can use one counter per round without taking an immediate action. You cannot use the same maneuver two times in a round. In essence, one counter you use during the round does not require an immediate action. If you have already taken an immediate action within the past round, such as casting a feather fall spell, you can still use this stance to initiate a counter.

Stance of Clarity

Diamond Mind

Diamond Mind (Stance)

Level: Swordsage 1, warblade 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You focus your efforts on a single opponent, studying his moves and preparing an attack. Your other opponents fade from sight as your mind locks onto your target.

This stance allows you to focus on a single opponent to the exclusion of all others. You read your foe's fighting stance, his favored attacks, and the methods he used to train. By combining these factors into a single analysis of his abilities, you see how to foil his attacks.

While you are in this stance, you must choose a single opponent as your target at the start of your turn. You gain a +2 insight bonus to AC against that foe until you change the target of this stance. You take a -2 penalty to AC against all other opponents while using stance of clarity.

Time Stands Still

Diamond Mind

Diamond Mind (Strike)

Level: Swordsage 9, warblade 9

Prerequisite: Four Diamond Mind maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

The raindrops themselves stand still as you act at the speed of thought. You move like a blur, catching your enemies by surprise with a complex action carried out in a tiny fraction of the time normally needed to complete it.

In an unmatched burst of speed, agility, and decisive action, you move more quickly than the eye can follow. You can lash out with your blade, striking your opponent so rapidly that observers can't keep track of your moves.

As part of this maneuver, you can use a full attack action two times in succession. Take your first full attack as normal. Once you have resolved those attacks, you can then take another full attack action. You must resolve these actions separately. You cannot combine the attacks provided by both actions as you wish. Instead, you must take them separately and in order as normal for a full attack.

Absolute Steel

Iron Heart

Iron Heart (Stance)

Level: Warblade 3

Prerequisite: One Iron Heart maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You shift your weight to the back of your feet and hold your blade carefully forward at the ready. Your muscles twitch slightly as you prepare to dodge the next attack you face.

The absolute steel stance allows you to enhance your mobility and speed. You move quickly, keep a sharp eye on your enemies, and are ready to instantly sidestep any incoming attacks.

While you are in this stance, you gain a +10-foot enhancement bonus to your speed. If you move at least 10 feet during your turn, you gain a +2 dodge bonus to AC until the beginning of your next turn.

Adamantine Hurricane

Iron Heart

Iron Heart (Strike)

Level: Warblade 8

Prerequisite: Three Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Targets: One or more adjacent creatures you threaten

In a blur of motion, you make a short, twisting leap in the air. As you turn, your weapon flashes through the enemies around you like a blazing comet. As you drop back to the ground in your fighting stance, your enemies crumple to the ground around you.

You sweep your weapon in a circle around you, striking out at nearby enemies. You strike with the speed and ferocity of a lightning bolt, forcing your enemies to rely on their reflexes for protection rather than their armor and shields.

You make two melee attacks against each adjacent opponent you threaten when you initiate this maneuver. You receive a +4 bonus on each of these attacks, which are otherwise made with your highest attack bonus.

Dazing Strike

Iron Heart

Iron Heart (Strike)

Level: Warblade 5

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

Through focus, raw power, and expert aim, you make a mighty attack against your foe, leaving him temporarily knocked senseless by your attack.

The proper application of force to just the right part of a foe's anatomy allows you to disrupt his actions. While he stumbles back, senseless, you press the advantage.

You make a single melee attack as part of this strike. If this attack hits, the target takes melee damage normally and must make a Fortitude save (DC 15 + your Str modifier) or be dazed for 1 round.

Disarming Strike

Iron Heart

Iron Heart (Strike)

Level: Warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon.

This maneuver allows you to combine a disarm attempt with a normal attack. You make a single melee attack as part of this strike. If this attack hits and deals damage, you can also attempt to disarm your opponent (*PHB* pg. 155). This disarm attempt does not provoke attacks of opportunity, nor is there any risk that your foe can disarm you.

Iron Heart Endurance

Iron Heart

Iron Heart (Boost)

Level: Warblade 6

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

You push aside the pain of your injuries to fight on past mortal limits.

If you have half or fewer of your full normal hit points remaining, you can initiate this maneuver to heal hit points equal to 2 × your level.

Iron Heart Focus

Iron Heart

Iron Heart (Counter)

Level: Warblade 5

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

With a last-second burst of speed, you summon reserves of mental and physical will and throw off the effects of your enemy's attack.

Your training in the Iron Heart discipline grants you excellent reflexes, mental toughness, and stamina. You can draw upon your training and focus to overcome a variety of deadly effects.

As an immediate action, you can reroll a saving throw you have just made. You must accept the result of this second roll, even if the new result is lower than your initial roll.

Iron Heart Surge

Iron Heart

Iron Heart

Level: Warblade 3

Prerequisite: One Iron Heart maneuver

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: See text

By drawing on your mental strength and physical fortitude, you break free of a debilitating state that might otherwise defeat you.

Your fighting spirit, dedication, and training allow you to overcome almost anything to defeat your enemies. When you use this maneuver, select one spell, effect, or other condition currently affecting you and with a duration of 1 or more rounds. That effect ends immediately. You also surge with confidence and vengeance against your enemies, gaining a +2 morale bonus on attack rolls until the end of your next turn.

Lightning Recovery

Iron Heart

Iron Heart (Counter)

Level: Warblade 4

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your foe twists out of the way of your initial attack, but your weapon becomes a blur as you reverse direction and strike at him again with lightning speed. In the blink of an eye, you complete your attack and resume your defensive posture.

This maneuver embodies the ethos of speed and energy that the Iron Heart tradition teaches. If one of your melee attacks misses, you can initiate this maneuver to reroll that attack roll with a +2 bonus.

Mithral Tornado

Iron Heart

Iron Heart (Strike)

Level: Warblade 4

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: All adjacent opponents

Your weapon becomes a blur of motion as you swing it in a tight arc over your head. Once you build up enough speed, you explode into a sweeping attack that chops into the enemies around you.

When you initiate this strike, you make a melee attack against every opponent adjacent to you. Resolve each attack separately. You gain a +2 bonus on each of these attacks, which are otherwise made at your highest attack bonus.

Punishing Stance

Iron Heart

Iron Heart (Stance)

Level: Warblade 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You chop down violently with your weapon, lending extra force to your blows. These attacks come at a cost, as your enemies slash at your undefended legs and flanks.

You hold your weapon overhead, allowing you to chop down with superior force. However, this fighting stance leaves you vulnerable to an opponent's attacks. Only an initiate of the Iron Heart tradition can manage the perilous balance between trading attack power for defense. A lesser warrior would leave himself nearly helpless to resist an opponent's attacks.

While you are in this stance, you deal an extra 1d6 points of damage with all melee attacks. You also take a -2 penalty to AC, because this fighting stance emphasizes power over a defensive posture.

Scything Blade

Iron Heart

Iron Heart (Boost)

Level: Warblade 7

Prerequisite: Three Iron Heart maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

You strike at one foe with a long, high backhand cut, then make a quick turn to continue the stroke against another nearby enemy.

You swing your weapon in a wide, deadly arc. With your supreme skill and martial training, you aim your attack so that as you strike one opponent, you set yourself up perfectly to make a second attack against a different foe. As your weapon strikes one opponent, it cuts into him, then ricochets to your second target.

If the first melee attack you make during your turn hits, you can immediately make a free attack at your highest attack bonus against a different enemy that you threaten. You can only gain one free attack each time you initiate this maneuver, regardless of how many successful attacks you make in this round.

Steel Wind

Iron Heart

Iron Heart (Strike)

Level: Warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: Two creatures

You swing your weapon in a broad, deadly arc, striking two foes with a single, mighty blow.

Through a combination of sheer power and unmatched talent, you make an attack that injures multiple opponents. As you initiate this strike, you make two melee attacks, each against a different foe that you threaten. Resolve each attack separately.

Steely Strike

Iron Heart

Iron Heart (Strike)

Level: Warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round; see text

You focus yourself for a single, accurate attack, shrugging off your opponent's blows and ignoring the need for defense as you make your assault.

The Iron Heart discipline teaches focus, allowing you to engage and defeat one opponent at a time. Your other enemies mean nothing to you as you press your attack.

You make a single melee attack as part of this strike. You gain a +4 bonus on the attack roll. All opponents other than the one you attacked gain a +4 bonus on attack rolls against you for 1 round.

Strike of Perfect Clarity

Iron Heart

Iron Heart (Strike)

Level: Warblade 9

Prerequisite: Four Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your supreme focus and perfect fighting form allow you to make a single, devastating attack. You execute a flawless strike to drop your foe with a single attack.

The ultimate Iron Heart maneuver teaches the precise, perfect cut necessary to slay almost any creature. Only the mightiest foes can withstand this attack. Adepts of the Iron Heart tradition seek to use this attack to end fights as quickly as possible. You might open a fight with a quick flurry of attacks, but once a foe is injured, you seek to end the battle with this decisive strike. You make a single melee attack as part of this strike. If your attack hits, it deals an extra 100 points of damage (in addition to your normal melee damage).

Wall of Blades

Iron Heart

Iron Heart (Counter)

Level: Warblade 2

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your weapon sways back and forth in your hand, ready to block incoming blows. With the speed of a thunderbolt, you clash your weapon against your foe's blade as he attempts to attack.

Your weapon mastery transforms your blade into an extension of your arm, allowing you to wield it with the speed and timing needed to make a precise block.

When an enemy makes a melee or ranged attack against you, you can initiate this counter to oppose that attack by making an attack roll with any melee weapon you are holding. Use the higher of your AC or your attack roll as your effective AC against the incoming attack. You can't use this maneuver if you are denied your Dexterity bonus to AC against your attacker. You can decide to use this ability after you learn the result of your opponent's attack.

Dancing Blade Form

Iron Heart

Iron Heart (Stance)

Level: Warblade 5

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You strike forward like a slithering snake, extending yourself almost beyond your ability to maintain your balance. Your foe stumbles backward, surprised that you could reach him from such a great distance.

By carefully distributing your weight and establishing a steady, rugged posture, you can reach out and strike opponents with your melee attacks at a greater than normal distance. A warrior with less training and expertise would fall flat on his face attempting this maneuver. You, on the other hand, have the grace, focus, and skill needed to complete this complex move.

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While you are in this stance, you gain a bonus to your reach during your turn. When you make a melee attack, your reach increases by 5 feet. Your reach is not improved when it is not your turn, such as when you make an attack of opportunity. You cannot improve your reach by more than 5 feet by using this ability in conjunction with other maneuvers.

Exorcism of Steel

Iron Heart

Iron Heart (Strike)

Level: Warblade 3

Prerequisite: One Iron Heart maneuver

Initiation Action: Standard action

Range: Melee attack

Target: One creature

Duration: 1 minute

Saving Throw: Will half

You attack, striking not your foe, but his weapon, sending a shockwave up his arm that leaves him unable to strike with full force.

Your mastery of the Iron Heart style has taught you much about the power within a blade, and you can use this knowledge to not only enhance your own ability but also to deprive others of that power.

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When you initiate this maneuver, you attack your opponent's weapon (*PHB* pg. 158). This attack does not provoke attacks of opportunity. If you succeed, your foe takes a -4 penalty on melee damage rolls for 1 minute. The wielder of the weapon can attempt a Will save (DC $13 +$ your Str modifier) to halve this penalty.

You can use this maneuver only against manufactured weapons. You cannot use it against natural weapons.

Finishing Move

Iron Heart

Iron Heart (Strike)

Level: Warblade 7

Prerequisite: Three Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You deliver a devastating strike against a wounded foe, aiming to finish him off once and for all.

Iron Heart teaches that it is best to finish off a foe with as little effort as possible, the better to save your strength for your remaining enemies. When you use this maneuver, you throw yourself on the offensive with little thought to your defenses. If this attack strikes home, it might end a fight several crucial seconds early.

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As part of this maneuver, you make a melee attack against a creature. This attack deals an extra 4d6 points of damage. If the target's current hit points are less than its full normal hit points, the attack instead deals an extra 6d6 points of damage. If its hit points are equal to or less than one-half its full normal hit points, the attack instead deals an extra 14d6 points of damage.

Lightning Throw

Iron Heart

Iron Heart (Strike)

Level: Warblade 8

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 standard action

Range: 30 ft.

Area: 30-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

You throw your weapon through the air, sending it flying end over end to strike with uncanny accuracy and terrible force. It leaves in its wake a trail of battered enemies.

The Iron Heart tradition's more esoteric teachings allow a student to transform any melee weapon into a thrown projectile. By focusing your concentration and attuning your senses to your weapon's balance, you can throw almost anything.

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When you use this strike, you make a single melee attack (even though you are throwing your weapon). You deal damage to each creature in the maneuver's area equal to your normal melee damage (including damage from your Strength modifier, feats, magical abilities on your weapon, and so forth), plus an extra 12d6 points of damage. Each creature in the attack's area can make a Reflex save with a DC equal to the result of your attack roll. A successful save halves the damage dealt. Your weapon automatically returns to your hand at the end of the round.

Supreme Blade Parry

Iron Heart

Iron Heart (Stance)

Level: Warblade 8

Prerequisite: Three Iron Heart maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You drop into a relaxed pose, allowing your defenses to flow naturally and easily. Your blade lashes out to absorb or deflect each attack you face, blunting the force of your enemies' blows.

As a student of the Iron Heart discipline, you learn that a simple flick of the wrist or turn of the blade can transform a deadly strike into a wild miss. In battle, you enter a steady rhythm that makes you frustratingly difficult to fight. You disrupt each attack with a perfectly timed counter, leaving your foes' strikes weak and ineffectual.

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While you are in this stance, you gain damage reduction 5/— against any opponent that does not catch you flat-footed. To gain this benefit, you must be proficient with the weapon you carry. You gain this benefit while unarmed only if you have the Improved Unarmed Strike feat.

Manticore Parry

Iron Heart

Iron Heart (Counter)

Level: Warblade 6

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

You block an enemy's attack with a lightning-quick parry, then deflect it toward a different target. Your foe can barely control its momentum as its attack now slams into an ally.

When you initiate this maneuver, you can attempt to block an enemy's melee attack that targets you and redirect it to another target adjacent to you. Make a melee attack roll. If your result is greater than your foe's attack roll, you bat aside the strike and direct it against a target of your choice that stands adjacent to you.

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You must decide whether to initiate this maneuver after the enemy attacks, but before you know whether or not the attack you are attempting to deflect actually hits. If the attack misses, you can still attempt to deflect it.

If you succeed in deflecting the attack, use the result of your opponent's attack roll to determine if it strikes the new target.

This maneuver functions only against armed melee attacks. You cannot use it against unarmed attacks, natural weapons, or touch spells.

Baffling Defense

Setting Sun

Setting Sun (Counter)

Level: Swordsage 2

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

You crouch balanced on one foot, hands held high over your head. Your foe hesitates, unsure of how to attack you in this unlikely stance.

If your opponent strikes you on his turn, you can replace your AC with the result of a Sense Motive check as an immediate action. You must decide whether to initiate this maneuver before you know the result of your opponent's attack (but after the attack is declared). Your Sense Motive check applies to only one attack. You must be aware of the attack to which you will apply the effect of this maneuver. If you are flat-footed against the incoming attack, you cannot use this maneuver.

Fool's Strike

Setting Sun

Setting Sun (Counter)

Level: Swordsage 8

Prerequisite: Three Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

A creature strikes, but you turn the blow straight back at it.

When an enemy attacks you on its turn, you can attempt to block the blow and send it back at that creature. You step into the attack and redirect it. This maneuver pits your skill against that of your foe.

If an opponent attacks you, you can initiate this maneuver to make an opposed attack roll as an immediate action. If your foe's result is higher, he attacks you as normal. If your result is higher, your foe rolls damage as normal for the attack and takes that much damage.

Hydra Slaying Strike

Setting Sun

Setting Sun (Strike)

Level: Swordsage 7

Prerequisite: Three Setting Sun maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You take stock of an opponent's fighting style and make a single, carefully aimed attack that leaves the creature unable to make all of its attacks.

You take careful aim at an enemy creature, striking it with the precise amount of force needed to push it off guard and leave it unable to bring all of its attacks to bear. Your opponent must spend critical seconds adjusting its guard and reevaluating its surroundings.

As part of this maneuver, make a single melee attack. If this attack hits, your target takes normal damage and cannot make a full attack on its next turn. Otherwise, it can act normally.

Mirrored Pursuit

Setting Sun

Setting Sun (Counter)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your movements perfectly match your foe's, allowing you to move as she does. Try as she might to escape, you remain at her side.

Your ability to study a foe and match her motions allows you to remain within arm's reach at all times. Your opponent cannot hope to escape you.

When an opponent adjacent to you moves, you can initiate this maneuver to immediately move to any square adjacent to her as soon as she stops moving, as long as the distance you cover is less than or equal to your speed. This movement does not provoke attacks of opportunity.

Scorpion Parry

Setting Sun

Setting Sun (Counter)

Level: Swordsage 6

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

You knock your opponent's attack aside, guiding his weapon into one of his allies.

Your keen eye and ability to discern a foe's motives and intentions allow you to deflect an incoming attack into a different target.

If an opponent attacks you, you can initiate this maneuver to make an opposed attack roll as an immediate action. If your foe's result is higher, he attacks you as normal. If your result is higher, you can choose a creature adjacent to you and within your opponent's threatened area. The chosen creature is the new target of your foe's attack. Use your enemy's original attack roll result to determine if he strikes the new target.

Shifting Defense

Setting Sun

Setting Sun (Stance)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You duck and move as you dodge your opponent's attacks. Slowly but surely, each attack gives you the opportunity to move across the battlefield.

Your ability to read your opponents' moves and use their strength against them allows you to shift your position during a battle. Each failed attack gives you the split-second you need to move without drawing attacks.

While you are in this stance, you can make an immediate 5-foot step each time an opponent attacks you. Moving in this manner consumes one of your attacks of opportunity in the current round. You cannot move in this manner if you have no attacks of opportunity remaining. This movement does not provoke attacks of opportunity.

Stalking Shadow

Setting Sun

Setting Sun (Counter)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

When the creature you are battling tries to back away, you step next to it in the blink of an eye, forcing it to stand and fight or suffer the consequences of withdrawal.

Using your watchful eye and your ability to judge an opponent's actions, you move at precisely the same time your enemy begins to move.

If an opponent in a square adjacent to you moves, you can initiate this maneuver to make a 5-foot step into the space (or one of the squares) it occupied. This movement does not provoke attacks of opportunity.

Strike of the Broken Shield

Setting Sun

Setting Sun (Strike)

Level: Swordsage 4

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Reflex partial

You study your opponent and deliver an attack precisely aimed to ruin his defenses and force him to scramble for his balance. While he struggles to ready himself, he becomes more vulnerable to your attacks.

As part of this maneuver, make a single melee attack. This attack deals an extra 4d6 points of damage. In addition, the target must make a Reflex save (DC 14 + your Str modifier) or become flat-footed until the start of his next turn. The target takes damage (normal melee damage plus the extra damage) even if his save succeeds. If the target cannot be caught flat-footed (he has uncanny dodge, for example), he still takes the extra damage from the strike but otherwise suffers no ill effect.

Tornado Throw

Setting Sun

Setting Sun (Strike)

Level: Swordsage 9

Prerequisite: Five Setting Sun maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One or more creatures

Like a whirlwind, you twist and spin across the battlefield, tossing foes away left and right.

As part of initiating this maneuver, you move up to your opponent, throw her aside, and move again. You must move at least 10 feet before making your throw. This movement and your movement after your throw provoke attacks of opportunity as normal. You can move up to double your speed as part of this maneuver. If you fail in your throw attempt, you can still move afterward. After every 10 feet you move, you can attempt another throw against the same opponent or a different foe.

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To make your throw attempt, you must succeed on a melee touch attack. Resolve the throw as a trip attempt (*PHB* pg. 158), but you do not provoke attacks of opportunity, and your opponent cannot try to trip you if you lose the opposed check. You can use your Dexterity or Strength modifier on this check, whichever is better. You gain a +2 bonus on this check for every 5 feet that you have moved during your turn.

If you succeed in tripping your foe, you throw him up to 10 feet away from you. The target falls prone in the destination space and takes 2d6 points of damage. You choose where he lands. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance and the target takes an additional 1d6 points of damage. For example, if you win by 10, you can place your foe in any space within 20 feet of you, and he takes a total of 4d6 points of damage. You must place the target in an empty space. If you lack the distance to throw your target into a clear space, he falls prone in his current space.

An enemy you throw with this maneuver does not provoke attacks of opportunity for passing through enemies' threatened areas as part of the throw, and you can throw an enemy through occupied squares.

Step of the Wind

Setting Sun

Setting Sun (Stance)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You walk across rubble and other broken terrain with deceptive ease, allowing you to take advantage of your opponents as they struggle to move at full speed.

You are so closely attuned to your environment that you easily pick out steady spots in rough terrain. While others struggle to move over broken ground, you slip across it with ease. When you fight on rough ground, you turn the uneven footing into an advantage. By gauging how an opponent distributes his weight, you strike at just the right moment and in the precise spot needed to send him tumbling to the ground.

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While you are in this stance, you ignore penalties to speed, movement, or skill checks associated with movement (such as Tumble, Jump, and Climb checks) incurred by moving through difficult terrain. If you attack an opponent standing on difficult terrain while you are in this stance, and if that foe takes a movement penalty for moving through difficult terrain, you gain a +2 bonus on attack rolls and a +4 bonus on Strength or Dexterity checks made as part of a bull rush or trip attempt against that enemy. You gain this bonus on checks made to either accomplish or resist a bull rush or trip.

Soaring Throw

Setting Sun

Setting Sun (Strike)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 standard action

Range: Touch

Target: Creature touched

With a great shout, you send your opponent soaring through the air in a high arc. He slams back to the ground with a bone-crushing thud.

As part of this maneuver, you must succeed on a melee touch attack against your foe. Resolve the throw as a trip attempt (*PHB* pg. 158), but you do not provoke attacks of opportunity, and your opponent cannot try to trip you if you lose the opposed check. You can use your Dexterity or Strength modifier, whichever is better. You gain a +4 bonus on the ability check.

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If you succeed in tripping your foe, you throw him up to 20 feet away from you. The target falls prone in the destination space and takes 8d6 points of damage. You choose where he lands. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance. For example, if you win by 10, you can place your foe in any space within 30 feet of you. You must place the target in an empty space. If you lack the distance to throw your target into a clear space, he falls prone in his current space.

An enemy you throw with this maneuver does not provoke attacks of opportunity for passing through enemies' threatened areas as part of the throw, and you can throw an enemy through occupied squares.

Mighty Throw

Setting Sun

Setting Sun (Strike)

Level: Swordsage 1

Initiation Action: 1 standard action

Range: Touch

Target: Creature touched

You use superior leverage and your Setting Sun training to send an opponent tumbling to the ground.

As part of this maneuver, you must succeed on a melee touch attack against your foe. Resolve the throw as a trip attempt (*PHB* pg. 158), but you do not provoke attacks of opportunity, and your opponent cannot try to trip you if you lose the opposed check. You can use your Dexterity or Strength modifier, whichever is higher. You gain a +4 bonus on the ability check.

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If you succeed in tripping your foe, you throw it up to 10 feet away from you. The target falls prone in the destination space. You choose where it lands. You must place the target in an empty space. If you lack the distance to throw your target into a clear space, it falls prone in its current space.

An enemy you throw with this maneuver does not provoke attacks of opportunity for passing through enemies' threatened areas as part of the throw, and you can throw an enemy through occupied squares.

Giant Killing Style

Setting Sun

Setting Sun (Stance)

Level: Swordsage 3

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You dart between a giant's legs, lashing at his inner ankles and other vulnerable areas while staying inside his reach where he cannot hope to parry your attacks.

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The Setting Sun school teaches a fighting style that emphasizes using an opponent's strength and momentum against him. The giant killing strike epitomizes this approach. By sizing up a larger opponent and studying his fighting stance and tendencies, you aim your strikes at vulnerable points on his lower body that he cannot defend effectively. You slice at tendons on your foe's feet, smash his knees, and cut into his hamstrings.

When you are in this stance, you gain a +2 bonus on attack rolls and a +4 bonus on damage rolls against opponents of a larger size category than yours. This bonus applies to all attacks you make for the rest of your turn.

Ghostly Defense

Setting Sun

Setting Sun (Stance)

Level: Swordsage 8

Prerequisite: Three Setting Sun maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You lurk within concealing mist, luring your opponent into attacking you, only to dodge out of the way and direct your enemy's blow at an unwitting ally.

You are a ghost in the mist, capable of turning a foe against her allies. By gauging your opponent's fighting stance, timing your dodge correctly, and placing yourself in the right position, you can lead her into attacking one of her allies rather than you. When your foe strikes, you duck out of the way. As she follows through with her attack, she inadvertently attacks an ally.

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You gain this stance's benefit when an opponent's attack against you has a miss chance, such as from concealment. Whenever an opponent's melee or ranged attack misses you because of this miss chance, you can choose to change the target of the attack from you to another eligible target (other than your attacker). For a melee attack, the new target must be within your opponent's reach and adjacent to you. For a ranged attack, the new target must be adjacent to you, and your opponent must have line of effect to him. Use the result of the original attack to determine if it hits the new target. Your foe does not check again for a miss chance, as you guide the attack directly to the new target. This ability applies only once per attack. If you use ghostly defense to redirect an attack against a foe using this stance, he does not have the option to redirect the attack again.

You must be aware of an opponent's attack to gain the benefit of this stance. You cannot use it against attacks that catch you flat-footed.

Feigned Opening

Setting Sun

Setting Sun (Counter)

Level: Swordsage 3

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

You show your opponent a seemingly fatal mistake in your defenses, but easily avoid the ensuing attack and simultaneously draw your foe into overextending. As she fights to regain her balance, you make a swift counterattack.

You can use this maneuver when an opponent attempts an attack of opportunity against you. As you provoke the attack of opportunity, you position yourself in such a way as to force your opponent to throw herself off balance to strike you. Even if she succeeds in striking you, your foe might regret her attack as your allies leap in to finish her.

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When your enemy makes an attack of opportunity against you, but before you know the result of the attack, you can initiate this maneuver. If her attack misses, she provokes an attack of opportunity from you. If her attack of opportunity hits you, she provokes an attack of opportunity from any of your allies who threaten her.

Devastating Throw

Setting Sun

Setting Sun (Strike)

Level: Swordsage 3

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 standard action

Range: Touch

Target: Creature touched

Seizing your foe by the arm, you spin in a quick half-circle and hurl him headlong away from you.

This maneuver functions like mighty throw (*ToB* pg. 73), except as noted here.

To set up a devastating throw, you must move at least 15 feet.

As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check.

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If you succeed in tripping your foe, you throw him up to 10 feet away from you. The target falls prone in the destination space and takes 2d6 points of damage. You choose where he lands. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance. For example, if you win by 10, you can place your foe in any space within 20 feet of you. You must place the target in an empty space. If you lack the distance to throw your target into a clear space, he falls prone in his current space.

Counter Charge

Setting Sun

Setting Sun (Counter)

Level: Swordsage 1

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

With a quick sidestep, you send a charging opponent sprawling.

With this counter, you can attempt to redirect a creature that intends to make a charge attack against you. Immediately before the creature makes its charge attack, make your choice of an opposed Strength or Dexterity check against it. The target makes its check using the same ability you chose for your check.

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If you are of a larger size category than the attacking creature, you use your superior bulk to redirect your foe and gain a +4 bonus on your Strength check (if you opt for a Strength check). If you are of a smaller size category, you use leverage, misdirection, and trickery to gain a +4 bonus on your Dexterity check (if you use that option).

If you succeed on the Strength or Dexterity check, the creature does not get to attack you. You can then move it up to 2 squares in a direction of your choice away from you.

If you fail the Strength or Dexterity check, the creature gains a +2 bonus on its charge attack, in addition to the normal +2 bonus from taking the charge attack action.

Comet Throw

Setting Sun

Setting Sun (Strike)

Level: Swordsage 4

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 standard action

Range: Touch

Target: Creature touched; see text

Saving Throw: Reflex partial; see text

You use your foe's momentum against him, throwing him through the air to crash into a second enemy.

This maneuver functions like mighty throw (*ToB* pg. 73), except as noted here.

As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check.

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If you succeed in tripping your foe, you throw him up to 10 feet away from you in a direction of your choice. You select your enemy's destination square. The target falls prone in that space and takes 4d6 points of damage. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw range. For example, if you win by 10, you can place your foe in any space within 20 feet of you. You can throw your opponent into a space occupied by a second foe. In this case, the opponent in the target square also takes 4d6 points of damage and is knocked prone. A Reflex save (DC 14 + your Str modifier) halves this damage and allows the second target to remain standing. The thrown creature then falls prone in a clear space of your choice adjacent to the second target.

Clever Positioning

Setting Sun

Setting Sun (Strike)

Level: Swordsage 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Reflex partial

With a swift flurry of motion, you knock you foe off balance, slip into his space, and force him into the spot you just occupied.

You make a melee attack, and while your opponent is slightly off balance from your blow, you find the leverage needed to pull him into your space while moving into his space.

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As part of this maneuver, you make a single melee attack against a target. If your attack hits, the target takes damage normally and must make a Reflex save (DC 12 + your Dex modifier). If this save fails, you swap positions with the target. If the target is Large or larger, you can occupy any of the squares that make up its space. The target must in turn occupy the square, or one of the squares, you previously occupied. You cannot use this maneuver if you or the target would end up sharing the same space as another creature or an impassable terrain feature, such as a wall. If your target occupies a larger space than you do, he chooses his final position according to the guidelines given above.

Ballista Throw

Setting Sun

Setting Sun (Strike)

Level: Swordsage 6

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 standard action

Range: Touch and 60 ft.; see text

Target: Creature touched

Area: 60-ft. line

You grab your opponent and spin like a top, swinging him around before throwing him at your opponents like a bolt from a ballista.

This maneuver functions like mighty throw (*ToB* pg. 73), except as noted here.

As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check.

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If you succeed in tripping your foe, you throw him in a 60-foot line. The target and all creatures in this area take 6d6 points of damage. The thrown creature lands prone at the end of this line. You must place the target in an empty space. If the space at the end of the line is occupied, your opponent falls prone in the open space closest to the line's endpoint.

Assassin's Stance

Shadow Hand

Shadow Hand (Stance)

Level: Swordsage 3

Prerequisite: One Shadow Hand maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

As your foe struggles to regain his defensive posture, you line up an exacting strike that hits with superior accuracy and deadly force.

A shadow cast by a gap between two armored plates or a crease in a creature's thick hide calls to your weapon, allowing you to strike with deadly accuracy against an unprepared opponent.

While you are in this stance, you gain the sneak attack ability, if you do not already have it, which deals an extra 2d6 points of damage. If you already have the sneak attack class feature, your existing sneak attack ability deals an extra 2d6 points of damage. See the rogue class feature (PHB pg. 50) for a complete description of sneak attack.

Balance on the Sky

Shadow Hand

Shadow Hand (Stance)

Level: Swordsage 8

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With arms spread wide, you step onto the air.

You gain the ability to use air walk (PHB pg. 196) on yourself only. You must keep at least one hand empty while using this stance. Moving upward requires you to spend 10 feet of movement for each 5 feet of elevation you gain.

You gain the benefit of air walk only while you maintain this stance. If for some reason your stance ends while you are in midair, you fall to the ground.

This stance is a supernatural ability.

Bloodletting Strike

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 5

Prerequisite: Two Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Spinning your blade in a butterflylike pattern, you administer a dozen precise cuts in an eyblink. Blood flows from your foe's opened veins.

As part of this maneuver, you make a single melee attack. If this attack hits, your opponent takes 4 points of Constitution damage in addition to your attack's normal damage. A successful Fortitude save (DC 15 + your Wis modifier) reduces this Constitution damage to 2 points, although the foe still takes full normal melee damage.

Clinging Shadow Strike

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Your weapon transforms into solid darkness. When it strikes home, it discharges in a swirling orb of shadow that engulfs your foe's eyes.

As part of this maneuver, you make a single melee attack. If it hits, you deal an extra 1d6 points of damage, and your opponent must make a successful Fortitude save (DC 11 + your Wis modifier) or suffer a 20% miss chance on all melee and ranged attacks for 1 round. A successful save negates the miss chance, but not the extra damage.

This maneuver is a supernatural ability.

Cloak of Deception

Shadow Hand

Shadow Hand (Boost)

Level: Swordsage 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

The shadows around you seem to surge forward and engulf you. For a brief moment, they render you invisible.

When you initiate this maneuver, you turn invisible, as the greater invisibility spell (PHB pg. 245). You remain invisible until the end of your current turn.

This maneuver is a supernatural ability.

Dance of the Spider

Shadow Hand

Shadow Hand (Stance)

Level: Swordsage 3

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Black, shadowy energy covers your hands and feet, allowing you to scuttle across the walls and ceiling like a lurking spider.

While you are in this stance, you gain a benefit similar to the spider climb spell (PHB pg. 283). You gain a climb speed of 20 feet. You do not need to make a Climb check to traverse a vertical or horizontal surface, even if you attempt to move across a ceiling. You retain your Dexterity bonus to AC while climbing, and you must have at least one hand free to support yourself while you climb. You do not take any penalties, nor do your opponents gain any bonus when attacking you, while you climb. You cannot take a run action while climbing in this manner.

Death in the Dark

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 7

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

You catch your foe unaware, allowing you to deal a single, deadly strike that slays her instantly.

This maneuver functions only against a flat-footed opponent. As part of this maneuver, make a single melee attack. If this attack hits, you deal normal damage and the target must make a Fortitude save (DC 17 + your Wis modifier). If the target fails this save, she takes an extra 15d6 points of damage.

If her save succeeds, she takes an extra 5d6 points of damage. This maneuver functions only against opponents who are vulnerable to critical hits.

Drain Vitality

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 2

Prerequisite: One Shadow Hand maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude negates

A faint nimbus of sickly gray shadow surrounds your weapon. When you attack, this shadowy aura flows into the wound you inflict, sapping your opponent's strength, vitality, and energy.

As part of this maneuver, make a single melee attack. If this attack hits, you deal normal melee damage and the target must make a successful Fortitude save (DC 12 + your Wis modifier) or take 2 points of Constitution damage. A successful save negates the Constitution damage but not the normal melee damage.

Ghost Blade

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 6

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

A smile brightens your foe's eyes; he has dodged your blow. But that was merely the ghost blade. The real blade is cutting swiftly from underneath, and yet he still smiles....

As part of this maneuver, you make a melee attack. As you strike at your opponent, you create an illusory double of your weapon. This double slashes at your opponent, tricking him into mistaking it for your attack. In truth, the illusion cloaks your real attack. Your opponent is caught flat-footed against this strike, as the hidden attack from a new direction ruins his defenses.

This maneuver is a supernatural ability.

Hand of Death

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 4

Initiation Action: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1d3 rounds

Saving Throw: Fortitude negates

You reach out and tap your foe with a single finger. Her look of puzzlement turns to fear as black energy spreads across her body, rendering her helpless.

You draw upon the power of shadow to render a single foe helpless. By touching a specific nerve center and channeling your ki, you leave your enemy's muscles cold, locked, and useless.

This maneuver functions only against flat-footed opponents. As part of this maneuver, you make a melee touch attack against your opponent. If this attack hits, your opponent must make a successful Fortitude save (DC 14 + your Wis modifier) or be paralyzed for 1d3 rounds.

Island of Blades

Shadow Hand

Shadow Hand (Stance)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You cloak yourself in a swirling nimbus of shadow energy. These shadows spin and flow around you, preventing any creature near you from being able to anticipate your attacks.

Your turn your enemies' strengths against them, improving your combat ability as well as that of an ally. When you and a comrade move to attack an opponent, you time your attacks and position yourself to frustrate your opponent's defenses.

If both you and an ally are adjacent to the same creature, the two of you gain the benefit for flanking that opponent. You can gain this benefit against multiple opponents at the same time, as can your allies. If both you and an ally are adjacent to the same two creatures, the two of you gain the benefit of flanking against both creatures.

Obscuring Shadow Veil

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 4

Prerequisite: Two Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

As you strike your opponent, you summon the fell energies of the Shadow Hand school to rob your foe of her sight. Inky, black energy burrows into her eyes, rendering her blind for a few critical moments.

As a standard action, you can make a single melee attack. If it hits, your opponent takes normal melee damage plus an extra 5d6 points of damage. She must also make a successful Fortitude save (DC 14 + your Wis modifier) or suffer a 50% miss chance on all melee and ranged attacks for 1 round. A successful save negates the miss chance, but not the extra damage.

This maneuver is a supernatural ability.

One with Shadow

Shadow Hand

Shadow Hand (Counter)

Level: Swordsage 8

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: See text

You fade into the raw essence of shadow, turning transparent, then insubstantial.

As an immediate action, you become incorporeal. You gain all the benefits of the incorporeal subtype, along with the drawbacks, as outlined in the Incorporeal Subtype sidebar. All of your gear becomes incorporeal, although you cannot grant this state to a living creature that you touch or carry. You remain incorporeal until the beginning of your next turn.

Shadow Blink

Shadow Hand

Shadow Hand [Teleportation]

Level: Swordsage 7

Initiation Action: 1 swift action

Range: 50 ft.

Target: You

In the blink of an eye, you disappear and emerge from a mote of shadow energy across the battlefield.

This maneuver functions as the shadow jaunt maneuver, except that it can be initiated as a swift action.

Shadow Jaunt

Shadow Hand

Shadow Hand (Teleportation)

Level: Swordsage 2

Initiation Action: 1 standard action

Range: 50 ft.

Target: You

A cloud of shadow energy engulfs you, spins into a tiny mote, and disappears. A moment later, this shadowy cloud appears across the battlefield and expels you f

As part of this maneuver, you disappear in a cloud of darkness and teleport up to 50 feet away. You must have line of sight and line of effect to your destination. If you attempt to use this maneuver to move into an occupied space, you do not move, and the maneuver is expended but has no effect.

Shadow Stride

Shadow Hand

Shadow Hand [Teleportation]

Level: Swordsage 5

Initiation Action: 1 move action

Range: 50 ft.

Target: You

You dissipate into a puff of black shadow. A moment later, the shadow coalesces, and you appear fifty feet away.

This maneuver functions as the shadow jaunt maneuver, except that it can be initiated as a move action.

Stalker in the Night

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 6

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You slide through the dark like a bird of prey, emerging only to strike down your foe before sliding back into shadow's welcoming embrace.

As part of this maneuver, you move up to your speed and make a single melee attack at any point during your movement. If you were hidden before initiating this maneuver, you can keep the results of your previous Hide and Move Silently checks even though you move and attack. As long as you end your turn in a spot that allows you to hide, your foes must make Spot and Listen checks as normal to discern your presence. Your movement and this maneuver's attack have no effect on your Hide and Move Silently results.

Step of the Dancing Moth

Shadow Hand

Shadow Hand (Stance)

Level: Swordsage 5

Prerequisite: Two Shadow Hand maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You focus your inner reserve of ki energy to generate flowing shadows that lift you off the ground. You walk across the roughest ground, even water, with ease.

While you are in this stance, you can walk up to 5 feet above the ground. Your speed becomes 20 feet while you are in this stance, and you cannot run. You ignore any terrain feature that fails to project more than 5 feet above the ground, such as difficult terrain, burning lava, water, and so forth. In addition, you ignore the standard penalties on Hide and Move Silently checks for moving quickly.

Strength Draining Strike

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 3

Prerequisite: One Shadow Hand maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude half

Liquid, black energy covers your weapon. As you strike your opponent, this material flows into the wound, spreads along his veins, and leaves him weakened.

As part of this maneuver, you make a single melee attack against an opponent. In addition to dealing normal melee damage with the attack, you deal 4 points of Strength damage. A successful Fortitude save (DC 13 + your Wis modifier) halves this Strength damage, but has no effect on the normal melee damage you deal with the strike. This maneuver is a supernatural ability.

Shadow Noose

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 6

Initiation Action: 1 standard action

Range: 6 ft.

Target: One flat-footed creature

Duration: 1 round

Saving Throw: Fortitude partial

As your foe struggles to ready his defenses, you make a subtle gesture in the air. A noose formed of shadow drops from above him, wraps around his throat, and hoists him aloft. His limbs flail as he struggles to free himself from the strangling noose.

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As part of this maneuver, you form a noose of shadow that wraps around your target and strangles him. This maneuver only works against a flat-footed target. As part of this maneuver, you make a ranged touch attack against a flat-footed creature within range. If it hits, your opponent takes 8d6 points of damage. In addition, he must make a Fortitude save (DC 16 + your Wis modifier) or be stunned for 1 round. A successful save negates the stun, but not the extra damage. This strike has no effect against non-living creatures, such as constructs and the undead. This maneuver is a supernatural ability.

Shadow Garrote

Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 3

Initiation Action: 1 standard action

Range: 60 ft.

Target: One living creature

Duration: See text

Saving Throw: Fortitude partial

With a subtle gesture, you carve a slice of shadow from the air around you and cast it toward your foe. It wraps around the creature's neck and squeezes the life from it.

As part of this maneuver, you create a strand of shadow that you hurl at an opponent. The strand wraps around the target's throat and chokes it. As part of this maneuver, you make a ranged touch attack against a creature within range. If your attack is successful, your range.

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If your attack is successful, your opponent takes 5d6 points of damage. In addition, it must make a successful Fortitude save (DC 13 + your Wis modifier) or become flat-footed until the start of its next turn. This strike has no effect against nonliving creatures, such as constructs and undead.

This maneuver is a supernatural ability.

Shadow Blade Technique Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You weave your weapon in an elaborate pattern, creating an illusory double that glows with white energy. As you make your attack, both your true weapon and the illusion slash at your foe.

This maneuver allows you to create a mystical double of your weapon. As you attack, your foe must decide which weapon to defend against. In most cases, the illusory weapon distracts your foe and allows your true attack to hit. In some cases, both attacks strike home. In this case, the shadow blade discharges its magic and imbues your attack with cold energy.

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As part of this maneuver, you make a single melee attack against an opponent. Unlike on a normal attack, you roll 2d20 and select which of the two die results to use. If you use the higher die result, resolve your attack as normal. (Your mystic double misses, but your true attack might hit.) If you use the lower die result, or if both die results are the same, your attack deals an extra 1d6 points of cold damage as both the mystic double's attack and your true weapon strike home. This maneuver is a supernatural ability.

Five-Shadow Creeping Ice Shadow Hand Energvation Strike

Shadow Hand (Strike)

Level: Swordsage 9

Prerequisite: Five Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 minute

Saving Throw: Fortitude partial; see text

With a single lunge, you pierce your enemy to the core. A shadow of ultimate cold falls over his heart and begins to worm through his veins to the five points of his body.

As part of this maneuver, you make a single melee attack. If you hit, you deal normal melee damage plus an extra 15d6 points of damage, and a shadow spreads out from your enemy's heart, freezing the blood in his veins.

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Roll a d20 and refer to the information below to determine toward which point of his body the freezing shadow spreads. This effect functions even if your opponent is not humanoid; once you have struck your foe's heart, the shadow produces the same effects even in a creature with a different anatomy.

Result of 1–7: Spreads out to legs. Ability damage: 2d6 Dex. Special effect: Speed is reduced to 0 feet.

Result of 8–14: Spreads out to arms. Ability damage: 2d6 Str. Special effect: –6 penalty on attack rolls and Concentration checks.

Result of 15–20: Struck in the heart. Ability damage: 2d6 Dex, 2d6 Str. Special effect: 2d6 points of Constitution damage.

A foe struck by this attack must make a successful Fortitude save (DC 19 + your Wis modifier) to resist its effects. On a successful save, the target ignores any special effect from the attack and takes half the indicated ability damage (but still takes normal melee damage as well as the extra 15d6 points of damage). Each of the special effects lasts for 1d6 rounds.

This maneuver is a supernatural ability.

Energivating Shadow Strike Shadow Hand

Shadow Hand (Strike)

Level: Swordsage 8

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude negates

Your weapon becomes cloaked in an inky, black nimbus. As you strike your opponent, that energy flows into the wound and leaves him pale, weak, and shaking

As part of this maneuver, you make a single melee attack. If this attack hits, the target must make a successful Fortitude save (DC 18 + your Wis modifier) or gain 1d4 negative levels..

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You gain 5 temporary hit points for each negative level your enemy gains. Temporary hit points gained in this manner last until the end of the encounter. The effects of any negative levels bestowed by this strike disappear in 24 hours.

If the target has at least as many negative levels as Hit Dice, it dies. Each negative level gives a creature a –1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from her highest available level. Negative levels stack.

In addition to the negative levels, your attack deals normal damage, even if the target succeeds on the saving throw.

This maneuver is a supernatural ability.

Child of Shadow Shadow Hand

Shadow Hand (Stance)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

As you move, shadows flutter and swarm around you. Even under the bright desert sun, you are difficult to spot as long as you remain in motion.

As an initiate of the Shadow Hand school, you learn to channel and control dark, shadowy energies. This energy flows around you like a concealing robe, hiding you from your opponents as they attempt to strike you.

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If you move at least 10 feet during your turn, you gain concealment against all melee and ranged attacks until the start of your next turn. You also gain the standard benefits of concealment, but you cannot use this stance to hide in plain sight; you must still use some other terrain feature that normally allows you to use the Hide skill. The fluttering shadows make it difficult to specifically target you, but your enemies are aware of your position.

This maneuver is a supernatural ability.

Adamantine Bones

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 8, swordsage 8, warblade 8

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: 1 round

You are an impenetrable tower of defiance on the battlefield. Attacking you is as fruitless as striking a mountain with a walking stick.

The supreme focus, mental toughness, and physical durability taught by the Stone Dragon discipline culminate in this powerful combat maneuver. When you make a successful attack, your mind focuses your body into the equivalent of a living shard of rock. Even the most ferocious attacks bounce off you without harm.

As part of this maneuver, you make a single melee attack. If this attack hits, you gain damage reduction 20/adamantine for 1 round.

Ancient Mountain Hammer

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 7, swordsage 7, warblade 7

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature or unattended object

You put the weight of a great mountain behind your attack, pounding through armor and bone.

As part of this maneuver, you make a single melee attack. This attack deals an extra 12d6 points of damage and automatically overcomes damage reduction and hardness.

Bonesplitting Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 4, swordsage 4, warblade 4

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your attack slams home with a ferocious crack of shattered bones and pulped flesh. Your target reels backward, still alive but severely crippled.

A Stone Dragon adept is an implacable foe. Your attacks smash through armor and turn bone into dust. By focusing your strength into a single, devastating attack, you smash an opponent to the core. His very health and endurance are left wrecked by your attack.

As part of this maneuver, you make a single melee attack. If your attack hits, the target takes normal damage as well as 2 points of Constitution damage.

Boulder Roll

Stone Dragon

Stone Dragon (Boost)

Level: Crusader 4, swordsage 4, warblade 4

Initiation Action: 1 full-round action

Range: Personal

Target: You

Duration: Instantaneous

Like a boulder tumbling down a mountainside, you slam through your enemies.

You are an implacable foe once you gain enough momentum. As you move across the battlefield, your foes must stand aside or be crushed beneath your feet.

If you make an overrun attack (*PHB* pg. 157), you can initiate this boost. You gain a +4 bonus on your Strength check made to overrun, and if you fail your check, your target can't knock you prone. You simply stop moving in the last legal space you occupied. You do not provoke attacks of opportunity for the movement or the overrun attempts.

Charging Minotaur

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 1, swordsage 1, warblade 1

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You charge at your foe, blasting him with such power that he stumbles back. As you roar across the battlefield, your position yourself to deliver a devastating charge attack. When you slam into an opponent, you crush him with concussive force and send him stumbling backward.

As part of this maneuver, you make a bull rush attack (*PHB* pg. 154) as part of a charge. Neither the movement nor the bull rush attack provokes attacks of opportunity. Resolve the bull rush attempt normally. If your Strength check exceeds the opponent's result, you deal bludgeoning damage equal to 2d6 + your Str modifier in addition to pushing the target back as normal. Assuming your Strength check is high enough, you can push your target back more than 5 feet (as normal for a bull rush, but without having to follow).

Colossus Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 7, swordsage 7, warblade 7

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Focusing your strength with a deep, rumbling shout, you execute an attack that sends your opponent flying through the air.

As part of this maneuver, you make a melee attack against your foe. This attack deals an extra 6d6 points of damage, and the creature struck must succeed on a Fortitude save (DC 17 + your Str modifier) or be hurled 1d4 squares away from you, falling prone in that square. A creature of a smaller size category than yours gets a -2 penalty on this save; a creature of a larger size category than yours gets a +2 bonus on the save. The enemy's movement doesn't provoke attacks of opportunity. If an obstacle blocks the creature's movement, it instead stops in the first unoccupied square.

Crushing Weight of the Mountain

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 3, swordsage 3, warblade 3

Prerequisite: One Stone Dragon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crush your opponent beneath you, squeezing the life out of him as you pin him to the ground.

Engaging in close combat against you is, at best, a foolish prospect. Drawing on your understanding of the Stone Dragon discipline, you squeeze a foe within your grasp and force the life from him.

While you are in this stance, you gain the ability to constrict for 2d6 points of damage + 1-1/2 times your Str bonus (if any). You can constrict an opponent that you grapple by making a successful grapple check.

Elder Mountain Hammer

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 5, swordsage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature or unattended object

You draw strength from the earth beneath your feet and transfer it into ruinous power. Your next attack drops like an avalanche upon your foe, hammering him into submission.

The students of the Stone Dragon discipline learn to tap into the power of the earth, channel its endless strength, and use it to grant their attacks tremendous force. A strike delivered by a Stone Dragon adept can shatter a warrior's shield, turn a wooden door into splinters, or slay an ogre with a single blow.

When you use this maneuver, you make a single melee attack. That attack deals an extra 6d6 points of damage and automatically overcomes damage reduction and hardness.

Iron Bones

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 6, swordsage 6, warblade 6

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: 1 round

As you make a successful attack, you enter a meditative state that leaves you almost invulnerable to harm. For a few brief moments, arrows bounce off your skin, and sword blows barely draw any blood. This maneuver is an evolution of the techniques and abilities covered by the stone bones maneuver. Your meditative focus, ki, and training allow your mind to overcome matter. Weapons bounce from you skin and barely injure you.

When you use this maneuver, you make a single melee attack. If this attack hits, you gain damage reduction 10/adamantine for 1 round.

Mountain Hammer

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 2, swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature or unattended object

Like a falling avalanche, you strike with the weight and fury of the mountain.

As part of this maneuver, you make a single melee attack. This attack deals an extra 2d6 points of damage and automatically overcomes damage reduction and hardness.

Mountain Tombstone Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 9, swordsage 9, warblade 9

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You slam into your foe, turning bones into dust and muscle into bloody pulp. Your foe's body is left a crippled, twisted mockery.

Your attack causes damage to the structure of your foe's body. As part of this maneuver, you make a single melee attack. If this attack hits, you deal 2d6 points of Constitution damage in addition to your normal damage.

Stone Bones

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 1, swordsage 1, warblade 1

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: 1 round

You focus your energy to enhance your defenses, drawing on the power of your weapon's impact with a foe to toughen yourself against a counterattack.

The Stone Dragon tradition teaches its disciples to shrug off attacks through a combination of mental focus, pure toughness, and resilience. When you make a successful melee attack, you attune your mind and body to such an incredible extent that only the sharpest weapons can injure you. Lesser armaments cause mere bruises and minor cuts. When you use this maneuver, you make a single melee attack. If this attack hits, you gain damage reduction 5/adamantine for 1 round.

Stone Dragon's Fury

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 3, swordsage 3, warblade 3

Prerequisite: One Stone Dragon maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature or object struck

With a mighty war cry, you slam your weapon into a slight crack or other fault in an object. The object shudders for a moment before it collapses into broken shards.

Your attunement to Stone Dragon's earth nature allows you to spot flaws in objects with uncanny precision. You use this knowledge to your advantage, allowing you to make devastating attacks against objects and constructs.

As part of this maneuver, you make a single melee attack. If your attack hits a construct or an object, you deal an extra 4d6 points of damage. You can use this strike in conjunction with the sunder special attack (*PHB* pg. 158) and attempt to damage held or carried objects. Against other targets, you gain no special benefit from this maneuver.

Stonefoot Stance

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 1, swordsage 1, warblade 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crouch and set your feet flat on the ground, drawing the resilience of the earth into your body.

The students of the Stone Dragon discipline model their defenses after the earth itself. The wind might batter the mountain, the river might cut through the plains, but in the end the stone and rock shrug off such assaults.

While you are in this stance, you gain a +2 bonus on Strength checks and a +2 bonus to AC against creatures of a size category larger than yours.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.

Strength of Stone

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 8, swordsage 8, warblade 8

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You enter an impenetrable defensive stance, making it almost impossible for an attack to strike you in a vulnerable area.

While you are in this stance, you focus your efforts on preventing any devastating attacks from penetrating your defenses. You are immune to critical hits while you are in this stance.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.

Roots of the Mountain

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 3, swordsage 3, warblade 3

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crouch and set your feet flat on the ground, rooting yourself to the spot you stand. Nothing can move you from this place.

Like a living mountain, you choose your position on the battlefield and sink your roots into the earth. With your spot chosen on the field, you cannot be shifted from your position.

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While you are in this stance, you gain a +10 bonus on checks to resist bull rush, overrun, and trip attacks, as well as on grapple checks made to resist an opponent's grapple attempt. Any creature that attempts to move through your threatened area or the space you occupy takes a –10 penalty on any Tumble checks it makes. This stance also grants you damage reduction 2/—.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.

Overwhelming Mountain Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 4, swordsage 4, warblade 4

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

Your mighty strike temporarily disorients your opponent, costing him precious seconds as he shakes off the attack.

You slam your foe with a mighty strike, almost knocking him from his feet and forcing him to find his footing and steady himself before he can react.

(Continued on Back)

As part of this maneuver, you make a melee attack. This attack deals an extra 2d6 points of damage. If the creature you hit is standing on the ground, your attack also causes the target to lose its ability to take a move action for 1 round. It can otherwise act normally. A successful Fortitude save (DC 14 + your Str modifier) by the creature struck negates the loss of its move action, but not the extra damage.

This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the action loss effect, but still takes the extra damage.

Mountain Avalanche

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 5, swordsage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

Saving Throw: Reflex half; see text

You wade through your enemies like a stone giant rampaging through a mob of orcs. You crush them underfoot and drive them before you, leaving a trail of the dead in your wake.

As part of this maneuver, you can move up to double your speed and trample your opponents. You can enter the space of any creature of your size category or smaller. If you enter and occupy all of the space occupied by such a creature, it takes damage equal to 2d6 + 1-1/2 times your Str bonus (if any).

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You can deal trampling damage to a creature only once per round, no matter how many times you move into or through its space. You must move into every square a creature occupies to trample it. If you move over only part of the space a creature occupies (for example, you are a Large creature moving over half the space of a Large opponent), it can either attempt an attack of opportunity against you or it can attempt a Reflex save (DC 15 + your Str modifier) to avoid half of your trampling damage.

Irresistible Mountain Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 6, swordsage 6, warblade 6

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

You slam your weapon into your foe with irresistible force. He can barely move as he struggles to marshal his defenses against you.

Your mighty attack causes your opponent to stagger aimlessly for a few key moments, leaving him unable to act fully on his next turn.

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As part of this maneuver, you make a single melee attack. This attack deals an extra 4d6 points of damage. A creature hit by this strike must also make a successful Fortitude save (DC 16 + your Str modifier) or be unable to take a standard action for 1 round. It can otherwise act as normal. A creature that successfully saves still takes the extra damage. This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the action loss effect, but still takes the extra damage.

Giant's Stance

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 5, swordsage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You swing your weapon in a wide, deadly arc that slams into your foe with incredible force. Only your mastery of the Stone Dragon techniques allows you to make such reckless blows without losing your footing.

Tapping into the power of the Stone Dragon, you strike with resolute, irresistible force. You learn to set the full weight of your body into each of your attacks. A warrior with less skill would lose his balance and fall to the ground when using this fighting style.

(Continued on Back)

While you are in this stance, you deal damage as if you were one size larger than normal, to a maximum of Large. This benefit improves your weapon and unarmed strike damage. It does not confer any of the other benefits or drawbacks of a change in size, such as a modifier to ability scores or AC, or an improved reach.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.

Earthstrike Quake

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 8, swordsage 8, warblade 8

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius burst, centered on you

Duration: Instantaneous

Saving Throw: Reflex negates

You swing your weapon in a wild arc, slamming it into the ground at your feet. Energy surges out from you, causing the ground to shudder with a sharp tremor.

(Continued on Back)

You channel ki into the earth with your mighty strike, causing the ground to rumble and shake briefly. Anyone standing on the ground in this maneuver's area must make a successful Reflex save (DC 18 + your Str modifier) or be knocked prone. Any creature standing on the ground in this area that is currently casting a spell must succeed on a Concentration check (DC 20 + spell level) or lose the spell.

You are immune to the effect of the earthstrike quake maneuver. Your allies must still save as normal against its effect.

Walls and similar barriers don't block the line of effect of an earthstrike quake.

Crushing Vise

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 6, swordsage 6, warblade 6

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

The overwhelming power behind your attack leaves your opponent unable to move. The punishing strike forces it to waste a few moments shrugging off the effects of your attack.

By making a powerful, focused blow, you leave your opponent unable to move. The crushing weight of your attack forces it to waste a precious moment regaining its footing.

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As part of this maneuver, you make a melee attack. This attack deals an extra 4d6 points of damage. If the creature you hit is standing on the ground, your attack also drops the target's speed to 0 feet (for all movement types) for 1 round. It can act normally in all other ways.

This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target is immune to the speed reducing effect, but not to the extra damage.

Bonecrusher

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 3, swordsage 3, warblade 3

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: See text

Save: Fortitude partial; see text

You deliver your attack, and your enemy's eyes jerk wide open in panic as his skeleton begins to fracture in hundreds of places.

As part of this maneuver, you make a melee attack. If your attack hits, it deals an extra 4d6 points of damage. The creature struck must succeed on a Fortitude save (DC 13 + your Str modifier) or its skeletal structure becomes massively weakened, and all rolls made to confirm a critical hit against the target gain a +10 bonus. A successful save does not negate the extra damage.

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This effect lasts until the target's hit points are restored to their full normal total, whether by magical or normal healing.

Creatures without a discernible anatomy or that are immune to critical hits are immune to this maneuver's special effect. The extra damage still applies against such targets.

Stone Vise

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 2, swordmage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: 1 round

Saving Throw: Fortitude partial

You make a crushing blow that staggers your opponent, leaving it unable to move.

By making a powerful, focused blow, you leave your opponent unable to move. The crushing weight of your blow forces it to waste a precious moment regaining its footing.

(Continued on Back)

As part of this maneuver, you make a single melee attack. This attack deals an extra 1d6 points of damage. If the creature hit is standing on the ground, your attack also drops the target's speed to 0 feet (for all movement capabilities) for 1 round. It can otherwise act normally. A successful Fortitude save (DC 12 + your Str modifier) by the creature struck negates the immobilization, but not the extra damage. This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the speed reduction effect, but still takes the extra damage.

Blood in the Water

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The smell of blood drives you into a fury. As you slash into your foe, each fresh wound you inflict spurs you onward.

While you are in this stance, you whip yourself into a terrible rage. When you score a critical hit against an opponent, you enter a near frenzied state from the sight and smell of blood. You gain a +1 bonus on attack rolls and damage rolls. Because this is an untyped bonus, it stacks with each successful critical hit you score.

If you go more than 1 minute without achieving a critical hit, you no longer gain the benefit of the stance.

Claw at the Moon

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You leap into the air, catching your foe off guard as you slice down into him. You learn to leap into the air and slice at a foe's vulnerable points. Like a great cat, you spring into the air and attack your foe from an unexpected direction.

As part of this maneuver, you attempt a Jump check to leap into the air and make a melee attack that targets your foe's upper body, face, and neck. The Jump check's DC is equal to your target's AC. If this check succeeds, your attack deals an extra 2d6 points of damage. If this attack threatens a critical hit, you gain a +4 bonus on your roll to confirm the critical hit. If your check fails, you can still attack, but you do not deal extra damage or gain a bonus on a roll to confirm a critical hit. The maneuver is still considered expended.

Dancing Mongoose

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 5, warblade 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

You swing your weapons about you in a blur of speed, making a series of devastating attacks in the space of a single breath.

You make a flurry of deadly attacks. After initiating this boost, you can make one additional attack with each weapon you wield (to a maximum of two extra attacks if you wield two or more weapons). These extra attacks are made at your highest attack bonus for each of your respective weapons. All of these attacks must be directed against the same opponent.

Flesh Ripper

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 3, warblade 3

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round or more; see text

Saving Throw: Fortitude negates

With a mixture of careful precision and animal savagery, you tear into a foe to produce jagged wounds that overwhelm him with pain.

As part of this maneuver, you make a melee attack against a single opponent. If this attack hits, the target must make a successful Fortitude save (DC 13 + your Str modifier) or take a -4 penalty on attacks and to AC for 1 round. If your attack is a critical hit, these penalties last for a number of rounds equal to your weapon's critical multiplier. Your target takes normal damage from your attack regardless of the result of the save.

This maneuver functions only against creatures that are vulnerable to critical hits.

Fountain of Blood

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 4, warblade 4

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: 1 minute

Saving Throw: Will partial; see text

As your foe dies on your blade, you twist and turn your weapon to send blood spraying across the battlefield. Your enemies shriek in fear at their ally's grisly demise.

If you reduce a living opponent to -1 or fewer hit points during your turn, you can initiate this maneuver. Your weapon rips into your foe as she drops, dealing an extra 1d6 points of damage and forcing all your enemies within a 30-foot radius to make successful Will saves (DC 14 + your Str modifier) or be shaken for 1 minute. The foe you drop must be within your threatened area when you initiate this maneuver. For each foe you drop during your turn prior to initiating this maneuver, the save DC increases by 1.

Hamstring Attack

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 7, warblade 7

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude half

Duration: 1 minute

You slice into your opponent's legs, leaving him hobbled and stumbling about.

As part of this maneuver, you make a single melee attack. If this attack hits, it deals damage as normal. In addition, the target takes 1d8 points of Dexterity damage and a -10-foot penalty to speed for 1 minute. A successful Fortitude save (DC 17 + your Str modifier) halves both the Dexterity damage and the speed penalty.

Hunter's Sense

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You sniff at the air like a hunting animal. After you focus your mind, an array of scents that normally eludes your awareness becomes clear to you.

Your mastery of the Tiger Claw discipline allows you to become attuned to the feral side of your personality. On a fundamental level, you begin to think more like a wild beast and less like a civilized creature. Your enemies are prey to be hunted down and slain. Your allies are packmates. This shift in view spreads to your physical senses. As long as you are in this stance, you gain the scent special ability (MM 314).

Leaping Dragon Stance

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Even when you are trapped in tight quarters and seemingly unable to move, a leap can send you flying gracefully through the air.

The Tiger Claw discipline teaches you to assume a stance that allows you to sail through the air when jumping. You spring from the ground with an unmatched burst of speed and strength.

While you are in this stance, you gain a +10-foot enhancement bonus on Jump checks. In addition, any jumps you make while in this stance are considered running jumps.

Pouncing Charge

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 5, warblade 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

With the roar of a wild beast, you throw yourself into the fray. Your weapons are little more than a blur as you hack at your foe with feral speed.

With a ferocious howl, you throw yourself into combat. You move with such speed and ferocity that when you reach your enemy, you unleash a blistering flurry of slashes, cuts, and hacks.

As part of initiating this maneuver, you make a charge attack. Instead of making a single attack at the end of your charge, you can make a full attack. The bonus on your attack roll for making a charge attack applies to all your attack rolls.

Prey on the Weak

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 7, warblade 7

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You scythe through weaker foes like a mighty predator turned loose among a herd of prey.

With each foe you strike, your bloodlust and battle fury rises ever higher. After a brief moment of explosive rage, the foes around you are left bloodied, torn, and moaning.

Whenever an opponent within 10 feet of you drops to -1 or fewer hit points, whether from your attack, an ally's strike, or some other cause, you can immediately make an attack of opportunity against any opponent within your threatened area.

Rabid Bear Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

With a ferocious roar, you leap upon your enemy like a wild beast, slamming your weapon into her with a madman's fury.

You focus your primal fury into a single attack, laying an opponent low with a mighty blow that splinters bones and shatters steel. As part of this maneuver, you make a single melee attack. You gain a +4 bonus on this attack roll and deal an extra 10d6 points of damage. After completing this maneuver, you take a -4 penalty to AC until the start of your next turn.

Rabid Wolf Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You foam at the mouth and scream in rage as you make a powerful attack against your enemy. You set aside all thoughts of defense as you lunge forward.

For a split-second, you unleash the barely controlled, primal rage that surges within you. As part of this maneuver, you make a single melee attack. You gain a +4 bonus on this attack roll and deal an extra 2d6 points of damage. You take a -4 penalty to AC until the start of your next turn, as this wild strike sends you off balance and hinders your defenses.

Raging Mongoose

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 8, warblade 8

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

You unleash a ferocious volley of attacks, setting aside all thoughts of caution and self-control.

You make a flurry of deadly attacks. After initiating this boost, you can make two additional attacks with each weapon you wield (to a maximum of four extra attacks if you wield two or more weapons). These extra attacks are made at your highest attack bonus for each of your respective weapons. You can spread these attacks out among as many foes as you wish.

Soaring Raptor Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You leap into the air, catching a larger opponent by surprise as you jump over its defenses to plunge your weapon into the crown of its head.

With a carefully timed leap, you jump over the target's defenses and attack it from an unexpected angle. You can use this maneuver only against a foe of a larger size category than yours. As part of this maneuver, you make a Jump check with a DC equal to your foe's AC. If this check succeeds, you also make a melee attack as part of this maneuver. If the check fails, you cannot make this attack and the maneuver is still considered expended. You gain a +4 bonus on the attack roll and deal an extra 6d6 points of damage if your attack hits.

Sudden Leap

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

You leap to a new position in the blink of an eye, leaving your opponents baffled.

You can make a Jump check as a swift action and move the distance determined by your check result. You provoke attacks of opportunity with this movement, and you must move in a straight line. As with any movement, you can attempt a Tumble check to avoid any attacks you provoke with this sudden leap. You can't move through enemies, unless you succeed on the appropriate Tumble check.

Wolf Climbs the Mountain

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You slip between a larger foe's legs and strike its exposed side. You then find cover in the shadow of your enemy's bulk.

You can use this maneuver only against an opponent of a size category larger than yours. As part of this maneuver, you enter your target's square without provoking an attack of opportunity. You can then attack your target as part of this maneuver. Your attack deals an extra 5d6 points of damage. You remain within your opponent's space after you complete this maneuver. You gain cover against all attacks as long as you remain in his space, including those made by the target. If the target moves, it leaves you behind but provokes an attack of opportunity from you for leaving your space.

Wolf Fang Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You lash out in a blur of movement with two weapons, hacking into your foe with a combination of feral strength and speed.

You tap into the speed and strength embodied within your feral spirit. You must fight with two weapons to use this maneuver. If you carry only one weapon, you can choose to make an unarmed strike with your off hand (as an unarmed attack) if you so wish. As part of this maneuver, you make an attack with both weapons you wield against one opponent. Both attacks must target the same creature, and you take a -2 penalty on each attack roll. If your first attack drops your foe to -1 hit points or fewer, you cannot make a second attack.

Death from Above

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

With a war cry, you leap into the air and lift your weapon high overhead. As you arc downward, your weight and momentum lend bone-crushing force to your attack.

Like a thunderbolt, you slam into your foe from above. You leap upon your enemy and drive him into the ground. The impact of your attack gives you extra force, allowing you to score a deadly hit.

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To use this maneuver, you must be adjacent to a foe. As part of this maneuver, you attempt a DC 20 Jump check. If this check succeeds, you can make a single melee attack against an opponent that you were adjacent to when you began this maneuver. This attack occurs in the air as you soar over your opponent, also as part of the maneuver.

Your attack deals an extra 4d6 points of damage, and your opponent is considered flat-footed against this attack. You then land in any square adjacent to the target of this attack, though no more than 20 feet away from your starting position.

If your Jump check fails, you remain in the last square you occupied before the Jump check and can make a single attack normally. The maneuver is still considered expended.

Wolverine Stance

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Like a cornered wolverine, you fight with unmatched ferocity and rage when your opponents force you into close quarters.

When an opponent has you in his grasp, you transform into a snarling, frothing, raging beast. You hack with your weapon at your foe's arms or tentacles, your wild frenzy allowing you to fight even with a large, awkward weapon. When you are in the grasp of a larger foe, your frenzy ignites into an inferno as you desperately attempt to break free.

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While you are in this stance, you can attack a foe grappling you with any one-handed weapon. You do not take the -4 penalty for fighting while grappled. If your foe is of a larger size category than yours, your feral rage ignites and grants you a +4 bonus on damage rolls against that creature while it continues to grapple you.

Wolf Pack Tactics

Tiger Claw

Tiger Claw (Stance)

Level: Swordsage 8, warblade 8

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With each stinging attack that connects against a foe, you slip around him, using the distraction provided by your attacks to prevent him from hindering your movement.

You prowl the battlefield like a mighty hunter. You pick your spots to attack, striking foes when they are most vulnerable before moving on to attack elsewhere. Each attack allows you to move forward and press your advantage.

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While you are in this stance, each successful strike allows you to slowly work your way around an opponent. Each time you make a successful melee attack, you can move 5 feet. This movement does not provoke attacks of opportunity from the creature you struck. You cannot use this stance to move more than your current speed in a single round.

Swooping Dragon Strike

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 7, warblade 7

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Like a dragon, you swoop down upon your foe and let loose with a devastating attack. You leap over her and, as you soar through the air, unleash a devastating volley of attacks.

You leap over an opponent and chop down at her, ruining her defenses and striking with a critical blow.

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As part of this maneuver, you attempt a Jump check to leap over your target. The result of this Jump check must be sufficient to allow you to move through an opponent's space and over her. If you fail the Jump check needed to jump over your foe, you provoke attacks of opportunity for the distance you jump, if applicable. If your jump was too short to clear your opponent but far enough that you would land in a space she occupies, you land adjacent to your opponent in the square closest to your starting square.

If your check is insufficient to jump over your target, you can also make a single attack against your foe with no special benefits or penalties, as long as your target is within reach.

If the check succeeds, you do not provoke attacks of opportunity for leaving threatened squares during your jump. Your foe loses her Dexterity bonus to AC against your melee attack. This attack deals an extra 10d6 points of damage, and the target must succeed on a Fortitude save (DC equal to your Jump check result) or be stunned for 1 round.

Girallon Windmill Flesh Rip

Tiger Claw

Tiger Claw (Boost)

Level: Swordsage 8, warblade 8

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Melee attack

Target: One or more creatures

Duration: End of turn

Windmilling your arms in a furious blur, you strike your perplexed enemy from two directions at once, rending his flesh with each strike.

Each of your attacks is precisely timed to maximize the carnage it inflicts. You must be wielding two or more weapons to initiate this maneuver. As you hack into your opponent, you use your weapons together to murderous effect. With a cruel twist of your blade, you widen the wounds you cause with each successive strike.

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You must initiate this maneuver before making any attacks in the current round. If you strike an opponent multiple times during your turn, you also deal rend damage. This damage is based on the number of times you strike your opponent during your turn (see the table below). Determine the rend damage dealt immediately after you make your last attack for your turn.

If you attack multiple opponents during your turn, you gain this extra damage against each of them. A creature takes rend damage based on the number of attacks that hit it, not the number of successful attacks you make. For example, if you hit a fire giant three times and an evil cleric twice during your turn, the fire giant takes rend damage for three attacks and the cleric takes rend damage for two attacks.

Successful Attacks	Rend Damage
2	8d6
3	10d6
4	12d6
5	14d6
6	16d6
7	18d6
8+	20d6

Feral Death Blow

Tiger Claw

Tiger Claw (Strike)

Level: Swordsage 9, warblade 9

Prerequisite: Four Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

With a primal howl, you leap into the air and land on your opponent, hacking and clawing at his neck.

You leap upon your opponent, rending and tearing with your weapons in an attempt to kill him with a brutally overwhelming assault. You grab onto your foe as you slash and hack at his neck, face, and other vulnerable areas.

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To use this maneuver, you must be adjacent to your intended target. As part of this maneuver, make a Jump check with a DC equal to your opponent's AC. If the check succeeds, you can then make a single melee attack against your foe, also as part of this maneuver. The target is considered flat-footed against this attack. If your attack deals damage, your target must attempt a Fortitude save (DC 19 + your Str modifier). If this save fails, your target is instantly slain (his hit points drop to -10). If the save is successful, you deal an extra 20d6 points of damage to the target in addition to your normal weapon damage. Creatures immune to critical hits are immune to the death effect of this strike.

If your Jump check fails, you can make a single attack normally. The maneuver is still considered expended.

Battle Leader's Charge

White Raven

White Raven (Strike)

Level: Crusader 2, warblade 2

Prerequisite: One White Raven maneuver

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You lead from the front, charging your enemies so that your allies can follow in your wake.

The White Raven discipline teaches that he who seizes the initiative also seizes victory. You have learned to lead an attack with a mighty charge, the better to disrupt the enemy and inspire your allies in battle.

As part of this maneuver, you charge an opponent. You do not provoke attacks of opportunity for moving as part of this charge. If your charge attack hits, it deals an extra 10 points of damage.

Clarion Call

White Raven

White Raven (Boost)

Level: Crusader 7, warblade 7

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius burst centered on you

As you defeat an opponent, you shout a battle cry that inspires one of your allies to renew his efforts.

You are an inspiring figure on the battlefield. Your personal victories are shared by your allies, allowing them to draw courage and vigor from your actions.

If during your turn a melee attack you make reduces an opponent to fewer than 0 hit points, you can initiate this maneuver. Once it is initiated, all allies within range can immediately either make one melee attack at their highest attack bonus or take a single move action. These allies must be able to see and hear you. These extra attacks are not attacks of opportunity.

Douse the Flames

White Raven

White Raven (Strike)

Level: Crusader 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You strike your enemy with a resounding blow, capturing his attention. As he turns to look, you let loose with a string of oaths, challenges, and taunts that force him to focus his attention on you.

As a White Raven adept, you are as much a tactician as you are a war leader. You learn to create openings for your allies to maximize the teamwork and esprit de corps that you foster. You know that for a group to succeed, it must work together, and that individual glory must be set aside so that the group can achieve victory.

As part of this maneuver, you make a melee attack against a single target you threaten. If your attack hits, you deal normal melee damage, and the target creature can't make attacks of opportunity for 1 round. The opponent still threatens its normal area; it simply cannot make attacks of opportunity.

Leading the Attack

White Raven

White Raven (Strike)

Level: Crusader 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You boldly strike at your enemy. As you attack, you shout a war cry to demonstrate that victory is at hand. This attack inspires nearby allies to join the fray with renewed vigor.

When you make an attack, your allies take heart in your example and fight with renewed purpose. By stoking the fire of battle in your allies' hearts, you inspire them to greater heroics.

As part of this maneuver, you make a single melee attack. If your attack is successful, your allies gain a +4 morale bonus on attack rolls for 1 round against the creature you hit.

Leading the Charge

White Raven

White Raven (Stance)

Level: Crusader 1, warblade 1

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Stance

You fire the confidence and martial spirit of your allies, giving them the energy and bravery needed to make a devastating charge against your enemies.

The White Raven discipline teaches that tactics, leadership, and planning can overcome an opponent's superior individual abilities. This stance embodies that teaching, allowing you to spur your allies on to greater feats of martial skill.

While you are in this stance, all allies who hear you and make a charge attack in the area gain a bonus on damage rolls equal to your initiator level.

Lion's Roar

White Raven

White Raven (Boost)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 60 ft.

Targets: You and allied creatures within 60 ft.

Duration: 1 round

You unleash a sudden battle roar as your mighty blow fells your enemy. Inspired by your example, your allies fight with renewed energy and determination.

When you defeat an enemy, you call out to your allies to press the attack. They respond by putting tremendous pressure on the enemy as their attacks strike with greater force.

As a swift action, you initiate this boost after you have reduced an opponent to fewer than 0 hit points. You and allies within range gain a +5 morale bonus on damage rolls for 1 round.

Order Forged from Chaos

White Raven

White Raven

Level: Crusader 6, warblade 6

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 move action

Range: Personal

Targets: Allied creatures within 30 ft.

You bark a series of stern orders, directing your comrades to shift formation. The power of your presence is such that they obey without consciously thinking about it.

You excel at using your commanding presence to direct your allies on the battlefield. After a few short, barked orders from you, your allies switch positions and assume a tactically advantageous position.

When you initiate this maneuver, all allies within 30 feet of you can immediately take a single move action to move up to their speed. This movement provokes attacks of opportunity, and it does not count toward fulfilling the minimum movement requirements of any special abilities or feats, such as a scout's skirmish ability.

Press Advantage

White Raven

White Raven (Stance)

Level: Crusader 5, warblade 5

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You shift across the battlefield, timing your movements precisely to avoid any attacks from your foes.

Your sense of the battlefield and intuitive understanding of the ebb and flow of combat allow you to move without dropping your defenses. While others must slowly work through a melee, you seize gaps in a foe's defenses and move with great speed and confidence.

While you are in this stance, you can take a second 5-foot step immediately after you take one for the round. This second movement does not provoke attacks of opportunity. You can make a single 5-foot step into difficult terrain, but if you do, you cannot make the second 5-foot step.

Swarm Tactics

White Raven

White Raven (Stance)

Level: Crusader 8, warblade 8

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Stance

Your quick directions enable close teamwork between yourself and an ally. At your urging, your allies seize the initiative and work in close coordination with you to defeat an enemy.

While you are in this stance, you use your tactical knowledge and mastery to improve your allies' teamwork. If you are adjacent to one or more opponents, your allies gain a +5 bonus on attack rolls made against any of those opponents.

Tactical Strike

White Raven

White Raven (Strike)

Level: Crusader 2, warblade 2

Prerequisite: One White Raven maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your skill at arms and overwhelming power force your opponent to falter at a fatal moment. As the foe attempts to recover from your devastating strike, your allies rush in to finish what you have started.

You make a mighty attack that knocks your opponent into a defenseless position, granting your allies a moment to move into a better position. If your attack lands true, it leaves your enemy momentarily shaken by its tremendous impact.

As part of this maneuver, you make a single melee attack. If your attack hits, you deal an extra 2d6 points of damage. In addition, each ally adjacent to the target can take an immediate 5-foot step that does not provoke attacks of opportunity.

War Leader's Charge

White Raven

White Raven (Strike)

Level: Crusader 6, warblade 6

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You summon a great fury within your lungs, releasing it with a titanic shout as you charge forward. Your reckless move startles your foes and puts greater force behind your attack.

As a student of the White Raven, you learn to focus the energy within you into an overwhelming charge. In battle, you must lead from the front. As part of this maneuver, you charge an opponent. You do not provoke attacks of opportunity for moving as part of this charge. If your charge attack hits, it deals an extra 35 points of damage.

White Raven Strike

White Raven

White Raven (Strike)

Level: Crusader 4, warblade 4

Prerequisite: One White Raven maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your eye for tactics allows you to notice an enemy's weak points and attack them with a mighty blow.

The White Raven discipline focuses on tactics, teamwork, and the ability to make an attack that improves your allies' abilities. This strike ruins a foe's defenses.

As part of this maneuver, you make a single melee attack. If it hits, you deal an extra 4d6 points of damage, and the target is considered flat-footed until the start of his next turn.

Swarming Assault

White Raven

White Raven (Strike)

Level: Crusader 7, warblade 7

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You attack an opponent with brutal force, ruining his defenses. As you strike, you call out sharp commands to your allies, spurring them to action and allowing them to take advantage of the opening.

You inspire your allies with a rousing speech, a war cry, a challenge to the enemy, or some other defiant gesture. Combining this shout with a canny attack, you strip away a foe's defenses, allowing your allies to make potentially devastating attacks.

As part of this maneuver, you make a single melee attack against an opponent. If this attack hits, you deal normal melee damage, and any ally who threatens your target can immediately make an attack against him. You choose the order in which your allies' attacks resolve.

Tactics of the Wolf

White Raven

White Raven (Stance)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You shout orders that help coordinate your allies' efforts. They harass their enemies, shield each other from attacks, and otherwise maximize the support they lend to each other.

This stance allows you and your allies to gain additional benefits against a flanked opponent. Under your direction, your allies coordinate their actions to a much greater degree than normal. Your advice and shouted orders make them an unstoppable team. Like a wolf pack, your allies fight together to devastating effect.

When you flank a foe, you and allies who flank the enemy with you gain a bonus on damage rolls against that opponent equal to 1/2 your initiator level.

White Raven Hammer

White Raven

White Raven (Strike)

Level: Crusader 8, warblade 8

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You slam your opponent with a mighty attack to disrupt his senses and leave him unable to defend himself while your allies close to finish him off.

As part of this maneuver, you make a single, devastating strike against an opponent. The raw force of this blow knocks him senseless. Your attack deals an extra 6d6 points of damage and stuns your opponent for 1 round.

White Raven Tactics

White Raven

White Raven (Boost)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 10 ft.

Target: One ally

You can inspire your allies to astounding feats of martial prowess. With a few short orders, you cajole them into seizing the initiative and driving back the enemy.

Your knowledge of tactics can aid your allies' attacks, and it also allows you to spot, predict, and counter your enemies' actions. In the chaos of battle, you impose the order needed for tight, effective group tactics.

When you use this maneuver, select an ally within range. Her initiative count immediately equals your initiative count -1. She then acts on her new initiative count as normal. If she has already acted in the current round, she can act again. If this maneuver would not change your ally's initiative count, it has no effect. If she has not yet acted during this round, her initiative count changes, and she acts on that count as normal. She does not act again on her original initiative count.

War Master's Charge

White Raven

White Raven (Strike)

Level: Crusader 9, warblade 9

Prerequisite: Four White Raven maneuvers

Initiation Action: 1 full-round action

Range: Melee attack; see text

Target: One creature; see text

With a great battle cry, you lead your allies in a devastating charge.

Fired by your commanding presence and deftly led by your supreme grasp of tactics, you and your allies form an unstoppable wedge.

You are an inspiring figure on the battlefield, allowing you to lead others on attacks that would strike fear and doubt into even the stoutest warrior's heart. Under your leadership, the group becomes much more than the sum of its parts.

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As part of this maneuver, you charge an opponent. In addition, all allies within 30 feet of you at the beginning of your turn can also charge this target as an immediate action. You and allied creatures do not block each other when determining if you can charge. Your charge attack deals an extra 50 points of damage, and those of your allies each deal an extra 25 points of damage. For each ally who charges, counting yourself, your charge attack and those of your allies are made with a cumulative +2 bonus (in addition to the normal bonus provided by charging). An opponent struck by you and at least one other ally is stunned for 1 round.

You and your allies do not provoke attacks of opportunity for moving as part of this charge.

Flanking Maneuver

White Raven

White Raven (Strike)

Level: Crusader 5, warblade 5

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your keen leadership grants you and your allies a sudden advantage in combat. When you flank an opponent, you attack in such a way as to maximize your allies' openings. By the same token, your friends' ferocious, accurate attacks give you multiple opportunities to pierce your foe's defenses.

When you flank an enemy with an ally who can see and hear your directions, the two of you form a potent combination. Your attacks complement each other, leaving the flanked opponent in a tenuous position.

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You can use this strike when you and any number of allies flank an opponent you designate. As part of this maneuver, you make a melee attack against the flanked opponent. If your attack hits, any ally flanking your foe can immediately make a melee attack against that creature. These extra attacks are not attacks of opportunity.

Your allies must be able to see you to gain this benefit. The coordination needed between you and your companions demands that you watch each other's attacks, though you do not need to hear each other.

Covering Strike

White Raven

White Raven (Boost)

Level: Crusader 4, warblade 4

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 3 rounds

You make a ferocious series of attacks at your enemies, forcing them on the defensive and buying your allies critical seconds needed to slip past them unharmed.

By drawing on your combat experience and knowledge of how a warrior must carry herself in battle, you make an attack that disrupts your opponents and keeps them from taking advantage of your allies' lapses.

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After you initiate this boost, you can make your attacks as normal. In addition to taking normal melee damage from your blows, a foe you strike after initiating this maneuver cannot make attacks of opportunity for 3 rounds. The target still threatens its normal area; it simply cannot make attacks of opportunity.

A creature can be affected by only one covering strike per encounter.

Bolstering Voice

White Raven

White Raven (Stance)

Level: Crusader 1, warblade 1

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Stance

Your clarion voice strengthens the will of your comrades. So long as you remain on the field of battle, your allies are strengthened against attacks and effects that seek to subvert their willpower.

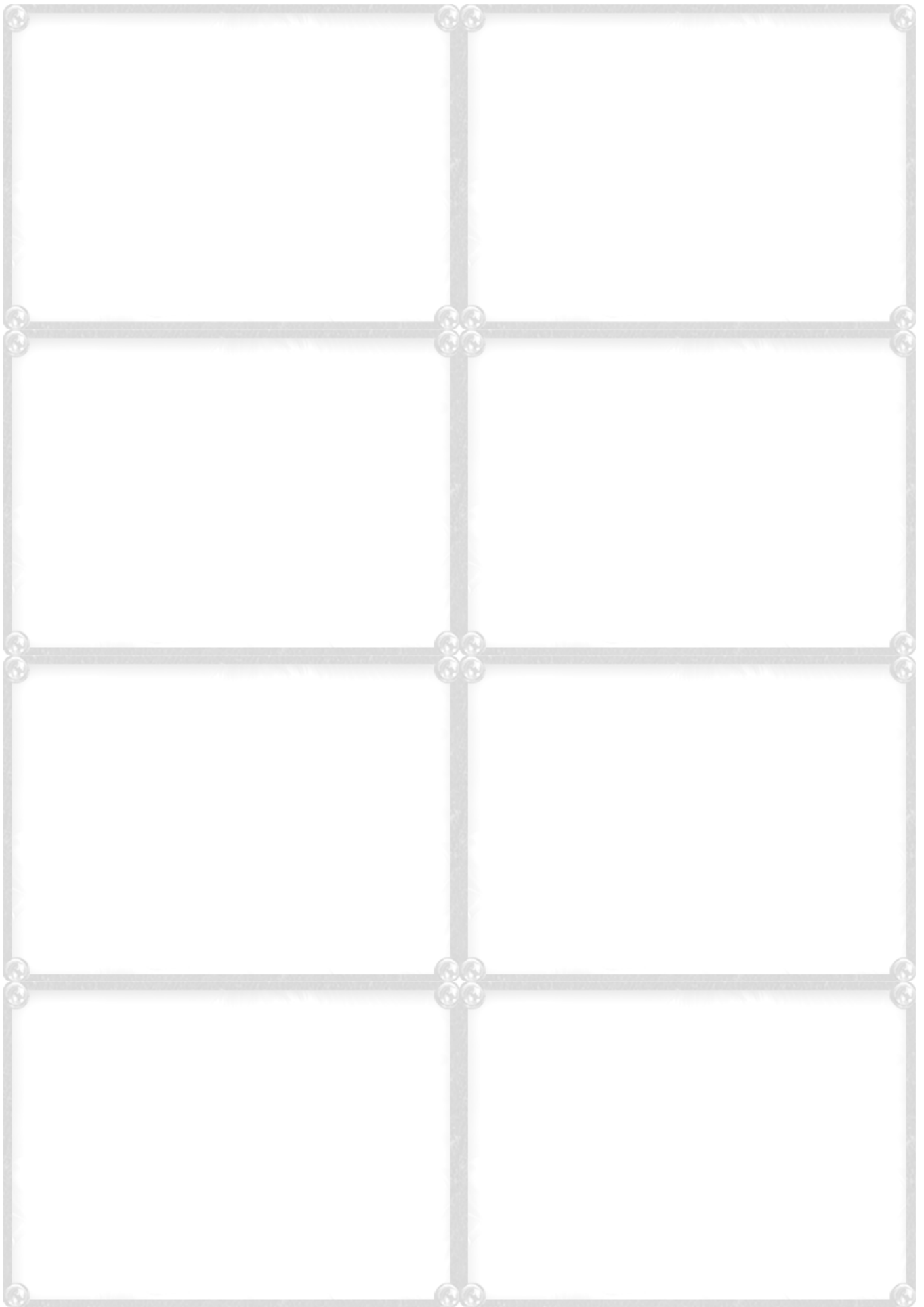
The discipline of the White Raven stresses that an army is effective only when its members are motivated to fight. In the face of a daunting enemy or unexpected hardship, the most skilled warrior is worthless if he lacks strength of will.

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When you adopt the bolstering voice stance, you shout encouragement to your allies, disparage your foes, and lend much-needed support to raise your allies' spirits. By drawing on the example you set, your allies harden their will to fight and battle on despite your enemies' attempts to turn them aside.

While you are in this stance, all allies within range who can hear you gain a +2 morale bonus on Will saves, or a +4 morale bonus on Will saves against fear effects.





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