

Prestige in the Realms: Volume 1

by Thomas M. Costa

Introduction

Welcome to “Prestige in the Realms,” a mix of 22 prestige classes I’ve used in my Realms campaign, created for the Realms, or in a few cases tweaked to fit the Realms. In many cases, they fill gaps that have not yet been filled in the conversion of the previous editions of the game to 3.5E; others are more original. I hope you enjoy them.

Good gaming,

Tom

About the Author

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Acknowledgement

Thanks to Eric L. Boyd for his always ready and able assistance.

Open Game Content

The only open game content, as defined by the Open Gaming License (see Appendix: License below), in this document is the despot, forest runner, kyorlin velve warrior, tunnel warder, varde elgg gladiator, and all sidebars denoted with “[OGL]” with the notable exception of any and all other references to the Forgotten Realms, a trademark of Wizards of the Coast, Inc. However, the author happily makes available any d20 conversion to Wizards of the Coast for its own use.

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What You Need to Play

To make the best use of “Prestige in the Realms,” you should have the *Player’s Handbook v.3.5*, *Dungeon Master’s Guide v.3.5*, *Monster Manual v.3.5*, *Forgotten Realms Campaign Setting*, *Player’s Guide to Faerûn*, *Complete Warrior* (for feats used in the despot and varde elgg gladiator, though alternative 3E sources exist as well), *Oriental Adventures* and the *Oriental Adventures* web enhancement (for the roushi), and *Shining South* (for the jordanin feats and template appendix, though an alternative 3E source exist as well). This file also references or suggests options utilizing the 3E *Arms and Equipment Guide*, *Defenders of the Faith*, 3E *Draconomicon*, *Eberron Campaign Setting*, *Expanded Psionics Handbook*, *Faiths and Pantheons*, *Magic of Faerûn*, *Masters of the Wild*, 3E *Monster Manual 2*, *Monster Manual 3*, *Planar Handbook*, *Races of Faerûn*, *Savage Species*, *Sword and Fist*, *Underdark*, 3E *Unearthed Arcana*, and other sources, though none of these products are necessary to use the material in this file.

Several of the sidebars are denoted as updated, new, or variant. Updated material is updated from 3E, new material is either updated from 1E or 2E or original material, and variant material is a way to tweak existing game material.

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Battledancer of Chult

For centuries or more, the slave trade has been a sad fact of life for its victims throughout southwestern Faerûn from Calimshan to the Lake of Steam to the Vilhon Reach. Many slaves have learned to accept their pathetic lot in life. However, some few have found ways to rebel. Many Chultan slaves, for example, transformed their traditional dances and rituals into a fierce battle style that was easily hidden from their masters. Soon, the Chultans had shared this martial style with their fellow slaves, spreading the teachings and skills across the Chultan peninsula, Calimshan, the Lake of Steam, the Shaar, and parts of the Vilhon Reach. And over the last several centuries, many of the slave revolts in the South have been led by battledancers. Today, battledancers are no longer strictly from Chult but include all races and ethnic groups. There are even secretive groups of free men that train, much as monks, as battledancers.

Battledancers are skilled in an acrobatic form of martial arts that emphasizes the use of the feet in combat. Battledancer lore teaches that the hands are for good works such as crafting and tenderness, while the feet, usually in touch with the dirt, are relegated to the unclean work of battle.

Battledancers organize themselves into circles, where they can practice both the rhythmic music that drives their movements and the battle skills for which they are increasingly famed. These circles are usually secretive groups of around 15 members, but capable of ranging from 5 to 30, and frequently exist within slave society. Each circle usually has a leader, but such recognition is nominal at best as each battledancer is treated as an equal and takes his or her turn as leader of the circle's musical bateria.

Most battledancers are monks or multiclassed bard/fighters or rogue/fighters. Few other classes have the requisite acrobatic talent or combat abilities necessary to qualify or excel as battledancers.

Hit Die: d8.

Requirements

To qualify to become a battledancer of Chult, a character must fulfill all the following criteria.

Alignment: Any nonchaotic, nonevil.

Skills: Balance 5 ranks, Jump 5 ranks, Perform (percussion instruments) 5 ranks, Tumble 8 ranks.

Feats: Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack.

Special: The character must be a member in good standing of an organized circle of battledancers.

Class Skills

The battledancer of Chult's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Heal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Battledancers of Chult are proficient with all simple weapons and blowguns. They gain no proficiency with any types of armor or shields.

Improved Feint (Ex): A battledancer stays in constant motion during battle, making it difficult for opponents to determine from where the next attack may be coming. At 1st level, a battledancer gains Improved Feint as a bonus feat.

Monk Abilities (Ex): A battledancer has the flurry of blows, unarmed damage, AC bonus, and unarmored speed bonus of a monk with as many levels as his battledancer levels plus his monk levels (if any). (See pages 40-41 of the *Player's Handbook*.)

Uncanny Dodge (Ex): Starting at 2nd level, a battledancer can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If a battledancer already has uncanny dodge from a different class (such as a rogue, for example) he automatically gains improved uncanny dodge (see below) instead.

Ki Strike (Su): At 3rd level, a battledancer's unarmed attacks are empowered with ki. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction (see Damage Reduction on pages 291-292 of the *Dungeon Master's Guide*). At 7th level, his unarmed attacks are also treated as good weapons for dealing damage to creatures with damage reduction.

Rhythm Music (Su): The rhythmic singing of the battledancer can inspire and protect him during battle. At 3rd level, the battledancer gains the rhythm music ability. This ability works exactly like the bardic music ability (see page 29 of the *Player's Handbook*) except as detailed below. Rhythm music may be used once per battledancer level per day. Each rhythm music effect

requires one daily use of the rhythm music ability. The following bardic effects become available to him immediately, subject to their usual Perform skill requirements: inspire courage, inspire greatness, and inspire heroics. In addition, the battledancer gains access to the following additional rhythm music effects.

Steel Will (Su): A battledancer with 9 or more ranks of Perform skill can use music to steel his own mind and the minds of all his allies within 30 feet able to see and hear him. A creature whose mind is so steeled gains a +2 morale bonus to all Will saves. The effect lasts for as long as the ally hears the battledancer sing and for up to 5 rounds thereafter. Steel wills is a mind-affecting ability.

Heart Beat (Su): A battledancer with 12 or more ranks of Perform skill can use music to protect his soul as by a *death ward* spell. The effect lasts for as long as the battledancer sings.

Mind Blank (Su): A battledancer with 15 or more ranks of Perform skill can use music to protect his mind as by a *mind blank* spell. The effect lasts for as long as the battledancer sings.

Prone Fighting (Ex): At 4th level, the battledancer is so accustomed to rolling and spinning on the ground, he can make an attack from the prone position and suffer no penalty to his attack roll. Opponents who attack the battledancer while he is prone do not get the +4 melee attack bonus they ordinarily would receive. In addition, the battledancer may stand up, should he wish, from a prone position as a free action.

Improved Defensive Fighting (Ex): The fact the battledancer is perpetually whirling and spinning makes him a difficult target to hit. At 5th level, when fighting defensively, he gains a +4 dodge bonus to AC rather than the normal +2 bonus or the +3 bonus for having 5 or more ranks in Tumble. When executing the total defense standard action, he gains a +8 dodge bonus to AC rather than the usual +4 bonus or the +6 bonus for having 5 or more ranks in Tumble.

Quick Kick (Ex): Beginning at 5th level, if a battledancer can catch an opponent when he is unable to defend himself effectively from the battledancer's whirling feet, the battledancer can strike a vital spot for extra damage. Whenever a battledancer's target is denied his Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus to AC or not) or when the battledancer flanks his target, the battledancer deals an extra 1d6 points of lethal or nonlethal damage, as the battledancer chooses, with his unarmed melee attack. The extra damage increases to 2d6 at 9th level. The extra damage from the quick kick ability stacks with extra damage from sneak attack whenever both would apply to the same target.

A battledancer can only use quick kick against living creatures with discernible anatomies – undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to quick kick damage. The battledancer must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A battledancer cannot make a quick kick while striking a creature with concealment or striking the limbs of a creature whose vitals are out of reach.

Circle Music: The singing and performing of many battledancers in a bateria (see below) can cause many wondrous effects. At 6th level, the battledancer gains the circle music ability. This ability works exactly like the bardic music ability (see page 29 of the *Player's Handbook*) except as detailed below. Circle music may be used once per three battledancer levels per day. Each circle music effect requires one daily use of the circle music ability. In addition, the battledancer must lead a number of other performers in order to make use of circle music. Each circle music effects requires a number of additional performers equal to the Perform ranks required to use the circle music effect minus 10. For example, in order for a battledancer to *neutralize poison*, he must be joined by 3 other performers. Each additional performer must make a successful Perform check (DC 10) to participate in the circle music. The caster level for all circle music effects is equal to the battledancer's Perform skill ranks –3. All circle music effects are Charisma-based.

Break Enchantment (Sp): A battledancer with 12 or more ranks in Perform can use music to create an effect equivalent to a 5th-level *break enchantment* spell. Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A battledancer can't use *break enchantment* on himself.

Mass Bear's Endurance (Sp): A battledancer with 12 or more ranks in Perform can use music to create an effect equivalent to a 5th-level *mass bear's endurance* spell. This ability functions on all allies within 30 feet.

Mass Bull's Strength (Sp): A battledancer with 12 or more ranks in Perform can use music to create an effect equivalent to a 5th-level *mass bull's strength* spell. This ability functions on all allies within 30 feet.

Mass Cat's Grace (Sp): A battledancer with 12 or more ranks in Perform can use music to create an effect equivalent to a 6th-level *mass cat's grace* spell. This ability functions on all allies within 30 feet.

Sure Striking (Sp): A battledancer with 12 or more ranks in Perform can use music to allow all allies within 30 feet to treat their attacks as if they were made with cold iron, silver, magic, good, and lawful weapons for the purpose of dealing damage to creatures with damage reduction (see Damage Reduction on pages 291-292 of the *Dungeon Master's Guide*). This spell-like ability is treated as a 5th-level spell and lasts for 1 minute per level.

Neutralize Poison (Sp): A battledancer with 13 or more ranks in Perform can use music to create an effect equivalent to a 4th-level *neutralize poison* spell. Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet.

Remove Disease (Sp): A battledancer with 13 or more ranks in Perform can use music to create an effect equivalent to a 4th-level *remove disease* spell. Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet.

Dispel Evil (Sp): A battledancer with 14 or more ranks in Perform can use music to create an effect equivalent to a 5th-level *dispel evil* spell. Using this ability requires 1 full round of uninterrupted concentration and music.

Heal (Sp): A battledancer with 14 or more ranks in Perform can use music to create an effect equivalent to a 5th-level *heal* spell. Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet.

Control Weather (Sp): A battledancer with 15 or more ranks in Perform can use music to create an effect equivalent to a 6th-level *control weather* spell. Using this ability requires 10 minutes of uninterrupted concentration and music.

Summon Monster VI (Sp): A battledancer with 15 or more ranks in Perform can use music to create an effect equivalent to a 6th-level *summon monster VI* spell. Using this ability requires 1 full round of uninterrupted concentration and music.

Raise Dead (Sp): A battledancer with 16 or more ranks in Perform can use music to create an effect equivalent to a 5th-level *raise dead* spell. Using this ability requires 10 minutes of uninterrupted concentration and music, and it functions on a single target within 30 feet.

Restoration (Sp): A battledancer with 16 or more ranks in Perform can use music to create an effect equivalent to a 5th-level *restoration* spell. Using this ability requires 10 minutes of uninterrupted concentration and music, and it functions on a single target within 30 feet.

Greater Feint (Ex): The constant acrobatics of battledancers increases their ability to mislead their opponents. At 7th level, a battledancer gains a +4 bonus on all Bluff checks to feint in combat.

Improved Uncanny Dodge (Ex): A battle dancer of 8th level or higher can no longer be flanked; he can react to opponents on opposite sides of her as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the battledancer has class levels.

Whirlwind Attack (Ex): At 9th level, battledancers gain Whirlwind Attack as a bonus feat.

Defensive Roll (Ex): At 10th level, battledancers can roll with a potentially lethal blow to take less damage from it. Once per day, when a battledancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if he's successful, he takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute the defensive roll – if he is denied his Dexterity bonus to AC, he can't roll. Since this effect would not normally allow a character to make a Reflex save for half damage, a rogue's evasion ability does not apply to the defensive roll.

Ex-Battledancers: A battledancer who becomes chaotic or evil cannot gain new levels as a battledancer, but retains all current battledancer abilities.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Improved Feint, monk abilities
2nd	+1	+3	+3	+0	Uncanny dodge
3rd	+2	+3	+3	+1	Ki strike (magic), rhythm music
4th	+3	+4	+4	+1	Prone fighting
5th	+3	+4	+4	+1	Improved defensive fighting, quick kick +1d6
6th	+4	+5	+5	+2	Circle music
7th	+5	+5	+5	+2	Greater feint, ki strike (good)
8th	+6	+6	+6	+2	Improved uncanny dodge
9th	+6	+6	+6	+3	Quick kick +2d6, Whirlwind Attack
10th	+7	+7	+7	+3	Defensive roll

New Equipment [OGL]

Battledancers participate in the *bateria*, an ensemble of musicians and singers that perform to their acrobatic combat. The ensemble plays a mix of the *berimbau* (see below), *reco-reco* (see below), *agogo* (a hand bell), *pandeiro* (a tambourine), and *atabaque* (a small conga drum) to back up their ritualized rhythmic singing.

Berimbau: The *berimbau* is one-stringed, bowed musical instrument to which is attached a hollowed-out gourd. The player holds a small rattle in his hand while striking the bowstring with a small stick. The *berimbau* is a percussion instrument.

Reco-reco: The *reco-reco* is a notched piece of bamboo or gourd played by scraping it with a thin stick in a fashion similar to a washboard. The *reco-reco* is a percussion instrument.

Credit

Author Thomas M. Costa, based on original material by Joseph R. Ravitts. The battledancer originally appeared in *Dragon Magazine* #159 (1990).

Design Notes

Battledancers are based on the capoeira fighting style developed by and to some extent history of the African slaves in Brazil. A similar place for battledancers is easily found in the slave cultures of southern Faerûn.

The easiest way to become a battledancer is as a Mnk6 or nonhuman Mnk9; note that Improved Trip and Improved Unarmed Strike are class features of the monk. That said a human rogue or bard 4/fighter 2, could also qualify. Other multiclass combinations could also work. However, the monk prestige class stacking language makes the class somewhat less attractive to other classes.

Note that while most characters will enter this class as single-class monks, not all will. Consequently, while most will already have ki strike (magic) upon entering the class, not all will. Thus the first ki strike ability is magic.

Monk abilities language is modeled on the tattoo monk in *Complete Warrior*, uncanny dodge, quick kick, improved uncanny dodge, and defensive roll on the rogue abilities, rhythm music and circle music on the bard's music ability, ki strike on the monk ability, prone fighting on the feat of the same name in *Sword and Fist* and *Complete Warrior*, and quick kick also on the sudden strike ability of the Crinti shadow marauder in *Shining South*.

Blood Pirate of the Fallen Stars

Thugs and cutthroats in every port lay claim to the title “pirate,” but few can compete with the so-called “blood pirates” of the Inner Sea, groups like the Brotherhood of the Red Tide and Immurk’s Band, the most notorious pirates of the Realms. These buccaneers will ambush almost any ship, swinging aboard, cutlasses and hand gaffs sending foes down to Davey Jones’ locker. Once they have overpowered their target, the pirates liberate the cargo and make good their escape, often setting the attacked vessel aflame.

Whether they operate out of the Dragonisle itself or are based on one of the many smaller islands that poke above the waves of the Inner Sea, the blood pirates of the Sea of Fallen Stars are a menace to shipping and commerce throughout the region. In particular, the sea lanes of the northern Inner Sea, especially those running from the Lake of Dragons to Procampur and from Procampur to Thesk, are commonly considered pirate-infested.

Rogues, rogue/fighters, rogue/warriors, expert/fighters, and expert/warriors from all over the Inner Sea lands make up the bulk of blood pirates. A few of the more brutal pirates are multiclassed as barbarians and even fewer as bards or rangers.

This prestige class can serve as a model for the DM to develop similar mariner, pirate, privateer, or sailor prestige classes.

Hit Die: d8.

Requirements

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

Alignment: Any nonlawful, nongood.

Base Attack Bonus: +4.

Skills: Appraise 2 ranks, Balance 4 ranks, Bluff 2 ranks, Climb 4 ranks, Intimidate 2 ranks, Knowledge (sea [see below]) 4 ranks, Profession (sailor) 6 ranks, Sleight of Hand 2 ranks, Use Rope 4 ranks.

Feats: Mariner (see below) or Stormheart (see the *Player’s Guide to Faerûn*); Martial Weapon Proficiency (cutlass [see below], rapier, or short sword); Persuasive or Thug (see the *Player’s Guide to Faerûn*); Quick Draw.

Special: A character must take at least three voyages as a crewman on a pirate ship.

Class Skills

The blood pirate’s class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (sea [see below]) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Speak Language (n/a), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the blood pirate prestige class.

Weapon and Armor Proficiency: Blood pirates are proficient with all simple and martial weapons, and light armor. They gain no proficiency with armor or shields. Blood pirates often fight with the cutlass (see below), dagger, rapier, or short sword as their primary weapon. Secondary weapons often include the belaying pin (as club, but costs 2 cp), boarding pike (as shortspear), dagger, hand gaff (see below), fishing gaff (see below), and short sword. Missile weapons of all sorts are also popular.

Reckless Abandon (Ex): No one fights quite like a pirate. Scorning heavy armor, the pirate defies death with his fearlessness. At 1st level, a blood pirate adds his Charisma modifier (if positive) as a dodge bonus to his Armor Class when wearing no armor or light armor (and not carrying a heavy load).

Press Ganger (Ex): Not everyone chooses the pirate life. Sometimes a captain needs more crew, and the only way to get them is by force. A blood pirate quickly becomes an expert at subduing landlubbers. At 2nd level, blood pirates can deal nonlethal damage with a weapon that deals normal damage without suffering a –4 penalty on the attack.

Sea Legs (Ex): Blood pirates are never nauseated and learn to stay on their feet during fair weather and foul. At 2nd level, blood pirates no gain a +2 competence bonus on all Balance checks. A successful Balance check (DC 15) by the blood pirate allows for a full move instead of a half move on and negates any penalties for uneven ground, such as a ship’s deck in rolling seas, and any higher ground bonuses that opponents might otherwise have. A failed check still means no movement at all. Moreover, when fighting aboard a ship in seas of at least three-foot swells, blood pirates learn to time their attacks with the rocking of the ship. A separate Balance check (DC 15) each round grants the blood pirate the benefits of attacking from higher ground (a +1 bonus to melee attacks).

Two-Weapon Fighting (Ex): Blood pirates rarely have shields at hand and instead learn to fight with a cutlass and whatever else is at hand. At 3rd level, blood pirates gain Two-Weapon Fighting as a bonus feat.

Rigging Scrambler (Ex): Experienced seamen can climb rigging and ropes with the speed and dexterity of a monkey. Starting at 4th level, a blood pirate can climb ropes or rope ladders at an accelerated rate without suffering a –5 penalty to Climb checks. Blood pirates may apply their Dexterity modifier instead of their Strength modifier to their Climb skill. They retain their Dexterity bonus to AC while climbing or fighting on rigging, ropes, or even masts. Furthermore, opponents gain no bonus to hit in these circumstances.

If a number of overhead ropes or booms are nearby (and on a ship, they almost always are), a blood pirate can grab one and swing up to 20 feet in a straight line as a move-equivalent action or as the movement portion of a charge action. If the blood pirate makes a successful Use Rope check (DC 15), this movement doesn't provoke attacks of opportunity for moving through threatened squares. In addition, a successful Use Rope check (DC 25) allows the character to move (normally, not swinging) up to 20 feet through occupied squares without provoking attacks of opportunity. Failure in either case means the blood pirate swings through the desired area but provokes attacks of opportunity normally. The rigging scrambler ability can be used on land as well – amid rooms with a tapestries and chandeliers, for example.

Sea Lore (Ex): Like a bard, at 4th level, a blood pirate has a knack for picking up odds and ends of lore. This ability works exactly like the bardic knowledge ability of the bard class, except the knowledge check bonus is equal to half his blood pirate level + his Intelligence modifier. If a blood pirate has bard levels (or levels in another class with the same ability, such as loremaster), half of his blood pirate levels and all of his bard levels (or levels in the other appropriate class) stack for the purposes of using bardic knowledge.

Life Is Cheap (Ex): In the chaos of close-quarters shipboard fighting, pirates must be quick to survive. Foes must be dispatched with alacrity, and pirates learn effective if messy techniques to do so. At 5th level, blood pirates can perform a coup de grace as a standard action instead of a full round action.

Animal Companion (Ex): At 6th level, the blood pirate can gain an animal companion selected from the following list: cat, crocodile, dire rat, dog, riding dog, monkey, parrot (see below), rat, or constrictor snake. This animal is a loyal companion that accompanies the blood pirate on his adventures as appropriate for its kind. In most cases, the animal companion functions as a sentry, scout, or hunting animal, rather than as a protector.

This ability functions like the druid ability of the same name (see pages 35-36 of the *Player's Handbook*), except the blood pirate's effective druid level is equal to one-half his class level. For example, the animal companion of a 6th-level blood pirate would be the equivalent of a 3rd-level druid's animal companion.

Fearsome Reputation (Ex): Blood pirates develop a bloodthirsty and dishonorable reputation on the high seas. At 6th level, unless the blood pirate is going incognito, he gains a +6 circumstance bonus on Intimidate checks. Failure to live up to his reputation at any point may (at the DM's discretion) negate this bonus in part or in full.

Lightning Parry (Ex): At 7th level, a blood pirate with a light weapon in his off-hand can use it to parry incoming melee attacks. This adds +2 to the pirate's AC for the round, and the off-handed weapon cannot be used to attack while executing a lightning parry.

Epithet (Ex): At 8th level, a blood pirate has earned a threatening epithet or nickname that becomes known far and wide, further enhancing his reputation. If the blood pirate owns a ship worth at least 10,000 gp and has the Leadership feat (see page 106 of the *Dungeon Master's Guide*), he gains a +4 bonus to his Leadership score.

Wind at Your Back (Ex): At 8th level, the blood pirate has become a master at eking every bit of propulsion out of his crew and the prevailing winds. Any ship he captains moves 1 mile per hour faster than normal.

Concealed Weapon Attack (Ex): A blood pirate often hides small daggers up his sleeves or in his boots (see the Sleight of Hand skill on pages 81-82 of the *Player's Handbook*). At 9th level, a blood pirate gains the ability to sneak attack opponents with concealed weapons. This functions identically to the rogue's sneak attack ability (see page 50 of the *Player's Handbook*), except he can use it only to make sneak attacks with concealed weapons. The blood pirate's extra damage on the successful sneak attack is +2d6. The extra damage from the concealed weapon attack ability stacks with extra damage from sneak attack whenever both would apply to the same target.

Pirate's Curse (Su): At 10th-level, the blood pirate gains his most feared ability: the pirate's curse. In his last moments of life, the pirate can pronounce a curse on a person or small group of people (no more than 1d4+1). This ability has the same effect as a *bestow curse* spell cast by a 20th-level sorcerer. Typical targets include the pirate's killers or those who steal his treasure. The curse may be given a trigger ("May my curse strike down the first scurvy dog to wield my cutlass in battle.") DMs should feel free to make up curse effects other than those listed in the *Player's Handbook*. Curses should be both vengeful and appropriate to the crime. The blood pirate's ghost haunting the family of his killer for three generations, for instance, has a lot more flavor than a simple die roll penalty.

Scourge of the Seas (Ex): A 10th-level blood pirate's exploits have become so legendary that hundreds of able sailors are willing to sign on as his crew for no compensation other than a share of the booty. When determining the number of followers allowed for a blood pirate with the Leadership feat, quadruple the amounts listed on the Leadership table on page 106 of the *Dungeon Master's Guide*. High-level blood pirates can use this influx of sailors to crew pirate fleets of up to a dozen ships. Any small city's dock district has enough brigands and sailors (an even mix of warriors and experts) to crew a single ship, and a larger city can provide the crew for an entire fleet.

Ex-Blood Pirates: A blood pirate who becomes good or lawful cannot gain new levels as a blood pirate. Tenth-level blood pirates also lose the pirate's curse ability. In addition, several other class features, while not lost, may lose their effectiveness depending on the situation (and the DM's discretion), including the fearsome reputation, epithet, and scourge of the seas abilities.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Reckless abandon
2nd	+2	+0	+3	+0	Press ganger, sea legs
3rd	+3	+1	+3	+1	Two-Weapon Fighting
4th	+4	+1	+4	+1	Rigging scrambler, sea lore
5th	+5	+1	+4	+1	Life is cheap
6th	+6	+2	+5	+2	Animal companion, fearsome reputation
7th	+7	+2	+5	+2	Lightning parry
8th	+8	+2	+6	+2	Epithet, wind at your back
9th	+9	+3	+6	+3	Concealed weapon attack +2d6
10th	+10	+3	+7	+3	Pirate's curse, scourge of the seas

New Knowledge Subskill [OGL]

Knowledge (Sea)

Below is a new field of the Knowledge skill.

- Sea (navigation and seamanship, weather and currents, heavenly bodies and direction, banners and flags, customs and rituals, superstitions and legends, sea life and aquatic monsters).

Special: You may use Knowledge (sea) to determine direction when in the open outdoors. The DC for determining direction is 10 in clear skies, but can range up to DC 30 in the worst hurricanes.

Classes with Knowledge (dungeoneering) or Knowledge (geography) may trade that class skill for Knowledge (sea).

Synergy: If you have 5 or more ranks of Knowledge (sea), you get a +2 bonus on Profession (sailor) checks.

New Feat [OGL]

Mariner [General]

You have acquired your sea legs after spending time at sea.

Benefit: You get a +2 bonus on all Profession (sailor) and Use Rope checks.

New Weapons

Cutlass: This heavy, short-bladed, curved sword is similar to a scimitar but includes a basket hilt. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed. The basket hilt also lets the wielder deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with the basket hilt is otherwise considered an unarmed attack. A wielder with multiple attacks may use the cutlass' normal slashing attack and its punching attack interchangeably. It is popular among human and halfling sailors and pirates.

Fishing Gaff: A fishing gaff is a 4-foot length of wood with a barbed metal hook at the end. Because of the fishing gaff's curved hook, a proficient wielder can make trip attacks with it at a +2 bonus. If the wielder is tripped during his own trip attempt, he can drop the gaff to avoid being tripped. Finally, when using a fishing gaff, the wielder gets a +2 bonus on his opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if he fails to disarm his opponent).

Hand Gaff: A hand gaff is a short T-handled, barbed, metal hook used to boat fish or handle heavy crates. In addition, when using a hand gaff, the wielder gets a +2 bonus on his opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if he fails to disarm his opponent). For 8 gp, a hook can be attached in place of a missing hand, which provides a character with a weapon that cannot be disarmed.

Simple Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapon</i>							
Hand gaff	5 sp	1d3	1d4	x3	—	2 lb.	Piercing

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapon</i>							
Cutlass	15 gp	1d4	1d6	19-20/x2	–	3 lb.	Slashing and piercing
Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>One-Handed Melee Weapon</i>							
Fishing gaff	2 gp	1d4	1d6	x3	–	5 lb.	Piercing

New Animal [OGL]

Parrot: CR 1/8; Tiny animal; HD 1/2d8; hp 2; Init +3; Spd 10 ft., fly 40 ft. (average); AC 16, touch 15, flat-footed 13; Base Atk +0; Grp -12; Atk -2 melee (1d3-4, bite); Full Atk bite -2 melee (1d3-4, bite); Space/Reach 2½ ft./0 ft.; SQ low-light vision; AL N; SV Fort +2, Ref +5, Will +2; Str 3, Dex 17, Con 10, Int 2, Wis 14, Cha 7.

Skills and Feats: Listen +6, Spot +6*; Alertness. * Parrots get a +4 racial bonus to Spot checks in daylight.

Credit

Author Thomas M. Costa, based on original material by David Noonan, John D. Rateliff, Chris Pramas, and Matt Forbeck. The dread pirate originally appeared in *Song and Silence* (2001) and the Freeport pirate on Green Ronin's website and then in *Freeport: City of Adventure* (2002), both of which inspired the blood pirate.

The cutlass is based on original material by Andy Collins, Ed Greenwood, Sean K. Reynolds, Skip Williams, and Rob Heinsoo. Different 3E versions of the cutlass have appeared in *Polyhedron* #151 (2002; *Dungeon Magazine* #92) and the *Forgotten Realms Campaign Setting* (2001). The gaffs are based on original material by Richard Lee Byers, L. Richard Baker III, Skip Williams, and Frank Bruner. The 3E fishing gaff appeared in *Dragon Magazine* #283 (2001), the 2E version of the hand gaff in *The Complete Fighters Handbook* (1989) and *Player's Option: Combat & Tactics* (1995), and the 3E hook in *Dragon Magazine* #318 (2004).

Design Notes

Blood pirates are inspired by the outlaw/pirate in the *Complete Fighter's Handbook*, buccaneer in the *Complete Thief's Handbook*, the Pirate Isles entries in *Wizards and Rogues of the Realms* and *Warriors and Priests of the Realms*, the mariner by Scott Bennie in *Dragon Magazine* #107 (1986), dread pirate in *Song and Silence*, and Freeport pirate in Green Ronin's *Freeport: City of Adventure* and free web download.

The quickest way to become a blood pirate is to be some combination of 1st-4th level human bard, expert, or rogue multiclassed with a 1st-4th level barbarian, fighter, ranger, or warrior. Nonhumans need to multiclass as fighters in order to meet the feat requirement. Technically, a human expert/ranger is the easiest way to meet the requirements, however being an expert costs the character rogue abilities and being a ranger gives the character several skills for which they will have little use. Consequently, a rog1/ft4 or rog3/ft2 are probably the best options. A 6th-level bard, expert, or rogue can also meet the requirements. Other class combinations will find the base attack bonus and/or skill requirements difficult to meet quickly.

Fearsome reputation, wind at your back, epithet, concealed weapon attack, and scourge of the seas are adapted from the dread pirate in *Song and Silence*. Reckless abandon, press ganger, life is cheap, animal companion, lightning parry, and pirate's curse are adapted from the Freeport pirate in *Freeport: City of Adventure*. Weapon and armor proficiency, sea legs, and rigging scrambler are adapted from both the dread pirate and Freeport pirate. Sea lore is adapted from the Harper mage in *Magic of Faerûn*. The language for most abilities has been altered and/or edited.

Knowledge (sea) fills a hole not filled by the other Knowledge subskills. It is crafted to work with both the blood pirate and stormharbor (see below).

The cutlass originally appeared in *Polyhedron* #151 and the *Forgotten Realms Campaign Setting*. This version combines aspects of both. Both gaffs originally appeared in *Dragon Magazine* #283 and various 2E sources. They were modified to more closely match up with one another.

Parrot Math: AC +2 size, +3 Dex, +1 natural; Grp 0 BAB -4 Str -8 size = -12; Atk 0 BAB -4 Str +2 size = -2; Fort +2 +0 Con = +2, Ref +2 +3 Dex = +5, Will 0 +2 Wis = +2; Listen and Spot 2 +2 Wis +2 Alertness = +6.

Circle Singer of Angharradh

Angharradh is the face of the power who is both three separate goddesses – Aerdrie Faenya, Hanali Celanil, and Sehanine Moonbow who are collectively known as the Three—as well as a single goddess – the One – who subsumes their separate aspects. The Triune Goddess presents many different faces, depending upon circumstances. In spring and during harvest time she is a fertility goddess. She watches over the planting of crops, blesses births, and keeps the land green and growing. In wartime, she is a grim warrior deity who wields a red sword and mercilessly slays the enemies of the elves. When wisdom is required, the One and the Three is a source of guidance and council. Among the Fair Folk, Angharradh is worshiped nearly exclusively by moon elves and a handful of half-moon elves. The other elven subraces worship Angharradh's aspects as separate goddesses.

Clergy of Angharradh serve the Triune Goddess much like the clerics of Aerdrie Faenya, Hanali Celanil, and Sehanine Moonbow. Most clergy of the Triune Goddess are affiliated with one aspect of the Three, and their activities reflect their association with that particular aspect. Like their goddesses and goddess, circle singers can be impulsive and whimsical like the Winged Mother, romantic and affectionate as the Heart of Gold, and serene and ephemeral like Daughter of the Night Skies. Nevertheless, they recognize their role is in the One's aspect as a goddess of protection and renewal, offering the wisdom that comes from compromise of ideas and attitudes. Regardless or perhaps consequently, almost all circle singers are clerics of Aerdrie Faenya, Hanali Celanil, or Sehanine Moonbow, though some take up the worship of the One and Three directly. Some few also multiclass as runecasters (see pages 69-71 of the *Player's Guide to Faerûn* and page 58 of the *Forgotten Realms Campaign Setting*), known as totem sisters among the elves.

Hit Die: d8.

Requirements

To qualify to become a circle singer of Angharradh, a character must fulfill the following criteria:

Race: Elf or half-elf.

Patron: Aerdrie Faenya, Hanali Celanil, or Sehanine Moonbow.

Alignment: Chaotic good.

Skills: Heal 2 ranks, Knowledge (religion) 10 ranks, Perform (sing) 2 ranks, Profession (farmer) 2 ranks.

Spells: Ability to cast 4th level divine spells.

Special: Must believe that Angharradh is the One and the Three, a goddess who subsumes the separate aspects of the Aerdrie Faenya, Hanali Celanil, and Sehanine Moonbow, and simultaneously the three separate goddesses (a belief only common among the silver elves).

Class Skills

The circle singer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the circle singer of Angharradh.

Weapon and Armor Proficiency: Circle singers gain no proficiency with weapons, armor, or shields.

Spells per Day: A circle singer continues advancing in divine spellcasting ability. Thus, when a new circle singer level is gained, the character gains new divine spells per day and spells known as if she had gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This means she adds the level of circle singer to the level of another divine spellcasting class she has, then determines spells per day and caster level accordingly.

If the character had more than one divine spellcasting class before she became a circle singer, she must decide which class to assign each level of dwarven chanter for the purpose of determining divine spells per day and spells known.

Bonus Domain: At 1st and again at 3rd level, a circle singer gains one of the following domains as a bonus domain: Chaos, Elf^{FR}, Good, Knowledge, Plant, Protection, or Renewal^{FR}. The circle singer gains the domain's granted power and may choose the domain's spells as spells. (^{FR} See the *Forgotten Realms Campaign Setting* or the *Player's Guide to Faerûn*.)

Celebrant of Life (Ex): Angharradh is a goddess of fertility, birth, and planting. Her priests attend births, bless young children, and help with planting and harvest. At 1st level, circle singers get a +2 bonus on all Heal and Profession (farmer) checks.

Smite the Anti-Seldarine (Su): Once per day, a circle singer of at least 2nd level may attempt to smite a creature that worships a god numbered among the Anti-Seldarine, including any of the evil gods of drow, goblins, ogres, and orcs, as well as the human Gods of Fury, Auril, Malar, Talos and Umberlee, with one normal melee attack. She adds her Charisma modifier (if positive) to the attack roll and deals 1 extra point of damage per divine spellcasting level. For example a clr10/circle singer 2 armed with a longsword would deal 1d8+12 points of damage, plus any additional bonuses from high Strength or magical effects that would normally apply. If a circle singer accidentally smites a creature that is not a worshiper of an Anti-Seldarine deity, the smite has no effect, but is still used up for that day.

Circle Magic Leader (Ex): Circle singers weave cooperative magic like few others, easily pulling in divine strands from the faithful of the One and the Three. At 3rd level, the circle singer gains the ability to become a circle leader, who is the focus person for circle magic with divine casters of the One and the Three. Unlike most circle magic, participating characters do not need a specific character feat, but must be divine casters dedicated to Aerdrie Faenya, Angharradh, Hanali Celanil, or Sehanine Moonbow. See page 59 in the *Forgotten Realms Campaign Setting* for a description of circle magic.

Ex-Circle Singer: Like clerics, a circle singer who grossly violates the dogma of Angharradh loses all spells and class features and cannot gain levels as a circle singer of Angharradh until she atones (see the *atonement* spell description on pages 201-202 of the *Player's Handbook*).

Table CSA-1: The Circle Singer of Angharradh

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Bonus domain, celebrant of life	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Smite the Anti-Seldarine	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Bonus domain, circle magic leader	+1 level of existing divine spellcasting class

Credit

Author Thomas M. Costa, based on original material by Eric L. Boyd. Circle singers originally appeared in *Demihuman Deities* (1998).

Design Notes

This prestige class is adapted from *Elves of Evermeet* and *Demihuman Deities*.

The easiest way to become a circle singer is as an elf cl7, drd7, or divine bard 10 (see *Unearthed Arcana*).

Spells per day and bonus domain are adapted from the various prestige classes in *Complete Divine*, circle magic leader from the hathran in the *Player's Guide to Faerûn* and the discussion of circle magic in the *Forgotten Realms Campaign Setting*.

Despot

Places like the Moonsea are home to the savage, the ruthless, the cruel, and the strong. Such lands are filled with despots, from tin-can tyrants serving as village elders to the true oppressors that rule the cities. From Melvaunt, to Mulmaster, to Voonlar, to Zhentil Keep, many of these despots are independently dangerous, while others are in the employ of the Dark Network of the Zhentarim.

Despots are fear given form. They are unpredictable, capricious, vengeful, and brutal, and yet despite all this, they are capable of acting behind the veneer of the gentleman or lady. Those who know them, including their own people, know to obey their commands to survive and succeed. Those who don't know them, see only the gentlefolk of noble society, as quick with a ballroom dance as a trade alliance. Nevertheless, it is their dangerous and explosive passions – which are often frighteningly directed – that define the despot, leading them into positions of influence and power.

Most despots are multiclass aristocrat/barbarians or rogue/barbarians, though some also have levels in bard, expert, fighter, warrior, or even cleric. Other class combinations usually lack the necessary social skills and explosive tempers necessary to take advantage of the despot's class features.

The Lake of Steam in southern Faerûn is also known to have several petty despots with similar abilities.

Hit Die: d10.

Requirements

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

Alignment: Chaotic neutral, neutral evil or chaotic evil.

Base Attack Bonus: +4.

Base Will Save: +4.

Skills: Diplomacy 6 ranks, Intimidate 9 ranks, Knowledge (nobility and royalty) 3 ranks.

Feats: Intimidating Rage (see page 102 of the *Complete Warrior* [or for a 3E version, page 24 of *Masters of the Wild*]), Leadership, Power Attack.

Special: Ability to rage. Must be literate. Must be in a political position of authority, such as town elder, tribal chief, mayor, bishop, religious patriarch, nobility, etc.

Class Skills

The despot's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Despots are proficient with all simple and martial weapons, all types of armor (light, medium, and heavy), and shields (except tower shields).

Controlled Rage (Ex): At 1st level, despots learn to harness their violent tempers toward their greater goals. They no longer suffer a –2 penalty to AC and may use any skills or feats, cast spells and use magic items, and use abilities that require patience and concentration while raging.

Poison Use (Ex): Despots make frequent use of poison to kill or weaken their enemies. At 1st level, they never risk accidentally poisoning themselves when applying poison to a blade or trap.

Rage (Ex): A despot can enter a rage (see pages 25-26 of the *Player's Handbook*) one additional time per day at 2nd level and another time per day at 6th level.

Sneak Attack (Ex): At 2nd level, the despot gains the ability to sneak attack opponents. This functions identically to the rogue's sneak attack ability (see page 50 of the *Player's Handbook*). At 2nd level, the despot's extra damage on the successful sneak attack is +1d6 and this rises by +1d6 per two despot levels thereafter. If he already has the sneak attack ability from a previous class, the damage bonuses stack.

Brutality (Ex): At 3rd level, despots add their Strength modifier (if positive) to their Intimidate checks and the DC of their Intimidating Rage feat ability.

Insidious Insight (Ex): Despots have a knack for ferreting out what others are up to so that they can more effectively keep control. Beginning at 3rd level, despots receive a +2 circumstance bonus to Gather Information and Sense Motive checks.

Cruelty (Ex): Despots are some of the most despicable human beings, glorying in the infliction of pain and suffering on others. Torture is an art in the eyes of the despot. At 5th level, any time the despot wins an Intimidation check by 10 or more, the

opponent takes 1 point of temporary Wisdom damage. Lost Wisdom returns at the rate of 1 point per day of rest, but most despots don't give their victims a chance to recover.

Twofaced (Ex): Despots are masters of manipulation. At 5th level, despots gain a +2 competence bonus to all Bluff, Diplomacy, and Intimidate checks, and to their Leadership score.

Depravity (Ex): Upon reaching 7th level, the despot is responsible for more horrors than most sane people could have abided, and many despots have long since become insane or gone mad. The despot is now immune to spells or effects that cause confusion (such as an *insanity* spell), fear, or horror and gains a +4 morale bonus on saving throws against mind-affecting spells and effects.

Diehard (Ex): Like any true arch villain, despots will fight until their last breath. At 7th level, they gain Diehard as a bonus feat, regardless of whether they meet the feat prerequisites.

Ex-Despots (Ex): A despot who becomes any alignment but chaotic neutral, neutral evil, or chaotic evil, cannot progress in levels as a despot. A despot who also becomes lawful loses the ability to rage and the benefits of his depravity, though he retains all other benefits of the prestige class (sneak attack, poison use, etc.).

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Controlled rage, poison use
2nd	+2	+3	+0	+3	Rage +1 use/day, sneak attack +1d6
3rd	+3	+3	+1	+3	Brutality, insidious insight
4th	+4	+4	+1	+4	Sneak attack +2d6
5th	+5	+4	+1	+4	Cruelty, twofaced
6th	+6	+5	+2	+5	Rage +1 use/day, sneak attack +3d6
7th	+7	+5	+2	+5	Depravity, Diehard

Credit

Author Thomas M. Costa.

Design Notes

Despots are inspired by innumerable villains in print and on screen that have great political power and equally great tempers that they can nevertheless channel to their wicked ends.

The easiest way to become a despot is by getting 1-5 levels in aristocrat, expert, or rogue and multiclassing with 1-5 levels in barbarian, totaling 6 levels. Most other class combinations find the alignment, base attack bonus, base will save, skills, and rage ability requirements difficult to meet.

Poison use is adapted from the assassin in the DMG. Rage is adapted from the rage mage in *Complete Warrior*. Sneak attack from various prestige classes in *Complete Warrior*. Brutality is inspired by the sidebars on Intimidate on page 18 of *Masters of the Wild*. Insidious insight is adapted from the dreadmaster in *Faiths and Pantheons*. Cruelty is adapted from a reading of the torture rules in the *Book of Vile Darkness* and the break will ability of Thayan slavers in *Unapproachable East*.

I included mention of insanity, madness, and horror in the description of the depravity ability to take into consideration folks using rules about such things from *Unearthed Arcana* or the Call of Cthulhu or Ravenloft campaigns.

Dwarven Chanter

Many have attempted to analyze the dwarven ability to survive incredible hardship, their dogged nature, the immense amount of work they perform, and their successful military campaigns. Much of this success can be attributed to their chanters.

Throughout the ages, these special dwarves have passed along the secrets of their halls. A good chanter sings an alto or baritone chant at just the right frequency to create a sympathetic resonance with the heartbeat drum, making each beat sing as if the voice of a thousand dwarves were echoing the roll of the beat. They have learned the many mining, forging, marching, and war chants of their elders. In the forge and in the mine, this deep, echoing music sets the pace for the work at hand, keeping the delve in rhythm. In combat, the chanting is used to set the tempo for advances and retreats, to signal certain types of action, and to inspire courage in the doughty fighters of the delve. It is the power of these dwarven chanters that has built the steel into the dwarven spine.

The secrets of chanting have been kept hidden from outsiders for centuries, and the dwarven chanters are valued above almost all others. Of all dwarven organizations, the chanters' halls are some of the most powerful. Even kings have been overruled by the mighty chanters threatening to cease their rhythmic songs. Without the chanters, the dwarven communities would slow to a crawl, and their enemies would push them from their homes.

Dwarven chanters are most often clerics of Clangeddin Silverbeard, Deep Duerra, Dumathoin, Gorm Gulthyn, Laduguer, or Moradin. Few other classes have the discipline and skills to become dwarven chanters, though several divine bards (see *Unearthed Arcana*) and a few multi-classed arcane bards have learned the secrets of the dwarven chanters, and many have begun as experts.

Hit Die: d8.

Requirements

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

Race: Dwarf.

Alignment: Any lawful.

Base Attack Bonus: +5.

Skills: Concentration 10 ranks, Knowledge (history) 5 ranks, Perform (sing) 5 ranks, Spellcraft 5 ranks.

Feats: Endurance, Skill Focus (Knowledge [history]), Skill Focus (Perform [sing]).

Spells: Ability to cast divine spells. Clerics who are dwarven chanters must have access to the Dwarf^{FR} domain and one of the following domains: Craft^{FR}, Earth, Metal^{FR}, Strength, or War. (^{FR} See the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*. In campaigns without access to the *Forgotten Realms Campaign Setting*, clerics should have access to two of the following domains: Earth, Law, Protection, Strength, and/or War.)

Special: Must be accepted into one of the chanter halls.

Class Skills

The dwarven chanter's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Intimidation (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), Survival (Wis), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the dwarven chanter prestige class.

Weapon and Armor Proficiency: A dwarven chanter gains proficiency with the light hammer, warhammer, and maul. They gain no proficiency with any types of armor or shields.

Spells per Day: A dwarven chanter continues her devotion to the gods, though her new duties turn much of her focus to new tasks. Thus, whenever a dwarven chanter gains an odd-level (1st, 3rd, and 5th), she gains new divine spells per day and spells known as if she had gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This means she adds her spellcasting levels of dwarven chanter to the levels of another divine spellcasting class she has, then determines spells per day and caster level accordingly.

If the character had more than one divine spellcasting class before she became a dwarven chanter, she must decide which class to assign each level of dwarven chanter for the purpose of determining divine spells per day and spells known.

Chanting: At 1st level, a dwarven chanter can create powerful divine magical effects with her rhythmic chants and drumming, much like a bard's bardic music ability. A chant can be used once per dwarven chanter level plus the character's Charisma modifier per day. All effects require chanting (often accompanied by drums). As with casting a spell with a verbal

component (see Components on page 174 of the *Player's Handbook*), a deaf dwarven chanter suffers a 20% chance to fail with her chanting. If she fails, the attempt still counts against her daily limit. Certain bardic music effects – countersong, inspire courage, inspire competence, inspire greatness, and inspire heroics – have chant equivalents and are available to the dwarven chanter immediately, subject to their usual Perform skill requirements, but not their level requirements (see page 29 of the *Player's Handbook*). Dwarven chanters also know several unique chants. Use of these abilities count against the number of times per day a dwarven chanter can use her chanting ability. This ability does not stack with bardic music, virtuoso performances, or the like.

Rage Chant (Su): A dwarven chanter with 6 or more ranks in Perform can use chants to incite and maintain a barbarian's battle rages. To be affected, an ally with the ability to enter a battle rage must hear the dwarven chanter chant for a full round at any time after having entered a rage. The effect extends the duration of the battle rage for as long as the dwarven chanter continues to chant, up to an additional number of rounds equal to the maximum number of ranks in Perform the dwarven chanter possesses. In other words, rounds spent raging with rage chant do not count towards the total number of rounds a rage can be maintained. This does not change the number of times per day or per encounter that a character can enter a battle rage. The rage chant is a mind-affecting ability.

Dispel Chant (Su): A dwarven chanter with 6 or more ranks in Perform can use her chants to dispel almost any type of magical effect. As with a bard's countersong musical effect, a dwarven chanter may chant a dispel chant while taking other mundane actions, but not magical actions. The dwarven chanter can make a targeted or area dispel as the spell *dispel magic*, however, the dwarven chanter's dispel check is equal to her Perform check result. The dwarven chanter may keep up the dispel chant for 10 rounds.

Timing Chant (Su): A dwarven chanter with 6 or more ranks in Perform can use her chants to increase the speed and production of all those who have heard her chanting for at least 10 rounds. The effect lasts as long as the dwarven chanter chants and for 1 hour after the dwarven chanter stops chanting (or for 1 hour after the ally can no longer hear the dwarven chanter). While chanting, the dwarven chanter cannot fight, cast spells, activate magic items by spell completion (such as scrolls) or activate magic items by spell trigger (such as wands). Affected allies (but not the dwarven chanter herself) are immune to fatigue and exhaustion, as well as spells and effects that cause either condition, for as long as the dwarven chanter continues, whether they are marching, fighting, mining, forging, or performing general labor. The timing chant is a mind-affecting ability.

Stone Tell Chant (Su): A dwarven chanter with 9 or more ranks in Perform can use her chanting and drumming to get even the stones to talk. After chanting and drumming for at least 10 minutes, the dwarven chanter gains the ability to speak with stone and rock, as the spell *stone tell* for 10 minutes.

War Chant (Su): A dwarven chanter with 9 or more ranks in Perform can use her chanting to boost the morale of her allies and destroy the morale of her enemies. To be affected an ally must hear the dwarven chanter chant for at least 5 rounds and join in with a successful Perform check (DC 5). If successful, affected allies receive a +2 morale bonus to saving throws against charm and fear effects, initiative checks, and attack and weapon damage rolls. In addition, all enemies that can hear the chanting of the dwarven chanter and her allies must make a Will save with a DC equal to the dwarven chanter's Perform check, or suffer a -2 morale penalty to initiative checks and attack and damage rolls. The war chant is a mind-affecting ability.

Sustaining Chant (Su): A dwarven chanter with 9 or more ranks in Perform can sustain her unconscious allies, negating their need for stabilization checks while she chants. Because they are not making stabilization checks, the affected allies are neither stabilizing nor losing hit points. A sustaining chant lasts for 5 minutes or until the dwarven chanter stops chanting, whichever comes first.

Trance (Ex): Dwarven chanters have learned to place themselves into a self-induced trance, usually as they begin to feel fatigued. This takes 2d4 minutes of uninterrupted meditation and a successful Concentration (DC 20) check. Once in a trance state, the dwarven chanter becomes immune to the effects of fatigue and exhaustion for a number of hours equal to her dwarven chanter level plus her Constitution modifier. At the end of the trance, the dwarven chanter is exhausted.

Two-Weapon Fighting (Ex): Dwarven chanters learn how to fight with two hands as easily as they drum. At 2nd level, dwarven chanters gain Two-Weapon Fighting as a bonus feat.

Combat Casting (Ex): Dwarven chanters have learned to calmly work their music even through the chaos of battle. At 4th level, dwarven chanters gain Combat Casting as a bonus feat.

Resonant Heart (Ex): A dwarven chanter's force of personality eventually takes on an almost physical quality. At 5th level, the dwarven chanter adds her Charisma modifier (if positive) as a competence bonus to all Constitution checks, Concentration checks, Fortitude saves, and saves against any sonic effect. In addition, the dwarven chanter also adds her Charisma modifier (if positive) to her hit points as a one-time bonus.

Ex-Dwarven Chanters: A dwarven chanter who becomes nonlawful cannot progress in levels as a dwarven chanter, though she retains all her dwarven chanter abilities. In addition, the dwarven chanter must uphold the beliefs of her faith or risk losing her abilities just as a cleric (see Ex-Clerics on page 33 of the *Player's Handbook*).

Table DNC-1: The Dwarven Chanter

Base	Fort	Ref	Will

Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+2	+0	+2	Chanting, trance	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Two-Weapon Fighting	
3rd	+2	+3	+1	+3		+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Combat Casting	
5th	+3	+4	+1	+4	Resonant heart	+1 level of existing divine spellcasting class

Credit

Author Thomas M. Costa, based on original material by Blake Mobley, Ryan S. Dancy, David Noonan, and John D. Rateliff. The dwarven chanter originally appeared in *Complete Bard's Handbook* (1992) and heartbeat drummer in the *Hero Builder's Guide* (2000).

Design Notes

Dwarven chanters are inspired in part from the write-ups found in the *Complete Bard's Handbook*, pages 56-58, and the heartbeat drummer in the *Hero Builder's Guide*, page 14. Aside from Moradin the other gods are detailed in *Faiths and Pantheons* and older 2E sources such as *Demihumans Deities*. This is also a way of creating a divine bard of sorts.

Including alignment restrictions, dwarven deity choices are limited to: Clangeddin Silverbeard, Deep Duerra, Dumathoin, Gorm Gulthyn, Laduguer, and Moradin.

Note a straight dwarf cleric with an Intelligence 12+ can achieve this class after reaching 7th level. She should have 6 ranks in Perform as a clr7/Dwarven Chanter 1 and 9 ranks as a clr7/Dwarven Chanter 4. Multiclassing as a bard does not speed this up, as achieving the +5 attack bonus and 1 level of a cleric to cast divine spells from the Dwarf domain means multiclassing as a fighter, paladin, or ranger to gain the attack bonus, still totaling 7 levels, but also incurring an XP penalty. There are a few possible benefits to multiclassing as a bard or expert, all of the skill requirements are class skills instead of just two of them (and you don't need a high Intelligence for bonus skill points), and you can get more ranks in perform. For example, a brd1/clr7/Dwarven Chanter 1 can have 9 ranks of Perform vs. a clr7/Dwarven Chanter 2 having 7 ranks. Still, it's easier and faster to be a single-classed cleric.

Note inspire greatness and inspire heroics are not available to most chanters until after they've "graduated" from the dwarven chanter class – a typical Clr7/Dwarven Chanter 5 will have 10 ranks in perform.

I did not stack the chanting ability with the bardic music ability because their powers are based in the divine. Moreover, as divine casters, bards are unlikely to be tempted by this class, it is unlikely to come up. With the advent of the divine bard in *Unearthed Arcana*, the argument for not stacking the abilities weakens somewhat, but in order to avoid confusion, I think it is still worthwhile to avoid stacking.

Chanting language is adapted from the virtuoso performance ability of the virtuoso in *Song and Silence*. Compare the war chant to the bard's inspire courage and inspire greatness abilities.

Dwarven Wyrms Cultist

The Wyrms Cult is one of the most prominent cults in dwarven society. Its clergy worship various beasts (especially dragons and other powerful creatures that dwarves treat with respect) and seek to increase the power and wealth of its adherents by slaying and confounding enemies with the powers of beasts. Abbathor, the Great Master of Greed, secretly embraces this cult as his own and grants spells to its clergy, who are known as *noroghar* (noroghar is singular).

The Wyrms Cult can be found in isolated dwarven communities throughout Faerûn, but it seems more common in the North (especially among shield dwarves) than in areas south of the Inner Sea lands. Its priests are few and secretive, employing dwarven sympathizers as spies and rewarding them for their aid by allowing them opportunities for recreation or revenge in beast form. Consumed by a burning anger against all types of creatures who have oppressed or slain dwarves in the past, Wyrms Cult clergy have taken to attacking all non-dwarves adventurers who wander within their reach throughout the wilderness of the North. Currently in need of wealth and power, they seek both through increased influence and greater numbers of worshippers as well as through acquisition of magical items and controlled territories.

Almost all dwarven wyrms cultists are clerics, druids, rangers, or multiclass combinations of those classes. Multiclassed barbarians, fighters and rogues are also fairly common. Very few cultists are arcane spellcasters of any type.

Hit Die: d8.

Requirements

To qualify to become a dwarven wyrms cultist, a character must fulfill the following criteria:

Alignment: Neutral, Neutral Evil, Chaotic Evil.

Skills: Handle Animal 4 ranks, Knowledge (arcana) 4 ranks, Knowledge (nature) 4 ranks.

Feats: Iron Will, Noroghar of the Wyrms Cult (see below).

Spells: Ability to cast 3rd level divine spells. Clerics must have access to either the Animal or Scalykind (see the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*) domain.

Special: Must be able to speak Draconic. Must have been previously “beast shaped” at least once by a dwarven wyrms cultist and agreed to an oath of secrecy.

Class Skills

The dwarven wyrms cultist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the dwarven wyrms cultist.

Weapon and Armor Proficiency: Dwarven wyrms cultists gain no proficiency with any weapons, armor, or shields.

Spells per Day: A dwarven wyrms cultist continues his religious devotions. Thus, whenever a dwarven wyrms cultist gains a new level, he gains new divine spells per day and spells known as if he had gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This means he adds his spellcasting level of dwarven wyrms cultist to the level of another divine spellcasting class he has, then determines spells per day and caster level accordingly.

If the character had more than one divine spellcasting class before he became a dwarven wyrms cultist, he must decide which class to assign each level of dwarven wyrms cultist for the purpose of determining divine spells per day and spells known.

Beast Friend (Ex): If a dwarven wyrms cultist has the animal companion or wild empathy class feature from another class, he may stack his dwarven wyrms cultist levels for the purpose of determining the powers of his animal companion and/or using his wild empathy ability. (With the DM's permission, dwarven wyrms cultists may be considered to meet all the prerequisites, except the wild empathy, ability to acquire a new animal companion, and minimum level prerequisites, for the Totem Companion and Vermin Companion feats found in the *Eberron Campaign Setting*.)

Energy Resilience (Ex): At 1st level, a dwarven wyrms cultist gains resistance 5 against a type of energy of the cultist's choice. (The energy type often matches the breath weapon of the cultist's favorite variety of dragon.) At 3rd level, the resistance rises to 10. At 5th level, the resistance rises to 20.

Wyrms Heart (Ex): At 1st level, the dwarven wyrms cultist receives a +4 morale bonus on all saves against fear effects, including the frightful presence ability of dragons. At 3rd level, the bonus rises to +8. At 5th level, the bonus rises to +16.

Beast Shape (Sp): At 2nd level, a dwarven wyrms cultist gains the ability to turn himself into any Medium to Huge animal, dragon, magical beast, or vermin and back again three times per day. His options for a new form include all creatures with the

animal, dragon, magical beast, or vermin type (see the *Monster Manual*). The actual form chosen must be that of an animal, dragon, magical beast, or vermin the dwarven wurm cultist has personally seen. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per dwarven wurm cultist level, or until he changes back. Changing form (to a creature or back) is a standard action and doesn't provoke an attack of opportunity.

Beast Shaper (Sp): At 4th level, dwarven wurm cultists can change the shape of any other willing subject as a *polymorph* spell, except the wurm cultist can change the subject into any Medium to Huge animal, dragon, magical beast, or vermin and back again once per day. His options for the new form include all creatures with the animal, dragon, magical beast, or vermin type (see the *Monster Manual*). The actual form chosen must be that of an animal, dragon, magical beast, or vermin the dwarven wurm cultist has personally seen. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per dwarven wurm cultist level, or until the dwarven wurm cultist dispels the effect. Changing form (to a creature or back) is a standard action and doesn't provoke an attack of opportunity.

Ex-Dwarven Wurm Cultist: Like clerics, a dwarven wurm cultist who grossly violates the dogma of the cult loses all spells and class features and cannot gain levels as a dwarven wurm cultist until he atones (see the *atonement* spell description on pages 201-202 of the *Player's Handbook*).

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Beast friend, energy resilience 5, wurm heart +4	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	<i>Beast shape</i> 3/day	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Energy resilience 10, wurm heart +8	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	<i>Beast shaper</i> 1/day	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Energy resilience 20, wurm heart +16	+1 level of existing divine spellcasting class

New Feat

Noroghar of the Wurm Cult [General]

You are one of the “beast followers” of the secretive dwarven Wurm Cult. Unbeknownst to you, your power is granted by Abbathor the Avaricious.

Prerequisites: Dwarf, divine spellcaster of the Wurm Cult (Abbathor), N, NE, or CE, Constitution 11+, Wisdom 11+.

Benefits: Although Abbathor is not normally considered a nature deity that grants spells to druids or rangers, if you are a druid or ranger and have this feat, Abbathor will grant you spells as if he were a nature deity. If you are a cleric, you may choose your domains from among the following: Animal, Dwarf (see the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*), Evil, Scalykind (see the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*), and Trickery. Your favored weapon remains the dagger, but your holy symbol is a single, large claw or talon. You may be N, NE, or CE in alignment, regardless of the normal alignment restrictions of druids or Abbathor's clerics.

You add the following spells to your divine spell lists and gain a +1 caster level when casting a spell from the list below.

The tradition of the Noroghar of the Wurm Cult consists of the following spells at the appropriate levels: 0 – *guidance, resistance*; 1 – *bless, endure elements, sanctuary, summon nature's ally I*; 2 – *aid, hand of divinity* (see *Magic of Faerûn*), *resist energy, summon nature's ally II*; 3 – *prayer, protection from energy, safe clearing* (see *Magic of Faerûn*), *summon nature's ally III*; 4 – *polymorph, summon nature's ally IV*; 5 – *animal growth, summon nature's ally V*; 6 – *antilife shell, summon nature's ally VI*; 7 – *animal shapes, summon nature's ally VII*; 8 – *age dragon* (see below), *summon nature's ally VIII*; 9 – *shapechange, summon nature's ally IX*.

You also add Handle Animal to all your class skill lists.

Special: You must take this feat upon gaining your first level as a divine spellcaster of the Wurm Cult. If you gain this feat after already having worshipped another deity, including the standard worship of Abbathor, you are treated as if you had changed deities (see Changing Deities on page 233 of the *Forgotten Realms Campaign Setting*). Should you leave the cult, you lose all benefits of this feat, just as if you violated the cult's code of conduct (see Ex-Dwarven Wurm Cultists above) and/or changed deities, until you atone.

New Spell

Age Dragon

Transmutation

Level: Clr 8, Drd 8

Components: V, S, DF

Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One dragon
Duration: 1 round/level
Saving Throw: Fortitude negates (see below)
Spell Resistance: Yes

This spell allows the caster to cause any true dragon to temporarily gain or lose one age category per six levels of the caster. A true dragon is any dragon that becomes more powerful as it grows older and has age categories, such as a blue dragon or gold dragon, but not a pseudodragon or wyvern. For instance, a 15th level caster could cause a true dragon to gain or lose two age categories; a mature adult dragon could be temporarily transformed into a young adult or very old dragon. A true dragon's age cannot be reduced below wyrmling or increased beyond great wyrm by use of this spell.

Unwilling dragons are allowed a special Fortitude saving throw with a –8 penalty to avoid the effect.

A dragon effected by age dragon temporarily acquires the average size, Hit Dice, hit points, speed, armor class, attack bonus, attacks, damage, space, reach, saves, Strength, Dexterity, Constitution, breath weapon, frightful presence, spell-like abilities, damage reduction, spell resistance, blindsense, keen senses, and other special abilities of its new age category. The dragon retains its memories, personality, Intelligence, Wisdom, Charisma, spellcasting ability, skills, feats, and any class levels it may have. At the end of the spell's duration the dragon returns to its normal age category.

If the dragon suffers damage while in a modified age category, these hit points remain lost when it resumes its normal age. If the dragon loses more hit points at its modified age than it has at its actual age, it dies when the spell expires. If the dragon is killed while under the effect of age dragon, it is dead at the end of the spell's duration even if the dragon's actual hit points are greater than its hit points at the modified age category.

Credit

Author Thomas M. Costa, based on original material by Ed Greenwood and Eric L. Boyd. The wyrm cult originally appeared in *Dwarves Deep* (1990) and *Demihuman Deities* (1998). Age dragon is based on original material by Rick Swan that originally appeared in *Tome of Magic* (1991) and *Priest's Spell Compendium, Volume One* (1999).

Design Notes

This class and its introduction are adapted from *Demihuman Deities*, pages 44-45, and *Dwarves Deep*, page 36.

The easiest way to become a cultist is as a single-class 5th-level cleric or druid.

I dropped the *efficacious monster ward*, *detect illusion*, and *flame strike* spell-like abilities. The *beast shape* and *beast shaper* language is adapted from the druid wild shape ability. I was tempted to give them wild empathy outright instead of beast friend, but felt that while the ability should definitely stack, a cleric/dwarven wyrm cultist might not have the ability and the class was sufficiently powerful without it. I purposefully did not make the wyrm heart ability evolve into immunity so that these potential thralls of dragons can still get scared by them, even if rarely or only by the most powerful of dragons.

The noroghar feat is inspired by similar feats such as Chondathan Missionary and Gold Dwarf Dweomersmith in *Races of Faerûn*. This feat changes the standard worship of Abbathor in several minor ways: it allows for druids and rangers; it swaps the standard Luck and Trade domains of Abbathor with the Animal and Scalykind domains; and to better match up with the original write-up and druid alignment restrictions, allows for N clergy, but not LE clergy.

Age dragon is adapted from *Tome of Magic* and *Priest's Spell Compendium, Volume One*. Note the save DC is purposefully penalized for three reasons: (1) it only effects dragons; (2) without a difficult save the spell is virtually useless against most dragons who have very high saves, especially Fortitude saves (not to mention the need to overcome their potential spell resistance as well); and (3) it is a very high level spell. The definition of a true dragon is adapted from the 3.5E *Draconomicon*. I made the spell 8th-level because it strikes me as somewhat less powerful than *shapechange*, nor was it considered a quest-level spell in 2E.

Ensi of Unther

In Unther there is a small but important cult dedicated to the gods of Unther's golden age, the cult of the Old Gods (see below). Years of first corruption, then decline, and finally collapse, have drawn the Untheri back to the faiths of their forefathers, Enlil, Girru, Ishtar, Ki, Marduk, Nanna-Sin, Ramman, and Utu. The Old Gods represent a time when Unther was still an empire and law ruled the land. Today, the cult worships the benevolent gods of their crushed pantheon as a group. This cult is mostly nostalgic, but rarely persecuted as the Mulhorandi, Thayans, and Chessentans pity them as madmen with little power. A number of commoners, however, have made use of their skills and found their calls to the past seductive in their own way. The clergy of the Old Gods are known as *ensi*, an ancient Mulan name said to date back to the days before the Mulan arrived on Abeir-Toril.

Untheric fighters, paladins of the Old Gods, and warriors sometimes take this prestige class, all of which may multiclass freely with the *ensi* prestige class. Other classes are not unknown, but generally lack the martial training or proper dedication to qualify as *ensi*.

Hit Die: d8.

Requirements

To qualify to become an *ensi*, a character must fulfill all the following criteria.

Race: Any human or half-human with at least 1/16th Mulan ethnicity.

Alignment: Any non-chaotic, non-evil.

Patrons: One or several of the Old Gods (see below).

Base Attack Bonus: +5.

Skills: Handle Animal 2 ranks, Knowledge (history) 2 ranks, Knowledge (nature) 2 ranks, Knowledge (religion) 4 ranks, Perform (oratory) 2 ranks.

Feats: Chariot Combat (see below), Endurance, Exotic Weapon Proficiency (sapara [see below]).

Special: Must speak, read, and write Untheric. Must have fought well in at least one battle to defend Unther or its people from their enemies.

Class Skills

The *ensi*'s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Spellcraft (Int), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the *ensi* prestige class.

Weapons and Armor Proficiency: An *ensi* is proficient with all simple weapons except crossbows, all martial weapons, and the net, and with all armor and shields (including tower shields).

The *ensi* prefer to wield the *sapara* (see below), which also serves as their holy symbol and favored weapon. The battleaxe, handaxe, javelin, light flail, light hammer, net, quarterstaff, shortbow, shortspear, sling, and warhammer are also popular weapons. When traveling or adventuring, *ensi* prefer to wear a laminated metal hauberk over a medium cloth dress (treat as splint mail), an armor similar to the Hoplite of the Chessentans (treat as breastplate), or ring mail (treat as studded leather), and carry rectangular wicker shields (treat as large wooden shields) with a soft leather face depicting their holy symbol. They also don impressive open face helmets with horsehair crests.

Spells per Day: An *ensi* has the ability to cast a small number of divine spells. To cast a spell, the *ensi* must have a Wisdom score of at least 10 + the spell's level, so an *ensi* with a Wisdom score of 10 or lower cannot cast spells. *Ensi* bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wis modifier. An *ensi* prepares and casts spells just as a cleric does (though he cannot spontaneously cast *cure* or *inflict* spells). *Ensi* pray for their spells in the morning. The *ensi* uses the cleric spell list with one change; the spell *atonement* is a 4th-level spell for the *ensi*.

Pantheon Domains: *Ensi* begin with access to the Good and Law domains. Each domain gives the *ensi* access to a domain spell at each spell level, from 1st on up, as well as a granted power. With access to two domain spells at a given spell level, an *ensi* prepares one or the other each day. If a domain spell is not on the Cleric Spells list, an *ensi* can only prepare it in his domain slot. This class feature works exactly as it does for a cleric.

Turn Undead (Su): At 1st level, *ensi* can turn undead as clerics do (see pages 33 and 159-160 of the *Player's Handbook*). If an *ensi* has this ability from another class, his class levels stack to determine his effective turning level.

New Patron Domain: *Ensi* are pantheistic priests and gain power from many gods. At 3rd, 4th, 7th, and 8th levels, an *ensi* gains access to a single new domain chosen from among those granted by the patron deities listed below. The *ensi* receives the

domain's granted power and may choose the domain's spells as spells. They may choose the patron's other domain at a future level or choose a domain granted by another listed patron.

Enlil: Air or War.

Girru: Fire or Renewal†^{FR}.

Ishtar: Charm^{FR} or War.

Ki: Animal‡ or Plant.

Marduk: Retribution^{FR} or Storm^{FR}.

Nanna-Sin: Moon^{FR} or Travel.

Ramman: Storm^{FR} or War.

Utu: Chaos* or Sun.

^{FR} See the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*. † Players with access to *Defenders of the Faith*, *Deities and Demigods*, *Book of Exalted Deeds*, or *Complete Divine* may replace the Renewal domain with the Glory domain. ‡ Players with access to *Defenders of the Faith* may replace the Animal domain with the Beastmaster domain updated below. * Note, ensi may choose the Chaos domain as a patron domain even though they are not chaotic.

Nobility Domain: Upon reaching 10th level, ensi achieve a certain presence and gain access to the Nobility domain (see the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*). The ensi receives the Nobility domain's granted power and may choose the domain's spells as spells.

Turn Evil Outsiders (Su): The gods of Unther have always despised and battled with fiends. They have gifted their most powerful followers with the power to deal with these malevolent creatures. At 10th level, ensi gain the ability to turn (or destroy) evil outsiders as if they were undead. An outsider has effective turn resistance equal to half its spell resistance (rounded down). Each use of turning counts towards the ensi's total number of turns per day.

Multiclass Note: Ensi may multiclass freely with the paladin class, as well as with the fighter and warrior classes. Multiclass paladin/ensi may pray for paladin spells as if they were on the cleric list.

Ex-Ensi: Like clerics, an ensi who becomes chaotic or evil or grossly violates the code of conduct expected of him by his godly patrons, loses all spells and special abilities. He also may not progress in levels as an ensi. He regains his abilities and ability to progress in levels as an ensi, if he atones (see the *atonement* spell description on pages 201-202 of the *Player's Handbook*) for his violations.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day*				
						0	1	2	3	4
1st	+1	+2	+0	+2	Pantheon domains, turn undead	3	1+1	–	–	–
2nd	+2	+3	+0	+3		4	2+1	–	–	–
3rd	+3	+3	+1	+3	New patron domain	4	2+1	1+1	–	–
4th	+4	+4	+1	+4	New patron domain	5	3+1	2+1	–	–
5th	+5	+4	+1	+4		5	3+1	2+1	1+1	–
6th	+6	+5	+2	+5		5	3+1	3+1	2+1	–
7th	+7	+5	+2	+5	New patron domain	6	4+1	3+1	2+1	1+1
8th	+8	+6	+2	+6	New patron domain	6	4+1	3+1	3+1	2+1
9th	+9	+6	+3	+6		6	4+1	4+1	3+1	2+1
10th	+10	+7	+3	+7	Nobility domain, turn evil outsiders	6	4+1	4+1	3+1	3+1

* In addition to the stated number of spells per day for 1st- through 4th-level spells, an ensi gets a domain spell for each spell level, starting at 1st. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom.

Updated Feat

Chariot Combat [Fighter, General]

You are skilled in chariot combat.

Prerequisite: Handle Animal 1 rank.

Benefit: Once per round when either of your steeds is hit in combat, you may attempt a Handle Animal check (as a reaction) to negate the hit. The hit is negated if your Handle Animal check result is greater than the opponent's attack roll. (Essentially, the Handle Animal check becomes the steed's Armor Class if it's higher than the steed's regular AC).

This feat originally appeared along with other "chariot" feats in *Sword and Fist* and has been updated to 3.5E. Additional vehicle combat rules appeared in the *Arms and Equipment Guide* (and *Dragon Magazine* #294).

Updated Domain

Beastmaster Domain

Granted Power: *Speak with animals* once per day per level as the spell. This is a supernatural ability.

Beastmaster Domain Spells

1. **Calm Animals:** Calms (2d4 + level) HD of animals.
2. **Beastmask*:** Animals think subject is one of them.
3. **Animal Trance:** Fascinates 2d6 HD of animals.
4. **Bear's Heart*:** One ally/level gains +4 Strength and +1d4/level hit points.
5. **Animal Growth:** One animal/two levels doubles in size.
6. **Summon Nature's Ally VI:** Calls creature to fight.
7. **Animal Shapes:** One ally/level polymorphs into chosen animal.
8. **Summon Nature's Ally VIII:** Calls creature to fight.
9. **Shapechange^F:** Transforms you into any creature, and change forms once per round.

An asterisk (*) following a spell name signifies a spell described in *Defenders of the Faith*. This domain has been edited and updated to 3.5E.

New Weapon

Sapara: The sapara is the traditional blade of Unther. Similar to, but smaller than, the khopesh, the sapara looks like a normal short sword whose blade suddenly turns sickle-shaped about nine inches from the hilt. It is awkward to use without sufficient training. You can use the sapara to make trip attacks due to its hook-like blade. If you are tripped during your own trip attempt, you can drop the sapara to avoid being tripped.

Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapon</i>							
Sapara	15 gp	1d4	1d6	19-20/x2	–	6 lb.	Slashing

New Deities

The Old Gods

Untheric Demigods

Symbol: A brilliantly shined sapara

Home Plane: Zigguraxus, the Great Mountain of the East

Alignments: LG, NG, LN, N (see below)

Portfolios: The heavens, weather, agriculture, the elements, love, war, and leadership

Worshippers: Citizens of Unther of all types, especially fighters and paladins

Cleric Alignments: N/A (see below)

Domains: Good, Law (see above)

Favored Weapon: “The Blade of Heaven” (sapara; see above)

The cultists of the Old Gods worship the benevolent Untheric gods from the golden age of Unther: Enlil, Girru, Ishtar, Ki, Marduk, Nanna-Sin, Ramman, and Utu. The people of Unther view the cult as mostly nostalgic. However, in light of the massive upheavals that have taken place in Unther, nostalgia is something an increasing number of Untheri are longing for. Thus gods long sought dead or gone, have been able to maintain a tenuous and desperate link to their faithful. Nevertheless, some speculate these priests gain their power from residual divine energy left behind by the Old Gods, in the form of place magic, magic items, and divine progeny. Still others have suggested Faerûnian or Mulhorandi powers – or perhaps even the draconic god Bahamut – may have taken on aspects of the Old Gods and grant their faithful divine power.

There are few celebratory days among the faithful of the Old Gods. However, the number of important ceremonies *ensi*, the de facto clergy of the Old Gods, perform are enormous. When time allows, there are ceremonies concerning virtually everything, including aspects of the harvest, phases of the moon and heavenly bodies, summoning of beneficial weather, marriage, fertility, and upcoming battles to name but a few. The rituals generally involve a combination of hymns, psalms, and prayers accompanied by the drum, lyre, or harp, and often draw upon the vast epic poetry of Unther. Many of these rituals also involve the burning of incense and sacrifice of fine foods, especially the meat of rams and goats.

Ensi pray for their spells in the first light of morning. Every day (when possible), *ensi* are expected to set aside a plate of their best food and drink for the gods. This meal is burnt upon their altars every evening so that the gods may eat. In addition to this nightly ritual, once a month on the night of the new moon, *ensi* make numerous sacrifices to the gods. These sacrifices

are normally items of great value – precious metals, gems, jewelry, artworks, and even weaponry – and involve great ritual and ceremony.

The most important festival is Akitu, the celebration of the new cycle at the spring equinox. The festival lasts 11 days and includes purification, sacrifice, propitiation, penance, and absolution rites. At one time, it also involved colorful parades and processions. The eleventh day culminates in multiple marriage ceremonies that used to take place in the sanctuaries crowning the Old Gods' temples.

While performing rituals, *ensi* wear wraparound kilts of white with colorful Untheric runes bordering the hem. The color of the runes indicates the favored patron gods of the priest: azure for Enlil, scarlet for Girru, sapphire for Ishtar, forest green for Ki, gold for Marduk, silver for Nanna-Sin, amber for Ramman, and orange for Utu. *Ensi*, regardless of sex, must shave their heads, though woman don rounded conical hats.

The faithful are given signs through astronomical, meteorological, and agricultural events and patterns. The Old Gods also show their favor or disfavor and pleasure or displeasure through the actions of birds of all types. The sighting of a phoenix is considered a good omen of immeasurable import. In contrast to the phoenix, the presence of extraplanar fiends is seen as a portent of the worst nature. In addition to birds, felines, great and small, share an important spot in rituals and are often kept as pets. On rare occasions, the Old Gods manifest in the dreams of the *ensi* as several different voices speaking in unison.

The frailty of the Untheric gods is such that they can no longer include clerics or druids among their faithful. Consequently, *ensi* often begin as fighters, paladins, and warriors, all of which they can multiclass with freely. If you are using the *weapon of the deity* spell (see *Defenders of the Faith*, *Magic of Faerûn*, or *Complete Divine*) in your campaign, the spell transforms the caster's *sapara* into a +1 *evil-outsider bane sapara*.

History/Relationships: Over three millennia ago, at the height of the Imaskari Empire, Ao invited the Mulhorandi and Untheric pantheons, both powers of another world, to extend their sphere of influence into the Realms. Both pantheons agreed to accept Ao's invitation. However, the Imaskari sorcerers had created an unbreachable magical barrier between the gods and the Realms. As a result, the powers were only able to send powerful avatars known as manifestations, which were cut off from their divine essences in the Outer Planes. Nevertheless, the two divine families were able to crush the Imaskari and settled in what would become the empires of Mulhorand and Unther, their avatars becoming the god-kings of their respective empires.

The passing centuries brought major change to the Untheric pantheon. The first big change occurred in –1071 DR when many of the pantheons' deities, including Inanna, Girru, Ki, Marduk, Nanna-Sin, Nergal, and Utu, died during the Orcgate Wars, a series of pitched battles between the orc pantheon on one side and the Untheric and Mulhorandi pantheons on the other. The Untheric pantheon was cut in half, left with only Enlil, Anshar, Assuran (also known as Hoar), Druaga, Ishtar, and Tiamat (who did not join her pantheon in the battle).

After a few centuries, Enlil grew tired of his weak manifestation and his new realm. He longed to rejoin his full godly power among the planes. In –734 DR, he decided to abdicate his throne in favor of his son, Gilgeam, elevating him to a godhood, and vanished from the Realms to the Great Mountain of the East. Later, sometime at the height of the Second Untheric Empire, Ramman mysteriously found a way into the Realms where he battled and defeated Assuran for the godly mantle of war and storms. Centuries passed, and Ishtar, lonely in her pantheon, gave the power of her manifestation to Mulhorand's Isis and left the Realms just as Enlil had, though the Untheri did not become aware of this until after the recent Time of Troubles. Gilgeam went mad with power and managed to drive Anshar and Druaga from the Realms, leaving only Ramman and Ishtar/Isis – who were too popular to persecute – and the reemerging Tiamat, long an enemy of the other Untheric gods. There were those, however, who would not accept the death and departure of their gods and their gods did not wish to truly abandon them. These faithful formed a cult, which became known as the pantheon of the Old Gods.

During the Godswar of 1358 DR and its aftermath, Gilgeam was slain by Tiamat and Ramman by Hoar. However, Ao also dispersed the magical barrier separating the surviving gods from their divine essences in the Outer Planes. And while the Old Gods now had the power to aid their followers more directly, their cult was so small and the powers so melancholy their priests noticed few changes. Since that time and the revelations of Ishtar's true identity and Ramman's death, the cult has begun to venerate the two old powers, but not the hated Gilgeam, in addition to those they already worshipped. They took in those priests and lay folk that would not accept Isis and Anhur, adding their rituals to their already extensive number of ceremonies. The Faerûnian and Mulhorandi pantheons now hold co-dominion over Unther and the remains of its empire. And in this atmosphere, the cult of the Old Gods struggles to remain relevant.

Dogma: The *ensi* are taught man's purpose is to serve the gods, so that the gods might have time for their divine duties. However, despite man's servitude and even though he is beset with uncertainty and haunted by insecurity, life remains man's most prized possession.

Ensi dogma stresses goodness and truth, law and order, justice and liberty, wisdom and learning, and courage and loyalty. Mercy and compassion are espoused, and special protections are to be accorded widows, orphans, refugees, the poor, and the oppressed. Immoral and unethical acts are transgressions against the gods and are to be punished by the gods accordingly. No one is without sin, and therefore all suffering is deserved. The proper course for the faithful unhappy with their condition in life is to plead and confess their inevitable sins and failings before the Old Gods.

Ensi are charged to do four things: (1) never let the people forget their history and roots with the Old Gods; (2) expose those pretenders – mortal or divine – who falsely claim the name of an Old God; (3) proselytize and spread the faith; and (4) protect the people of Unther and her empire (though it has long since fallen). Toward this end, ensi are to stave off famine and the bad weather (especially the evil manipulations of Thayan wizards), as well as more direct threats such as invasions. (Ensi views of the Mulhorandi invasion of Unther are somewhat mixed. On the one hand, many realize the Mulhorandis have the potential to be beneficent and bring order to chaos. On the other hand, the Mulhorandi are invaders and regardless of their alignment, must be stopped.) In addition, ensi are instructed to be law-abiding and generally helpful to their flock and the people of Unther.

The Old Gods punish priests who fail in their duties. Minor infractions are punished through gastrointestinal disorders and generally require fasting, prayers, meditation, and sacrifices of animals and wealth to regain the favor of the Old Gods. A second or major infraction, including consorting with enemies such as the faithful of Tiamat, Thayans, or extraplanar fiends, results in the denial of all powers and spellcasting abilities as well as a punishment of 15 woes. This punishment involves a series of 15 seemingly unlucky events that become increasingly more severe. For example, the first woe may be stubbing the toe, the second a migraine headache, the third a debilitating flu, and so on. To regain favor the priest must undergo atonement and perform a voluntary quest for the faith or suffer the 15 woes and ultimately face excommunication.

Clergy and Temples: The Old Gods were, at one time, worshipped in large individual ziggurat temples throughout the Untheric Empire. That time is passed, however. There are no longer standing temples to any of the Old Gods. Shrines, on the other hand, remain scattered throughout Unther and to a much lesser extent within Chessenta, Mulhorand, Thay, Chondath, and the Eastern Shaar.

The priests of the Old Gods are known as ensi, an ancient Mulan name said to date back to the days before the Mulan arrived on Abeir-Toril. They are, however, increasingly rare. As such, all ensi generally treat one another as allies and equals.

Ensi offer guidance and educational opportunities to the wealthy and poor of Unther alike. They perform rituals of all sorts, from marriage and funeral ceremonies to blessings for a strong harvest or for success in an approaching battle. Through their rituals and good acts, ensi strive to present themselves in leadership roles, as dispensers of wisdom and justice and defenders of Untherite culture and cities. The ensi function as the true scholars of the ancient history of Unther and her empire. In addition, ensi have maintained, and continue to maintain, the genealogies of the noble families of Unther, as well as the histories of Unther. The ensi also do what they can to preserve and revitalize the ancient Code of Enlil, a collection of case laws ignored and abused under Gilgeam's reign, which calls for "justice, the destruction of evil and wickedness so the strong shall not oppress the weak, and the land shall be enlightened." The Code generally prescribes punishments of the "eye for an eye" type. And in these ways, the ensi work to revitalize and preserve the ancient culture and purity of Unther and its former empire.

New Plane

Zigguraxus

The Untheric pantheon dwells on the Outer Plane called Zigguraxus, often known as the Great Mountain of the East, the mightiest crag on the plane. Once a lush plane of vast farmlands and mighty rivers, much of the land has undergone a decade of drought, locusts, and plagues. A more unique trait is the plane's ghostly feel; the land has an almost translucent appearance. It's as if the plane has become a mirage. In truth, the plane has almost completely slipped into the Astral, disappearing amid the psychic winds of that plane. Only the lasting faith of Unther's mortals keeps the not-quite immortal souls of the gods and the plane itself from slipping forever into nothingness.

Zigguraxus Traits

Zigguraxus has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mild faith.
- The Undying Flame, Girru's realm, has the fire-dominant trait. However, rather than causing fire damage to all creatures and objects, evil creatures and their possessions take 3d10 points of divine damage in each round and water creatures take 3d10 points of fire damage each round. Evil water creatures suffer from both divine and fire damage.
- The vapor of the Storm Cloud, Ramman's realm, can be shaped into almost any object. The crafting of the vapor functions as the ability to cast *minor creation* or *major creation* an unlimited amount of times. These vapor objects evaporate at the end of the "spell" duration or as soon as the object leaves the Storm Cloud.

Zigguraxus Links

Zigguraxus is now coterminous with the Astral Plane. A hidden *portal* to Brightwater remains, as do trapped *portals* to the Barrens of Doom and Despair, Dragon Eyrie, Nine Hells, and Plane of Shadow. Many believe the plane has ceased to exist. In truth its existence in the Realms cosmology is fading into the Astral, perhaps back to its original cosmology....

Zigguraxus Inhabitants

A number of creatures native to other planes make homes on Zigguraxus. Planetouched, the descendents of gods, especially aasimar, are more common than in Faerûn. Several devils and other fiends remain imprisoned in the plane's subterranean regions, others amidst the plane's lost realms. Tiamat has left several wicked dragons that displeased her behind to terrorize the petitioners of her fallen enemies, the mightiest of which is Dahak, an undead, three-headed, chaos dragon of near divine power (see below). Celestial, half-celestial, and a few axiomatic animals of the regular, dire, and legendary varieties (see the *Monster Manual*, *Monster Manual 2*, and *Planar Handbook*) can be found among the wilds of the plane often leading their more mundane brethren. And phoenixes soar across the firmament, though their sightings have become fewer and fewer in the wake of the Time of Troubles.

Monster Manual 2: Phoenix.

Monster Manual 3: Phoelarch.

Zigguraxus Petitioners: Almost all the petitioners of Zigguraxus are Mulan in origin. They appear as they did in life, at their healthiest and most robust. They have the following special qualities.

Additional Immunities: Acid.

Resistances: Cold 10, fire 10.

Other Special Qualities: Intermittent incorporeality.

Intermittent Incorporeality (Su): All natives of Zigguraxus and petitioners have a 25% chance from round-to-round of becoming incorporeal (see the incorporeal subtype on pages 310-311 of the *Monster Manual*). Natives of Zigguraxus and petitioners ignore this quality; that is, they are not treated as incorporeal to one another, unless they become incorporeal by other means.

Features of Zigguraxus

Zigguraxus is a largely flat land dominated by the Great Mountain of the East and two slow-moving rivers, Luar and Kath. The two sluggish and increasingly low rivers and their tributaries course through the plane, diverted this way and that to make sure the crops in the fields stay watered. The plane's dotted with small cities, and in the center of each is a great ziggurat dedicated to all the powers of the pantheon. There, priests sacrifice the finest foods the plane has to offer. Since the Time of Troubles, however, the realm has become increasingly indistinct. Physical features of the land and its petitioners have faded and become translucent. The gods are rarely seen even by their high priests, and are subject to the same fade as their lands.

Enlil: Enlil lives atop the Great Mountain of the East in a huge palace of clay brick. His palace is covered in windows that afford him a view of the entire realm. Deep in the bowels of palace lie three great sarcophagi, one to the unknown Anu, another to Enlil's dead brother Enki, and another to Enlil's once heroic son, Gilgamesh, known in death by his mortal name. Several opened, empty, and prepared sarcophagi lie along the walls of the chamber.

Girru: The Undying Flame, Girru's realm on the Great Mountain of the East, is a place sculpted entirely of fire. However, the only creatures who need to worry about being burned by the flame are those whose thoughts are impure, or those who tend naturally to evil. Others may travel as they will, eating the flaming fruits from the fiery trees and strolling among the every-changing statues of Gilurra, the realm's major town.

Ishtar: Ishtar's City of the Star is a community where deep passion underlies everything. It is rumored to have been built upon the ashes of Inanna's realm of the Jealous Heart and hide the trapped *portal* to the Nine Hells. A place of beauty and vitality, the City of the Star is filled to bursting with the joys and loves of its people and its power. A realm of white marble and narrow streets, of fantastic colonnades and exquisite desire, the city covers all of Ishtar's territory. It is said to be one of the most beautiful places on any plane. The *portal* to Brightwater is said to be found in the bathing pool of Ishtar's personal gardens.

Ki: Ki lives along the wilder, tree-covered areas of the Great Mountain of the East wandering its untamed slopes, often alone, sometimes in the company of her petitioners. She rarely comes down from the mountain to the civilized regions of the plane.

Marduk: Marduk's realm is an arid land of sun and sky, with the power's vast marble and adobe city – also named Marduk – in the exact center. The rivers Luar and Kath flow through the realm and the city, keeping the city cool even on the hottest days. Visitors to the realm are watched carefully, but as long they don't violate the law, they're left alone.

Nanna-Sin: Nanna-Sin wanders across Zigguraxus, riding the firmament and avoiding the decrees of Enlil, though he rests on the Great Mountain of the East when he tires of wandering. His petitioners likewise wander the plane, rarely settling down.

Ramman: Ramman's realm, the Storm Cloud, is a castle of clouds usually just above the Great Mountain, a gauzy palace where the inhabitants can shape whatever they need out of vapor (though the stuff evaporates if taken out of the realm). It wanders through Zigguraxus, bringing rain and storms to areas that need it. Some say the plane itself dictates the realm's movements, while others think Ramman helps to control the needs of the land. Whatever the truth, the power always moves his realm to where it'll do the most good.

Utu: Utu's realm, the Absorbing Light, is dark to mortals – those who enter are absorbed into the light that is Utu, becoming one with the god.

Lost Realms: Zigguraxus is dotted with areas where the land has died under pestilence and drought and become more transparent. These holes in the landscape (several of which are found in underground areas below the Great Mountain of the East) include the realms of the lost gods, including Anshar, Druaga, Gilgeam, Nergal, Enki, Inanna, and Nin-Hursag. There are in fact two areas of the realm that are filled with utter darkness, the former realms of Assuran (Hoar) and Tiamat, both of whom moved their realms to still strong and vital planes. The trapped portals to the Barrens of Doom and Despair and the Dragon Eyrie are rumored to be found somewhere in these regions of impenetrable darkness.

Dahak, the Dragon Spirit of Death

Dahak, often known by the plane's inhabitants as the Dragon Spirit of Death, appears as an enormous 72-foot long, three-headed dragon (the color of its scales depend on its whims at any given time). The monster has a variety of dragon breath weapons, but the creature most enjoys crunching things with its teeth. It will only eat the flesh of lawful or good creatures... and it never goes hungry.

Dahak, the Dragon Spirit of Death: Unique ghostly fiendish three-headed advanced great wurm chaos dragon (see the *Draconomicon Monster Manual*, and *Savage Species*); CR 32; Colossal Undead (augmented dragon, chaos, evil, extraplanar, incorporeal); HD 50d12+100; hp 425; Init +4; Spd 60 ft., fly 200 ft. (perfect); AC 15, touch 15, flat-footed 15; or 49 touch 2, flat-footed 49; Base Atk +50; Grp +79; Atk +42 melee touch (1d4 corruption plus 1d4 Str plus 1d4 Con plus energy drain, incorporeal touch); or +56 melee (4d8+13/19-20/x2 plus 1d6 plus Fortitude DC 48 or die, 3 bites); Full Atk +42 melee touch (1d4 corruption plus 1d4 Str plus 1d4 Con plus energy drain, incorporeal touch); or +56 melee (4d8+13/19-20/x2 plus 1d6 plus Fortitude DC 48 or die, 3 bites), +55 melee (4d6+6, 2 claws), +55 melee (2d8+6, 2 wings), +55 melee (4d6+19, tail slap); Space/Reach 30 ft./20 ft. (bite and wing 30 ft., tail slap 40 ft.); SA breath weapons, corporeal bite, crush, energy drain, frightful presence, magic negation, manifestation, smite good, spell-like abilities, tail sweep, withering; SQ blindsense 60 ft., damage reduction 20/epic, darkvision 120 ft., incorporeal, keen senses, multiheaded, rejuvenation, spell resistance 42, spell-like abilities, turn resistance +4, undead traits; AL CE; SV Fort +27, Ref +27, Will +37; Str 37, Dex 10, Con –, Int 28, Wis 31, Cha 36.

Skills and Feats: Bluff +39, Concentration +66, Diplomacy +76, Disguise +13 (+17 to act in character), Escape Artist +53, Hide -8, Intimidate +70, Knowledge (arcana) +62, Knowledge (geography) +43, Knowledge (history) +62, Knowledge (the planes) +62, Knowledge (religion) +62, Listen +75, Search +74, Sense Motive +63, Spellcraft +25 (+31 to decipher scrolls), Spot +75, Survival +10 (+14 to avoid getting lost and hazards, +16 on other planes or when following tracks), Use Magic Device +66 (+68 with scrolls); Blind-Fight, Cleave, Clinging Breath (see pages 67-68 of the *Draconomicon*), Combat Expertise^B, Devastating Critical (bite; see page 68 of the *Draconomicon*), Dire Charge (see pages 68-69 of the *Draconomicon*), Flyby Attack, Great Cleave, Improved Critical (bite), Improved Initiative^B, Improved Multiattack^B (see page 70 of the *Draconomicon*), Improved Sunder, Lingering Breath (see page 71 of the *Draconomicon*), Maximize Breath (see pages 71-72 of the *Draconomicon*), Overwhelming Critical (bite; see page 72 of the *Draconomicon*), Power Attack, Recover Breath (see page 73 the *Draconomicon*), Tempest Breath (see page 74 of the *Draconomicon*), Track, Weapon Focus (bite).

Breath Weapons (Su): All 3 heads can aim breath weapons in different directions, but all weapons activate on the same round; 140 ft. line, damage 28d4 of energy (d%: 01-20 acid, 21-40 cold, 41-60 electricity, 61-80 fire, 81-00 sonic), Reflex DC 48 half; or 70 ft. cone, *confusion* gas, Will DC 48 negates or *confused* for 1d6+14 rounds; or 70 ft. cone, gray mist of ability drain, Fortitude DC 48 negates or permanently lose 14 points of Strength, Dexterity, and Constitution. Creatures affected by Dahak's gray mist cannot be affected again by Dahak's gray mist for 24 hours. The gray mist breath weapon can be used a maximum of 3/day.

Corporeal Bite (Su): Dahak may make its heads and necks corporeal at will for one round at a time to deliver bite attacks. When its heads are corporeal, they may be attacked normally. Dahak cannot make the rest of its body corporeal outside of the Ethereal Plane.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 4d8+19 points of bludgeoning damage and must succeed on a DC 48 Reflex save or be pinned.

Energy Drain (Su): Touch attack bestows 2 negative levels.

Frightful Presence (Ex): 420-ft. radius; HD 49 or less; Will save DC 48 negates.

Keen Senses (Ex): Dahak sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision out to 120 ft.

Magic Negation (Su): If Dahak touches a magic item with all three heads (+42 melee touch if incorporeal; or +55 melee touch on Ethereal Plane; 3 touches) in the same round, the item must make a DC 48 Will save to prevent Dahak from draining it. If a creature is holding the item at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. Drained items are only restorable by *wish* or *miracle*.

Manifestation (Su): Dahak is ethereal, but can manifest as an incorporeal creature on Zigguraxus.

Multiheaded (Ex): Redundant heads make Dahak more able to survive otherwise lethal attacks. Thus a *vorpal* blade would have to remove all of Dahak's heads to have its usual effect. Severing a head requires hitting Dahak's neck (standard AC) with a slashing weapon and dealing 141 hit points. (The attacker must declare an attack against the neck just before making the attack roll.) The creature can no longer attack with the severed head but takes no other penalties.

Rejuvenation (Su): Dahak will restore himself (including any severed heads) in 2d4 days after being “destroyed” or maimed.

Smite Good (Su): Once per day Dahak can make a normal melee attack to deal +20 points of damage against a good foe.

Spell-like Abilities: At will – *detect good*, *detect law*; 3/day – *chaos hammer* (DC 27), *entropic shield*, *protection from law* (DC 24); 1/day – *cloak of chaos* (DC 31), *dispel law* (DC 28), *mind fog* (DC 28), *mislead* (DC 29), *word of chaos* (DC 30). Caster level 14th.

Tail Sweep (Ex): Half-circle 40-ft. in diameter; Medium or smaller opponents take 2d8+19 points of bludgeoning damage, Reflex DC 48.

Withering (Su): Touch attack deals 1d4 points of Strength damage and 1d4 points of Constitution damage, Fortitude DC 48 negates, critical hit causes ability damage to become ability drain.

Possessions: Dahak’s hoard should have approximately 32,000 gp, 4,000 pp, 40 gems, 42 pieces of art, 4 medium magic items, and 74 major magic items.

Credit

Author Thomas M. Costa, based on original material by Scott Bennie and Eric L. Boyd. The Old Gods originally appeared in *FR 10 Old Empires* (1990) and their history was expanded upon in *Powers and Pantheons* (1997).

Chariot Combat, written by Jason Carl, originally appeared in *Sword and Fist* (2001). The Beastmaster domain, written by Rich Redman and James Wyatt, originally appeared in *Defenders of the Faith* (2001). The sapara, written by L. Richard Baker III, Skip Williams, Eric Cagle, Jesse Decker, Jeff Quick, and James Wyatt, originally appeared in *Player’s Option: Combat & Tactics* (1995) and *Arms and Equipment Guide* (2003).

Zigguraxus is based on original material by Colin McComb in *On Hallowed Ground* (1996). Dahak is based on original material by James Ward with Robert Kuntz in the 1E *Deities and Demigods* (1980).

Design Notes

Ensi are inspired by a number of sources, most notably the paragraph on the Old Gods in *FR10 Old Empires*, but also including the 1E *Deities & Demigods*, *Faiths & Avatars*, *I3-5 Desert of Desolation*, *On Hallowed Ground*, *Powers & Pantheons*, and *Warriors & Priests of the Realms*. Note the idea of a priest-like character gaining power from multiple gods is established in the Harper priest in *Magic of Faerûn*. Also the spell progression is similar to the Ocular Adept in *Faiths and Pantheons*, but limited to 4th-level spells; they only had access to 1st- and 2nd-level spells in FR10.

The quickest way to become an ensi is as a 5th-level fighter, paladin, ranger, or warrior.

Ensi have a relatively high number of skill points to cover the large number of Craft, Knowledge, Perform, and Profession subskills of which they would be expected to have an understanding. The rest of the skills speak to their need to work with the common folk and their respect for the physical.

Turn outsiders is adapted from the epic feat in the *Epic Level Handbook*. All of other abilities are adapted from various prestige classes in *Complete Divine*. Giving ensi access to paladin spells in the Multiclass Note has little effect, as most paladin spells are from the cleric list and of the same or higher level. Other sources may expand this somewhat. *Magic of Faerûn*, for example, adds several paladin-only spells.

Note, I changed the 6th and 8th level spells in the Beastmaster domain to the *summon nature’s ally* spells of the same instead of half level. Since all the other spells in the domain are of the proper level, I think it was an error. Regardless, for ensi who can only cast up to 4th level spells, it’s a moot point. I also changed the 1st-level *animal friendship* to *calm animals* as the former no longer exists in 3.5E.

The sapara is detailed in the *Arms and Equipment Guide*. I’ve added to some of the descriptive language and updated it to 3.5E.

Much of the information for the Old Gods and Zigguraxus comes from collating and expanding on the material in the following sources: the 1E *Deities & Demigods*, *Faiths & Avatars*, *FR10 Old Empires*, *I3-5 Desert of Desolation*, *On Hallowed Ground*, *Powers & Pantheons*, *Warriors & Priests of the Realms*, 3E *Forgotten Realms Campaign Setting*, and *Player’s Guide to the Forgotten Realms*. Additional historical inspiration was drawn from the *Microsoft Encarta 97 Encyclopedia* and *A Short History of Western Civilization, Vol. 1/To 1776* by John B. Harrison, Richard E. Sullivan, and Dennis Sherman (New York: Alfred A. Knopf, 1985).

Dahak Math: Great Wyrms Chaos Dragon + Advanced 7 HD (+2 virtual age categories so = age category 14) + 3 Multiheaded + Fiendish + Ghostly Dragon + Unique (evil subtype, corporeal bite, magic negation, *detect good* and *detect law* spell-like abilities, and benefit of the doubt when uncertain); CR 22 +4 advanced +2 multiheaded +2 fiendish/unique (+2 for fiendish but only get smite good, which isn’t much for this creature, but with unique powers worth the +2) +2 ghostly = 32; Size/Type Gargantuan Dragon (Chaos, Extraplanar) + Colossal (advanced) + Undead (Augmented Dragon) and Incorporeal (ghostly) + (Evil) (unique); HD 39d12 +7 HD advanced +4 HD multiheaded + no Con bonus from undead +100 bonus hp from ghostly = 50d12+100 = 425 hp; Init 0 +4 feat = +4; Spd increases to perfect maneuverability from ghostly; AC -8 size + Cha as deflection = 15, touch 15, ff 15 from ghostly or -8 size, +47 natural (+38 natural +7 natural advanced +2 natural multiheaded) = 49, touch 2, ff 29; Base Atk +50 as fighter; Grp +50 BAB +16 size +13 Str = +79; Atk +50 BAB -8 size +0 Dex = +42 incorporeal melee touch or +50 BAB -8 size +13 Str + Improved Multiattack = +55 for all attacks, +1 Weapon

Focus w/bite = +56 (note extra attacks from multiheaded and size, also damage increases with size increase); Space/Reach increases to 30 ft./20 ft. (30 ft. with bite and wing, 40 ft. with tail slap); SA note DCs changed from Con to Cha, so $10 + 1/2 \text{ HD} + \text{Cha mod} = 10 + 25 + 13 = 48$, spell-like DCs are $10 + \text{Cha mod} + \text{spell level} = 23 + \text{spell level}$, note addition of extra breath weapons from multiheaded, increase in range with size and +4 dice damage with advanced, compare magic negation to a *rod of cancellation*; SQ dropped immunity to compulsion effects, sleep, and paralysis because they are superceded by undead traits, dropped low-light vision because its superceded by keen senses, increased DR to simply 20/epic from being advanced even though had a greater vulnerability to lawful prior; AL always chaotic plus evil from fiendish; SV all good so $\text{HD}/2 + 2 = +27$, Fort +27 +0 Con = +27, Ref +27 +0 Dex = +27, Will +27 +10 = +37; Str 33 +4 advanced = +37 (+13), Dex 10 +0 = 10 (+0), Con 33 +4 advanced +4 multiheaded, but voided by undead, Int 24 +4 advanced = 28 (+9), Wis 27 +4 advanced = 31 (+10), Cha 28 +4 advanced +4 ghostly = 36 (+13)

Skills (6 + 9 Int) x (50 HD +3) = 795 points +4 to Listen, Search and Spot from multiheaded +8 Hide, Listen, Search, and Spot from ghostly dragon; Bluff 26 cross class +13 Cha = +39, Concentration 53 +13 Cha = +66, Diplomacy 53 +13 Cha +4 epic bluff synergy +6 epic sense motive synergy = +76, Disguise 0 +13 Cha +4 epic bluff synergy to act in character = +13 (+17 to act in character), Escape Artist 53 +0 Dex = +53, Hide 0 +0 Dex -16 size +8 racial = -8, Intimidate 53 +13 Cha +4 epic bluff synergy = +70, Knowledge (arcana) 53 +9 Int = +62, Knowledge (geography) 34 +9 Int = +43, Knowledge (history) 53 +9 Int = +62, Knowledge (the planes) 53 +9 Int = +62, Knowledge (religion) 53 +9 Int = +62, Listen 53 +10 Wis +12 race = +75, Search 53 +9 Int +12 race = +74, Sense Motive 53 +10 Wis = +63, Spellcraft 10 cross class +9 Int +6 epic knowledge (arcana) synergy +6 to decipher scrolls = +25 (+31 to decipher scrolls), Spot 53 +10 Wis +12 race = +75, Survival 0 +10 Wis +4 epic synergy to avoid getting lost and hazards, +6 epic synergy on other planes, +6 epic synergy when following tracks = +10 (+14 to avoid getting lost and hazards, +16 on other planes or when following tracks), Use Magic Device 53 +13 Cha +2 with scrolls = +66 (+68 with scrolls); Feats 1 + HD/3 (including up to 3 epic) + 3 bonus feats from multiheaded = 20.

Possessions: Triple standard, EL 32 has 249,000 gp worth in *Epic Level Handbook*, so 747,000 gp worth... or level 20 line + about 71 major items (estimating the next two lines on page 53 of the DMG. Since the 3.5E DMG supercedes the *Epic Level Handbook*, I've gone with that line, even though 74 major magic items seems extremely excessive and given the relative rarity of potions and scrolls on a list of major magic items, highly likely to exceed the 747,000 gp value.

Forest Runner

Many old, mighty forests, such as the Elven Woods, have shrunk greatly over the centuries from the depredations of monsters and battle magic. Human civilizations' hunger for lumber and wood products has proven equally destructive. Many trees are cut or burned by settlers to clear the land for farming, by dwarves creating surface mines, or by orcs and goblinoids attempting to destroy their elven foes.

Forest runners set themselves to protecting and caring for the wood. Often they are sworn, sometimes self-sworn, to protect a particular elven homeland or forest. Many serve their elven kin as military scouts, relying on stealth to move through the trees unseen and unheard, always one step ahead of their enemies, laying traps to soften them, and only engaging them directly when there is no other alternative. An equal number of forest runners have a rugged individualism and harsh practical judgment that draws them to the life of the adventurer.

Forest runners are uniquely connected with the rhythms of the forests, more deeply than even their elven kin. They have cast aside the trappings of even elven society to serve the needs of the wood. Although they still respect and serve that society, they rarely take part in its functions. They care little for the petty habits and concerns of city and town folk. They rarely wear "civilized" clothes, preferring instead to dress in camouflaged soft leathers, if anything. Often somewhat xenophobic, many of these elves have at least some dislike for other humanoid races, including humans.

Forest runners are almost exclusively elven or half-elven rangers or multiclassed rangers. However, multiclassed barbarians and druids are not unknown, and a fair number of adepts and experts become forest runners.

This prestige class can serve as a model for the DM to develop similar prestige classes for the woodsmen and survivalists of other races. A human forester, for example, would probably be a weaker runner and lack the survivor ability, but be a much stronger rider and have better interpersonal skills, while a gnome trapper might have stronger missile weapon skills or the sneak attack ability at the expense of the limber and survivor abilities.

Hit Die: d8.

Requirements

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

Race: Elf or half-elf.

Base Attack Bonus: +5.

Skills: Craft (trapmaking) 8 ranks, Hide 4 ranks, Knowledge (geography) 8 ranks, Knowledge (nature) 4 ranks, Move Silently 4 ranks, Spot 4 ranks, Survival 8 ranks.

Feats: Endurance, Martial Weapon Proficiency (shortbow or composite shortbow), Run, Self-Sufficient, Track.

Special: Must successfully survive alone and unequipped, except for a dagger and one clothing outfit, in the wilderness for one week, requiring 7 consecutive Survival (DC 15) checks. The character may not take 10 or 20 on the checks. If the character receives any aid or fails the checks, he may try again at the beginning.

Class Skills

The forest runner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Disable Device (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Swim (Str), Survival (Wis), Tumbling (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the forest runner prestige class.

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

Beast Friend (Ex): If a forest runner has the animal companion or wild empathy class feature from another class, he may stack his forest runner levels for the purpose of determining the powers of his animal companion and/or using his wild empathy ability.

Fast Movement (Ex): At 1st level, the forest runner has a speed faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the forest runner's speed because of any load carried or armor worn. For example, a typical forest runner has a speed of 40 feet, rather than 30 feet, when wearing medium armor or carrying a medium load, his speed drops to 30 feet. This movement stacks with the similar fast movement abilities, like that of a barbarian.

Isolated (Ex): Forest runners live an isolated life traversing the wilds and have little use for the conventions of civilization. Consequently, forest runners suffer a -4 competence penalty to Charisma-based ability checks involving attempts to influence

others, Bluff skill checks not involving feinting in combat or creating a diversion to hide, all Diplomacy skill checks, and all Gather Information skill checks.

Limber (Ex): The physicality of forest runners is one based on speed and agility. At 1st level, forest runners may apply their Dexterity modifier to their Climb, Jump, and Swim skill checks instead of their Strength modifier when wearing no armor, light armor, or medium armor and not carrying a heavy load.

Camouflage (Ex): A forest runner of 2nd level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Crude Crafting (Ex): Forest runners are almost never at a lack for the proper tools to accomplish their goals. At 2nd level, forest runners may use Survival instead of the appropriate Craft skill to craft crude, but functional, versions of nearly anything a character could create with the Craft skill (with the DM's approval). Items are made from available materials, thus items normally crafted from steel, for example, would most likely be crafted from wood, stone, or some other material. The crafting process is identical to that described under the Craft skill (see pages 70-71 of the *Player's Handbook*), however the DC to craft any items is increased by 5 and the crafting time is measured in hours instead of weeks. The raw material costs of the item may be defrayed through foraging; the forest runner must make a Survival check and for every point above 10 on the check, the forest runner may subtract 2 sp from the raw material cost of the item. Items crafted using Survival have a -2 circumstance penalty to all attack rolls and checks. In addition, all such crafted items, unless normally intended for a single use (such as arrows), only last for a number of blows, uses, or hours (whichever is less) equal to the forest runner's class level.

Animal Friendship (Sp): At 3rd-level, a forest runner can use *Speak with animals* or *animal messenger* as the spells cast by a druid of the forest runner's character level. The forest runner may use any combination of these two spell-like abilities a total of 3 + the forest runner's Wisdom modifier times per day.

Forester (Ex): At 3rd level, the forest runner can always choose to take 10 on Survival checks, even if rushed or threatened, without increasing the amount of time required to perform the action, including checks involving the crude crafting class feature and Track feat.

Improved Camouflage (Ex): At 4th level, if the forest runner uses a full-round action, he may add half his class level as a competence bonus to his Hide check, an ally's Hide check, the Search DC of a trap he is setting, or his Survival check to hide a trail. If he spends a minute, the bonus equals his level.

Master Trapper (Ex): At 4th level, forest runners gain a +2 bonus on all Craft (trapmaking) and Disable Device checks. In addition, they can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

A forest runner who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Commune with Nature (Sp): By spending 10 minutes meditating, the 5th-level forest runner is able to tap into the life-force of the wood. This power works as the spell *commune with nature* cast by a druid of the forest runner's character level. The forest runner may use this ability once per day.

Survivor (Ex): The nature of elves makes them better at adapting to temperature changes than most other races. Forest runners take this resistance further, becoming inured to all sorts of environmental hazards. At 5th level, the forest runner can ignore all nonlethal damage (and only nonlethal damage) from weather and the environment, excluding nonlethal damage resulting from starvation and thirst dangers (see Weather on pages 93-95 and The Environment on pages 302-304 of the *Dungeon Master's Guide*). In addition, he may reduce any penalties to attack rolls, saving throw, and checks resulting from the environment by one half and reduce the DC of any saving throw or check resulting from weather or the environment (including checks made to avoid the effects of starvation and thirst) by 5.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Beast friend, fast movement, isolated, limber
2nd	+1	+3	+3	+0	Camouflage, crude crafting
3rd	+2	+3	+3	+1	<i>Animal friendship</i> , forester
4th	+3	+4	+4	+1	Improved camouflage, master trapper
5th	+3	+4	+4	+1	<i>Commune with nature</i> , survivor

Credit

Author Thomas M. Costa.

Design Notes

Forest runners are inspired by the wilderness runner and huntsman in the *Complete Book of Elves*, wilderness warrior in the *Complete Fighter's Handbook*, scout in the *Complete Thief's Handbook*, wanderer in the *Complete Druid's Handbook*, rogue of the Elven Woods from *Wizards and Rogues of the Realms*, warrior of the Elven Woods from *Warriors and Priests of the Realms*, forester and scout in *Demihumans of the Realms*, and military scout half-elf kit from *Dragon Magazine* #214. The introduction is adapted from these sources.

The quickest way is to become a forest runner is as an elf or half-elf Rng5.

The forest runner gives up some of a ranger's combat abilities and spellcasting for swifter progression in movement, trapping/camouflage, and survivalist abilities. Fast movement is modeled on the barbarian ability. Camouflage is modeled on the ranger ability. Master trapper is modeled on the rogue ability.

Gallant

There is no hero as pure and romantic as the gallant. He travels the land on the wings of romance and true love, stealing the hearts of the young and lightening the spirits of the elderly. He is a charming aesthete at heart, who seeks to overcome the daily doldrums of life by defending innocence and love and finding truth and beauty in poetry, art, and romance. More often than not, the gallant lacks a certain appreciation for book learning and politics, usually choosing to remain blissfully ignorant of the real world around him – though he is not necessarily naïve. Rather, he takes nothing too seriously but his quest for passion. Nevertheless, his interests – or rather lack of certain interests – often land him in trouble.

Gallants travel the land in search of beauty, true love, and adventure. Their romantic outlook is such that they can always imagine a purer life just over the next ridge. Thus, most try to never stay in one place for long and instead wander, often from tournament to tournament dedicating their performance to an admirer or lover. Although others often win these tournaments, gallants often win the hearts of the onlookers and steal the day's glory away from the victorious warriors. Of course, this often causes a lot of friction between gallants and jealous warriors. Gallants also adventure to fulfill promises made to fair maidens, retrieve an item of beauty and love, or for some other romantic cause – including the simple romanticized notion of adventure. In these situations, gallants adopt the role of the heroic fighter and charge forward regardless of the dangers that lie ahead.

Aristocrats, bards, paladins, and rogues make the best gallants, although the occasional expert or cleric of a Milil or Sune opts to become a gallant. Other classes usually find the gallant's lifestyle difficult to measure up to or understand. Some gallants, particularly aristocrat/gallants and wealthy rogue/gallants, often are known as dandies.

Hit Die: d8.

Requirements

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

Alignment: Any nonevil.

Base Attack Bonus: +3.

Skills: Diplomacy 8 ranks, Perform 4 ranks, Ride 2 ranks.

Feats: Martial Weapon Proficiency (longsword, rapier, or short sword), Skill Focus (Diplomacy), Skill Focus (Perform).

Special: Must enter (though not necessarily win) a public tournament or contest and dedicate performance to a member of the opposite sex. Must be literate and speak at least one exotic and/or beautiful language known for its use in poetry (such as Elven).

Class Skills

The gallant's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Swim (Str), Tumble (Dex), and Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: A gallant is proficient with all simple and martial weapons and light armor.

Blessed: Gallants are allowed to multiclass freely as paladins. Gallants may stack their gallant level with their cleric and/or paladin levels for the purpose of determining their lay on hands and/or turn undead abilities.

Code of Conduct: A gallant's code requires that he never overstay his welcome at any place; never marry; defend lovers, the innocent, and those of the opposite sex and aid them in times of need (unless they are enemies or hostile); never retreat from combat until allies of the opposite sex have done so first (unless they are fellow gallants); and spend money on innocence and romance.

Essence of Purity (Ex): Gallants are infused with endless love, beauty, and the aspirations of a romantic. At 1st level, a gallant adds his Charisma modifier (if positive) to his Constitution modifier for all purposes, including bonus hit points, Fortitude saves, Concentration skill checks, and Constitution checks. The bonus hit points gained from the Charisma modifier are gained only at each gallant level.

Note: This ability does not stack with similar Charisma modifiers to Constitution-based checks, such as the bonus to Fortitude saves from a paladin's grace ability, though the ability would still modify hit points, Concentration checks, and Constitution checks.

Poetic Charm (Ex): Gallants are some of the most charming and dashing heroes. At 1st level, a gallant doubles his effective Charisma modifier (if positive) for all Charisma-based ability and skill checks.

Derring-Do (Ex): Gallants have an inner confidence and peace that make the impossible seem possible. At 2nd level, a gallant may apply his Charisma modifier (if positive) as a morale bonus to a single attack roll, a single damage roll, AC for one round, all saves for one round, all Strength-based ability and skill checks for one round, or all Dexterity-based ability and skill checks for one round. The gallant may use this ability a number of times per day equal to three plus his Charisma modifier. The bonus must be applied at the beginning of the round before any rolls are made.

Note: This ability stacks with the gallants other class features.

End of Innocence (Ex): Gallants seem to hang onto life when others would allow it to slip away. At 3rd level, a gallant is allowed to reroll any saving throw once that will result in death.

Purity of Purpose (Ex): At 3rd level, the purity of the gallant is so strong that he does not die at –10 hit points, but at –10 minus his Charisma modifier (or –10 if his Charisma modifier is not positive). In addition, if he makes a successful Perform check (DC 15), he continues to fight without penalty even while disabled or dying (see page 145 of the *Player's Handbook*) – usually while reciting one final tragic oath or poem for those who can listen. This ability does not cause the gallant to stabilize. Upon reaching –10 hit points, the gallant becomes unconscious and is dying as normal.

Note: This ability does not apply to characters that are staggered or unconscious from nonlethal damage (see page 146 of the *Player's Handbook*), though it will apply should they suddenly become disabled or dying – causing them to wake suddenly to make the Perform check and act as noted above.

Ex-Gallants: A gallant who becomes evil or grossly violates the code of conduct loses all his class features (including bonus hit points from the essence of purity ability), except weapon and armor proficiencies. He may regain his abilities (including lost hit points) and his ability to progress as a gallant, if he atones for his violations (see the *atonement* spell description on pages 201-202 of the *Player's Handbook*). Gallants who marry cannot gain new levels as a gallant, but retain all gallant class features. However, should the gallant become widowed or divorce and he atones, he may again gain levels as a gallant.

Table GLT-1: The Gallant					
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Blessed, code of conduct, essence of purity, poetic charm
2nd	+1	+0	+0	+3	Derring-do
3rd	+2	+1	+1	+3	End of innocence, purity of purpose

Credit

Author Thomas M. Costa, based on original material by Blake Mobley. The gallant originally appeared in *The Complete Bard's Handbook* (1992).

Design Notes

Gallants are inspired by several popular films, by the bard kit of the same name from *The Complete Bard's Handbook*, the brief comments of the same in *The Complete Paladin's Handbook*, and the dandy kit by Jon Winter in *Dragon Magazine* #189 (1993). The introduction is adapted from these sources. I had considered calling them dandies, fops, popinjays, or valiants, but settled on gallants. I purposefully made this a short prestige class so players could take it without feeling trapped into a lengthy progression, particularly for bards that give up spellcasting levels, paladins that give up a better BAB, or rogues that give up extra sneak attack damage and skill points.

Human ari5, brd5, clr5, exp5, pal5, and rog5 can become gallants; nonhumans need to be 5th or 6th level, though clerics and paladins will also need an Intelligence 12+ to do so. Human druids and monks can become gallants at level 5, but the Martial Weapon Proficiency is not useful to either class and their restrictions make the gallant an untenable option. Diplomacy is a cross-class skill for other classes, relegating them to level 13, unless they multiclass.

Note I purposefully gave the Gallant d8 hit points, a rogue's attack progression and poor Fort and Ref saves, though I did toy with giving them a fighter's attack progression and/or all good and even all poor saves. They rely on their class abilities to give them better scores.

Joydancer of Lliira

Life in the Realms can be filled with strife, struggle, and pain. The joydancers of Lliira believe everyone needs a party and a good laugh. They are not foolish optimists laughing madly as doom befalls them, however. Rather, they seek joy in even the gloomiest circumstances. They often seem overly obsessed with parties, dancing, and laughter, but this is simply because they believe there is too much weeping and seriousness in life and someone needs to compensate with joy. They always know the right joke for any occasion, the latest dances from Waterdeep, or the party customs of wherever she is.

Joydancers often serve in traveling performance troupes, as hired party hostesses or emcees, and – thanks in part to Lliira’s short-term stewardship of Waukeen’s faithful – as successful businesswomen. In fact, many of these folk are also Harpers, a group favored by Lliira for their preservation of freedoms that allow for the carefree celebrations that she cherishes.

Most joydancers usually begin as clerics or divine bards (see *Unearthed Arcana*) of Lliira and multiclassed further with the spelldancer prestige class (see *Magic of Faerûn*).

Hit Die: d8.

Requirements

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

Patron: Lliira.

Alignment: Neutral good, chaotic good, or chaotic neutral.

Skills: Diplomacy 4 ranks, Perform (dance) 4 ranks.

Feats: Dodge, Endurance, Mobility.

Spellcasting: Ability to cast 3rd-level divine spells. Clerics who are joydancers must have access to the Charm domain (see the *Forgotten Realms Campaign Setting* or *Player’s Guide to Faerûn*).

Special: Must forswear the use of lethal combat except in battles with evil elementals, evil outsiders, and evil undead.

Class Skills

The joydancer’s class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Jump (Str), Knowledge (local) (Int), Knowledge (religion) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapons and Armor Proficiency: A joydancer gains proficiency in the net, but no proficiencies in other weapons, armor, or shields.

Spells per Day: A joydancer continues her religious devotions. Thus, whenever a joydancer gains a new level, she gains new divine spells per day and spells known as if she had gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This means she adds her spellcasting level of joydancer to the level of another divine spellcasting class she has, then determines spells per day and caster level accordingly.

If the character had more than one divine spellcasting class before she became a joydancer, she must decide which class to assign each level of joydancer for the purpose of determining divine spells per day and spells known.

Code of Conduct: In addition to following the tenets of Lliira’s faith, joydancers must give up the use of weapons that can deal lethal damage, and forswear lethal combat against all but evil elementals, evil outsiders, and evil undead.

Corona of Calm (Su): Beginning at 1st level, joydancers may create a corona of sparkling, warm light that springs from their bodies in a 10-foot-radius aura/class level for 1 minute/class level. Any creature caught in the corona’s light is calmed unless they make a Will save (DC 10 + joydancer level + Charisma modifier). The corona suppresses mind-affecting spells that create negative emotions (such as *confusion*, *crushing despair*, *fear*, and *rage*), negates a barbarian’s rage, and stops fighting creatures from doing anything except protect themselves. In addition, effected creatures react more amiably and positively towards others, shifting their attitude to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). (See *Influencing NPC Attitudes* on page 72 of the *Player’s Handbook*.) The affected creature also suffers a penalty equal to the joydancer’s class level to all Will saves made against the joydancer’s *command* or *greater command* abilities. This ability is usable 1/day at 1st level, 2/day at 3rd level, and 3/day at 5th level.

Festbringer (Ex): Lliira helps her dedicated servants honor all festivals. At 1st level, joydancers gain a +2 competence bonus to all Diplomacy checks. In addition, joydancers may make a Diplomacy check to learn the holiday and party customs of

any region. A DC 10 grants the joydancer knowledge of her own ethnic group and country's customs, a DC 15 grants knowledge of different ethnic groups and neighboring regions' customs, and a DC 20 grants knowledge of different races and far away countries' customs. Joydancers may also intuit the date and time with a successful Wisdom check (DC 10).

Lliira's Heart (Ex): At 1st level, joydancers receive a +2 sacred bonus on saves against compulsion and fear effects.

Subduing Strikes (Ex): Beginning at 1st level, joydancers gain +1 bonus/class level to unarmed melee attack rolls that deal nonlethal damage or no damage (such as unarmed strikes or grapples) or weapon attack rolls with weapons that cannot deal damage (such as nets). In addition, joydancers gain +1/class level to unarmed damage rolls that deal nonlethal damage.

Turn Undead (Su): Joydancers can turn undead as clerics do (see pages 33 and 159-160 of the *Player's Handbook*). If a joydancer has this ability from another class, her class levels stack to determine her effective turning level.

Command (Sp): At 2nd level, a joydancer can cast *command* 1/day a spell-like ability. At 4th level, the joydancer can use this ability 2/day.

Bliss (Sp): At 3rd level, joydancers can cause a single target to be lost in a trance of intense pleasure and happiness for 1 round/joydancer level, 1/day, unless the target makes a Will save (DC 10 + joydancer level + Charisma modifier). The sensation is felt so acutely the creature fails to notice the rest of the world, approaching danger, or pain. An affected target wanders aimlessly about, smiling in a dazed fashion and dropping any items it is holding or wielding. Affected targets cannot perform any deliberate task, attack, or defend themselves, even if wounded during their blissful state.

Dancer's Grace (Sp): At 3rd level, joydancers can make a touched willing creature (including herself) more graceful, agile, and coordinated. The touch grants a sacred bonus to Dexterity and sacred bonus to Perform checks of +4 points for 1 hour/class level. The joydancer may use this ability 1 + the joydancer's Charisma modifier/day.

Greater Command (Sp): At 4th level, a joydancer can cast *greater command* 1/day as a spell-like ability.

Charm Spells: At 5th level, a joydancer gains the ability to prepare any Charm domain (see the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*) spell as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Charm domain list.

Great Fortitude (Ex): Joydancers are known for the capacity to attend parties to the wee hours of the morning and consume great amounts of drink. At 5th level, joydancers gain Great Fortitude as a bonus feat.

Spell Focus (Enchantment) (Ex): Spells that enchant the mind are even more powerful when cast by a joydancer. At 5th level, joydancers gain Spell Focus (enchantment) as a bonus feat. If the character already has Spell Focus (enchantment), the character gains Greater Spell Focus (enchantment) as a bonus feat instead.

Ex-Joydancers: Like clerics, a joydancer who grossly violates the dogma of Lliira or their code of conduct, loses all spells and class features and cannot gain levels as a joydancer of Lliira until she atones (see the *atonement* spell description on pages 201-202 of the *Player's Handbook*), spends a full day engaged in meditation and absolution, and joins a big party that lasts all night.

Table JYD-1: The Joydancer of Lliira

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+2	Code of conduct, corona of calm, festbringer, Lliira's heart, subduing strikes, turn undead	+1 level of existing divine spellcasting class
2nd	+1	+3	+3	+3	<i>Command</i>	+1 level of existing divine spellcasting class
3rd	+1	+3	+3	+3	<i>Bliss, dancer's grace</i>	+1 level of existing divine spellcasting class
4th	+2	+4	+4	+4	<i>Greater Command</i>	+1 level of existing divine spellcasting class
5th	+2	+4	+4	+4	Charm spells, Great Fortitude, Spell Focus (enchantment)	+1 level of existing divine spellcasting class

Credit

Author Thomas M. Costa, based on original material by Ed Greenwood, Jeff Grubb, Julia Martin, Eric L. Boyd, and John Terra. The joydancer originally appeared in *Forgotten Realms Adventures* (1990) and *Faiths and Avatars* (1996) and festbringers in *Warriors and Priests of the Realms* (1996)

Design Notes

Joydancers are inspired by the Lliira entries in *Forgotten Realms Adventures*, *Faiths and Avatars*, *Warriors and Priests of the Realms*, and *Faiths and Pantbeons*.

I tried to consider how to make the requirements for the joydancer match up to some extent with the spelldancer in *Magic of Faerûn*. A human clr5 can become a joydancer with little difficulty and meet all of the spelldancer requirements except the 6 ranks of Perform and Combat Casting feat, which can be both be gained after 2 levels of joydancer.

This prestige class has all good saves, good spellcasting, and several good special powers. However, this is probably balanced against their poor BAB, inability to use weapons that deal damage, and prohibition against lethal combat.

The corona of calm ability is a combination of the soothing words, *candle of calm*, and *Starella's aphrodisiac* powers of the specialty priest. Compare it to *calm emotions* and *remove fear*. Lliira's heart is adapted from the Harper priest in *Magic of Faerûn*. *Dancer's grace* seems like an appropriate replacement for the specialty priest's *deadly dance* power, which seemed too combat-oriented. Compare it to *cat's grace*. The festbringer and *command* abilities are drawn from the festbringer kit in *Warriors and Priests of the Realms* and also replace the specialty priest's ability to *hold person*. Subduing strikes replaces the specialty priest's unarmed combat abilities, *bliss* remains the same, and Great Fortitude replaces the festbringer's fortitude ability. I dropped the *unseen servant* power of the specialty priest. Charm spells and Spell Focus both seemed appropriate and a way to enhance the joydancer appropriately. I considered dropping the turn undead, but since Lliira's touch destroys undead and the joydancers have so few offensive powers, I opted to keep it. I also avoided duplication of the spelldancer's powers.

Kyorlin Velve (Waiting Blade) Warrior

Sometimes referred to as siege assassins, these creatures of darkness focus only on death at the expense of almost all else. The kyorlin velve or “waiting blade” warriors specialize in fighting their way through enemy lines during a siege, infiltrating a noble family’s fortress, and slaying the matron mothers and other family members, especially the priestesses of Lolth. These killers strike quickly and quietly, using their magical powers to evade the guards and wards that protect their victims and then their studied understanding of the body to land critical strikes.

In the realms, these drow are elite warriors trained in secret at the Melee-Magathere of Menzoberranzan. There they are found among the noble families they are trained to kill and Bregan D’aerthe mercenaries. Their style of slaying usually involves training in two shyrlasses, as much a calling card as an effective way of killing, though some prefer the kukri, rapier, or short sword.

Most waiting blades are drow rogue/fighters though some few are also multiclass urban rangers of the Underdark.

Hit Die: d8.

Requirements

To qualify to become a kyorlin velve warrior, a character must fulfill all the following criteria.

Race: Drow elf.

Alignment: Any evil.

Base Attack Bonus: +5.

Skills: Bluff 4 ranks, Hide 6 ranks, Intimidate 6 ranks, Move Silently 6 ranks, Tumble 4 ranks.

Feats: Blind-Fight, Blooded (see the *Player’s Guide to Faerûn*) or Improved Initiative, Martial Weapon Proficiency (kukri, rapier, short sword, or shyrlass [see below]), Stealthy or Swift and Silent (see the *Player’s Guide to Faerûn*), Two-Weapon Fighting, Two-Weapon Finesse (see below), Weapon Finesse.

Special: The character must participate in an assault on a drow noble house, successfully breach the defenses, and slay a family member.

Class Skills

The kyorlin velve warrior’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (dungeoneering), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the kyorlin velve warrior prestige class.

Weapon and Armor Proficiency: Kyorlin velve warriors are proficient with all simple and martial weapons, and light armor.

Murderous Strike (Ex): Beginning at 1st level, if the kyorlin velve warrior studies his victim for 3 rounds and then makes a sneak attack with a slashing or piercing melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly killing the target. While studying the victim, the kyorlin velve warrior can undertake other actions as long as his attention stays focused on the target and the target does not detect the kyorlin velve warrior or recognize him as an enemy. If the victim of such an attack fails her Reflex saving throw (DC 10 + the kyorlin velve warrior’s class level + the kyorlin velve warrior’s intelligence modifier) against the kill effect, she dies. If the victim’s saving throw succeeds, the attack is just a normal sneak attack. Once the kyorlin velve warrior has completed the 3 rounds of study, he must make the murderous strike within the next 3 rounds. If a murderous strike is attempted and fails (the victim makes her save) or if the kyorlin velve warrior does not launch the attack within 3 rounds of completing the study, 3 new rounds are required before he can attempt another murderous strike.

Poison Use (Ex): All drow, including kyorlin velve warriors, make frequent use of poison to kill or weaken their enemies. At 1st level, kyorlin velve warriors never risk accidentally poisoning themselves when applying poison to a blade or trap.

Sneak Attack (Ex): At 1st level, the kyorlin velve warrior gains the ability to sneak attack opponents. This functions identically to the rogue’s sneak attack ability (see page 50 of the *Player’s Handbook*). At 1st level, the kyorlin velve warrior’s extra damage on the successful sneak attack is +1d6 and this rises by +1d6 per two kyorlin velve warrior levels thereafter. If he already has the sneak attack ability from a previous class, the damage bonuses stack.

Nondetection (Sp): Early in their deadly careers, kyorlin velve warriors learn to avoid magical detection to better close in on their heavily protected targets. At 2nd level, a kyorlin velve warrior may use *nondetection* as the spell with a target of you cast by a wizard of the kyorlin velve warrior's character level once per day.

Uncanny Dodge (Ex): Starting at 2nd level, a kyorlin velve warrior can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If a kyorlin velve warrior already has uncanny dodge from a different class (such as a rogue, for example) he automatically gains improved uncanny dodge (see below) instead.

Improved Critical (Ex): The kyorlin velve warrior fighting style emphasizes the striking of vital areas. At 3rd level, the kyorlin velve warrior receives Improved Critical feat as a bonus feat with any one bladed weapon of their choice with which they can use the Weapon Finesse feat. He need not meet the prerequisites for this feat.

Evasion (Ex): At 4th level and higher, a kyorlin velve warrior can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), he instead takes no damage. Evasion can be used only if the kyorlin velve warrior is wearing light armor or no armor. A helpless kyorlin velve warrior (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Improved Two-Weapon Fighting (Ex): The training of the kyorlin velve emphasizes multiple attacks to slay foes quickly. At 4th level, the kyorlin velve warrior receives Improved Two-Weapon Fighting as a bonus feat if he does not already have it. He need not meet the prerequisites for this feat.

Arterial Slash (Ex): At 5th level, the kyorlin velve warrior can strike opponents with such precision that his strikes cut open blood vessels. An opponent damaged by one of his sneak attacks with a bladed weapon also takes 2 points of Constitution damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Dimension Door (Sp): Over time, kyorlin velve warriors learn how to slip past the physical barriers that keep them from their targets. At 6th level, a kyorlin velve warrior may use *dimension door* as the spell cast by a wizard of the kyorlin velve warrior's character level once per day.

Hide in Plain Sight (Ex): At 6th level, a kyorlin velve warrior can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a kyorlin velve can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Improved Murderous Strike (Ex): At 7th level, the DC for the kyorlin velve warrior's murderous strike increases by +4.

Greater Two-Weapon Fighting (Ex): At 8th level, the kyorlin velve warrior receives Greater Two-Weapon Fighting as a bonus feat if he does not already have it. He need not meet the prerequisites for this feat.

Improved Uncanny Dodge (Ex): A kyorlin velve warrior of 8th level or higher can no longer be flanked; he can react to opponents on opposite sides of her as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target does.

Twist the Knife (Ex): At 9th level, a kyorlin velve warrior learns to inflict maximum pain and damage with his weapons. The critical multiplier of a bladed weapon of his choice to which he has applied the Improved Critical feat and can apply the Weapon Finesse feat increases by one multiple. For example, if a kyorlin velve warrior had chosen the shyrlass (see below) for his Improved Critical feat, when he gained twist the knife, the critical multiple on his shyrlass would be x3 instead of x2.

Antimagic Field (Sp): Kyorlin velve warriors ultimately gain the power which matron mother's of Lolth most fear. At 10th level, a kyorlin velve warrior can use *antimagic field* as the spell cast by a wizard of the kyorlin velve warrior's character level once per day.

Improved Evasion (Ex): At 10th level and higher, the kyorlin velve warrior gains the improved evasion ability. This ability works like evasion, except that while the kyorlin velve warrior still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, henceforth he takes only half damage on a failed save. A helpless kyorlin velve warrior (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Murderous strike, poison use, sneak attack +1d6
2nd	+1	+0	+3	+3	<i>Nondetection</i> , uncanny dodge
3rd	+2	+1	+3	+3	Improved Critical, sneak attack +2d6
4th	+3	+1	+4	+4	Evasion, Improved Two-Weapon Fighting
5th	+3	+1	+4	+4	Arterial slash, sneak attack +3d6
6th	+4	+2	+5	+5	<i>Dimension door</i> , hide in plain sight
7th	+5	+2	+5	+5	Improved murderous strike, sneak attack +4d6

8th	+6	+2	+6	+6	Greater Two-Weapon Fighting, improved uncanny dodge
9th	+6	+3	+6	+6	Sneak attack +5d6, twist the knife
10th	+7	+3	+7	+7	<i>Antimagic field</i> , improved evasion

New Feat [OGL]

Two-Weapon Finesse [Fighter, General]

You have learned how to fight more ably with two weapons of the same size category as you.

Prerequisites: Dex 15+, Two-Weapon Fighting, Weapon Finesse, base attack bonus +4 or higher.

Benefits: When fighting with two one-handed melee weapons with which you use the Weapon Finesse feat (such as a rapier), you are able to treat one of the weapons as a light weapon.

Normal: See Light, One-Handed, and Two-Handed Weapons, page 113, the Two-Weapon Fighting feat, page 102, Two-Weapon Fighting, page 160, and Table 8-10: Two-Weapon Fighting Penalties, page 160, in the *Player's Handbook*.

New Weapon [OGL]

Shyrlass: Shyrlass are wicked, drow-perfected rapiers. Somewhat heavier than a typical rapier, these single-edged blades look like a cross between a rapier and a katana of the Orient. They are almost always highly decorated and extremely well crafted, masterwork weapons. They are only known to be made for Medium characters. You can use the Weapon Finesse feat (see page 102 in the *Player's Handbook*) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a shyrlass.

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>One-Handed Melee Weapon</i>							
Shyrlass	90 gp	1d6	1d8	18-20/x2	–	4 lb.	Slashing

Credit

Author Thomas M. Costa.

Design Notes

Kyorlin velve are an original idea based on drow society as portrayed in various sources throughout D&D's history.

The quickest way to become a kyorlin velve is as a drow Rog1/Ftr5.

Murderous strike (death attack), poison use, sneak attack, and hide in plain sight are modeled on assassin abilities in the DMG. Uncanny dodge, evasion, improved uncanny dodge, improved evasion, and arterial slash (crippling strike) are modeled on rogue abilities. Improved murderous strike is modeled on the strifeleader's greater death attack in *Faiths and Pantheons*. Twist the knife is modeled on the bloodsister in *Dragon Magazine* #298.

Masked Traitor of Vhaeraun

There are priests, and even more priestesses, who serve Lolth on the surface, and Vhaeraun underneath. The reverse is almost unknown, though the destructive potential of such an individual keeps the idea a dark and secret dream that fires a glint in the eyes of many a high priestess.

How can such treachery be tolerated by the Spider Queen? Surely she knows the heart of every worshipper, and could prevail over any influences of a god of lesser power, such as Vhaeraun? The truth is that Vhaeraun is not so much less powerful than the Spider Queen – he simply uses his power in subtle, hidden, behind-the-scenes ways, not in the tyrannical, exultant, and brutal-naked-force manner so beloved by Lolth. He also watches over the drow in any place ruled by Lolth where he does have worshippers (such as the drow cities of Menzoberranzan, Tlethtyrr, and Waerglarn) often and attentively, looking into their minds for doubts and misgivings. If he finds great hatred or open rebellion against the dictates of the Spider Queen (or against her local high priestesses) and can find an opportunity for a ‘private audience’ with the wavering Lolth-worshipper, Vhaeraun manifests as a shadowy black face-mask, and telepathically speaks to the individual. If the individual is discovered or attacked by others, Vhaeraun typically leaves –after using spells to destroy the beings that discover or attack his intended faithful, as a sign of his power over Lolth, and to preserve the intended worshipper for another attempt at conversion later.

A double agent priest or priestess continues in Lolth’s service. If the individual’s loyalty to Vhaeraun is ever discovered, Lolth typically alerts nearby drow, and refuses to grant any further spells to the traitor – but does not strip the drow of any presently-memorized spells. The double agent then becomes a cleric of Vhaeraun alone (although the dress and manners of a Lolth-worshipper may be retained for use as a disguise), and typically travels to near-surface drow holdings or trading communities used by several races (such as Skullport). Drow tend not to speak the names or want to remember such traitors—their Houses disown them for safety’s sake, and other drow are urged by the yochlol not to remind people of treachery to Lolth by keeping alive names of those who have so sinned.

All masked traitors are among the faithful of Lolth, most of which are clerics or multiclassed clerics.

Hit Die: d8.

Requirements

To qualify to become a masked traitor of Vhaeraun, a character must fulfill the following criteria:

Race: Drow elf.

Patron: Lolth.

Skills: Bluff 4 ranks.

Feats: Iron Will.

Spells: Ability to cast 3rd level divine spells. Clerics must have access to the Drow or Spider sphere.

Special: Must have been contacted by Vhaeraun, converted to his worship, and agreed to become a double-agent of his.

Class Skills

The masked traitor’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the masked traitors of Vhaeraun.

Weapon and Armor Proficiency: Masked traitors gain no proficiency with any weapons, armor, or shields.

Spells per Day: A masked traitor continues her religious devotions. Thus, whenever a masked traitor gains a new level, she gains new divine spells per day and spells known as if she had gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This means she adds her spellcasting level of masked traitor to the level of another divine spellcasting class she has, then determines spells per day and caster level accordingly.

If the character had more than one divine spellcasting class before she became a masked traitor, she must decide which class to assign each level of masked traitor for the purpose of determining divine spells per day and spells known.

Discourage Prying (Ex): At 1st level, a masked traitor is always allowed an Intelligence check to notice any divination school spell targeted at them or the area in which they are located (DC 15). The masked traitor may make a Spellcraft check to identify any divination school spell they have noticed (DC 15 + spell level). In addition, if the divination school spell does not

normally allow for a saving throw, such as *detect evil*, the masked traitor gets a Will save to prevent the spell from revealing information about her.

Faithless of Lolth (Ex): At 1st level, a masked traitor gains a +2 sacred bonus to all Bluff, Diplomacy, Disguise, Gather Information, Intimidate, and Sense Motive checks with worshipers of Lolth. In addition, should the masked traitor take the test of Lolth (see page 182 of *Faiths and Pantheons*), her masked traitor levels do not count toward her character level for the purpose of determining the dupe's challenge rating.

Blessing of Vhaeraun (Su): At 2nd level, the masked traitor may call upon the blessing of Vhaeraun 1/day. The blessing grants a +4 insight bonus to a single attack or check of the masked traitor's choice.

Trickery Domain: At 2nd level, a masked traitor gains access to the Trickery domain. The masked traitor also may choose the domain's spells as spells.

Daylight Adaptation (Ex): The eyes of a masked traitor are covered by the shadow of Vhaeraun's power. At 3rd level, masked traitors gain the Daylight Adaptation feat (see page 37 of the *Player's Guide to Faerûn*) as a bonus feat, regardless of whether they meet the feat prerequisites.

Deceive Prying (Su): At 3rd level, masked traitors may give false or misleading information of their choice to divination school spells they notice, identify, and save against.

Dream of Vhaeraun (Su): At 3rd level, masked traitors receive the personal attention of Vhaeraun in the form of useful information imparted to them in their sleep or reverie. This power mimics the effects of either a *commune* or *divination* spell (at the player's option), although the effect is delivered in a manner similar to that of a *dream* spell. This ability is usable twice per tenday.

Ex-Masked Traitor: Like clerics, a masked traitor who grossly violates the dogma of Vhaeraun, loses all class features and cannot gain levels as a masked traitor of Vhaeraun until she atones (see the *atonement* spell description on pages 201-202 of the *Player's Handbook*) for his violations.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Discourage prying, faithless of Lolth	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Blessing of Vhaeraun, Trickery domain	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Daylight Adaptation, deceive prying, dream of Vhaeraun	+1 level of existing divine spellcasting class

Credit

Author Thomas M. Costa, based on original material by Ed Greenwood and Eric L. Boyd. The masked traitor originally appeared in *Menzoberranzan* (1992) and *Demihuman Deities* (1998).

Design Notes

This prestige class is adapted from *Menzoberranzan* book one, p 72-75, and *Demihuman Deities*, p. 36-39.

The easiest way to become a masked traitor is a clr5 of Lolth.

Master of the High Hunt

The High Hunt is a decadent outlaw cult active around Dhedluk and throughout the King's Forest of Cormyr. Certain old families in Cormyr, including some honored nobility, embrace the cult. Cult members zealously believe the vigor and survival of the Forest Kingdom can be renewed only through the sacrificial slaying of Cormyrean nobles – at least one annually. Though few cult members suspect the truth, the High Hunt and the powers membership bestows are sponsored by Malar the Beast Lord. The cult symbol is a point-down vertical dagger trailing three drops of blood off in an arc to the left.

Members of the High Hunt prick each other to draw at least three drops of blood whenever they meet on cult business, which is usually to discuss who is to be the next sacrifice. On moonlit nights, the fanatical cult members will don masks decorated with stag antlers and hunt the chosen noble through the King's Forest like a stag. The hunt traditionally begins in Dhedluk, where victims are often subjected to *silence* spells to prevent their screaming and other magics to goad them into running into the forest and away from any alert Purple Dragons. Decades ago, several victims hid in the village of Dhedluk, and the hunt soon degenerated into a nighttime melee, as Purple Dragons, citizens, and travelers roused from their sleep fought the cultists up and down the dirt streets. King Azoun IV outlawed the cult early in his reign, when it became apparent that certain unscrupulous nobles were using the High Hunt as an excuse for murdering rivals. The severe penalties – exile or death – for kidnapping and confining nobles for any reason also date from this judgment.

Most masters of the High Hunt are aristocrats and rangers, though several druids, fighters, rogues, and even a few multiclass wizards have also become masters of the High Hunt. Other classes usually find the cult too bizarre, distasteful, evil, or wild.

Hit Die: d10.

Requirements

To qualify to become a master of the High Hunt, a character must fulfill all the following criteria.

Alignment: Any nonlawful, nongood.

Base Attack Bonus: +5.

Skills: Hide 1 rank, Intimidate 1 rank, Knowledge (nature) 2 ranks, Listen 2 ranks, Move Silently 1 rank, Profession (hunter) 3 ranks, Spot 2 ranks, Survival 3 ranks.

Feats: Combat Reflexes, Endurance, Improved Initiative, Track.

Special: Must have purposefully murdered a Cormyrean of noble blood. Membership in the High Hunt.

Class Skills

The master of the High Hunt's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the masters of the High Hunt prestige class.

Weapons and Armor Proficiency: A master is proficient with all simple and martial weapons, and with light and medium armor.

Beast Claw (Su): Masters have the supernatural ability to sprout claws from their fingers, turning their hands into weapons that do 1d6 point of damage. If the master's normal unarmed damage is greater than 1d6, the damage does not change. The effect lasts for a number of minutes equal to the master's class level. The master may use this power a number of times per day equal to his master class level + his Wisdom modifier. The master is considered armed while this power is in effect.

Fast Movement (Ex): At 1st level, the master has a speed faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the master's speed because of any load carried or armor worn. For example, a typical master has a speed of 40 feet, rather than 30 feet, when wearing medium armor or carrying a medium load, his speed drops to 30 feet. This movement stacks with the similar fast movement abilities, like that of a barbarian.

Stealthy (Ex): Masters have developed amazing stalking skills. At 1st level, the master receives Stealthy as a bonus feat if he does not already have it.

Run (Ex): Masters have the speed of wild predators. At 2nd level, the master receives Run as a bonus feat if he does not already have it.

Scent (Ex): At 2nd level, a master gains the scent special ability. This allows the character to detect opponents by sense of smell as a free action, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15

feet. The master can detect strong scents, such as smoke or rotting garbage, at twice these ranges. The master can detect overpowering scents, such as skunk musk or troglodyte stench, at three times these ranges.

The master detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If he moves within 5 feet of the scent's source, the master can pinpoint the source.

The master can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat (see page 101 of the *Player's Handbook*). Masters tracking by scent ignore the effects of surface conditions and poor visibility.

Masters can identify familiar odors just as normal humans do familiar sights.

Water, particularly running water, ruins a trail.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Woodland Stride (Ex): At 2nd level, a master may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the master.

Hunter (Ex): Masters are some of the best hunters in the Realms. At 3rd level, the master receives Hunter (see below) as a bonus feat if he does not already have it.

Rage (Ex): A master can enter a rage (see pages 25-26 of the *Player's Handbook*) one time or one additional time per day at 3rd level. A master may use any of his class features while raging.

Trackless Step (Ex): At 3rd level, a master leaves no trail in natural surroundings and cannot be tracked.

Ex-Masters of the High Hunt: A master who becomes good or lawful loses his beast claws class feature and cannot gain new levels as a master of the High Hunt.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Beast claw, fast movement, Stealthy
2nd	+2	+3	+3	+0	Run, scent, woodland stride
3rd	+3	+3	+3	+1	Hunter, rage 1/day, trackless step

New Feat [OGL]

Hunter [General]

Hunters are a fixture throughout the Realms. You are one such hunter.

Benefit: You gain a +2 bonus on all Profession (hunter) and Survival checks.

Credit

Author Thomas M. Costa, based on original material by Ed Greenwood. The High Hunt originally appeared in *Volo's Guide to Cormyr* (1995).

Design Notes

This prestige class was inspired by the description of the High Hunt in *Volo's Guide to Cormyr*, p. 136-137. Much of the introduction is adapted from this source.

The easiest way to become a master of the High Hunt is as a *rng5, ari7, exp7, or rog7*.

Beast claw is adapted from the spell *claws of the beast* from *Magic of Faerûn*, p. 84. The language on the scent power is taken from the bear warrior prestige class from *Oriental Adventures*, p. 37. Fast movement is adapted from the barbarian and woodland stride and trackless step from the druid in the PH.

Nimbran Peer

The wizards of Nimbral, the fabled Sea Haven, are an incredibly gifted group of spell weavers. Stories of their great powers have spread throughout Faerûn and formed the basis for countless tales of mystery and magic. They are an aloof and secretive lot who often understand more of magic, particularly illusions, than most of their contemporaries in other lands could dream of knowing. Their knowledge, however, is never passed along to outlanders even its protectorates in the Hidden Kingdom of Samarach. As famed as they are for their powers of illusion, they are as justifiably famed for their crafting with moonspider thread and Nimbrian glass (see below), garbing themselves in their silver robes and their warriors in glass arms and armor.

Nimbran peers are seldom encountered outside their homeland where they dress in hooded robes woven of the unusual silver moonspider thread. They keep their cowls drawn forward and their countenances hidden. Those who have looked upon the face of a Nimbran peer often report they have no eyes or, rather, that their eyes are orbs of a bright metal that glistens like quicksilver.

Most Nimbran peers are illusionists or occasionally wizards. Other types of arcane casters are usually looked upon with suspicion and other classes simply lack the spellcasting abilities necessary to qualify for the class.

Hit Die: d3 (use a d6 and divide result by 2).

Requirements

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

Race: Halruaan human or half-elf (see below).

Region: Nimbral (see below).

Alignment: Any nonlawful.

Skills: Bluff 2 ranks, Sleight of Hand 2 ranks, Spellcraft 8 ranks, Knowledge (arcana) 8 ranks.

Feats: Greater Spell Focus (illusion), Spell Focus (illusion), Spellwise (see the *Player's Guide to Faerûn*), any one metamagic feat.

Spells: Able to cast 3rd-level arcane spells and knowledge of at least one illusion spell of each known spell level (either spells known or found in the character's spellbook).

Special: Must be a human or half-elf citizen of Nimbral and speak Halruaan; all known Nimbran peers are native-born Nimbrese humans or half-moon elves of Halruaan ethnic origin. Have to apprentice with a Nimbran peer for at least 6 months. Must undergo an hours-long secret ritual that requires a successful Knowledge (arcana) check (DC 25) and 500 gp of power components.

Class Skills

The Nimbran peer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Nimbran peer prestige class.

Weapon and Armor Proficiency: Nimbran peers gain no proficiency with any weapons, armor, or shields.

Spells per Day: At each Nimbran peer level, the character gains new arcane spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefits a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of Nimbran peer to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became a Nimbran peer, he must decide to which class he adds each level of Nimbran peer for the purpose of determining spells per day.

Arms and Armor Apathy (Ex): Nimbran peers have complete disdain for the use of traditional arms and armor. Their lack of practice with physical weaponry causes them to suffer a –1 penalty/class level to all attack rolls with weapons of any sort, including unarmed strikes. This penalty stacks with any penalty derived from lacking proficiency with a weapon. This penalty does not apply to melee or ranged touch attacks. In addition, Nimbran peers incur an additional -1 armor check penalty and +5% arcane spell failure chance in any armor (or heavy clothing) or with any shield that has an armor check penalty of -1 or lower or arcane spell failure chance of 5% or higher.

Illusion Mastery (Ex): At 1st level, a Nimbran peer gains the benefits of being an illusionist, a specialist wizard in illusions (see page 57 of the *Player's Handbook*), allowing him to cast one extra illusion spell per level per day and granting him a +2 bonus to Spellcraft checks with illusions. If the Nimbran peer is already an illusionist, he doubles the power of his illusion

specialization, allowing him to cast two extra illusion spells per level per day instead of one and granting him a +4 bonus to Spellcraft checks with illusions instead of +2. The Nimbran peer does not have to select prohibited spell schools or if he is already a specialist wizard, additional prohibited spell schools.

At each level of advancement in the Nimbran peer prestige class, a character that uses a spellbook gains two illusion spells of any level he can cast to add to his spellbook. This is in addition to the two spells characters are normally able add to their spellbooks at each level.

Quicksilver Eyes (Su): Beginning at 1st level, Nimbran peers begin a series of rituals (as noted in the requirements above) to empower their eyes with magic and make them glisten like quicksilver. At 1st level, the Nimbran peer's eyes see normally and with the power of a permanent *detect magic*; at 3rd level, his eyes gain the power to *read magic*; at 5th level, the power of *darkvision*; at 7th level, the power to *see invisibility*; and at 9th level, the power of *arcane sight*. In addition, at 9th level, the range of the *detect magic* and *darkvision* increases to 120 ft. All of these effects are equivalent to the spells cast by a wizard of the Nimbran peer's caster level.

A side effect of these rituals also causes the Nimbran peer's eyes to more easily fall to gaze attacks. All Nimbran peers suffer a -4 penalty to any saving throws involving a gaze attack. In addition, a Nimbran peer can be blinded by effects that dispel or suppress magic (as even his natural sight has become a supernatural ability). The Nimbran peer uses his caster level to resist any dispel checks that would affect his quicksilver eyes.

Ruathlek (Ex): Nimbran peers learn to speak the secret language of illusions, passed down from the now-dead Leira, goddess of illusion, herself. This powerful language is difficult to decipher and increases the Spellcraft DC to identify any figment, glamor, or pattern spell cast using the magic tongue by +4. In addition, the language increases the dispel check for dispelling figments, glamers, or patterns by +2.

Metamagic Illusions (Ex): Beginning at 2nd level, the Nimbran peer may cast an illusion spell as if it were under the effects of any metamagic feat he knows that uses up a spell slot up to one level higher than the spell's actual level. He does not need to prepare this in advance, and it does not increase the casting time or use a higher spell slot. The Nimbran peer can use this ability a number of times per day equal to 1 + his Charisma bonus (if positive).

At every even level, the Nimbran peer may use this ability with any metamagic feats he knows that use up spell slots up to half his Nimbran peer level higher than the spell's actual level. For example, a 4th-level Nimbran peer could freely use a metamagic feat that uses up a spell slot two levels higher than the spell's actual level, such as Empower Spell. In addition, the Nimbran peer gains an additional use of this ability at every even level. For example, a 4th-level Nimbran peer can use this ability 2 + his Charisma bonus (if positive) times per day.

Signature Illusion (Ex): At 5th and again at 10th level, a Nimbran peer gains the Signature Spell feat (see page 43 of the *Player's Guide to Faerûn*) as a bonus feat that he may apply to any figment, glamor, or pattern spell he knows. He need not meet the prerequisites for the feat, and can choose any figment, glamor, or pattern he knows as a signature spell, rather than a spell he has mastered with the Spell Mastery feat.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Arms and armor apathy, illusion mastery, quicksilver eyes (<i>detect magic</i>), Ruathlek	+1 level of existing arcane spellcasting level
2nd	+1	+0	+0	+3	Metamagic illusion I	+1 level of existing arcane spellcasting level
3rd	+1	+1	+1	+3	Quicksilver eyes (<i>read magic</i>)	+1 level of existing arcane spellcasting level
4th	+2	+1	+1	+4	Metamagic illusion II	+1 level of existing arcane spellcasting level
5th	+2	+1	+1	+4	Quicksilver eyes (<i>darkvision</i>), signature illusion	+1 level of existing arcane spellcasting level
6th	+3	+2	+2	+5	Metamagic illusion III	+1 level of existing arcane spellcasting level
7th	+3	+2	+2	+5	Quicksilver eyes (<i>see invisibility</i>)	+1 level of existing arcane spellcasting level
8th	+4	+2	+2	+6	Metamagic illusion IV	+1 level of existing arcane spellcasting level
9th	+4	+3	+3	+6	Quicksilver eyes (<i>arcane sight</i> and 120 ft.)	+1 level of existing arcane spellcasting level
10th	+5	+3	+3	+7	Metamagic illusion V, signature illusion	+1 level of existing arcane spellcasting level

Variant Prestige Class **Knight of the Flying Hunt**

The legendary nation of Nimbral is shrouded in mystery, an island of mighty illusionists and exotic magics. However, the elite warriors of this land, the knights of the Flying Hunt, are as or perhaps more famous than the land's magocratic leaders, the Nimbral Lords. These aerial knights mounted on pegasi patrol the skies and waters of the island, seeking out flying monsters and keeping pirates and raiders away from Nimbral's shores.

Most knights of the Flying Hunt at one time or another journey in secret to the mainland, wandering, adventuring, and tasting what the rest of Faerûn has to offer. Like most Nimbrese, the knights are very closed-mouthed about their homeland while abroad. Moreover, they seem to almost enjoy perpetuating the aura of mystery that surrounds them. However, there can be no doubt they are reliable, brave, and resourceful warriors despite their hidden secrets. They are polite, articulate, proud of bearing, and level-headed with an almost indefinable, unapproachable demeanor that is nearly as much of a defense as their armor. These knights embrace the highest ideals of romantic chivalry, ever mindful of the power they wield, though some (such as Calishite slavers and Nelanther pirates) revile them as raiders and bandits. In some ways, the knights of the Flying Hunt seem too good to be true to many folk, and most mainland cynics wonder just what it is they are hiding.

A knight's rank is often difficult to distinguish, as the knights have a loose leadership hierarchy made up of only three ranks, Novice, Knight, and Commander. The knights are careful to be immaculate in presentation (most keep a *prestidigitation* spell prepared) and take great care to keep their weapons shining with dazzling brightness. In truth, many of these arms and armors are magical. One is hard pressed to picture a Nimbral warrior getting mired in grit and muck. Knights of Nimbral fight with longswords, daggers, "hurl clubs" (see below), and lances. Knights of the Flying Hunt wear magnificent spired and curving full plate magic glass armor. The knights also carry alarm-horn to denote a threat to the realm.

Most knights of the Flying Hunt are wizard/fighters or illusionist/fighters.

You can create a knight of the Flying Hunt by adapting the spellsword prestige class from the *Complete Warrior* (see pages 79-80; note the original 3E spellsword found in *Tome and Blood* was updated in several ways that make adjusting that version of the prestige class as noted below unworkable) for use in Faerûn. The prestige class can be used with the following adjustments.

Requirements

To qualify to become a knight of the Flying Hunt, a character must fulfill the following requirements (instead of those of the original spellsword prestige class).

Race: Halruaan human or half-elf (see below).

Region: Nimbral (see below).

Alignment: Any nonevil.

Base Attack Bonus: +5.

Skills: Concentration 5 ranks, Handle Animal 5 ranks, Knowledge (arcana) 5 ranks, Ride 5 ranks.

Feats: Mounted Combat and proficiency with all simple and martial weapons and with all armor (light, medium, and heavy).

Spells: Able to cast 2nd-level arcane spells. Able to cast *feather fall*.

Special: Must be a human or half-elf citizen of Nimbral and speak Halruaan; all known knights of the Flying Hunt are native-born Nimbrese humans or half-moon elves of Halruaan ethnic origin. Must demonstrate dedication to the defense of Nimbral, be accepted into the knighthood of the Flying Hunt by the Nimbral Lords, and swear fealty to Nimbral.

Class Skills

Eliminate Knowledge (all skills, taken individually) (Int) and Profession (Wis). Add Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), and Swim (Str).

Class Features

The knight of the Flying Hunt has all the standard spellsword class features except as noted below.

Saving Throws: Knights of the Flying Hunt have a good Fortitude saving throw progression and poor Reflex and Will saving throw progressions; use the same bonuses in the Ref save column for the Will save column.

Spells per Day: A knight of the Flying Hunt gains new spells per day at 2nd, 5th, and 7th, and 10th levels.

Pegasus Mount: At 1st level, the knight of the Flying Hunt gains the service of a pegasus (see pages 206-207 of the *Monster Manual*). This magical beast is a loyal companion that serves as the knight's mount. As the knight advances in level, the powers of the pegasus increase like those of a paladin's mount (see page 45 of the *Player's Handbook*). The knight of the Flying Hunt is treated as if he were a paladin of his knight of the Flying Hunt class level +5 for the purposes of determining the special powers of his pegasus (which is treated as a standard paladin mount, not as an unusual paladin mount as discussed in the *Dungeon Master's Guide* [see pages 204-205 of the *Dungeon Master's Guide*]). Should the knight reach a level where his pegasus mount develops the *command* creatures of its kind spell-like ability, the power applies to both normal avians and equines, but not to other pegasi or magical steeds.

The pegasus mount requires the knight to dismiss any other magical companions that increase in power as the character gains levels, such as a wizard's familiar or a paladin's special mount. If a knight of the Flying Hunt's pegasus mount is dismissed

or perishes, he may perform a special 24-hour arcane ceremony with another willing pegasus to replace his previous mount. The ceremony requires a successful Knowledge (arcana) check (DC 20) and 100 gp of power components.

Nimbrian Storm Armor: At 1st level, the knight is gifted with a suit of *novice Nimbrian storm armor* (see below) by the Nimbral Lords.

At 5th level when a Novice attains full knighthood, the Lords reclaim the knight's *novice Nimbrian storm armor* and replace it with *legendary Nimbrian storm armor* (see below). (Faithful service and outstanding performance by a knight can earn the Lords' choice of additional magic armor enhancements [see below].)

Lost or destroyed armor is the responsibility of the knight and not necessarily replaced by the Nimbral Lords.

Bonus Feat: At 2nd level, the knight of the Flying Hunt can only choose his bonus feat from among those feats with the Mounted Combat feat as a prerequisite. He must still meet any other prerequisites of that feat.

Channel Spell (Sp): Knights of the Flying Hunt may only use this power 2/day at 4th level, 3/day at 6th level, and 4/day at 8th level.

New Character Region

Nimbral Region

This mysterious land of Halruaan expatriates is cloaked in a veil of illusion. The Sea Haven is known for its mighty illusionists, but the Land of the Flying Hunt is best known for its glass-armored, pegasus-mounted warriors. The fully-integrated half-moon elf population (about one-tenth of the citizenry) of Nimbral uses its own slightly different region. (See the *Player's Guide to Faerûn* for details on character regions and regional feats.)

Recommended Subrace: Halruaan.

Automatic Language: Halruaan.

Bonus Languages: Alzhedo, Chondathan, Chultan, Dambrathan, Durpari, Elven, Midani, Tashalan.

Favored Deities: Azuth, Cyric (also as Leira), Mystra.

Regional Feats: Arcane Schooling, Magical Training, Saddleback, Spellwise.

Bonus Equipment: (A) Lance* or longsword*, or (B) *wand of silent image* (CL 1st, 20 charges).

Recommended Subrace: Half-moon elf.

Automatic Language: Elven, Halruaan.

Bonus Languages: Alzhedo, Chondathan, Chultan, Dambrathan, Durpari, Midani, Tashalan.

Favored Deities: Azuth, Cyric (also as Leira), Mystra, Sehanine Moonbow.

Regional Feats: Arcane Schooling, Magical Training, Saddleback, Spellwise.

Bonus Equipment: (A) Lance* or longsword*, or (B) *wand of silent image* (CL 1st, 20 charges).

New Weapon

Hurl Club: Hurl clubs are mighty clubs that have both ends weighted for throwing. The shifting weight of the club makes critical damage impossible. Despite tavern tales to the contrary, the weapon doesn't return to the hurler. Some wielders attach 60-ft. chains to hurl clubs to prevent losing them, but these thin 3-lb. chains hamper throws, lessening damage to 1d6 if Small and 1d8 if Medium and forcing a -2 penalty on the attack roll.

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Ranged Weapon</i>							
Hurl club	5 gp	1d8	1d10	–	10 ft.	6 lb.	Bludgeoning

New Special Material

Nimbrian Glass: Made only by the Nimbral Lords (and certain Halruaan wizards), Nimbrian glass is as hard and durable as the finest battle-steel and can be used to craft arms and armor, among other things. It is like steel in all respects except one; it is far easier to manipulate arcane magic in its presence and reduces the arcane spell failure chance of armor and shields by 10%. Only armor primarily made of metal plates and pieces is usually made from Nimbrian glass, including breastplate, half-plate, and full plate armors; armor made with mail doubles the crafting time. Aside from aesthetics, Nimbrian glass grants no other benefits to other items, including weapons, crafted from it.

Items fashioned from Nimbrian glass cost three times as much to make as their normal counterparts and are always masterwork items (the masterwork portion of the cost is not tripled). Crafting items from Nimbrian glass requires a Craft (alchemy) check (DC 20) in addition to the normal checks a masterwork item of its type would require.

New Equipment and Magic Items

Nimbrian Storm Armor: Nimbrian storm armor is crafted from Nimbrian glass. Novice knights of the Flying Hunt are often gifted with a suit of non-glowing dull gray armor by the Nimbral Lords, with the following properties: +1 *Nimbrian glass full plate* with an always-operating *feather fall* (that affects separated pieces of the suit, not just its wearer).

The glowing armor of legend properly known as “storm armor” has the following base properties: +2 *electricity resistance invulnerability Nimbrian glass full plate* with an always-operating *feather fall* (as above). In addition, its hues and patterns shine and shift entirely with the wearer’s desires, gaining brightness as their rage or excitement increases, and going dim as consciousness or physical vitality fails.

The Nimbral Lords’ often further augment legendary armor with one or more of the following special abilities:

1. *arrow deflection* (as the shield property; CL 5th; +2 bonus)
2. *blinding* (as the shield property; CL 7th; +1 bonus)
3. *fortification, moderate* (CL 13th; +3 bonus)
4. *glamered* (CL 10th; +1 bonus)
5. *ironguard, greater* (CL 13th; 1/day; +5 bonus; see page 97 of *Magic of Faerûn*)
6. *ironguard, lesser* (CL 9th; 1/day; +3 bonus; see pages 71-72 of the *Forgotten Realms Campaign Setting*)
7. *magic missile* (3/day; CL 7th; +11,340 gp)
8. *mirror image* (five images of self and steed, 1/day; CL 9th; +24,300 gp)
9. *reflecting* (as the shield property; but armor does not become mirrorlike; CL 14th; +5 bonus)
10. *spell resistance* (13) (CL 15th; +2 bonus)
11. *spell resistance* (15) (CL 15th; +3 bonus)
12. *water walking* (CL 3rd; +22,500)

Novice Nimbrian storm armor: faint transmutation; CL 3rd; Craft Magic Arms and Armor, *feather fall*, Price 8,150 gp; Weight 50 lb.

Legendary Nimbrian storm armor: strong transmutation; CL 10th; Craft Magic Arms and Armor, *feather fall, resist energy, stonewood, wish*; Price 50,150 gp; Weight 50 lb. (Prices for each special ability noted above are placed in parentheses to encourage game balance in their awarding. Standard novice armor has an equivalent +1 enhancement and legendary armor an equivalent +5 enhancement.)

Silver Robe of Nimbral: These hooded robes, woven of moonspider thread, gleam and shimmer like moonlight. Moonspider thread is a rare and costly filament harvested from the webs of tiny moonspiders a species found only on the island of Nimbral. The thread is extremely strong and light. Only Nimbran weavers know the art of harvesting and weaving moonspider thread, and it is a secret kept most closely.

Anyone hoping to properly weave something with moonspider thread must have ranks in Craft (weaving) and be an arcane spellcaster. Anything fashioned from moonspider thread is considered a masterwork item. The fibers of a silver robe of Nimbral are so strong that even a mundane robe offers a +1 armor bonus without any corresponding penalties to Dexterity, skills, arcane spell casting, or speed. A silver robe of Nimbral costs 250 gp and weighs 3 lb.

Silver robes of Nimbral are often empowered by magic. Most robes are infused with magical force, granting the wearer an additional enhancement bonus of +1 to +10, just as though he was wearing magical armor. In addition, many Nimbran peers work other magics, such as the power to levitate or fly, into their robes as well.

Moderate conjuration; CL 7th; Craft Wondrous Item, *mage armor*, creator’s caster level must be at least two times that of the bonus placed in the robes; Price 1,250 gp (+1), 4,250 gp (+2), 9,250 gp (+3), 16,250 gp (+4), 25,250 gp (+5), 36,250 gp (+6), 49,250 gp (+7), 64,250 gp (+8), 81,250 gp (+9), 100,250 gp (+10); Weight 3 lb.

Credit

Author Thomas M. Costa, based on original material by William W. Connors. The wizards of Nimbral originally appeared in *Wizards and Rogues of the Realms* (1995). The Nimbral region presented here is an edited version of that which originally appeared in the official “*Player’s Guide to Faerûn Errata*” found at <http://www.wizards.com/default.asp?x=dnd/er/20040125a> (2004). Additional information on Nimbral can be found in the “Realmslore” series by Ed Greenwood on the Wizards of the Coast website, <http://www.wizards.com/default.asp?x=dnd/rl/20041110a>.

The knights of the Flying Hunt are based on original material by John Terra. The warriors of Nimbral originally appeared in *Warriors and Priests of the Realms* (1996). The 3E spellsword originally appeared in *Tome and Blood* (2001) by Bruce R. Cordell and Skip Williams and was updated to 3.5E in the *Complete Warrior* (2003) by Andy Collins, David Noonan, and Ed Stark. Additional information on the Knights of the Flying Hunt, the hurl club, and *storm armor* can be found in the “Realmslore” series by Ed Greenwood on the Wizards of the Coast website, <http://www.wizards.com/default.asp?x=dnd/rl/20041110a>.

Design Notes

This prestige class is inspired by the write-up on wizards of Nimbral on pages 43-49 of the 2E *Wizards and Rogues of the Realms* and pages 150-151 of the *Forgotten Realms Campaign Setting*.

The easiest way to qualify for this prestige class is as an Ill5 or Wiz5 from Nimbral.

Note arms and armor apathy is somewhat offset by the normal increase in BAB. I considered not giving them a BAB bonus instead, but that would have penalized melee touch and ranged touch attacks. Illusion mastery is modeled on the illusionist in the PH and the improved spell acquisition of the guild wizard in *Magic of Faerûn*. Quicksilver eyes is inspired by the discussion of wizards of Nimbral in *Wizards and Rogues of the Realms*. Ruathlek has been a staple of D&D and the Forgotten Realms for decades. The idea of it enhancing the spellcasting is inspired by similar talk of a dark language in the *Book of Vile Darkness* and its discussion in the article “Speaking in Tongues” by Thomas M. Costa in *Dragon Magazine Annual #4* (1999). Metamagic illusions is inspired by the wide spell power of the War Wizards of Cormyr in *Magic of Faerûn* and as an evolution to the adroit casting of the Halruaan elder in *Shining South*, the Nimbran peer’s ancestor of sorts. Signature illusion is adapted from the Halruaan elder in *Shining South*. I considered giving them the spell power ability of Red Wizards, but this power is far less useful with figments, glamers, and patterns than with most other types of spells.

The knight of the Flying Hunt is inspired by the warriors of Nimbral in *Warriors and Priests of the Realms* and the discussion of the Flying Hunt in various sources including the *Forgotten Realms Campaign Setting*, *Races of Faerûn*, *Shining South*, and especially the “Realmslore” series. The knight gains a slightly better skill selection, the pegasus “paladin” mount, and the free *storm armor* in exchange for tougher requirements (the easiest way to become a knight is as a Wiz4/Ftr3 or Wiz3/Ftr4), a weaker Will save, a delayed increase in and less spells per day, fewer uses of the channel spell class feature, a likely loss of their familiar, and a more restricted choice of bonus feat. The pegasus mount language mixes the language of a druid or ranger companion, a paladin mount, and wizard’s familiar.

I chose to edit the Nimbral region in response to the descriptions of Nimbral appearing in the “Realmslore” series.

Hurl club and Nimbrian storm armor are edited from the “Realmslore” series. The prices of storm armor in the “Realmslore” articles appears incorrect. +1 full plate with a continuous *feather fall* effect would cost 1650 gp (masterwork full plate) + 1000 gp (+1) + 3000 (*feather fall*, level 1 x caster 1 x 2000 gp x 1.5 for dissimilar space limited item power – compare to resistance costs) = 5650 gp, not 5,050 gp and that doesn’t even include any costs for using a rare and secret form of glass (even if the glass has no properties of note in the “Realmslore” article). The cost error is the same for the legendary storm armor – 1650 gp (masterwork full plate) + 25,000 (+5 equivalent for +2 *invulnerability*) + 18,000 (*electricity resistance*) + 3000 (*feather fall*, level 1 x caster 1 x 2000 gp x 1.5 for dissimilar space limited item power) = 47,650 gp – indicating the price of the *feather fall* effect is 2500 gp and not 3000 gp for some reason (perhaps because you are unlikely to use the power constantly). So adding the cost of Nimbrian glass adds +3000 gp (minus the 500 gp discount for *feather fall*). Costs for additional powers are as follows: *greater ironguard* is the same level as *spell turning* and is defensive in nature, so a +5 bonus seems appropriate. Otherwise the cost would be spell 7 x CL 13 x command 1800 x 1/5 times x 1.5 dissimilar = 49,140 gp. Similarly, the *lesser ironguard* cost would be spell 5 x CL 9 x command 1800 x 1/5 times x 1.5 dissimilar = 24,300 gp. In both cases I rounded, if you will, up to a bonus equal to the cost divided by 10,000 gp, which seemed about right. Having *ironguard* be constant would have increased the cost enormously to +273,000 gp for the *greater ironguard* and +135,000 gp for the *lesser ironguard*. *Magic missile* cost is spell 1 x CL 7 x 1800 command x 3/5 times x 1.5 dissimilar = 11,340 gp. *Mirror image* cost is Maximized (to account for the maximum images, or maybe Widen to include the mount, both of which are +3 to the spell level) spell 5 x CL 9 x 1800 command x 1/5 times x 1.5 dissimilar = 24,300 gp. *Water walking* is priced as the ring (15,000) x 1.5 for dissimilar = +22,500 gp, which is notably less than if you priced it as a constant spell.

The silver robes are inspired by the discussion in *Wizards and Rogues of the Realms*, but for balance reasons reworked to function much like *bracers of armor*.

Peacefolk of Eldath

Peacefolk seek to be as calm and placid as a still quiet pond. They are pacifists in a world involved in conflict. They feel that achieving a state of perfect peace will bring them closer to Eldath herself. No matter how heinous a being is, peacefolk will not raise their hands against them – though the unrepentant and innate evil of certain outsiders and undead is to be defended against. They believe inner peace lies within all beings, if only everyone would look deep inside themselves and allow it to come forth. Peacefolk try their best to talk and reason with everyone, pointing out the futility of violence.

Peacefolk often serve in the group known as the Arbitrators of the Quiet One. However whether they serve or not, many peacefolk freely go to areas of conflict and attempt to act as mediators in longstanding disagreements that have led to violent acts. They listen to both sides and try to find a middle ground without polarizing the issues through overt statements of moral judgment. They prefer to find resolutions that get at the heart of a problem so that once dealt with it does not flare up again in months or years. Some peacefolk also join the Harpers, serving in their own way to abate the strife and bring peace to the Realms.

Most peacefolk are clerics or druids of Eldath. In addition to humans, several ondonti orcs (see the 3E “Bestiary of the Realms” at <http://www.erilboyd.com/dnd/monsters.html>) have also become peacefolk.

Hit Die: d6.

Requirements

To qualify to become a peacefolk of Eldath, a character must fulfill the following criteria:

Patron: Eldath

Alignment: Neutral Good.

Skills: Diplomacy 8 ranks, Heal 4 ranks, Profession (herbalist) 4 ranks, Swim 4 ranks.

Feats: Brew Potion, Great Fortitude.

Spells: Ability to cast 2nd-level divine spells. Clerics must have access to the Family domain (see the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*).

Special: Ability to speak two of the following languages: Aquan, Druidic, Elven, Halfling, Sylvan, Treant. Must forswear the use of armor; weapons or attacks that inflict damage; and spells, as well as magic items or abilities, of the necromancy school or with the death, evil, and/or fear descriptors. Must also forswear attacks of any sort, even counterattacks, except counterattacks directed against evil elementals, evil outsiders, and evil undead or which do not cause damage.

Class Skills

The peacefolk's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the peacefolk of Eldath.

Weapons and Armor Proficiency: Peacefolk gain proficiency in the net, but no proficiency with other weapons, armor, or shields. Peacefolk forswear the use of other weapons and armor. Moreover, from lack of use, peacefolk lose any previous proficiency with weapons other than the net and unarmed strike.

Spells per Day: A peacefolk continues her religious devotions. Thus, whenever a peacefolk gains a new level, she gains new divine spells per day and spells known as if she had gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This means she adds her spellcasting level of peacefolk to the level of another divine spellcasting class she has, then determines spells per day and caster level accordingly.

If the character had more than one divine spellcasting class before she became a peacefolk, she must decide which class to assign each level of peacefolk for the purpose of determining divine spells per day and spells known.

Code of Conduct: In addition to following the dogma of Eldath's faith, peacefolk must forswear the use of armor; weapons or attacks that inflict damage; and spells, as well as magic items or abilities, of the necromancy school or with the death, evil, and/or fear descriptors. In addition, peacefolk may not initiate attacks of any sort, even counterattacks, except counterattacks directed against evil elementals, evil outsiders, and evil undead or which do not cause damage. Peacefolk may defend themselves and those under their protection. Nevertheless, Eldath expects her peacefolk to follow both the letter and intent of the code.

Glory of the Divine (Su): Peacefolk who wear no armor gain a sacred bonus to their AC equal to their Charisma bonus (if positive).

Passive Resistance (Ex): Peacefolk increase the AC bonus for fighting defensively by +1 and for using the total defense action by +2 at 1st level. At 5th level these bonuses increase to +2 and +4 respectively and at 10th level to +3 and +6 respectively. (These bonuses stack with the increases from having 5+ ranks of Tumble.)

Serenity (Ex): Peacefolk are immune to spell, spell-like, and supernatural effects that cause pain, such as the pain touch granted power of the Suffering domain (see the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*) and all types of fear (magical or otherwise).

Tranquility (Su): Beginning at 1st level, peacefolk may create a sense of tranquility in all creatures within 20 feet able to hear them, unless they make a Will save (DC 10 + peacefolk's level + Charisma modifier). This ability *enthralls* (as the spell), suppresses mind-affecting spells that create negative emotions (such as *confusion*, *crushing despair*, *fear*, and *rage*), negates a barbarian's rage, and stops fighting creatures from doing anything except protect themselves. Affected creature also suffer a penalty equal to the peacefolk's class level to all Will saves made against the peacefolk's *sleep* or *modify memory* abilities. This ability lasts for as long as the peacefolk speaks, to a maximum of 1 hour, and is usable 1/day at 1st level, 2/day at 3rd level, 3/day at 5th level, 4/day at 7th level, and 5/day at 9th level.

Turn Undead (Su): Peacefolk can turn undead as clerics do (see pages 33 and 159-160 of the *Player's Handbook*). If a peacefolk has this ability from another class, her class levels stack to determine her effective turning level.

Eldath's Pool (Sp): At 2nd level, peacefolk gain the ability to *create water* 1 + their Charisma modifier/day as a cleric equal to her highest effective divine spellcasting level.

Purify Food and Drink (Sp): At 2nd level, peacefolk gain the ability to *purify food and drink* 1 + their Charisma modifier/day by touch.

Sleep (Sp): At 3rd level, peacefolk may cast *sleep* 1/day. This increases to 2/day at 6th level and 3/day at 9th.

Silence (Sp): At 4th level, peacefolk may cast *silence* 1/day. This increases to 2/day at 8th level.

Water Walk (Sp): At 5th level, peacefolk may *water walk* at will.

Bonus Domain: At 6th level, the peacefolk may choose a new domain from Eldath's available domains: Good, Family (see the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*), Plant, Protection, or Water. The peacefolk receive the domain's granted power and may choose the domain's spells as domain spells. (If the peacefolk is a cleric, she now has three choices each level for domain spells instead of two.)

Bonus Language (Ex): At 6th level, peacefolk learn one of the following languages as a bonus language: Aquan, Druidic, Elven, Halfling, Sylvan, Treant.

Inner Peace (Ex): At 6th level, peacefolk gain a +2 sacred bonus to all saves vs. mind-affecting spells, spell-like effects, and supernatural effects.

Waters of Eldath (Ex): Beginning at 6th level, peacefolk learn the secrets of brewing four unique potions. Each of the potions is purified as if by a *purify food and water* spell.

Cleansing Water: This potion purifies whatever it is poured over as if by a *purify food and water* spell and also acts as quadruple strength holy water, dealing 8d4 points of damage against undead and evil outsiders with a direct hit and causing 4 points of damage with a splash. This is a 4th-level spell effect. The cost to brew this potion is 700 gp and 56 XP.

Laughing Water: This potion *removes fear* and *removes curse* as the spells and cures all mental disorders caused by spells or injury to the brain, including the removing of all forms of insanity, *confusion*, and other similar mental effects and offsetting of *feeblemind* and *Tasha's hideous laughter* spells. This is a 4th-level spell effect. The cost to brew this potion is 700 gp and 56 XP.

Dancing Water: This potion acts as a *remove paralysis* and *restoration* spell and removes the effects of being dazed, exhausted, fatigued, paralyzed, and stunned, as well as the pain touch granted power of the Suffering domain (see the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*). This is a 5th-level spell effect. The cost to brew this potion is 1125 gp and 90 XP.

Healing Water: This potion *cures minor wounds*, *neutralizes poison*, *removes blindness/deafness*, and *removes disease* as the spells and removes the effects of being blinded, dazzled, deafened, nauseated, and sickened. This is a 5th-level spell effect. The cost to brew this potion is 1125 gp and 90 XP.

Eldath's Spring (Sp): At 7th level, peacefolk gain the ability to *bless water* 1 + their Charisma modifier/day.

Neutralize Poison (Sp): At 7th level, peacefolk may cast *neutralize poison* 1 + their Charisma modifier/day by touch.

Modify Memory (Sp): At 8th level, peacefolk may cast *modify memory* 1/day.

Sanctuary (Sp): At 9th level, peacefolk are under the effects of a constant *sanctuary* spell. While so protected, the peacefolk cannot attack without becoming an ex-peacefolk, unless counterattacking against evil elementals, evil outsiders, or evil undead or in a way that does not cause damage, in which case, she will regain this spell effect upon completing her next period of daily prayer.

Water Breathing (Sp): At 10th level, peacefolk can breathe underwater as if by a constant *water breathing* spell.

Ex-Peacefolk: Like clerics, a peacefolk who violates the dogma of Eldath loses all spells and class features and cannot gain levels as a peacefolk of Eldath until she atones (see the *atonement* spell description on pages 201-202 of the *Player's Handbook*) for her violations.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Code of conduct, glory of the divine, passive resistance, serenity, tranquility, turn undead	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	<i>Eldath's pool, purify food and drink</i>	+1 level of existing divine spellcasting class
3rd	+1	+3	+1	+3	<i>Sleep</i>	+1 level of existing divine spellcasting class
4th	+2	+4	+1	+4	<i>Silence</i>	+1 level of existing divine spellcasting class
5th	+2	+4	+1	+4	<i>Water walk</i>	+1 level of existing divine spellcasting class
6th	+3	+5	+2	+5	Bonus domain, bonus language, inner peace, waters of Eldath	+1 level of existing divine spellcasting class
7th	+3	+5	+2	+5	<i>Eldath's spring, neutralize poison</i>	+1 level of existing divine spellcasting class
8th	+4	+6	+2	+6	<i>Modify memory</i>	+1 level of existing divine spellcasting class
9th	+4	+6	+3	+6	<i>Sanctuary</i>	+1 level of existing divine spellcasting class
10th	+5	+7	+3	+7	<i>Water breathing</i>	+1 level of existing divine spellcasting class

Credit

Author Thomas M. Costa, based on original material by Ed Greenwood, Jeff Grubb, Julia Martin, Eric L. Boyd, and John Terra. Peacemen and peacewomen originally appeared in *Forgotten Realms Adventures* (1990) and *Faiths and Avatars* (1996) and stillwaters in *Warriors and Priests of the Realms* (1996).

Design Notes

This prestige class is based on the specialty priest, and to a lesser extent druid and mystic, in *Faiths and Avatars*, stillwater kit in *Warriors and Priests of the Realms*, spells in *Prayers from the Faithful*, ondonti write-up in *Zhentil Keep* box set and *Monstrous Compendium Annual Volume 3*, and the Harper priest and mystic prestige classes from *Magic of Faerûn*.

The easiest way to become a peacefolk is as a human clr5 or drd5, though a lot of multiclass combinations are equally possible.

Glory of the divine and passive resistance were an appropriate trade off for their lack of weapon and armor usage, serenity was inspired by the specialty priest ability, tranquility by the specialty priest ability and soothing words power of the kit, turn undead I kept as a balance to their lack of combat ability, *Eldath's pool* was inspired by the Harper power, *purify food and drink* by the ondonti, *sleep* by the specialty priest, kit and mystic, *silence* by the specialty priest, *water walk* by the specialty priest, the bonus language by the druid and specialty priest, inner peace by the ondonti and mystic, waters of Eldath by several of her spells and some of the mystic class powers, *neutralize poison* by the ondonti, *modify memory* by the kit, *sanctuary* by the specialty priest and ondonti, *water breathing* by the specialty priest. I dropped *Laeral's aqueous column*.

Primate of Bhaal

Primates or primistresses are the homicidal cult leaders of Bhaal (see below), the slain Lord of Murder. The cult originates from the Sentinelspire, a volcanic mountain, which stands prominently in the middle of the Endless Wastes, 250 miles east of the Lake of Mists and 300 miles south of the Golden Way. In a hidden canyon halfway up Sentinelspire is the secret Fortress of the Old Man, where the Old Man of the Mountain, the high priest of Bhaal, and his followers live in a beautiful garden filled with every worldly comfort a person could desire. There, the Old Man trains fanatic slayers dedicated to the Lord of Murder's service, who travel via portals and their own plane skipping power across Abeir-Toril to perform assassinations for hire. As a reward for their sanguinary acts, the assassins are allowed the pleasures of the canyon.

These zealous killers are dedicated to Bhaal and exhibit all of the revitalized powers they had lost in the wake of Bhaal's murder. However, it is unclear from where their power comes. Those few aware of the cult, suspect it to be the power of lawful Set encroaching on the portfolio of the mad Cyric, while others believe it to be Cyric himself, and still others point to recent troubles with the Bhaalspawn and the whispered rise of the one, true Bhaal (see *Dragon Magazine* #288 for details on the Bhaalspawn). Whatever the origin of their power, the primates are a fearsome and dangerous lot. (In your campaign, it is up to the Dungeon Master to decide who is empowering these cultists.)

Nearly all primates are clerics, though many are multiclassed as rogues and a few as barbarians, fighters, rangers (or urban rangers [see pages 55-56 of *Unearthed Arcana*]) or other classes.

Hit Die: d8.

Requirements

To qualify to become a primate of Bhaal, a character must fulfill the following criteria:

Patron: Bhaal.

Alignment: Lawful Evil.

Skills: Gather Information or Survival 2 ranks, Hide 5 ranks, Move Silently 5 ranks.

Feats: Greater Spell Focus (necromancy), Spell Focus (necromancy), Track or Urban Tracking (see page 56 of *Unearthed Arcana* or pages 61-62 of the *Eberron Campaign Setting*).

Spells: Ability to cast 5th-level divine spells, including *slay living*, and at least one *inflict* spell of any level. Clerics must have access to the Death and/or Destruction domain.

Special: Must have murdered at least 18 sentient (Intelligence 3 or more) creatures, at least 3 of which had to have had the same number of levels as you at the time of their deaths and at least 3 of which must have been slain using different weapons or methods.

Class Skills

The primate of Bhaal's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the primate of Bhaal.

Weapon and Armor Proficiency: Primates are proficient with all simple weapons and light and medium armor.

Spells per Day: A primate continues his devotion to Bhaal. Thus, whenever a primate gains an odd-level (1st, 3rd, and 5th), he gains new divine spells per day and spells known as if he had gained a level in whatever divine spellcasting class he belonged to before she added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling undead, more frequent *remove disease*, and so on). This means he adds his spellcasting levels of primate to the levels of another divine spellcasting class he has, then determines spells per day and caster level accordingly.

If the character had more than one divine spellcasting class before he became a primate, he must decide which class to assign each level of primate for the purpose of determining divine spells per day and spells known.

Rebuke Undead (Su): Primates can rebuke undead as clerics do (see pages 33 and 159-160 of the *Player's Handbook*). If a primate has this ability from another class, his class levels stack to determine his effective turning level.

Sneak Attack (Ex): At 1st level, the primate of Bhaal gains the ability to sneak attack opponents. This functions identically to the rogue's sneak attack ability (see page 50 of the *Player's Handbook*). At 1st level, the primate's extra damage on the successful sneak attack is +1d6 and this rises by +1d6 per two primate levels thereafter. If he already has the sneak attack ability from a previous class, the damage bonuses stack.

Unholy Sneak Attack (Ex): At 1st level, a primate may make sneak attacks with and apply his sneak attack extra damage to any spells that channel negative energy at an individual target to deal hit point damage, such as *inflict* spells or *harm*. As with a regular sneak attack, ranged attacks can count as sneak attacks only if the target is within 30 feet. Unholy sneak attacks require a precision, however; they are not treated as touch attacks, but as regular melee or ranged attacks. Sneak attack damage cannot be used to cure undead. This ability otherwise functions identically to the rogue's sneak attack ability (see page 50 of the *Player's Handbook*).

Death's Reach (Ex): Beginning at 2nd level, a primate may cast a necromantic spell or spell with the death descriptor that normally has a range of touch at any distance up to close range (25 ft. + 5 ft./2 levels). The spell effectively becomes a ray, so the primate must succeed at a ranged touch attack to bestow the spell upon the recipient. (Weapon Focus [ray] is a popular feat with many primates.) The primate can use this ability a number of times per day equal to 1 + his Charisma modifier (if positive).

Killer's Strike (Ex): Starting at 2nd level, if the primate studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly killing the target. While studying the victim, the primate can undertake other actions as long as his attention stays focused on the target and the target does not detect the primate or recognize him as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 10 + the primate's level + the primate's Charisma modifier) she dies. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the primate has completed the 3 rounds of study, he must make the killer's strike within the next 3 rounds. If a killer's strike is attempted and fails (the victim makes her save) or if the primate does not launch the attack within 3 rounds of completing the study, 3 new rounds are required before he can attempt another killer's strike.

Bloodlust (Sp): At 3rd level, once per day a primate can evoke and direct the hatred of a living creature within 30 feet. The target of this ability must succeed at a Will save (DC 16 + the primate's Wisdom modifier) to resist the effect. Those that fail are affected as if by the spell *rage* (see page 268 of the *Player's Handbook*) and must attack another creature within 30 feet of them of the primate's choosing. The affected creature will do all it can to kill the target of its hatred. This affect lasts for 1 round per primate level. This is a mind-affecting compulsion effect and equivalent of a 6th-level spell effect.

Improved Death's Reach (Ex): At 4th level, a primate's death's reach ability (see above) improves. He may now increase the range of any necromantic spell or spell with the death descriptor that has a range of 60 ft or less, close, or touch and a target (not an area) at any distance up to medium range (100 ft. + 10 ft./level). A spell that had a range of "touch" effectively becomes a ray, so the primate must succeed at a ranged touch attack to bestow the spell upon the recipient. The primate can now use this ability a number of times per day equal to 3 + his Charisma modifier (if positive).

Improved Killer's Strike (Ex): At 4th level, the primate's hand is guided by something greater than just his gut. The DC for the primate's killer's strike increases by his Wisdom modifier (if positive).

Plane Skipping (Sp): At 5th level, a primate may *plane shift* with pinpoint accuracy to the Barrens of Doom and Despair (see pages 144-145 of the *Player's Guide to Faerûn*), move through the plane, and then *plane shift* back to the Material Plane to a new destination some distance away with equal accuracy. Every 10 feet moved through the Barrens equals one mile of distance on the Material Plane. Unlike a standard *plane shift* spell, this form of travel is 100% accurate and reliable; providing you have moved far enough through the Barrens, there is no chance you will arrive off target. This power will not pierce antimagic areas, areas sanctified to good, magical wards that prevent teleportation or planar travel, or areas that cannot be reached from the Outer Planes. The primate receives no special protection while on the Barrens. The primate may use this ability to make one round trip through the Barrens once per day.

Ex-Primate: Like clerics, a primate who grossly violates the dogma of Bhaal loses all spells and class features and cannot gain levels as a primate of Bhaal until he atones (see the *atonement* spell description on pages 201-202 of the *Player's Handbook*).

Table PRM-1: The Primate of Bhaal

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Rebuke undead, sneak attack +1d6, unholy sneak attack	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Death's reach, killer's strike	
3rd	+2	+3	+1	+3	<i>Bloodlust</i> , sneak attack +2d6	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Improved death's reach, improved killer's strike	
5th	+3	+4	+1	+4	<i>Plane skipping</i> , sneak attack +3d6	+1 level of existing divine spellcasting class

New Deity

Bhaal

Intermediate Faerûnian Deity (Dead)

Symbol:	A white, face-on human skull surrounded by a counter-clockwise orbit of many streaming teardrops
Home Plane:	The Barrens of Doom and Despair
Alignment:	Lawful evil
Portfolio:	Death, especially violent or ritual death
Worshippers:	Murderers, assassins, bounty hunters, and mercenaries
Cleric Alignments:	LN, LE, NE
Domains:	Death, Destruction, Evil, Hatred (see the <i>Forgotten Realms Campaign Setting</i> or <i>Player's Guide to Faerûn</i>), Law
Favored Weapon:	"Bone Blade" (dagger)

Bhaal (*bahl*) was the Lord of Murder, reportedly slain during the Time of Troubles by the then mortal Cyric. He was violent, cruel, and hateful at all times, and lived only to hunt and murder. He could be alternately cold, calculating, and ruthless or filled with a savage bloodlust. The presence of life instilled a deadly hunger in the Lord of Murder and overpowering need to kill and destroy. His minions, known as Bhaalists or Bhaalyn, wrought devastation and death wherever they roamed. Until recently, these faithful were also thought to be since converted to or otherwise destroyed by Cyric.

The church of Bhaal was always a disorganized web of strictly local hierarchies. The leaders of these hierarchies were known as the High Primate or Primistress, who were in turn served in descending order by Primates/Primistresses, First Murders, Cowled Deaths, and Slaying Hands. Priests spent their days preparing for murder and their nights carrying out the murders, often serving as assassins, bounty hunters, and mercenaries for hire. The church often built remote temple fortresses where it trained the Realms' most feared assassins, but otherwise hid their temples in dungeons beneath a city's streets.

Clerics of Bhaal pray for their spells just after dusk. The only calendar ritual of the church occurred on the Feast of the Moon, when the dead of the faith were remembered and Bhaalists celebrated especially impressive slayings by retelling the stories of these deeds. Most clerics multiclass as barbarians, fighters, rogues, or primates, though other multiclass combinations are known. They rebuke undead.

The favored servitors of Bhaalists are fiendish invisible stalkers (a template not normally applicable to elementals) from the Barrens of Doom and Despair, which are often known as aerial assassins. They frequently use spells to gain their service: a *summon monster VIII* spell will summon a fiendish 8-HD invisible stalker, a *planar ally* spell will call a fiendish advanced 12-HD invisible stalker, a *summon monster IX* will summon a fiendish advanced 15-HD invisible stalker, and a *greater planar ally* spell will call a fiendish advanced 18-HD invisible stalker. Many of these fiends prefer to asphyxiate their victims and will learn feats such as Improved Grapple, Choke Hold, and Earth's Embrace (see below).

Fiendish 8-HD Invisible Stalker: CR 9; Large elemental; HD 8d8+16; hp 52; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 17, touch 13, flat-footed 13; Base Atk +6; Grp +14; Atk +10 melee (2d6+4, slam); Full Atk +10 melee (2d6+4, 2 slams); Space/Reach 10 ft./10 ft.; SA smite good +8; SQ damage reduction 5/magic, darkvision 60 ft., elemental traits, improved tracking, natural invisibility, resistance to cold 10 and fire 10, spell resistance 13; AL LE; SV Fort +4, Ref +10, Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks); Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Fiendish Advanced 12-HD Invisible Stalker: CR 10; Large elemental; HD 12d8+24; hp 78; Init +9; Spd 30 ft., fly 30 ft. (perfect); AC 18, touch 14, flat-footed 13; Base Atk +9; Grp +21; Atk +13 melee (2d6+4, slam); Full Atk +13 melee (2d6+4, 2 slams); Space/Reach 10 ft./10 ft.; SA smite good +12; SQ damage reduction 10/magic, darkvision 60 ft., elemental traits, improved tracking, natural invisibility, resistance to cold 10 and fire 10, spell resistance 17; AL LE; SV Fort +6, Ref +13, Will +6; Str 18, Dex 20, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +17, Move Silently +20, Search +17, Spot +17, Survival +2 (+4 following tracks); Combat Reflexes, Improved Grapple, Improved Initiative, Stunning Fist, Weapon Focus (slam).

Fiendish Advanced 15-HD Invisible Stalker: CR 11; Huge elemental; HD 15d8+60; hp 127; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 19, touch 12, flat-footed 15; Base Atk +11; Grp +31; Atk +18 melee (3d6+8, slam); Full Atk +18 melee (3d6+8, 2 slams); Space/Reach 15 ft./15 ft.; SA smite good +15; SQ damage reduction 10/magic, darkvision 60 ft., elemental traits, improved tracking, natural invisibility, resistance to cold 10 and fire 10, spell resistance 20; AL LE; SV Fort +9, Ref +13, Will +7; Str 26, Dex 19, Con 18, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +20, Move Silently +22, Search +20, Spot +20, Survival +2 (+4 following tracks); Choke Hold (see page 61 of *Oriental Adventures*), Combat Reflexes, Improved Grapple, Improved Initiative, Stunning Fist, Weapon Focus (slam).

Fiendish Advanced 18-HD Invisible Stalker: CR 12; Huge elemental; HD 18d8+72; hp 153; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 19, touch 12, flat-footed 15; Base Atk +13; Grp +33; Atk +20 melee (3d6+8, slam); Full Atk +20 melee (3d6+8, 2

slams); Space/Reach 15 ft./15 ft.; SA smite good +18; SQ damage reduction 10/magic, darkvision 60 ft., elemental traits, improved tracking, natural invisibility, resistance to cold 10 and fire 10, spell resistance 23; AL LE; SV Fort +10, Ref +15, Will +8; Str 26, Dex 19, Con 18, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +23, Move Silently +25, Search +23, Spot +23, Survival +2 (+4 following tracks); Choke Hold (see page 61 of *Oriental Adventures*), Combat Reflexes, Earth's Embrace (see page 97 of the *Complete Warrior* [or for a 3E version, page 62 of *Oriental Adventures*]), Improved Grapple, Improved Initiative, Stunning Fist, Weapon Focus (slam).

Improved Tracking (Ex): A fiendish invisible stalker makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Natural Invisibility (Su): This ability is constant, allowing a fiendish invisible stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Smite Good (Su): Once per day a fiendish invisible stalker can make a normal melee attack to deal extra damage equal its HD total (maximum of +20; see above) against a good foe.

If you are using the *weapon of the deity* spell (see *Defenders of the Faith*, *Magic of Faerûn*, or *Complete Divine*) in your campaign, the spell transforms a Bhaalist's dagger into a *dagger of venom*.

History/Relationships: Bhaal was one of the Dark Gods in service to Bane, allied with Myrkul, and served himself by Loviatar and Talona (though the two were rivals). As the gods of revenge and then intrigue, Hoar and Mask also maintained relationships with Bhaal. Bhaal was opposed more than he was supported, however. His enemy list consisted most prominently of Chauntea, Helm, Lathander, Torm, Tyr, Ilmater, and Lliira, all of whom promoted life and the protection of that precious blessing.

Bhaal was one of three mortals that gained divinity in a game of chance with the deity Jergal. During the Time of Troubles, however, Ao cast down Bhaal along with the other gods. Bhaal was reduced to a murdering force able only to possess humans, whereupon he went on one killing spree after another. When Bane sought the power needed to challenge Torm, he slew all of the assassins in the Realms who made up Bhaal's faithful, further weakening the Lord of Murder. When Bane was destroyed, Bhaal forged an alliance with Myrkul to seize the *Tablets of Fate*, rumored to hold the power of all the gods, but was in turn slain by the mortal Cyric wielding the sword Godsbane (later revealed to have been the avatar form of Mask). The Winding Water absorbed what remained of Bhaal's essence, and that river has subsequently been poisonous from the Boareskyr Bridge downstream to the Trollclaw Ford.

There are rumors, however, that Bhaal foresaw his own murder and took steps to ensure his survival, by spreading his seed throughout Faerûn and creating godlings that recently vied for his godhood. How that battle played out, if in fact it happened, remains unknown.

Dogma: Bhaalists believed (in their sick and twisted way) that every murder committed strengthened holy Bhaal. As a result, they viewed murder as both a pastime and a duty. Bhaalists were required to deal death once in every tenday at the heart of the night. If imprisonment or other constraining circumstances made this impossible, they had to murder twice for each death missed. In accordance with the Lord of Murder's teachings, Bhaalists strove to ensure that before they died, murder victims knew who was killing them and that their death was in the name of Bhaal, intoning, "Bhaal awaits thee, Bhaal embraces thee, none escape Bhaal" (if necessary, repeatedly).

Novices of Bhaal were charged as follows: "Make all folk fear Bhaal. Let your killings be especially elegant, or grisly, or seem easy so that those observing them are awed or terrified. Tell folk that gold proffered to the church can make the Lord of Murder overlook them for today."

Additional information about the clergy of Bhaal is available on pages 44-47 of *Faith and Avatars*.

Credit

Author Thomas M. Costa, based on original material by Ed Greenwood, Jeff Grubb, Julia Martin, Eric L. Boyd, and Thomas M. Costa. The clergy of Bhaal originally appeared in *Forgotten Realms Adventures* (1990), *Faiths and Avatars* (1996), and *Dragon Magazine* #322 (August 2004).

Design Notes

Bhaal is best detailed on pages 44-47 of *Faiths and Avatars*. The Sentinelpire and Old Man are detailed on pages 101-103 of the *Horde* box set. Set is the Mulhorandi god of murder, who recently took up the portfolio of the yuan-ti and serpent god Sseth, and would logically look for other ways to expand his faithful. The story of the Bhaalspawn is told in the *Baldur's Gate* video games and novels. I have purposefully left the events of the *Baldur's Gate* computer game somewhat ambiguous. Some of this text paraphrases these sources.

The easiest way to become a primate is as a cleric 9, though taking your first level as a rogue, makes meeting the skill requirements much easier. As worshipers of Bhaal, this class is aimed mostly at the crafting of surprise NPC villains for the players.

This prestige class is adapted from *Faiths and Avatars*. The Track requirement is based off the specialty priest track requirement. I've given primates more skill points to account for their assassin/rogue-like nature and need to advance in more skills than your standard cleric. Bhaal's clergy were proficient in bludgeoning and piercing weapons and were required to use a ceremonial dagger, so I gave them proficiency in simple weapons. They wore armor up to chain mail, but carried no shields, so I gave them proficiency in light and medium armor. Rebuke undead is a power of both the 2E specialty priests and 3E clerics and appropriate to the god of death. The two death reach abilities were inspired by the spells *finger of death* and *wound*. Sneak attack and killer's strike are inspired by the specialty priest ability. Killer's strike is a modified version of the assassin's death attack ability: you cannot paralyze and the ability modifier Charisma. Improved killer's strike was modeled on the strifeleader's greater death attack in *Faiths and Pantheons*, but is relatively different. Unholy sneak attack seemed like a cool idea, but is less powerful than it seems because while you may now ignore dodge bonuses to AC (as with all sneak attacks), you must now contend with armor bonuses (which touch attacks ignore). It does, however, offer a little more versatility. The 2E avatar's urge-to-slay ability and the spell *disdain* inspired the *bloodlust* ability, which in turn appeared in *Dragon Magazine* #322 – I considered giving them the ability to use *song of discord* instead. *Plane skipping* is inspired by the 2E specialty priest ability. Since they are based off of clerics and the 2E specialty priests of Bhaal had high Constitution and Wisdom requirements, I gave them high Fortitude and Will saves.

This god format uses the slightly expanded stat block of *Faiths and Pantheons*, but the shorter text presentation of the *Forgotten Realms Campaign Setting*. It derives from, paraphrases, and sometimes quotes from the Bhaal entry in *Faiths and Avatars*. I have left the events of the *Baldur's Gate* computer game ambiguous. The notes on summoning aerial assassins are inspired by the specialty priest power.

Fiendish Invisible Stalker Math:

8-HD: same as base invisible stalker except – CR 7 +2 from template = 9; SA + smite good; SQ + DR 5/magic, resistance to cold and fire 10, and spell resistance HD +5 = 13; AL changes to LE.

12-HD: Same as above except – CR 9 +1 from HD = 10; HD (12 x 4.5) + (12 x 2 Con) = 54 +24 = 78; Init +1 with Dex; AC and touch AC +1 with Dex; BAB +9; Grp +9 BAB +4 size +4 Str +4 Imp Grp = +21; Atk +9 BAB -1 size +4 Str +1 Weapon Focus = +13; SR 12 +5 = 17; Fort +4 poor +2 Con = +6, Ref +8 good +5 Dex = +13, Will +4 poor +2 Wis = +6; Dex 19 +1 from HD = 20; Skills (HD+3) x (2 + 2 Int) = 15 x 4 or 4 skills maxed out at 15, so Listen 15 +2 Wis = +17, Move Silently 15 +5 Dex = +20, Search 15 +2 Int = +17, Spot 15 +2 Wis = +17, Survival 0 +2 Wis (+2 Search synergy following tracks) +2 (+4); Feats 1 + HD/3 = 5, + Improved Grapple and Stunning Fist.

15-HD: Same as above except – CR 10 +1 from size = 11; HD (15 x 4.5) + (15 x 4 Con) = 67 +60 = 127; Init -1 with Dex; AC -2 size +4 Dex with Dex decrease +7 natural with size increase = 19, touch 12, flat-footed 15; BAB +11; Grp +11 BAB +8 size +8 Str +4 Imp Grp = +31; Atk +11 BAB -2 size +8 Str +1 Weapon Focus = +18; Damage increases to 3d6+8 with size and Str increases; Space and Reach increase to 15 ft.; SR 15 +5 = 20; Fort +5 poor +4 Con = +9, Ref +9 good +4 Dex = +13, Will +5 poor +2 Wis = +7; Str 18 +8 size = 26, Dex 19 +1 from HD -2 size = 19, Con 14 +4 size = 18; Skills (HD+3) x (2 + 2 Int) = 18 x 4 or 4 skills maxed out at 18, so Listen 18 +2 Wis = +20, Move Silently 18 +4 Dex = +22, Search 18 +2 Int = +20, Spot 18 +2 Wis = +20, Survival 0 +2 Wis (+2 Search synergy following tracks) +2 (+4); Feats 1 + HD/3 = 6, + Choke Hold.

18-HD: Same as above except – CR 11 +1 from HD = 12; HD (18 x 4.5) + (18 x 4 Con) = 81 +72 = 153; BAB +13; Grp +13 BAB +8 size +8 Str +4 Imp Grp = +33; Atk +13 BAB -2 size +8 Str +1 Weapon Focus = +20; SR 18 +5 = 23; Fort +6 poor +4 Con = +10, Ref +11 good +4 Dex = +15, Will +6 poor +2 Wis = +8; Skills (HD+3) x (2 + 2 Int) = 21 x 4 or 4 skills maxed out at 21, so Listen 21 +2 Wis = +23, Move Silently 21 +4 Dex = +25, Search 21 +2 Int = +23, Spot 21 +2 Wis = +23, Survival 0 +2 Wis (+2 Search synergy following tracks) +2 (+4); Feats 1 + HD/3 = 7, + Earth's Embrace.

Roushi

Roushi are the classic enlightened hermit or mystic, often found in remote locations and sought after by those seeking the answers to life's most vexing questions and challenges. Some are itinerant wanderers seeking answers through travel and the wisdom of common folk. Many give up worldly delights and possessions, even forsaking family. These austere mendicants find the spiritual through meditation, self-discipline, and self-denial. Despite all they give up, roushi make up for these losses with remarkable insights and an incredible understanding of the true nature of the world.

Most Roushi are shamans, shugenja, or less frequently, sorcerers. Few other classes can afford to give up their equipment so easily or meet the spellcasting requirements.

In eastern Kara-Tur where the spirituality is prized above all else, roushi are relatively common and respected. There even the poorest commoners will often share their meager resources with a needy roushi. Roushi are found even as far west as the Golden Way, Semphar, and Thesk.

In a mythological India-based campaign, such as the Mahasarpa campaign detailed in the Wizards of the Coast free web enhancement for *Oriental Adventures* or the Five Kingdoms of the Utter East in the Forgotten Realms, roushi are known as ascetics.

Hit Die: d6.

Requirements

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

Honor: Honorable action, thought, or soul.

Alignment: Any lawful.

Base Will Save: +6.

Skills: Concentration 12 ranks, Knowledge (religion) 6 ranks, Listen 2 ranks, Sense Motive 6 ranks, Survival 2 ranks.

Feats: Endurance, Iron Will, Sage Wisdom (see below).

Special: Ability to cast spells spontaneously (as a shaman) or without preparation (as a shugenja or sorcerer). The character must also give up all worldly possessions (except, for example, a quarterstaff, peasant's clothing, food and water, and the most basic gear totaling no more than 5 gp of value).

Class Skills

The roushi's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), Spot (Wis), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Roushi gain no proficiency with any weapons, armor, or shields.

Asceticism: Roushi deny themselves all pleasures and put themselves through great hardships. Each time a roushi advances a level, she loses 1 point of Strength because of the physical deprivations to which she is subjecting herself (though she cannot fall below a Strength of 2). She also gains 1 point to put into Constitution, Wisdom, or Charisma (her choice).

Damage Reduction (Ex): The roushi gains 1 point of damage reduction at each roushi class level. For example, a character with 5 levels of roushi would have damage reduction 5/-. Subtract the damage reduction score from the damage the roushi takes each time she is dealt damage. Damage reduction can reduce damage to 0, but not below 0.

Eschew Materials (Ex): At 1st level, roushi gain Eschew Materials as a bonus feat.

Turn Undead (Su): At 1st level, roushi can turn undead as clerics do (see pages 33 and 159-160 of the *Player's Handbook*). If a roushi has this ability from another class, her class levels stack to determine her effective turning level.

Ancestor domain and spells: At 2nd level, the roushi gains access to the Ancestor domain (see page 86 of *Oriental Adventures*), including its granted power (+4 insight bonus to any skill a number of times per day equal to Charisma bonus). In addition, roushi may cast any Ancestor domain spell as if it were on their spell list and/or among their spell known even if adding these spells might exceed normal limits.

Meditative Trance (Ex): Beginning at 2nd level, by chanting softly and meditating, the roushi is able to reduce the amount of time she needs to rest. If the roushi makes a Concentration check (DC 20) and is uninterrupted for the next four hours, she is considered to have rested for eight hours for all purposes including healing and regaining spells. The roushi also gains immunity to all enchantment spells and a +4 competency bonus to all Will saves during her meditative trance. Anything that

disrupts concentration, such as an attack on the roushi or a conscious action by her, ends all benefits of this ability. The roushi is considered prone as long as she meditates.

Spells per Day: Beginning at 2nd level, a roushi continues her training in magic. Thus, when a new roushi level is gained, the character gains new spells per day (and spells known if applicable) as if she had gained a level in a spellcasting class she belonged to before she added the prestige class, providing the class can cast spells spontaneously or without preparation. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of roushi to the level of whatever other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a roushi, she must decide to which class she adds each level of roushi for the purpose of determining spells per day.

Environmental Stamina (Ex): At 3rd level, a roushi can ignore all nonlethal damage (and only nonlethal damage) from weather or the environment, excluding nonlethal damage resulting from starvation and thirst dangers (see Weather on pages 93-95 and The Environment on pages 302-304 of the *Dungeon Master's Guide*). In addition, she may reduce any penalties to saving throw and checks resulting from the weather or environment by one half and reduce the DC of any saving throw or check resulting from the weather or environment (including checks made to avoid the effects of starvation and thirst) by 5.

Explosive Energy (Sp): At 3rd level, the roushi can cast *bull's strength*, *cat's grace*, or *bear's endurance* on himself 1/day. The roushi can use this power 2/day at 6th level and 3/day at 9th level.

Deftness (Ex): At 4th level, roushi may add their Wisdom modifier (if positive) to their Dexterity modifier for all purposes, including ranged attack rolls, initiative, dodge bonus to AC, Reflex saves, ability checks, and skill checks.

Levitate (Sp): At 4th level, roushi may *levitate* themselves as the spell. They may use this ability 1 + their Charisma modifier times per day.

Grace (Ex): Beginning at 5th level, a roushi applies her Charisma modifier (if positive) as a bonus to all saving throws.

Improved Eschew Materials (Ex): At 5th level, the roushi can cast spells on her spell list(s) with material or focus components with no material or focus components, regardless of the cost of the component.

Inviolate Body (Su): At 6th level, a roushi is in such control of her own metabolism and immune system that she gains immunity to all diseases, gases, and poisons.

Freedom of Movement (Su): At 7th level, roushi act as if they are constantly under the effects of a *freedom of movement* spell.

Meditation Domain and Spells: At 7th level, the roushi gains access to the Meditation domain (see the *Oriental Adventures* web enhancement at <http://www.wizards.com/dnd/article.asp?x=dnd/we/we20011019a>), including its granted power (prepare one spell with the Empower Spell feat at normal level once per day). In addition, roushi may cast any Meditation domain spell as if it were on their spell list and/or among their spell known even if adding these spells might exceed normal limits.

Telekinesis (Sp): At 8th level, roushi gain the spell-like ability to cast *telekinesis* as the spell. They may use this ability 1 + their Charisma modifier times per day.

Wholeness of Body (Su): At 8th level, a roushi can cure her own wounds. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses.

Ignore Death (Ex): At 9th level, roushi are not subject to the effects of being disabled, dying, staggered, or unconscious, though they still die at -10 hit points. At negative hit points they have a 20% chance to stabilize each round instead of a 10% chance.

Enlightenment (Su): Through long hours of deprivation and meditation, the roushi transcends her mortal form and becomes a divine creature at 10th level. Her type changes to outsider with the native subtype, which means that she acquires some immunities and vulnerabilities based on her type. First, spells or effects that affect only humanoids, such as a *charm person* or a *dominate person* spell, do not affect the character. Second, spells and effects, such as the *sword of the planes*, which target extraplanar creatures, affect the character. A spell that drives outsiders back to their home planes does not affect the character, but *banishment* – a spell that removes an outsider from the caster's plane without specifying a return to the outsider's native plane – would work just fine. Finally, as a native outsider, the Prime Material is the character's native plane. This means that the character can be *raised* or *resurrected* normally, whereas most outsiders cannot be brought back from the dead without the use of a *miracle* or *wish* spell.

As a free action, the roushi can ward herself with a *protection from chaos* spell. In addition, upon achieving enlightenment, she projects a palpable aura of serenity and wisdom. All animals and anyone who has a positive (+1 or higher) Wisdom or Charisma bonus, immediately recognizes her enlightened nature, and she gains a +2 bonus on all Charisma-based skills and ability checks in regard to these creatures.

Timeless Body (Ex): Upon achieving 10th level, a roushi no longer suffers ability penalties for aging and cannot be magically aged. (Any penalties she may have already suffered remain in place.) Bonuses still accrue, and the roushi still dies of old age when her time is up.

Ex-Roushi: Any roushi who proves unable to relinquish material goods, gaining more than 5 gp worth of possessions, loses all spells and special abilities of the prestige class and can progress no further as a roushi. If she thereafter remains pure (does

not take up material goods again) for a period of a year and a day or atones for her actions (see the *atonement* spell description on pages 201-202 of the *Player's Handbook*), her abilities are reinstated at their previous levels and she may once again progress in the prestige class.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Asceticism, damage reduction, Eschew Materials, turn undead	–
2nd	+1	+0	+0	+3	Ancestor domain and spells, meditative trance	+1 level of existing class
3rd	+1	+1	+1	+3	Environmental stamina, <i>explosive energy</i> 1/day	+1 level of existing class
4th	+2	+1	+1	+4	Deftness, <i>levitate</i>	+1 level of existing class
5th	+2	+1	+1	+4	Grace, improved eschew materials	+1 level of existing class
6th	+3	+2	+2	+5	<i>Explosive energy</i> 2/day, inviolate body	+1 level of existing class
7th	+3	+2	+2	+5	Freedom of movement, Meditation domain and spells	+1 level of existing class
8th	+4	+2	+2	+6	<i>Telekinesis</i> , wholeness of body	+1 level of existing class
9th	+4	+3	+3	+6	<i>Explosive energy</i> 3/day, ignore death	+1 level of existing class
10th	+5	+3	+3	+7	Enlightenment, timeless body	+1 level of existing class

New Feat [OGL]

Sage Wisdom [General]

You are in tune with the wisdom of the ancestors and gain insights into the metaphysical truths of life.

Benefit: You get a +2 bonus to Knowledge (religion) and Sense Motive.

Variants Prestige Class

Sannyasi

Sannyasi are psionic roushi (utilizing rules found in the *Expanded Psionics Handbook*). Most are egoists, though many seers also take up the sannyasi prestige class. You can create a sannyasi by adapting the roushi prestige class above. The prestige class can be used with the following adjustments.

Requirements: Eliminate Knowledge (religion) 6 and the spellcasting requirement. Add Knowledge (psionics) 12 and the ability to manifest psionic powers.

Class Skills: Eliminate Spellcraft (Int). Add Autohypnosis (Wis) and Psicraft (Int).

Class Features: The sannyasi has all the standard roushi class features except as noted below. Sannyasi replace the spellcasting ability with +1 level of existing manifesting class (including power points, powers known, and maximum power level known) at corresponding levels. At 2nd level, sannyasi replace the Ancestor domain and spells ability with psionic power to *discern lies* as the spell at will. At 7th level, sannyasi replace the Meditation domain and spells ability with the psionic power to use *aura sight* (see page 79 of the *Expanded Psionics Handbook*) at will with no power point cost.

Credit

Author Thomas M. Costa, based on original material by James M. Ward and Troy Denning. The ascetic originally appeared in *Legends and Lore* (1990).

The Meditation domain originally appeared in the *Oriental Adventures* web enhancement by James Wyatt on the Wizards of the Coast website, <http://www.wizards.com/dnd/article.asp?x=dnd/we/we20011019a> (2001). An alternate version of the Meditation domain appears in the *Eberron Campaign Setting* (2004).

Design Notes

Roushi is a Japanese name for an enlightened recluse. Aside from the obvious tales and myths, they are inspired in part by the Indian-based ascetic in the 2E *Legends and Lore*, “Caste of Characters” by Michael A. Selinker in *Dragon Magazine* #225 (1996), and “Monsoons and the Power of Om” by Michael A. Selinker in *Dragon Magazine* #226 (1996), all of which were influential in the writing of the 3E *Oriental Adventures*. Subsequently, a 3.5E variation on the ascetic that utilized feats and a vow of poverty, rather than a prestige class to replicate the abilities of the class, appeared in the *Book of Exalted Deeds*.

The easiest way to become a roushi is as a shaman 9, shugenja 9, or sorcerer 9.

When judging the power of the class, please bear in mind the character must give up all possessions, including magic items and material and focus spell components. For this reason, you might want to compare the class to the forsaker in *Masters of the Wild*.

Damage reduction is adapted from the barbarian ability, turn undead and spells per day from various prestige classes in the *Complete Divine*, grace from the paladin ability, inviolate body and wholeness of body from the monk, and enlightenment from the divine disciple in the *Player's Guide to Faerûn*.

Stormharbor of Valkur

Stormharbors are special priests of Valkur who try their best to intercede on behalf of mariners to a god who tends to be fickle and unpredictable. They attempt to build support for Valkur's church and show it can grow by protecting the helpless from the wrath of UMBERLEE, Talos, or even Sekolah.

Stormharbors are a clergy anxious to prove their god Valkur is dependable. Since the clergy is a reflection of the god, they strive to appear tranquil, slow to anger, and not prone to sudden changes of plans, opinions, or mindsets. Reliability and patience are the virtues most embraced by stormharbors. Their reliability is impeccable, since they want others to see the faith is solid and trustworthy. Their patience is hard-earned, because Valkur isn't as trustworthy as a devotee might wish, and the priests need to live their god's chaotic behavior.

Many stormharbors serve among Marines of the Seven Seas, a fleet of war ships stationed in ports along the Sea of Swords and the Sea of Fallen Stars. Dedicated to combating monsters of the deeps, the Marines have destroyed numerous dragon turtles, krakens, morkoths, quelzarns, vurgens, and other sea monsters that preyed on shipping. Others serve as privateers in the service of noble nations such as Cormyr or even Sembia.

Most stormharbors are multiclass expert/clerics of Valkur, though a few multiclass rogue/clerics and even rangers have picked the sea lane of the stormharbor.

Hit Die: d8.

Requirements

To qualify to become a stormharbor of Valkur, a character must fulfill the following criteria:

Patron: Valkur.

Alignment: Chaotic good.

Base Attack Bonus: +3.

Skills: Balance 4 ranks, Climb 4 ranks, Heal 4 ranks, Knowledge (sea [see below]) 4 ranks, Profession (sailor) 8 ranks, Use Rope 4 ranks.

Feats: Mariner (see below) or Stormheart (see the *Player's Guide to Faerûn*), Martial Weapon Proficiency (cutlass [see below]).

Spells: Ability to cast 2nd level divine spells. Clerics must have access to the Ocean domain (see the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*).

Special: Must have spent at least 3 consecutive months at sea each of 3 consecutive years, during which you must have helped your crew survive at least one powerful storm.

Class Skills

The stormharbor's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Jump (Str), Knowledge (local) (Int), Knowledge (religion) (Int), Knowledge (sea [see below]) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the stormharbor of Valkur.

Weapon and Armor Proficiency: A stormharbor gains proficiency in simple weapons and the net, but no proficiency in armor or shields.

Spells per Day: A stormharbor continues his religious devotions. Thus, at each indicated stormharbor level, he gains new divine spells per day and spells known as if he had gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This means he adds his spellcasting level of stormharbor to the level of another divine spellcasting class he has, then determines spells per day and caster level accordingly.

If the character had more than one divine spellcasting class before he became a stormharbor, he must decide which class to assign each level of stormharbor for the purpose of determining divine spells per day and spells known.

Familiar (Su): At 1st level, stormharbors can obtain a seagull (see below) familiar. This ability functions like the sorcerer ability of the same name (see pages 52-54 of the *Player's Handbook*). The seagull grants the stormharbor a +3 bonus on Spot checks in daylight.

Sea Legs (Ex): Stormharbors spend years at sea and learn to stay on their feet during fair weather and foul. At 1st level, stormharbors no longer get nauseated and receive a +2 competence bonus to all Balance checks. A successful Balance check (DC 15) by the stormharbor allows for a full move instead of a half move on and negates any penalties for uneven ground, such

as a ship's deck in rolling seas, and any higher ground bonuses that opponents might otherwise have. A failed check still means no movement at all. Moreover, when fighting aboard a ship in seas of at least three-foot swells, stormharbors learn to time their attacks with the rocking of the ship. A separate Balance check (DC 15) each round grants the stormharbor the benefits of attacking from higher ground (a +1 bonus to melee attacks).

Sea Spells: The following spells are added to any of the stormharbor's divine spell lists: *commune with the sea* (as a 4th-level *commune with nature*, but only works at sea or underwater), *know direction*, *warp wood*, *wood shape*, and all Ocean domain (see the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*) spells.

When cast by a stormharbor, the *create food and water* and *heroes' feast* spells include enough fruit to stave off scurvy. In addition, any spell that heals ability damage or cures disease, such as *heal*, *lesser restoration*, or *remove disease*, also cures scurvy.

Turn Undead (Su): Stormharbors can turn undead as clerics do (see pages 33 and 159-160 of the *Player's Handbook*). If a stormharbor has this ability from another class, his class levels stack to determine his effective turning level. Stormharbors gain a +2 to their turning damage roll with undead that reside at sea (such as ghosts who constantly sail across the sea) or originate from an aquatic environment (such as zombies created from the sailors of a sunken ship).

Natural Sailor (Ex): Stormharbors gain a +4 insight bonus to all Knowledge (sea), Profession (sailor), and Use Rope checks.

Stormharbors may predict the weather with a successful Knowledge (sea) check (DC 10 +1 per 2 hours away) and determine if the weather is natural or magical in nature with another check (DC 15 + spell level). Stormharbors may add +1 mile/hour to the speed of any boat they are captaining with a successful Profession (sailor) check (DC 15).

Sailor's Blessing (Sp): At 3rd level, stormharbors may grant the benefits of their sea legs ability and +2 competence bonus to all Climb, Profession (sailor), and Use Rope checks to all those (including the stormharbor) within a 30 ft. radius burst centered on the stormharbor for a 1 hour per class level. This ability is usable 1/day.

Blessed Navigator (Su): Beginning at 4th level, Stormharbor's develop an uncanny sense of bearing, winds, currents, and other aquatic conditions, such that they may use their Knowledge (sea) skill to (1) track waterborne craft and aquatic creatures and (2) discern the direction towards land and, regardless of how far off-course they may have become, their home port. They must make a new check at least twice a day as the current patterns change and every time the weather and current patterns become particularly rough. When applicable, their favored enemy bonus may be added to the check. .

The DC depends on what the stormharbor is trying to locate and prevailing conditions:

Goal	DC
Track waterborne craft	25
Track aquatic creature	30
Find land	20
Find home port	20

Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of craft(s) or creature(s) being tracked	Same as Track feat
Craft or creature has submerged 50+ feet for 30+ minutes	+10
Poor visibility	Same as Track feat
Every 50 miles distance from target beyond first 50 miles	-1

If you fail a Knowledge (sea) check, you can retry after 1 hour at sea.

Favored Foe (Church of Sekolah, Talos, or Umberlee): At 5th level, the stormharbor of Valkur may select one of the following churches as a favored foe: Sekolah, Talos, or Umberlee. The stormharbor gains a +2 bonus to Bluff, Knowledge (sea), Listen, Profession (sailor), Sense Motive, and Spot checks when using these skills against agents of the chosen church. Likewise, he gets +2 bonus on weapon damage rolls against such agents.

At 10th level, the stormharbor may select an additional favored foe from among the three churches noted above. In addition, the bonus against any one favored foe (including the one just selected, if so desired) increases by 2. For example, a 10th-level stormharbor has two favored foes, against one he gains a +4 bonus to the checks noted above and against the other he has a +2 bonus.

Wavetamer (Su): Beginning at 5th level, if the stormharbor has the Air domain as a chosen domain, he may use his domain granted power to turn or destroy earth and fire creatures as a good cleric turns undead and to rebuke or command air and water creatures as an evil cleric rebukes undead. Each use of these abilities counts towards the total number of times per day you may use this power.

(Note, the stormharbor may also apply the Extra Turning feat and other "turning" feats that effect the ability to turn or rebuke undead, as appropriate and with the DM's permission, to this power. The stormharbor must choose whether the feats

apply to their power over undead or elementals upon taking the feat; it does not apply to both undead and elementals. Consequently, the stormharbor may take the feat more than once, applying it to a different creature type each time.)

Dolphin Friend (Su): At 6th level, stormharbors gain the ability to speak with dolphins and porpoises (as the spell *speak with animals*) at will. Stormharbors may also summon 1d4+1 dolphins (treat as *awakened* porpoises) as a *summon nature's ally IV* spell, except the dolphins arrive in 1-4 minutes, once per day.

Rigging Scrambler (Ex): Experienced seamen can scramble and climb up rigging and ropes with amazing speed and dexterity. Starting at 7th level, a stormharbor can climb ropes or rope ladders at an accelerated rate without suffering a –5 penalty to Climb checks. Stormharbors may apply their Dexterity modifier instead of their Strength modifier to their Climb skill. They retain their Dexterity bonus to AC while climbing or fighting on rigging, ropes, or even masts. Furthermore, opponents gain no bonus to hit in these circumstances.

If a number of overhead ropes or booms are nearby (and on a ship, they almost always are), a stormharbor can grab one and swing up to 20 feet in a straight line as a move-equivalent action or as the movement portion of a charge action. If the stormharbor makes a successful Use Rope check (DC 15), this movement doesn't provoke attacks of opportunity for moving through threatened squares. In addition, a successful Use Rope check (DC 25) allows the stormharbor to move (normally, not swinging) up to 20 feet through occupied squares without provoking attacks of opportunity. Failure in either case means the stormharbor swings through the desired area but provokes attacks of opportunity normally. This ability can be used on land as well – amid rooms with a tapestries and chandeliers, for example.

Swimmer's Blessing (Sp): At 8th level, stormharbors may grant the ability to swim naturally to all those within a 15 ft. radius burst centered on the stormharbor (and including the stormharbor) for a ½ hour per class level. Affected creatures can move through water at their normal speed without making Swim checks. They gain a +8 sacred bonus to any Swim check to perform some special action or avoid a hazard. Affected creatures always can choose to take 10, even if rushed or threatened when swimming. Affected creatures can use the run action while swimming, provided they swim in a straight line. Effected creatures do not suffer the -2 penalty to their attack rolls or halve their damage because of being underwater (see Underwater Combat and Table 3-22: Combat Adjustments Underwater on pages 92-93 of the *Dungeon Master's Guide*). This ability is usable 1/day.

Storm Weathered (Ex): At 9th level, stormharbors become inured to the weather. They gain electricity resistance 5, may reduce any penalties to attack rolls, saving throw, and checks resulting from weather hazards (including magical effects such as a *gust of wind* spell) by one half, and reduce the DC of any saving throw or check resulting from weather hazards (including magical effects) by 5. See Weather on pages 93-95 of the *Dungeon Master's Guide*.

Dolphin Shape (Su): At 10th level, stormharbors gain the ability to wild shape into a fresh- or salt-water dolphin (treat as a porpoise) as a druid 1/day.

Ex-Stormharbor: Like clerics, a stormharbor who grossly violates the dogma of Valkur loses all spells and class features and cannot gain levels as a stormharbor of Valkur until he atones (see the *atonement* spell description on pages 201-202 of the *Player's Handbook*) for his violations.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+0	Familiar, sea legs, sea spells, turn undead	+1 level of existing divine spellcasting class
2nd	+1	+3	+3	+0	Natural sailor	
3rd	+2	+3	+3	+1	<i>Sailor's blessing</i>	+1 level of existing divine spellcasting class
4th	+3	+4	+4	+1	Blessed navigator	+1 level of existing divine spellcasting class
5th	+3	+4	+4	+1	1st favored foe, wavetamer	
6th	+4	+5	+5	+2	Dolphin friend	+1 level of existing divine spellcasting class
7th	+5	+5	+5	+2	Rigging scrambler	+1 level of existing divine spellcasting class
8th	+6	+6	+6	+2	<i>Swimmer's blessing</i>	
9th	+6	+6	+6	+3	Storm weathered	+1 level of existing divine spellcasting class
10th	+7	+7	+7	+3	Dolphin shape, 2nd favored foe	+1 level of existing divine spellcasting class

New Knowledge Subskill [OGL]

Knowledge (Sea)

Below is a new field of the Knowledge skill.

- Sea (navigation and seamanship, weather and currents, heavenly bodies and direction, banners and flags, customs and rituals, superstitions and legends, sea life and aquatic monsters).

Special: You may use Knowledge (sea) to determine direction when in the open outdoors. The DC for determining direction is 10 in clear skies, but can range up to DC 30 in the worst hurricanes.

Classes with Knowledge (dungeoneering) or Knowledge (geography) may trade that class skill for Knowledge (sea).

Synergy: If you have 5 or more ranks of Knowledge (sea), you get a +2 bonus on Profession (sailor) checks.

New Feat [OGL]

Mariner [General]

You have acquired your sea legs after spending time at sea.

Benefit: You get a +2 bonus on all Profession (sailor) and Use Rope checks.

New Weapon

Cutlass: This heavy, short-bladed, curved sword is similar to a scimitar but includes a basket hilt. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed. The basket hilt also lets the wielder deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with the basket hilt is otherwise considered an unarmed attack. A wielder with multiple attacks may use the cutlass' normal slashing attack and its punching attack interchangeably. It is popular among human and halfling sailors and pirates.

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapon</i>							
Cutlass	15 gp	1d4	1d6	19-20/x2	–	3 lb.	Slashing and piercing

New Animal [OGL]

Seagull: CR 1/8; Tiny animal; HD 1/2d8; hp 2; Init +3; Spd 10 ft., fly 40 ft. (average); AC 16, touch 15, flat-footed 13; Base Atk +0; Grp -12; Atk -2 melee (1d3-4, bite); Full Atk bite -2 melee (1d3-4, bite); Space/Reach 2½ ft./0 ft.; SQ low-light vision; AL N; SV Fort +2, Ref +5, Will +1; Str 3, Dex 17, Con 10, Int 2, Wis 12, Cha 3.

Skills and Feats: Listen +5, Spot +5*; Alertness. * Seagulls get a +4 racial bonus to Spot checks in daylight.

Credit

Author Thomas M. Costa, based on original material by John Terra and Eric L. Boyd. The stormharbor originally appeared in *Warriors and Priests of the Realms* (1996) and wavetamers in *Powers and Pantheons* (1997).

The cutlass is based on original material by Andy Collins, Ed Greenwood, Sean K. Reynolds, Skip Williams, and Rob Heinsoo. Different 3E versions of the cutlass have appeared in *Polyhedron* #151 (2002; *Dungeon Magazine* #92) and the *Forgotten Realms Campaign Setting* (2001).

Design Notes

This prestige class is adapted from the Valkur write-ups in *Powers and Pantheons* and *Warriors and Priests of the Realms*, as well as the sea ranger in the *Complete Ranger's Handbook*.

The easiest way to become a stormharbor is as an Exp1/Clr4.

The familiar was inspired by Valkur's manifestations, sea legs is drawn from several sailor/pirate sources, sea spells by the specialty priest and spells, turn undead by the specialty priest, natural sailor by the specialty priest and kit, *sailor's blessing* by the specialty priest and spells, blessed navigator by the sea ranger and spells, favored enemy seemed appropriate, wavetamer by the specialty priest, dolphin friend by the kit, rigging scrambler by several sailor/pirate sources, *swimmer's blessing* by the specialty priest, spells and sea ranger, storm weathered seemed appropriate, and dolphin shape by the kit.

Knowledge (sea) fills a hole not filled by the other Knowledge subskills. It is crafted to work with both the blood pirate (see above) and stormharbor.

The cutlass originally appeared in *Polyhedron* #151 and the *Forgotten Realms Campaign Setting*. This version combines aspects of both.

Seagull Math: AC +2 size, +3 Dex, +1 natural; Grp 0 BAB -4 Str -8 size = -12; Atk 0 BAB -4 Str +2 size = -2; Fort +2 +0 Con = +2, Ref +2 +3 Dex = +5, Will 0 +1 Wis = +1; Listen and Spot 2 +1 Wis +2 Alertness = +5.

Tuneservant of Milil

Singing is at the center of every tuneservant's life. In fact, tuneservants define everything, including life itself, in terms of songs and poetry. They believe Milil intends the tuneservants to be sensitive poets with sweet voices and vast fonts of creative inspiration. A tuneservant's performance should, in their minds, invoke the dreams of the humble people of the Realms and motivate them all to do greater things.

Tuneservants are apt to travel the Realms, spreading the word of Milil and the joy of song to all who will listen, and while they are found in cities, if heading up a congregation, are more likely to be found in rural areas. Consequently and due to the constant need of new material to write about, many tuneservants take up the life of adventurers and missionaries.

Tuneservants usually begin as divine bards (see *Unearthed Arcana*) or clerics of Milil.

Hit Die: d6.

Requirements

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

Patron: Deneir.

Alignment: Any good.

Skills: Diplomacy 8 ranks, Perform (sing) 6 ranks.

Feats: Skill Focus (Perform).

Spellcasting: Ability to cast divine spells. Clerics who are tuneservants must have access to the Charm domain (see the *Forgotten Realms Campaign Setting* or *Player's Guide to Faerûn*)

Special: Must be literate and speak at least three languages. Must have composed at least one masterpiece song (make two Perform checks, DC 15 for the initial high quality work, DC 20 for improving the work to a masterpiece).

Class Skills

The tuneservant's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Speak Language (n/a). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapons and Armor Proficiency: A tuneservant gains no proficiency in any weapons, armor, or shields.

Spells per Day: A tuneservant continues his religious devotions. Thus, at each indicated tuneservant level, he gains new divine spells per day and spells known as if he had gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This means he adds his tuneservant level of tuneservant to the level of another divine spellcasting class he has, then determines spells per day and caster level accordingly.

If the character had more than one divine spellcasting class before he became a tuneservant, he must decide which class to assign each level of tuneservant for the purpose of determining divine spells per day and spells known.

Divine Music: At 1st level, a tuneservant can create powerful divine magical effects with his singing, much like a bard's bardic music ability. Divine music can be used once per tuneservant level per day. All effects require singing. As with casting a spell with a verbal component (see Components on page 174 of the *Player's Handbook*), a deaf tuneservant suffers a 20% chance to fail with his chanting. If he fails, the attempt still counts against his daily limit. All bardic music effects have divine music equivalents and are available to the tuneservant immediately, subject to their usual Perform skill requirements, but not their level requirements (see pages 29-30 of the *Player's Handbook*). Tuneservants also know several unique divine music effects. Use of these abilities count against the number of times per day a tune servant can use his divine music ability. The tuneservant's caster level is equal to his ranks in the Perform skill, the effects spell level equals that of the same spell on the bard's spell list, and the DCs for the new effects detailed below are equal to 10 + the spell level + the tuneservant's Charisma modifier. This ability does not stack with bardic music, virtuoso performances, or the like.

Song of Haunting Melodies (Sp): A tuneservant with 3 or more ranks in Perform can create *ghost sounds* (as the spell). The effect lasts as long as the tuneservant sings and for 5 rounds after the tuneservant stops singing (or 5 rounds after the ally can no longer hear the tuneservant).

Song of Soothing (Sp): A tuneservant with 6 or more ranks in Perform can calm agitated creatures as the spell *calm emotions*. The effect lasts as long as the tuneservant sings and for 5 rounds after the tuneservant stops singing (or 5 rounds after the ally can no longer hear the tuneservant).

Song of Enthraling (Sp): A tuneservant with 6 or more ranks in Perform can *enthrall* (as the spell, except it is not language-dependent) creatures. The effect lasts as long as the tuneservant sings and for 5 rounds after the tuneservant stops singing (or 5 rounds after the ally can no longer hear the tuneservant).

Song of Shattering (Sp): A tuneservant with 6 or more ranks in Perform can *shatter* (as the spell) objects.

Song of Deafening (Sp): A tuneservant with 9 or more ranks in Perform can emit an ear-splitting note as the spell *shout*.

Song of Summoning (Sp): A tuneservant with 9 or more ranks in Perform can call nearby creatures to his aid as the spell *summon nature's ally IV*.

Song of Slumber (Sp): A tuneservant with 9 or more ranks in Perform can cause one or more creatures to fall to sleep as the spell *deep slumber*.

Song of Charming (Sp): A tuneservant with 12 or more ranks in Perform can charm a number of creatures as the spell *mass charm monster*. The effect lasts as long as the tuneservant sings and for 1 hour per level after the tuneservant stops singing (or 1 hour per level after the subject can no longer hear the tuneservant). The *song of charming* is equal to a 6th-level spell effect, not an 8th-level effect like mass charm.

Song of Healing (Sp): A tuneservant with 12 or more ranks in Perform can create a *mass cure light wounds* (as the spell).

Song of True Speech (Sp): A tuneservant with 12 or more ranks in Perform can gain the ability to speak with animals, plants, or stones (as the spells *speak with animals*, *speak with plants*, or *stone tell*). The effect lasts as long as the tuneservant sings and for 5 rounds after the tuneservant stops singing.

Lore (Ex): Like a bard, a tuneservant has a knack for picking up odd bits of knowledge. This ability works exactly like the bardic knowledge ability of the bard class. If a tuneservant has bard levels (or levels in another class with the same ability, such as a loremaster or Harper agent), his tuneservant levels and bard levels (or levels in the other appropriate class) stack for the purpose of using Lore.

Lingering Inspiration (Ex): At 2nd level, if the tuneservant uses his divine music to inspire courage, inspire competence, inspire greatness, or inspire heroics, the effects last twice as long as they otherwise would.

Bonus Language (Ex): At 3rd and again at 6th level, tuneservants can choose any language as a bonus language.

Extra Music (Ex): At 4th, tuneservants can use their divine music four extra times per day. At 7th level, tuneservants can use their divine music an additional four extra times per day.

Disrupt Silence (Su): At 5th level, tuneservants are able to dispel magical *silence* as by a *dispel magic* spell. Tuneservants make a Perform check instead of a dispel check to dispel the *silence*. This ability may be used a number of times per day equal to 1 + the tuneservant's Charisma modifier.

Amplified Music (Ex): Tuneservants are particularly adept at producing magical effects on those around them. At 8th level, tuneservants may increase the area of effect of any divine music effect with a radius by a number of feet equal to the number of ranks they have in Perform. This increase is doubled for divine music abilities requiring 3 or less ranks of Perform.

Milil's Voice (Ex): At 9th level, tuneservants gain a +2 sacred bonus on all Charisma-based ability and skill checks.

Heavenly Choir (Su): At 10th level, tuneservants gain the ability to lead others in a heavenly choir. For each singer, excluding the tuneservant, who spends a standard action making a successful Perform check (DC 15), the tuneservant gets the power to apply a metamagic feat to one of his divine spells or his divine music effects (if normally applicable to the similar spell) that round. To determine the number of required singers, add 1 + the number of higher spell slots than the spell's actual level the feat requires. For example, a duet could make use of the Enlarge Spell, Extend Spell, or Still Spell feats; a trio, the Empower Spell, Reach Spell, or Sacred Spell feats; and a quartet, the Maximize Spell or Widen Spell feats. Larger groups may apply more than one feat in this manner. For example, a quintet could apply both the Reach Spell and Sacred Spell feats to a spell. Other metamagic feats may be chosen with the DM's approval. Metamagic feats with prerequisites can only be applied if the tuneservant has the prerequisite feat(s). A heavenly choir cannot duplicate Quicken Spell, Silent Spell, or any metamagic feats with the Shadow Weave Magic feat as a prerequisite.

Ex-Tuneservants: Like clerics, a tuneservant who grossly violates the dogma of Milil loses all spells and class features and cannot gain levels as a tuneservant of Milil until he atones (see the *atonement* spell description on pages 201-202 of the *Player's Handbook*) for his violations.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Divine music, lore	
2nd	+1	+0	+3	+3	Lingering inspiration	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	Bonus language	+1 level of existing divine spellcasting class
4th	+3	+1	+4	+4	Extra music	
5th	+3	+1	+4	+4	Disrupt silence	+1 level of existing divine spellcasting class
6th	+4	+2	+5	+5	Bonus language	+1 level of existing divine spellcasting class

7th	+5	+2	+5	+5	Extra music	
8th	+6	+2	+6	+6	Amplified music	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+6	Milil's voice	+1 level of existing divine spellcasting class
10th	+7	+3	+7	+7	Heavenly choir	

Credit

Author Thomas M. Costa, based on original material by Ed Greenwood, Jeff Grubb, Julia Martin, Eric L. Boyd, and John Terra. The tuneservant originally appeared in *Forgotten Realms Adventures* (1990) and *Faiths and Avatars* (1996) and loresingers in *Warriors and Priests of the Realms* (1996).

Design Notes

This prestige class is inspired by the Milil entries in *Forgotten Realms Adventures*, *Faiths and Avatars*, *Warriors and Priests of the Realms*, *Prayers from the Faithful*, and *Faiths and Pantheons*, and the spellsinger class in *Warriors and Priests of the Realms*.

The easiest and most logical way to become a tuneservant is as a brd1/clr4, exp1/clr4, or rog1/clr4.

Divine music was inspired by many of the specialty priest, spells, and kit powers, lore by the kit, lingering inspiration and extra music by various feats introduced in *Song and Silence*, disrupt silence by the specialty priest, bonus language by the specialty priest, amplified music because it seemed appropriate, Milil's voice by the Harper priest in *Magic of Faerûn*, and celestial choir by unearthly choir power of the specialty priest.

Tunnel Warder

Tunnel warders are the unsung heroes of dwarven society and recognized champions among the svirfneblin. Often ignored and little noticed, these dwarves and deep gnomes don't mind getting dirty, fighting against creatures on the fringes of Underdark cities and beneath their citadels. Tunnel warders specialize in fighting in confined spaces and in the making and setting of traps. They tend to be very aggressive and harshly practical, rarely taking prisoners, which they cannot afford to do in cramped tunnels.

Tunnel warders first appeared among dwarf strongholds millennia ago where they formed profitable guilds, but are now seen in many human-dominated cities, from Neverwinter to Calimport, with sewer systems or infestations of tunnel-building osquips, dire rats, or even kobolds. They regularly patrol the tunnels below to ensure they are free of monsters, pests, and enemies.

Tunnel warders are usually rangers, rogues, rogue/fighters, or rogue/rangers. Barbarians occasionally become tunnel warders, though most live outside of the settled areas that would require such services. Bards, clerics, paladins, sorcerers, and wizards tend to shy away from such work, viewing it as undignified and beneath their talents. Tunnel warders often go on to further multiclass as breachgnomes (see pages 181-182 of *Races of Faerûn*) or tunnel defenders (see below).

Hit Die: d8.

Requirements

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

Base Attack Bonus: +3.

Skills: Craft (trapmaking) 8 ranks, Hide 4 ranks, Knowledge (dungeoneering) 4 ranks, Listen 2 ranks, Spot 2 ranks, Survival 4 ranks.

Feats: Blind-Fight, Combat Reflexes (players with access to *Underdark* may replace this requirement with the Tunnelfighter feat), Improved Initiative.

Special: Must have the stonecunning ability.

Class Skills

The tunnel warder's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Hide (Dex), Jump (Str), Intimidate (Cha), Knowledge (architecture and engineering) (Int), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the tunnel warder prestige class.

Weapon and Armor Proficiency: Tunnel warders are proficient in the use of all simple weapons and all light martial weapons, and all light armor and medium armor.

Pest Killer (Ex): At 1st level, a tunnel warder may select a group of creatures from among those given on Table TLW-2: Tunnel Warder Underground Pests. Due to his extensive study of his chosen type of pests and training the proper techniques for exterminating them, the tunnel warder gains a +1 bonus to Craft (poisonmaking), Craft (trapmaking), Hide, Knowledge (dungeoneering), Listen, Move Silently, Spot, and Survival checks when using these skills against this group of creatures. Likewise, the tunnel warder gets the same bonus to attack rolls against such creatures. The tunnel warder may also make Knowledge (dungeoneering) checks to identify pests from a pest group he has selected and their special powers or vulnerabilities, regardless of what Knowledge subskill the creature type is usually included under (see the Knowledge skill on page 78 of the *Player's Handbook*).

At 5th level, the tunnel warder may select an additional pest group from those given on the table. The bonus against one pest group of the player's choice increases by 1, granting the tunnel warder a +1 bonus against one group and +2 against the other.

Table TLW-2: Tunnel Warder Underground Pests lists possible groups for a tunnel warder's underground pests. Pest groups include only those creatures of the appropriate base size (larger advanced versions of creatures, such as a Large monstrous centipede in the beasties group, are included), of the appropriate type, without the extraplanar or incorporeal subtype, and with underground listed or included among their environment or terrain locales.

Table TLW-2: Tunnel Warder Underground Pests

Pest Group	Sizes	Creature Types
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Beasties	Medium or smaller	Animals and vermin
Blights	Huge or smaller	Oozes and plants
Gremlins	Small or smaller	Fey, humanoids (excluding dwarf, gnome, and halfling subtypes), and monstrous humanoids
Monstrosities	Small or smaller	Aberrations and magical beasts

A current list of the monsters in each pest group follows. DM's should feel free to add other appropriate monsters from their campaigns to these lists.

Beasties: badger, bat, bat swarm, centipede swarm, dire badger, dire rat, dire weasel, giant soldier ant, giant worker ant, giant bee, giant bombardier beetle, giant fire beetle, monstrous centipedes, monstrous scorpions, monstrous spiders, rat, rat swarm, spider swarm, viper snakes (MM); hoard scarab, hoard scarab swarm (DRAC); plague ant swarm, scarab beetle swarm, viper swarm, wasp swarm (FF); spitting crawler, two-headed adder (FRCS); ectoplasmic vermin (GW); dire maggot (LM); desmodu hunting bat, dire toad, leechwalker, legendary ape, legendary wolf (MM2); knell beetle (MM3); hairy spider (MOF); giant toad, poisonous toad (OA); nifern (SK); giant cockroach, giant maggot (UND).

Blights: assassin vine, black pudding, gelatinous cube, gray ooze, ochre jelly, phantom fungus, shambling mound, shrieker, violet fungus (MM); brown mold, green slime, phosphorescent fungus, yellow mold (DMG); flotsam ooze, yellow musk creeper, yellow musk zombie orc (FF); myconids, reason stealer, twig blight (MM2); arcane ooze, conflagration ooze, summoning ooze (MM3); aballin, green warder (MOF); udoroot (PSI); fool's water, cave creeper, fire fungus, wisp lichen (UND).

Gremlins: derro, goblin, kobold (MM); blue, dromite (EPSI); dark creeper (FF); boggle, jermlaine (MM2); nycter (MM3); chitine, gibberling (MOF).

Monstrosities: choker, cockatrice, darkmantle, shocker lizard, stirge (MM); kythorn broodling (BOVD); dolgrim, living breastplate, tentacle whip, tonguworm (EBR), brain mole, intellect devourer, puppeteer, flesh-harrower puppeteer (EPSI); cerebral hood, flame snake, mind leech, psionic sinew, shadow asp (FF); adult neogi, meenlock, moonrat, neogi spawn (MM2); lurking strangler, mindshredder larva (MM3); eyeball beholder (MOF); fire toad (OA); cavvekan, osquip (ROF).

BOVD = *Book of Vile Darkness*; DMG = *Dungeon Master's Guide*; DRAC = *Draconomicon*; EBR = *Eberron Campaign Setting*; EPSI = *Expanded Psionics Handbook*; FF = *Fiend Folio*; FRCS = *Forgotten Realms Campaign Setting*; GW = *Ghostwalk*; LM = *Libris Mortis*; MM = *Monster Manual*; MM2 = *Monster Manual 2*; MM3 = *Monster Manual 3*; MOF = *Monsters of Faerûn*; OA = *Oriental Adventures*; ROF = *Races of Faerûn*; SK = *Serpent Kingdoms*; UND = *Underdark*.

Poison Use (Ex): At 1st level, tunnel warders have worked with poisons so often, they never risk accidentally poisoning themselves when applying poison to a blade or trap.

Trapfinding (Ex): Like rogues, tunnel warders can use the Search skill to locate traps (mundane or magical) when the task has a Difficulty Class higher than 20 (see page 50 of the *Player's Handbook*). They can also use the Disable Device skill to disarm magic traps.

A tunnel warder who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Danger Sense (Ex): The tunnel warder possesses an uncanny intuition that warns him of impending danger. At 2nd level, this grants him a +2 insight bonus on Reflex saves to avoid traps, a +2 dodge bonus to AC against attacks by traps, and a +4 insight bonus on Spot checks made to spot creatures at the beginning of an encounter (see Starting an Encounter on pages 22-23 of the *Dungeon Master's Guide*). At 4th level, these bonuses increase to +4, +4, and +6, respectively.

Improved Charge (Ex): Tunnel warders are trained to fight underground in confined spaces and deal with an enemy's weapons up close and personal. At 2nd level, when a tunnel warder charges an opponent, he does not provoke an attack of opportunity from the defender. He also does not take the -2 penalty to AC normally associated with a charge special attack.

Fast Crawler (Ex): Tunnel warders are able to crawl at great speeds when wearing no armor, light armor, or medium armor (and not carrying a heavy load). Whereas most characters can crawl 5 feet as a move action, at 3rd level, a tunnel warder is capable of crawling at 10 feet. Crawling as a move action does not draw attacks of opportunity from attackers who threaten the tunnel warder. The tunnel warder can, as can any other character, also use the run full-round action while crawling; however, the tunnel warder may then draw attacks of opportunity.

Prone Attack (Ex): Tunnel warders have learned to attack while crawling or lying in confined spaces. At 3rd level, a tunnel warder can make an attack from the prone position and take no penalty to his attack roll. If his attack roll is successful, he may regain his feet immediately as a free action. Opponents gain no bonus on melee attacks against the tunnel warder while he is prone.

Death Blow (Ex): There is no time for mercy in the wilds of the Underdark. At 4th level, the tunnel warder can perform a coup de grace attack against a helpless defender as a standard action, instead of as a full-round action.

Cavern Stalker (Ex): At 5th level, tunnel warders gain the ability to stalk almost any creature, learning how to use cavern walls and natural terrain to better cloak their movement.

If trying to Hide, tunnel warders treat creatures with the blindsense, blindsight, darkvision, and low-light vision special qualities as if they only had standard normal vision, requiring them to make Spot checks to see the tunnel warder. If the

creature does not have normal vision, the creature is treated as if they had normal vision to a range equal to their blindsense, blindsight or darkvision special quality range.

In addition, tunnel warders learn to move in such a way that they can minimize and mask the rhythms of their movement, allowing them to avoid the tremorsense ability of certain creatures. If the tunnel warder walks at his standard speed or slower and makes a Move Silently check (DC = 10 + ½ the creature with tremorsense’s HD + the creature’s Wisdom modifier), the tunnel warder can effectively ignore the creature’s tremorsense ability.

(Tunnel warders also make frequent use of scentbreaker [see pages 96-97 of the *Forgotten Realms Campaign Setting*] to disrupt the scent special quality of many creatures.)

Hardy (Ex): The tunnel warder is regularly exposed to poison traps of his own and enemies making, as well as the disease-spawning filth that often builds up in the lower tunnels of the Underdark. At 5th level, this grants him a +4 competence bonus on all saves against diseases, gases, and poisons.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Pest killer I, poison use, trapfinding
2nd	+1	+3	+3	+0	Danger sense +2/+4, improved charge
3rd	+2	+3	+3	+1	Fast crawler, prone attack
4th	+3	+4	+4	+1	Danger sense +4/+6, death blow
5th	+3	+4	+4	+1	Cavern stalker, hardy, pest killer II

Variant Prestige Class

Tunnel Defender

While tunnel warders often take the offensive against Underdark pests, tunnel defenders protect the tunnels of their Underdark homes against those creatures. You can create a tunnel defender by adapting the breachgnome prestige class from *Races of Faerûn* (see pages 181-182). The prestige class can be used with the following adjustments.

Requirements: Eliminate the race requirement of gnome. Add the race requirement of dwarf.

Class Skills: Eliminate Concentration (Con). Add Intimidate (Cha).

Class Features: The tunnel defender has all the standard breachgnome class features except as noted below. At 2nd level, tunnel defenders gain Mobility as a bonus feat instead of a choice of bonus feats. At 4th level, tunnel defenders gain the improved mobility extraordinary ability instead of a choice of bonus feats. Improved mobility increases the tunnel defender’s AC bonus when using the Mobility feat from +4 to +8.

In addition, there are a few minor changes to clarify and update this variant prestige class to 3.5E. At 3rd level, the seal the breach (stability) ability grants a +4 bonus on attacks of opportunity made in response to a creature entering your square, a +4 bonus to opposed checks to resist a bullrush, overrun, or trip special attack, and a +4 bonus to opposed checks to knock prone or trip your opponent in response to their overrun or trip attack (see pages 154-159 of the *Player’s Handbook*). (Note these bonuses stack with the standard dwarf’s bonuses from stability.) The uncanny dodge abilities granted at 2nd and 4th level should be replaced with the uncanny dodge and improved uncanny dodge abilities of the barbarian (see page 26 of the *Player’s Handbook*) respectively.

Credit

Author Thomas M. Costa.

Design Notes

This prestige class is inspired in part by the pest controller, pest killer, tunnel rat, and vermin slayer kits from *The Complete Book of Dwarves and Demihumans of the Realms*.

The easiest way to become a tunnel warder is to be a 6th-level dwarf or deep gnome ranger, rogue, or ranger/rogue.

Compare the pest killer ability to a ranger’s favored enemy ability, but note the bonus is less and applied to different rolls. Also note limiting the creature size and terrain for each group, which is appropriate to a “tunnel” warder, generally reduces the number of applicable creatures quite a bit. The sizes are different to account for their ability to slip into tunnels and be viewed as pests. For example, plants and oozes can fit into all sorts of different size spaces, while other creatures might have a harder time. Similarly, animals and vermin are generally viewed as less intelligent and have fewer exceptional abilities so larger varieties might still be viewed as pests. I excluded the common PC races, as they wouldn’t be seen as “pests” in this sense. In addition, while most dwarves are Medium size, in the *Forgotten Realms*, a few varieties of dwarf are Small. I also discounted all constructs, deathless, dragons, elementals, outsiders, and undead from being considered “pests.” Sorting out the monsters was

easier in 3E, which unlike 3.5E, gave a larger range of likely terrain for the various creatures. Consequently, I've included a complete list of all the monsters to date (using the 3E terrain list as a guide).

I think the pest groups are relatively balanced. By the time the character takes this class (probably character level 7), most beasts are not a great challenge, so a wider range of creatures is available. In contrast, the bonuses gained against blights have less value because these creatures often have impressive defenses against the mostly physical attacks tunnel warder's will make, whether high hit points, high armor classes, damage reduction, immunities, or resistances, so here too, a wider range of creatures is available. Note I also included the molds and oozes from the DMG and *Underdark* among the blights, as they are categorized as plants. Gremlins are encountered more often, so they are more limited in range. In general, each of the four pest categories is split close to evenly between the two creature types included in the group; jermlaine, the epitome of a gremlin, is the only fey on the Gremlin list. If you think Gremlins, however, is too broad, you could always add the monstrous humanoids (derro, boggle, nycter, and chitine) to the Monstrosities group. In all cases, given the lower bonus and reduced creature range, I think this ability balances fairly enough against the ranger's favored enemy ability. The only epic monster that made the list in 3E was the worm that walks, but that was reclassified as an aberration in 3.5E, knocking it off the list. In 3.5E, the ruin swarm was reclassified as a vermin swarm instead of an ooze and would make the Beasts list. I haven't added it to avoid possible confusion and because epic-level creatures aren't really 'pests.' You could also make an argument for adding the apocalypse frog swarm and deathcrow swarm from the *Book of Exalted Deeds*, but I opted not to add them.

Note I purposefully gave them a rogue's attack progression with a number of combat-oriented abilities. Compare poison use language to the assassin in the DMG; traps language and danger sense to the Dungeon Delver in *Song and Silence*. Compare prone attack and death blow to the feats of the same name in *Complete Warrior*. See page 142 of the 3.5E PH for crawling language. Improved charge was initially inspired by the bloodsister ability on page 91 of *Dragon Magazine* #298, but is now quite a bit different.

Compare the improved mobility ability of the tunnel defender to the giant killer ability in *Silver Marches*.

Varde Elgg (Foot Death) Gladiator

Drow society is often matriarchal and hierarchical in both wicked and chaotic ways. Males from lower houses often have few avenues to success. One such avenue is in the gladiatorial arena. There, many common males have found both riches and glory. These drow volunteer for this life and the most respected of these gladiators practice the varde elgg or “foot death” form of combat (see below). This form of martial arts teaches drow warriors to fight with their feet, most often shod in poisoned bladed boots.

Unlike many gladiators, varde elgg gladiators are rarely slaves forced to fight. Consequently, sometimes these warriors leave the gladiatorial arenas to seek their fortune elsewhere, sell their talents as high-priced and unique muscle or even serve as tokens of a noble house’s wealth or a matron’s fancy. This form of competitive and deadly battle is popular in matriarchal drow cities throughout the Underdark, such as Menzoberranzan and T’Lindhet, but has also found some popularity among the Crintri of Dambrath.

Most foot death warriors are fighters or monks.

Hit Die: d10.

Requirements

To qualify to become a varde elgg gladiator, a character must fulfill all the following criteria.

Race and Gender: Drow elf male or half-drow male.

Alignment: Any nongood.

Base Attack Bonus: +6.

Skills: Balance 4 ranks, Jump 8 ranks, Tumble 4 ranks.

Feats: Dodge, Exotic Weapon Proficiency (drow blade boots [see below]), Flying Kick (see page 99 of the *Complete Warrior* [or for a 3E version, page 62 of *Oriental Adventures*]), Improved Unarmed Strike, Mobility, Power Attack, Spring Attack.

Special: The character must be trained by a varde elgg gladiator for at least one month.

Class Skills

The varde elgg gladiator’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the varde elgg gladiator prestige class.

Weapon and Armor Proficiency: Varde elgg gladiators gain no proficiency in any weapons, armor, or shields.

Dodge Bonus (Ex): Varde elgg gladiators are highly trained at dodging blows. When a varde elgg gladiator designates an opponent for his Dodge feat, this bonus replaces the normal +1 dodge bonus to AC against that opponent. When he wears any armor other than light armor or no armor or when he carries a medium or heavy load, the varde elgg gladiator loses this dodge bonus. A condition that makes him lose his Dexterity bonus to AC also makes him lose this dodge bonus.

Melee Finesse (Ex): Varde elgg gladiators are so skilled at their unarmed strikes that beginning at 1st level, if they are in light or no armor, they may use their Dexterity modifier instead of their Strength modifier on attack rolls with unarmed strikes and gauntlets and spiked gauntlets, punching daggers, drow blade boots (see below), and similar light piercing weapons that are ‘worn.’

Poison Use (Ex): Varde elgg gladiators make frequent use of poison to kill or weaken their enemies. At 1st level, they never risk accidentally poisoning themselves when applying poison to a blade or trap.

Roundabout Kick (Ex): At 1st level, a varde elgg gladiator gains the Roundabout Kick feat (see page 105 of the *Complete Warrior* [or for a 3E version, page 65 of *Oriental Adventures*]) as a bonus feat, even if he does not meet the prerequisites.

Precise Kick (Ex): Varde elgg gladiators specialize in fighting with their feet and are capable of dealing devastating blows with them. Beginning at 2nd level, varde elgg gladiators increase the damage they deal with their unarmed strikes or drow blade boots by one step, as if their size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6. At each even level thereafter, the varde elgg gladiator’s damage increases by another step.

Improved Trip (Ex): At 3rd level, a varde elgg gladiator gains the Improved Trip feat as a bonus feat, even if he does not meet the prerequisites.

Roar of the Crowd (Ex): Varde elgg gladiators can appeal to spectators with flourishes and fancy moves. At 4th level, if a varde elgg gladiator takes a move action to make a Tumble check (DC 15) in front of spectators, he gets a +1 morale bonus to attacks and damage for the duration of the fight. Spectators must be noncombatants, and there must be at least a half-dozen of them.

Surprise Kick (Ex): At 5th level, a varde elgg gladiator gains the Surprise Kick feat (see below) as a bonus feat, even if he does not meet the prerequisites.

Puncturing Wound (Ex): Varde elgg gladiators are skilled at dealing wounds that cause extra blood loss. At 7th level, when a varde elgg gladiator deals damage with a piercing weapon, the wound bleeds for one point of damage per round thereafter until a Heal check (DC 15) is made, any *cure* spell is applied, or 10 rounds minus the opponent's Constitution modifier elapses. Multiple wounds are cumulative, but creatures without discernable anatomies and/or immune to critical hits, such as constructs, undead, and plants are immune to this effect.

The Crowd Goes Wild (Ex): With each blow the varde elgg gladiator strikes, the spectators cheer more loudly. At 7th level, if the varde elgg gladiator has already engaged the spectators with his roar of the crowds ability (see above), he gains a +2 morale bonus to damage on his first successful blow. This bonus increases by +2 for each successive consecutive blow that deals damage to his opponent. The bonus resets to +2 if he misses.

Multiclass Note: Varde elgg gladiators may multiclass freely with the monk class, as well as with the fighter and warrior classes.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Dodge Bonus	Special
1st	+1	+2	+2	+0	+2	Melee finesse, poison use, Roundabout Kick
2nd	+2	+3	+3	+0	+2	Precise kick I
3rd	+3	+3	+3	+1	+3	Improved Trip
4th	+4	+4	+4	+1	+3	Precise kick II, roar of the crowd
5th	+5	+4	+4	+1	+4	Surprise Kick
6th	+6	+5	+5	+2	+4	Precise kick III
7th	+7	+5	+5	+2	+5	Puncturing wound, the crowd goes wild

New Feat [OGL]

Surprise Kick [Fighter, General]

You are a surprising combatant, capable of slipping a knee and kick attack through your opponent's defenses.

Prerequisites: Dex 15+, Improved Unarmed Strike, Balance skill (4 ranks), base attack bonus +3 or higher.

Benefit: In addition to your normal attacks, you can make one extra attack using your legs, generally a knee or kick, each round. The leg attack is made at your primary base attack bonus, however, all attacks made this round (including the extra leg attack) suffer a –2 attack penalty. This feat requires the full attack action.

New Drow Fighting Style

Varde Elgg: Many drow have learned the ancient martial art of foot fighting known as varde elgg or “foot death.” This form of combat makes use of the drow's natural dexterity – often in conjunction with the exotic drow blade boots – to deal deadly damage. This style is often used in conjunction with bautha z'hin style, which means “dodge and walk” and relies on the natural agility and light armor the dark elves favor (see “Drow Fighting Styles” by Sean K. Reynolds on the Wizards of the Coast web site at <http://www.wizards.com/default.asp?x=books/fr/fightstyle>).

Varde elgg Feats: Exotic Weapon Proficiency (drow blade boots), Flying Kick (see above), Improved Unarmed Strike, Power Attack, Roundabout Kick (see above), Surprise Kick (see above), Weapon Finesse.

Bautha z'hin Feats: Dodge, Mobility, Spring Attack.

New Weapon [OGL]

Drow Blade Boots: These boots are knee-high, steel-tipped, leather boots with six-inch, wedge-shaped blades protruding from the toes. Your opponent cannot use a disarm action to disarm you of your drow blade boots. An attack with a drow blade boot is considered an armed attack; however the benefits of the Flying Kick feat still apply. Monks proficient with the drow blade boots may use them with their flurry of blows ability. The boots are also equipped with a small hollow capable of storing and releasing two doses of poison. The poison is released on the first two successful strikes.

Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapon</i>							
Drow Blade Boots	15 gp	1d4	1d6	x3	–	5 lb.	Piercing

Variant Class

The monk variant below uses the rules found in *Unearthed Arcana* (and *Dragon Magazine* #310).

Varde Elgg Monk

Monks of the Varde Elgg School specialize in fighting with their feet in a style that translates into “foot death.” Most of these warriors are drow trained for the gladiatorial ring.

1st-Level Skill Bonus: The character gains a +2 bonus to Jump checks.

1st-Level Bonus Feat: Power Attack.

2nd-Level Bonus Feat: Dodge.

6th-Level Bonus Feat: Flying Kick.

6th-Level Bonus Ability: After a successful attack with an unarmed strike or drow blade boot, you may position yourself so that you flank your opponent on your next attack. You may use the benefits of this ability for only one attack per round.

Prerequisites: Tumble 4 ranks, Jump 9 ranks.

Credit

Author Thomas M. Costa.

Design Notes

The varde elgg gladiator is an original idea.

The quickest way to become a varde elgg gladiator is as a drow Ftr6 with a high Intelligence, Cobra Strike (see *Unearthed Arcana*) mnk6, or Varde Elgg (see above) mnk 6.

Melee finesse is adapted from the Weapon Finesse feat, poison use from the assassin in the DMG, roar of the crowd and the crowd goes wild from the gladiator in *Sword and Fist*, and puncturing wound from the rogue’s crippling strike.

The new fighting style is modeled on the drow fighting styles on the Wizards of the Coast website.

Drow blade boots are in part inspired by the Marvel Comics Spider-Man villain Tarantula.

Wild Priest of Malyk

Malyk the Dark Mage was a growing power in the Underdark, having appeared during the Time of Troubles following the destruction of Mystra. It is believed Malyk was a drow lich of great age and power who managed to steal some of Mystra's power when he stumbled across a powerful wild magic region deep beneath Castle Crag. This apparently came to pass a short time before the human sorceress Midnight filled Mystra's position. Following his apotheosis, Malyk became the demigod of wild and evil magic and rebellion. However, before Malyk could consolidate his power, he was slain and absorbed by Talos who desired a fraction of Mystra's power for himself, thereby becoming only an alias for the Destroyer.

In his aspect as Malyk, Talos has few worshippers, but his cult is growing, particularly among younger drow mages who have experimented with wild magic and work to destabilize drow cities ruled by priestesses of Lolth. For their part, priestesses of Lolth who deign to acknowledge Malyk's existence predict the Dark Mage's hasty demise at the hands of the Spider Goddess, as he appears to be expending his divine power profligately. However, in the wake of the War of the Spider Queen events, Malyk has attracted more attention.

Malyk has no formal clergy per se, but instead grants additional powers to a few select arcane casters. Most wild priests are sorcerers, though a number of wizards and a fewer number bards are also wild priests. Should Malyk manifest to his faithful, he appears as apparitions of empty, cowed robes that move and gesture as if filled by an invisible body, but which collapse into drifting smoke if attacked. Malyk's symbol is a multihued vortex.

Hit Die: d4.

Requirements

To qualify to become a wild priest of Malyk, a character must fulfill the following criteria:

Patron: Malyk the Dark Mage (Talos).

Alignment: Chaotic evil

Skills: Concentration 9 ranks, Knowledge (arcana) 9 ranks, Spellcraft 9 ranks.

Feats: Alertness, Iron Will, any one metamagic feat.

Spells: Ability to cast 3rd level arcane spells.

Special: Must have cast at least one spell successfully while within a wild magic area.

Class Skills

The wild priest's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the wild priest of Malyk.

Weapon and Armor Proficiency: Wild priests gain no proficiency in any weapons, armor, or shields.

Spells per Day: A wild priest's training focuses on arcane spells. Thus, when a new wild priest level is gained, the character gains new spells per day (and spells known if applicable) as if he had also gained a level in whatever arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or time creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of wild priest to the level of whatever other arcane spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class before becoming a wild priest, he must decide to which class to add each level of wild priest for the purpose of determining spells per day.

Divine Domain: Malyk grants his wild priests a limited amount of divine spellcasting. At 1st level, a wild priest gains either the Chaos or Evil domain as a bonus domain. The wild priest gains the domain's granted power and may cast one domain spell per day ("+1") for each spell level just as a cleric can (see page 32 of the *Player's Handbook*). These divine spells use the wild priest's Wisdom modifier instead of Intelligence modifier to determine the Difficulty Class for saving throws and are cast as divine spells cast at the character's arcane caster level. Wild priests must vary the time day during which they pray for their domain spells.

At 3rd level, the wild priest gains access to the other domain and its granted power.

Wild Magic (Ex): At 1st level, the wild priest gains the ability to create wild magic effects a number of times per day equal to 3 + the character's Charisma modifier. The character must make a caster level check (DC 15 + spell level). If the character succeeds on the caster level check, he can roll on Table 2-1: Wild Magic Effects on page 55 of the *Forgotten Realms Campaign*

Setting with a +10% bonus per level to the roll. If the character rolls a natural 1 on the caster level check, he rolls on the wild magic table with a –10% penalty per level to the roll.

Metamagic Feat (Ex): At 2nd level, a wild priest gains a metamagic feat as a bonus feat, providing he meets the prerequisites of the feat.

Wild Magic Artisan (Ex): At 2nd level, the wild priest may add their Charisma modifier (if positive) to all caster level checks involving wild magic (including the wild priest's wild magic and wild metamagic abilities).

Create Wild Magic Zone (Ex): At 3rd level, wild priests learn the secrets of crafting wild and dead magic zones.

Through a ritual that involves the casting of a *dispel law* spell followed by *magic circle against law* and *chaos hammer* spells, wild priests may create a permanent wild magic zone covering an area up to 10 feet in radius (about 300 square feet). The ritual takes 1-100 days (roll randomly) to perform and involves the casting of all spells involved in the ritual each day of the ritual. The creation costs the priest 4,000 XP. (See Wild Magic on pages 54-56 of the *Forgotten Realms Campaign Setting*.)

The wild priest may also create permanent dead magic zones by adding *desecrate* and *antimagic field* spells to the ritual. Dead magic zones cost the priest 6,000 XP to create. (See Dead Magic on pages 56 of the *Forgotten Realms Campaign Setting*.)

Wild Metamagic (Ex): At 3rd level, the wild priest may cast a spell as if it were under the effects of any metamagic feat he knows if he makes a caster level check (DC 15 + effective spell level with metamagic feat). He does not need to prepare this in advance, and it does not increase the casting time or use a higher spell slot. If the character rolls a natural 1 on the caster level check, the spell fails and is wasted. The wild priest can use this ability a number of times per day equal to 1 + his Charisma modifier (if positive).

Ex-Wild Priest: Like clerics, a wild priest who grossly violates the dogma of Malyk, exploring and using wild and evil magic and fomenting rebellion, loses all spells and class features and cannot gain levels as a wild priest of Malyk until he atones (see the atonement spell description, page 201-202).

Table WPM-1: The Wild Priest of Malyk						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Divine domain, wild magic	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Metamagic feat, wild magic artisan	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Create wild magic zone, divine domain, wild metamagic	+1 level of existing arcane spellcasting class

Credit

Author Thomas M. Costa, based on original material by Eric L. Boyd. Malyk originally appeared in *Polyhedron* #116 (199X).

Design Notes

The “Forgotten Deities” article in *Polyhedron* #116 inspired this prestige class. The introduction is adapted from that article.

The easiest way to become a wild priest is as a wiz6 or sor6 (with a high Intelligence if nonhuman).

The various powers were developed from the discussion of wild and dead magic in the *Forgotten Realms Campaign Setting*.

APPENDIX I: JORDAIN FEATS AND TEMPLATE

The southern nation of Halruaa is a humid and mysterious land of arcane wizardry, wherein puissant magicians clash and feud to gain power and sway, magic-impervious counselors, the jordaini (jor-day-IN-ee), give structure to the lives of the mighty, and watching over both, are loyal Azuthan spellcasters, the magehounds.

In her excellent *Counselors and Kings* trilogy, *Magebound*, *Floodgate*, and *Wizardwar*, Elaine Cunningham introduced the intriguing jordain (jor-DAY-in) viziers, counselors to kings. These fascinating characters are better detailed on pages 33-35, 75, and 138 of *Shining South* by Thomas M. Reid. (A 3E version of the jordain vizier prestige class can be found on the Wizards of the Coast website at <http://www.wizards.com/default.asp?x=books/fr/jordain>.) Below are several feats inspired by this fascinating order.

In addition, in order to characterize those born with the arcane magic resistance of the jordaini, but not raised in that order, such as the rogue (and sorcerer) Tzigone, presented below are two “jordain-born” alternatives: (1) a new regional feat and (2) a new template. If you choose to use this option, you should use one alternative or the other, but not both; the feat is more playable, but the template is probably more reflective of the novels.

Disrupting Strike [General] [OGL]

Careful study and timing allow you to land your blows at precisely the point a spellcaster begins their casting, distracting and often disrupting your target’s efforts.

Prerequisites: Dex 13, Int 13, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Spellcraft 2 ranks, base attack bonus +4.

Benefit: If you beat a spellcaster’s initiative and successfully damage the spellcaster with a melee attack in that same round, you force the spellcaster to make a Concentration check (see pages 69-70 of the *Player’s Handbook*) to avoid losing the spell (see page 140 of the *Player’s Handbook*) she was planning to cast that round or in the midst of casting. The spellcaster cannot choose to take a different action if she loses the spell.

Normal: A character without this feat must ready an attack against the spellcaster with a trigger such as “if she starts casting a spell” or strike between when the spellcaster starts and when she completes a spell (see pages 160 and 170 of the *Player’s Handbook*) in order to distract the caster.

Improved Arcane Resistance [General]

Your arcane magic resistance is tougher than most of your peers.

Prerequisites: Con 13, Cha 13, arcane nondetection ability and arcane spell resistance ability.

Benefit: The DC to overcome your arcane nondetection ability increases by +1 and your arcane spell resistance increases by +1.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the DC to overcome its arcane nondetection and its arcane spell resistance increase by +1.

Improved Jordaini Counterspell [General]

As a jordaini, you’ve developed your power to project your spell resistance outwards more effectively than others, making you especially useful to your master in defending him from powerful spellcasters.

Prerequisites: Cha 13, jordain vizier prestige class (see pages 33-35 of *Shining South*), counterspell ability.

Benefit: You use your counterspell class feature as if you were two levels higher.

Special: This feat can replace the Improved Counterspell feat prerequisite of the Reactive Counterspell feat (see pages 42-43 of the *Player’s Guide to Faerûn* or page 22 of *Magic of Faerûn*). With the DM’s permission this feat may replace the Improved Counterspell feat prerequisite for other feats as well.

Improved Lore [General] [OGL]

Your knowledge of lore is more extensive than most.

Benefit: You get a +3 bonus on all bardic lore (and similar abilities that function like bardic lore, including a loremaster’s lore, Harper agent’s Harper knowledge, and jordain vizier’s eidetic memory) checks.

Jordain-born [Regional]

You are one of the select members of Halruaa’s vizier class, bred and born specifically for your role as bodyguard and advisor to the ruling magocracy.

Prerequisites: Con 11, Cha 11; elf (Halruaa), half-elf (Halruaa), or human (Halruaa).

Benefit: You gain an innate magic resistance to arcane magic, including spells and spell-like effects. This extraordinary ability functions in two ways. First, it functions exactly like the *nondetection* spell (see page 257 of the *Player’s Handbook*), except

that it works only against arcane magic. The DC to overcome this nondetection ability is 5 + your Cha modifier. Second, it functions exactly like spell resistance (see page 177 of the *Player's Handbook*), except that it works only against arcane magic. Your arcane spell resistance equals 5 + your Cha modifier. Unlike a normal *nondetection* spell or normal spell resistance, your arcane magic resistance cannot be lowered, even for beneficent spells. If the arcane or divine origin of a magic item is not known, the jordan-born should be given the benefit of the doubt and allowed his spell resistance. The jordan-born's arcane magic resistance is an extraordinary ability and Weave-based. It is affected by Shadow Weave feats and magic just as any other Weave-based magic.

In addition, due to trace amounts of elf blood, most likely unbeknownst to the jordan-born, a jordan-born is considered an elf for all effects related to race, including special abilities and effects and the ability to use magic times that are only usable by elves.

Note: Characters that take up the jordan vizier prestige class do learn to lower their arcane magic resistance.

Special: You may select this feat only as a 1st-level character. You may only have one regional feat. If you play with this feat, replace the Spellwise requirement of the jordan vizier prestige class with this feat. The *arcane sensitivity* spell (see page 44 of *Shining South*) also determines if a character has this feat.

Magic Hound [General]

Your magical origins have gifted you with an innate ability to perceive the strands of the Weave.

Prerequisites: Cha 11; jordan-born feat (see above), jordan-born template (see below), or jordan vizier prestige class (see pages 33-35 of *Shining South*).

Benefit: You gain the supernatural ability to *detect magic* as the spell (see page 219 of the *Player's Handbook*) cast by a sorcerer of your character level twice per day. This power is Weave-based and is affected by Shadow Weave feats and magic just as any other Weave-based magic.

Special: The use of this ability in no way conflicts with a jordan vizier's code of conduct.

Jordan-born (Template)

The jordan-born are members of Halruaa's vizier class, raised specifically for their role as bodyguards and advisors to the ruling magocracy. Born and bred through the use of a potion that permanently *febleminds* the mother and grants them an innate magic resistance, the jordan-born are taken from their parents at a very young age to be raised by the state. Most go on to enter House Jordain, a college that leads them into their expected role as aide-de-camp to Halruaa's elite. At least one jordan-born escaped this life path and became a rogue and sorceress.

Most jordan-born take levels in the expert, monk, and/or fighter classes before taking up the jordan vizier prestige class (see pages 33-35 of *Shining South*). The extremely rare independent jordan-born is as likely to take levels in rogue, sorcerer, or other classes.

If you use this template, it is an additional requirement for taking up the jordan vizier prestige class. In addition, you might consider raising the base arcane spell resistance of the prestige class to 15 instead of 10. Note, these characters learn to lower their arcane nondetection and arcane spell resistance upon taking up the prestige class. The *arcane sensitivity* spell (see page 44 of *Shining South*) also determines if a character has this template.

Creating a Jordan-born

"Jordan-born" is an inherited template that can be added to any humanoid (referred to hereafter as the "character"). (With the exception of one elf, all known jordan-born have been human.)

A jordan-born has all the base creature's statistics and special abilities except as noted here.

Special Qualities: A jordan-born retains all the base creature's special qualities and gains those described below.

Arcane Nondetection (Ex): You gain an innate resistance to arcane divination spells. This functions exactly like the *nondetection* spell (see page 257 of the *Player's Handbook*), except that it works only against arcane magic. The DC to overcome this nondetection ability is 10 + your Cha modifier. Unlike a normal *nondetection* spell, your arcane nondetection cannot be lowered, even for beneficent spells. If the arcane or divine origin of a magic item is not known, the jordan-born should be given the benefit of the doubt and allowed his arcane nondetection. The jordan-born's arcane magic resistance is an extraordinary ability and Weave-based. It is affected by Shadow Weave feats and magic just as any other Weave-based magic.

Arcane Spell Resistance (Ex): You gain an innate spell resistance to arcane magic, including spells and spell-like effects. This functions exactly like spell resistance (see page 177 of the *Player's Handbook*), except that it works only against arcane magic. Your arcane spell resistance equals 10 + your Cha modifier. Unlike normal spell resistance, your arcane spell resistance cannot be lowered, even for beneficent spells. If the arcane or divine origin of a magic item is not known, the jordan-born should be given the benefit of the doubt and allowed his arcane nondetection. The jordan-born's arcane magic resistance is an extraordinary ability and Weave-based. It is affected by Shadow Weave feats and magic just as any other Weave-based magic.

Elven Blood (Ex): Due to trace amounts of elf blood, most likely unbeknownst to the jordan-born, a jordan-born is considered an elf for all effects related to race, including special abilities and effects and the ability to use magic times that are only usable by elves.

Abilities: Increase from base creature as follows: Int +2, Wis +2, Cha +2.

Feats: The great potential of jordan-born's mind is such that they gain the Skill Focus feat with any one Intelligence-, Wisdom-, or Charisma-based skill of their choice as a bonus feat.

Environment: Warm plains (Halruaa).

Organization: Solitary, pair, or class (3-12).

Challenge Rating: Same as base creature +1.

Treasure: Standard.

Alignment: Usually lawful.

Advancement: By character class.

Level Adjustment: Same as base creature +2.

Credit

Author Thomas M. Costa, based on original material by Thomas M. Costa, Elaine Cunningham, and Thomas M. Reid. The jordan vizier originally appeared as the jordaini on the Wizards of the Coast website, "House Jordain of Halruaa" (December 2002), <http://www.wizards.com/default.asp?x=books/fr/jordain>, and *Shining South* (2004).

Design Notes

I originally wrote-up the jordaini prestige class with a new regional feat, but it was suggested a template was more appropriate so I reworked the feat into a template, which was what appeared on the Wizards of the Coast website. While a regional feat is more playable, the template is probably more appropriate in capturing the feel of the characters. With the publication of *Shining South*, the idea of either a feat or template was dropped to increase playability of the prestige class. This works quite well, however, it does not give players the ability to capture characters like Tzigone, thus I've reworked and updated both the feat and template and crafted a few new feats as well.

Improved Arcane Resistance: Compare to Improved Natural Armor in the MM. Note only having resistance to arcane magic, even if it includes divinations, is still probably not as good as full spell resistance that excludes divinations.

Improved Jordaini Counterspell: Compare to Improved Turning in the PH.

Improved Lore: Compare to Skill Focus in the PH.

Jordain-born Feat: The prerequisites reflect the base toughness the child needed to endure its difficult birth and the innate power bred within them. It is also a way to further limit the feat somewhat. This feat will give a human choosing this feat a maximum SR 9 at 1st level. This is a nice bonus, but somewhat compensated for by the fact it cannot be lowered for beneficent arcane spells and it's not too hard to beat. That said, the bonus could be lowered in several ways: to just the Charisma modifier, to an unmodified 5, or to some bonus less than 5, such as 2, plus the Charisma modifier.

Magic Hound Feat: This ability is modeled on the power of the character Gnarfing in the short story "A Little Knowledge" found on pages 176-196 of *Realms of Shadow*. Note *arcane sight* is arguably a more accurate reflection of the power, but arguably not, and nevertheless, is certainly too powerful for a feat. I considered making this a spell-like ability, but supernatural seemed more appropriate. Compare to the regional feat Magical Training in the *Player's Guide to Faerûn*. It is appropriately (since its not a regional feat) less powerful in several ways – the prerequisites are somewhat more difficult to meet, you do not have a choice of casting as a wizard, you only know one instead of two spells, you have no choice of which spells you know, and you can only use the power twice per day instead of thrice per day. On the plus side, you don't have to fear the arcane spell failure of wearing armor.

Jordain-born Template: CR is +1 for nondetection, spell resistance, and ability/feat bonuses divided by three for +1. Compare the CR to other templates and +1 is about right. For LA, +1 for combined arcane nondetection and spell resistance (which combined are still less powerful than standard spell resistance) and +1 for ability bonuses and bonus feat, which equals +2.

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