



THANATOPSIS

THE DEATH CYCLE

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An enigmatic Chrystalis wanders the endless wastes of the ash desert in search of ruins from his people's past. Powerful wizards in the region of Termania research powerful spells granting life and sentience to constructs. A distrusted templar braves the forgotten jungles of Azrazzat in search of power and fame. Almost any kind of fantastic hero or villain may find its home within the THANATOPSIS campaign setting. Celestallia is an ancient land awakening from thousands of years of darkness, a time of renaissance.

In this world, your fighter is not just defined by his strength score of 17 and his mastery of the great axe, he is defined by his homeland, his training, his background, and even his astrological star sign. Just as the Dungeon Master (DM) carefully crafts adventures to highlight the heroism and grand scope of the lands of Celestallia, each player contributes to the campaign a character whose personality, motivations, and attitudes reflect the heroes—or villains—of a land with a past and present filled with troubles.

CREATING A CHARACTER

Any character created using the *Player's Handbook* works as a THANATOPSIS character, but this chapter explains how to create a character tailored for Celestallia and grounded in all the rich detail of the setting. To create a 1st-level character, turn to page 4 of the *Player's Handbook* and use the steps outlined in the Character Creation Basics section. Follow the *Player's Handbook* steps in character creation but add in the additional features to Step 2: Choose Class and Race (Choose a Region here as well), Step 7: Select a Feat, and Step 8: Review Description we describe in this chapter.

Alternate Ability Score Method

Before creating a character, your DM may opt to allow for an alternate fashion of determining ability scores called the "Point Buy" system. A character will be given 84 points with which to purchase ability scores. This gives an average spread of 14 in each stat, which can be added and subtracted to taste. No score may be lowered below a 3 or raised above an 18 before applying racial modifiers.

Character Races

Celestallia is home to hundreds of intelligent races and gives rise to dozens and dozens of potentially heroic paths. In a THANATOPSIS campaign, a number of new character races are available for players. The standard races described in the *Player's Handbook* are present in Celestallia though some have been changed and altered in unique ways. Halflings, for

example, are unknown in the continent of El, having been replaced by an offshoot known as the Irix and a majority of the elven races are far less prevalent, with a new breed of elves known as Star Elves having taken their places. This is not to say, however, that these races do not exist. In fact, countless planar travelers come to Celestallia, some decide to settle among the lands and begin families. While they are considered outsiders, they have lived on the land of Celestallia for so long that it has become considered their native plane (More details on native outsiders can be found later in this book).



Character Classes

After several thousand years of struggling in a land dominated by an empire of unimagined evil, many classes in Celestallia have been changed in drastic ways. One of the most changed classes is the cleric, for the land of Celestallia is a land without gods. Along with the changes to clerics, the paladin class has disappeared completely, having been replaced by the deadly and cunning Templar.

Also of note, Celestallia is a land with a full grasp of Psionics. As such, Psions and Psychic Warriors roam the lands alongside wizards and rangers. The changes to classes are detailed later in this chapter. In addition to the prestige classes described in the *Dungeon Master's Guide* Celestallian PCs can aspire to join new prestige classes unique to their world. Prestige

classes from other sources such as *Sword & Fist* and other sourcebooks are allowed as well, though some conversions may be required. It is up to your DM whether or not he will allow the prestige classes from those books and other sources, but with a little work they can fit into a THANATOPSIS campaign.

Character Region

The *Player's Handbook* only requires you to choose a race and class, but the THANATOPSIS campaign setting also gives you the ability to further define your character by determining the region where your character grew up (or at least gained most of his early experience). Your region helps define your character as part of the world of Celestallia and gives you additional choices for which feats and equipment you can have.

Each race and class description lists a number of suggested regions in which that type of character is particularly common or encouraged by the principal culture. If you choose a region that matches your character's race or class, your character gains access to special regional feats and bonus starting equipment.

Races of Celestallia

Celestallia is inhabited by hundreds of different races. Some races are native, and have lived here since before the time of darkness, others are the result of powerful magical research, and still others came to this world long ago from outer planes or other worlds. Rather than repeating facts that have been established in the *Player's Handbook*, this section focuses on the ways in which the races and subraces of Celestallia differ from the standard races described in the *Player's Handbook*.

Celestallia is inhabited by hundreds of different races. Some races are native, and have lived here for countless centuries, others are the result of powerful magical research and still others came to this world long ago from outer planes or other worlds. Rather than repeating facts that have been established in the *Player's Handbook*, this section focuses on the ways in which the races and subraces of Celestallia differ from the standard races described in the *Player's Handbook*.

Languages: Automatic and bonus languages for all races appear in the race descriptions, since Celestallia is home to a number of unique tongues. In the case of races for which "home region" appears in the race description—for example, humans or golthon—the language selection is determined by the character's home region. Due to the diversity and nearly centuries long isolation of many of the nations of EI from one another there is no "common" language that

all are taught, though the language of "tradespeak" a simple and versatile language is known by many who travel the countries with great frequency.

A character's choice of race and region determines their automatic and bonus languages. Table 1-5: Character Regions supersedes the automatic and bonus language information found in the *Player's Handbook*. However, the following languages are always available as bonus languages to characters, regardless of race or region: Abyssal (clerics), Celestial (clerics), Common, Draconic (wizards, sorcerers), Dwarven, Elven, Gnomish, Goblin, Irix, Infernal (clerics), Orcish, Sylvan (druids), and Tradespeak. Druids also know Druidic in addition to their other languages.

Regions: Each race description gives the primary regions of the race. Characters can choose one of these regions for their homeland, they can default to the general race entry for their region, or they can choose to be from elsewhere in Celestallia. The information given in this section helps you construct a character, but does not directly affect your character's starting feats or equipment. The regional/cultural descriptions that key into the regional feats and equipment on table 1-5: Character Regions are those listed in the Classes section.

Humans

For nearly a century after the First Great War that toppled the reign of the Nightmare King, the human lands began a gradual declination and separation from each other, as the lust for freedom was slowly replaced by the lust for power. In recent years however, with the end of the second Great War and the formation of the Republic of EI many nations that never dealt with one another have found themselves close allies.

The ties that bound the soldiers together during the second war have kept their alliance strong, and the unified goal of peace that the republic seeks has furthered their path towards a harmonious and unified nation of EI in the future.

The longer-lived races of elves and dwarves tend to have respect for individual humans who deserve it, without necessarily respecting the entire race. The ancient races, the Chrystalis and Vash view humans more as inexperienced children, bound to make a few mistakes on their way to maturity, though they do not generally hold themselves as better than humans. None of the races of Celestallia can forget that it was the humans who led the Templar legions against the forces of the Nightmare King during the war of shadows and the humans who led the armies of EI against the Fallen Angel Memnon. Even the

uncivilized Golthon recognize humanity's place in the world.

Humans don't see it that way, of course. Their greatest heroes defeated the terrible Nightmare King and ended his centuries old reign of terror. They have defeated those with the power of the heavens, and if they stand together no force can rival their power. Unfortunately, the same thing can be said of humanity's greatest villains—that the world was once in their hand, and such a thing can happen again.

Regions: Humans can be found in almost every corner of Celestallia. Decide what character class you wish to play and pick a region listed in the class description consult Table 1-5: Character Regions or browse through the Geography chapter for a region that seems appropriate for your character.

Racial Abilities: Human characters, regardless of nationality, have all the human racial traits listed on page 13 of the *Player's Handbook* except as follows:

- Automatic Languages: Home region. Bonus Languages: Any (other than secret languages, such as Druidic.)

Dwarves

Dwarves are believed to have come to Celestallia some time long before the arrival of the Nightmare King. During this age, the dwarves forged a great empire in the southeastern lands near what is now Sotaria, as well as smaller kingdoms in the northern reaches of what is now Laubholz. When the Nightmare King's armies began their march from the eastern shores of Ei the dwarves battled fiercely to defend their homelands, but were driven back to a valley beyond Sotaria, which would become the seat of their Kingdom of Grun'Wyn. Try as they did, the legions of the Nightmare King were unable to clear the Dwarves from their valley, and thus the southern border of the Shadow Lands was established, halting the invading forces.

Since that day the Dwarves, alongside their



A Grun'Wyn Dwarf

gnomish allies, have ruled the valley of Grun'Wyn. The Dwarven nations not only aided the ancient Templar in their quest to destroy the nightmare King by forging the Legendary Weapons of Ei, but in the second Great War they lent hundreds of Dwarven soldiers and Tauren to defeat the great threat of Memnon. In the current age, the nation of Grun'Wyn has become a Republic State of Ei, though the tradition of the Dwarven people and their allies still demand that it be called a Kingdom.

The most dominant difference of Celestialian Dwarves from those in the *Player's Handbook* is that they have long since abandoned their worship of Moradin, the dwarven god. Ever since the age of darkness, when the presence of the Gods was stripped away by the Nightmare King, the dwarves have had to become even more self-reliant. Confident and secure in their remote home, the dwarves have gained a reputation for haughtiness and pride.

Since their admittance into the Republic of Ei, many young dwarves have left Grun'Wyn and are exploring the rest of Celestallia. The folk of other lands have learned that while some dwarves are aloof and suspicious, for the most part they are forthright warriors and shrewd traders.

Regions: The ancestral home of the dwarves is the valley of Grun'Wyn, located southeast of Sotaria. Dwarven outposts can also be found in the regions of Phenalia. Long ago there were dwarven outposts in Serraine, but after that country was decimated during the second Great War few things come to live in that blighted place. The dwarven entry on table 1-5: Character Regions describes dwarves raised in the Valley of Grun'Wyn.

Racial Abilities: Dwarves have all the dwarven racial traits listed on page 14 of the *Player's Handbook* except as follows:

- +2 Constitution, -2 Dexterity: Dwarves are stout and tough, but not as quick or agile as other races.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
 - Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
 - Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

- **Stonecunning:** This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

- **Weapon Familiarity:** Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

- **Stability:** A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

- +2 racial bonus on saving throws against poison.

- +2 racial bonus on saving throws against spells and spell-like effects.

- +1 racial bonus on attack rolls against all forms of undead: The dwarves have fought long and hard against the forces of the undead and their training represents that.

- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.

- +2 racial bonus on Appraise checks that are related to stone or metal items.

- +2 racial bonus on Craft checks that are related to stone or metal.

- **Automatic Languages:** Dwarven, Home Region. **Bonus Languages:** Giant, Gnomish, Goblin, Orcish and Terran

- **Favored Class:** Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing

Elves

Celestallia is home to three major subraces of elves, which some sages believe, come from incredibly different backgrounds. The star elves have merged seamlessly into the human lands, becoming as common a sight as the humans themselves, while the wild elves retreated deep into the largest forests during the time of darkness. The long forgotten race of dark elves known as the Illythiiri created a kingdom in the mountains of the ash desert.

Star Elves

When travelers from other worlds come to Celestallia and see the plethora of races that walk the streets, others most often scrutinize the elves for their odd appearance and demeanor compared to elves of other worlds.

Off-world members of their species have often called Celestallian elves, "pointy-eared humans." Though this stereotype is not entirely true, it is rather remarkable how these beings have changed so much.

Star elves are much taller than other members of their species, standing about 5 ½ to 6 feet tall and typically weighing 150 to 190 pounds, though never showing signs of obesity. Star elves are slightly more firm and well muscled than others of their species, and can possess more facial hair than a typical elf, though still not nearly as much as a human. Skin pigmentation tends to be pale to often a milky white coloration, while hair runs the gamut of coloration from blonde to black and even in some cases silver and stark white. Eye color in Star elves is usually light blue or green, with other instances being very uncommon and tied to more human features.

A Star elf reaches maturity at about 100 years of age and can live to be around six to seven hundred years old, a slightly shorter life span than others of their kind.

Regions: Star Elves can be found in nearly every corner of Celestallia, quite often Star Elves are just as populace as humans, and in places where humans are the majority, star elves fall just short of dominance.

Racial Abilities: Star Elves have all the elven racial traits listed on page 16 of the *Player's Handbook* except as follows:

- +2 dexterity, -2 constitution, +2 intelligence, -2 wisdom: Star elves tend to be graceful and frail like others of their species, though they have also gained a great insight into study and learning, though it is at the sake of their ancient wisdom.

- **Weapon familiarity:** Star Elves treat bastard swords as martial weapons instead of exotic weapons due to their specialized training in this uniquely shaped blade. (This replaces the elven bonus weapon proficiencies from the *Player's Handbook*)

- **Automatic Languages:** Elven, Home Region. **Bonus Languages:** Draconic, Gnomish, Irix, and Landorian.

Wild Elves

Others do not often see the very rare wild elves because they live in the heart of thick forests and they have incredible skill at keeping hidden. Also

called green elves, their skin tends to be dark brown and their hair ranges from black to light brow, lightening to silver with age.

Regions: Wild elves are very infrequent, as they tend to reside in the most remote and expansive forests. Wild elven characters may use the Wild Elf entry on table 1-5: Character Regions, which represents a wild elf raised in the Ashenblade, Thornwatch, Darkwind, Deepwood, or Darkwood forests.

Racial Abilities: Wild elves correspond exactly to the wild elves presented in the Monster Manual. They have all the elven racial traits listed on page 16 of the Player's Handbook except as follows:

- +2 Dexterity, -2 Intelligence: Wild elves are harder than other elves, but favor physical action and feats of athleticism instead of learning to solve problems.
- Automatic Languages: Elven. Bonus Languages: Home Region, Sylvan, Orc, Gnoll, Goblin.
- Favored Class: Ranger

Illythiiri (Dark Elves)

In an age long since forgotten, a war raged among the elves of every world. During this intense battle, a deity known as Lolth served as a diabolical patron to the Dark Elves who turned against the god Corellon Larethian. In turn, Corellon banished the dark elves beneath the earth, casting their skin as dark as obsidian. Some dark elves though, chose not to fight upon either side of this war, and fled to a world not embroiled in this battle... Celestallia.

The Illythiiri, as they call themselves, are a race of elves who chose to separate themselves from their racial war eons ago, and have since resided in the fringes of society. Illythiiri have dark skin, which ranges from sandy gray to dark brown, with hair typically pale yellow or stark white. Illythiiri eyes are always a luminescent blue.

Regions: The Ash Desert is the most famous homeland of the Illythiiri, and the Illythiiri entry on table 1-5: Character Regions represents a Dark Elf from this area.

Racial Abilities: Illythiiri have all the elven racial traits listed on page 16 of the Player's Handbook except as follows:

- +2 Dexterity, -2 Constitution, +2 Wisdom, -2 Charisma: The Illythiiri are just as graceful as a Star elf, though they make much more informed decisions but tend to be quiet and soft-spoken.

- Spell-like abilities: 1/day—dancing lights, ghost sound, faerie fire. These abilities are as spells cast by a sorcerer of the dark elf's character level.

- Weapon Familiarity: Illythiiri consider a two-bladed sword to be a martial weapon rather than an exotic. (This replaces the elven racial familiarity with long sword or rapier). Illythiiri have always practiced the fine art of swordplay with this otherwise exotic and uncommon blade.

- Automatic Languages: Elven, Home Region. Bonus Languages: Terran, Dwarven, and Golthon.

Gnomes

Many scholars have questioned the existence of gnomes in Celestallia for several decades now. Originally it is believed that only one subspecies of the gnomish people existed. But, during the age of darkness, the arch-magi of the Nightmare King began recruiting evil gnomes to serve as aides and emissaries to other dark powers of neighboring regions, most notably the undead legions of the Ash Desert. Presumably, it was this contact with the undead that began the slow transformation of a large majority of the gnomish population to the second subrace, the dust gnomes, that is known today.

Most rock gnomes that escaped the capture of their race and transmutation into dust gnomes reside in the lands of Sotaria and Grun'Wyn, where the Nightmare King was unable to invade, while Dust Gnomes can be found nearly anywhere.

Rock Gnomes

Rock Gnomes are slightly less prevalent as Dust Gnomes in the lands of Celestallia, and are usually just called Gnomes, as they are believed to be the base of which their species derives from. The Rock Gnomes of Celestallia are nearly identical to those found in the Player's Handbook. They are inquisitive, irrepressible, and at times insincere.

Equipped by nature with keen curiosity and a knack for mechanical workings, gnomes excel at intricate crafts such as gemcutting, toymaking, and clockwork engineering. They happen to be the finest gunsmiths in all of Celestallia and the most likely race to arm themselves with gunpowder firearms.

Regions: The homeland of the Rock Gnomes is the large and secretive valley of Grun'Wyn. The Rock Gnome entry on table 1-5: Character Regions counts as gnomes raised or trained in this kingdom. Other than Grun'Wyn, Rock gnomes do not dwell in any large quantity in many other places. Rock Gnomes favor temperate climates and a number of small

gnomish settlements are known to exist in Phenalia, Termania, Sotaria and Anthador

Racial Abilities: Rock gnomes have all the gnome racial traits listed on page 17 of the Player's Handbook except as follows:

Automatic Languages: Gnomish, Dwarven, Home Region. Bonus Languages: Draconic, Sylvan, Terran, Elven

Dust Gnomes

Of all the races of Celestallia, some say that the Gnomes have changed the most, yet at the same time stayed exactly the same. This odd and rather confusing quote often comes from the dust gnomes themselves, who quite often even manage to confuse themselves at times. Dust gnomes underwent nearly three thousand years of imprisonment, where the forces of darkness enslaved their race. During this time, their nature began to bend and twist—though not nearly as much as other races. Some gnomes have given into this dark-side, while others mask it with false humor and smiles.

Dust gnomes skin ranges from an odd slate gray to light tan. Their hair is worn in a variety of styles, and quite often changes style during the middle of the day as the gnome wishes, and their hair color ranges from light gray to jet-black and very rarely stark white. Eye color is usually always dark brown or light blue, while facial hair is kept into nearly trimmed goatees or long braided beards.

Regions: Dust gnomes can be found mostly in large urban cities working in morgues and other places where death and the dead are common. The entry for Dust Gnome of table 1-5: Character Regions is considered to be for a Dust Gnome working in one of these positions. Other places where Dust Gnomes are common include Icatia, Laubohlz, Anthador, and the Ash Desert.

Racial Abilities: Dust gnomes have all the gnome racial traits listed on page 17 of the Player's Handbook except as follows:

- Add +1 to the Difficulty Class for all saving throws against Necromancy spells cast by dust gnomes. This adjustment stacks with those from similar effects. Dust gnomes are intimately familiar with the ways of the dead due to their races long imprisonment and experimentation. (This replaces the gnome bonus to illusion magic)
- +1 racial bonus to attack rolls against undead: Dust gnomes battle these creatures on a regular basis, and practice special tactics to combat them (This replaces the gnome bonus to hit goblinoids).

- +2 racial bonus on Knowledge (Anatomy) checks.

• Dust gnomes with an intelligence score of 10 or higher may cast the following 0-level spells (cantrips) disrupt undead, ghost sound, and ray of frost, each once per day. These are arcane spells, and the gnome suffers spell failure if wearing armor as a standard spellcaster. Treat the gnome as a 1st level spellcaster to determine DC, Range, and other effects in regards to these spells. (This replaces the standard gnome spells).

- Automatic Languages: Gnomish, Home Region. Bonus Languages: Draconic, Dwarven, Elven, Abyssal and Infernal. In addition, once per day, a gnome can use speak with dead as a spell-like ability. The duration of this spell is one minute (the gnome is considered a 1st level caster when he uses this ability, regardless of his actual level). See: speak with dead spell description.
- Favored Class: Necromancer

Half-Elves

Celestallian half-elves are nearly identical to the half-elves presented in the Player's Handbook. The only exception is in the case of Half-Illythiiri, whom tend to have dusky skin, silver or white hair, and human eye colors. Wild half-elves have medium-brown skin and usually dark eyes.

Regions: Most half-elves are loners because of their unique parentage. However, a few stable communities of half-elves are sprinkled around the landscape of Celestallia. Phenalia, Icatia and Termania have relatively high populations of Half-Elves and are appropriate homelands for half-elves characters. Half-elves from these areas generally find more acceptance than their solitary counterparts. Half Elves can also select the Region of their elven parentage on table 1-5: Character Regions as to represent them if they were raised in a mainly elven culture.

Racial Abilities: Half-elves have all the half-elven racial traits listed on page 18 of the Player's Handbook except as follows:

Automatic Languages: Elven, Home region. Bonus Languages: Any (Except secret languages such as Druidic).

Halflings

Though much of Celestallia is inhabited by Irix, the magical experimentations that once stemmed from the base halfling species, there are far corners of the world where this rare race still dwells. The continent of Harmonia features the largest known halfling population. This pocket of halflings represents Harmonia's general isolation from the horrors and experimentation of the first Great War. Outwardly there is little difference between an Irix and a halfling, though those who

travel abroad can easily tell that Halflings are more mentally stable.

Regions: Halfling can be found in the nation of Harmonia, though their culture was one of the first to be absorbed by the Harmonian empire, they have no racial region of their own.

Racial Abilities: Halfling have the same racial abilities found on page 20 in the *Player's Handbook* except as follows.

Automatic Languages: Halfling, Home region.
Bonus Languages: Elven, Goblin, Gnomish, Orc.

Half-Orcs

Even in the tolerant lands of Celestallia, a Half-Orc's life is hardly ever easy. Some human areas tolerate half-orcs, making their lives no harder than any other settlers in the area. Other human areas despise half-orcs and persecute them, making life in the open with savage orc tribes survivable in comparison.

Regions: Even more so than half-elves, half-orcs tend to be loners. Most remain among the orc tribes, where their human intelligence and leadership often offers a hope of advancement. The half-orc entry on table 1-5: Character Regions described a character who strikes out on her own or who is raised primarily among orcs.

Among human lands; Laubohlz, and Anthador are regions in which half-orcs are commonplace enough to be accepted—within certain limits. Aside from these places, most small cities possess enough of a half-orc population to create a small community of this race.

Racial Abilities: Half-orcs have all the half-orc racial traits listed on page 18 of the *Player's Handbook* except as follows.

Automatic Languages: Orcish, Home region.
Bonus Languages: Giant, Gnoll, Goblin.

Irix

When the Nightmare King's forces began their magical experimentation on various races, the halflings were among the first test-subjects. Sadly, their race did not survive the brutal enslavement and racial culling of the life-benders. In their place, a race of bizarre fey creatures was born, known as the Irix.

The Irix are a very fun-loving and free-spirited race. Even though their history is steeped in tragedy and slavery, they have overlooked this dark time, and seek only the bright and humorous aspects of their lives. Irix are good-natured beings, though sometimes they take their free-

spirited ways too far, and often do things to amuse themselves at others expense. Relying on their halfling blood and ability to escape danger, the Irix have found labeled as nuisances by nearly all races, though the Irix themselves find their antics as useful and helpful to the dull and boring lives of others. One aspect of the Irix race though, is their inborn insanity. Most all Irix possess some form of mental dysfunction from extreme paranoia, to multiple personality disorder. This trait comes from the years of magical manipulation of their essences, which drove their kind mad. Much of this madness has stayed in their makeup, and Irix have been marked as madmen and lunatics for such.

An Irix's skin is fair, and their hair is usually an odd color most often found in nature, such as a vibrant grass green or grape purple. Their eye color always matches that of their hair, except that it tends to have a chromatic tint. Facial hair is generally rare if not absent in Irix. Most commonly, Irix are chaotic in alignment and almost never lawful.

Regions: Most Irix are wanderers, not staying in one place for too long and tend to live a nomadic lifestyle. Often, whole communities of nomadic Irix can be found moving across areas of vast flatlands. The entry for Irix on table 1-5: Character Regions represents Irix living this nomadic lifestyle. Otherwise, any entry for a human land is acceptable for Irix nationality.

Racial Abilities: Irix possess all of the racial abilities of a Halfling from the *Player's Handbook* except as follows:

- +4 racial bonus to save versus all forms of chaotic spells, such as random action and word of chaos: Irix are infused with chaotic energies, and are resistant to such spells and powers (This ability replaces the halfling bonus to fear saving throws).

- Automatic Languages: Irix, Home region.
Bonus Languages: Dwarven, Elven, Gnomish, Goblin, Golthon and Orcish.

Golthon

Golthon are known for their incredible physical strength and tremendous size. Golthon barbarian tribes are legend for their ferocity and skill in combat. Golthon are slow to laugh and are often times suspicious of strangers, but they are generous to those who have earned their trust. Golthon are generally peace-minded, disdaining from combat unless no other option is available. When provoked to combat, Golthon fight neither recklessly nor timidly. It is quite common for a Golthon to keep a keen sense of his surroundings even when in a berserker rage.

Golthon stand an impressive 9½ to 11 feet tall and weigh over 800 pounds. Their physical appearance is generally that of a bipedal rhinoceros, as their skin is a thick hide colored a deep brown to light gray. A Golthon's most distinct feature is their single horn mounted atop their snout. This horn is a very effective weapon when used in combat and grows back if cut off or broken. A Golthon's body is much differently proportioned compared to that of a human, or even a giant's lending their use of any kind of armor to be very limited. The three fingers of a Golthon's hands are short and broad, and their legs are stumpy and flat, much like that of a true rhinoceros'.

The Golthon language bears its roots in an odd location. It would seem for unknown reasons that their language is a very separated dialect of Dwarven, though the Golthon share no common bond with dwarves in any way. The Golthon language has no script, and is completely verbal. All historical accounts of the Golthon society are passed down by their people in stories and legends.

Golthon names represent their most distinctive feature. This name is rarely translated into other languages when traveling to other lands, as the Golthon find most languages cumbersome and tiring.

Regions: Golthon are a nomadic people who do not establish any known cities. Often, other races refer to Golthon tribes as "herds", a name which Golthon find quite offensive. Characters may choose the Golthon entry on table 1-5: Character Regions to represent a nomadic background, or they may choose from Sotaria, Anthador, Laubohlz or Termania. These regions have many large expanses of grasslands, perfect for Golthon peoples.

Golthon Racial Traits: Golthon receive the following racial traits.

- +6 strength, +4 constitution, -6 dexterity, -4 intelligence: Golthon are strong and hearty, though they lack grace, manual dexterity, and the ability to retain knowledge, as their brains seem somewhat primitive.
- Large-size: As a large size creature a Golthon suffers a -1 penalty to his attack rolls and AC but has a 10 foot reach.
- Natural Weapons: A Golthon's large ivory horn can be used as a powerful weapon in combat inflicting 2d4 points of damage.
- Natural Armor +4: A Golthon's thick hide is tough and offers them a hearty layer of protection.
- Golthon base speed is 30.
- Low-Light vision: Golthon can see twice as far as a human in starlight, moonlight, torchlight, and

similar conditions of poor illumination can. They retain the ability to distinguish color and detail under these conditions.

- +2 racial bonus to animal lore: Golthon are commonly found in wilderness settings, as most buildings are not suited to their size. Golthon are fond of the outdoors, and spend as much time there as possible.
- +4 racial bonus on saves against mind affecting compulsion spells: A Golthon's mind is very well defended against magical and non-magical attacks. This bonus also applies to saving throws against psionic attack modes that affect the intelligence score.
- +2 racial bonus to Listen checks: A Golthon's hearing is very acute.
- Automatic Languages: Golthon, Home region. Bonus Languages: Dwarven, Irix, Orcish, Elven and Sylvan.
- Favored Class: Barbarian.
- Level Adjustment +3: Golthon are stronger than the average race, and as such gain levels slower than most of the other common races of Celestallia. See the Powerful Races sidebar for more information.

Chrystalis

Long before history was recorded, they watched. Long before the darkness swept over Celestallia, they watched. When the heroes of light banished the nightmare king from the world, they watched. Ever vigilant, the enigmatic Chrystalis often serve as guardians and protectors of this world.

Chrystalis as quiet and secretive, their intentions are kept to themselves at most times, except to the select few to whom they travel with, and confide in. A Chrystalis tends to keep his opinions to himself unless utterly necessary, though at times they can be incessantly talkative. Usually though, their conversations are stepped in cryptic phrases and underlying meanings. To other races, a Chrystalis' mannerisms and personality are a bit unnerving and often times referred to as inhuman.

Chrystalis stand an average of 6 to 7 feet tall and weigh around 500 to 600 pounds, as their bodies are incredibly dense and heavy. A Chrystalis' most distinctive characteristic is that their entire bodies are formed purely of crystal. The coloration of the crystal is as varied as the variety of crystals found in the world, though their eyes are always a solid green. The outer surface of a chrystalis is generally smooth, though jagged and sharp edges generally protrude from elbows, knees, and the back of the head. A Chrystalis' hands also end in sharp talons. Normally a Chrystalis wears a hooded robe or loose-fitting cloak to disguise their appearances, as they are a very uncommon people and tend to attract unwanted attention in some areas.

The Chrystalis' ability to communicate must take special precedence in this text. Due to their unique organic structure and physical makeup, a Chrystalis does not have a mouth from which to speak. Instead, they use a form of limited telepathy to speak with all sentient creatures within 200 feet. The Chrystalis still needs to understand their language to be able to "think" it. The Chrystalis' true voice is actually a harmonic pitch and tone that cannot be reproduced by a mouth, but some sages have theorized that certain magical crystals may be able to duplicate this crystalline singing.

The Chrystalis' written language is nearly identical to that of the underdark race known as the illithid. Qualith, as it is called, is an odd linear text that closely resembles raised striations of lines across surfaces such as stone, crystal, or bone. The writing is carved out, and the lines texture denotes words and ideas. Terribly difficult for most races to read, Qualith is understood by the Chrystalis by merely passing their fingertips across the lines and feeling the subsonic harmonic vibrations. Due to the complexity of this written language, 4 skill points must be spent to learn this written language instead of the usual 2 points.

Regions: Chrystalis are a very rare race, they appear only in areas of dense population and commonly reside in out of the way areas so they can observe others from afar. The Chrystalis have no homeland of their species, but can be found in Laubohlz, Icatia, Termania, and Sotaria. Chrystalis Racial Traits:

- +2 intelligence, +2 constitution, +2 wisdom: Chrystalis are very intelligent, wise, and durable.
- Medium-sized: As a medium size creature, a Chrystalis has no special bonuses or penalties due to mass or size.
- Outsider: Chrystalis are native outsiders thus rendering them immune to the effects of such spells such as Charm Person.
- Crystal Body: Due to their organic crystalline bodies, a chrystalis does not need to eat, drink, breathe or sleep. They do however, need to receive nourishment from sunlight. A chrystalis needs two hours of solar nourishment per day; any spell or spell like ability can not substitute this. A chrystalis who does not feed for one day can begin to feel the effects of starvation (see player's handbook). Being crystalline creatures, a Chrystalis is also vulnerable to spells such as shatter.
- Immunities: Chrystalis are immune to all forms of poison and disease.
- Breathless: Without organic lungs, Chrystalis are immune to all forms of gases such as *Stinking Cloud* and *Cloudkill* as well as inhaled poisons.

- +8 racial bonus to gemcutting craft skill: Chrystalis are naturally attuned to gems and gemstones.
- +8 racial bonus to appraisal checks to determine the value of gems: Chrystalis are naturally attuned to gemstones, and can gauge their general value by concentration.
- Crystalline Body: A chrystalis' crystalline body is very resistant to damage granting it a base natural armor bonus of +4, this increases every five character levels the chrystalis gains by 1 point.
- Resistances: Chrystalis have a 10 point resistance to fire, cold, and electricity.
- Natural Weapons: A chrystalis' hands are sharp and inflict 1d6 points of non-subduing damage.
- Darkvision: Chrystalis can see in the dark up to 60 feet. Darkvision is black and white only. But it is otherwise like normal sight, and chrystalis can function normally with no light at all.
- Automatic Languages: Chrystalis, Home Region. Bonus Languages: Terran, Dwarven, Gnomish, Elven, Abyssal, Infernal, and Celestial.
- Favored Class: Psion
- Level Adjustment +4: Chrystalis are a very powerful species, and as such take much longer to level than other more common races. See the sidebar Powerful Races for more information.

Vash

Enigmatic and mysterious, the Vash are a race of highly skilled spellcasters who travel the lands in search of knowledge and wisdom. Vash tend to be highly inquisitive of things they do not understand, always asking how something functions and is produced. Typically, Vash are very personable to those who have an interest in magic and engineering, though they have no patience for ignorant people or evil creatures. A Vash will try to talk his way out of a situation before fighting, and usually then resorts to spells before physical combat. A Vash responds to insults with wit and tries to make the offender feel ignorant or dumbfounded. With adventuring groups, a Vash usually serves as the party's mediator, trying to quell arguments and hostilities, and tends to take the side of the underdog to "help out."

A Vash appears as a tall and gaunt humanoid being approximately 6 feet tall and weighing little over 110 to 120 pounds. Their skin is usually a pale blue or dusky gray, and are bald. A Vash's eyes are larger than a human's, almond shaped and completely black, bearing no obvious pupil. Their faces tend to be narrow and slender, having no visible nose except for two small slits, and a thin small mouth. A Vash's arms and legs are 1.5 times longer than a human's and are double-jointed, being able to bend into awkward positions. Their hands end in four slender fingers with one extra knuckle.

Vash speak Landorian, a language lost to many and guarded by the Vash for its connection to their forgotten past. Their script is borrowed from dwarven, which is a very precise and calculated written word and is often used by gnomes who also are avid spellcasters.

Regions: Vash live in small communities of roughly 50 to 60 individuals and tend to spend much time conversing and learning from each other. The Vash do not build elaborate cities, and instead prefer to live in modest stone dwellings, though libraries are often common, even in small hamlets. Outsiders to their kind are welcomed openly, as long as they share tales of their travels, and do not act hostile to their hosts. Vash settlements are rare, though those who do not fear spellcasters usually welcome them. The racial entry for Vash on table 1-4: Character Regions represents Vash living in this style. Other than their small communities, Vash live commonly in the cities of Termania.

Vash Racial Abilities:

- +4 charisma, +2 dexterity, -2 strength, -4 constitution: A Vash is dexterous and strong of presence, though they are very thin and frail.
- Medium-size: As medium size creatures, vash have no special bonuses or penalties due to their size.
- Vash base speed is 30.
- Low-Light Vision: Vash can see twice as far as a human in starlight, moonlight, torchlight can, and similar conditions of poor illumination can. They retain the ability to distinguish color and detail under these conditions.
- Spell Power: A vash is considered one level higher in any arcane spellcasting class to determine duration and effectiveness of their spells. This power shows a vash's focus and internal energy for their spells, this ability also grants a vash +1 to the DC of their arcane spells.
- +2 racial bonus on spellcraft checks: Vash are intimately familiar with spells of all kinds.
- +2 racial bonus to spot checks: Vash have large receptive eyes.
- Spell-like abilities: A vash with an intelligence of 10 or higher, regardless of class, can cast three 0-level arcane spells (cantrips) once per day each. The spells are: read magic, detect magic, dancing lights.
- Automatic Languages: Common, Landorian, home region. Bonus languages: Draconic, Dwarven, Gnomish, and Elven.
- Favored Class: Sorcerer
- Level Adjustment +1: Vash are more powerful than the standard races, and tend to level slightly slower as such. For more information, see the Powerful Races sidebar.

Thrull

When the Nightmare King, who once ruled over all of Celestallia, began his campaign of magical manipulation of sentient beings, many of his original experiments were deemed failures as they became horrid and twisted beings. Often times, groups of these "Thrull" as they would be called, were outcast from the spire of shadows into the world. Many of these beings survive even today, through ancestors of their forgotten race.

Thrull are a very reserved race, never ones to speak out loudly or proclaim radically different beliefs from the norm. Much of this pacifism stems from centuries of abuse as slaves and food for the Nightmare King's legions. Despite their twisted appearances though, Thrull try to merge into common society as much as possible. Often they try to fit into whatever role is available, wanting to feel useful and helpful in a time when they are no longer enslaved. It is common though, for the more passive of their species to be taken advantage of, and hordes of Thrull slaves are uncommon, but not impossible.

Thrull usually react to violence with fear at first, and if they possess an extraordinary power above common Thrull, they will tend to stand up for themselves more often.

Thrull do not share a common appearance between other members of their species. Usually, a Thrull can range a large variety of heights and weights, with thousands of variations in skin tone and general appearance between them. It is a common saying that no two Thrull are ever the same. This quote could quite possibly be true. To determine a Thrull's appearance and special abilities, roll on the table at the end of their entry.

Regions: Much like halflings and half-elves, Thrull have no culture or lands of their own. Uncommonly, a group of Thrull will band together to form small communities, but these outlying villages are few and far in-between. More often than not, a Thrull will reside in a large human city, and attempt to build a life there. The Regions of Icatia, Phenalia, Laubholz, and Anthador often have Thrull citizens.

Thrull Racial Traits:

- Random ability score adjustments: Thrull have varying appearances and forms, which are reflected by choosing three abilities from the table below.
- Thrull base speed is 30 feet unless otherwise stated.
- Automatic Languages: Common, home region. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Fighter

- Level Adjustment (Varies): Thrull have the potential to be more powerful than a common race. When determining Thrull racial powers all Level Adjustment parameters stack.

Table 1-1: Thrull Racial Abilities

Variation	Effect	Level Adjustment
Tail	Tail attack 1d6 points of damage	
Very Thin	-2 Str +2 Dex	
Very wide mouth	Bite attack 1d6	
Extra Eye	Spot +2 (Stacks with wide eyes)	
Muscular Legs	Speed 40ft.	
Elongated Head (Larger Brain)	Int +4	+1
Blade-like claws	Claw attack 1d6 points of damage	
Extra Arm (Clawed)	Extra claw attack	+2
Horns	Gore attack 2d6 points of damage (uses lowest attack bonus)	+1
Scales	Natural Armor +3 (Does not stack with thick skin, roll again)	+1
Long Legs	Dex +2	+1
Muscular Arms	Str +2	+1
Stout	Con +2, Dex -2	
Bat-like Wings	Fly speed 30ft (clumsy)	+1
Narrow Eyes	Detect Invisible at will	+3
Poison Glands	Poison Touch, Fortitude save (DC 15). Initial 1 temporary int, secondary temporary 1d6 int (2x/day)	+1
Gleaming red eyes	Fear aura, willpower save (DC 15) or -2 morale penalty to attacks, saves, and checks for 10 rounds. 5' radius.	+1
Narrow Mouth	Breath weapon: 20-ft cone of acid, cold, electricity, fire, or sound. Damage 1d6 per point of Thrull Con bonus (minimum 1d6) reflex save for half, DC 10+1/2 thrull hitdice + con bonus. Once per day	+1
Necromantic Nature	Chill touch twice per day	+1
Enhanced Necromantic Nature	Chill touch twice per day, cause fear once per day.	+2



A proud Taurian warrior

Taurian

Strong and proud, the Taurian are the steadfast allies of the dwarven kingdom of Grun'Wyn. Honorable to their death, the Taurian represent the finest of warriors, both honorable and deadly. The Taurians are recent allies to the Dwarves of Grun'Wyn, the kingdom not having even known of their existence up until sixty years ago, when the Taurian war with the Yaro spilled into the valley. The Taurian hail from mountainous regions south of Grun'Wyn, a cold and snowy land of Cliffsides dwellings and modest life. The Taurians

trained for centuries in an art-form of combat nearly identical to the Rokkan ideal of Bushido, the way of the Samurai. It is unknown whether an

outsider to their people was the advent of this martial discovery, or whether it is some sort of cosmic coincidence. The Taurian however, if asked, believe their form of honor is older than that of the Rokkan people.

Taurian appear as nine to ten foot tall fur-covered humanoids with the legs and head of a bull. Their horns are an ivory coloration, and their fur ranges from blacks and browns to shaggy white and gray. A Taurian is a well-muscled creature, having powerful arms and terribly sharp horns. Though their outward appearance is likened by many to a Minotaur, the Taurians find this disgusting, as they are far more civilized than the brutish and vile Minotaur.

A Taurian's sense of honor extends to friends, family, and clan. They would rather die than see harm come to any of these before themselves. Taurian are, as a whole, a selfless and good people. When the Dwarves of Grun'Wyn came to their aid in driving off the Yaro from their homeland, the Taurians became indebted to them, they vowed to served the dwarves of Grun'Wyn for their compassion and bravery in aiding those they did not know. To this day, the Taurians serve as the most powerful and elite of the Grun'Wyn forces. The legendary hero Ogun Myrharn, of the Second Great War was a Taurian.

Regions: Taurian reside primarily in the villages in the southern mountains beyond Gun'Wyn and the valley nation itself. The racial entry for Taurian on table 1-5: Character Regions represents Taurian who live in the valley of Grun'Wyn.

Taurian Racial Traits:

- +4 Strength, +2 Constitution, -2 Dexterity: Taurian are strong and hearty, but are not as graceful as most races.
- Large-sized: As large sized creatures, Taurian receive a -1 penalty on attacks and AC and benefit from a 10 foot reach.
- Taurian base speed is 30.
- Natural Weapons: Taurian possess powerful horns that inflict 1d8 points of damage, plus 1.5 times strength modifier when used in a charge.
- Weapon Familiarity: Taurian are automatically proficient with long and short spears and with greatswords or their equivalent.
- +1 racial attack bonus with long and short spears.
- Favored Class: Samurai
- Level Adjustment: +1, Taurian are slightly stronger than general races and tend to lower slower due to this.

Nightraven

Born of darkness and shadows, the Nightraven stand a silent vigil in the darkness, protecting the lands they so love and cherish. In their bodies flows the power of nature, and in their hearts the curse of shadow.

Nightraven are usually solemn folk, never speaking many words and always usually keeping to themselves. Their attitude at times tends to be somewhat melancholy, and their natural affinity to darkness lends them to be perceived as evil, and at the least morbid. Nightraven are slow to smile and even slower to laugh, as they can not seem to find much humor in the world. Their stoic demeanor and quiet tones often give many folk an uneasy feeling.

Nightraven usually do not stand out in a crowd. Their general appearance is that of a human in nearly every way. The few telltale appearances of a nightraven include their hair, which is always a jet black, which chromatic tinges of blue or purple, which reflects in light. A Nightraven's eyes are also usually a dark lavender or midnight blue. Nightraven also possess the supernatural ability to shift into a raven form which looks, for all intents and purposes, exactly like a normal animal of its species, although a bit larger and with a glint of uncanny intelligence. Quite commonly, nightraven adorn their bodies in distinctive tattoos and tribal designs, which hold significant meaning to them and usually can be translated as pictograms that tell tales of the nightraven's history.

Regions: Nightraven do not have lands of their own, or so they claim. Being the loners that they are, Nightraven usually do not live with others of their kind, preferring to live along amongst the wilderness, occasionally claiming large tracts of land in their name to defend and watch over. The Nightraven entry on table 1-5: Character Regions represents Nightraven who live alone in the wilderness. Those few of their kind who do not live by themselves can be found in any human land.

Nightraven Racial Traits:

- +2 wisdom, +2 dexterity: Nightravens are wise and graceful.
- Medium-sized: As medium-sized creatures, nightraven have no special bonuses or penalties due to their size.
- Nightraven base speed is 30.
- Raven Form: A natural ability of the Nightraven is their supernatural ability to shape-change once per day into a raven. This transformation takes a full-round action to use and fully transforms the Nightraven and all carried gear into the namesake animal except that the raven's size is small instead of tiny. None of the gear the

Nightraven wears functions when shifted into raven form however. A nightraven may cast spells that do not require somatic or material components while in this form, and have a damage reduction of 5/cold iron when in this form. Nightraven may hold this form for one hour per character level, but revert to normal if knocked unconscious or killed.

- +4 racial bonus to hide
- +2 to all saving throws at night.
- -4 penalty to saving throws versus all light or sun based spells.
- Favored Class: Druid
- Level Adjustment +2: Nightraven possess powers that make them more powerful than other common races. As such, they tend to level slower than others. For more information see the Powerful Races sidebar.

Za'Ha-Jin

Hailing from the distant continent of Rhyll, the Za'Ha-Jin are a race whose very souls have been imbued with energies from the plane of shadow that spew forth from a massive rift in the southwestern end of the continent. Some have called the Za'Ha-Jin native shades, others have called them darken beasts. In truth, the name Za'Ha-Jin translates from their language to "People of Shadow". It is unknown where the Za'Ha-Jin derive their language from, but it uses the same script as the Draconic language.

Za'Ha-Jin appear to be very close to humans in appearance, with charcoal gray skin, jet black eyes, and flat black hair. It is rumored among their people that a Za'Ha-Jin born with silver hair and silver eyes will be the savior of their people, and bring them into a new age of enlightenment.

The Za'Ha-Jin as a whole do not find themselves commonly embroiled with the diplomatic or personal struggles of the El Continent or other more eastern lands as their society is a generally xenophobic one and does not promote travel between nations highly. The Za'Ha-Jin, like all residents of the nation fo Rhyll, do not belong to the Republic.

The Za'Ha-Jin society is one that revolved around the night, worship of the twin moons and the forces of magic are dominant, as is the worship of ancestors whose spirits are believed to guide the Za'Ha-Jin in their conquests and goals. As generally nocturnal creatures, Za'Ha-Jin find daytime endeavors to be generally displeasing and try to stay out of bright lights as much as possible.

Typically, a Za'Ha-Jin is a social chameleon, blending his opinions and personal grievances to whatever works best with a given situation, and never making public light of personal issues. Za'Ha-Jin are usually viewed as

deceptive to this end, as they prefer to work their goals in private by smoothly talking with delegates, or intimidating those who oppose their goals in quiet.

Regions: The Za'Ha-Jin rule a small island kingdom far to the west over the Endossa Ocean called Xyr. Here, the capitol city resides only miles from the powerful magics of the Shadow Rift. The racial entry for Za'Ha-Jin on table 1-5: Character Region Represents Za'Ha-Jin from this region. The only other regions where Za'Ha-Jin are common is the Territory of Valaria and the Kingdom of Kah'Dum.



A fearsome Za'Ha-Jin

Racial Abilities: Za'Ha-Jin receive the following racial abilities.

- +2 Dexterity, +2 Charisma: Za'Ha-Jin are very graceful and have a strong force of presence.
- Medium-size.
- Za'Ha-Jin have a base speed of 30 feet in daylight, 35 in darkness.
- Darkness: Za'Ha-Jin can use darkness once per day as cast by a sorcerer of their character level.
- Cold resistance 10.
- Darkvision up to 60 feet.
- Light Sensitivity: Za'Ha-Jin's eyes and skin are sensitive to sunlight and as such suffer a -2 penalty on all attack rolls and skill checks when exposed to sunlight.
- Automatic Languages: Common, Za'Ha-Kan, Home region. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Rogue
- Level Adjustment +1: Za'Ha-Jin are slightly more powerful than members of other common

racers and gain levels more slowly. See the Powerful Races sidebar for more information.

Rolyn

For nearly half a century, the Empire of Sotaria (Now the Republic State of Sotaria) has known that the jungles that reside upon the plateau west of their territories are not uninhabited. Dozens of exploration teams sent into the jungle disappeared, never to return again. After much speculation of the inhabitants of the jungle, a group of adventurers from Laubohlz discovered the truth—a species far older than previously imagined resided within the high temperatures and dense forests, a species of bipedal felines known as Rolyn.

The Rolyn belong to a very spiritual culture steeped in the worship of elemental spirits that the Rolyn believe reside in all aspects of the world. Strangely, the Rolyn philosophy known as the Circle of Zheng borrows many traits from the common Laubhorian church of the One.

Rolyn appear as bipedal humanoids with the features of great cats, standing around six to seven feet tall, with females being slightly more slender than males. Though their fur ranges widely through the known species of great cat, such as Tiger, Lion, Cheetah, and Panther, this distinction is only superficial and has no hold on their abilities unlike previously believed. Rolyn eyes are usually a pale yellow or green, and have slits for pupils.

Rolyn society is strictly patriarchal, the males of the tribes run much of the important roles in their culture, leaving the females to take care of families. Rolyn belong, in part, to the Republic of El though only loosely allied with their neighboring race the Saurial. It is very

uncommon to see a Rolyn involved in political issues of the Republic.

Regions: Rolyn inhabit the region of Azrazzat where they have formed a mighty empire alongside the Saurial. Rolyn are not common anywhere else in the world.



Racial Abilities:

Rolyn have the following racial abilities:

- +2 Strength, +2 Dexterity, +2 Charisma, -2 Intelligence
- Rolyn base speed is 40 feet.
- Keen Senses: +2 Listen, +2 Spot
- Natural Weapons: A Rolyn's claws deal 1d4 points of damage.
- Bonus feat: Rolyn receive the Scent ability as detailed in the Monster Manual.
- Cat eyes: -4 penalty to decipher script skill checks. Rolyn vision is very movement based, thus reading fine print is somewhat difficult.
- Sprint: Once an hour, a Rolyn can make a charge action to move ten times its

speed for one round per point of his constitution bonus.

- Favored Class: Shaman
- Level Adjustment +2: Rolyn are more powerful than other common races, and as such level slower. See the Powerful Races sidebar for more information.

Terrotian

Born of the wondrous age of the Varjec Empire, the Terrotians are the single lasting memory of that once glorious empire. The Terrotians, as a people, are constructs with the sentience of a human being. Being the only of their kind, with no more of their people ever to be created the Terrotians view their "lives" with great pride, and find that a purpose in the time they inhabit this world to be of the utmost importance.

Terrotians are a slight people, their small number (even less populace than Chrystalis) makes a kinship between their people quite bonding, and should two Terrotians encounter each other find themselves inexorably compelled to converse

and share their experiences. A Terrotian in a conflict will almost always side with another Terrotian in such a conflict for the sheer sake of kinship. They are a devoutly loyal people, and their word is almost always binding, though there are rare instances of dishonest Terrotians. Others view Terrotians as benevolent, understanding, and curious individuals with a heart as strong as their exteriors. Dwarves admire the Terrotians focus, and ability to stay to one path of thought regardless of outside influence, and gnomes admire the Terrotians for their inherent craftsmanship and likewise curious nature.

Terrotians have no typical appearance, aside from a humanoid shape of two arms, legs, and a head. Though their size is usually standard, their habit for self-modification lends them to distinguish themselves as much as possible. Colors and emblems on armor, various attached components such as weapons, armor, and decorations make each Terrotian very unique. A typical unmodified Terrotian stands nine feet tall and weighs 2,000 pounds. Terrotian exterior is made of heavy interlocking plates of a very high-density steel mixed with small portions of a strange metal known as Tighmaevril, though many Terrotians barely have any of their original Tighmaevril left on them, as they appear to have been exposed to harsh elements and rough circumstances prior to their activation. The interior of a Terrotian is a minagerie of clockwork gears, spools, pistons, leather woven hoses for fluids, and crystalline components. A Terrotian's eyes are made of an electrically receptive blue crystal that emit's a pale radiance, and turns a bright red when entering combat.

Just as readily as they mix with themselves, Terrotians mix with other races. Among the other races, Terrotians are known as curious and naïve to the world's ways. Terrotians often serve as bodyguards, assistants, heavy-laborers, and explorers of all stripes.

Terrotian are usually lawful, and they tend towards good (similar to a dwarf). Generally they value and protect life, though are fiercely defensive of those they form a bond with.

The Terrotian have no native lands of their own, but are spread out across all of El. Though not a very populace race, the Terrotians can be found in nearly every country aside from Rokkan. Seeing a Terrotian overseas is nearly unheard of, though the wandering ways of a curious Terrotian explorer could lead them there. Terrotian are particularly at hoe in Grun'Wyn and Termania, societies where magic and technology flourish.

Terrotian are not overly religious individuals, and the idea of worshipping an invisible force seems somewhat alien to their generally logical minds. Sotaria's church of the Iron Balance bears some philosophical common ground to a Terrotian, but religion is usually nothing but a curiosity to the, not a lifestyle.

Terrotian speak Elven, though with a very heavy accent and a distinct echoing metallic tone and use the Dwarven Script for their writing. The exact reasoning behind their bizarre linguistic background has never been determined, and it is a complete unknown even to the Terrotian people, though it is obvious that some strange unification of elven magic and dwarves technology may have had a hand in their creation in forgotten times.

Terrotian usually have several names in their incredibly long lives. The first name they have is their "awakening" name. When the Terrotian people first awoke on the world, they needed to find a way to identify themselves, and the custom quickly became a word, or compound word based on the surroundings they saw upon awaking. The Terrotian senator known as "Redwall" is believed to have awoken in the Martial district of Shial Termania, which features a massive red wooden wall which separates the martial ward from the commoner's ward. Other examples include, "Black-axe", "Hightower", "Greysky", and "Stonewell". The second name Terrotian have is usually a nickname or adopted name given to them by their friends in a native language. Commonly it is just their name in a native dialect, such as Laubhorian or Sotarian.

Terrotian adventurers are usually motivated by an urge to explore, to see what has not been seen by their eyes. Terrotian also have a love for all crafted items, and commonly adventure to find new intricate items or baubles to examine and understand fully.

Terrotian Racial Traits

- **+4 Strength, -2 Charisma, -2 Dexterity:**
Terrotian are very strong, but their heavy frames make them less dexterous than a human and their personalities are usually quite reserved and naïve.
- **Large-size:** As large sized creatures, Terrotian have a -1 penalty to armor class and attack rolls, but benefit from a 10 foot reach.
- **Natural Armor +5:** Terrotian are very tough and durable due to their metallic bodies.
- **Terrotian base speed is 30,** however Terrotians can not run faster than a double-move.

- Low-Light Vision: Terrotian can see twice as well as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain their ability to see color and distinguish details under these conditions.
- +4 racial bonus on Craft (Clockwork) and Architecture/Engineering checks: Terrotians are naturally affinitive towards machines of all kinds as well as engineering and structures.
- Construct Traits: A Terrotian is considered a construct, as such they do not have constitution score, are immune to sleep, paralysis, poison, disease, stunning, subdual attacks, death effects, ability drain, energy drain, necromantic effects, critical hits, and is immune to any effect that requires a fortitude save (unless that effect also works on objects). Terrotian can not heal damage on their own, nor can they be healed by conventional healing magics. However they can be repaired with a successful Craft (Clockwork) check DC 20. See details on Terrotian repairing below.
- Sentient Construct: Since Terrotians possess a highly evolved sentience, they are not immune to mind-affecting effects such as charms, compulsions and phantasms unlike a regular construct. Terrotian that are brought to 0 hit points is not destroyed and has a chance to be 'salvaged' by repairs (see below) however if they are brought to -10 hit points or lower they are destroyed entirely.
- Automatic Languages: Terrotian start with their regional language and elven. They commonly learn dwarven, gnomish, and Terran.
- Favored Class: Fighter. A multiclass Terrotian's fighter class does not count towards his class levels for multicasting experience penalties.
- Effective Character Level: +3

Terrotian Maintenance

Terrotians, though they have no biological functions to care for, are mechanical entities and as such require frequent maintenance to remain in proper working order. Terrotian require ½ a gallon of water daily to prevent overheating of their mechanical parts (roughly equivalent of 1 waterskin). Terrotian also require oil to keep their mechanical parts functioning properly, and as such need a flask of common oil (a 1 pint flask of lamp oil usually suffices) per week.

Terrotian who fail to provide this basic maintenance must make a fortitude save with a base DC of 12 each successive day (for each water and oil) or suffer 1d2 points of dexterity damage from mechanical wear. The DC for these

saves increases by 1 for every day missed. Once the Terrotian reaches a 0 dexterity, his mechanical parts seize and he remains inert and unable to function and enters a form of stasis similar to "sleep". Even if refueled and watered it requires a Craft (clock working) check DC 20 to repair his mechanical parts in order to get the Terrotian moving again.

Repairing a Terrotian requires a Craft (clock working) check DC 20, and represents 1d6 hours of work and restores 1d4 lost hit points to the Terrotian. Certain arcane spells such as "Repair Construct" are highly sought-after by Terrotians.

Terrotian Armor

Though made of very sturdy materials, Terrotian often find themselves in places of danger, and armor often becomes a necessity. Armor for a Terrotian must be custom fashioned and crafted *directly* to the Terrotian's body. Terrotian armor costs 10 times the standard amount, and is custom fit to a specific Terrotian's form. Even magical armor must be crafted to specifically fit on a Terrotian form.

Saurials are a peaceful and contemplative race. Although they are trying to expand their numbers, they have no desire to conquer new lands or greatly influence the world around them. Of course, individual saurials vary, and many young saurials are curious about the world they now reside in. Some of the first-generation saurials born in the Lost Vale are about to reach adulthood, and likely some will choose to explore the world around them. Their community ties make them comfortable in a group of adventurers; rarely does a saurian travel alone, especially if it cannot communicate with other creatures.

Relations: Saurials are generally nonaggressive and content to be left alone with their own kind. They have had little contact with other races and are wary of them. They know that other creatures in Faerûn find their appearance frightening, and they often go to great lengths to remain hidden or disguise themselves when other sentient races are nearby.

Saurials get along with open-minded people and those that respect nature. Since they have remained isolated from the other communities in the Dales, a visiting saurian is likely to react with surprise at the many shapes and colors of the other people of the world. Initial impressions of these people are likely to color the saurian's perception of that race as a whole (finheads in particular tend to act this way).

Saurials mate for life, and if times are good, the pair can produce 1-2 eggs per year. They share the duties of protecting the eggs and caring for and training the young. Hatchlings grow as large as adults within 5 years but require another 10-15

years to reach the maturity level of an adult. Saurials have the same life expectancy and age categories as dwarves.

Alignment: Saurials are good-natured and have an instinctive feel for how they fit into their own community. At the same time, they believe in the rights of individuals to seek out and learn what they want where they want (possibly a form of rebellion against Moander's slavery). Together these two factors make them favor good over evil. Lawful saurials tend to be exceedingly protective, while chaotic ones tend to be more aggressive. They value a balanced outlook of how good aims should be achieved and how creatures should live their lives, preferring that personal freedoms share space with the will of the majority. Their leaders are usually wise saurials with good judgment who embody this ideal.

Saurial Lands: Saurials organize themselves into villages, with each individual learning a skill that suits them, such as blacksmithing, weaving, farming, hunting, carpentry, masonry, and so on. They build stone dwellings, each of which houses a single family, although they have been known to live in thatched huts if material or time is in short supply.

Saurial communities usually have members of more than one subrace, and they treat each other as equals, seeing their fellow villagers primarily as saurials and only secondarily as a subrace, with each person having something valuable to contribute to the community. Members of different subraces cannot crossbreed, so a saurial house normally consists of creatures of the same subrace. Finheads are the most common type of saurial, with bladebacks and hornheads in smaller numbers because they consume more food and deliberately keep their numbers low to prevent depleting the village's resources.

Religion: Saurials are a spiritual people, and in Azrazat most of them venerate the spirits of nature.

Language: Saurials speak Draconic. Saurials carve lines on sticks for written records, which are normally only used for magical writing or recording important events.

Names: Saurial names are a combination of words in Draconic. The Common names for individual saurials and the names of the subraces used among the other races are either nicknames or loose translations of their saurial name. Parents tend to choose names after physical objects or concepts rather than abstract names with no meaning.

Subraces: As a whole, saurial society works the same regardless of the majority subrace in a village. Subraces differ from each other primarily in appearance and in personal outlook.

Bladeback Saurial (Shissan)

Personality: Bladebacks are very social and mix well with all kinds of saurials. They are the most straightforward and trusting of their kind. They work hard to understand the motives of others and are slow to forget slights and offenses. Slow to anger, they are passionate once pushed to the point of aggression. Bladebacks often become village leaders or advisors to those leaders.

Physical Description: Taller and stockier than a human, a bladeback is built much like a half-orc. Each has a series of large sharp scales running down its spine from its head to the tip of its tail. Its tail is about as long as its body.

Adventurers: Like most saurials, bladeback adventurers are usually motivated by curiosity about the world around them. Their trusting and open natures often get bladebacks into trouble that they must use their muscle to escape.

Bladeback Racial Traits

- +2 Strength, +2 Charisma: Bladebacks are naturally strong and outgoing.
- Medium-size: As Medium-size creatures, bladebacks have no special bonuses or penalties due to their size.
- Bladeback base speed is 30 feet.
- Low-Light Vision: Bladebacks can see twice as far in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Favored Class: Cleric. Bladebacks are natural diplomats and have an innate spiritual talent.
- Automatic Languages: Draconic. Bonus
- Languages: Common, Elven, Sylvan, and Celestial. Saurials have difficulty with other languages and although they can understand and read all the bonus languages they know, they cannot speak them without spending skill points.
- Natural Armor: A bladeback has +4 natural armor.
- Natural Attacks: Bladebacks can make two claw attacks and one tail attack. Claw attacks deal 1d4 points of damage plus Strength modifier; a tail attack deals 1d3 points of damage plus Strength penalty or one-half Strength bonus. See the Multiple Natural Attacks sidebar for more details.
- Saurial Traits: Bladebacks have the cold torpor, protection from sonic attacks, vulnerability to gas attacks, and scent special qualities, as described above.
- Base Hit Dice: Bladebacks have 2d8 Hit Dice in addition to Hit Dice from their character levels. These Hit Dice give them a starting base attack bonus of +1, Fortitude base save of +0, Reflex base save of +3, Will base save of +0, 7 skill points (class skills for these skill points are Craft, Diplomacy, and Jump), and 1 feat (usually spent on Iron Will).

- Level Adjustment: +2. Bladebacks are more powerful and gain levels more slowly than the races in the *Player's Handbook*.

Finhead Saurial (Trassnaa)

Personality: Alert, bright, active, curious, and emotional, finheads are good with their hands and willing to do hard work and even soldiering. They tend to believe in ultimate concepts of good, evil, and truth, and they see the world in terms of black and white.

Physical Description: Finheads are very close in shape and proportions to humans; although they are slightly shorter than a typical human. A finhead's tail is just over half its body length, and it has a pronounced fin on its head.

Adventurers: Finheads are enthusiastic about new tasks and adventures, and they often leap into dangerous situations before fully understanding what is going on. Even so, finheads are perceptive and think quickly on their feet, allowing them to assess situations within moments of their arrival.

Finhead Racial Traits

- +2 Dexterity, +2 Wisdom: Finheads have good reflexes and insight.
- Medium-Size: As Medium-size creatures, finheads have no special bonuses or penalties due to their size.
- Finhead base speed is 30 feet.
- Low-Light Vision: Finheads can see twice as far in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Favored Class: Paladin. Finheads have a natural zeal and a strong sense of what is good and evil.
- Automatic Languages: Draconic. Bonus Languages: Common, Elven, Sylvan, and Celestial. Saurials have difficulty with other languages, and although they can understand and read all the bonus languages they know, they cannot speak them without spending skill points.
- Natural Armor: A finhead has +4 natural armor.
- Natural Attacks: Finheads can make two claw attacks and one tail attack. Claw attacks deal 1d4 points of damage plus Strength modifier; a tail attack deals 1d3 points of damage plus Strength penalty or one-half Strength bonus. See the Multiple Natural Attacks sidebar for more details.
- Saurial Traits: Finheads have the cold torpor, protection from sonic attacks, vulnerability to gas attacks, and scent special traits as described above.
- Base Hit Dice: Finheads have 2d8 Hit Dice in addition to Hit Dice from their character levels. These Hit Dice give them a starting base attack bonus of +1, Fortitude base save

of +0, Reflex base save of +3, Will base save of +0, 7 skill points (class skills for these skill points are Balance, Craft [any], and Jump), and 1 feat (usually spent on Alertness).

- Level Adjustment: +2. Finheads are more powerful and gain levels more slowly than the races in the *Player's Handbook*.

Hornhead Saurial (Tholluk)

Personality: Hornheads tend to be careful, rational planners, choosing their words carefully and loathing taking action without the opportunity for contemplation. They have an interest in alchemy, engineering, and other mental pursuits, as well as physical tasks requiring discipline such as blacksmithing and weaponsmithing.

Physical Description: The largest of the known kinds of saurials, a hornhead has a tail longer than its own body, sharp horns growing from its head, and a bony plate protecting its neck.

Adventurers: Like most adventuring saurials, hornheads seek knowledge of the outside world, but hornheads are consumed by a desire to understand the particulars of the world around them, be they the laws of other cultures, the philosophical underpinnings of a religion, or the arcane secrets of new spells. A hornhead's favored class is wizard, although some choose to develop an innate talent for sorcery instead.

Hornhead Racial Traits

- +2 Strength, +2 Intelligence: Hornheads are strong and have sharp minds.
- Large: As Large creatures, hornheads have a -1 size modifier to Armor Class, a -1 size modifier on attack rolls, and a -4 size modifier on Hide checks. They can use larger weapons than humans use, and their lifting and carrying limits are double those of Medium-size characters.
- Tail Reach: Hornheads have 10-foot reach with their tail attacks.
- Hornheads base speed is 30 feet.
- Low-Light Vision: Hornheads can see twice as far in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Favored Class: Wizard. Hornheads have the patience and talent for wizardry (although some become sorcerers, these hornheads do not have sorcerer as their favored class).
- Automatic Languages: Draconic. Bonus Languages: Common, Elven, Sylvan, and Celestial. Saurials have difficulty with other languages and although they can understand and read all the bonus languages they know, they cannot speak them without spending skill points.
- Natural Armor: A hornhead has +5 natural armor.

- **Natural Attacks:** Hornheads can make two claw attacks and one tail attack. Claw attacks deal 1d4 points of damage plus Strength modifier; a tail attack deals 1d4 points of damage plus Strength penalty or one-half Strength bonus. See the Multiple Natural Attacks sidebar for more details.
- **Saurial Traits:** Hornheads have the cold torpor, protection from sonic attacks, vulnerability to gas attacks, and scent special traits as described above.
- **Base Hit Dice:** Hornheads have 2d8 Hit Dice in addition to Hit Dice from their character levels. These Hit Dice give them a starting base attack bonus of +1, Fortitude base save of +0, Reflex base save of +3, Will base save of +0, 7 skill points (class skills for these skill points are Craft [blacksmithing or weaponsmithing], Jump, and Knowledge [architecture and engineering]), and 1 feat (usually spent on Power Attack).
- **Level Adjustment:** +2. Hornheads are more powerful and gain levels more slowly than the races in the *Player's Handbook*.

RACIAL VARIATIONS

Magic-Blooded (Spark)

During the time of “The Weaving” on Celestallia following the conflict with the Fallen Angel Memnon, the flow of magical energy infused itself into many soon to be born children, granting them powers beyond that of their parentage. Magic-blooded creatures, often called “Sparks”, have an innate sense for the arcane energies that flow around them. They feel it as other races feel the wind, and those that can not see the twisting ways of the magic are pitted by the Sparks.

Cultural Aspects

The following cultural attributes are common to most magic-blooded races.

Personality: Except for the constant awe with which sparks regard the world around them, they behave like members of their ancestral races. This wondering attitude can be disconcerting at first, and it leads other beings to regard Sparks as a bit distracted and capricious. In truth however, Sparks vary in attitude and outlook as much as any other members of their race do.

Physical description: A Spark looks very much like a member of his ancestral race does, although he might exhibit one or more unique physical characteristics. Perhaps he has multicolored hair or eyes, or maybe tiny motes of light appear to trail behind him whenever he moves quickly or speaks in animated tones. Regardless of how his magical nature manifests itself, a Spark sees his differences as a blessing and is not embarrassed by them in the least.

Relations: Sparks divide the world into magical and nonmagical beings rather than along racial lines. They treat members of other races that have a strong affinity towards magic (such as elves and gnomes) as respected equals. All others are welcome in their midst as long as they mean no harm.

Alignment: Members of a magic-blooded race tend towards chaos over law. These beings enjoy watching and manipulating the magical energies as they feel, and they can often be a source of great insight into magical lore. Neutral sparks are somewhat reclusive; most just want to be left alone to explore the world that surrounds them. The rare evil sparks are spiteful and cruel beings who spend their days trying to hoard magical powers.

Lands: Sparks are native to the lands of Termania, and national provinces that border Termania on any direct side. Sparks are also fairly common in Harmonian lands, as they are not their own race, they have no distinct country of their own.

RACIAL TRAITS

Sparks have the following racial traits

- **Ability Adjustments:** A spark retains his ancestral race's ability adjustments. In addition he gains a +2 charisma and -2 wisdom.
- **Vision:** A spark loses his ancestral race's special visual capabilities and gains low-light vision that allows him to see in low-light conditions twice as well as a human.
- **Skills:** A spark gains a +2 racial bonus on knowledge (arcane) and Spellcraft checks because the raw knowledge of magic flows through their brains. A Spark can use either of these skills untrained.
- **Spell-Like Abilities:** A spark retains any spell-like abilities that his ancestral race may have had and also gains the ability to use *Detect Magic*, *Nystul's Magical Aura*, *Nystul's Undetectable Aura*, and *Read Magic* each once per day (caster level equals spark's character level).
- **Favored Class:** Sorcerer. A spark loses his ancestral race's favored class abilities and instead becomes favored in sorcerer.
- **Level Adjustment:** +0

Pureblood Harmonian

In the lands of Harmonia, there exists a caste of Harmonians known as the Purebloods; these Harmonians are believed to be descended from powerful celestial entities or other such unknown beings, though there is no direct proof of such origins. However, certain Harmonians who have kept their bloodline true (whatever its origins may be) receive a small gift of inborn power and prestige. Only pureblood Harmonians may attain a 1st caste ranking in society. The Harmonian pureblood template may only be applied to humans.

Cultural Aspects

The following cultural attributes are common to most Harmonian Purebloods.

Personality: Harmonian Purebloods view themselves as the rightful heirs to the world. They are raised from birth as nobles, and are conditioned to believe that they are superior to all others, though they are not taught disdain for these lesser beings, but are taught to pity them, as they can never attain the levels of righteousness and fortune that purebloods descend from. As they gravitate towards positions of power, pureblood Harmonians are often very forceful in nature and take charge of situations that allow them to.

Physical Description: Harmonian Purebloods have a striking blonde hair and bright and clear blue eyes. Their general skin tone is fair of complexion, and their hair and eye color remains the same in all instances. Commonly they are of a medium build, neither skinny nor stout. Beyond this, they have no striking outward physical differences, though they tend to carry themselves in such a way that usually shows their true nature.

Relations: Pureblood Harmonians pity those not of their blessed bloodline, and find a great deal of respect for elders of their caste. They interact with other races as any human would, however their air of superiority tends to be

interpreted as condescending from others perspectives. Pureblood Harmonians (or anyone matching their physical description) are prime targets for Draconian raids, ambushes, or assassins.

Alignment: Pureblood Harmonians are always lawful, they are the rigid backbone of the Harmonian military and society, and as such act in a manner becoming of their great and mighty nation.

Religion: Pureblood Harmonians are brought up to revere the faith of the Infinite Circle, the symbol of Harmonian perfection and most are devout followers.

Racial Traits

- **Ability Adjustments:** A pureblood Harmonian receives a +2 bonus to charisma.
- **Skills:** A Pureblood Harmonian loses his human additional skill-point bonus at 1st level and additional 1 point per level, but gains a +8 racial bonus to Diplomacy checks, and a +4 bonus on Bluff and Sense Motive checks.
- **Vision:** A pureblood Harmonian has low-light vision that allow him to see twice as far as a human in conditions of poor lighting.
- **Favored Class:** Cleric. A Pureblood Harmonian is raised in religion, and religion becomes a deep part of their life.
- **Level Adjustment:** +0

Table 1-2: Powerful Races

XP	ECL = Level (Normal)	ECL = Level +1	ECL = Level +2	ECL = Level +3	ECL = Level +4
0	1 st	----	----	----	----
1,000	2 nd	1 st	----	----	----
3,000	3 rd	2 nd	1 st	----	----
6,000	4 th	3 rd	2 nd	1 st	----
10,000	5 th	4 th	3 rd	2 nd	1 st
15,000	6 th	5 th	4 th	3 rd	2 nd
21,000	7 th	6 th	5 th	4 th	3 rd
28,000	8 th	7 th	6 th	5 th	4 th
36,000	9 th	8 th	7 th	6 th	5 th
45,000	10 th	9 th	8 th	7 th	6 th
55,000	11 th	10 th	9 th	8 th	7 th
66,000	12 th	11 th	10 th	9 th	8 th
78,000	13 th	12 th	11 th	10 th	9 th
91,000	14 th	13 th	12 th	11 th	10 th
105,000	15 th	14 th	13 th	12 th	11 th
120,000	16 th	15 th	14 th	13 th	12 th
136,000	17 th	16 th	15 th	14 th	13 th
153,000	18 th	17 th	16 th	15 th	14 th
171,000	19 th	18 th	17 th	16 th	15 th
190,000	20 th	19 th	18 th	17 th	16 th

Classes

Nearly all of the information in Chapter 3: Classes in the *Player's Handbook* applies to the character classes of the THANATOPSIS campaign setting, with differences lying in any religion-based class. The entries that follow focus on what is unique to Celestallia, rather than summarizing the *Player's Handbook*.

Preferred Class Regions

Following the class discussion is a listing of lands or cultures suitable as home regions for characters of that class. For example, Phenalia is a religious where every child is taught of the philosophies and attends mass church sermons regularly. Fighters, Templar, and Clerics are well suited to this kind of life, and are commonly found there. Wizards are not. Therefore, the Fighter, Templar, and Cleric class descriptions list Phenalia as a region.

You do not have to choose one of these regions for your character's class if you do not want to. However, whether your character comes from a region suited for his class affects your ability to choose regional feat and your selection of starting equipment.

Barbarians

Distant from the troubles and concerns of civilization, barbarians survive in lands where most civilized folk dare not dwell for long. The busy and often times frustrating life in cities is confusing to barbarians, but city folk are used to odd sights and usually accept barbarians without batting an eye.

Most Celestallian barbarians are humans, half-orcs, or golthon. They come from places such as the northern frontiers of Laubholz, Phenalia, Icatia, and the expansive plains of Sotaria, and scattered tribes hidden within the sands of the Ash Desert on the El Continent, while most barbarians from Rhyll live within the northern wastes of Kah'Dum. Elven barbarians are usually wild elves from the larger forests of the lands, rarely venturing out of the forest's embrace.

Barbarians of other races are unusual, but not unheard of. Irix barbarians are sometimes found among the Golthon tribes native to the Sotarian

plains lands, or among the wild elves in the deepest forests. Most other races are only barbarians under strange circumstances where one of their kind was forced into such a lifestyle. Chrystalis and Vash barbarians have yet to be encountered in the lands due to their generally lawful nature.

Preferred Character Regions: Regions in which barbarians are commonly found include:

Northlands (Laubholz), Deepwood (Anthador), Verdant Fields (Sotaria), Westvale (Termania), Ancient Forest (Grun'Wyn), Three Claws (Azrazzat), Flame Kingdom (Azrazzat), Ash Desert (Blight Lands), Kah'Dum (Rhyll), Grasslands (Harmonia)

Bards

Celestallian bards are as likely to create their own heroic sagas as they are to spin tales of others. In the times of discovery and exploration that the known lands has been experiencing, the role of the bard is an important recorder of historical events, as much change has occurred throughout the lands of El, Rhyll and beyond in the last two decades alone.

In the country of Icatia, a society known as the Historian's Guild has taken up the recruitment of

Dangers await any class



many aspiring bards and pays great sums of money to send them with exploration and archaeological groups across the world to record evidence of their discoveries. Many folk often look to bards for information as much as they look to them for a song.

In Sotaria large Opera houses hire bards to perform at functions. Very few bards can forget that the Queen of Sotaria, the entrancing Lillith Ru'Am is a bard herself.

Preferred Character Regions: Regions in which bards are commonly found include: The Holy Land (Laubholz), Heartlands (Laubholz), Kahl'Tsol (Laubholz), Phenalia (Phenalia), Icatia (Icatia), Lowlands (Icatia), Anthador (Anthador), Sin (Anthador), Archinald (Sotaria), Sotaria Prime (Sotaria), Sotarian Frontier (Sotaria), Castoria (Termania), Veluria (Termania), Rokkan (Imperial Rokkan), Valaria (Rhyll), Xyr (Rhyll), Illustria (Harmonia), Peacevale (Harmonia), Howling Thunder Guild (Harmonia), SHARD (Special)

Clerics

Perhaps one of the most ideologically changed classes in the world of Celestallia is the cleric. During the age of darkness, when a blanket of night descended across much of the world the former gods of Celestallia were slain in an epic battle against a demonic force known only to history as the Nightmare King. After losing in their battle against this terrible force, thousands of years of enslavement by forces far more evil than ever imagined warped the very way divine magic functions in Celestallia.

When the war of shadows ended the Nightmare King's reign and toppled his empire, much of the world had learned to survive without gods. The divine beings who once guarded their world had failed, in their weakness mortals persevered and became stronger for it. As such, no Celestallian cleric receives their powers from a deity, instead receiving their divine spells and abilities from philosophies and forces that exist everywhere in the universe. Descriptions for faiths and domains are explained later in this book.

Clerics from other worlds that worship deities often find the faiths of Celestallia quite heretic, and the Celestallian clerics find outsider's faith in divine beings a sign of weakness or ignorance. This is not to say however, that clerics from another plane do not receive their powers. In fact, outworld clerics retain all of their spellcasting abilities, though they are exceedingly rare.

Due to the extensive taint infested deep into Celestallia, clerics both native and foreign to Celestallia find that their ability to channel positive energy to turn undead no longer functions normally. Celestallian clerics have found a way around this by instead channeling elemental power to turn creatures with an elemental subtype that opposes their Elemental Star Sign. Priests of the order of the Phoenix (Light) may choose to channel positive energy to turn undead if they take Sun as one of their domains, though they forsake the Sun Domain's

primary power of enhanced turning. If a Phoenix cleric chooses not to use the sun domain, he may turn water elementals instead. Any creature with this elemental subtype can be turned exactly as the description for turning on page 139 in the *Player's Handbook* (Example Gargoyle for Earth, or Red Dragon for Fire).

Clerics outside of the Cele De religion may not channel positive energy to turn undead unless they take the Sun domain.

Preferred Character Regions: Clerics of different philosophies are favored in different lands, detailed in Chapter INSERT: Religion.

Druids

Throughout the destruction of the gods, and the constant change and reinventing of the Celestallian philosophies, druids have remained mostly unchanged. While clerics were struggling to learn how to channel energy without the aid of gods, druids merely shrugged and proceeded to protect the forests from the Nightmare King's unholy armies as they always had.

Preferred Character Regions: Regions in which Druids are commonly found include: Kahl'Tsol (Laubholz), Darkwind Forest (Phenalia), Isles of Faeshaar (Icatia), Deepwood (Anthador), Sotarian Frontier (Sotaria), Verdant Fields (Sotaria), Westvale (Termania), Valley of Spirits (Rokkan), Ancient Forest (Grun'Wyn), Thornwatch (Blight Lands), Three Claws (Azrazzat), Grasslands (Harmonia), SHARD (Special)

Fighter

Gods or no gods, it matters not to fighters. Their strong-spirited individuals are at home in nearly every society of Celestallia. While they are overlooked for praise because their skills are common, great leaders such as Magnus Wyrmsward of Icatia, Corzair Ru'Am of Sotaria, and Riven Silverwind of Anthador are very skilled fighters with reputations greater than the reach of their swords. Of course, many have risen to infamy on their fighting skills, such as the dark general Cyrus.

Some countries have famous military or knightly orders. Laubholz is well known for its elite soldiers called the Crimson Knights, and Sotaria has its legendary Blackwing Brigade.

Preferred Character Regions: Regions in which fighters are commonly found include: Holy Lands (Laubholz), Northlands (Laubholz), Heartlands (Laubholz), Kahl'Tsol (Laubholz), Phenalia (Phenalia), Mesa West (Phenalia), Icatia (Icatia), Isles of Faeshaar (Icatia), Lowlands (Icatia), Anthador (Anthador), Sin (Sin), Archinald (Sotaria), Gawl (Sotaria), Sotaria Prime (Sotaria), Sotarian Frontier (Sotaria), Verdant Fields (Sotaria), Castoria (Termania), Cliffs of Mist

(Rokkan), Imperial Rokkan (Rokkan), Valley of Spirits (Rokkan), Grun'Wyn (Grun'Wyn), Ancient Forest (Grun'Wyn), Three Claws Tribe (Azrazzat), Flame Kingdom (Azrazzat), Ash Desert (Blight Lands), Thornwatch (Blight Lands), Valaria (Rhyll), Xyr (Rhyll), Illustria (Harmonia), Peacevale (Harmonia), Howling Thunder Guild (Harmonia), Wolf Clan (Special), SHARD (Special)

Monks

Monastic orders usually originate in civilized human lands. Among humans, the earliest monastic orders native to the continent of Ei arose in the countries of Laubholz, Icatia, and Rokkan. All of the most notable monastic orders of Celestallia are listed later in the Organizations chapter.

Most Celestialian monks are capable of gaining levels in certain other classes depending on the order of which they belong to. This is an exception to the Ex-Monk rule on page 40 of the Player's Handbook. Violating the rules presented by those monastic orders ends the ability to level as a monk as detailed in the aforementioned section.

Preferred Class Regions: Holy Land

(Laubholz), Phenalia (Phenalia), Icatia (Icatia), Sotaria Prime (Sotaria), Cliffs of Mist (Rokkan), Valley of Spirits (Rokkan), Imperial Rokkan (Rokkan), Grun'Wyn (Grun'Wyn), Three Claws (Azrazzat), Flame Kingdom (Azrazzat), Xyr (Rhyll), Illustria (Harmonia), Zheng Monastery (Special), SHARD (Special), Wolf Clan (Special).

Paladin

Centuries ago, great orders of Paladins existed within the realms of Celestallia. After the rage of the Nightmare King slaughtered the gods in a cataclysmic battle, and the forces of darkness rampaged across the lands like a ferocious horde, the Paladins were hunted to extinction. As their powers failed them, and their bright and righteous souls were prime targets for the forces of darkness this once glorious example of goodness was no more. Paladins have been replaced with the Templar class discussed later in this section.

Outworld characters with the Paladin class lose their Paladin abilities upon arriving on Celestallia, and become Templar of equal level.

Rangers

Vast areas of Celestallia are covered with ancient forests and populated with fantastic creatures. The rangers of Celestallia, along with druids and occasionally barbarians are masters of this "empty" space.

Unlike clerics, rangers need not belong to any philosophy of the lands, as the divine spells they receive at 4th level are drawn from the forces of nature themselves, not belief. This is not to say Rangers cannot belong to such philosophies, they simply do not receive any additional benefit from such actions. Rangers and druids have similar tastes in philosophies, though some rangers with odd interests (such as hunting undead) choose different philosophies.

Good rangers often find themselves pushed into the position of defenders of wilderness areas from invading forces and life-bending defiling magic, while evil rangers often act outside of forests and other environments, serving as bounty hunters and assassins.

Rangers may select an organization instead of a creature type as a favored enemy. For example, a good ranger might choose to oppose the Cult of the Crimson Moon, while evil rangers may seek to rid the world of the Cele-De church. These rangers receive their favored enemy bonus against agents from that organization, regardless of creature type. The bonus applies even if the creature is of the same race as the ranger, and the ranger is not evil. This bonus works just like normal favored enemy bonuses except that it is considered a morale bonus and does not stack with other morale bonuses. A ranger who confronts a creature whose race and organization he has chosen as favored enemies receives both bonuses.

Preferred Character Regions: Rangers are found in the fringes of society: Kahl'Tsol (Laubholz), Darkwind Forest (Phenalia), Mesa West (Phenalia), Ashenblade (Icatia), Lowlands (Icatia), Deepwood (Anthador), Archinald (Sotaria), Sotarian Frontier (Sotaria), Verdant Fields (Sotaria), Westvale (Termania), Valley of Spirits (Rokkan), Ancient Forest (Grun'Wyn), Three Claws Tribe (Azrazzat), Thornwatch (Blight Lands), Kah'Dum (Rhyll), Grasslands (Harmonia), Anuran Desert (Harmonia), Wolf Clan (Special), SHARD (Special)

Rogues

In Celestallia, rogues are as often diplomats as they are thieves, a distinction lost on those who have come out on the losing end of a diplomatic negotiation. Rogues are everywhere in Celestallia, but no one necessarily expects them to be thieves. Depending on their skills and inclination, rogues may represent themselves as treasure hunters, investigators, spies, bounty hunters, scouts, or—most commonly—as "adventurers".

While it's true that not every rogue is a thief, it's also true that most rogues are. Thieves' guilds are commonplace throughout Celestallia, most

notably within isle of Sin off the coast of Anthador. Some thief guilds are powerful enough to exert their force on nobility and even royalty, twisting words and deeds to achieve their own ends. Most guilds are short-lived local organizations that rise in a particular city or along a busy trade route, the creation of a charismatic or powerful individual capable of holding such a guild together.

Favored Character Regions: Rogues find their niche in many of the lands of Celestallia: Heartlands (Laubholz), Phenalia (Phenalia), Mesa West (Phenalia), Icatia (Icatia), Lowlands (Icatia), Anthador (Anthador), Sin (Sin), Archinald (Sotaria), Gawl (Sotaria), Sotaria Prime (Sotaria), Blackwind (Termania), Cliffs of Mist (Rokkan), Imperial Rokkan (Rokkan), Valley of Spirits (Rokkan), Valaria (Rhyll), Xyr (Rhyll), Howling Thunder Guild (Harmonia), Illustria (Harmonia), Grasslands (Harmonia), SHARD (Special).

Sorcerers

Sorcerers are (along with wizards) the foremost practitioners of arcane magic. The common folk of Celestallia see little difference between the rigorous studies of a wizard and the innate power of a sorcerer, but in some lands, a fierce rivalry exists between the two crafts.

Citizens in Laubholz, the Lawless Lands, Phenalia, Icatia, and Serraine have a hard time forgetting that it was the arcane art that was the foremost power utilized by the Nightmare King's forces. After the war of shadows, countless sorcerers and wizards were hunted ruthlessly and executed in public witch-trials that diminished the magi population for nearly 160 years. Many sorcerers of these areas have not forgotten the slaughter of their people. Though over two decades has passed since the end of the arcane persecution, and the war which stopped the burnings, magic is still viewed with a cautious eye in Laubholz, though this vestigial discomfort is fading with every year.

Regions such as Sotaria, Rokkan, Termania, and the continent of Rhyll did not face these hardships, and as such have a much higher rate of sorcerous population.

Preferred Character Regions: Sorcerers find their magical practices very common in: Kahl'Tsol (Laubholz), Isles of Faeshaar (Icatia), Ashenblade (Icatia), Gawl (Sotaria), Sotaria Prime (Sotaria), Blackwind (Termania), Castoria (Termania), Westvale (Termania), Shial (Termania), Veluria (Termania), Valley of Spirits (Rokkan), Cliffs of Mist (Rokkan), Imperial Rokkan (Rokkan), Valaria (Rhyll), Xyr (Rhyll), Peacevale (Harmonia), SHARD (Special).

Templar

Without gods to guide their ways, the paladins of Celestallia soon fell one by one. In their wake, a new breed of "divine warriors" emerged from the darkness, though they are not quite as valiant and pure as the paladins of long ago.

Templar are skilled warriors, usually in the service of powerful arcane spellcasters or priests. It was once believed long ago that a templar's powers were an extension of their liege, though this superstition was debunked many ages ago. Most believe that the powers come from within the templar, as those who have abandoned their patron find that their abilities still function.

Adventures: Templar take their adventures seriously and often refer to them as "quests". Even a mundane mission is, in the heart of a templar, a test set forth by the powers that guide their hand. Templar often serve as emissaries of their patrons, carrying out swift justice called down upon those who would seek their master's wrath. Those few templar who work on their own serve as skilled knights and crusaders who often take personal quests to right wrongs which go against their philosophies.

Religion: Religion among templar is more often than not, a choice. It is not required in any way that the templar be faithful to anything, and it is quite common for a templar (due to his supernatural abilities) to believe that divine beings and religion are for the weak-minded who cannot harness their inner potential. In Laubholz however, many templar devote their lives to the Church of the One and rise to ranks of Master Templar.

Background: Few choose the path of the Templar, as it is a harsh and unrelenting road. Most templar begin training in adolescence, becoming the squire of another more powerful templar, or training in an academy. The rigorous conditioning of both body and spirit that a templar undergoes often changes their personality in many ways, as they are constantly subjected to pain and injury in order to draw out their powers. Most frequently, templar are cold folk who relish only their duty and take little pleasure from life. As their worst, templar are grim warriors who battle until their bodies give way, leading them to the peace of death.

Races: Humans, with their ambitious soul make excellent templar, though many other races which have hearty bodies and soul hear the calling of the templar ways, though they are nearly unheard of in savage and primitive cultures, as the extensive training and teaching required is not available.

Other Classes: Even though templar are somewhat set apart from others, they eagerly team up with other like-minded individuals to complement their own skills. Often, templar will work with clerics and mages in order to receive magical backup for their physical prowess.

Game Rule Information:

Templar have the following game statistics.

Abilities: Charisma increases the templar's healing capabilities, elemental turning and controlling. Strength is important for a templar due to their role in combat. A wisdom of 14 or higher is required to access the most powerful templar spells, and a score of 11 or higher is required to cast spells at all.

Alignment: Any lawful

Hit Die: d10

Class Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Religion)(Int), Knowledge (Nobility & Royalty)(Int) Profession (Wis), Ride (Dex), Climb (Str), Jump (Str), and Intimidate (Cha).

Skill Points at 1st level: (2+Int modifier) x4.

Skill Points at Each Additional Level: 2+Int modifier.

Class Features

All of the following are class features of the templar.

Weapon and Armor Proficiency: Templar are proficient with all simple and martial weapons,

with all types of armor (heavy, medium, and light), and with shields.

Aura of Law (Ex): The power of a paladin's aura of law (see the *detect law* spell) is equal to her paladin level.

Detect Chaos (Sp): At will, the templar can detect chaos as a spell-like ability. This duplicates the effects of the spell detect chaos.

Extraordinary Resistance (Su): A templar applies his Charisma modifier (if positive) as a bonus to all saving throws.

Inner Healing (Sp): At 2nd level a Templar can heal wounds within himself by focusing his inner strength and power. Each day he can cure a total number of hit points equal to his charisma modifier times his level. The templar may cure only himself with this ability, and may divine the points of healing up as many times as he desires over the day.

Supernatural Health: At 3rd level a templar is immune to all diseases, including supernatural and magical diseases.

Aura of Courage: Beginning at 3rd level, a templar is immune to fear (magical and otherwise). Allies within 10 feet of the templar gain a +4 supernatural bonus on saving throws versus fear effects.

Table: The Templar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	— Spells per Day —			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of Law, Detect Chaos, Smite 1/day	—	—	—	—
2nd	+2	+3	+0	+0	Extraordinary Resistance, Inner Healing	—	—	—	—
3rd	+3	+3	+1	+1	Aura of Courage, Supernatural Health	—	—	—	—
4th	+4	+4	+1	+1	Turn Elementals	0	—	—	—
5th	+5	+4	+1	+1	Smite 2/day, Conjure Familiar	0	—	—	—
6th	+6/+1	+5	+2	+2		1	—	—	—
7th	+7/+2	+5	+2	+2	Bonus Feat	1	—	—	—
8th	+8/+3	+6	+2	+2		1	0	—	—
9th	+9/+4	+6	+3	+3		1	0	—	—
10th	+10/+5	+7	+3	+3	Smite 3/day	1	1	—	—
11th	+11/+6/+1	+7	+3	+3		1	1	0	—
12th	+12/+7/+2	+8	+4	+4	Bonus Feat	1	1	1	—
13th	+13/+8/+3	+8	+4	+4		1	1	1	—
14th	+14/+9/+4	+9	+4	+4		2	1	1	0
15th	+15/+10/+5	+9	+5	+5	Smite 4/day	2	1	1	1
16th	+16/+11/+6/+1	+10	+5	+5		2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5	Bonus Feat	2	2	2	1
18th	+18/+13/+8/+3	+11	+6	+6		3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Smite 5/day	3	3	3	3

Smite (Su): Once per day, a templar may attempt to smite with one normal melee attack. He adds his Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per templar level At 5th level, and at every five levels

thereafter, the templar may smite evil one additional time per day, to a maximum of five times per day at 20th level.

Turn/Rebuke Elementals: When a templar reaches 4th level, he gains the supernatural ability to turn/rebuke elementals opposing his

elemental star sign as a cleric of three levels lower than his effective templar level. He may use this ability a number of times per day equal to 3 + Charisma modifier.

Extra Turning: As a feat, a templar may take extra turning. This feat allows the templar to turn/rebuke elementals four more times per day. A templar can take this feat multiple times, gaining four extra attempts to turn/rebuke each time.

Spells: Beginning at 4th level, a templar gains the ability to cast a small number of divine spells. To cast a spell, a templar must have a wisdom score of at least 10 + the spell's level, so a templar with a wisdom lower than 10 can not cast these spells. Templar bonus spells are based on wisdom as are spell DCs. If the spell chart shows 0 spells of a given level, that templar may take spells only if he has bonus spells for that level. A templar casts and accesses spells as a cleric though he can not use spontaneous healing.

Templar level	Bonus Hitdice	Natural Armor	Str Adj.	Int	Special
5-7	+2	+4	+1	6	Improved Evasion, share spells, empathic link, share saving throws
8-10	+4	+6	+2	7	
11-14	+6	+8	+3	8	Command creatures of its kind.
15-20	+8	+10	+4	9	Spell Resistance

Templar Level: This indicated the templar's level. If the familiar suffers a level-drain, consider it the familiar of a lower-level templar.

Bonus Hitdice: These are extra eight-sided dice (d8) Hit Dice, each of which gains a constitution modifier, as normal. A summoned elemental's base attack bonus is equal to that of a cleric of a level equal to the mount's HD. An elemental has good Fortitude, Reflex and Will saves (treat it as a character whose level equals the animal's HD). The elemental gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor: This number listed here is a bonus to the familiar's AC. It represents a preternatural toughness of a templar's familiar.

Str Adj: Add this figure to the familiar's strength score.

Int: The familiar's intelligence score.

Improved Evasion: If the familiar is subjected to an attack that normally allows a reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if it fails. Improved evasion is an extraordinary ability.

Share Spells: At the templar's option, he may have any spell he casts on himself affect his familiar. The familiar must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves more than 5 feet from the templar and will not affect the familiar again, even if it returns to the 5 foot

Though a 3rd level templar has no caster level, upon reaching 4th level, a templar has a caster level equal to half his class level.

Conjure Familiar (Sp): Upon reaching 5th level, a templar may summon forth an unusually cunning elemental to serve as a familiar once per day. The Elemental, once summoned stays for 1 hour per templar level or until dismissed. Though if it is dismissed early it may not return for 24 hours, just as if its duration had ended.

This power conjured a single medium-sized elemental of the same type as the character's star-sign. For Phoenix (light) and Serpent (Dark) they may choose to either summon a fire or water elemental (respectively) or a Xag-Ya or Xag-Yi energon. Once the choice is made, it cannot be changed. This familiar is the same familiar summoned each time and gains the appropriate bonuses as the templar gains levels.

radius, unless the spell is recast. Additionally, the templar may cast a spell on the familiar that normally has a range of personal only.

Empathic Link: The templar has an empathic link with the familiar up to a distance of one mile. The templar can not see through the familiar's eyes, but they can communicate telepathically. Even intelligent familiars see the world differently from humans, so misunderstandings are always possible. This is a supernatural ability.

Because of the empathic link between templar and familiar, the templar has the same connection as a wizard or sorcerer and their familiar. See page 51 in the player's handbook for information on familiar deaths.

Share Saving Throws: The familiar uses its own base save, or that of the templar's whichever is better. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Command: The familiar's command power is a spell-like ability and it may use it on other creatures of its kind (A fire elemental may command other fire elementals) with fewer hit-dice than itself. The familiar can use this ability once per day per two levels of its templar master, and the ability functions exactly like the spell *command*. Since this is a spell-like ability, the familiar must make a concentration check (DC 21) if involved in a strenuous activity at the time of use. If the check fails, the power does not

function but it does not count against the number of uses per day.

Spell Resistance: The familiar has a spell-resistance of its master's templar levels, +5.

Preferred Character Region: Since the war of shadows, templars have arisen on nearly every continent and in every country, being close to the density of fighters. Templars are especially notable in: Holy Land (Laubholz), Northland (Laubholz), Kahl'Tsol (Laubholz), Phenalia (Phenalia), Icatia (Icatia), Anthador (Anthador), Sin (Anthador), Sotarian Frontier (Sotaria), Blackwind (Termania), Grun'Wyn (Grun'Wyn), Thornwatch (Blight Lands)

Wizards

Wizards, like other people who can turn a person into a pile of smoking cinders with a glance, tend to be well respected or simply feared by the common folk. It may have been this underlying fear of arcane magic that drove the survivors of the shadow war to turn on the magi of their communities and slaughter them by the hundreds in a quest to purge "evil" from the lands.

Thankfully this widespread genocide was contained to Laubholz, Phenalia, Icatia, the Lawless Lands (now known as Anthador), and Serraine (now the Blighted Lands)—the focus regions of the Nightmare King's reign.

Now, over two decades after the end of the burning and executions, wizards from these regions faintly recall the atrocities brought to their people, and have become even more close-knit than ever before. Though arcane spellcasting was once illegal in Phenalia it, like many of the other regions, have followed Laubholz in allowing wizards and sorcerers to practice their craft in public without fear of persecution. Many outland villages and towns far away from central civilization still fear and distrust mages of all kinds.

Outside of this region, wizards have formed large and prosperous colleges of arcane study, the most notable lies in the city of Veluria in the region of Termania. Other colleges of wizardry exist in Sotaria, though they are more focused to the combative aspects of wizardry. One school for magical teachings resides in the city of Aegos in Icatia.

Preferred Character Regions: Lands where wizards are relatively common include: Kahl'Tsol (Laubholz), Icatia (Icatia), Anthador (Anthador), Sotaria Prime (Sotaria Prime), Blackwind (Termania), Castoria (Termania), Shial (Termania), Veluria (Termania) Westvale (Termania), Imperial Rokkan (Rokkan), Grun'Wyn (Grun'Wyn), Flame Kingdom (Azrazzat), Valaria (Rhyll), Xyr (Rhyll), Illustria

(Harmonia), Peacevale (Harmonia), SHARD (Special)

Samurai

The samurai, honorable warriors serving as the bound defenders of their lord or patron are very uncommon outside of the nation of Rokkan. Samurai outside of Rokkan are typically ronin who have fled Rokkan or have been outcast for one reason or another.

Native Samurai outside of Rokkan come from only two areas and are trained in quite different methodology. While a traditional Rokkan samurai is no different than the ones found in *Oriental Adventures* in terms of tradition and beliefs, Taurian Samurai from Grun'Wyn honor not only their ancestors, but the brotherhood of their race as well. They are stalwart guardians and defenders of their race from all outside influences and rarely travel out of the great valley unless on a mission for one of the dwarven lords.

Rolyn samurai from Azrazzat tend to have a philosophical bend to themselves, as the teachings of Gozhan Gi-Zheng are very prevalent within their society. Rolyn samurai are ferociously honorable warriors, though their fighting style tends to be brutal, focusing on the single deadly blade of the No-Dachi rather than the balance of the Katana and Wakazashi.

Favored Regions: The noble samurai most often battle in the lands of: Imperial Rokkan (Rokkan), Valley of Spirits (Rokkan), Cliffs of Mist (Rokkan), Grun'Wyn (Grun'Wyn), Three Claws (Azrazzat).

Psion

Masters of the mind and all it control, Psions are a recently growing commodity in the lands of El, and a long-exploited natural resource in Harmonia. Psionics are virtually unseen in the areas near Rhyll.

It is uncertain where psions began to first emerge on Celestallia, though their numbers were but a handful until near the end of the Serpent's War in Sotaria when thousands of psionically active prisoners were released from their wrongful imprisonment in Castle Phalanx. These psions intermingled with the general populace, and now they are ever steadily growing to become the equal of arcane and divine spellcasters. Though not overly affluent on El, their presence is still felt. In Harmonia psionics has been trained in special military circles and academies since the early days of the Holy Kingdom.

Formerly indistinguishable from mages, common folk have become more aware of the presence of psionics in the world, and though leery of their skills they are not as hated or reviled as arcane spellcasters once were. As such however, they

never have bonded together to form the close brotherhood that many magi benefit from.

Favored Regions: Psions can be found commonly in: Northlands (Laubholz), Mesa West (Phenalia), Isles of Faeshaar (Icatia), Sin (Anthador), Anthador (Anthador), Verdant Fields (Sotaria), Veluria (Termania), Valley of Spirits (Rokkan), Illustria (Harmonia), SHARD (Special).

Psychic Warrior

The militant cousin of the Psion, Psychic Warriors benefit from their ability to blend in as traditional soldiers, while at the same time exhibiting great psionic prowess with hidden talents. Sotaria has slowly begun training special units of psionically active soldiers in order to prepare for the future of supernatural warfare.

Though this is not entirely unforeseen, as psionic experimentation was around in the years prior to the Second Great War, though most was unspoken of.

In Harmonia, Psychic warriors are members of the Order of the Crystal Valley, where they undergo rigorous mental training and spiritual hardening. The Psychic Warriors of Harmonia are few, but powerful.

Favored Regions: Psychic Warriors are most commonly found in: Anthador (Anthador), Sin (Anthador), Archinald (Sotaria), Gawl (Sotaria), Sotaria Prime (Sotaria), Verdant Fields (Sotaria), Sotarian Frontier (Sotaria), Illustria (Harmonia), SHARD (Special).



A star elven templar



Standing Stones in Sotaria

CHAPTER II

VARIANT CORE CLASSES

Class Variants

Though the classes presented in the *Player's Handbook* and this chapter are a wide overview of the professions and skills those who take up adventuring can master, rare occasions arise where there are exceptions to the training of the Core classes.

Variants of the Core classes should not be used excessively, as they are presented as unique exceptions and changes to the rules system for flavor and occasionally to throw in an unexpected unique aspect to combat. Some examples of variant versions of classes would be a swashbuckling version of the fighter class called the Corsair. Though they would gain a smaller selection of bonus feats, they could also gain special abilities that are specific to their area of expertise such as precision fighting while on the rocking deck of a ship, or the ability to retain their dexterity bonus to armor class when climbing a rope.

If you would like to pursue a variant version of a core class for a character, please remember to check with your DM before hand, as most variant classes are region specific.

Example Variant Classes

This section will provide both players and DMs with information on several variant versions of the Fighter Core Class and Monk Core Class that are specific to various regions of the world or schools of training. If you would like to take one of these variant classes, please check with your DM before hand.

FIGHTER VARIANTS

BODYGUARD

While anyone suspicious, alert, and tough enough can serve as a guard, the bodyguard is a warrior specifically trained to protect a charge. They must remain alert for ambushes, test food for poison, and identify liars and deceivers. Many bodyguards become skilled bargainers so that they can deal with situations that force of arms cannot solve.

Class Skills

The bodyguard's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

Class Features

The following are variant class features for the bodyguard.

Bonus Feats: The bodyguard gains bonus feats as the normal fighter class does, but the

bodyguard must select bonus feats from the following list: Alertness, Animal Affinity, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Critical, Improved Disarm, Improved Initiative, Improved Shield Bash, Improved Trip, Investigator, Iron Will, Lightning Reflexes, Mobility, Negotiator, Persuasive, Power Attack, Quick Draw, Run, Spring Attack, Toughness, Weapon Focus, Weapon Specialization, Whirlwind Attack.

Special Abilities

The bodyguard can choose any of the following special abilities in place of a bonus feat:

Cover: The bodyguard can give an adjacent creature the benefit of her shield bonus to Armor Class or the dodge bonus provided by the use of the Combat Expertise feat, or both, as a free action. When the bodyguard does this, she does not gain these bonuses to her own AC. If an adjacent creature gaining protection moves more than 5 feet from the bodyguard, it immediately loses the defensive bonus. The dodge bonus or shield bonus provided by the bodyguard stack with such bonuses the protected adjacent character already has.

Clear the Path: The bodyguard gains the Cleave and Great Cleave feats, but they only apply when the bodyguard fights defensively, uses the Combat Expertise feat, or gives her shield bonus to another creature by using the Cover special ability.

TACTICIAN

Commanders are soldiers trained in recognizing and using other's abilities in battle along with their own skill. These men and women can lead hordes and armies, take charge of a battalion of soldiers, or even direct a small group of elite troops, such as a party of adventurers.

Class Skills

The tactician's class skills (and the key ability for each skill) are Battle (Wis), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (architecture and engineering) (Int), Knowledge (War) (Int), Profession (siege engineer) (Wis), Ride (Dex), Sense Motive (Cha), and Spot (Wis).

Class Features

All the following are variant class features of the tactician.

Bonus Feats: The tactician gains bonus feats as the normal fighter class does, but must select bonus feats from the following list: Alertness, Animal Affinity, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Expert Tactician, Great Fortitude, Greater Weapon Focus, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Overrun, Improved Shield Bash, Iron Will, Leadership, Mobility,

Mounted Combat, Negotiator, Persuasive, Power Attack, Quick Draw, Spring Attack, Toughness, Trample, Weapon Focus, Whirlwind Attack.

Special Abilities: The tactician can choose any of the following special abilities in place of a bonus feat:

Helpful Hints: By standing back and surveying a fight. The tactician can shout quick directions to his comrades, pointing out openings and incoming attacks. This allows the tactician to use the aid another action from up to 60 feet away, giving an ally in melee combat with an opponent a +2 bonus to their next attack roll against that opponent or a +2 bonus to AC for the next attack that their opponent makes, so long as the attack comes before the tactician's next turn. The tactician must use a standard action and successfully make either a Knowledge (War) or Battle skill check against a DC of 10. In addition, the ally must be able to hear and understand the tactician.

Rousing Speech: Whether it's before the battle or in the midst of it, tacticians have a way of delivering stirring speeches that inspire those who stand with them. As a full-round action that does not provoke an attack of opportunity. The tactician can give such a speech to his companions, providing them with a +1 morale bonus to attacks to all allies within 60 feet for 1 round. The commander must succeed at a Diplomacy check (DC 15). The effects of the speech last for 1 additional round for each point by which the tactician's roll exceeds the DC. The tactician may use this ability once per day for every two Tactician class levels he has; he cannot take this ability until 2nd level.

SWASHBUCKLER

Some fight for riches, others fight for the love of combat. The Swashbuckler fights for pride and personal honor. He is a refined warrior trained in a specialized style of combat that is steeped in ritual and rule, for only a proper fight will satisfy his honor. The Swashbuckler may stink of expensive perfume and lack the calluses on his hands of hard labor on his hands, but his sword is as sharp as any grizzled mercenary's and his life of luxury only lends him more time to train—as the foolish learn the hard way.

Class Skills

The Swashbuckler's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Tumble (Dex)

Class Features

The following are variant class features of the Swashbuckler.

Weapon and Armor Proficiency: The Swashbuckler is proficient in the use of all simple

and martial weapons, with light armor, and the buckler.

Bonus Feats: The Swashbuckler gains bonus feats as the normal fighter does, but the Swashbuckler must select bonus feats from the following list: Acrobatic, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Expert Parry, Greater Two-Weapon Fighting, Greater Weapon focus, Greater Weapon Specialization, Improved Critical, Improved Disarm, Improved Feint, Guarded Defense, Improved Initiative, Improved Parry, Improved Two-Weapon Fighting, Lightning Reflexes, Mobility, Parry, Persuasive, Protective Parry, Quick Draw, Shield Proficiency, Skill Focus (any class skill), Spring Attack, Supreme Combat Expertise, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus, Weapon Specialization

Special Abilities: Starting at 4th level, a Swashbuckler may choose any of the following abilities in place of a bonus feat:

Encouraging Blow: Whenever the Swashbuckler scores a critical threat against an opponent, regardless of whether it becomes a successful critical, he gains a +3 morale bonus to his armor class against that opponent's attacks for a number of rounds equal to his charisma bonus (minimum of 1). If it does become a successful critical, double the morale bonus. This ability does not work on creatures with an intelligence score less than 3 or those immune to mind-affecting effects.

Denigrating Blow: The Swashbuckler's method of fighting assaults his opponents' self-confidence and pride. Taunts and jibes are as integral to his methods as his feints and thrusts. However, an accomplished Swashbuckler can do more than just insult his opponent; he can add great weight to his superior air, cowing others. As a standard action, the Swashbuckler may bait and taunt a foe. The Swashbuckler and the target creature make an opposed charisma check. If the target creature fails to equal or better the Swashbuckler's check its base attack bonus is penalized by -2. This penalty increases by one for every 5 points by which the creature failed to equal the Swashbuckler's charisma check. If the target's base attack bonus slips below the minimum required for a feat, special ability, or prestige class he has he loses it until his base attack bonus recovers to the needed level. A target whose base attack falls below the needed level to gain multiple attacks loses the appropriate number of attacks. The effect lasts for a number of rounds equal to the Swashbuckler's charisma bonus (minimum of 1). The effects of multiple denigrating blow attempts do not stack. This is a language-dependant, sonic, mind-affecting effect. Creatures who cannot understand or hear the Swashbuckler are immune. A Swashbuckler may use this ability a

number of times per day equal to 3 + his charisma bonus.

Insurmountable Counter: With a quick read of his opponent, the Swashbuckler identifies one of his foe's techniques and assumes a fighting posture that nullifies it. When attack by a foe using Power Attack or Combat Expertise the Swashbuckler gains a +2 dodge bonus to AC.

KENSAI

Instead of investing their time in learning how to wield all manner of weapons, some warriors spend all their time training with a single melee weapon and become masters of it almost from the start of their careers. These warriors are known as Kensai. Although the word literally means "Sword Saint", a Kensai can devote himself to any weapon he chooses. There are kensai of axes, maces, even flails and spiked chains. What defines the kensai is the single-minded devotion to a particular weapon, not the weapon itself.

Region: Kensai are only available for play for characters from the following regions: Imperial Rokkan (Rokkan), Valley of Spirits (Rokkan), Cliffs of Mist (Rokkan)

Class Skills

The kensai's class skills (and the key ability for each) are Balance (Dex), Concentration (Con), Craft (Int), Jump (Str), Tumble (Dex), and Swim (Str).

Class Features

All the following are variant class features of the kensai.

Weapon and Armor Proficiency: The kensai is proficient in the use of all simple weapons, light armor, and a single martial or exotic melee weapon that is the kensai's chosen weapon.

Bonus Feats: The kensai does not gain a bonus feat at 1st level like the normal fighter class does. Instead the kensai gains a +1 bonus to all attack and damage rolls with his chosen weapon. This bonus increases by +1 at 5th level in kensai and increases by +1 again every 5 levels thereafter in the kensai class. The kensai gains bonus feats as the normal fighter class does from 2nd level onward, but the kensai must select bonus feats from the following list (any of the following feats that apply to a specific weapon must be applied to the kensai's chosen weapon): Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Initiative, Improved Sunder, Improved Two Weapon Fighting, Lightning Reflexes, Mobility, Power Attack, Quick Draw, Spring Attack, Superior Combat Expertise, Two-Weapon Defense, Two-Weapon Fighting,

Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack.

Special Abilities: The kensai can choose any of the following special abilities in place of a bonus feat. These abilities only apply to the kensai's chosen weapon.

Rain of Blows: When taking the full attack action with his chosen weapon, the kensai can choose to suffer a –3 penalty to all attack rolls in the round and make an additional melee attack with his highest attack bonus.

Storm of Blows: When taking the full attack action with his chosen weapon, the kensai can suffer a –6 penalty to all attacks made in that round and make two additional melee attack at his highest base attack bonus. The kensai must have the rain of blows special ability to take this ability.

KNIGHT

Knights are the masters of mounted combat and command, and the elite of noble soldiers. Only after many years of menial tasks, such as tending to the horses, taking care of the weapons and armor, and fixing meals, all occasionally broken up with lessons from a master, does a squire graduate to knighthood. Those without the perseverance to complete the apprenticeship never earn the title "Sir".

Region: Knights are only available for play for characters from the following regions: Holy Land (Laubholz), Heartlands (Laubholz), Northland (Laubholz).

Class Skills

The knight's class skills (and the key ability modifier for each) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis, Jump (Str), Ride (Dex).

Class Features

All the following are class feature of the knight.

Weapon and Armor Proficiency: Knights are proficient in all simple and martial weapons, and all armor (heavy, medium, and light) and shields (except for tower shields).

Bonus Feats: The knight class gains gains bonus feats as the normal fighter class does, but the knight must select bonus feats from the following list: Athletic, Combat Reflexes, Cleave, Exotic Weapon Proficiency, Great Cleave, Great Fortitude, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Bull Rush, Improved Overrun, Improved Sunder, Mobility, Mounted Combat, Negotiator, Power Attack, Ride-By-Attack, Spirited Charge, Toughness, Trample, Weapon Focus, Weapon Specialization.

Special Abilities: The knight may choose any of these abilities in place of a bonus feat:

Hard Charge: When a knight makes a mounted charge, both the knight's and the mount's attacks

gain a +2 bonus to damage so long as the mount has moved a distance equal or greater to its speed.

Jousting Charge: If the knight has a heavy or light shield readied when making a mounted charge, he does not suffer a –2 penalty to his Armor Class (but his mount still does).

Staggered Gait: If the knight successfully overruns an opponent using the Trample feat, his mount may take a –2 penalty to all its attack rolls for the round in order to get a second hood attack against the tripped opponent. The knight must have the Trample feat to take this ability.

Vicious Mount: The knight works with his mount to make it especially potent when it attacks. The mount's attacks gain a +2 bonus to damage when the knight is riding the mount.

Quick Turn: When making a charge on his mount, the knight may make a number of turns, each not more than 90 degrees, equal to the mount's Dexterity modifier. To do this, the knight must make a ride check (DC 15) at each turn or the charge becomes a double-move and the mount cannot attack.

Share Shield: The knight may share his shield bonus to Armor Class with his mount as a move action by making a successful Ride check (DC 15).

SHARPSHOOTER

There are riflemen, then there are marksmen, then there is the sharpshooter. Focusing on the totality of ranged combat rather than settling on a single weapon, the sharpshooter is a dangerous opponent, for he possesses a reach often longer than it first appears and deadly accuracy.

Region: Sharpshooters are only available for play for characters from the following region: Howling Thunder Guild (Harmonia)

Class Skills

The sharpshooter class skills (and their key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Move Silently (Dex), Profession (Wis), and Ride (Dex).

Class Features

All the following are class features of the sharpshooter.

Weapon and Armor Proficiency: The sharpshooter is trained in the use of all simple weapons, all ranged martial weapons, with light and medium armor, and with the buckler. He may also choose two exotic weapon proficiencies at 1st level, but these must be ranged weapons.

Bonus Feats: The sharpshooter gains bonus feats as the normal fighter class does, but the sharpshooter must select bonus feats from the following list: Dodge, Exotic Weapon Proficiency, Far Shot, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical,

Improved Initiative, Improved Precise Shot, Improved Unarmed Strike, Lightning Reflexes, Martial Weapon Proficiency, Manyshot, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Shot on the Run, Stealthy, Weapon Focus, Weapon Specialization.

Special Abilities: The sharpshooter may choose any of the following special abilities in place of a bonus feat:

Greater Rapid Shot: By taking a –5 penalty to all attack roll for a round, the sharpshooter may make two additional ranged attacks at his highest bonus. The sharpshooter must have the Rapid Shot feat to take this ability, and must be using a full attack action to utilize Greater Rapid Shot.

Sniper: When using the full attack action, the sharpshooter may sacrifice multiple attacks to gain a deadly accuracy. For each attack from a full attack sacrificed, the threat range of the sharpshooter's weapon increases by 1. Thus is the sharpshooter's ranged attack normally has a threat range of 19-20 sacrificing one attack from a full attack would increase the threat range to 18-20. A sacrificed attack only enhances the next attack. However, a sharpshooter can sacrifice multiple attacks to further increase the threat range. A sharpshooter cannot sacrifice all of his attacks from a full attack action.

Vital Aim: The sharpshooter may add his dexterity modifier to his damage rolls with a ranged-weapon attack instead of his Strength bonus. The sharpshooter cannot replace a Strength penalty to damage rolls with his Dexterity modifier unless it is also a penalty. The sharpshooter cannot use his Dexterity modifier to his damage rolls if his attacks a creature that is immune to critical hits.

SHIELD BEARER

Shield bearers are fighters that make the shield their primary focus instead of their weapon. While certainly proficient with a blade, shield bearers possess unparalleled mastery of armor and shields. They often surprise opponents with their technique, parrying with their shields. When violence comes, they charge to the front ranks, for they are melee fighters first and foremost, eschewing most ranged weapons because of their incompatibility with the warrior's beloved shield.

Region: Shield Bearers are only available for play for characters from the following regions: Grun'Wyn (Grun'Wyn), Ancient Forest (Grun'Wyn).

Class Skills

The shield bearer's class skills (and their key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), and Ride (Dex).

Class Features

All the following are variant class features of the shield bearer.

Weapon and Armor Proficiency: The shield bearer is proficient in the use of all simple and martial weapons, all armor (heavy, medium, and light), and shields (including tower shields). In addition, the shield bearers are proficient with armor spikes.

Bonus Feats: Shield bearers do not gain a bonus feat at first level, but gain the Improved Shield Bash feat instead. The shield bearer otherwise gains bonus feats as the normal fighter class does, but must select bonus feats from the following list (any of the bonus feats that apply to a specific weapon must be applied to the shield bearer's shield for the purpose of making shield-bash attacks): Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Diehard, Dodge, Endurance, Great Cleave, Great Fortitude, Greater Two-Weapon Fighting, Greater Weapon Focus, greater weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Overrun, Improved Trip, Improved Two-Weapon Fighting, Mobility, Persuasive, Power Attack, Spring Attack, Stunning Fist, Superior Combat Expertise, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack.

Special Abilities: The shield bearer may take any of these special abilities in place of a fighter bonus feat:

Armored Gait: Choose one type of armor, such as breastplate; the shield bearer treats the armor as one weight category lighter for determining speed penalties. This does not reduce the armor's actual weight category for the purpose of barbarian's bonus movement, ranger class abilities, or other abilities dependant on an armor's weight category. Thus medium armor would not hinder speed while heavy armor would still reduce it, but still allow him to run at four times his normal speed. The shield bearer may take this ability multiple times, but each time it applies to a new type of armor.

Armored Grace: Choose one type of armor, such as breastplate. The shield bearer increases the maximum Dexterity bonus of the armor by one when he wears it. The shield bearer may take this ability multiple times, but each time it applies to a new type of armor.

Armor Optimization: Choose one type of armor, such as breastplate. The shield bearer adds a +1 to the armor bonus granted by the armor when he wears it, learning to twist and shift in order to take blows on the most protective parts of the armor. The shield bearer loses this bonus whenever he is denied his dexterity bonus to AC. The shield bearer may take this feat multiple

times, but each time it applies to a new type of armor.

Fortification: Choose one type of armor, such as breastplate, the shield bearer adds +2 to the armor bonus of this armor, but this bonus only applies when an opponent is rolling to confirm a critical hit. His armor bonus stacks with all other armor bonuses, including Armor Optimization. The shield bearer may take this ability multiple times, but each time it applies to a new type of armor.

Shield Strike: The shield bearer may use his shield in place of an unarmed attack to perform special maneuvers. Treat the Shield Strike ability as the *Improved Unarmed Attack* feat for purposes of taking other feats in the unarmed attack chain, such as Stunning Fist and Deflect Arrows. Instead of having a free hand, the shield bearer must have his shield readied in order to use these feats.

MONK VARIANTS

SACRED MONK

A monk who is particularly devoted to their religious beliefs gain divine powers in trade for some of their other abilities. These monks are devout hands of their religion, serving as both emissaries and avengers to their sacred order.

Gain: Aura of Courage, Smite 1/day, Divine Grace

Lose: Bonus feats at 1st, 2nd and 6th level

Multiclass Options: A sacred monk may multiclass between templar or cleric and monk with no penalty. His monk class levels stack with templar levels for determining his daily uses of smite.

WANDERING MONK

After learning the basic talents of martial arts, some monks choose the path of the wanderer, leaving their monastery to pursue their own lives outside of the boundaries of most men.

Gain: Favored enemy (as ranger), Swift tracker (as ranger), Survival as class skill.

Lose: Bonus feat at 1st level, slow fall.

Multiclass Options: A wandering monk may freely multiclass with Ranger, and his ranger levels stack for purposes of when he gets a new favored enemy.

STEADFAST MONK

Monks of some orders focus purely on being able to resist blows that would otherwise injure softer creatures. As such, monks which focus on physical endurance gain a resistance to damage while losing their general mobility.

Gain: Damage reduction (as barbarian), fighter selection of bonus feats at 1st, 2nd, and 6th level.

Lose: Unarmored speed bonus, unarmored AC bonus (still retains wisdom bonus to armor class

when unarmored), no knowledge skills are class skills.

Multiclass Options: These monks may multiclass with fighter freely.

MONASTIC ORDERS

In the lands of Celestallia many separate and unique orders of monks and martial artists have risen over the dangerous and violent century that passed since the fall of the Nightmare King. These orders each possess unique training methods and as such produce drastically different warriors from their schools. The monastic orders presented here are an option when creating a monk character. Some monks trained in a specific school of martial arts have a designated region on table Character Region.

Monasteries of Ei

From whence the largest variety of martial arts hails, the mixed nations of Ei share a patchwork history of tragedy, triumph and perseverance over the most insurmountable odds. The monastic orders here encompass the unique martial training of the Ei Continent.



Flying Kick

Each separate path occasionally finds that a student wishes to specialize in one path of fighting, and thus studies under a single master to perfect that more specialized training. Below are the four specialized "paths" that a monk of the Zheng Monastery

may choose to follow, and the benefits associated with each:

THE CIRCLE OF ZHENG

The youngest and yet most widely spread school of martial arts known on the Ei Continent is the Monastery of Zheng. Founded in the year 997 AH by an exiled Rokkan monk known as Gozhan Gi-Zheng this school follows a philosophy of balance, equilibrium, and harmony of all of the body's inner elements in the hopes to perfect the mind, body, and spirit into one harmonious tool.

The grand master of the school, Gozhan Gi-Zheng himself, has a past shrouded in myth. It is legend that Zheng and a close companion Rozaku Kai left the mysterious nation of Rokkan under suspicious circumstances and began a journey across the continent of Ei. Along their path they encountered many different styles of martial arts perfected in distant and untouched lands secluded in far-corners of the continent. It was with these old masters that Zheng's philosophy began to take shape and at the same time his great circle of the school as well.

Sometime near the end of Zheng's journey, he and Rozaku fall into disagreement on how their

school would be founded, and the two went separate ways to found their own schools. Zheng founded his own school, while Rozaku founded the Kai Wolf Clan, which is described later in this chapter.

There are four paths within the Circle of Zheng, each representing one of the elements which the philosophy believes composes all living beings; Earth, Water, Wind, and Fire. Each path takes a separate view of martial arts and trains the monks of the order in the balance that they teachings as a whole represent. Many students of the Zheng Monastery are considered to be of the "Void" school, symbolizing a whole of all four elements, an embodiment of all the schools teachings. This path represents the standard monk core class from the *Player's Handbook*.

The Path of Earth

Also known as the Denying Stance, the path of Earth focuses their training on neutralizing an opponent's maneuvers, thwarting him at every turn until he becomes frustrated and makes a crucial error. An inherently defensive tradition, the Denying Stance was created many centuries ago, and traces its origins back to the deep valleys of Grun'Wyn where ancient dwarven martial artists formed the tradition. The Denying Stance was adopted by the monastery of Zheng when the first Earth Master Thorissk Ironhand, a dwarven monk o Grun'Wyn joined the monastery at its founding. Thorissk has since passed down his master's belt to Astos Bvanen, a Stone Giant who now leads the school of Earth.

Skill Bonus: Escape Artist

1st Level: Improved Grapple

2nd Level: Combat Reflexes

6th Level: Improved Trip

Bonus Ability: When fighting defensively or using the Combat Expertise feat, you gain a +2 bonus to grapple checks and trip attempts.

Prerequisites: Escape Artist 9 ranks, Combat Expertise

Multiclass Options: Sohei

The Path of Fire

The style trained by the path of fire, known as the Overwhelming Fist, is one of the most feared martial styles on Ei. Originating from the tribes of the Rolyn, the Path of Fire is still led to this day by Turliss Khin. A monk trained in the Overwhelming Fist style always presses the advantage, preferring all-out offense over any form of defense. Some monks trained in other styles accuse them of unnecessary brutality, but it's hard to argue with the results.

The Overwhelming Fist style is popular among the larger and stronger races, including half-orcs, rolyn, or even the occasional taurian. It tends to be a very showy style, with many intimidating flourishes mixed in with devastating strikes.

Skill Bonus: Intimidate

1st Level: Power Attack

2nd Level: Improved Bull Rush

6th Level: Power Lunge

Bonus Ability: If you have use Intimidate to demoralize your opponent at any point within the previous 10 rounds, you gain a +4 bonus to strength checks made to bull-rush that opponent.

Prerequisites: Intimidate 6 ranks

Multiclass Options: Fighter

The Path of Water

Perfect by Zheng himself before turning to the position of Void Master of the entire school, the path of water teaches the deadly style of Breaking Tides, an inherently defensive combat style which uses breaks in an opponent's defenses to lend critical strikes to their lowered guard. Originally taken over by the multi-armed thrull master Cray, the position of Water Path master was handed down to Caithil Wavesinger, the monasteries' first Chrystalis master.

Skill Bonus: Sense Motive

1st Level: Stunning Fist

2nd Level: Deflect Arrows

6th Level: Hammering Fist

Bonus Ability: When fighting defensively or using the combat expertise feat, you may make a

bluff check to feint an opponent as a move-action instead of a standard action.

Prerequisites: Bluff 3 ranks, Sense Motive 9 ranks

Multiclass Options: Cleric

Path of Wind

Originating in the Illythiiri lands, the path of wind focuses on a flurry of attacks to unbalance and confuse opponents while at the same time remaining mobile. The style is known simply as Hurricane, monks who practice this style are exceedingly fast and dangerous individuals often known for leaping into situations and reacting with reflexes over foresight.

Skill Bonus: Tumble

1st Level: Stunning Fist

2nd Level: Dodge

6th Level: Mobility

Bonus Ability: The dodge bonus to AC granted by your Dodge feat increases to +2.

Prerequisites: Balance 4 ranks, Tumble 9 ranks

Multiclass Options: Rogue

THE KAI WOLF CLAN

High in the mountains of Sotaria lies the small and cloistered Wolf Clan, a school of martial arts founded by Rozaku Kai, a former ally to Gozhan Gi-Zheng, and rival school to the Circle of Zheng, though considerably smaller and not as well known. The school of the wolf focuses in a single yet potent martial training centered around devastating claw-like unarmed attacks, and wolf-like combat tactics.

The Wolf Clan School does not openly accept students, though potential members are often scouted from nearby villages and cities that their monasteries overlook.

Wolf Claw

The central style of the Kai Wolf Clan is the Wolf Claw, a deadly style emphasizing on critical strikes and shattering blows. The style also teaches the students to fight as the wolf, their totem animal, does. As such, trip attacks and throws are often incorporated into their fighting.

Skill Bonus: Survival

1st Level: Improved Initiative



Prone Attack

2nd Level: Fists of Iron

6th Level: Improved Trip

Bonus Ability: Once per round, when an opponent would be denied his Dexterity bonus to AC, the monk deals 1d6 extra points of damage with a melee attack made with a light weapon or while unarmed. Any creature immune to critical hits or sneak attack is immune to this damage.

Prerequisites: Power Attack, Intimidate 4

Multiclass Options: Ranger

THE DRAGON'S WING

It is believed that the oldest martial arts traditions began in the lands of Rokkan, schooled in the high misty peaks that surround their homeland. Of the martial arts trained in Rokkan, the most beautiful and deadly style is known as the Edge of Swift Autumn trained by the monks of the Dragon's Wing monastery set into the mountains in northern Rokkan.

This style emphasizes strikes not only with unarmed attacks, but light weapons as well. Monks of this style train traditionally with a straight sword, a finesseable version of the longsword and strike with both the blade and quick and deadly kicks.

Skill Bonus: Jump

1st Level: Weapon Finesse

2nd Level: Roundabout Kick

6th Level: Circle Kick

Bonus Ability: When using a one-handed light weapon in melee combat you gain a +4 bonus to your dexterity score for purposes of resisting trip attempts, and a +2 bonus on all balance checks.

Prerequisites: Balance 4 ranks, Jump 4 ranks.

Multiclass Options: Kensai

ORDER OF THE CRYSTAL VALLEY

In the lands of Harmonia, a sect of monastic warriors is trained in an esoteric style of martial arts that combined physical prowess with heightened mental training and near supernatural precognition. These monks are trained alongside the elite mind knights of the Crystal Valley, a secluded region of Harmonia reserved for the secret training of the Imperial swordsmen and monks.

The Invisible Eye

The fighting style of the Crystal Valley monks is known as the Invisible Eye, a style that allows a monk to rely on his other senses, particularly hearing, to aid them in combat. To the uninitiated, the style appears essentially defensive, yet a master of the Invisible Eye learns to turn defensive awareness into offensive prowess.

Monks who begin training in the Invisible Eye style spend their first year in the monastery blindfolded and finally have their blindfolds unbound in a special ceremony called "The Awakening" when they finish their initial training.

Skill Bonus: Listen

1st Level: Blind-Fight

2nd Level: Combat Reflexes

6th Level: Combat Expertise

Bonus Ability: When unarmed and fighting defensively, or using the total defense action, increase the dodge bonus to AC that you gain from using that tactic by +1.

Prerequisites: Agile, Listen 9 ranks.

Multiclass Options: Psychic Warrior

CHAPTER III

CHARACTER REGION

Character Region

A character in the THANATOPSIS campaign setting is more than just a class and race. Your homeland determines in part your personality, your outlook, and what sort of abilities you have. In game terms, character regions encourage you to take a class relevant to that region's culture, allow you to learn special feats appropriate to your region, and enable you to start out with some extra equipment based on the way people in that region live. Every character has the opportunity to choose a region during the character creation process.

"Region" is a broad term. In most cases, it refers to a political entity, such as the warrior-region of Sotaria. It may also refer to a geographical area with no central government or well-defined borders, such as the Arctic Frontier. Finally, a region can be defined as a racial cultural identity, such as that of the Illythiiri or Golthon.

A character can only have one homeland, so you cannot get the regional benefits of both Laubohlz and its neighboring region Phenalia. However, nonhuman characters are free to designate either their physical homeland or their racial culture as their character region, although they must be a member of a class listed for their race or homeland to select the corresponding regional feats and receive the bonus starting equipment. For example, Vhrogk the Golthon might be from the plains of Termania, but he can choose either Golthon, or Termania as his native region, and he gains the benefits for the region of his choice if he selects a character class listing the region he chooses as a preferred region.

Table 1-5: Character Regions lists all the regions available to Celestial characters and describes automatic languages, bonus languages, regional feats, and bonus starting equipment available in each region.

Automatic Languages: The languages automatically known by all characters from this region, regardless of Intelligence score. Common, though not listed on the table, is always an automatic language unless Undercommon is listed as an automatic language.

Bonus Languages: Characters of exceptional intelligence (12 or higher) begin play with one additional language per point of intelligence bonus, which must be chosen from the list on the table (superseding the *Player's Handbook*). In addition, the following languages are always available regardless of race or region: Abyssal (clerics), Celestial (clerics), Common, Draconic (sorcerers and wizards), Dwarven, Elven, Gnomish, Goblin, Gnoll, Irix, Infernal (clerics), Landorian, Orc, and Sylvan (druids).

Regional Feats: If you choose a homeland preferred by your character class, you may select regional feats appropriate to the region. These feats represent the common sorts of talents that people from the area learn.

If you did not choose a character class preferred in your homeland, you cannot begin play with one of these regional feats. You are still limited to the number of feats available to your character based on class and race.

You can acquire regional feats later in your adventuring career. With a few exceptions, any – regional feats appropriate to your race or homeland you don't select at 1st level are still available when you can gain another feat.

You may even learn feats from a new region altogether, whether or not you belong to an encouraged class for that region.

Equipment: Finally, the table lists equipment your character starts with if he chooses a region

preferred for his character class or race. This equipment is in addition to any equipment you get with your starting package or whatever you might buy with your starting money. You may choose to sell your bonus equipment for 50% of its listed cost, if you would rather have the cash instead. (some particularly wealthy areas offer gold pieces as one of the options, and these may be taken in any form of currency—such as bars, or platinum coins—making an equal total.

A Harmonian Battle Standard



Laubholz				
Region The Holy Land	Automatic Languages Laubhorian	Bonus Languages Phenalian Icatian Sotarian Draconic	Regional Feats Artist, Cosmopolitan, Education, Luck of Heroes, Lionheart	Equipment (A) Longsword*, rapier*, or short sword* (B) Breastplate (C) 300 gp (D) Light warhorse, bit and bridle, military saddle, and studded leather barding.
Northlands	Laubhorian	Phenalian, Goblin, Golthon, Irix	Blooded, Bullheaded, Militia, Foe Hunter	(A) Chain shirt* (B) Potion of cure moderate wounds (C) Light crossbow* (D) Great Axe*
Heartlands	Laubhorian	Gnomish, Elven, Phenalian	Mercantile Background, Education, Silver Palm	(A) Studded leather armor* thief's tools* (B) Studded leather armor* healer's kit* (C) Studded leather armor* merchant scale*
Kahl'Tsol	Laubhorian, Elven	Phenalian, Sylvan, Irix, Gnomish	Arcane Schooling, Forester, Treetopper,	(A) Studded leather armor* (B) Longsword* or rapier* (C) Three potions of cure light wounds and 20 arrows*
Phenalia Phenalia	Phenalian	Laubhorian, Elven, Golthon, Icatian	Education, Mercantile Background, Cosmopolitan, Artist, Mountaineer	(A) 300 gp (B) Longspear* or Shortsphear* (C) Rapier* or Shortsword* (D) Light horse and 150 gp
Mesa West	Phenalian	Dwarven, Gnomish, Golthon, Icatian	Mountaineer, Silver Palm	(A) 300 gp (B) Battleaxe* or Heavy pick* (C) Light Pick* climbing tools* scroll of detect magic
Darkwind Forest	Phenalian	Laubhorian, Sylvan, Elven, Icatian	Forester, Resist Poison	(A) Bone Armor* Composite longbow* (B) Mighty composite shortbow +2
Icatia Icatia	Icatian	Phenalian, Elven, Dwarven, Gnomish, Draconic	Arcane Schooling, Education, Luck of Heroes, Mercantile Background, Street Smart, Battle Jump	(A) Chain shirt* Trident* (B) Bastard Sword* (C) Thief's Tools* Studded leather*
Isles of Faeshaar Ashenblade	Icatian Sylvan	Draconic, Aquan, Elven Icatian, Elven, Irix	Survivor, Force of Will, Blooded Treetopper, Blooded, Forester	(A) Tortoise Armor* (B) Turtle Shell Shield* Trident* (A) Darkwood shield* (B) Hide armor* shortspear* (C) Mighty composite longbow(+2), 20 arrows*
Lowlands	Icatian	Phenalian, Goblin, Orcish	Resist Poison, Thug, Snake Blood, Foe Hunter	(A) Shortbow*, Longbow* or Halfspear* (B) 3 doses of blue whinnis poison (C) 2 doses of medium-size spider venom

Anthador Anthador	Laubhorian, Sotarian	Irix, Gnome, Elven, Golthon	Blooded, Discipline, Militia, Mercantile Background	(A) Studded leather armor* Longsword* (B) Scalemail* and Composite Longbow (C) Thieve's Tools*, hand crossbow, 10 bolts*
Sin	Laubhorian	Sotarian, Termanian	Thug, Silver Palm, Resist Poison, Blooded	(A) Rapier* or Light crossbow* (B) Potion of sneaking or blur (C) Thief's Tools*, Studded Leather Armor*
Deepwood	Elven	Laubhorian, Sotarian, Irix, Sylvan	Treetopper, Survivor, Strong Soul, Forester	(A) Light mace* Potion of detect undead (B) Heavy mace* (C) Bone armor* Darkwood shield (D) Mighty composite longbow (+2), 20 arrows*
Sotaria Archinald	Sotarian	Rolyn, Dwarven, Elven, Termanian	Militia, Mountaineer, Twin Sword Style	(A) Studded leather armor* climbing gear* (B) Chain shirt, heavy pick* (C) Climbing gear* thief's tools* dagger*
Gawl	Sotarian	Dwarven, Irix, Golthon	Militia, Blooded, Bullheaded, Mountaineer	(A) Longsword* or Scimitar* (B) Leather armor* (C) 2 Potions of bulls' strength (D) Light warhorse, bit and bridle, military saddle, and studded leather barding.
Sotaria Prime	Sotarian	Dwarven, Gnomish, Elven	Twin Sword Style, Blooded, Militia, Discipline	(A) Breastplate* (B) Bastard sword* or greatsword* (C) Chain shirt* Composite longbow* (D) Banded mail with armor spikes (E) Two-Bladed Sword*
Sotarian Frontier	Sotarian	Elven, Dwarven, Gnomish	Foe Hunter, Militia, Twin Sword Style,	(A) Banded Mail* (B) Greatsword* 200 gp
Verdant Fields	Sotarian	Elven, Landorian, Golthon, Irix	Horse Nomad, Militia, Treetopper	(A) Light horse and studded leather barding (B) Composite Longbow* (C) Mighty composite longbow +2
Termania Blackwind	Termanian	Laubhorian, Elven, Draconic, Gnomish,	Arcane Schooling, Blooded,	(A) Studded leather* Bastard sword* (B) Darkwood shield* Bone armor* (C) 4 2 nd -level scrolls
Castoria	Termanian	Sotarian, Elven, Draconic, Gnomish, Landorian, Laubhorian	Education, Arcane Schooling, Cosmopolitan, Courteous Magocracy	(A) Three potions of cure light wounds (B) Any three 2 nd -level scrolls (C) 300 gp (D) Armored Cloak*, Quarterstaff*
Westvale	Termanian	Sotarian, Dwarven, Orcish, Giant	Foe Hunter, Survivor, Blooded, Mind Over Body	(A) Three potions of lesser restoration (B) Heavy flail* (C) Any two 2 nd -level scrolls
Shial	Termanian, Elven	Draconic, Landorian	Education, Arcane Schooling, Linguist	(A) Armored Cloak*, Quarterstaff* (B) Two 2 nd level scrolls and two 1 st level scrolls (C) 300 gp

Veluria	Termanian	Elven, Draconic, Gnome, Dwarven, Landorian	Arcane Schooling, Courteous Magocracy, Artist, Cosmopolitan, Education, Mind Over Body	(A) Wand of Detect Magic (B) One 2 nd level and six 1 st level scrolls (C) 300 gp
Rokkan Cliffs of Mist	Rokkari	Celestial	Magical Training, Artist, Discipline, Education	(A) Katana*, Wakazashi* (B) Yari*, Leather armor*, war fan*
Imperial Rokkan	Rokkari	Celestial, Draconic	Magical Training, Blooded, Education, Artist, Mercantile Background	(A) 2 Dastana*, Katana* (B) No Dachi*, 50 Gold (C) 20 shuriken*, 10 mouth darts* (D) 10 caltrops*, nunchaku*, kama*
Valley of Spirits	Rokkari	Celestial, Draconic, Infernal, Sylvan	Magical training, Blooded, Treetopper	(A) Studded leather* longsword* (B) 10 smoke bombs, climbing gear* (C) Kama* Nunchaku* (D) Ninja-to*, 20 shuriken*
Grun'Wyn Grun'Wyn	Dwarven, Gnomish	Sotarian, Sylvan, Giant.	Education, Bullheaded, Discipline, Militia	(A) Dwarven waraxe* (B) Pistol, powder horn, and 10 bullets†* (C) Rifle, powder horn, and 10 bullets†*
Ancient Forest	Dwarven, Gnomish	Sylvan, Draconic, Goblin, Giant.	Foe Hunter, Bullheaded, Forester, Survivor	(A) Dwarven waraxe* (B) Darkwood shield* Warhammer (C) Climbing Kit*, Pick Axe*
Azrazzat Three Claws Tribe	Rolyn, Saurial	Giant, Goblin, Orc, Draconic, Sylvan, Laubhorian, Sotarian	Treetopper, Foe Hunter, Blooded, Survivor, Forester	(A) Three piece rod* or nunchaku* (B) Bladed gauntlet* (C) Bastard sword* (D) Hide Armor*, Falchion*
Flame Kingdom	Giant, Ignan	Rolyn, Saurial, Orc, Infernal, Abyssal	Blooded, Thug, Bullheaded, Survivor, Fiery Bloodline	(A) Greatsword* Bone Armor* (B) Great Axe* Banded Mail*
The Blight Lands Thornwatch	Icatian	Elven, Goblin, Orc	Strong Soul, Survivor, Treetopper, Foe Hunter	(A) 3 Potions of Lesser Restoration (B) Mighty Composite Longbow (+2), 20 Arrows* (C) Longspear*, Hide Armor*
Ash Desert	Sotarian	Elven, Orc	Survivor, Strong Soul, Horse Nomad,	(A) Chitin armor* composite shortbow* (B) Falchion* (C) Bone armor* 5 thunderstones
Rhyll Valaria	Valarian	Gnomish, Elven, Za'Ha-Kan, Kah'Dum	Arcane Schooling, Mercantile background, Education	(A) 300 gp (B) Heavy horse and large wagon (C) Repeating crossbow*

Isles of Xyr	Za'Ha-Kan	Valerian, Kah'Dum, Gnomish,	Arcane Schooling, Street Smart, Thug	(A) Longsword* (B) 2 scrolls of darkness and invisibility (C) Heavy crossbow*
Kah'Dum	Kah'Dum	Gnomish, Dwarven, Za'Ha-Kan, Valerian	Blooded, Survivor, Horse Nomad, Strong Soul	(A) Bone armor* (B) Maul* or Warhammer* (C) Falchion* or Longsword*
Harmonia Illustria	Harmonian	Halfling, Elven	Artist, Education, Mercantile Background, Discipline, Runesmith, Cosmopolitan, Foehunter	(A) 300gp (B) Halberd* Breastplate (C) Heavy War Horse, Banded Mail Barding* (D) Holy Symbol* Quarterstaff* Armored Cloak (E) Minor Rune of Light
Peacevale	Harmonian	Halfling, Elven	Discipline, Militia, Education, Arcane Schooling	(A) Bastard Sword* Breastplate Armor* (B) Minor Rune of Magic Weapon (C) Banded Mail* (D) Scroll of Shield, Scroll of Armor, Scroll of Magic Missile.
Howling Thunder Guild Grasslands	Harmonian	Elven	Thug, Street Smart, Discipline,	(A) Harmonian Rifle* (B) Harmonian Pistol* (C) Studded Leather Armor*, Pistol*
Anuran Desert	Anuran	Harmonian, Elven, Draconic	Survivor, Draw from the Land, Blooded Survivor, Horse Nomad, Mercantile Background	(A) Hide Armor* (B) 2 Daggers* (C) Leather Armor* Shortsword* (A) Scroll of resist energy (B) Falchion* (C) Light horse, 100gp

Racial Entries				
Dwarf	Dwarven	Gnome, Goblin, Terran, Sotarian	Bullheaded, Silver Palm, Discipline	(A) Scroll of bull's strength and 5 thunderstone (B) Dwarven waraxe* (C) Scale mail* Large steel shield*
Golthon	Golthon	Irix, Elven, Gnoll, Orc	Survivor, Bullheaded, Forester	(A) Greatclub* (B) Hide armor*
Half-Orc	Orc, home region	Giant, Gnoll, Golthon	Resist poison, Bullheaded	(A) Banded mail with armor spikes (B) Dire flail*, greataxe*, or orc double-axe*
Illythiiri	Elven	Orc, Gnoll	Survivor, Twin Sword Style	(A) Hand crossbow and 20 bolts* (B) Short sword* or dagger* (C) Scrolls of cat's grace and invisibility to undead
Irix	Irix	Golthon, Elven, Gnoll	Horse nomad, survivor	(A) Composite shortbow* (B) Light warhorse, war saddle, studded leather barding
Nightraven	Nightraven	Druidic, Sylvan, Elven, Gnomish, Goblin, Terran, Sotarian	Resist Poison, Blooded	(A) Studded leather* (B) Scythe*
Taurian	Giant, Dwarven		Bullheaded, Mountaineer, Discipline, Thug, Blooded	(A) No-Dachi*, Chain Shirt (B) Climber's Kit*, Longspear* (C) Shortspear*, Breastplate Armor* (D) Banded Mail*, Potion of Cute Light

Vash	Landorian, home region	Elven, Draconic, Celestial, Dwarven	Arcane schooling, Magical training, Education, Mind over body	(A) Arcane scrolls (1 2 nd and 6 1 st -level) (B) Potions totaling 300 gp or less. (C) Wand of light, wand of Tenser's floating disk
Wild Elf	Elven	Gnoll, Orc, Sylvan	Forester, Strong Soul, Survivor, Treetopper	(A) Shortspike* or longspike* (B) Studded leather armor* 20 arrows* (C) Hide armor* potion of hiding
Za'Ha-Jin	Za'Ha-Kan	Draconic, Dwarven, Elven	Twin sword style, Blooded, Education	(A) Studded leather* longsword* (B) Rapier* or Falchion* (C) Wand of darkness
Special Regions				
SHARD	Tradespeak		Arcane Schooling, Education, Versatile,	(A) Breastplate Armor* (B) 300 gold (C) Martial Weapon*
Zheng Monastery			Artist, Education, Force of Will, Discipline	(A) 2 Nunchaku* (B) 2 Sai* (C) Quarterstaff*
Wolf Clan			Blooded, Mountaineer, Discipline	(A) Healer's Kit*, Climbing Gear* (B) Handaxe*

*Denotes masterwork equipment

The Base of the Cliffs of Mist in Rokkan



CHAPTER IV

SKILLS & FEATS

Feat Name	Prerequisites	Description
Arcane Preparation	Spontaneous Casting	You may prepare some spells as a Wizard
Arcane Schooling	Region	Arcane casting class becomes favored
Armor Focus	Armor proficiency	+2 dodge bonus to AC with specific armor
Artist	Region	+2 perform +2 craft
Battle Jump		You can perform a damaging jump attack
Battle Mind	Int 12+, Base Attack +5	You may apply your int mod to initiative
Blooded	Region	+2 initiative, +2 spot
Breaking Blow	Base Attack +7, Str 15+, Improved Unarmed Strike, Fists of Iron	You use your strength to inflict incredible damage with a single attack.
Bullheaded	Region	+2 Intimidate, +1 Will Save
Choke Hold	Improved Unarmed Strike, Improved Grapple, Stunning Fist	When in a grapple you can choke your opponent into unconsciousness.
Close Quarters Fighting	Base Attack +3	Creatures have a hard time grappling you.
Cold Blooded	Water Zodiac	You are resistant to natural cold.
Cosmopolitan	Region	You become skilled in a cross-class skill.
Courteous Magocracy	Region	+2 Diplomacy and +2 Spellcraft
Dead Truce	Darkness Zodiac	Unintelligent ignore you and intelligent see you in a better light.
Deepening Darkness	Ability to cast <i>darkness</i>	Your racial darkness is considered deeper darkness.
Defensive Strike	Int 13+, Dex 13+, Dodge, Expertise	You gain a bonus to hit an opponent that misses you with an attack
Defensive Throw	Dex 13+, Improved Unarmed Strike, Dodge, Improved Trip, Combat Reflexes	You can knock an opponent to the ground that misses you in combat.
Earth's Embrace	Improved Unarmed Strike, Improved grapple, Str 15+	Your grapples can deal critical damage.
Education	Region	All knowledge skills are class skills.
Explosive Spell		Your spells can knock people away.
Extend Rage	Ability to rage	Your rage lasts an additional 5 rounds
Familiarity of Death	Region	Your necromantic spells are stronger
Fiery Bloodline	Region	You are born resistant to heat
Flame Brother	Fire Zodiac	You are resistant to natural flames.
Flames of Healing	Fire Zodiac, Flame Brother	Fire heals your wounds
Fluidity of Motion	Dex 15+, Dodge, Reserve Power Points 7+	You have a supernatural ability to dodge opponents.
Foe Hunter	Region	You gain bonus to fighting regional enemies
Forester	Region	+2 Handle Animal, +2 Survival
Force of Will	Region	Your will saves can totally avoid affects.
Gale	Air Zodiac, Gust	Your speed increases by 20 feet.
Gifted General	Region	2 Initiative, +2 Battle
Gust	Air Zodiac	Your speed increases by 10 feet.
Grappling Block	Improved Unarmed Strike, Int 13+	You can disarm opponents that miss you in combat
Great Ki Shout	Cha 13+, Ki Shout, Base Attack +9	Your <i>ki</i> shout panics opponents.
Greater Spell Focus	Spell Focus	You add +2 to the DC of the spells you cast
Greater Spell Penetration	Spell Penetration	You gain a +4 bonus on caster level checks to penetrate Spell Resistance
Gunnery	Base Attack +2	You can fire cannons without penalty
Hammer Fist	Str 13+, Improved Unarmed Strike	You add 1½ times your strength adjustment when you make a double-fisted unarmed attack.

Heal Self	Con 15+	You can meditate to heal yourself.
Healer's Benediction	Ability to channel positive energy, Extra Turning	You can maximize some of your healing.
Horse Nomad	Region	You gain a proficiency with shortbows, and a +2 bonus to ride checks
Iajutsu Master	Region	Your ability with Iajutsu can determine other checks
Improved Aim		The bonuses for taking aim are doubled.
Improved Counterspell		You may counter with a less specific spell
Improved Energy Resistance	Natural energy resistance	Your energy resistance increases by 5
Improved Rapid Shot	Rapid Shot	You ignore the penalties for making a rapid shot
Infused Energy Resistance	Inertial Armor, Reserve Power Points 7+	You may infuse energy resistances to your inertial armor.
Inertial Armor Specialization	Inertial Armor, Improved Inertial Armor, Power Point Reserve 9+	You may burn power point to boost your armor class.
Infuse Power		You can manifest powers with higher damage potentials.
Innate Spell	Quickened Spell, Silent Spell, Still Spell	You may make one spell a spell-like-ability
Inscribe Rune	Runesmith, Int 13+, Craft (rune) 8 ranks, spellcaster level 3 rd +	You may craft runestone magical items.
Intensified Healing	Receptive Spirit, Light Zodiac, Ability to channel positive energy	Your cure spells heal a greater amount of damage.
Iron Skin	Thick Skin, Earth Zodiac	You gain damage reduction 2/--
Ki Shout	Base Attack +1, Cha 13+	A shout you make shakens opponents
Linguist	Region	You may speak more languages
Lion Heart	Iron Will	You are immune to fear
Luck of Heroes	Region	+1 bonus on all saving throws
Magical Artisan	Any item creation feat	Your magical items you craft cost less to create.
Magical Training	Intelligence 10+	You can cast a small amount of spells
Mercantile Background	Region	+2 Appraise, +2 Craft of Profession
Mercurial Strike	Quick Draw, base Attack +5	You may draw a weapon and strike an opponent, making them flat-footed.
Meditative Breathing	Con 15+	You can hold your breath for prolonged periods of time.
Might Makes Right	Str 13+, Leadership	You may add your strength modifier to your leadership score
Militia	Region	You gain region specific proficiencies
Mind Over Body	Region	Your mind fortifies your hit points.
Mind Over Muscle		You can lift twice as much with a psionic power.
Mountaineer	Region	+2 climb, and do not lose dex to AC when climbing
Needle Strike	Sneak Attack +2d6, Base Attack +3, Int 14+	Your critical with piercing weapons increases.
Persistent Spell	Extend Spell	A spell can be extended for 24 hours
Power Attack - Iajutsu		You may add an extra 1d6 to your Iajutsu damage.
Power Attack – Spiritual	Region, Power Attack, Cha 14+	Your power attack against undead use your charisma modifier as well as strength for damage.
Receptive Spirit	Light Zodiac	Positive and negative energy have a greater effect on you
Reckless Offensive	Base Attack +2, Power Attack	You may strike harder at the cost you're your AC
Resist Poison	Region	+4 to fortitude saves versus poison

Reverse Life	Dead truce, Ability to channel negative energy, Darkness Zodiac	Negative energy now heals you, and positive energy damages you.
Roundabout Kick	Str 15+, Power Attack, Improved Unarmed Strike	You may make an additional unarmed attack after a critical hit
Runesmith	Region, Craft (rune) 4 ranks	Your spells are rune-based and have a higher difficulty to Counterspell.
Sacred Defender	Ability to channel positive energy, Extra turning	You may expend 2 turn attempt to add your charisma bonus to a target's AC.
Sea Legs	Region	+2 Balance, +2 Survival
Signature Spell	Spell Mastery	You may spontaneously cast a specific spell
Silver Palm	Region	+2 Appraise, +2 Bluff
Snake Blood	Region	+2 bonus to saves vs poison, +1 reflex save
Soul Taker	Darkness Zodiac, Nongood alignment, Base Attack +5	You regain health for killing opponents
Spellcasting Prodigy		You are more able to casting spells
Spellcaster Support	Region	You can aid a spellcaster to increase his DCs
Spiritual Link	Wis 15+	You may join with a Solarian or Lunarian to pool power points.
Spiritual Focus	Base Attack +6, Wis 15+, Weapon Focus	You use your wisdom modifier to make attack rolls instead of strength.
Street Smart	Region	+2 Bluff, +2 Sense Motive
Strong Soul	Region	You resist life draining attacks.
Superior Expertise	Int 13+, Expertise, Base Attack +6	Your expertise bonus may exceed normal limits
Survivor	Region	+1 fortitude saves, +2 survival
Thick Skinned	Earth Zodiac	You gain damage reduction 1/--
Thug	Region	+2 Initiative, +2 Intimidate
Tranche	Weapon Finesse, Base Attack +6	You can stun an opponent with a finessed attack.
Transdimensional Spell		Your spells strike multiple planes at once
Transfer Power		You can manifest personal powers with a touch.
Treetopper	Region	+2 bonus to climb checks, and do not lose dex to AC when climbing
Tutor	Int 13+	You can teach others skills with greater competence
Twin Sword Style	Two-weapon fighting	You can use your two weapons to deflect attacks.
Twist the Knife	Sneak Attack +1d6, Weapon Focus (any dagger)	Your damage with a dagger increases to 1d6
Two Weapon Mastery	Base Attack +8, two weapon fighting, improved two-weapon fighting, str 15+	Your off-hand attacks are equally as strong as your primary attacks
Unbalancing Strike	Improved Unarmed Strike, Wis 15+, Stunning Fist	You can make an opponent flat-footed with a melee attack.
Unity Strength	Region	You gain a bonus to attack when fighting alongside people of the same region.
Warrior Instinct		+2 Initiative and +2 Spot
Water Born	Water Zodiac	+4 swim, can hold breath twice as long as normal
Water Wings	Water Born, Water Zodiac	You may swim at twice land speed and breathe underwater
Wild Talent		You gain a natural psionic power.

Feats

Almost every rogue or fighter from the mysterious land of Rokkan knows just a bit of magic. In Sotaria, master swordsmen teach the beautiful and deadly art of the twin sword fighting-style. Even commoners from the country of Icatia and Laubohlz possess an oddly fortuitous luck that allows them to escape from perils of all sorts. It seems that any adventurer exploring the deadly ruins and perilous wilderness of Celestallia possesses a little specialized training or knack common to the lands in which he grew up.

The feats in this chapter supplement the feats found in the Player's Handbook and follow all the rules in that book for determining how many may be chosen and how often a character may do so. In addition, some of these new feats have an additional prerequisite: the appropriate character region, as described in the previous section.

Some of the regional feats are defined as [General, Fighter]. This means a fighter can use a bonus feat to acquire one of those feats. However, the character still needs to qualify for that region in order to take the feat (See Regional Feats in the Character Region section above).

Feats marked with a [metaphysical] descriptor can only be taken by psionic characters (this does not apply to characters with the wild talent feat).

Feats marked with a [Zodiac] descriptor are special feats that can only be taken by individuals of a specific zodiac sign. These feats are not on the lists of bonus feats for any class, and thus may only be taken at 1st, 3rd, 6th, etc.



Preparing to Battle Jump

Arcane Preparation [General]

You can prepare an arcane spell ahead of time as a wizard does.

Prerequisite: You must be able to cast arcane spells as a bard or sorcerer before you take this feat.

Benefit: Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action.

Arcane Schooling [General, Region]

In your homeland, all who show some skill at wizardry may receive training as a wielder of magic. Many characters know something of the ways of the bard, sorcerer, or wizard.

Benefit: Chose one arcane spellcasting class.

This class is a favored class for you in addition to any other favored class you select. For example, a multiclassed human fighter/rogue could levels of wizard without incurring any experience penalty for multiclassing in three classes.

Special: You may only take this feat at 1st-level.

Armor Focus [General, Fighter]

You are particularly adept at fighting in a certain type of armor, using its protective qualities to your best advantage.

Prerequisite: Armor Proficiency in the chosen armor type.

Benefit: When wearing your chosen armor you gain a +2 dodge bonus to Armor Class.

Special: You may gain this feat multiple times, its effects do not stack however, it applies to separate types of armor such as Full Plate, or Scalemail.

Artist [General, Region]

You come from a culture in which the arts, philosophy, and music have a prominent place in society.

Benefit: You gain a +2 bonus on all Perform checks and one craft skill that involves art (your choice) such as calligraphy, painting, sculpture, or weaving.

Battle Jump [Fighter, General, Region]

You know how to launch a devastating attack from above by dropping onto your opponent.

Benefit: You can execute a charge by dropping from a height of at least five feet above your opponent. For example, a ledge 10 feet above the floor of a cavern would suffice for jumping on a medium creature, while a ledge 15 feet high is required for jumping on a large creature. You can't jump from more than 30 feet above your opponent, nor can you effectively battle jump while under the influence of a *fly* or *levitate* spell or effect, as you have to hurl yourself down on your foe.

If you hit, you can choose either to deal double damage with a melee weapon or natural attack, or to attempt a trip attack. You are treated as one size category larger than normal if you try to trip your opponent with battle jump. After you attack, you take falling damage as normal for the distance you jumped.

You are entitled to a Jump check (DC 15) to take less damage, as if you had fallen 10 feet less than you actually did. If you fail this jump check you fall prone 5 feet from your opponent.

Battle Mind [General]

You rely on your sharp intellect to guide your actions in combat.

Prerequisite: Int 12+, Base attack bonus +5

Benefit: You may add your intelligence modifier to your initiative checks as well as your dexterity modifier.

Blooded [General, Region]

You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are drawn and deadly spells chanted. Enemies find it difficult to catch you off-guard.

Benefit: You gain a +2 bonus on initiative and a +2 bonus on all Spot checks.

Breaking Blow [General]

You are capable of inflicting powerful attacks when given time to gather *ki*.

Prerequisite: Base attack bonus +7, Str 15+, Improved Unarmed Strike, Fists of Iron.

Benefit: If you spend an entire round to prepare an unarmed melee attack (neither moving nor attacking) you can inflict extra unarmed damage equal to 1d6 times your strength modifier. If applied against an inanimate object, all damage you inflict with this attack is doubled.

Bullheaded [General, Region]

The stubbornness and determination of your kind is legendary. You are exceptionally headstrong and difficult to sway from your intended course.

Benefit: You receive a +1 bonus on Will saves and a +2 bonus on Intimidate checks.

Choke Hold [General]

You have learned the correct way to apply pressure to render an opponent unconscious.

Prerequisites: Improved Unarmed Strike, Improve Grapple, Stunning Fist

Benefit: If you pin your opponent while grappling and maintain the pin for 1 full round, at the end of the round your opponent must make a fortitude saving throw (DC 10 + ½ your level + your Wisdom modifier). If the saving throw fails, your opponent falls unconscious for 1d3 rounds.

Close-Quarter Fighting [Fighter, General]

You are skilled at resisting grapple attacks from creatures that usually grapple opponents.

Prerequisite: Base attack bonus +3.

Benefit: When you are attacked by a creature with the improved grab ability, you may still make an attack of opportunity. Any damage you inflict with this attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled.

Normal: A creature without this feat does not get an attack of opportunity against a creature with the improved grab ability that tries to grapple it.

Cold Blooded [Zodiac]

Your body is attuned to cold climates.

Prerequisite: Water zodiac sign

Benefit: You gain cold resistance 10 for purposes of surviving in extreme natural cold and spells cast by you with a [Cold] subtype have their DCs raised by +2.

Cosmopolitan [General, Region]

Your exposure to countless different folk has taught you things you ordinarily would never have uncovered.

Benefit: Choose a skill you do not have as a class skill. You gain a +2 bonus on all checks with that skill, and that skill is always considered a class skill.

Special: You may take this feat multiple times. Its effects do not stack. Each time you select this feat it applies to a new skill.

Courteous Magocracy [General, Region]

You were raised in a land where mighty wizards order affairs. Where powerful spellcasters are common, cautious courtesy is the norm and everyone has an eye for magic goods.

Benefit: You receive a +2 bonus on all Diplomacy and Spellcraft checks.

Dead Truce [Zodiac]

You are viewed passively by undead.

Prerequisite: Darkness star sign

Benefit: This ancient pact with powers of undeath means that unintelligent undead will completely ignore you. Against intelligent undead, this feat grants a +4 circumstance bonus to diplomacy checks.

Special: This feat is temporarily negated if you attack an undead. The undead and all those within visual range of the attack ignore the “truce” and act accordingly.

Deepening Darkness [General]

Your inherent ability to create darkness is more powerful than normal.

Prerequisite: Ability to cast *darkness* as a racial ability.

Benefit: The darkness you create with your racial ability is treated as *deeper darkness* for the purpose of countering or being countered by spells such as *daylight*. All other effects (durations, area of darkness, and so on) are as the *darkness* spell. You can use your darkness ability two additional times per day, so if you normally could use *darkness* as a spell like ability 1/day, you can now use it 3/day.

Defensive Strike [General]

You can turn a strong defense into a powerful offense.

Prerequisite: Int 13+, Expertise, Dex 13+, Dodge

Benefit: If an opponent attacks you and misses while you are using the total defense action, you can attack that opponent on your next turn with a +4 bonus on your attack roll. You gain no bonus against an opponent that does not attack you or against an opponent that attacks and does not miss.

Defensive Throw [General]

You can use your opponent’s weight, strength, and momentum against him, deflecting his attack and throwing him to the ground.

Prerequisite: Dex 13+, Improved Unarmed Strike, Dodge, Improved Trip, Combat Reflexes.

Benefit: If the opponent you have chosen to receive your AC bonus from the Dodge feat attacks you and misses, you can make an immediate improved trip attack against that opponent. This attempt counts against your allowed attacks of opportunity that round.

Delay Spell [Metamagic]

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any other metamagic feat

Benefit: A delayed spell doesn’t activate until 1 to 5 rounds after you have finished casting it. You determine the delay when casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only area, personal, and touch spells may be affected by this feat.

Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, is decided when the spell is cast. Any effects resolved by those

affected by the spell, including saving throws, are decided when the spell triggers. If conditions change between casting and effect in such a fashion as to make the spell impossible—for example, the target you designate leaves the spell’s maximum range or area before it goes off—the spell fails.

A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with spells such as *detect magic*. A delayed spell uses up a spell slot three levels higher than the spell’s actual level.

Discipline [General, Region]

Your people are admired for their single-minded determination and clarity of purpose. You are difficult to distract by spell, or blow.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Concentration checks.

Draconic Heritage [General]

Somewhere in your lineage, the blood of a dragon lies in wait.

Prerequisite: Ability to cast arcane spells, Cha 13+

Benefit: Arcane spellcasters with this feat benefit from having ancient dragon somewhere in their bloodline. As such, spellcasters with this feat gain an additional +1 to their effective caster levels for purposes of spell duration, range, damage, and other such effects. It does not grant additional level-based benefits such as more spells, or feats.

Draw From the Land [General, Region]

You can draw strength and sustenance from the land itself.

Benefit: Before resting, you may draw upon the power of the land to revitalize your body and mind. This allows you to recover 2 hit points per day of light activity, or 4 hit point per level per day for each day of complete rest, and 2 ability score points per day, or 4 ability score points per day per complete day of rest. This stacks with the benefits of long-term care provided by someone with the Heal skill (see Chapter 5: Skills in the *Player’s Handbook*).

You may also use the energy of the land to fuel your body’s need for food and water. This gives you a +10 bonus to Constitution checks made to avoid subdual damage from hunger and thirst (see Starvation and Thirst Dangers in Chapter 3: Running the Game in the *Dungeon Master’s Guide*).

Finally, you may use the power of the land to refresh your mind and body as a supplement to sleep. You require half as much sleep as normal (although you still have to rest a full 8 hours to regain or prepare spell slots).

Earth's Embrace [General]

You can crush opponents when you grapple them.

Prerequisite: Improved Unarmed Strike, Improved Grapple, Str 15+

Benefit: While grappling, if you pin your opponent, you deal critical damage (double normal unarmed damage) each round that you maintain the pin. You hold your opponent immobile as normal, but you must also remain completely immobile, giving opponents (other than the one your pinning) a +4 bonus to attack rolls against you (but you are not helpless).

Education [General, Region]

Some lands hold the pen in higher regard than the sword. In your youth you received the benefit of several years of more or less formal schooling.

Benefit: All Knowledge skills are class skills for you. You get a +1 bonus on all skill checks with any two Knowledge skills of your choosing.

Special: You may only take this feat at 1st-level.

Explosive Spell [Metamagic]

You can cast spells that blast creatures off their feet.

Benefit: An explosive spell ejects any creature caught in its area to the nearest edge of its effect and knocks the creature prone if it fails its saving throw against the spell. For example, an explosive *fireball* spell moves all creatures in its area who fail their saves at least 20 feet from the center of the effect, while an explosive *lightning bolt* moves targets 5 feet to either side of the stroke.

Any creature moved in this manner takes an additional 1d6 points of damage per 10 feet moved. This movement does not provoke attacks of opportunity. If some obstacle intervenes to prevent the blasted creature from moving to the nearest edge of the effect, the creature stops at the obstacle but the obstacle and the target take 1d6 points of damage from striking each other (in addition to any damage taken from being forcibly moved to the barrier).

Explosive Spell can only be applied to spells that allow Reflex saves and affect some area (a cone, line, or burst). AN explosive spell uses up a spell slot two levels higher than the spell's actual level.

Extended Rage [General]

Your rage lasts longer than it normally would.

Prerequisite: Ability to rage

Benefit: Each of your rages lasts an additional 5 rounds beyond its normal duration.

Special: You can take this feat multiple times, the additional rounds stack.

Familiarity of Death [General, Region]

You are intimately familiar with the forces of death and the dead.

Benefit: You receive a +4 bonus to all saving throws against spells which cause immediate death, such as finger of death and power word kill. Also, all spells that deal with negative energy such as inflict spells that you cast have a +2 to their DC to resist.

Fiery Bloodline [General, Region]

You are descended the bloodline of the Fire Giants of Azrazzat

Benefit: You receive a +4 bonus on saving throws against fire effects. You also add +2 to the DC of your saving throws for any sorcerer spells with the fire descriptor that you cast. This benefit stacks with the Spell Focus feat if the spell you cast is from your chosen school.

Special: You may only take this feat at 1st-level.

Flame Brother [Zodiac]

You are resistant to flames.

Prerequisite: Fire zodiac sign

Benefit: You gain fire resistance 10 for purposes of surviving in extremely hot natural environments and all [fire] descriptor spells you cast are at a +2 to their DCs.

Flames of Healing [Zodiac]

You can use natural fire to heal your wounds.

Prerequisite: Flame Brother, Fire zodiac sign

Benefit: You heal 1 point of damage per die of damage you would normally take from natural fire that is absorbed by your fire resistance.

Fluidity of Motion [Metaphysical]

You have unusual flexibility and agility when dodging attacks.

Prerequisite: Dex 15+, Dodge, Reserve Power Points 7+.

Benefit: As long as you have 7 or more power points in reserve you gain a +2 dodge bonus to your AC against all opponents. A condition that causes you to lose your Dexterity bonus to Armor Class does not affect this bonus. This bonus stacks normally with other dodge bonuses.

Foe Hunter [Fighter, General, Region]

In lands threatened by evil nonhumans, many warriors learn ways to fight effectively against these creatures. You have served as a member of a militia or military unit devoted to protecting you home from the fierce raiders who trouble the area.

Benefit: Your homeland dictates the type of foe you have trained against. When fighting monsters of that race, you gain a +1 competence bonus on damage rolls with melee attacks and with ranged attacks up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are

using. This benefit does not stack with the improved critical feat.

Special: In the Sotarian Frontier, Phenalia and Thornwatch your traditional foes are the undead (instead of the improved critical ability against these foes, you are allowed to score critical hits on a natural 20 on these beings), in the Northlands and Westvale this feat applies to orcs, in the Ancient Forest it applies to goblinoids, and in Three Claws this feat applies to Fire Giants.

You may take this feat multiple times. Its effects do not stack. Each time you take the feat you must qualify for learning regional feats in a land that a different creature from that specified by the regional feats or feats you already have.

Forester [General, Region]

Much of Celestallia is untouched by the hand of man. You are knowledgeable about vast expanses of forest that stretch across much of the world.

Benefit: You receive a +2 bonus on all Handle Animal checks and a +2 bonus on Survival checks.

Force of Will [General, Region]

The willpower of your people is extraordinary, and as such you shrug off affects that target the mind with ease.

Benefit: Upon a successful Will save that would normally reduce the effects of a spell or other affect, you instead completely negate the effect.

Gale [Zodiac]

Your speed on land and in the air is unbeatable.

Prerequisite: Gust, Air zodiac sign

Benefit: Your land and air speed (if any) increases by 20 feet.

Special: This feat does not stack with (overlaps) Gust.

Gifted General [General, Region]

You hail from a land that has trained great military leaders and brilliant tacticians.

Benefit: You gain a +2 bonus on initiative checks and a +2 bonus on Battle Checks.

Gust [Zodiac]

Your movement is as fast as the wind.

Prerequisite: Air zodiac sign

Benefit: Your land and air speeds (if any) increase by 10 feet.

Grappling Block [General]

You can catch and pin an opponent's weapon with your bare hands.

Prerequisite: Improved Unarmed Strike, Int 13+, Expertise, Improved Disarm, Combat Reflexes.

Benefit: You must have both hands free or be wielding a weapon specially designed to catch other weapons (such as a sai or jitte) to use this

feat. Once per round when you would normally be hit by a melee weapon, you may make a special disarm attempt against your opponent. This attempt counts against your allowed attacks of opportunity for the round. You may make an opposed attack roll (with your unarmed strike or special weapon) against the attack roll that hit you. The opponent's attack roll is not modified by the size of the weapon. If you succeed, you grab the weapon away from your opponent (if unarmed) or knock it to the ground at your opponent's feet (if you are armed). You may only use this feat against weapons two sizes larger than you.

Great Ki Shout [General]

Your shout can panic your opponents.

Prerequisite: Cha 13+, Ki Shout, base attack bonus +9

Benefit: When you make a *ki* shout, your opponents are panicked for 2d6 rounds unless they succeed at a Will saves (DC 10 + $\frac{1}{2}$ your character level + your Charisma modifier). Panicked creatures suffer a -2 penalty to attack rolls, saves, skill checks, they have a 50% chance to drop anything held, and they run away from you as quickly as possible. The effects of panicked supersede that of being shaken.

Greater Spell Focus [General]

Choose a school of magic you already have applied the Spell Focus feat to. Your spells of that school are even more potent than normal.

Prerequisite: Spell Focus

Benefit: Add +2 to the DC for all saving throws against the spells from the school of magic you select to focus on. This overlaps (does not stack with) the bonus from Spell Focus.

Special: you can gain this feat multiple times. Its effects do not stack. Each time you gain this feat it applies to a new school of magic.

Greater Spell Penetration [General]

Your spells are especially potent, defeating spell resistance more readily than normal.

Prerequisite: Spell Penetration

Benefit: You get a +4 bonus on caster level checks (1d20+caster level) to beat a creature's spell resistance. This overlaps (does not stack with) the bonus from Spell Penetration.

Gunnery [General, Fighter]

You are trained at using siege engines, cannon and other war machines. This also includes catapults, ballistae, trebuchets and other mounted missile weapons.

Prerequisites: +2 basic attack bonus

Benefit: You do not suffer the normal -4 penalty when firing cannon or operating other such engines of war.

Hammer Fist [Fighter, General, Region]

You are trained in an unarmed fighting style that emphasizes two-handed strikes.

Prerequisite: Str 13+, Improved Unarmed Strike

Benefit: You add one and a half times your Strength bonus on your damage when you hit with an unarmed strike. This extra damage does not apply if you make a flurry attack or if you are holding anything in either hand. You must use both hands to make the unarmed attack, and you are considered to be wielding a two-handed weapon for purposes of power attack.

Heal Self [Metaphysical]

You can will your body to heal at a faster than normal rate.

Prerequisite: Con 15+.

Benefit: Once per day, you can spend one turn in meditation and heal yourself a number of hit points equal to your Constitution modifier. This is in addition to any other natural or magical healing you may receive that day.

Healer's Benediction [General]

Prerequisites: Ability to channel positive energy, Extra Turning

Benefit: By Expending a turn undead attempt while casting any cure spell, the cleric may maximize the result of a number of dice equal to her Charisma modifier (minimum of 1 die). Thus, a *cure light wounds* spell cast by a cleric with a 15 Charisma (+2 bonus) using this feat would do 8 + caster level points of healing (rather than 1d8 + caster level), and a *cure serious wounds* so cast by the same cleric would heal instead 1d8 + 16 + caster level, rather than the usual 3d8 + caster level points of healing – two of the three dice for the spell are maximized due to the cleric's +2 Cha bonus.

Horse Nomad [Fighter, General, Region]

You have been raised in a culture that relies upon riding and shooting for survival.

Benefit: You gain Martial weapon Proficiency (composite shortbow) and a +2 bonus on all Ride checks.

Iajutsu Master [General, Region]

You are trained by the legendary Iajutsu masters of Imperial Rokkan, the greatest duelists and inventors of the deadly style.

Benefit: Once per day, you can make any one attack roll, saving throw, or skill check using your Iajutsu Focus skill modifier instead of your total attack bonus (Including strength modifier, weapon enhancement bonus, Weapon Focus bonus, size modifier, and all other bonuses to your attack roll). You give up all your other modifiers and use the skill check instead.

Improved Aim [General, Fighter]

You have exceptional aim with ranged weapons.

Benefit: Aiming bonuses gained from spending a full round action aiming are doubled.

Normal: For each full round action spent doing nothing but aiming, you gain a +1 aiming bonus to attack rolls with a ranged weapon. These aiming bonuses stack to a maximum of +3.

Improved Counterspell [General]

You understand the nuances of magic to such an extent that you can counter your opponents' spells with great efficiency.

Benefit: When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school that is one or more levels higher than the target spell.

Improved Energy Resistance [General]

Choose one form of energy to which you have a natural (not spell or item-granted) resistance. Your inherent resistance to this kind of energy is more effective than normal.

Prerequisite: Naturally resistant to a form of energy (acid, cold, electricity, fire, sonic).

Benefit: Your resistance to that type of energy increases by 5. For example, if you are a Chrystalis you normally have a Fire, Cold, and Electricity resistance of 10. You could use this feat to increase one of those resistances to 15; the other two are unaffected.

Special: You can gain this feat multiple times, though its effects do not stack. Each time you take this feat, it applies to another type of energy to which you have a natural resistance.

Improved Rapid Shot [General, Fighter]

You are an expert at firing weapons with exceptional speed.

Prerequisites: Rapid Shot

Benefit: When using the Rapid Shot feat, you can ignore the -2 attack penalty on all of your ranged attacks.

Infused Energy Resistance [Psionic]

Infuse resistance to energy into your Inertial Armor.

Prerequisites: Inertial Armor, reserve power points 7+.

Benefit: Choose one type of energy (acid, cold, electricity, fire, or sonic). You gain resistance 5 against that type of energy. For example, if you choose fire, you ignore the first 5 points of fire damage you take each round, regardless of whether that damage stems from a mundane, magical, or psionic source.

Special: You can take this feat multiple times, each time choosing a different type of energy. This resistance does not stack with that provided by any spell, power, or item.

Inertial Armor Specialization [Psionic]

You have become more efficient with your Inertial Armor, gaining the ability to strengthen and maximize its defensive capabilities.

Prerequisites: Inertial Armor, Improved Inertial Armor, power point reserve 9+.

Benefit: While you have your Inertial Armor in existence and retain 9 or more power points, you may increase the armor bonus of your Inertial Armor. As a free action, you may spend one power point to increase the armor bonus provided by your Inertial Armor by +2 until the end of the round. **Special:** You may not increase the armor bonus by more than 1/2 your total manifester level (rounded down) at any one given time.

Infuse Power [Metapsionic]

You can manifest powers with increased die ranges.

Benefit: An infused power has all its variable, numeric effects increased by one die range. For example, an infused Concussion deals 3d8 points of damage, as opposed to a normal Concussion that deals 3d6 points of damage. Saving throws and opposed rolls (such as the ones you make when you manifest Negate Psionics) are not affected. Powers without random variables are not affected. An infused power costs a number of power points equal to its standard cost + 2.

Innate Spell [General]

You have mastered a spell so thoroughly you can now cast it as a spell-like ability.

Prerequisite: Quicken spell, Silent spell, Still spell.

Benefit: Choose a spell you can cast. You can now cast this spell at will as a spell-like ability, once per round, without needing to prepare it. One spell slot eight levels higher than the innate spell is permanently used to power it. (Note that spell slots above 9th level can be achieved with the rules in the upcoming Epic-Level Campaigns book). If the innate spell has an XP component, you pay the XP cost each time you use the spell-like ability. If the innate spell has a focus, you do not need the focus to use the spell-like ability. If the innate spell has a material component for which a gold piece value is given, you need that component to use the spell-like ability.

Since an innate spell is a spell-like ability and not an actual spell, a cleric cannot convert it to a cure spell or an inflict spell, nor can it be converted to a signature spell (see the Signature Spell feat). Divine spellcasters who become unable to cast divine spells cannot use divine innate spells.

Special: You can gain this feat more than once, selecting another spell each time. You have to

pay the cost in spell slots, focuses, and material components each time you gain this feat.

Inscribe Rune [Item Creation]

You can create magic runes that hold spells until triggered.

Prerequisites: Runesmith, Intelligence 13+, Craft (Rune) 8 ranks, spellcaster level 3rd+

Benefit: You may craft any arcane or divine spell you have prepared as a rune. The crafter must have prepared the spell to be inscribed and must provide any material components or focuses the spell requires. If casting the spell would reduce the character's XP total, he pays the cost upon completing the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when he begins writing, but focuses are not.

Magical runes must be crafted on gemstones of a value of at least 10gp. The rune has a base price of the spell level x caster level x rune level x 25 gp (a 0-level spell counts as 1/2 level). Runes come in three varieties, Lesser, Greater, and Major; each category of rune determines the number of uses it has. A Lesser Rune (Level 1) can be used once before it is destroyed, a Greater Rune (Level 2) can be used three times before it is destroyed, and a Major Rune (Level 3) can be used six times before it is destroyed. A rune can only contain the power of a spell up to 6th level.

Chapter (INSERT): Magic Items described rune stones in detail.

Intensified Healing [Zodiac]

Cure spells cast by you are of greater effect.

Prerequisite: Receptive spirit, Light Star Sign, Ability to channel positive energy

Benefit: *Cure* spells cast by you deal 2 extra points of healing per die. So a *Cure Light Wounds* spell cast by a 5th level cleric with this feat would heal 1d8+7 points of damage.

Iron Skin [Zodiac]

You are very difficult to damage.

Prerequisite: Thick Skin, Earth zodiac sign

Benefit: Your body shrugs off damage easily. You gain damage reduction 2/-. This feat stacks with other damage reduction of the same type, such as the barbarian's damage reduction class feature.

Special: This feat does not stack with (overlaps) Thick Skinned.

Ki Shout [General]

You can bellow forth a *ki*-empowered shout that strikes terror into your enemies.

Prerequisite: Base attack bonus +1 or higher, Cha 13+

Benefit: Making a *ki* shout is a standard action. Opponents who can hear your shout and who are within 30 feet of you may become *shaken* for 1d6

rounds. The *ki* shout affects only opponents with fewer Hit Dice or levels than you have. An affected opponent can resist the effects with a successful Will save against a DC of 10 +1/2 your character level + your Charisma modifier. You can *ki* shout once per day.

Linguist [General, Region]

You have an intuitive talent for learning languages

Benefit: Your intelligence is considered to be 4 points higher for purposes of determining how many languages you may start with. You gain a +3 bonus on decipher script checks as well.

Special: You may only gain this feat at 1st level.

Lion Heart [General, Region]

You are immune to fear.

Prerequisites: Iron Will

Benefit: You are immune to the effects of fear (magical and otherwise).

Luck of Heroes [General, Region]

Your land is known for producing heroes. Through luck, determination, and resilience, your people survive when no one expects them to come through.

Benefit: You receive a +1 bonus on all saving throws.

Magical Artisan [General]

You have mastered the method of creating a certain kind of magic item.

Prerequisite: Any item creation feat.

Benefit: Each time you take this feat, choose one item creation feat you know. When determining your cost in XP and raw materials for creating items with this feat, multiply the base price by 75%.

Special: You may gain this feat multiple times. Each time you take this feat, it applies to a new item creation feat.

Magical Training [General, Region]

You come from Rokkan, a legendary land where basic magic is taught to all with the aptitude for it. Every crafter and laborer, it seems, knows a cantrip or two to ease their work.

Prerequisite: Intelligence 10+

Benefit: You may cast the 0-level arcane spells dancing lights, daze, and mage hand once per day each. You have an arcane spell failure chance if you wear armor. You are treated as a wizard of your character level for determining the range at which the spells can be cast.

Mercantile Background [General, Region]

Powerful trading costers and craft guilds control the wealth and commerce of Celestallia's lands. You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.

Benefit: You gain a +2 bonus on all Appraise checks and a +2 bonus on skill checks in the Craft or Profession skill of your choice.

Mercurial Strike [General]

With a single motion, you draw your weapon and slash at an opponent.

Prerequisite: Quick Draw, Base Attack Bonus +5

Benefit: Any time an opponent provokes an attack of opportunity from you, but you are unarmed, you may draw a melee weapon and make your attack of opportunity with it. The target of your attack of opportunity is caught flat-footed for that attack.

Meditative Breathing [Metaphysical]

You can conserve oxygen.

Prerequisite: Con 15+.

Benefit: When holding your breath, you must make a Constitution check once per minute. In conditions of low oxygen, you must make a Fortitude save once every 6 hours. You are immune to altitude sickness. Normal: Characters requiring air to breath must make a Constitution check once per round. In conditions of low oxygen, characters must make a Fortitude save once per hour and may be subject to temporary ability damage due to altitude sickness.

Might Makes Right [General]

Your strength draws more followers.

Prerequisites: Str 13, Leadership

Benefit: Add your strength modifier to your Leadership score for the purposes of determining how many followers you may have with the Leadership feat.

Militia [General, Region]

You served in a local militia, training with weapons suitable for use on the battlefield.

Benefit: In Archinald and Gawl this feat grants the use of martial weapon proficiency heavy pick and light pick, in Grun'Wyn it grants martial weapon proficiency hand axe and great axe, in the Northlands martial weapon proficiency composite shortbow and Greatsword, in Sotaria-Prime exotic weapon proficiency bastard sword, in the Sotarian Frontier martial weapon heavy flail and morning star, in Anthador is grants martial weapon proficiency longsword and scimitar and in the Verdant Fields martial weapon proficiency longsword and composite longbow.

Mind Over Body [General, Region]

The arcane spellcasters of some lands have learned to overcome the frailties of the body with the unyielding power of the mind.

Benefit: At 1st-level, you may use your Intelligence modifier instead of your Constitution modifier to determine bonus hit points. You gain +1 hit points every time you learn a metamagic feat.

Special: You may only take this feat at 1st-level.

Mind over Muscle [Metaphysical]

You can affect a greater amount of weight with your mind.

Benefit: For powers that allow you to affect a certain amount of weight, such as Far Hand or Float, you are able to affect twice as much. Thus, Retrieve manifested by a 15th-level Psion would affect 300 lbs. instead of 150 lbs. **Special:** This feat can be taken multiple times, each time multiplying the amount you can affect by two. As such, if you had this feat three times you could lift 40 lbs. with the power Far Hand.

Mountaineer [General, Region]

Your homeland features many large mountain ranges where hidden cities lie.

Benefit: You gain a +2 bonus on climb checks, and do not lose your Dexterity bonus to Armor Class or give your attackers a +2 bonus when you are attacked while climbing.

Special: This feat does not stack with Treetopper.

Needle Strike [General]

You have studied the vital points of the body in order to strike an unprepared opponent in the most threatening places possible.

Prerequisite: Sneak Attack +2d6, base attack bonus +3, Intelligence 14+

Benefit: When making a full attack action and sneak attacking an opponent, your critical threat range is increased by 2. Needle strike may only be used with piercing weapons.

Persistent Spell [Metamagic]

You make one of your spells last all day.

Prerequisite: Extend Spell

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range (for example, comprehend languages, or detect magic). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You do not need to concentrate on spells such as detect magic or detect thoughts to be aware of the mere presence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a slot four levels higher than the spell's actual level.

Power Attack – Iajutsu [General]

Your strength with an Iajutsu strike is deadly.

Benefit: When making an Iajutsu strike, you add an extra 1d6 points of damage to the damage from your Iajutsu Focus check.

Power Attack – Spiritual [General, Region]

Your training against the undead allows you to strike at them with the incredible ferocity of your soul.

Prerequisite: Power Attack, Cha 14+

Benefit: When you make a power attack against an undead opponent, you may add half your charisma modifier to the additional damage dealt in the power attack.

Receptive Spirit [Zodiac]

Your body is more susceptible to positive and negative energy.

Prerequisite: Light zodiac sign

Benefit: You gain 2 extra hit-points of healing per die on *Cure* spells. Conversely, spells that channel negative energy such as *Infllict Light Wounds* deals 2 extra points of damage per die to you.

Reckless Offensive [Fighter, General]

You may lower your guard in order to make more devastating attacks.

Prerequisites: Base attack bonus +2, Power Attack

Benefit: On your attack action, before making attack rolls for a round, you may choose to take a –4 penalty to Armor Class during the same round to gain a +2 competence bonus on all melee attacks in the same round. This penalty to AC and bonus on melee attacks apply until your next turn. You cannot use Reckless Offensive with ranged attacks.

Resist Poison [General, Region]

Over years, some among your people have carefully exposed themselves to poisons in controlled dosages in order to build up immunity to their effects. A few thereby weakened, but the strong adjust.

Benefit: You get a +4 bonus on Fortitude saving throws against poison.

Special: You may only take this feat at 1st-level.

Reverse Life [Zodiac]

The ebb and flow of your life force becomes reversed, channeling negative energy into your being.

Prerequisite: Dead Truce, Ability to channel negative energy, Darkness zodiac sign

Benefit: Negative energy such as the effect from *Infllict Light Wounds*, which would normally injure your form, now heals you instead, just as if you were undead. However, you now take damage from positive energy such as the effects of a *Cure Light Wounds* spell.

Roundabout Kick [General]

You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the attack.

Prerequisite: Str 15+, Power Attack, Improved Unarmed Strike

Benefit: If you strike with an unarmed attack, you can immediately make an additional unarmed attack against the same opponent, as if you hadn't used your attack for that critical hit. You use the same base attack bonus that you used for the critical hit.

Runesmith [General, Region]

You can fashion runes that take the place of material components for your spells.

Prerequisite: 4 ranks in Craft (rune)

Benefit: You can make runes that take the place of traditional material components for spells you cast. The runes, carved onto glass or stone foci shaped like a smooth oval cost 1gp each to manufacture and have a Craft (rune) DC of 15. Unlike a material component, a rune does not disappear when you cast a spell; having this feat effectively turns a material component for a spell into a focus.

Your use of runes makes your spells more difficult to Counterspell. Other spellcasters who observe you casting a spell take a –4 penalty on checks to determine which spell you're casting, unless they also have the Runesmith feat.

Spells with costly material components are unaffected by this feat.

Sacred Defender [General]

Prerequisites: Ability to channel positive energy, Extra Turning

Benefit: By expending two turning attempts, the cleric may channel positive energy by touch, granting the recipient a sacred bonus to AC equal to the caster's Charisma bonus (minimum +1). This bonus lasts for 1 round per cleric level.

Sea Legs [General, Region]

You people have great renown as sailors and people of the seas. You are at home aboard the rolling waves.

Benefit: You gain a +2 bonus on Balance and Survival checks.

Signature Spell [General]

You are so familiar with a mastered spell that you can convert other spells into that spell.

Prerequisite: Spell Mastery

Benefit: Each time you take this feat, choose a spell you have mastered with Spell Mastery. You may now convert prepared arcane spells of that spell's level or higher into that signature spell, just as a good cleric spontaneously casts prepared spells as cure spells.

Special: You may gain this feat multiple times. Each time you gain this feat, it applies to a new-mastered spell.

Silver Palm [General, Region]

Your culture is based on haggling and the art of the deal.

Benefit: You get a +2 bonus on all Appraise and Bluff checks.

Snake Blood [General, Region]

The taint of the Yuan-ti runs in your veins. No outward signs give away your heritage, but you are something more—or less—than entirely human.

Benefit: You get a +2 bonus on fortitude saving throws against poison and a +1 bonus to reflex saving throws.

Special: You may only take this feat at 1st-level.

Soul Taker [Zodiac]

You feast upon a portion of the souls of those you kill, regenerating your physical form with their spiritual energy.

Prerequisite: Base attack bonus +5, any nongood alignment, Darkness zodiac

Benefit: At the end of any combat round in which you kill an opponent, you regain 5 hit points.

Spellcasting Prodigy [General]

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score (Charisma for bards and sorcerers, Wisdom for divine spellcasters, Intelligence for wizards) as 2 points higher than its actual value. If you have more than one spellcasting class, the bonus only applies to one of those classes.

Special: You may only take this feat at 1st-level. If you take this feat more than once (For example, if you are a human or another type of creature that gets more than one feat at 1st level) it applies to another form of spellcasting. You can take this feat even if you don't have any spellcasting classes yet.

Spellcaster Support [Region]

Your training to fight alongside mages can increase their offensive power.

Benefit: You can use the Aid Another action, making a Spellcraft Check against a DC of 10, to add a +2 bonus to the Difficulty Class of an allied arcane spellcaster within five feet.

Spiritual Link [Solarian, Lunarian]

Others may assist you in the gathering of spiritual energy.

Prerequisite: Wis 15+

Benefit: When utilizing a Solarian or Lunarian ability that draws on reserves of spiritual energy another Solarian or Lunarian with this feat may contribute their own spiritual energy to you as long as they are within 60 feet. These expended spiritual points are used up for their daily allotment, but they cannot "burn" themselves

extra points to transfer by sacrificing ability points. These points may not be used for any other powers aside from those granted by the Solarian and Lunarian forms.

Spiritual Focus [General]

Your intuition guides your hand when you make an attack with a certain melee weapon.

Prerequisite: Base attack bonus +6, Wis 15+, proficient with weapon, Weapon focus,

Benefit: When using this feat, you may apply your wisdom modifier to your attack rolls instead of your strength modifier. The attack modifier only applies to the weapon for which the feat is taken for, such as Spiritual Focus (Scimitar), or Spiritual Focus (Quarterstaff).

Street Smart [General, Region]

You have learned how to keep informed, ask questions, and interact with the underworld without raising suspicion.

Benefit: You gain a +2 bonus on Bluff and Gather Information checks.

Strong Soul [General, Region]

The souls of your people are hard to separate from their bodies.

Benefit: You gain a +1 bonus on all Fortitude and Will saves and an additional +1 bonus on saving throws against energy draining and death effects.

Superior Expertise [Fighter, General]

You have mastered the art of defense in combat.

Prerequisite: Int 13+, Expertise, Base Attack Bonus +6 or higher.

Benefit: When you use the Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC can be any number that does not exceed your Base Attack bonus.

Normal: Without this feat the highest you can subtract from your base attack bonus with Expertise is +5.

Survivor [General, Region]

Your people thrive in regions that others find uninhabitable, and excel at uncovering the secrets of the wilderness and surviving to tell the tale.

Benefit: You gain a +1 bonus on Fortitude saves and a +2 bonus on Survival checks.

Thick Skinned [Zodiac]

You are naturally resistant to damage.

Prerequisite: Earth zodiac sign

Benefit: Your extraordinarily thick skin grants you damage reduction 1/-. This stacks with other existing damage reduction of the same type, such as a barbarian's damage reduction class feature.

Thug [General, Region]

Your people know how to get the jump on the competition and push other people around. While others debate, you act.

Benefit: You get a +2 bonus on Initiative checks, and a +2 bonus on Intimidate checks.

Tranche [General]

You make a quick move that whips the blade across the target's hand, chest, face, or leg. The cut is superficial but very painful.

Prerequisites: Weapon Finesse, Base Attack +6

Benefit: Must use a weapon that can do piercing or slashing damage, with which you have Weapon Finesse. As a standard action, make an attack roll. This is the DC of the Reflex save the target must make to avoid your hit. If the target fails this save, roll your damage dice and add 10: this is the DC of the Fortitude save the target must make to avoid being Stunned for the next round -- this does not actually damage your opponent, but damage dealt in this fashion (even if the fortitude save is made) counts against concentration rolls made to determine if a spell has been interrupted. Regardless of its success, making this attempt invokes an attack of opportunity.

Special: Cannot be used on creatures who do not feel pain, or who are immune to critical hits.

Transdimensional Spell [Metamagic]

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the area of effect,

Benefits: A Transdimensional spell has full, normal effect upon incorporeal creatures, creatures on the Ethereal Plane or creatures within an extradimensional space of a *rope trick* or *portable hole*.

You must be able to perceive a creature to target it with a spell, but you do not need to be able to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A Transdimensional spell uses up a spell slot one level higher than its actual level.

Normal: Only force spells and effects can affect ethereal creatures and no Prime Material effect can affect creatures in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

Transfer Power [Metapsionic]

You can manifest personal effect powers on others as touch powers.

Benefit: A Transferred power has a range of Touch and is treated as a touch attack. In this way you can manifest a power with a range of Personal and use it on another person. This feat has no effect on powers with a range other than

Personal. The target of the power must accept the power voluntarily. A Transferred power costs a number of power points equal to its standard cost + 4.

Treetopper [General, Region]

Your people are at home in the trees and high places, daring falls that paralyze most other folk in abject terror.

Benefit: You gain a +2 bonus on climb checks, and do not lose your Dexterity bonus to Armor Class or give your attackers a +2 bonus when you are attacked while climbing.

Special: This feat does not stack with Mountaineer.

Tutor [General]

You have a talent for instructing others in the areas of your expertise, allowing them to temporarily improve their performance.

Prerequisite: Int 13

Benefit: You can grant an ally a +2 competence bonus to any skill that you have trained in, including cross-class skills, as long as the target you are tutoring has less ranks in the tutored skill than you. Instructing an ally requires four days of work and the ally loses this bonus if you do not spend one hour each day refreshing his training. You may tutor a number of allies equal to your intelligence bonus and each ally may only receive the bonus to one skill.

Twin Sword Style [Fighter, General, Region]

You have mastered a fighting style that others find frustrating.

Prerequisite: Two-weapon fighting

Benefit: When fighting with two swords or a two-bladed sword, you can designate a melee opponent during your action and receive a +2 armor bonus to your Armor Class against attacks from that opponent. This armor bonus stacks with that from a suit of armor and a shield. You can select a new melee opponent on any action. A condition that makes you lose your dexterity modifier to Armor Class (if any) also makes you lose this bonus.

Twist the Knife [General]

You can inflict deadly blows to a target with a knife or dagger.

Prerequisite: Sneak attack +1d6, Weapon Focus (dagger, punching knife, pasha knife.).

Benefit: When using a dagger of any kind, the damage it inflicts becomes 1d6 instead of 1d4.

Two Weapon Mastery [General]

You are adept at wielding your strength to its best advantage when wielding two weapons.

Prerequisite: Base attack bonus +8 or higher, Str 15+, Two Weapon Fighting, Improved Two Weapon Fighting

Benefit: You gain your full Strength bonus to all damage rolls with your off-hand weapon. This feat applies to double weapons as well.

Unbalancing Strike [General]

You can strike an opponent's joints to knock the target off balance.

Prerequisite: Improved Unarmed Strike, Stunning Fist, Wis 15+

Benefit: You can make an unarmed attack that has a chance of unbalancing your target. If your attack is successful, you deal normal damage and your target must attempt a Reflex saving throw (DC 10 + ½ your character level + your Wisdom Modifier). If the target fails, he is thrown off balance for 1 round, losing any Dexterity bonus to AC and giving attackers a +2 bonus on attack rolls.

This ability has no effect on opponents who are immune to critical hits such as constructs, undead, oozes, and plants.

Unity Strength [General, Region]

Your sense of brotherhood feeds your fighting spirit.

Benefit: When fighting side by side with at least one other character from your home region, you gain a +1 morale bonus on attack rolls and saves against fear effects.

Warrior Instinct [General, Fighter]

You have undergone rigorous training to hone your combat abilities making you a cunning and quick foe.

Benefit: You gain a +2 bonus on Initiative and Spot checks.

Water Born [Zodiac]

You are at home in the water.

Prerequisite: Water zodiac sign

Benefit: You gain a +4 bonus to swim checks and are able to hold your breath twice as long as normal.

Water Wings [Zodiac]

You can breathe underwater.

Prerequisite: Water Born, Water zodiac sign

Benefit: Due to your association with water from your star sign, you are now able to breathe underwater and can swim at twice your land speed.

Wild Talent [General]

You possess a latent psionic power.

Benefit: Choose a 1st-level psionic power. You may use this power as if you were a psion equal to your character level. You are granted a number of Power Points equal to the psionic power's associated ability score modifier. For example, Yeddrick, a 5th-level fighter with a 16 Constitution, chooses the Lesser Concussion psionic power. He receives 3 Power Points in

which to manifest this power due to his Constitution score modifier, the psionic power's associated ability score. **Special:** This feat may only be taken once. Power points gained to manifest this power do not increase or decrease with an increase or decrease in the psionic power's associated ability score. Choosing this feat does not grant you any class features of either the psion or psychic warrior class, nor access to psionic skills, Psionic or Metapsionic feats or Item Creation feats that require psionics. Your Power Point total is not subject to temporary descriptions.

ability score damage, nor psionic powers that increase or decrease Power Points.

NEW SKILLS

This section covers new or expanded skills for use in the THANATOPSIS campaign setting. The skills below are detailed in their use and are typically available to all cultures unless specifically noted in their

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Tem	Rgr	Rog	Sam	Sor	Wiz
Piloting	Ø	•	Ø	Ø	•	Ø	Ø	Ø	•	Ø	Ø	•
Knowledge, Biology	Ø	•	•	Ø	Ø	Ø	Ø	Ø	Ø	Ø	Ø	•
Juggling	Ø	•	Ø	Ø	Ø	•	Ø	Ø	•	Ø	Ø	Ø
Battle	•	Ø	Ø	Ø	•	Ø	•	•	•	•	Ø	Ø
Knowledge, Research	Ø	•	•	•	Ø	Ø	Ø	Ø	Ø	Ø	•	•
Iajutsu Focus	Ø	Ø	Ø	Ø	Ø	Ø	Ø	Ø	Ø	•	Ø	Ø

Ø Denotes a cross-class skill. • Denotes a Class Skill

PILOTING (Dex, Trained Only)

You are capable of directing controlling a particular vehicle. When you chose this skill you chose the type of vehicle you are familiar with. If you use this skill with a different vehicle (such as piloting a steam carriage when you're familiar with a wind rider), your rank is reduced by 2 (but not below 0). If you use the skill with a very different vehicle (such as piloting a ice-ship when you're used to piloting a steam carriage), your rank is reduced by 5 (but not below 0).

Check: Typical piloting actions don't require checks with the vehicle you are familiar with. Having this skill you are assumed to be able to complete the general tasks such as activating the vehicle, and performing general maneuvering such as turning a corner. Some tasks require piloting checks:

Piloting Task	DC
Hairpin Turn	15
Control in battle	20

Collision DCs

Object Struck	DC
Small Pedestrian	10
Medium size pedestrian	15
Large size pedestrian	20
Huge or larger pedestrian	25+
Wooden Fence	20
Another Vehicle	**

The DM has the final say on DCs on collision involving two vehicles. It is reasonable for two

steam-wagons colliding to have a DC of 30 to avoid, while two airships would be much more difficult due to their lack of maneuverability.

KNOWLEDGE, BIOLOGY (Int, Trained only)

This branch of the knowledge skill entails knowledge of the inner workings of creatures. When this skill is purchased you must specify which type of creature you understand the biology of similar to the way a ranger's favored enemy ability works. This skill must be purchased separately for each type of being you wish to fully understand.

Check: Answering questions in your field of study have a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something you never knew in the first place. Though the DM may allow a retry when the skill is raised, as new information is learned.

Special: An untrained knowledge check is considered an intelligence check. Without actual training, a character only knows common knowledge. If you have 5 or more ranks in Biology, you get a +2 synergy bonus on heal checks.

JUGGLING (Dex, Armor Check Penalty)

You can use this skill to perform juggling techniques to entertain, or defend.

Check: with this skill you can perform a simple juggling act with two objects no larger than a shortsword at a DC of 10. For each additional

object over two, add +2 to the DC of the check. Also, for each size category over “small” add +1 to the check’s DC. If the check fails, all juggled objects fall to the ground and are subject to breaking.

Special: If you have 5 or more ranks in this skill, you may attempt to catch one thrown melee weapon of size small as a standard action. Only thrown weapons of size small or less may be caught in this manner (arrows and bolts move too fast for this skill alone), to catch a thrown object, the character must make a juggling check opposed to the subject’s attack roll. The higher result wins. If the check fails, the juggler automatically takes damage (as placing ones hand in front of a speeding dagger can be dangerous).

BATTLE (Wis)

You are a skilled manager of troops. You can command others effectively on the field of battle.

Check: While the Knowledge (War) skill represents a knowledge of warfare and tactics, this skill represents the battlefield cunning and the ability to put tactics into action. This skill also represents a general familiarity with tactics and can be used to perform any of the following actions.

- *Find Advantage:* This use of the skill allows you to quickly read the field of battle for a momentary advantage. Once per round as a free action you may use this skill to find the quickest route to higher ground, cover, concealment, or an effective place to hide (gaining a +2 circumstance bonus to any Bluff checks used to create a diversion to hide this round.)
- *Hunch:* This skill allows you to sense whether or not the enemy’s goals are truly what they seem to be. It is essentially a Sense Motive on a grand scale. A successful check can reveal whether the enemy is fighting defensively to delay you, intends to concentrate on a specific objective, or simply wishes to retreat. (If you have 5 or more ranks of Sense Motive, you gain a +2 synergy bonus to this check)
- *Recognize Ambush:* This use of the skill allows you to recognize areas that would make effective ambush points, allowing you to either avoid an ambush or organize one of your own. This only bestows general wariness of what could happen, detecting hidden opponents still requires a successful Spot check.
- *Find Weakness:* An opposed Battle check against the leader of an enemy army may be used to find some weakness in the opponent’s strategy.

Battle Task	DC
Find Advantage	15
Hunch	20
Recognize Ambush	20
Find Weakness	Special

If you have 5 or more ranks in Knowledge (War) you get a +2 synergy bonus on Battle checks.

Retry: A failed Battle check cannot be re-rolled unless something significant alters the makeup of the battle.

Special: A ranger may apply his favored enemy bonus to his Battle check against forces composed primarily of his favored enemy.

IAJUTSU FOCUS (Cha, Trained Only)

Use this skill to gather personal energy (*ki*) in an Iajutsu Duel.

Check: If you attack a flat-footed opponent immediately after drawing a melee weapon, you can deal extra damage based on the result of an Iajutsu focus check. In addition, if you and your opponent both agree to participate in a formal Iajutsu duel, your Iajutsu Focus check replaces your initiative for the ensuing combat.

In an Iajutsu duel, you and your opponent make opposed Iajutsu Focus checks, and the winner accumulates extra damage dice according to the accompanying table.

Check Result	Extra Damage
10-14	+1d6
15-19	+2d6
20-24	+3d6
25-29	+4d6
30-34	+5d6
35-39	+6d6
40-44	+7d6
45-49	+8d6
50+	+9d6

You can also use Iajutsu Focus in preparation for striking an inanimate object, assuming no distractions. Your extra damage is halved, just like your ordinary damage.

Knowledge (Research) (Int)

You are skilled in using libraries, historical archives, and other resources of knowledge to find specific information. If you have access to such references, you may use them to research obscure information quickly and efficiently. Though this is part of the knowledge skill, its applications are complicated enough to merit its own skill description.

Check: If your source of reference contains information relevant to what you are researching, you get a circumstance bonus to your subsequent Knowledge skill check according to the result of your Research check. This bonus is equal to +2 (Research DC 10) with an additional

+2 for every 5 by which you exceed this DC. A successful Research check can require anywhere from an hour to days, depending on how obscure the subject of your research may be.

Retry: Yes. Each retry requires an equal amount of time and searching. However, if the references do not contain the information you are seeking, no amount of retrying will be successful.

Special: If you have 5 or more ranks in Gather Information you gain a +2 synergy bonus on Knowledge (research) checks.

New Uses for Old Skills

The following skills have additional uses detailed below.

Expanded Tumble DCs

DC	Task
30	Treat a fall as if it were 20 feet shorter when determining falling damage.
35	Stand up from prone as a free action (instead of a move-equivalent action)
40	Move 10 feet as a "5 foot step," while also performing a full-round action such as a full attack. In melee, you might backflip over an opponent to get to his other side. This move never provides an attack of opportunity and acts exactly as a standard "5 foot step" except for the distance covered.
45	Treat a fall as if it were 30 feet shorter when determining falling damage.
50	Climb up to a height up to 20 feet (as part of your normal movement) by jumping and bouncing off of walls. You must have at least two vertical surfaces to bounce off of, and the two must be within 10 feet of each other.
60	Treat a fall as if it were 40 feet shorter when determining falling damage.

The city of Fhovoham, Laubholz



CHAPTER V

RELIGION

RELIGION

The deities of Celestallia are dead. Thousands of years ago, the world was immersed in a nation unseen ever since, a time of powerful technology and semi-divine strength. During this age, gods walked the face of the world, inter-mingling with mortals and demi-gods alike. But in their arrogant desire to expand their influence and knowledge, the populace of Celestallia destroyed themselves when a technological abomination created in their laboratories that wiped out their entire civilization.

Weakened by the loss of their followers, the gods were unprepared for the arrival of the Nightmare King, whose divine essence and tyrannical force devastated the remaining deities, destroying them for all eternity.

Though nearly all of the current inhabitants of Celestallia, save for a few extremely wise and powerful heroes and villains, know nothing of this previous age, only that this world feels the presence of no divine beings of any kind. On that, outsiders who visit this world from other planes or worlds find that their ability to channel their deity's power is diminished. Spells or abilities that could manifest their deity fail, and not even the will of the deity itself could bring its being into physical form on Celestallia. It would seem (some sages suggest) that the Nightmare King somehow found a way to bar other deities from entering the world once he created his empire, and even in death his influence remains.

Choosing a Religion

Following a religion is something that most people of Celestallia consider, but few actually follow through with. This does not mean, by any stretch, that Celestallians are faithless people, but they find it hard to adhere to the rigid structures of an organized religion.

Religion on Celestallia is handled in a way different from most worlds. Without the influence of deities, mortals find that their philosophical and spiritual needs are more fulfilled by esoteric religious faiths that follow forces of the universe, ancestor worship, or philosophy. Every divine-spellcasting character must decide at creation which force or philosophy their character follows.

Having a philosophy or force one follows implies some true personal attachment with that force or philosophy. Given the relationship it is practically unheard of for a character to follow a force or philosophy with a radically different alignment than his own. For example, it is essentially impossible for a chaotic good rogue to feel a close personal connection with the teachings of

Azazel, a neutral evil philosophy of tyranny and conquering.

Players who wish to follow their own personal philosophies have a few tasks ahead of themselves. First off, they are required to write a description for this philosophy according to the designs given in this section. Philosophies require a minimum of twenty followers to receive power. Also, as the philosophy is the character's own individual belief system, they will most-likely not be able to find help from fellow followers unless there are unique circumstances surrounding the philosophy. Also, certain spell-casters are less-likely to give assistance to those who do not follow the same faith, as is the case with resurrections or other powerful magics.

Philosophies of Celestallia

The gods of Celestallia are dead, their essences banished from this plane centuries ago. In the time that has come since, religion of a philosophical nature has arisen. Religion based around the faith of an idea or a force. There are many different faiths scattered across the continents of El, this section not only covers the details of these philosophies, but details the regions in which these religions are favored, and by extension where the clerics are favored as well.

Most religions require years of study at their churches before a character can be allowed to take a level of Cleric in that religion. Often time, character who plan on multi-classing into a cleric should plan ahead on what religion the character plans to worship, and his direction in character classes if he plans to make the jump to a religious class.

Some philosophies do not list any region as a favored region, this represents that the religion is very small or unwelcome in most areas, and as such gains no regional benefits until an area where they can become abundant is established.

In order to join a religion, a character must fulfill the alignment criteria (if any) of the philosophy.

The Church of the One

Symbol: An eye surrounded by six multicolored spheres.

Alignment: Neutral

Portfolio: All elements, unity, brotherhood, kings.

Worshippers: Any

Cleric Alignments: Any

Domains: Earth, Air, Fire, Water, Family, Nobility, War

Favored Weapon: Greatsword

The Church of the One was founded in the year 1AH at the beginning of the rule of the Templar Kings. As the first and oldest philosophy on the continent of El, the Church of the One has expansive and terrific power all throughout the continent. Based out of the Holy City of Light in Laubholz, the One has expanded branches of its sub-churches throughout all of Laubholz, Phenalia, Icatia, and Anthador. In other countries the Church of the One's presence is less felt, but still heard.

The Church of the One teaches unity above all things. The peoples of El must learn to live together or the chaos that once dominated the land could arise again. Acting as brothers, united by the darkness that humanity and all races survived, anything can be accomplished. As such the church frequently donates money towards humanitarian aid to less wealthy nations in the republic, and lends military might via the Grand Army of the Templar and Half-Dragons to any who face forces of darkness. Most nobles of the northern nations vow piety to the Church of the One as the original Templar Kings that divided up the El Continent assured that its teachings were passed down through generations.

Those who do not directly revere the united church usually fall into worship of one of its branch churches, each revering one of the celestial zodiac signs that govern the ways of mortal life. Clerics of the Church of the One serve as maesters during weddings and other ceremonies of unity, as well as community leaders and caretakers of wayward youths, as the Church of the One has hundreds of orphanages across El.

Order of the Gorgon

Symbol: A pair of bullhorns surrounded by a broad circle.

Alignment: Neutral

Portfolio: Strength, Agriculture, Nature, Earth, Wilderness

Worshippers: Any

Cleric Alignments: Any

Domains: Earth, Strength, Protection

Favored Weapon: Warhammer or Warmaul

Representing the element of Earth, the Order of the Gorgon also stands as a symbol of the Gorgon zodiac sign. Serving as a branch of the Church of the One, this Order is primarily served by Clerics, though some Druids and Rangers find solace in its teachings of nature and the wilderness.

Strength, determination, and perseverance are the corner stones of the Order of the Gorgon.

Much as a mighty mountain stands its watch for centuries, so do the followers of the Order. The church serves as aids for farmers and other agricultural tasks, but also has become a strong faith for the Dwarven community. It is rumored that the symbol of the bull-headed Gorgon came not from the Templar, but from the Dwarves of the land of Grun'Wyn where the Templar armies hid to plan their assault against the Nightmare King during the First Great War.

Spread out even further than the central church, the Order of the Gorgon finds churches, shrines, and other places of worship in every nation across the El continent. Clerics of the Gorgon church assist in ceremonies of the harvest, an sermons during the equinox and solstices.

Order of the Salamander

Symbol: A deep red lizard surrounded by flames

Alignment: Neutral

Portfolio: Fire, Conflict, War, Metalworking, Victory

Worshippers: Any

Clerics Alignments: Any

Domains: War, Fire, Retribution

Favored Weapon: Longsword

The aspect of Fire, the Order of the Salamander is the militant Order of the Church of the One. Founded by the many Half-Dragons who survived the First Great War, the Order of the Salamander has become the strongest arm of the Church of the One. Born in fire and bathed in battle, Clerics of the Salamander Order are skilled in martial combat even more so than normal clerics. Their home is at the front lines, the heat of battle, and the center of conflict.

The Order of the Salamander teaches its followers to seek honor and rest in the arms of war. During times of conflict the church serves as the faith of the military, while during times of peace it trains its followers to not fear battle, but to seek it out. During combat, one's true soul emerges and the soul of a true warrior lives on, honoring those who died in combat to protect that which they love.

Servants of the Salamander Order serve duties as guardians of the Church of the One, and leaders of all church-related war efforts. Order members are also usually skilled weapon and armor smiths, forging blades for their brothers to carry into battle. When a warrior seeks guidance before a fight, or when a gladiator prays before entering what might be his last battle, he prays to the Salamander.

Order of the Hydra

Symbol: The six heads of a Hydra
Alignment: Neutral
Portfolio: Water, Magic, Knowledge, Agriculture
Worshippers: Any
Clerics Alignments: Any
Domains: Magic, Water, Knowledge
Favored Weapon: Trident

Representing the massive oceans and seas bordering the east and west of the El Continent, and the all-encompassing size of the oceans, the Order of the Hydra is the most cloistered and structured of the branch churches. Serving as record keepers and scribes to the Church of the One, the Hydra sign represents not only the vastness of water, but the vastness of knowledge and magic as well. While feeling more at home within libraries and classrooms, the clerics of the Hydra also travel across El in search of enlightenment and knowledge.

The Order of the Hydra teaches its followers the powers of knowledge, from the smallest story to the largest tome. Heading up the largest academies of knowledge and higher learning in the El Continent, the Order of the Hydra has amassed colossal libraries of forgotten lore in the centuries since the end of the First Great War. Many forbidden secrets and forgotten ways are now in the possession of this order. Much to the dismay of many, the church of the Hydra also expounds upon the benefits of arcane magic, a controversial stance for a religious order.

Servants of the Hydra are often teachers, scribes, and scholars of all kinds. Teaching in an academy, or teaching a single pupil the Hydra followers are store-houses of information and secrets.

Order of the Couatl

Symbol: A winged serpent swallowing its own tail.
Alignment: Neutral
Portfolio: Air, Storms, Agility, Sky, Sight
Worshippers: Any
Cleric Alignments: Any
Domains: Air, Storm, Travel
Favored Weapon: War Fan

Spreading as far as the winds carry its followers, the Order of the Couatl expands across all areas of the El Continent. As the most unstructured of the Elemental churches, the Couatl church usually operates out of small shrines and other places of worship that are easily accessed by travelers. The few large and established churches of the Couatl exist in areas of high mountains and very secluded forgotten corners of

El. Aside from the Central Temple in the Holy City of Light in Laubholz, the largest Couatl church lies on the Island of Faeshaar in the archipelago south of Icatia.

The Order of the Couatl acts in conjunction with the Orders of the Hydra and Gorgon to make up the triumvirate of Agriculture, overseen by the Order of the Phoenix. These four churches are the main places of worship that handle farm related duties of the churches, and are also the four primary churches worshipped by the common folk. The church itself expounds of the virtues of exploration and discovery, promoting world travel and archaeological endeavors. Quite often, the church of the Couatl and the church of the Hydra will combine their resources for particularly interesting exploration missions.

Servants of the Couatl Order are often tempestuous individuals who are commonly prone to violent mood swings. Often, members of the church see themselves as righteous warriors empowered by the forces of wind to bring destruction upon those who oppose the churches desires. Most frequently, these fanatical worshippers do not belong to the core sect.

Order of the Serpent

Symbol: A tightly coiled snake
Alignment: Neutral
Portfolio: Death, funerals, Ancestors, Undead, Healing
Worshippers: Any
Cleric Alignments: Any
Domains: Death, Undeath, Ancestor, Healing
Favored Weapons: Scythe

Often misunderstood as an evil church due to its connection to death and the undead, the Order of the Serpent acts as the path between life and death for many people of the El Continent. Officially in charge of all funeral deeds and legal caretakers of all gravesites, the church of the Serpent operates as the morticians of El, and those who carry the dead into the afterlife. Most usually, churches of the Serpent appear in large cities near or within graveyards where families of deceased come to pray for their swift travel into the afterlife, or places where the spirits of the dead are venerated. Churches not within city environments are few and far between, and often can be found at sites of large battlefields of old, or sites infested with the undead where the members of the church seek to destroy or at least keep at bay these unfortunate souls.

The Church of the Serpent teaches honor to those that have died, and reverence for the spirits of ancestors. Undeath and necromancy are viewed by the church as a double-edged sword;

the powers of undeath can be beneficial, and if put to the proper uses like any tool can be used for good purposes, but like any tool it can also be abused. The Church of the Serpent also acknowledges necromancy's corrupting effect on those who use its evil powers too often. Much like anything in life, the powers over the dead should be handled in moderation.

Priests of the Serpent Order perform rites of passage to the afterlife for funerals, tend to gravesites, and sometimes act as harriers for the church against grave-robbers and others who would desecrate the tombs of the dead. Quite often, clerics of the Serpent are feared or misunderstood due to their somber and morose nature.

Order of the Phoenix

Symbol: A fiery bird with flaming wings arcing upwards.

Alignment: Neutral

Portfolio: Life, Birth, Resurrection, Sun, Healing

Worshippers: Any (usually good)

Cleric Alignments: Any (usually good)

Domains: Sun, Renewal, Luck, Healing

Favored Weapons: Longbow or Shortspear

Bringers of life, healers of the sick, bringers of the light—The Order of the Phoenix is one of the most revered and respected orders of the six inner-churches. One of the only philosophies to grant the powerful Sun domain (The only domain which grants a cleric access to the power to turn undead), many clerics who seek protection from the forces of the undead find solace in this religion. Though not strictly a “good” church, most followers of the Phoenix Order fall under one of the good alignments, even if it is possible for an evil being to worship the philosophy. The power of positive energy and sunlight is no intrinsically a good ideal.

The Church of the Phoenix believes in the purity and sanctity of life, and that all of its clerics should honor life in any form it may choose to come in. Most often, the church of the Phoenix is seen as a holy scourge, a religion that aids in blasting the forces of the undead from the face of Celestallia. Years ago, in fear of attacks from the once prolific armies of the dead, the church of the Phoenix forbid the teachings of the Sun domain, but after the tireless efforts of the Cele De and other undead hunting organizations, the Phoenix order resumed the use of this positive energy channeling.

Clerics of the Phoenix Order commonly preside over rituals of resurrection. When a person has died, the interested council wishes their spirit to be returned to the world of the living, the Phoenix

church sends one of its respected clerics in to handle the ceremony. Traveling clerics of this philosophy often find themselves falling into roles as medical aids or chiurgeons, especially during times of war. In combat, Phoenix clerics who take up arms with a longbow (which they refer to as “shafts of light”) serve as ranged support and often take metamagic feats that allow them to cast their healing spells from a distance.

The Circle of Zheng

Symbol: A plain white disk outlined in gray.

Alignment: Lawful Neutral

Portfolio: Law, Balance, Martial Arts, Meditation, Strength

Worshippers: Any Lawful

Cleric Alignments: Any Lawful

Domains: Meditation, Strength, Law, Divination

Favored Weapons: Unarmed Strike

One of the younger but well respected philosophies of the EI continent, the Circle of Zheng is a timeless and mysterious religion founded by an ancient and wise monk known as Gozhan Gi-Zheng. Originating in the country of Icatia by the bay of storms, the Philosophy of Zheng has spread across most of EI since its founding in the year 997AH. Monasteries can be found in almost every country, even secluded lands such as Azrazzat and Grun'Wyn, as the great Zheng was an accomplished and renowned traveler during his youth. Followers of the Zheng philosophy are commonly monks, though clerics and rarely templar are drawn to this exploration of inner harmony.

The philosophy of Zheng is one of inner perfection. Through the exploration of one's self, enlightenment and peace can be achieved. By exploring, through meditation, the inner workings of your essence you can find ways to bypass physical limits, expand your consciousness, and achieve an entirely new state of being. Zheng also believes in keeping the body pure from chemicals such as tobacco and alcohol and having a constant regiment of exercise and martial training. Meditation through martial exercise, reflective rest, and lucid dreaming all bring forth portions of a person's true worth.

Clerics and other followers of the Circle of Zheng are often travelers, moving from shrine to shrine, exploring the world to open one's mind to new sensations and experiences, to enlighten the inner spirit to the truths and trials of the world. Monks who follow the Zheng philosophy are required, upon reaching 7th level, to partake in a test of the monastery to rise any further in the ranks of a monk. This test takes place atop the mountain of static in the land of Icatia, and is taken alone. The test itself is shrouded in mystery,

and those who pass the test are sworn to secrecy not to speak its details to younger members of the order.

The Church of the Cele-De (Kay-La-Dee)

Symbol: A cross, contained in a circle, surrounded by eight points of fire.

Alignment: Neutral Good

Portfolio: War, Healing, Life, Sun, Families

Worshippers: Any Good

Cleric Alignments: Any Good

Domains: War, Sun, Renewal, Healing, Good, Glory*

Favored Weapons: Longspear or Shortsp spear

*This domain may be chosen as a normal domain, or a prestige domain.

The Célé Dé, meaning 'Path of Light' according to ancient celestial writings, came into being at the turn of the last millennium. Though its current history stretches back a mere few years, it has been said that the religion was born far more than fourteen thousand years ago. This has raised much speculation as to the origins of the religion's benefactors, Huzrapiel Ven'Vic and Ruadh Rofessa.

The Vestrums of the Célé Dé Sentinel, the great council of the faith, teach sacrifice for the good of all. It is their creed to help all others before considering themselves, and to give whatever is necessary to further the promotion of all good faiths. While being compassionate beyond normal means, these holy warriors will strike down with fury against any evil that threatens their world.

"I will purge the world with the Fires of Heaven until there is not a refuge for a single evil man. I will burn out the unlife that hides in the corners of the earth. I will shine a light so bright that there can be no shadow in the presence of my brethren, and no darkness in the home of my family. I will focus the brilliance of my will upon any creature that raises its hand against an innocent. Lend me the strength of the Heavens, oh Lords of Good, and I will send every corrupted soul to its end. Forge me in the Flames of Purity, and with me reshape this tortured waste into a fertile valley. Bathe me in the Songs of the Celestial Choirs, and my voice will stamp out the will of the fiend that blocks the path of light for any good soul. Hear this request, Powers of Good, and grant me a blessing of safety." - The battle creed of Ruadh Rofessa

The Qui'Ren (Kee-Ren)

Symbol: Five circles representing the elements fire, water, air, steel, and wood.

Alignment: Lawful Neutral

Portfolio: Ancestors, Guardianship, Elements, Honor, Loyalty

Worshippers: Any lawful

Cleric Alignments: Any lawful

Domains: Water, Air, Fire, Steel, Wood, Ancestor

Favored Weapons: Longsword

The Qui'Ren is a very rarely known, and quite mysterious sect of priests and shaman hailing from the secluded country of Rokkan. Here within this mountainous country the philosophy of the Qui'Ren, an ancestor worshipping religion has grown. Primarily followed by the ruling family of the Rokkan Empire, the philosophy is also followed by a small clan of ninja known as the Shinobu.

The Qui'Ren is an ancient religion, far older than both the Church of the One and the Circle of Zheng, though it is evident that both religions borrow from the teachings of the Qui'Ren. It is entirely possible that the Templar religion was inspired by the basis of the Qui'Ren.

The philosophy of the Qui'Ren itself, which translates to "Spirit Words" from the language of Rokkan, is a mystical philosophy steeped in the veneration of family members who have passed on. The Qui'Ren teaches that in order to fully understand one's self, one must understand what came before. This simple base theory is applied to all things in the life of a practitioner of the Qui'Ren. To understand the "now", look to the "then".

Not only does the religion preach hindsight, but honor. Hold true to one's word, never break an agreement, and above all else be true to who you are. Beyond personal insight, the Qui'Ren teaches that the world and all things in it are composed of five simple elements and to see these things in the world is the path to seeing enlightenment.

Outside of Rokkan this religion is unheard of, save for in the lands of the Illythiiri. Perhaps early practitioners of this faith, or perhaps it was brought back to them by an explorer of their people, the Illythiiri follow this faith, though in their tongue it translates into "Illyatad'avil" (ill-e-ya-ta-da-veel).

Church of the Eternal Concordance

Symbol: A perfect golden ring

Alignment: Neutral

Portfolio: Law, Civilization, Fate, Foresight, Rulership

Worshippers: Any Lawful

Cleric Alignments: Any Lawful

Domains: Fate, Law, Planning, Community

Favored Weapon: Ring Staff

The Church of the Eternal Concordance is the single religion of the Harmonian people. The Eternal Concordance teaches of the cycle of the world, birth, life, death and how it moves in this circular motion unending through time. The church preaches the virtues of a balanced world of law, of structure and order, a world without chaos, which leads to suffering. The philosophy is very strict in its tenants, and few practitioners dare twist the wordings of the faith and its sacred book the Nataraja. In daily life, citizens of Harmonia follow a structured daily routine which assists the nation in working like a smooth and oiled machine.

Priests of the Nataraja come in two castes, Priest and Bishop. Priests serve as the lower ranked practitioners of the Concordance, spreading the word of the Nataraja. These priests rarely travel outside of the city they are trained in, unless their skills are needed in war exercises. Beyond the priests lie the four Bishops, the heads of both the Church of the Eternal Concordance, and the political heads of Harmonia. The Bishops control the military, church, and politics ensuring that all run smoothly, without incident. Duties of the priesthood often involve law enforcement and the assistance of community officials as they undergo training with political issues for their possible future position as Bishop.

The one constant that all who believe in the Concordance cannot deny, is the will of Fate. The priests of the Concordance believe, as they have for centuries, that all beings who walk Celestallia are governed by fate, a destiny to which they will prescribe from beginning to end along their path on the "wheel" of life.

The Fortune

Symbol: A silver coin inlaid with a wheel pattern of gold.

Alignment: Neutral

Portfolio: Trade, Commerce, Travel, Wealth, Time.

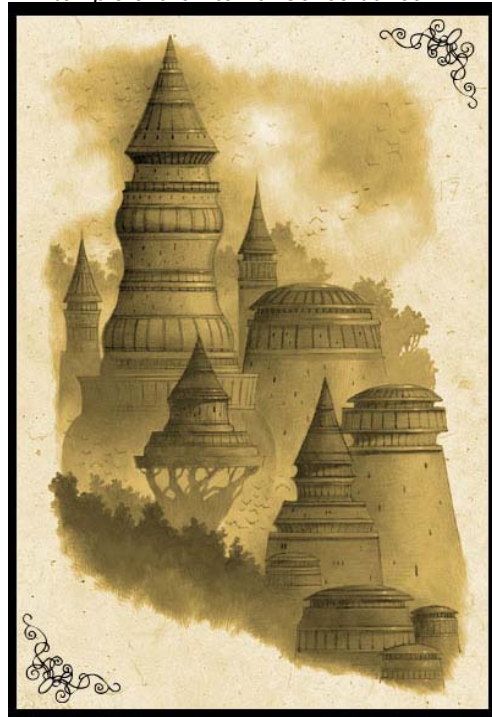
Worshippers: Any

Cleric Alignments: Any

Domains: Trade, Travel, Planning, Luck

Favored Weapon: Quarterstaff

Across the Endossa ocean lies the Island nations of Rhyll. Prime among the regions of the human kingdom of Valaria is the Philosophy known as The Fortune, which stands as a double meaning. On one side, the Fortune represents a philosophy of capitalistic ventures, a philosophy of business etiquette and honor among tradesmen, a philosophy versed in the value of a coin and the power that money possesses. The



other side of the philosophy The Fortune represents fortuitous living, a sense of luck and prosperity from a charmed existence. Trusting the way the winds blow, and letting the cards fall as they may.

Though the philosophy is very prevalent across Valaria, there are very few clerics of The Fortune; rogues and aristocrats primarily adhere to the philosophy. The rare clerics who follow this philosophy commonly multiclass with rogue and serve as leaders of immense mercantile trade rings, for those that command The Fortune command the world.

Devoted of the Silver Moon

Symbol: A silver crescent moon with a blue outline.

Alignment: Neutral

Portfolio: Moon, Magic, Secrets, Knowledge, Darkness, Illusion

Worshippers: Any neutral

Cleric Alignment: Any neutral

Domains: Moon, Magic, Knowledge, Darkness, Illusion

Favored Weapon: Scimitar

In the Isles of Xyr, the archipelago nation of Za'Ha-Jin on the continent of Rhyll is steeped in myth and legend. Few outside of the Za'Ha-Jin race have ever set foot into its shrouded cities and even fewer have been exposed to the inner workings of its church. The Devoted of the Silver Moon is the philosophical beliefs of the Za'Ha-Jin, a philosophy of eldritch secrets, mystical rituals, and ancient rites of passage. All Za'Ha-Jin are raised within the faith of the Silver Moon, and most hope to join the ranks of the clergy.

The philosophy of the Silver Moon itself values personal knowledge above all. The acquisition of secrets all the while keeping a façade of ignorance to the truths around the faithful is the religions prime. Deception is key among the church, and its practitioners are commonly aids to spies and assassins of the Za'Ha-Jin kingdom.

Clerics of the Silver Moon act as sages and keepers of hidden lore, typically researching rituals and new spells to expand the knowledge of the kingdom. Clerics who travel beyond Rhyll often are scouts sent out with a small team of Za'Ha-Jin in order to acquire information about the outlying countries and the secret lore they may have in order to expand the influence of the Za'Ha-Jin.

The beautiful coast of Icatia



CHAPTER VI
THE ZODIAC
&
CHARACTER DESCRIPTION

THE CELESTALLIAN ZODIAC

Some believe that the position of the stars upon your birth can influence your life for ages to come. On Celestallia, this holds true more so than anywhere else. Characters born on Celestallia find that the star sign that they are born under influences more than what a fortuneteller can divine, but bestows upon them the potential for great powers and abilities.

There are six zodiac signs that govern the world of Celestallia, each occupies two months out of the year and each has a unique energy trait associated with it. Though the zodiac are often referred to by different totems depending on what continent or civilization they are encountered in, they all fall under six basic structures; Light, Dark, Fire, Wind, Water, and Earth.

Beyond the zodiac there are minor celestial influences that are believed to govern a character's life. These include the positions of Celestallia's two moons and the positioning of the non-zodiac stars.

When creating a character you may either roll for an appropriate zodiac sign on the table below or with DM's permission you may choose from the list. Each sign also has ascendancy as well. This denomination depends on what time during the month that a character was born. The four ascendancy of Celestallia are the Red Moon (Metus), the Blue Moon (Solus), The Sun (Lumiar) and the non-zodiac stars. Depending on which week of the month a character is born in, a different celestial feature is the primary governing factor in their lives.

Zodiac Traits

Each of the primary zodiac signs exhibits general personality traits upon those who are born under them. These traits are presented to serve as role-playing aides and suggestions, not strict guidelines.

ZODIAC OF LIGHT

Totem: Phoenix (EI), Eagle (Rhyll), Falcon (Harmonia)

Personality: The Zodiac sign representing light and radiance lends to its scions a bold and courageous personality. Scions of this sign find themselves often called overly passionate though they themselves find their excitement about the world and their generally uplifting outlook to be a contrast to the usually drab aspects of the world. More often than not, Light signs are astute and scholarly.

Positive Traits: Philosophical, Freedom-loving, Broadminded, Generous, Optimistic, Just, Religious, Scholarly, Enthusiastic

Negative Traits: Argumentative, Exaggerative, Talkative, Self-indulgent, Blunt, Impatient, Pushy, Hotheaded.

Zodiac Bonus: +4 bonus to Diplomacy checks.

ZODIAC OF DARKNESS

Totem: Serpent (EI), Raven (Harmonia), Rat (Rhyll)

Personality: Often times the oppressing trait of darkness lingers about scions of this sign. A generally morose personality usually befalls many who are born under this zodiac, and those that manage to elude its somber undertones tend to be less lively overall. Sometimes called grim and uncompassionate those who have this sign tend to find their positive traits overlooked. Many scions of the darkness sign are quite smooth of tongue however, and gravitate towards political positions or merchants.

Positive Traits: Charitable, Sympathetic, Emotional, Sacrificing, Intuitive, Introspective, Musical, Artistic, Personable

Negative Traits: Procrastinating, Melancholy, Pessimistic, Emotionally Inhibited, Timid, Impractical, Indolent.

Zodiac Bonus: +4 bonus to Bluff checks

ZODIAC OF FIRE

Totem: Salamander (EI), Lion (Rhyll), Scorpion (Harmonia)

Personality: Scions of the fire zodiac are emotionally powerful individuals. Born with an inner inferno that refuses to let down, they are considered tempestuous at their best and downright violent at their worst. Easy to anger and difficult to calm, fire signs are passionate about everything they do in life. Usually active and always looking for the next step on their path, fire signs commonly succumb to wanderlust and creative desires.

Positive Traits: Pioneering, Executive, Competitive, Impulsive, Eager, Courageous, Independent, Dynamic, Passionate

Negative Traits: Domineering, Quick-tempered, Violent, Intolerant, Hasty, Arrogant, Brusque, Lack Focus

Zodiac Bonus: +4 to Intimidate checks

ZODIAC OF WATER

Totem: Hydra (EI), Eel (Rhyll), Leviathan (Harmonia)

Personality: The creativity of the water sign is un-matched. Born of the turbulent seas, lakes, and rivers their personalities are just as deep as their imaginations. Often times exacting, to a fault, this means they rarely turn out anything that isn't top quality, but it takes them a while, and they give themselves and/or the people around them a much difficulty while doing so. Often these folk are inclined towards the arts and scholarly endeavors.

Positive Traits: Industrious, Studious, Scientific, Methodical, Discriminating, Exacting, Clean, Humane, Perfectionist
Negative Traits: Critical, Petty, Melancholy, Self-Centered, Picky, Pedantic, Skeptical, Sloppy

Zodiac Bonus: +4 bonus to swim checks

ZODIAC OF AIR

Totem: Couatl (El), Hawk (Rhyll), Cat (Harmonia)

Personality: Scions of the air zodiac are often a curious bunch, always looking to see what's over the next hill or behind the next door. Their eyes are open to the wonders of the world, and they tend to be loosely bound to a single place. Idealistic, their pursuit of the ideal, or adherence to personal principle can often make air signs difficult to be on intimate terms with. But, they care about people, and can be great friends.

Positive Traits: Independent, Inventive, Tolerant, Individualistic, Progressive, Artistic, Whimsical, Intellectual, Altruistic

Negative Traits: Unpredictable, Temperamental, Detached, Cold, Stubborn, Shy, Eccentric, Impersonal, Rebellious

Zodiac Bonus: +4 bonus to move silently checks

ZODIAC OF EARTH

Totem: Gorgon (El), Bear (Rhyll), Hound (Harmonia)

Personality: Those born under the sign of the Earth are as stable as the element they represent. Steadfast and loyal, scions of earth are unbending (often to a fault) in their ways and people of their word. Earth signs can be stubborn - they find what they like and by the time they have, they trust it enough to stick to it to the end.

Positive Traits: Cautious, Responsible, Scrupulous, Conventional, Perfectionist, Traditional, Practical, Hardworking, Prudent, Serious

Negative Traits: Egotistic, Domineering, Unforgiving, Fatalistic, Stubborn, Brooding, Inhibited, Inflexible

Zodiac Bonus: +4 bonus to concentration checks.

Traits of Ascendancies

The four ascendancies of Celestallia modify the personalities of those born during various weeks of the month. The ascendancies are primary governing forces and represent base emotional and mental traits, which more often than not are evident in a character's personality.

Sun Ascendancy

1st Week of Month

Sun ascendancy individuals are usually proud, authoritarian individuals with an unpredictable streak. They lean toward chaotic alignments.

Stars Ascendancy

2nd Week of Month

Star ascendancies are steady and rational, very certain folks who have a focused idea of how their lives should be lived. They lean toward lawful alignments.

Red Moon Ascendancy

3rd Week of Month

Those with the red moon ascendancy are creative, though easy to anger and strong willed. They typically lean toward neutral alignments.

Blue Moon Ascendancy

4th Week of Month

Blue Moon Ascendancy often relates to philosophical personalities, people who are very versatile, but have rather tempestuous emotions. They have no particular alignment tendency.

Table: Star Sign

1d12 Roll	Month	Star Sign
1	Safar	Earth
2	Jeth	
3	Dauntil	Air
4	Seimai	
5	Felmont	Fire
6	Amai	
7	Fildan	Water
8	Odelin	
9	Islamir	Light
10	Aghan	
11	Asaarh	Dark
12	Phaegan	

Table: Ascendancy

1d4 Roll	Week	Ascendancy
1	1 st	Sun
2	2 nd	Stars
3	3 rd	Red Moon
4	4 th	Blue Moon

The following table will help detail the age information of your character. Be it an old codger of a human wizard or a young and ferocious rolyn monk. The maximum age category for a character I determined in secret by the DM when appropriate. These variables should not be known by the PC.

CHARACTER AGE

The table below determines a character's starting age, as well as details of aging effects on various races. The Maximum entry in a race is the age a character reaches at death. This number should be determined in secret by the DM when the character is created. This will rarely come into

play during a character's time being played, however certain terrible creatures magically age a character, and can bring about an early demise.

Race	Adult	Middle**	Old†	Venerable‡	Maximum
Chrystalis	100	400	800	1,200	+5d100
Dust Gnome	40	90	125	175	+1d100
Dwarf	40	125	188	250	+2d100
Star Elf	100	150	235	315	+3d100
Golthon	11	20	35	50	+1d20
Half-Elf	20	62	93	125	+3d20
Half-Orc	14	30	45	60	+2d10
Human	15	35	53	70	+2d20
Irix	20	50	75	100	+5d20
Nightraven	20	62	93	125	+3d10
Royln	14	28	42	58	+2d10
Saurial	90	140	178	240	+2d100
Thrull	14	30	45	60	+2d10
Vash	50	100	150	200	+1d100

** -1 Str, Con, and Dex; +1 to Int, Wis, and Cha

† -2 Str, Con, and Dex; +2 to Int, Wis, and Cha

‡ -3 to Str, Con, and Dex; +3 to Int, Wis, and Cha

Some races entries aren't mentioned here, such as the Terrotian, these unlisted races are considered ageless, having life spans not measured by mortal means.

Your race's age modifiers also become altered if your character takes on the traits of certain templates, such as Half Dragon or Celestial. Other templates, such as any kind that turns a character into an undead creature completely halt the aging process.

Remember that age is an important factor in roleplaying, older characters tend to be wiser and more mature than younger, on average, and the choices you make when determining a character's age will affect not only how you play the character yourself, but how the NPCs of the world around will react to you.

Age, however, is not unstoppable. As a character progresses in levels, he may eventually become what is known as

Note: Chrystalis do not suffer ability penalties with age, but they do gain ability bonuses.

"Epic Level" which is not discussed in detail in this book. "Epic Level" refers to anything beyond level 20, and special feats and abilities are available for epic level characters, one of which being "Extended Lifespan" giving a character a longer life and more time to explore the wonders of Celestallia.



If you wish to begin play as a character of Middle age or older, please consult your DM first to make sure it will fit in with the campaign in progress.

With age comes wisdom

CHAPTER VII

PRESTIGE CLASSES

Prestige Classes

Celestallia is home to dozens of secret organizations and elite orders, hundreds of unique adventurers and anointed champions, and thousands of opportunities. A mage might begin her career as a straightforward wizard, but as she gains power and experience, choices confront her. Should she follow the path of the archmage, or plunge into the forbidden arts of biomancy.

Characters of any class face similar choices. Many of the most powerful and successful adventurers of Celestallia eventually become embroiled in the struggle of light and dark, assuming responsibility and the privileges of these unique character classes.

Prestige classes that add to the character's base class for determining the number of spells per day also add to the character's caster level (such as for dispel checks and level checks to overcome spell resistance).

The THANATOPSIS campaign setting is made to be compatible with the information presented in many other d20 game-system sourcebooks including ones such as *Sword & Fist* and *Defenders of the Faith*. But as Celestallia is a very complex world with great differences between most other campaign settings, some alterations to the prestige classes have to be made and considered. The following is a list of changes made to the prestige classes presented in *Sword & Fist*, *Defenders of the Faith*, the *Dungeon Master Guide*, and the *Forgotten Realms* campaign setting.

Fist of Hextor (Page 19 of the *Sword & Fist*)

- Name changed to: Bleak Templar
- Description Text: In the sandy wastes of the Ash Desert, life has an entirely different flow. The stability of the civilized world is gone, and those who dare live on the border of the lands of the undead are forged of harder stuff than most. Though the land may be different some things remain the same, templars still exist even within these wastes, and though they do not follow the rigid caste system of the civilized lands, these templars are known as "the bleak" or "the bleak templar." Bleak Templars serve as guardians of uncivilized tribes and elite warriors who lead raids against the undead hordes of the Ash Desert. Most Bleak Templars are templars, fighters, monks, or clerics, but ex-barbarians, rangers, and sorcerers are all count among their ranks.
- Change Alignment restrictions to: Lawful Evil, Lawful Neutral.
- Change "Other" requirement from must worship Hextor, to: Must belong to an Ashen Desert tribe.
- Swap class skill Climb, for Wilderness Lore.

Ninja of the Crescent Moon (Page 30, *Sword & Fist*)

- Change name to Shinobu Ninja
- Change special requirement from "Must contact Crescent Moon leadership" to "Must contact Shinobu Ninja leadership"
- Add alignment restriction: Any non-chaotic.

Hunter of the Dead (Page 62 *Defenders of the Faith*)

- Replace requirement "Ability to turn undead" with "Favored enemy undead"
- Add an extra ability at 1st level: Turn Undead (This ability functions as a cleric equal to the hunter of the dead's class level.)

Templar (Page 72, *Defenders of the Faith*)

- Change name to: Grand Templar
- Add ability at first level: Inner Perfection. This ability allows a Master Templar who belonged to the templar class to continue gaining templar abilities as if he continued gaining levels in that class. This includes the advancement of his familiar, but not additional feats, smiting or original templar spells.
- Change Requirement Weapon Focus (With deity's favored weapon) to Weapon Focus (Philosophy's favored weapon.)

Purple Dragon Knight (Page 49, *Forgotten Realms* Setting)

- Change name to: Republic Knight.
- Information: This prestige class serves the same purpose, but is the royal guard of the Republic of El



A dreaded blackguard

Blackguard (Page 181, *Dungeon Master's Guide*)

All blackguard receive the “Fallen Paladin” special abilities as detailed on page 32 of the Dungeon Master’s Guide as Paladins do not exist on Celestallia, and the corruption left by the Nightmare King is so powerful that servants of evil often find themselves blessed with exceptional abilities.

New Prestige Classes

The prestige classes presented here are exclusive to the THANATOPSIS Campaign Setting and have many abilities that may not be appropriate or function properly on other campaign worlds.

BIOMANCER

Some people call the Biomancer an abomination, a magical sub-sect that goes against the very laws of nature. Others see the Biomancer as a way to heal incurable diseases, and restore life to dead organs and limbs without the aid of divine magic. Any way their talent is taken, one constant is certain, the Biomancer is a spellcaster of incredible focus and power.

All Biomancers are a combination of two very potent supernatural abilities; psionics and arcane magic. The devotion of a Biomancer comes from their inner drive to discover the most intricate and well-hidden secrets of life itself. Some use their questionable art to seek out personal gains such as immortality, while others use the skills they learn to help others acting as healers in areas where divine casters are scarce. The talents of a Biomancer allow those who take the prestige class to alter the very essence of life itself to suit their needs. The Biomancer’s skills range from the creation of short-lived organic beings, to the ability to augment their bodies, and the bodies of their familiars.

Biomancers often find themselves at odds with Necromancers, as their art forms are polar opposites of each other, one dealing with the forces of life, the other dealing with the forces of death.

Hit Dice:d4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Augment Self (1), Save Bonus, Augment Familiar (1)	+1 level of class
2 nd	+1	+0	+0	+3	Resistance	+1 level of class
3 rd	+1	+1	+1	+3	Augment Self (2)	+1 level of class
4 th	+2	+1	+1	+4	Augment Familiar (2), Sense Life	+1 level of class
5 th	+2	+1	+1	+4	Augment Self (3), Resistance	+1 level of class
6 th	+3	+2	+2	+5	Augment Familiar (3)	+1 level of class
7 th	+3	+2	+2	+5	Augment Self (4)	+1 level of class
8 th	+4	+2	+2	+6	Augment Familiar (4)	+1 level of class
9 th	+4	+3	+3	+6	Augment Self (5), Resistance	+1 level of class
10 th	+5	+3	+3	+7	Augment Familiar (5), True Birth	+1 level of class

Requirements

To qualify to be a Biomancer, a character must fulfill all the following criteria.

Spell Access: Must be able to cast arcane spells, one of which must be alter self.

Power Access: Must be able to use psionic powers, one of which must be lesser body adjustment.

Skills: Knowledge (Arcane) 5 ranks, Knowledge (Psionics) 5 ranks Knowledge (Anatomy) 8 ranks

Special: The candidate must find a source of biomantic knowledge, or a teacher versed in the art form, as biomanancy is a little known and little understood craft.

Class Skills

The Biomancer’s class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (Arcana)(Int), Knowledge (Psionics)(int), Knowledge (Anatomy)(Int), Psicraft (Int), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier

Class Features

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

Weapon and Armor Proficiency: Biomancers gain no additional proficiency in weapons or armor.

Spells per Day: Biomancers continue advancing their arcane talent during their training, at each level the Biomancer is considered to have gained one additional level in his previous spellcasting class for purpose of gaining new spell levels, but not feats or special abilities. Also, a Biomancer may opt to raise a manifest level in his psionic class instead of his arcane.

Augment Self (Su): The Biomancer's intimate knowledge of the inner workings of his own body is so profound that he has gained the extraordinary ability to take powers from other races, and imbue his own form with them. Every other level the Biomancer gains, he may augment his body to a certain degree. In order to add these special abilities, the Biomancer must have access to a laboratory with at least 1,000gp of surgical tools and a creature that possesses the ability the Biomancer wishes to augment himself with.

The augmentation itself takes 1d20 hours, minus to Biomancer's class level (to a minimum of one hour). While the augmentation is taking place, the subject the ability is coming from must be helpless (Sleeping, held, etc). During this time, the Biomancer must make a Knowledge (Anatomy) check (DC 20) to successfully transfer the essence of the power into his own body.



Self experimentation

After completing the process, the creature the power was augmented from is stripped of that ability (i.e.: if a Biomancer augmented regeneration from a troll, the troll would permanently lose its regeneration ability, not even a wish may restore abilities lost in this manner). Should the Biomancer's skill check fail, the Biomancer does not gain the creature's ability, he also uses up his chance to augment his body for that level, and the test creature is stripped of its ability during the accident.

The augmentation process is very literal as well, using the example above (the troll and its regeneration); the Biomancer gains the exact ability augmented. As such, should he use a troll to gain his regeneration he also gains the fire and acid vulnerability to his regenerative capabilities. Augmented Biomancers often take on physical characteristics of the creatures they augment from. Darkvision from a Drow would give the Biomancer deep crimson eyes and an aversion to sunlight, while natural armor from a rhinoceros would give him a tough leathery hide.

The following abilities can be augmented from creatures: Vision (Darkvision, Low light, Blindsight, etc), Natural Armor, Fast Healing, Regeneration, Natural Weaponry (from creatures of comparable size), Breath Weapon, Gaze, Venom/Poison, Resistance to Energy (Fire, Cold, Acid, etc), and Scent.

Optionally, a Biomancer may choose to forego the chance to augment a special power to steal one point from any ability score of a creature whose ability score is at least one point higher than the biomancer's. A successful Knowledge (anatomy) check (DC 20) is required. (I.e.: Niu'quelrah has come across an elven wizard and hopes to augment an intelligence point from him. Spending the time he would normally use to graft a power, Niu'quelrah instead steals one point of intelligence from the wizard.) Should the target's ability not be higher than the biomancer's, the process fails but the augment chance is not lost.

Save Bonus (Ex): Biomancers are familiar with every form of transmutation, and have a +4 resistance bonus to any fortitude save to avoid physical changes to their body.

Augment Familiar (Su): This ability is identical to Augment Self but the Biomancer uses this ability to take a power from a creature and add it to the biomancer's familiar. The same rules apply to this ability as with augment self.

Resistance (Ex): The biomancer's enhancement bonus to their saves versus transmutation increase by +1.

Sense Life (Su): This power works identically to the spell detect undead except that it detects all life forms within 100 feet. Below is a chart of the aura strength of the detection.

Dim	Lingering Aura
Faint	1 or less
Moderate	2-4
Strong	5-10
Overwhelming	11+

True Birth (Su): At the peak of their skill, Biomancers are able to imbue a permanent life force into the Organic Golems they create with the Create Life spells. The duration of time these beings exist for changes, now it is set in years not in hours.

Biomancer Spells

Below are new spells unique to the Biomancer prestige class.

Alter Life I

Transmutation

Level: Bio 4

Components: V, S, F

Casting Time: 4 hours

Range: Touch

Area: One living creature touched

Duration: Special

Saving Throw: Fortitude negates

Spell Resistance: Yes

Through means of this spell, a Biomancer is capable of altering the life force of an unborn creature with biomantic powers. With this spell a Biomancer can make a certain trait present in the creature when born, and will remain present in one generation of that creature's children (should it procreate). Below is a list of the possible alterations a Biomancer is capable of imbuing into the lineage.

Durability	Extraordinary
Natural Flight	Extraordinary
Blindsense	Extraordinary
Spell-Like Ability	Supernatural
Visual Sense	Supernatural
Speed	Extraordinary
Mental Prowess	Extraordinary
Physical Prowess	Extraordinary

Durability: Creatures born with this power have a +1 bonus to their natural armor, which stacks with any other race or template based natural armor. These creatures also use a hitdice one category higher than normal (i.e.: d6 to d10).

Natural Flight: This trait grants the creature a pair of wings (appearance determined by spellcaster) that allow the being to fly at a speed of 40 with average maneuverability.

Blindsense: Creatures born with this ability do not possess eyes, instead relying on another physical sense such as vibration sense or scent.

The blindsense extends to a radius of 60 feet and functions exactly as described in the monster manual.

Spell-Like Ability: One spell with a target other than personal, and of a level no higher than 3rd becomes an innate spell-like ability for the creature, being useable once per day.

Visual Sense: This trait allows altered creatures to possess either Darkvision or Low light vision with a range of 120 feet.

Speed: Creatures with the trait of speed gain a +10 racial bonus to their base speed.

Mental Prowess: The creature gains a +2 racial bonus to either Intelligence or Wisdom.

Physical Prowess: The creature gains a +2 bonus to Strength, Dexterity, or Constitution.

Only one trait may be associated with a single unborn creature. In addition to racial traits, the Biomancer may opt to imbue an "Arcane Mark" in his creations, allowing any beings that can see invisible to notice an organic tattoo of the Biomancer's design on the creature, as a signature of their work.

The focus for this spell is a set of surgical equipment totaling 9,000gp in value or more.

XP COST: 5,000

Alter Life II

Transmutation

Level: Bio 5

As Alter Life I, except that two powers may be imbued into the unborn creature.

Alter Life III

Transmutation

Level: Bio 6

As Alter Life II, except that three powers may be imbued into the unborn creature.

Alter Life IV

Transmutation

Level: Bio 7

As Alter Life III, except that four powers may be imbued into the unborn creature.

Alter Life V

Transmutation

Level: Bio 8

As Alter Life IV, except that five powers may be imbued into the unborn creature.

Alter Life VI

Transmutation

Level: Bio 9

As Alter Life V, except that six powers may be imbued into the unborn creature.

Create Life

Transmutation

Level: Bio 7

Components: V, S, M, F, Xp
Casting Time: 12 hours
Range: Touch
Effect: One living creature/level.
Duration: Special
Saving Throw: None
Spell Resistance: No

With this potent spell, a Biomancer can create life from a base of chemicals and raw materials. Upon casting this spell, one living creature of medium size or smaller can be created per level (One large creature counts as two medium creatures, one huge creature counts as two large creatures, etc etc).

The creatures created by this spell have the type monstrous humanoid and follow the rules for creatures of that type detailed in the Monster Manual. The "organic golems" as some call them, have 1/3 the number of hitdice as their creators. The appearance of these beings is left up to the spellcaster, but they must conform to a generally humanoid body with one or two bestial or monstrous features. These creatures have a lifespan of 3d20+ Creator's Biomancer Level in hours.

Creatures spawned with the created life spell are sterile and can not reproduce, though Biomancers of 10th level who grant their creations True Birth may or may not be sterile, at the caster's desire.

The material component for this spell is a vat of liquefied organs of a variety of creatures, which have been dead for no longer than 24 hours. 150 pounds of this material is required for each medium-size creature created.

The focus for this spell is a set of alchemy equipment with a total value of 20,000 gold or more.

XP COST: 200

ARCANE GUNSLINGER

Black powder - With it had come a great equalizer into the world. No longer was a crippled peasant completely helpless against a warrior in his prime. While an injured soldier might have lacked the strength to pull a bowstring, he could

have still pulled a trigger. Nonetheless, for all its shortcut advantages, these rare firearms just do not always measure up in a world of magic blades, powerful spells, and fantastic creatures. In the end, they turned out to be a weapon just like any other. Certain industrious individuals, however, see the potential of the firearm. Particularly the hand-held pistol whose intimate grip allows its wielder to form a more empathic connection. There is a type of magic that exists in the hand, a man's link to the physical world. When this energy is used to as a conduit between the fire arm with the arcane forces that infuse the world, an arcane gunslinger discovers his first powers.

Arcane gunslingers come from a variety of backgrounds. Some arcane training is required, but many also have credentials as rogues or bards. Often, the gunslingers travel the world, seeking to become one with their weapon of choice. For them, magic is made of moments. The perfect moment to aim, the perfect moment to shoot, the perfect moment to kill. The speed of the bullet is instantaneous, and the arcane gunslingers learn not to make rash judgments. Once, a gun is fired, there is no turning back.

Hit Die: d6

Requirements:

To qualify to become an arcane gunslinger, a character must fulfill the following criteria.

Craft (gun smithing): 8 ranks.

Knowledge (firearms): 6 ranks.

Spellcraft: 6 ranks.

Alchemy: 3 ranks.

Feats: exotic weapon proficiency (firearm), point-blank shot, weapon focus (firearm).

Special: must be able to cast at least 1st level arcane spells, must own a masterwork pistol.

Class Skills:

The arcane gunslinger's class skills are Alchemy (Int), Concentration (Con), Craft (gun smithing) (Int), Intimidate (Cha), Knowledge (firearms) (Int), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Sense motive (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Known
1 st	+0	+0	+2	+0	Quick Draw, Enchant Bullet +1	+1 spellcasting level
2 nd	+1	+0	+3	+0	Imbue Bullet	
3 rd	+2	+1	+3	+1	Enchant Bullet +2, Gunslinger Feat	+1 spellcasting level
4 th	+3	+1	+4	+1	Spell Boomer	
5 th	+3	+1	+4	+1	Enchant Bullet +3, True Shot	+1 spellcasting level
6 th	+4	+2	+5	+2	Spell Cannon	
7 th	+5	+2	+5	+2	Enchant Bullet +4, Eagle Eye	+1 spellcasting level
8 th	+6	+2	+6	+2	Gunslinger Feat	
9 th	+6	+3	+6	+3	Enchant Bullet +5	+1 spellcasting level
10 th	+7	+3	+7	+3	Bullet with butterfly wings	

Class Features

Weapon and Armor Proficiency: The arcane gunslinger is proficient with no new weapons or armor.

Spellcasting Levels: Every three levels in Arcane Gunslinger, the character gains one additional level of spell capabilities from his former spellcaster class.

Quick Draw: The Arcane gunslinger gains the Quick draw feat for free at first level.

Enchant Bullet (Su): Infusing his bullet with magical essence, any bullet fired by an arcane gunslinger gains the listed enchantment bonus to its attack and damage roll, and is considered a magical weapon of the appropriate level. Though the arcane gunslinger need not expend any experience. This is a supernatural ability.

Imbue Bullet (Su): The character may imbue a bullet with a prepared or available spell. This spell must be an area-effect spell and is lost as normal when the fired bullet is imbued. The spell's area of effect is centered on where the bullet strikes. This is a supernatural ability.

Gunslinger Feat: The arcane gunslinger may choose to learn one of the following feats: improved initiative, Rapid reload, Far Shot, Precise Shot, Shot on the Run, Rapid Shot

Spell Boomer (Su): The arcane gunslinger may use his pistol to eschew material components of less than 1 gp value. He may 'fire' an available arcane spell that targets a single creature or object. Spells fired in this way originate from the barrel of the pistol, use no material components (less than 1 gp in value), and use any applicable bonuses the character would gain for a ranged attack roll. The somatic component, if one is needed, is the act of aiming and firing the gun. Spells cast in this manner are lost as normal. This is a supernatural ability.

True Shot (Sp): Tapping into some higher consciousness, the character may make even a seemingly impossible shot with alacrity. As a

partial action, the arcane gunslinger may cast True Strike on himself as a spell-like ability once per day.

Spell Cannon (Su): The character may cast any area-effect or single target arcane spell from his pistol as with the Imbue Bullet or Spell Boomer ability, but may maximize the spell without having it take up a higher level slot. A prepared spell need not have been prepared with the maximize spell feat. This may be done once per day and is a supernatural ability.

Eagle Eye (Ex): Arcane Gunslingers with this ability add a +2 competence bonus to spot checks, and penalties for long ranged attacks are halved.

Bullet with Butterfly Wings (Sp): In a mystical, symbolic gesture, just by pointing his pistol at a target, that target knows he is already dead. This is equivalent to casting the spell Phantasmal Killer as a spell-like ability as a sorcerer of the character's class level. The phantasmal image in the victim's mind is that of a deadly bullet entering his heart. This ability is useable 3 times a day

BLADE DANCER

To blade dancers, the sword is more than a weapon—it is an ally, a friend, a spirit companion. Viewing combat as an art, a deadly dance, blade dancers are prone to performing highly acrobatic maneuvers in combat with a stunning fluidity. Blade dancers tap powerful magical energies through a combination of martial prowess and magical study, gaining phenomenal acrobatic ability and the power to enchant their blades in combat.

Most Blade Dancers are multiclass characters, fighters or monks and sorcerers and wizards or occasionally clerics. Multiclass rogues can also meet the steep requirements though are relatively uncommon.

NPC Blade Dancers often dedicate themselves to hunting evil spirits and undead. They tend to be eccentric loners, traveling the lands in search of their quarry.

Hit Dice: d8

Requirements:

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

Region: Any Rokkan region

Base Attack Bonus: +7

Skills: Jump 12 ranks, Tumble 12 ranks

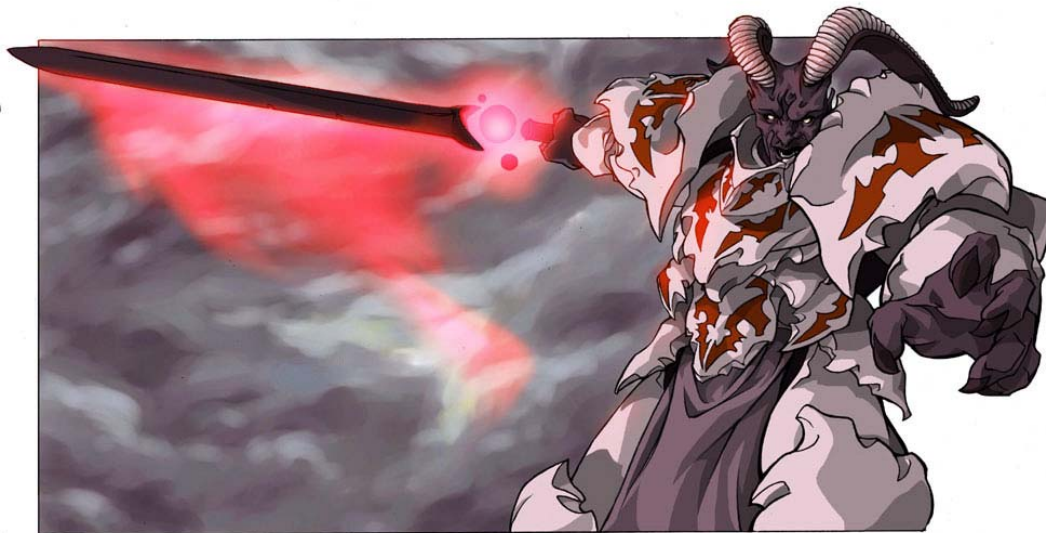
Feats: Dodge, Mobility, Spring Attack

Spells: Ability to cast arcane or divine spells.

Special: Proficiency with any sword.

Table *: The Blade Dancer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Acrobatics (+5), Fast movement +10
2 nd	+2	+0	+3	+0	Enchanted Blade I
3 rd	+3	+1	+3	+1	
4 th	+4	+1	+4	+1	<i>Ride the Wind</i> , Fast Movement +20
5 th	+5	+1	+4	+1	Acrobatics (+10), Acrobatic Attack
6 th	+6	+2	+5	+2	Enchanted Blade II
7 th	+7	+2	+5	+2	Fast Movement +30
8 th	+8	+2	+6	+2	
9 th	+9	+3	+6	+3	
10 th	+10	+3	+7	+3	Acrobatics (+15), Enchanted Blade III, Fast Movement +40



Class Skills

The Blade Dancer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), and Tumble (Dex).

Skill points at each level: 2 + Int modifier.

Weapon and Armor Proficiency:

Blade Dancers are proficient with all simple and martial weapons, and with light armor. A blade dancer who wears medium or heavy armor, or carries a medium or heavy load, cannot use any of his special abilities except for Enchanted Blade.

Acrobatics (Su): A 1st-level Blade Dancer gains a +5 competence bonus on Balance, Jump, and Tumble checks. At 5th level, this bonus increases to +10, and at 10th level it is +15. In addition, a blade dancer can always choose to take a 10 on balance, jump, or tumble checks even when circumstances would normally prevent him from doing so. This ability does not function if the Blade Dancer wears medium or heavy armor.

Fast Movement (Su): A blade dancer moves faster than normal. Their speed increases by a number of feet equal to the modifier listed on the table above. This ability does not function if the Blade Dancer wears medium or heavy armor.

Enchanted Blade I (Su): At 2nd level, a blade dancer can temporarily enchant his blade to achieve a specific effect. The effect lasts for 1 minute/level, and the blade dancer can create the effect once per day. The blade dancer can choose from the following special effects to bestow on his blade: defending, flaming, frost, shocking, or ghost touch. These powers are added in addition to whatever magical properties the weapon currently possesses. A blade dancer can use this ability even if wearing medium or heavy armor.

Ride the Wind (Sp): A blade dancer of 4th level or higher can use *air-walk* as a spell-like ability once per day.

Acrobatic Attack (Ex): At 5th level, if the blade dancer attacks by jumping at least 5 feet onto his opponent or swinging on a rope, or similar object onto his opponent he gains a +2 bonus on attack and damage rolls. The blade dancer must make a Jump check; if the result is less than 5 feet, he cannot use acrobatic attack. If the result is greater than the distance between the blade dancer and the opponent, the blade dancer can limit the distance to that between himself and his foe as a free action.

Enchanted Blade II (Su): At 6th level, a blade dancer can choose from the following abilities to bestow on his blade: bane (choose type of creature), disruption, flaming burst, icy burst, shocking burst, thundering, wounding. Alternatively, he can add two enchanted blade I abilities to his blade either simultaneously or separately. A blade dancer can use this ability even if wearing medium or heavy armor.

Enchanted Blade III (Su): At 10th level, a blade dancer can choose from the following abilities to bestow upon his blade: dancing, flying*, passage*, or speed. Alternately, he can add any combination of other enchanted blade abilities that add up to III (A * denotes a special magical property discussed later).

Knight of the Bleeding Rose

Named after the symbol that marks their suffering, the Knights of the Bleeding Rose are on a quest to honor the memory of their beloved one. They are constantly torn apart by the sweet memories of happy moments contrasted by the feeling of loneliness and loss they have experienced in their lives.

The Knights of the Bleeding Rose are bound together by their philosophy of the Bleeding Rose and are often drawn from templar or clerics that follow this philosophy.

The Order of the Bleeding Rose was founded in the early years after the conquest of the Templar armies on the continent of El. The founder, Sir Telesan Miruluvien lost his wife Alissandra the evening before their wedding, and ever since carried the symbol of the rose, her favorite flower upon his hand. Telesan's devotion to her cause gave rise to strange supernatural powers, the origin of which is based, at least according to the order, from his undying love for her.

The order itself was nearly destroyed in the year 1002 AH during the war of the Legion of the Dark Lords. The handful of survivors have since banded back together to rebuild the order to its original glory.

Requirements

The following are the requirements for the Knight of the Bleeding Rose prestige class.

Sense Motive: 4 ranks

Balance: 4 ranks

Tumble: 4 ranks

Move Silently: 10 ranks

Knowledge (Religion): 8 Ranks

Feats: Weapon Focus (Rapier), Weapon Finesse (Rapier), Iron Will, Dodge, Quick Draw

Special: To be considered a member of the Bleeding Rose order, the potential Knight must have suffered the traumatic loss of a loved one to an untimely death. An example is the Knighthood's founder whose soon-to-be wife was slain at the hands of a Vampire on the night before their wedding.

Hit Dice: d8

Knight of the Bleeding Rose

Class Skills

The Knight of the Bleeding Rose's class skills (and the key ability for each of them) are Balance (Dex), Bluff (Cha), Craft (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis) and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Serrated Blade, Bleeding Rose
2	+1	+0	+0	+3	Eternal Smile
3	+2	+1	+1	+3	Longing Embrace
4	+3	+1	+1	+4	Sub Rosa, Bleeding Focus
5	+3	+1	+1	+4	Back to the Wall
6	+4	+2	+2	+5	Sweet Dreams
7	+5	+2	+2	+5	The Heart Bleeds
8	+6	+2	+2	+6	Vicious Memory
9	+6	+3	+3	+6	Hail of Thorns
10	+7	+3	+3	+7	Final Blade

Class Features

The following are class features of the Knight of the Bleeding Rose prestige class.

Weapon and Armor Proficiencies: The Knight of the Bleeding Rose gains no new proficiencies.

The Bleeding Rose (Su): Tattooed upon the Knight's right hand is the symbol of the order, a red rose dripping blood. This tattoo is attuned to the Knight upon joining the order and is tattooed by a member of the order who has attained the Bleeding Focus ability. This tattoo is used as a focus for the Knight of the Bleeding Rose's spells and special abilities.

Code of Conduct: A Bleeding Rose has a kind of code of conduct. Everything he does is in the name of his loved one. The less he upholds their memory, as the memory of the loved one fades in the knight's mind, so does the rose tattoo on his right hand. Should the Knight lose all drive to remember his loved one's memory, the rose fades forever, and the Knight loses all Knight of the Bleeding Rose abilities, and may advance no further in this prestige class.

Serrated Blade (Su): By concentrating on the Rose Tattoo and forcing it to bleed (taking one point of damage), the Knight's rapier becomes jagged and even sharper. This adds a +4 sacred modifier to damage for a number of rounds equal to the knight's charisma modifier. Using this power is a move-equivalent action, usable once per day per Knight of the Bleeding Rose class level.

Eternal Smile (Sp): By concentrating on the rose tattoo and forcing it to bleed (taking one point of

damage), the Knight overwhelms a humanoid target with feelings of love and sympathy. Treat this as a Charm person spell (DC 13 + Cha mod.), usable 3 times per day and activated as a standard action. A target that successfully saved against this effect cannot be affected again until 24 hours have passed.

Hold Person (Sp): Focusing on the Rose Tattoo and causing it to bleed (causing two points of damage), the Knight is invested with the power to awake a maelstrom of passion and torment which completely overloads a humanoid's heart and brain. The victim must be aware of the Knight of the Bleeding Rose and within 30 ft. The effects of this spell-like ability work as the Hold Person spell (DC 13 + Cha mod.) and may be used twice a day as a standard action.

Back to the Wall (Ex): Knights of the Bleeding Rose with this ability gain a +4 bonus to attack rolls and armor class when reduced to one quarter or less HP.

The Heart Bleeds (Su): By sacrificing blood through the rose tattoo (2 hp worth) the Knight of the Bleeding Rose may imbue his sword with the abilities of a wounding weapon (page 187 DMG) for a number of rounds equal to his charisma modifier.

Vicious Memory (Su): By drawing upon the painful memories of his beloved's death, the Knight's Bleeding Rose tattoo begins to bleed (three HP worth) and the Knight's weapon is considered to be a *Vicious* weapon for a number of rounds equal to his charisma modifier.

Sub Rosa (Su): Knights of the Bleeding Rose sometimes like getting along unnoticed. By focusing on the rose tattoo (and taking one point of damage), a Knight's steps become as soft as rose petals and an aura of discretion sheathes his entire being. The knight benefits from a +10 sacred bonus to move silently and hide checks, and the knight moves through all terrain as if affected by pass without trace. The power works for the Knight's class level + Cha modifier minutes and is activated as a standard action.

Hail of Thorns (Sp): Like a metaphor to express the wrath he feels, a Knight concentrates on his rose tattoo and extends an open hand creating three thorn shaped droplets of blood in his palm (thus taking three points of damage) and flings them at his opponents. While in mid-air, the blood thorns multiply and spread out, before crashing like a hail of thorns onto the enemies. This spell-like ability has a cone area of 15ft and deals 1d6/Knight of the Bleeding Rose's class level of sacred damage and may be used twice times a day as a standard action.

Final Blade (Su): The last talent learned by a Knight of the Bleeding Rose is the deadly *Final Blade*, an attack that strikes with deadly precision and staggering power. By concentrating on his rose tattoo and sacrificing 10hp, the Knight of the Bleeding Rose empowers himself with a sense of vengeance for the loss of his love. With this power burning within, he moves with a stunning alacrity. For one round following the use of this ability the Knight is affected as if by the *haste* spell, and may make a Coup de Grace attack with a rapier against a single opponent even if their are not considered helpless. This ability may only be used once per week.

Crystal Edge

"You are not the philosophy you practice. You are not the wars you wage, or the gold you hoard. You are dust... we all are. Just specks of dust trying to find the right time to settle..."

Some try to live in the moment, but the Crystal Edges are known for living in the future. Often one step ahead of everything that happens, they seek understanding in the moment of pre-creation -- in the flash they also refer to as the 'Crystal Sight'. The barrier to this experience is that one cannot see what lies ahead because the future is created in the mind a moment before it is experienced. The Crystal Edges revel in the minimizing of the inconsistencies between thought and action. It is not in the present, because the present passes as it happens. It is in the future that one can hope to unite mind and body, the Edges have been taught. They have found one of the best ways to explore this is through combat. When in the heat of battle,

instinct and emotion often link thought and action into one, always trying to think fast and act even faster.

Most Crystal Edges have backgrounds as psychic warriors, though some psions have worked their way into the ranks. Some made the trip to the valley early in life as an open-minded child, others arrived at this new take on life as disillusioned veterans. It requires a certain mindset to experience what the Crystal Edges seek. One must be able to let go of the present, which is not an easy task, and it has driven more than a few to lose their sense of themselves completely. A trained Crystal Edge is an odd creature. Part of him is a calculating machine, running through possibilities and contingencies faster than he can realize. The other part of him is a psychic animal, acting on instinct and sensing things before they happen. They are all fiercely loyal to Harmonia, and some are believed to be personally trained by the Great General Golbez himself.

Hit Die: d8

Requirements:

To qualify to become a Crystal Edge, a character must fulfill the following criteria.

Alignment: any neutral.

Base Attack Bonus: +3.

Base Power Points/Day: 8+ (not including bonus power points).

Skills: Autohypnosis 4 ranks, Sense Motive 2 ranks



Wandering Swordsman

Crystal Edge

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Learned
1 st	+0	+0	+2	+2	Crystal Star 1/day	+1 of existing class
2 nd	+1	+0	+3	+3	Psychic Solitude 1/day	
3 rd	+2	+1	+3	+3	Crystal Star 2/day	+1 of existing class
4 th	+3	+1	+4	+4		
5 th	+3	+1	+4	+4	Crystal Star 3/day, Psychic Solitude 2/day	+1 of existing class
6 th	+4	+2	+5	+5	Hidden Thought	
7 th	+5	+2	+5	+5	Crystal Star 4/day	+1 of existing class
8 th	+6	+2	+6	+6	Psychic Solitude 3/day	
9 th	+6	+3	+6	+6	Crystal Star 5/day	+1 of existing class
10 th	+7	+3	+7	+7	Killer Instinct	

Class Features

All the following are class features of the Crystal Edge prestige class.

Weapon and Armor Proficiency: The Crystal Edge is proficient with no new weapons, armor or shields.

Power Points: When they gain a level, a Crystal Edge gains power points per day as though he gained a level of psychic warrior. These power points are added to the character's previous total.

Powers Discovered: The character discovers powers per level as though they gained a level of psychic warrior every other level. His effective manifester level is increased by one for every other level of the prestige class.

Crystal Star(Su): Acting in a burst of foresight, the character gains a +20 insight bonus to his initiative roll for the round. This supernatural ability is announced at the start of the round.

Psychic Solitude(Su): In his mind, the world falls away and the character is left alone to focus on a single task. This supernatural ability allows the Crystal Edge to reroll one roll that he has just made. The character must take the result of the reroll, even if it is worse than the original roll.

Hidden Thought(Su): The Crystal Edge has learned to shift his thinking to a different wavelength and slightly into the future. This makes it difficult for others to pry into his thoughts. The character is considered to always have the power conceal thoughts activated at no cost. He may willingly turn off this spell-like ability. Hidden Thought requires that the character have at least 1 power point in reserve.

Killer Instinct(Su): The character can sense the split second before completing an attack if he can go for a lethal blow. When the Crystal Edge scores a critical threat with a melee attack, he has the option of spending 3 power points to gain

a +20 insight bonus to the roll to confirm a critical hit.

Crystal Fist

As the land of El began to awaken to the powers of psionics during the early years of the Second Great War several new martial styles were discovered by psionically-awakened individuals. Among these people, was the legendary monk Caithil Wavesinger. The Crystal Fist began as a personal style devoted to harnessing the Chrystalis' natural psionic talent, while at the same time allow Caithil to perfect his own martial training as a monk of the Zheng monastery.

The secret of the Crystal Fist is a well-guarded one, and only those who find the approval of its one teacher, Caithil Wavesinger himself, ever are trained in its both lethal and beautiful form.

Hit Die: d8.

Requirements

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

Alignment: Any Lawful

Skills: Balance 8 ranks, Jump 8 ranks, Knowledge (psionics) 5 ranks, Tumble 8 ranks

Feats: Psionic Fist, Dodge, Deflect Arrows

Special: Still Mind class ability, Must be accepted for training by a master Crystal Fist.

Class Skills

The crystal fist's class skills (and the key ability for each skill) are: Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Hide (Dex) Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Stabilize Self (Con), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Movement
1 st	+0	+2	+2	+2	Crystal Student, Spiritual Reserve, Crystalline Hide 2/--	--
2 nd	+1	+3	+3	+3	Stand Still, Uncanny Dodge	--
3 rd	+2	+3	+3	+3	Speed of Thought, Mental Leap, Psionic Charge	+10 /x2
4 th	+3	+4	+4	+4	Crystal Body	--
5 th	+3	+4	+4	+4	Up the Walls, Improved Evasion, Crystalline Hide 4/--	--
6 th	+4	+5	+5	+5	Crystal Mind	+10 /x3
7 th	+5	+5	+5	+5	Unavoidable Strike, Redirect Shots	--
8 th	+6	+6	+6	+6	Crystal Soul	--
9 th	+6	+6	+6	+6	Disarm Mind, Mind Trap	+10 /x4
10 th	+7	+7	+7	+7	Psionic Mettle, Crystalline Hide 6/--, Ki Strike (Crystal)	--

Class Features

All of the following are class features of the crystal fist prestige class.

Weapon and Armor Proficiency: Crystal fist gain no proficiency in any weapons or armor, but they retain any previous knowledge they may have had.

Attack/Defense Modes: A crystal fist discovers psionic attack and defense modes as though the character were a psychic warrior (from the *Psionic's Handbook*) of equal level. If the Crystal Fist previously had levels of Psychic Warrior, they stack for purposes of determining number of attack and defense modes known.

Flawless Student: A Crystal Fist's class level stacks with previous monk levels for determining unarmed attack damage, *Ki* strike, Flurry of Blows, and AC bonus.

Spiritual Reserve: A crystal fist gains power points equal to his wisdom Mod times his class level for spiritual reserves. Power points gained in this way can only be used for feats, such as unavoidable strike, or psionic attack modes and defenses. A crystal fist is considered a manifester of equal level to his crystal fist levels.

Crystalline Hide: At 1st Level, a crystal fist gains a natural damage reduction of 2/-- this increases to 4/-- at 5th and 8/-- 10th level.

Stand Still (Ps): At 2nd Level, when a foe's attempted movement would otherwise grant you an attack of opportunity, you may make an attack resolved before his movement. The foe must then succeed a Fortitude save against a DC equal to 10+ damage dealt, or the foe's move is ended and is unable to move in or out of the crystal fist's threatened area. This action counts against his number of attacks of opportunities per round. This power remains active as long as the crystal fist retains reserve power points of 1.

Uncanny Dodge (Ex): At 2nd Level, Allows a crystal fist to retain his Dexterity bonus to AC when caught flat-footed or struck by an invisible attacker. He still loses his dexterity when immobilized. Starting at 8th level, the crystal fist's perception has improved to the point where can no longer be flanked. This denies those with sneak attack ability to use the ability against him unless they are 4 levels higher.

Speed of Thought (Ps): At 3rd Level, a crystal fist gains speed of thought, increasing his normal movement by +10 when he retains reserve power points of 4. At 6th Level this increases to +20 and requires reserve power points of 8 and again at 9th Level, to a total of +30 and requiring reserve power points of 12.

Mental Leap (Ps): At 3rd Level, a crystal fist gains mental leap, increasing his jump distance by x2, indicated on your jump check, when he retains reserve power points of 3. At 6th Level this increases to x3 and requires reserve power points of 11 and again at 9th Level, to a total of x4 and requiring reserve power points of 19. The extra distance supersedes maximum distance (by height) and is not counted against your total allowed movement in the round.

Psionic Charge (Ps): At 3rd Level, a crystal fist taking a charge action in combat can make a number of turns, each of not more 90 degrees, equal to dexterity modifier. The charge action still counts as a charge.

Improved Evasion (Ex): At 5th Level, improved evasion works the same as a crystal fist's normal evasion except, in addition, he only takes half damage, even on a failed save.

Up the Walls (Ps): At 5th Level, a crystal fist gains this ability as a bonus Feat

Crystal Body (Ps): At 4th Level, a crystal fist gains a +4 concentration bonus to saves against any Ability damaging effects, such as ghoul touch or mind blast. He also gains immunity to all forms of poison and disease. This power remains active as long as the crystal fist retains reserve power points of 5.

Crystal Mind (Ex): At 6th Level, a crystal fist gains half his class level as a modifier to all psionic attack mode's Will save DCs for psionic combat. This power remains active as long as the crystal fist retains reserve power points of 10.

Unavoidable Strike (Ps): At 7th Level, a crystal fist may pay 5 power points per unarmed attack to resolve it as a touch attack for purposes of assessing his foe's Armor Class. He must decide whether or not to pay the cost prior to making the unarmed attack. His fist remains "charged" for a maximum number of rounds equal to his Strength modifier +1 or until his next unarmed attack. If he misses, the power point expenditure is wasted.

Redirect Shots (Ps): At 7th Level, a crystal fist with at least one free hand, when he would normally be hit by a ranged attack, may make a reflex save (DC 20+ enhancement of the weapon). If successful the attack is redirected to a target of the crystal fist's choosing (within the distance of the original weapon's range) at a ranged attack equal to the attackers attack + his full ranged attack. This action counts against his number of attacks of opportunities per round. This power remains active as long as the crystal fist retains reserve power points of 7.

Disarm Mind (Ps): At 8th Level, a crystal fist can deplete a number of power points equal to his Wisdom modifier x 4 from his opponent on any psionic attack that deals 1 or more ability damage, after accounting for his opponent's mental hardness. To do so, he may pay the cost of the psionic attack +3, only if after discovering if the attack was successful in dealing ability damage.

Mind Trap (Ps): At 8th Level, a crystal fist can deplete a number of power points equal to his 10+ Wisdom modifier from an attacking opponent with any psionic attack that deals 1 or more ability damage, after accounting for his mental hardness. To do so, he may pay the cost of the psionic defense +3, only if after discovering if the attack was successful in dealing ability damage.

Crystal Soul (Ps): At 9th Level, a crystal fist gains power resistance equal to 10 + character level. This power remains active as long as the crystal fist retains reserve power points of 15.

Psionic Mettle (Ex): At 10th Level, much like evasion, if a crystal fist makes a successful Will saving throw that would normally reduce that spell's effect, "will half or partial", he suffers no effect from that spell instead. Although he still takes full damage on a failure.

Ki Strike (Crystal) (Ex): At 10th Level, a crystal fist's unarmed attacks are considered "crystal" weapons for purposes of damage reduction.

Icatian Dragoon

The Dragoon is a fierce and elite fighter from the Icatian Military, one who seeks to emulate the mightiest of all creatures, the ancient Dragons. Strike fast, never stay in one place, but most importantly, strike hard. "If you have to strike again, they have won." say the greatest Dragoon masters. In the areas surrounding Icatia, the Dragoons are a feared and respected organization renown for their prowess in battle, and unique fighting style.

Typically, only fighters have the training and discipline to become Dragoons, but ranger or rogue Dragoons are not unheard of. Typically a soldier who advances to the rank of Icatian Dragoon performs as a Lieutenant or General of a significantly large military force, or serves as a member of a Special Forces unit.

NPC Dragoons often form units of elite shock troops, leading the first wave in an assault before the regular troops move in.

Hit Die: d10

Requirements

To qualify to become an Icatian Dragoon, a character must fulfill the following criteria.

Region: Qualify for regional feats from Icatia or Lowlands.

Base Attack Bonus: +7

Feats: Skill focus (Jump), Weapon Focus (Shortspear), Improved Critical (Shortspear), Battle Jump

Skills: Jump 10 ranks, Diplomacy 5 ranks

Special: Must own a masterwork shortspear, and a masterwork suit of armor.

Class Skills

The class skills of the Icatian Dragoon (and the key ability modifiers for each) are Balance (Dex), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Jump (Str), Profession (Wis), Ride (Dex), and Tumble (Dex)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Dragoon Dodge (+1), Dragoon Jump (x3)
2 nd	+2	+0	+3	+0	Jump Bonus (+2)
3 rd	+3	+1	+3	+1	Dragoon Dodge (+2), Evasion
4 th	+4	+1	+4	+1	Jump Bonus (+4)
5 th	+5	+1	+4	+1	Dragoon Dodge (+3), Dragoon Jump (x4)
6 th	+6	+2	+5	+2	Jump Bonus (+6)
7 th	+7	+2	+5	+2	Dragoon Dodge (+4)
8 th	+8	+2	+6	+2	Jump Bonus (+8)
9 th	+9	+3	+6	+3	Dragoon Dodge (+5), Dragoon Jump (x5)
10 th	+10	+3	+7	+3	Jump Bonus (+10), Improved Evasion

Class Features

The following are class features of the Icatian Dragoon prestige class.

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

Dragoon Dodge (Ex): This modifier acts as a dodge bonus to the Dragoon's AC when wearing medium, light, or no armor. The Dragoon loses this ability any time he would be denied his Dex modifier to AC, or whenever he wears heavy armor.

Evasion (Ex): A Dragoon can avoid even magical and unusual attacks with great agility. If a Dragoon makes a successful Reflex save against an attack that normally deals half damage on a successful save, the Dragoon instead takes no damage.

Jump Bonus (Su): This is a competence bonus to a Dragoon's Jump check that stacks with objects such as Ring of Jumping.

Dragoon Jump (Su): In order to perform a Dragoon Jump, the dragoon must make a half move, then roll a jump check. If the height gained from his jump check exceeds his opponent's height by double then his next immediate attack (made during that round) is automatically a critical threat, and deals critical damage upon a successful hit at x3 at 1st level, x4 at 5th level, and x5 at 9th level.

Improved Evasion (Ex): The Dragoon's evasion ability improves. He still takes no damage on a successful Reflex saving throw, but henceforth only takes half damage on a failed save.

know that to gain ultimate power, one must embrace this path fully. The dread champion is one of these people. Through delving into these forbidden subjects, the dread champion has found a way to join the ranks of the undead. This has its risks, but the dread champion knows the reward is worth the effort. By completing a ritual found within ancient texts, the dread champion transforms himself.

Initially, the dread champion appears as walking dead; his skin is pallid, and his wounds tend to stay slightly open. As he advances in levels, his skin toughens and becomes leathery, and his whole body withers. Finally, once he achieves the complete connection to the Negative Energy Plane, his eyes take on a reddish glow.

Hit Dice: d8.

Requirements

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

Alignment: Any nongood.

Skills: Knowledge (religion) 5 ranks.

Manifesting: Ability to manifest a 4th-level psychic warrior power.

Special: Must have defeated an undead creature that has an Intelligence score.

Class Skills

The dread champion's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Psicraft (Int), Remote View (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Dread Champion

Some people are fascinated with the undead and the dark arts. Many believe following those arts is the path to power. A small group of these people

The Dread Champion

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Powers Discovered
1 st	+1	+2	+0	+2	Hit Dice promotion (d8), undeath	--
2 nd	+2	+3	+0	+3	Str +2, damage reduction 2/-	+1 psychic warrior level
3 rd	+3	+3	+1	+3	Natural AC +2, fear aura	--
4 th	+4	+4	+1	+4	Hit Dice promotion (d10), damage reduction 3/-	+1 psychic warrior level
5 th	+5	+4	+1	+4	<i>Negative Energy blast</i> , power resistance, turn immunity	--
6 th	+6	+5	+2	+5	Natural AC +4, damage reduction 4/-	+1 psychic warrior level
7 th	+7	+5	+2	+5	Cha +2, cold immunity	--
8 th	+8	+6	+2	+6	Hit Dice promotion (d12), damage reduction 5/-	+1 psychic warrior level
9 th	+9	+6	+3	+6	Natural AC +6, improved power resistance	--
10 th	+10	+7	+3	+7	Str +2, chilling touch	+1 psychic warrior level

Class Features

All of the following are class features of the dread champion prestige class.

Weapon and Armor Proficiency: Dread champions are proficient with simple and martial weapons, and all armor (heavy, medium, and light), and shields.

Manifesting: At every even numbered level, the dread champion gains a psychic warrior level with regards to power points gained and powers discovered. His effective manifester level is increased by one for each level of the prestige class.

Psionic Combat: The dread champion gains no additional psionic attack and defense modes while advancing in this class. (Characters do not forget previously discovered attack and defense modes.)

0-Level Powers:

Dread champion levels count toward the level of the psionic character for determining the number of

free manifestations per day of 0-level powers.

Undeath (Ex): By embracing this path, the dread champion becomes an undead creature. He becomes immune to poison, *sleep*, paralysis, polymorphing, stunning, disease, death effects, and necromantic effects. He also ignores mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), but he is still subject to psionic combat. Dread champions are also not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. He has no Constitution score and is therefore immune to any effect requiring a Fortitude save (unless it affects objects). A dread champion uses his Charisma modifier when making Concentration checks.

As an undead, a dread champion is no longer healed normally. He requires negative energy (such as an *inflict wounds* spell) to heal, though regeneration and fast healing effects work normally. A dread champion is



A mighty dread champion

not at risk of death due to massive damage, but he is immediately destroyed if reduced to 0 hit points or less. He can no longer be raised or *resurrected*. He can be brought back to existence only through use of a *wish* or *psionic reality alteration*.

A dread champion gains darkvision with a range of 60 feet.

A dread champion cannot be turned. A dread champion can no longer use Psychometabolism powers and uses his Charisma modifier for Psychokinetic powers.

Ability Gains (Ex): As the dread champion gains levels in this prestige class, his ability scores increases as noted in the class table. These increases stack and are gained as if through level advancement.

Hit Dice Promotion (Ex): At 1st level, each previous Hit Die gained promotes to a d8 if it was less than a d8. At 4th level, each promotes to d10, and then they promote to d12 at 8th level. Any levels gained after becoming a dread champion use the current dread champion Hit Dice type to determine hit points gained.

Damage Reduction (Su): At 2nd level, the dread champion's body toughens, giving him damage reduction of 2/-, this power improves to 3/- at 4th level, 4/- at 6th level, and to 5/- at 8th level.

Natural Armor Class (Ex): Due to the increasing toughening of his body, the dread champion gains the listed natural Armor Class bonus.

Fear Aura (Su): As a standard action, a dread champion can exude an aura of fear in a radius of 15 feet. Once activated, the aura lasts one round. Anyone in or entering the area must make a Will save of DC 10 + the dread champion's class level + dread champion's Charisma modifier. Those who fail suffer a -2 penalty on attack rolls, weapon damage rolls, and saving throws for 5d6 rounds.

Negative Energy Blast (Sp): Once per day, the dread champion can create a blast of negative energy, doing 1d6 points of damage per level of the character (max 20d6). This blast has a radius of 20 feet and long range (400 feet + 40 ft./level).

The negative energy of this ability also rebukes undead creatures, causing them to cower in fear. Undead in the area may be rebuked. The dread champion makes a turning check to rebuke them as a cleric of 2 levels lower than their level.

Power Resistance (Su): At 5th level, the dread champion gains power resistance equal to 15 +

his dread champion levels. At 9th level, this improves to 20 + his dread champion levels.

Turn Immunity (Ex): At 5th level, the dread champion becomes immune to turning effects. He cannot be turned, rebuked, or commanded, but he is still subject to spells and powers that affect undead, such as *sever the tie*.

Cold Immunity (Ex): At 7th level, the dread champion becomes immune to cold damage.

Chilling Touch (Su): At 10th level, the dread champion completes his connection to the Negative Energy Plane. His unarmed strikes do a base d8 points of damage, and he is considered armed if he chooses to fight this way. In addition, he may choose to infuse his attacks with negative energy. This adds 1d8 points of negative energy damage to his attacks and causes 1 point of temporary Constitution damage, unless a Fortitude save (DC 20 + dread champion's Charisma modifier) is made. Effects that block negative energy will protect against this attack. Dread champions cannot use this to heal themselves.



A Harmonian Knight

Harmonian Knight

In the lands of Harmonia, the military is the hand of the Holy King, and leaders of this elite and organized military are known worldwide as the most well-trained and intelligent generals in history. These Harmonian Knights rise above the ranks of normal infantry, gaining the ability to command legions of soldiers at the behest of their Holy King. Skilled in both melee combat and tactical strategy Harmonian Knights are a feared presence on the battlefield, and a respected presence by their people.

The Harmonian Knight is both the master of tactical combat and small-units siege. They wield the traditional crescent halberd, a typically large and unwieldy weapon, though absolutely lethal in the hands of a Harmonian Knight. Fights typically take this prestige class as they advance in training under the watchful eye of the Harmonian Military Academy.

NPC Harmonian Knights serve as Generals and Commanders of great military units and are

revered as great heroes in the eyes of the Harmonian people.

Hit Die: d10

Requirements

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

Region: Must qualify for regional feats from Illustria (Harmonia) or Peacevale (Harmonia)

Base Attack Bonus: +8

Feats: Leadership, Toughness, Heavy Armor Proficiency, Weapon Focus (Halberd), Weapon Specialization (Halberd)

Skills: Battle 11 ranks, Diplomacy 4 ranks, Intimidate 4 ranks.

Class Skills

The Harmonian Knight's class skills (and the key ability for each skill) are Battle (Int), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (Nobility & Royalty) (Int), Knowledge (War) (Int), Ride (Dex), and Sense Motive (Wis).

Skill Points per Level: 2 + Intelligence modifier per level.

The Harmonian Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Bonus Feat, Armor Specialization +2
2 nd	+2	+3	+0	+3	Reach Specialization
3 rd	+3	+3	+1	+3	
4 th	+4	+4	+1	+4	Bonus Feat
5 th	+5	+4	+1	+4	Armor Specialization +3
6 th	+6	+5	+2	+5	
7 th	+7	+5	+2	+5	Bonus Feat
8 th	+8	+6	+2	+6	Inspiring Force
9 th	+9	+6	+3	+6	
10 th	+10	+7	+3	+7	Bonus Feat, Armor Specialization +4

Class Features

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

Weapon and Armor Proficiency: Harmonian Knights gain no additional proficiency in weapons or armor.

Bonus Feats: At 1st, 5th, and 10th level a Harmonian Knight receives a bonus feat, which may be chosen from any feat available to a fighter.

Reach Specialization: Harmonian Knights are adept at using

reach weapons very effectively in melee. Any reach weapon of 10 feet in a Harmonian Knight's hands may be used against adjacent opponents with a -2 penalty to their attack rolls.

Armor Specialization: A Harmonian Knight wearing heavy armor gains a +2 bonus to his armor class at first level, this bonus improves to a +3 at 5th, and a +4 at tenth level.

Inspiring Force: A Harmonian Knight adds his level in this prestige class as a bonus to his leadership score, and confers the same



Harmonians on the march

bonus against fear effects to all soldiers within 10 feet per Harmonian Knight level around him.

Harmonian Marksman

In the lands of Harmonia there exists a guild known as the Thundering Voice.

This society of marksmen, assassins, and engineers work as aid to the Harmonian military force, bringing in much needed ranged support and removal of strategic personnel. Though the Thundering Voice guild is used by the military, they are not directly governed by the military. The Thundering Voice guild was once a part of a small southwestern nation before Harmonia conquered them in 967 AH, and as such their highly talented marksmen were assimilated into Harmonian society as 4th class citizens. Though some members have risen in



A marksman

ranks of society to 2nd class citizens, many live with the burden of being tools of the kingdom.

Outside of political circles, the marksmen are feared for not only their uncanny precision with a rifle, but the technology that they wield. The Harmonian Rifle is a great step forward in mechanical weapons technology, and all Marksmen wield this dreaded firearm to the exclusion of all others.

Hit Die: d8

Requirements

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

Region: Must qualify for regional feats from Howling Thunder Guild (Harmonia)

Base Attack Bonus: +6

Feats: Weapon Focus (Harmonian Rifle), Point-Blank Shot, Precise Shot, Far Shot

Concentration: 4 ranks

Class Skills

The Harmonian Marksman's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (gun smithing) (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int Modifier

The Harmonian Marksman

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Bonus Feat, Accuracy
2nd	+2	+0	+3	+0	Precise Strike +1d6
3rd	+3	+1	+3	+1	
4th	+4	+1	+4	+1	Bonus Feat, Mighty Shot
5th	+5	+1	+4	+1	Critical Shot
6th	+6	+2	+5	+2	Precise Strike +2d6
7th	+7	+2	+5	+2	Bonus Feat
8th	+8	+2	+6	+2	Vital Shot
9th	+9	+3	+6	+3	
10th	+10	+3	+7	+3	Bonus Feat, Precise Strike +3d6

Class Features

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

Weapon and Armor Proficiency: Marksmen are proficient with all simple and martial ranged weapons, plus dagger, club, half spear, shortspear, and throwing axe. They are also proficient with Light Armor and Medium Armor, but not shields. Note that armor check penalties for armor heavier than leather apply to the skills

Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of hand, and Tumble.

Bonus Feats: At 1st level and every three levels thereafter, the marksman receives a bonus feat, chosen from the following list: Far Shot, Improved Aim, Improved Rapid Shot, Mounted Archery, Point-Blank Shot, Rapid Shot, and Shoot On the Run, Skill Focus (Concentration), Improved Critical (Harmonian Rifle)

Accuracy: The marksman's precision is uncanny, and he may add his class level to his ranged attack rolls when he forsakes all of his additional attacks per round for a single shot.

Precise Strike: At 2nd level, the marksman gains the extraordinary ability to strike precisely with a ranged weapon within 30 ft., gaining +1d6 points of damage added to his normal damage roll. Like critical hits and sneak attacks, precise strike is ineffective against creatures that are immune to critical hits. Every four marksman levels gained thereafter, he increases the extra damage by +1d6. If the marksman also has the rogue's sneak attack ability, the precise strike damage stacks with the sneak attack damage.

Critical Shot: At 5th level the marksman can maximize the damage he deals with ranged attacks. By sacrificing his normal attacks, the marksman may make a single, full-round ranged attack at his highest base attack bonus. If the attack is successful, all variable damage is automatically considered to be the maximum possible. This does not include damage from precise strike, or magical effects on a weapon such as holy.

Mighty Shot: At 4th level, the marksman's ranged attacks are treated as +1 weapons (but do not receive a bonus to hit or damage). At 7th level, they are treated as +2 weapons, and at 10th level they are treated as +3 weapons.

Vital Shot: At 8th level, the marksman's ability to strike vital areas becomes evident. The critical threat ranges for all ranged attacks with his Harmonian rifle are doubled.

Harmonian Slaver

Harmonian savers are cruel marauders who use their awful abilities to abduct creatures and then break their wills. They are experts at creating docile slaves who obey their masters without question.

Most Harmonian Slavers start out as rogues, but they can come from any class. Evil sorcerers and wizards sometimes become Harmonian Slavers to more easily handle assistants and even subjects for their wicked experiments. Some evil fighters and barbarians find the prestige class is a natural extension of their aggression, as well as expanding their treasure options to include other people. Bards and rangers are less likely to take up such a prestige class, and there are few druids who would even consider it.

Harmonian Slavers can be found throughout the Harmonian continent, wherever slaves are traded. Sometimes they work or travel incognito, especially in places where slavery is outlawed

such as the continent of El. Of course, Harmonia is filled with all sorts of slavers, many of whom work together in the great slave markets of Thussil, Maladradar, and Tanata.

Hit Dice: d6

Requirements

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

Race: Human

Alignment: Any evil

Skills: Appraise 10 ranks, Intimidate 10 ranks, Use Rope 5 ranks.

Special: Sneak Attack +2d6

Class Skills

The Harmonian Slaver's class skills (and th key ability modifier for each) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Forgery (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Profession (slaver) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int Modifier

A ragged Harmonian Slaver



The Harmonian Slaver

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1 st	+0	+0	+2	+0	Ruthless Beating, Enervating Attack	0	--	--	--
2 nd	+1	+0	+3	+0	Break Will	1	--	--	--
3 rd	+2	+1	+3	+1		1	0	--	--
4 th	+3	+1	+4	+1	Sneak Attack +1d6	1	1	--	--
5 th	+3	+1	+4	+1	Crippling Strike	2	1	0	--
6 th	+4	+2	+5	+2		2	1	1	--
7 th	+5	+2	+5	+2	Sneak Attack +2d6	2	2	1	0
8 th	+6	+2	+6	+2	Stunning Blow	3	2	1	1
9 th	+6	+3	+6	+3		3	2	2	1
10 th	+7	+3	+7	+3	Sneak attack +3d6	3	3	2	1

Class Features

All the following are class features of the Harmonian Slaver.

Weapon and Armor Proficiency: Harmonian Slavers are proficient with all simple weapons, with light armor, and with shields. They are also proficient with the sap, spiked chain, whip, and net. Armor will interfere with a Harmonian Slaver's arcane spells that contain somatic components.

Spells Per Day: At each Harmonian Slaver level, the character gains the ability to cast a small number of arcane spells. He gains arcane spells per day according to the table above. He must choose spells from the Harmonian Slaver spell list, below. To cast a spell, the slaver must have an Intelligence score of at least 10 + the spell's level. Harmonian Slavers bonus spells are based off of intelligence, and saving throws against these spells have a DC of 10 + spell level + the slaver's Intelligence modifier. When the slaver gets a 0 of a given spell level, such as a 0 1st level spells, the slaver only gets bonus spells. The slaver prepares and casts spells just as a wizard does.

Ruthless Beating (Ex): A Harmonian Slaver is an expert at dealing out nonlethal punishment. He takes no penalty for choosing to deal subdual damage instead of normal damage with a melee weapon. A slaver may also use a melee weapon to deal subdual damage during a sneak attack, although he takes a -2 penalty on this attack. Normally you may not inflict subdual damage with a sneak attack unless using a sap.

Enervating Attack (Ex): As the assassin death attack ability, except that the Harmonian Slavers have only the option of paralyzing their victims. If a Harmonian Slaver has levels in the assassin prestige class (See Chapter 6: Characters in the *Dungeon Master's Guide*), he may add his assassin and Harmonian Slaver class levels together for the purposes of determining the DC

of his enervating attack. Slaver class levels do not add to the DC of the assassin's death attack.

Break Will (Ex): At 2nd level, the Harmonian Slaver gains the ability to break a target's will. Any time the Harmonian Slaver wins an Intimidation check by 10 or more, the opponent takes 2 points of temporary wisdom damage. Such lost wisdom returns at the rate of 1 point per day of rest, but most Slavers don't give their slaves time to recover.

Sneak Attack (Ex): At 4th level, 7th, and 10th, a Harmonian Slaver deals additional sneak attack damage as the rogue ability. If the Harmonian Slaver gets a Sneak Attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Crippling Strike (Ex): At 5th level, a Harmonian Slaver can sneak attack opponents with such precision that his blows weaken and hamper them. When the slaver damages an opponent with a sneak attack, that opponent also takes 1 point of temporary Strength damage. Ability points lost in this way return at a rate of 1 point per day for each damaged ability.

Stunning Blow (Ex): Three time per day, an 8th-level Harmonian Slaver may declare a stunning blow before any melee attack. If the slaver hits, the victim must make a Fortitude save (DC 10 + Harmonian Slaver class level + Harmonian Slaver's Int modifier) or be stunned for 1 round (until just before the Slaver's next action). A stunned character can't act and loses any Dexterity bonus to Armor Class and has a 50% chance to drop anything held. Attackers get a +2 bonus on attack rolls against a stunned opponent.

Harmonian Slaver Spell List

Harmonian Slavers choose their spells from the following list.

1st level—arcane lock, alarm, burning hands, change self, command, detect thoughts, knock, ray of enfeeblement, true strike.

2nd level—alter self, fear, hold person, invisibility, misdirection, remove paralysis.

3rd level—dominate person, greater command, hold monster, improved invisibility, nondetection.

4th level—enervation, locate creature, mind fog, sequester, veil.

Laubhorian Great Horseman

In the Republic State of Laubholz, hundreds of years of breeding and riding horses has led the Laubhorian military to training some of the most skilled cavalry to ever ride across the plains lands of Celestallia. The Laubhorian Great Horsemen are the stuff of wonder and legend. An order of mounted Laubhorian knights whose swift and fearless attacks are renown throughout the world. They have a supernatural bond with their mounts, an intense spiritual connection that few understand. Great Horsemen maintain a tradition of martial prowess tempered by a strict code of honor. Their spirits burn pure with the devotion of protecting their homeland; they are unquestioningly loyal, eternally dedicated and above worldly desires.

Laubhorian Great Horsemen are drawn primarily from the hearty stock of Laubhorian Knights, while occasionally well-trained Templar rise to the cause as it blends well with their strict and lawful nature.

Hit Dice: d10

Requirements

To qualify to become a Laubhorian Great Horseman, a character must fulfill all the following criteria.

Region: Any Laubhorian Region

Alignment: Any Lawful

Base Attack Bonus: +7

Skills: Handle Animal 10 ranks, Ride 10 ranks, Knowledge Nobility & Royalty 4 ranks

Feats: Mounted Combat, Ride-by Attack, Spirited Charge

Class Skills

The Laubhorian Great Horseman's class skills (and the key ability for each skill) are Battle (Wis), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (Nobility & Royalty) (Int), Knowledge (War) (Int), Profession (Wis), and Ride (Dex)

Skill Points at each level: 2+ Int Modifier

The Laubhorian Great Horseman

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Special Mount, ride Bonus +2
2 nd	+2	+3	+0	+0	Burst of Speed
3 rd	+3	+3	+1	+1	Ride Bonus (initiative) +2
4 th	+4	+4	+1	+1	Defensive Riding
5 th	+5	+4	+1	+1	Ride Bonus (AC) +4
6 th	+6	+5	+2	+2	
7 th	+7	+5	+2	+2	Ride Bonus (attacks) +4
8 th	+8	+6	+2	+2	Heal Mount
9 th	+9	+6	+3	+3	Ride Bonus +6
10 th	+10	+7	+3	+3	Power Charge

Class Features

The following are class features of the Laubhorian Great Horseman

Weapon and Armor Proficiency: Laubhorian Great Horsemen are proficient with all simple and martial weapons and with all types of armor and shields.

Special Mount (Su): A Laubhorian Great Horseman's mount is no ordinary animal. In fact, it is not an animal at all, but a magical beast. This heavy warhorse is a spiritual entity that may be conjured from realms beyond the prime material

once per day. The special mount remains on the prim material plane for 2 hours per character level of the Laubhorian Great Horseman. This heavy warhorse shares the base statistics of its kind, as described in the *Monster Manual*, but also shares many qualities in common with a Horseman's Mount. It is superior to a normal mount of its kind and has special powers as shown below.

Class Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
1 st -3 rd	+2	+4	+1	6	Empathic link, improved evasion, share saving throws
4 th -6 th	+4	+6	+2	7	Improved speed
7 th -9 th	+6	+8	+3	8	Command creatures of its kind
10 th	+8	+10	+4	9	Spell resistance

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's base attack bonus is equal to that of a cleric of a level equal to the mount's HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number on the table is an improvement to the mount's existing natural armor bonus.

Str Adj.: Add this figure to the mount's Strength score.

Int: The mount's Intelligence score.

Empathic Link (Su): The Horseman has an empathic link with her mount out to a distance of up to 1 mile. The Horseman cannot see through the mount's eyes, but they can communicate empathically.

Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible. Because of this empathic link, the Horseman has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the Horseman's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Improved Speed (Ex): The mount's speed increases by 10 feet.

Command Equines (Sp): Once per day per two Horseman levels of its master, a mount can use this ability to command other any equine (horse, pony, etc), as long as the target creature has

fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it's being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount's daily uses. Each target may attempt a Will save (DC 10 + 1/2 Horseman's level + Horseman's Cha modifier) to negate the effect.

Spell Resistance (Ex): A mount's spell resistance equals its master's Horseman level + 10. To affect the mount with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the mount's spell resistance.

Ride Bonus (Ex): A Horseman gets a +2 competence bonus on his Ride check at 1st level. This bonus increases by +2 every four levels thereafter (+4 at 5th level, +6 at 9th level). He can always take a 10 on a Ride check, even if stress and distractions would normally prevent him from doing so. In addition, as the Horseman increases in levels, he can apply this bonus to other checks. At 3rd level and above, he applies his ride bonus to his initiative checks while fighting from horseback. At 5th level and above, he applies his Ride bonus to his Armor Class while he is mounted. At 7th level and above he applies his Ride bonus on melee or ranged attacks made from horseback.

Burst of Speed (Ex): At 2nd level, the Horseman can urge his mount to greater than normal speeds. This ability doubles the distance of the mount's normal charge movement. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a Fort save (DC 20) immediately after the conclusion of the additional charge; failure results in the mount becoming fatigued.

Defensive Riding (Ex): Once per day, when a mounted Horseman 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), he can attempt to reduce the damage in the same way he can negate damage to his mount with the Mounted Combat feat. He makes a ride check (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 perform his defensive riding—if he is denied his dexterity bonus to AC, he can't avoid damage.

Heal Mount (Sp): Once per day, a Horseman of 8th level or higher may use *Heal Mount* as a spell-like ability.

Power Charge (Ex): Once per day the Laubhorian Great Horseman may make one of his charge attacks automatically a critical threat. This ability must be declared before the attack is rolled and does not function on creatures immune to critical hits. A Horseman using this ability with spirited charge deals x3 damage with a melee weapon and x4 damage with a lance.

Iajutsu Master

Iajutsu is the martial art of drawing a weapon (almost always a katana) and attacking with it in the same fluid motion. It is the foundation of all dueling within the empire of Rokkan and its masters are feared through not only Rokkan but most of Ei and other parts of the world where Iajutsu is practiced. Iajutsu masters harness their *ki* energy to strike with blinding speed and devastating power.

Iajutsu masters are almost always members of the Samurai class. NPC Iajutsu masters serve as sensei to the finest samurai in the empire.

Requirements

To qualify to become an Iajutsu Master, a character must fulfill all the following criteria.

Region: Any Rokkan region.

Alignment: Any lawful

Base Attack Bonus: +6

Skills: Iajutsu Focus 9 ranks

Feats: Improved Initiative, Quick Draw, Weapon Focus (katana)

Class Skills

The Iajutsu master's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Iajutsu Focus (Cha), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Tumble (Dex).

Skill points at each level: 4 + Int Modifier



The Iajutsu Master

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Weapon Finesse, Canny Defense
2 nd	+2	+0	+3	+0	Lightning Blade
3 rd	+3	+1	+3	+1	
4 th	+4	+1	+4	+1	Bonus Feat
5 th	+5	+1	+4	+1	Strike From the Void
6 th	+6	+2	+5	+2	
7 th	+7	+2	+5	+2	
8 th	+8	+2	+6	+2	One Strike, Two Cuts
9 th	+8	+3	+6	+3	Bonus Feat
10 th	+10	+3	+7	+3	Strike with no thought

Class Features

The following are class features of the Iajutsu Master.

Weapon and Armor Proficiency: Iajutsu Masters are proficient with all simple and martial weapons. Iajutsu masters do not gain any proficiency with armor or shields, though most have such proficiency from the samurai class.

Weapon Finesse (Ex): At 1st level an Iajutsu master may use his dexterity modifier instead of Strength modifier on attack rolls with a katana. This works like the Weapon Finesse feat, except that it applies to the Katana, a weapon which the feat does not normally apply.

Canny Defense (Ex): When not wearing armor, Iajutsu masters add their Intelligence bonus to modify Armor Class while wielding a Katana. As with normal Dexterity AC modifications, positive modifiers are lost when the Iajutsu master is caught flat-footed.

Lightning Blade (Ex): An Iajutsu master of 2nd level or higher adds her Charisma modifier to his initiative checks as well as his Dexterity modifier.

Bonus Feats: At 4th level, then again at 9th level, the Iajutsu master gets a bonus feat in addition to his normal feat progression. These bonus feats must be drawn from the following list: Dodge, (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Lightning Reflexes, Skill Focus (Iajutsu Focus), and Toughness.

Strike from the Void (Ex): An Iajutsu master of 5th level or higher adds his Charisma modifier to each extra damage die gained from using the Iajutsu focus skill.

One Strike, Two Cuts (Ex): At 8th level and above, an Iajutsu master can make two attacks with a katana as a standard action. This means he can

strike twice and move in the same round, or attack twice in the same phase of an Iajutsu duel.

Strike with No Thought (Ex): If an Iajutsu master of 10th level begins combat (not an Iajutsu duel) within melee range of an opponent, he gains a free surprise round, even though his opponents are aware of his presence. The only action the Iajutsu master can take in this surprise round is an attack action using a katana. This ability reflects the Iajutsu master's ability to apply the principles of the Iajutsu duel in normal melee combat. It does not give the Iajutsu master any additional benefit within an Iajutsu duel.

Invisible Blade

Invisible Blades are a very specialized niche group of combatants that have all but mastered the fine art of knife fighting. There are commonly rogues or fighters who study the light-footed style in order to give themselves a quick and deadly edge in combat. They are highly skilled in feinting to catch an opponent off-guard, and can inflict vicious attacks to vital spots.

In the lands of Harmonia, Invisible Blades are traditionally gladiators who fight in the various slave arenas across the mainland. However some thieves guilds and assassins learn this fighting style as well.

Hit Die: d6

Requirements

To qualify to become an Invisible Blade, a character must fulfill all the following criteria.

Skills: Bluff 8 ranks, Sense Motive 6 ranks.

Feats: Point Blank Shot, Far Shot, Weapon Focus (dagger, kukri, pasha knife, or punching dagger).

Special: The candidate must defeat an opponent with a CR equal to his character level in single combat using one or more daggers, kukri, pasha knives, or punching daggers as his only weapons. Magical aid in the form of bolstering spells and non-weapon magic items, even if

provided by other characters, is permitted in such combat.

Class Skills

The Invisible Blade's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb

(Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Perform (Cha), Profession (Int), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int Modifier

The Invisible Blade

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Sneak Attack	Special
1 st	+1	+0	+2	+0	+1d6	Unfettered Defense
2 nd	+2	+0	+3	+0		Bleeding Wound
3 rd	+3	+1	+3	+1	+2d6	Uncanny Feint (Move Equivalent Action)
4 th	+4	+1	+4	+1		Feint Mastery
5 th	+5	+1	+4	+1	+3d6	Uncanny Feint (Free Action)

Class Features

All of the following are class features of the Invisible Blade.

Weapon and Armor Proficiency: An Invisible Blade gains no new weapon, armor, or shield proficiencies.

Dagger Sneak Attack (Ex): The Invisible Blade gains the sneak attack ability at first level if he does not already have it, but the extra damage applies only to attacks made with a dagger, kukri, pasha knife, or punching dagger. When making a sneak attack with one of these weapons, he gains +1d6 damage at 1st level. This bonus rises to +2d6 at 3rd level and to +3d6 at 5th level. If he already has the sneak attack ability from a previous class, the applicable damage bonuses stack.

Unfettered Defense (Ex): Beginning at 1st level, an Invisible Blade benefits from an increased survival instinct during combat. Because of this sixth sense, he adds his Intelligence bonus (if any) to his AC in addition to any other modifiers he would normally receive. If the Invisible Blade is caught flat footed, or otherwise denied his Dexterity modifier to AC, he also loses this bonus. Unfettered defense functions only when he is wearing no armor, and when he is wielding one or more daggers, kukris, pasha knives, or punching daggers as his only weapons.

Bleeding Wound (Ex): At 2nd level, an Invisible Blade who makes a successful dagger sneak attack can choose to inflict a bleeding wound, sacrificing 1d6 of the sneak attack damage from the dagger sneak attack. Such an attack deals normal damage on the first round. Thereafter, the wound caused by the Invisible Blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage, and so on). The bleeding can be stopped by a successful Heal check (DC 15) or by the application of any *cure* spell or other healing spell. (*heal*, *mass cure lights wounds*, and so on).

Uncanny Feint (Ex): At 3rd level, the Invisible Blade gains the ability to feint in combat as a move-equivalent action rather than a miscellaneous standard action. At 5th level, the Invisible Blade can feint as a free action. An Invisible Blade can use uncanny feint only when wielding a dagger, kukri, pasha knife, or punching dagger and no other weapon.

Feint Mastery (Ex): At 4th level, an Invisible Blade armed with a dagger, kukri, pasha knife, or punching dagger becomes so sure of his ability to mislead opponents that he can take a 10 on all Bluff checks when feinting in combat, even if stress and distraction would normally prevent him from doing so.

Knife Dancer

Across many nations, acrobats, gymnasts, dancers, and performers of all kinds use their skills to fascinate crowds and entertain all who observe their grace and skill. However, not all performers are merely athletic people wishing to make an honest living. Rarely, the front of a street performer can mask training in various martial forms of combat.

In the lands of Harmonia, many low-class citizens are not allowed to learn forms of combat, and several indentured peoples developed a form of dance that utilizes simple knives in acts of amazing grace and agility stylized as a smooth and flowing dance. The origins of this style date back to the tribal ceremonies of the grassland people, though mimicry of this dancing style is profound in Harmonia.

Knife Dancers are commonly rogues who belong to a low-class of Harmonian society, though some who are truly interested in the performance arts of this style may find themselves learning it despite its martial benefits.

Knife Dancers are very uncommon outside of Harmonia, though with exploration to foreign lands

the revelation of its intricate maneuvers is not entirely unheard of.

Hit Die: d6

Requirements

To qualify to become a Knife Dancer a character must fulfill all of the following criteria.

Base Attack Bonus: +5

Feats: Weapon Finesse, Weapon Focus (any dagger), Two Weapon Fighting.

Skills: Perform 5 ranks, Juggle 5 ranks, tumble 5 ranks, Balance 5 ranks.

Class Skills

The Knife Dancer's class skills (and they key ability modifier for each) are Balance (Dex), Bluff (Cha), Craft (Int), Escape Artist (Dex), Innuendo (Cha), Intimidate (Cha), Jump (Str), Juggle (Dex), Perform (Cha), Slight of Hand (Dex), Profession (Wis), Sense Motive (Wis) Tumble (Dex)

Skill Points at Each Level: 4 + Int Modifier

The Knife Dancer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Flurry of Knives
2 nd	+2	+0	+3	+0	Double Strike +1d6
3 rd	+3	+1	+3	+1	Acrobatics +5
4 th	+4	+1	+4	+1	Flashing Blades
5 th	+5	+1	+4	+1	Fascinate
6 th	+6	+2	+5	+2	Double Strike +2d6
7 th	+7	+2	+5	+2	Acrobatics +10
8 th	+8	+2	+6	+2	Improved Disarm
9 th	+9	+3	+6	+3	Deadly Blades
10 th	+10	+3	+7	+3	Double Strike +3d6

Class Abilities

All the following are class abilities of the Knife Dancer prestige class.

Weapon and Armor Proficiency: The knife dancer does not gain any additional weapon or armor proficiency.

Flurry of Knives (Ex): When wearing light or no armor, a knife dancer may strike with a flurry of attacks at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before his next action. When a knife dancer reaches 5th level, the penalty lessens to –1, and at 9th level it disappears. A knife dancer must use a full attack action to strike with a flurry of blows.

Double Strike (Ex): If the knife dancer hits a single opponent with both his off-hand attack and his primary attack on his turn he may inflict extra damage once during that round as listed to that opponent as he twists the knives. Creatures immune to critical hits or creatures with no discernable anatomy are immune to the extra damage of "Double Strike".

Acrobatics (Ex): A 3rd-level Knife Dancer gains a +5 competence bonus on Balance, Climb, Jump, Juggle, and Tumble checks. At 7th level, this bonus increases to +10. In addition, a Knife Dancer can always choose to take 10 on a Balance, Climb, Jump, or Tumble checks, even when circumstances would

normally prevent him from doing so.

Fascinate (Sp): The knife dancer may perform a dazzling display of martial prowess, which he may use to entrance opponents. The Knife Dancer can affect 2d4 hit-dice of opponents +1 per level of Knife Dancer. The subjects must make a Will save against DC 12 + the Knife Dancer's charisma modifier to avoid the effect. The power lasts as long as the Knife Dancer continues the dazzling display, plus one additional round afterwards. The dancer can use this ability once per day per level in Knife Dancer. This power is identical to the *hypnotic pattern* spell.

Flashing Blades (Ex): If the knife dancer is fighting defensively or is using the total defense action while wielding daggers in each hand, he gains an additional +2 dodge bonus to his AC. The knife dancer may only use this ability in light armor or less.

Improved Disarm (Ex): The knife dancer may use the improved disarm feat with daggers only even if he does not meet the prerequisites otherwise.

Deadly Blades (Ex): Any daggers wielded by the knife dancer gain +1 to their critical multiplier (i.e: x2 becomes x3)

Lost Soul

A Lost Soul is an individual who has passed the threshold of mortal existence, and through divine intervention, been brought "back to life". They cannot return entirely to the mortal world, and instead tread

on a dimensional "curtain" that exists at the edge of the mortal world and the black limbo beyond. With time and effort, a Lost Soul can learn to use this special status to their advantage, and with luck, once again secure a place for themselves in the afterlife.

Hit Dice: d4

Requirements

The following are the requirements for the Lost Soul prestige class

Skills: Knowledge (religion) 8 Ranks, Concentration 6 Ranks

Feats: Iron Will, Alertness

Special: Must have died of an unnatural death (not old age) and been the subject of a raise dead, resurrection, true resurrection, or a wish that successfully brought the character back to life. Note that since reincarnation creates an entirely new body and lifespan for a soul to reside in, they are not subject to becoming a Lost Soul unless they are then affected by one of the spells listed above.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Lesser Unveiled Eyes
2	+1	+0	+0	+3	Release the Curtain
3	+1	+1	+1	+3	Embody Death
4	+2	+1	+1	+4	Lesser Protection of the Soul
5	+2	+1	+1	+4	Chill of the Beyond
6	+3	+2	+2	+5	Death's Door
7	+3	+2	+2	+5	Dive
8	+4	+2	+2	+6	Greater Protection of the Soul
9	+4	+3	+3	+6	Greater Unveiled Eyes
10	+5	+3	+3	+7	Part the Curtain

Class Skills

The Lost Soul's class skills (and connected abilities) are: Concentration (Con), Craft (Int), Heal (Wis), Hide (Dex), Knowledge (Religion) (Wis), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier

Class Features

All the following are class features of the Lost Soul prestige class:

Weapon and Armor Proficiency: The Lost Soul gains no new proficiency in any weapons or armors.

Lesser Unveiled Eyes (Ex): Lost Souls learn to perceive the hidden world on the other side of life. Beginning at 1st level, they gain the extraordinary ability to see incorporeal and ethereal creatures as though they were corporeal.

Release the Curtain (Su): Once per day the Lost Soul can gather her will and through sheer determination, let go of the ties that bind her completely to the curtain of the mortal world. While she remains corporeal, she is effectively incorporeal as well for the purposes of interacting with other ethereal and incorporeal creatures and objects. She and all equipment she holds gain the property ghost touch. However, there is a danger involved, whenever the Lost Soul receives physical damage from an Incorporeal source she must make a Concentration check (dc

10+damage taken) or be forced back into her normal, corporeal form. They can maintain this status for no more than one hour per class level at a time. Starting *Release the Curtain* is a full round action that provokes attacks of opportunity.

Embody Death (Ex): Once per week, beginning at 3rd level, the Lost Soul may withdraw just enough of her essence to feign death for a period of time equal to her class level in days. It takes ten minutes of deep meditation to enter this state wherein her heartbeat slows to one beat every several minutes. Her body's metabolism is effectively halted - she does not age, require food, water or rest and her wounds do not heal naturally. While in this state, she takes only half damage from non-magical sources. Poisons do not run their course nor do extra damage from critical attacks affect her until the power's duration expires. Magical healing affects her normally, as she is not truly dead, which may give away her true status. Otherwise it requires a Heal check (DC 25) to determine that the Lost Soul is actually alive.

Lesser Protection of the Soul (Su): Due to her unique experiences and newfound knowledge and training, the Lost Soul is able to shelter her life force from necromantic attacks at 4th level. She gains a +4 competence bonus to saving throws against death effects.

Chill of the Beyond (Sp): At 5th level, the Lost Soul is able to bring a small amount of the infinite emptiness beyond the curtain into the mortal

realm, using her body as a conduit. Three times a day she can make a melee touch attack with the same effects as the spell chill touch cast by a sorcerer of her class level. This touch spell cannot be held as a regular spell can, and if the attack roll fails, the attempt is wasted.

Death's Door (Ex): At 6th level Lost Soul is capable of getting closer to death than most normal creatures. She is not considered Dead until reduced to -20 hit points. At -1 to -19 hit points she is considered Dying, and has an extra 10% chance of stabilizing each round (for a total of 20%).

Dive (Sp): Beginning at 7th level, in place of her daily Release the Curtain ability, the Lost Soul may opt to Dive instead. As a full round action that provokes attacks of opportunity, she can become ethereal as per the spell ethereal jaunt cast by a Cleric of her class level with a duration of ten minutes per class level. While ethereal, the Lost Soul may manipulate unattended objects in the material plane as if she were in a physical form. If the lost soul makes a melee or ranged attack with a material object in such a fashion, the power ends immediately.

Greater Protection of the Soul (Su): Starting at 8th level, the Lost Soul is capable of sheltering the flame of her life force beyond the capacity of a mortal creature. If a saving throw against a death attack targeting or affecting her is not normally allowed, the Lost Soul may attempt one at a -4 circumstance penalty to shrug off the effect.

Greater Unveiled Eyes (Su): By 9th level the Lost Soul's ability to recognize spirit energy is so fine-tuned that she can even detect the strength of life within a living creature. She can deathwatch as a persistent effect, as per the spell.

Part the Curtain (Su): At 10th level a Lost Soul is so at one with her spiritual nature that she is no longer confined to the trappings of a mortal body. She is free to roam on either side of the Curtain, requiring neither a tie to the mortal world or a place in the afterlife. Apply the Ghost (*Monster Manual*, pg 116-118) template to the Lost Soul with the exception that this ghost is immune to turning, nor does the Ghost's alignment change to evil. All features of the Ghost template carry on after levels in Lost Soul are completed, all hit dice retroactively become d12s, and she is furthermore immune to all abilities and attacks that cannot affect the undead.

Valarian Magikaant

On the island of Valaria, the human lands of the nation of Rhyll, there are many esoteric forms of arcane study that date back centuries. Most of these forms of arcane study derive their teaching from the old gnomish empire which once ruled most of Valaria during the 3rd age, however when the human tribes of the north-rem islands came into Valaria some two-thousand years ago the gnomish empire fell to their sheer numbers and great force. Since that time, the humans have adapted the Valarian gnomish magic to their own ends. The Magikaant is one of these disciplines.

Magikaants are spellcasters of a very focused stripe. They hone their teachings not on broadening the field of their knowledge with magic, but focusing on the magic that they already know in order to greatly increase its effect. They are consummate users of metamagical powers and serve as both advisors and war masters within the Valarian government.

Rarely seen outside their homeland, Magikaants who travel beyond the islands of Rhyll are scouts and explorers for their people, traveling to distant lands in order to find new knowledge and information to take back to their home and kingdom.

Hit Die: d6

Requirements

To qualify to become a Valarian Magikaant, a character must fulfill the following criteria.

Region: Valaria, Rhyll

Feats: Spell Focus, any one metamagic feat

Spells: Able to cast 5th level arcane or divine spells.

Special: The character must currently be a member of the Valarian royal court serving as a Magikaant for the kingdom.

Class Skills

The Valarian Magikaant's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Knowledge (arcane) (Int), Knowledge (religion) (Int), Knowledge (nobility & royalty) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier

Table *.: The Valarian Magikaant

Class Level	Base Attack Bonus	Fort Save	Will Save	Ref Save	Special	Bonus Spells
1 st	+0	+0	+0	2	Greater Spell Focus	2
2 nd	+1	+0	+0	+3	1 st Mighty Spell	3
3 rd	+1	+1	+1	+3	Bonus Metamagic Feat	2
4 th	+2	+1	+1	+4	2 nd Mighty Spell	3
5 th	+2	+1	+1	+4	New Spell Level	2
6 th	+3	+2	+2	+5	3 rd Mighty Spell	3
7 th	+3	+2	+2	+5		2
8 th	+4	+2	+2	+6	4 th Mighty Spell	3
9 th	+4	+3	+3	+6		2
10 th	+5	+3	+3	+7	5 th Mighty Spell, New Spell Level	3

Class Features

The following are class features of the Valarian Magikaant.

Weapon and Armor Proficiency: Magikaant's are proficient with all simple weapons. They are not proficient with any type of armor or shields. Armor of any type interferes with an arcane Magikaant's spellcasting (if those spells have somatic components).

Bonus Spells: Similar to bonus spells for high ability scores, for each level of Valarian Magikaant that a spellcasting character attains, he gains bonus spells to the number of arcane or divine spells per day he normally casts. These bonus spells can be added to whatever levels of spells the Magikaant can currently cast, but no more than one can be added to the character's highest current spell level.

If a Magikaant has two different spellcasting classes that meet the prerequisite of Magikaant, he must choose before taking the prestige class which spellcasting class the bonus spells apply to. Once chosen, these bonuses can never be switched.

Greater Spell Focus (Ex): A Valarian Magikaant adds +2 to the DC for saving throws against spells in all schools for which he has the Spell Focus feat instead of the normal +1 bonus granted by that feat. In addition, the Valarian Magikaant gains a +2 bonus to caster level checks to beat a creature's spell resistance with spells from those schools.

This benefit applies even to schools for which the character gains the Spell Focus feat after becoming a Magikaant.

Mighty Spells (Ex): At 2nd level, and at every even level thereafter, a Magikaant can designate one spell he knows that becomes modifier as though affected by the Empower Spell feat. The spell's level does not change, and once the spell is chosen it cannot be changed..

At 8th level, when he chooses his 4th mighty spell, the Magikaant can also designate one previously chosen Mighty Spells to become affected by the Maximize Spell feat. At 10th level, in addition o choosing his fifth mighty spell, the Magikaant can choose a second maximized spell. Thus a 10th level Valarian Magikaant knows three spells that are permanently empowered, and two spells that are permanently maximized and empowered.



Bonus Metamagic Feat: At 3rd level a Valarian Magikaant may choose any metamagic feat as a bonus feat.

New Spell Level: When a Valarian Magikaant reaches 5th level, and again when he reaches 10th, he gains the ability to cast spells of one level higher than he was previously able to cast. Initially, he can cast 0 spells of that level, but bonus spells (from a high ability score, or his Magikaant bonus spells) can increase this number.

Martial Disciple

Martial Disciples are monks who have studied an obscure art of martial combat utilizing weapons of all varieties with their unarmed combat. Focusing more on the martial aspects of a monk's training, they sacrifice the enlightenment and supernatural abilities of the true ascetic. Martial Disciples fight with martial weapons and often wear armor, instantly marking them as different from normal monks.

Monks that have strayed from their path to become fighters are the most common

practitioners of the Martial Discipline, this technique itself originated in the lands of the Illythiiri where combat with the two-bladed sword was mixed with a swift kicking style of martial arts. Long ago the style spread out from these mountains and into much of Ei and beyond.

Hit Die: d10

Requirements

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

Base Attack Bonus: +3

Base Reflex Save: +2

Skills: Balance 4 ranks, Jump 8 ranks, Tumble 4 ranks.

Feats: Dodge, Improved Unarmed Strike, Weapon Focus (unarmed strike).

Class Skills

The Martial Disciple's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 2 + Int Modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Unarmed Damage	Dodge Bonus	Special
1 st	+1	+2	+2	+0	1d6	+1	Unarmed Strike
2 nd	+2	+3	+3	+0	1d8	+2	Bonus Feat
3 rd	+3	+3	+3	+1	1d10	+2	Martial Flurry (light)
4 th	+4	+4	+4	+1	1d10	+3	Bonus Feat
5 th	+5	+4	+4	+1	2d6	+3	Martial Flurry (any)

Class Features

All of the following are class features of the Martial Disciple.

Weapon and Armor Proficiency: Martial Disciples are proficient with martial weapons and light armor, as well as with the following monk weapons: kama, nunchaku, siangham, sai, and straight sword. Light armor does not interfere with a Martial Disciple's class abilities, though medium or heavy armor or wearing a shield denied the Martial Disciple of his dodge bonus and any flurry of blows ability.

Dodge Bonus (Ex): Martial Disciples are highly trained at dodging blows. When a Martial Disciple designates an opponent for his Dodge feat, this bonus replaces the normal +1 dodge bonus to AC against that opponent. A condition that makes him lose his Dexterity bonus to AC also makes him lose this dodge bonus.

Unarmed Strike (Ex): As the monk ability, except that a Martial Disciple deal unarmed damage as shown on the table above. A Martial Disciple with levels in the monk class can take the better of the two damage ranges, or he can add his Martial Disciple levels to his monk levels and use the unarmed damage of a monk of a resulting level if that provides a better result.

Martial Flurry (Ex): At 3rd level, a Martial Disciple gains the ability to use any light melee weapon for his flurry of blows, no just special monk weapons. At 5th level, the Martial Disciple may use any martial weapon for his flurry of blows.

Bonus Feat: At 2nd level and 4th level, a Martial Disciple gets a bonus feat, which must be drawn from the following list: Combat Reflexes, Deflect Arrows, Endurance, Expertise, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Weapon Finesse, and Weapon Focus.

Laubhorian Crimson Guard

"Justice is not blind, she sees through our eyes. Justice does not carry scales; she carries an executioner's sword. Justice is not Mercy, Mercy is not just."

"Mercy is the pause in a blow. Mercy is the hand that weakens your limbs. Mercy is the cold that steals your fire. Mercy is the darkness that steals the clear path. Mercy is the indecision that haunts your thoughts. Mercy is the nightmare that haunts your nights."

"Mercy is Weakness, with Death comes the only Justice. Death judges all, good and evil without Mercy. Let Death judge the good and take them from Justice's axe, let Death judge the evil and set them before her. We are not to ask for the reason behind Justice's call, we are to act."

"To hesitate is Mercy: Mercy is Death. Act or be Judged."

-Officer Markadus, to new recruits.

The Laubhorian Crimson Guard, often called "Mercykillers" are servants of justice in the kingdom of Laubholz, and believe that no one is above it. They do not believe in showing mercy, and the poor fools who do, invite their wrath. The symbol of the Mercykillers is the dreaded executioner's sword, which stands for the judge, the jury, and especially executioner. Masters of a brutal combat style that was honed during the dark years of the first Great War, the Mercykillers

became a feared and respected hand of the Laubhorian government. When the Kingdom of Laubholz became the first Republic State the Mercykillers saw themselves as a shining example of law and justice in the beginning of that great new age.

NPC Mercykillers are captains of the Laubhorian guard, at least one can be found in every Laubhorian city, and in the capitol of Fhovoham lies the Grand Barracks, the central hub of Mercykiller activity.

Hit Dice: d10

Requirements

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

Alignment: Lawful Neutral

Base Attack Bonus: +9

Intimidate: 10 ranks

Knowledge (law): 10 ranks

Feats: Weapon Focus (Executioner's Sword), Weapon Specialization (Executioner's Sword), Power Attack, Cleave, Great Cleave, Alertness

Equipment: The Mercykiller must own a masterwork version of an Executioner's Sword

Class Skills

The Mercykiller's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (law) (Int), Listen (Wis), Search (Int), Sense Motive (Wis) and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	No Mercy +1, No Escape from Justice
2 nd	+2	+3	+0	+0	Crush the Weak 1/day
3 rd	+3	+3	+1	+1	No Mercy +2, Executioner's Hand
4 th	+4	+4	+1	+1	Swift Justice, Mercykiller's Gaze
5 th	+5	+4	+1	+1	No Mercy +3, Crush the Weak 2/day
6 th	+6	+5	+2	+2	Superior Weapon Focus
7 th	+7	+5	+2	+2	No Mercy +4, Mercykiller's Judgement
8 th	+8	+6	+2	+2	Crush the Weak 3/day
9 th	+9	+6	+3	+3	No Mercy +5, Superior Weapon Specialization
10 th	+10	+7	+3	+3	Execution

Class Features

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

Weapon and Armor Proficiency: Mercykillers are proficient with all simple and martial weapons, all types of armor, and with shields.

No Mercy (Ex): Whenever the Mercykiller is engaged in combat with a creature that is weaker than him (less Hit Dice) or one that is helpless, he gains the listed bonus to attack and damage rolls against that creature. This can apply to more than one weaker creature in a single combat, if several are present.

No Escape from Justice (Ex): If an enemy who has been wounded by the Mercykiller flees from the Mercykiller, he may follow the creature as if he has the Track feat, for 24 hours.

Crush the Weak (Ex): Once per day, beginning at 2nd level, the Mercykiller may make an extra powerful axe strike against one opponent. Crush the Weak must be declared before an attack. On the successful hit, the Mercykiller's attack is counted as a possible critical, after this, the second roll is made as normal. If the attack is a critical, the Executioner's Sword's effective critical multiplier is increased to x5, instead of the normal x4. This ability may not be used against creatures immune to critical hits.

Executioner's Hand (Ex): When the Mercykiller fights with an Executioner's Sword, two-handed, he adds double his strength modifier to all damage rolls.

Swift Justice (Ex): The Mercykiller has a duty to see that justice is served, and also becomes enraged at the sight of crime. Beginning at 4th level, if the Mercykiller witnesses a crime, he gains a +1 bonus to attack and damage for each Mercykiller level, against the creature(s) who participated in the crime. These bonuses decrease by 1 every round after the Mercykiller gains the bonus, until the bonus reaches +0.

Mercykiller's Gaze (Ex): The Mercykiller's gaze becomes cold and hard, and intimidating to those who meet it. The Mercykiller gains a bonus to all Intimidate checks equal to his Mercykiller level.

Superior Weapon Focus (Ex): The Mercykiller gains a +1 bonus on all attacks with an Executioner's Sword. This ability stacks with the Weapon Focus Feat.

Mercykiller's Judgement (Sp): The Mercykiller gains the spell-like ability to Discern Lies of any

creature he meets the gaze of. This ability may be used at will.

Superior Weapon Specialization (Ex): The Mercykiller gains a +2 bonus to damage on all attacks with the axe type of his choice. This axe must be the axe that he chose to take Superior Weapon Focus in, and this ability stacks with the Weapon Specialization Feat.

Execution (Ex): Once per week on a successful critical hit, the Mercykiller may strike his opponent as an executioner strikes his condemned, severing the opponent's head. When a critical hit is successful on a roll of a natural 20 the opponent's head is severed, killing him instantly. This ability may not be used in conjunction with Crush the Weak. This ability can only be used on creatures vulnerable to the effects of a vorpal sword. The Mercykiller must declare the usage of this ability when the critical hit is confirmed, if the opponent is immune to death effects, critical hits, or the effects of a vorpal weapon when this attack is declared, the Execution ability is wasted for the week.

Ninja Spy

Ninja Spies are perhaps the most enigmatic and mysterious of the training found on the lands of Ei. Ninja spies are servants of the various clans that vie for power in the misty realm of Rokkan, they are masters of exotic weapons, tools of stealth, and mystical *ki* powers. They are sworn to secrecy to protect the identities of their clan members and must never reveal that they are ninja. Despite their inclination to evil, ninja believe strongly in a code of honor, and risk offending their family (and earning a death sentence) if they break that code of honor.

Most ninja spies are of the Ninja class or Rogues, and the skill requirements of the class practically demand that any would-be ninja have at least a few levels in either class. In areas outside of Rokkan ninja are the stuff of legends. Some refuse to believe they exist. Ninja primarily train in the Shinobu clan, though other, mysterious ninja may operate in the Empire as well.

Hit Die: d6

Requirements

To qualify as a ninja spy, a character must fulfill the following criteria.

Region: Any Rokkan

Alignment: Any nongood, non chaotic.

Skills: Bluff 10 ranks, Disguise 7 ranks, Hide 7 ranks, Tumble 7 ranks

Feats: Dodge

Special: Evasion class ability

Class Skills

The ninja spy's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb

(Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Juggle (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pockets (Dex), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

The Ninja Spy

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+2	Exotic Weapon, <i>ki</i> breath, poison use
2 nd	+1	+3	+3	+3	Slow Fall (20 ft.), improved evasion, sneak attack +1d6
3 rd	+2	+3	+3	+3	Exotic Weapon, Acrobatics (+5)
4 th	+3	+4	+4	+4	Slow Fall (30 ft.), hide in plain sight
5 th	+3	4	4	4	Water Walk, Sneak Attack +2d6
6 th	+4	+5	+5	+5	Exotic Weapon, Slow Fall (50 ft.)
7 th	+5	+5	+5	+5	Thousand Faces, acrobatics (+10)
8 th	+6	+6	+6	+6	Poison Immunity, Sneak Attack +3d6
9 th	+6	+6	+6	+6	Exotic Weapon, Slippery Mind
10 th	+7	+7	+7	+7	<i>Abundant Step</i> , Defensive Roll

Class Features

The following are class features of the Ninja Spy.

Weapon and Armor Proficiency: Ninja spies gain no additional weapon or armor proficiency, however they gain proficiency in exotic weapons as they advance in levels. A ninja spy cannot use the following abilities if he wears medium or heavy armor: slow fall, evasion, acrobatics, water walk, and *abundant step*.

Exotic Weapon: At 1st level, and again at 3rd level, 6th level, and 9th level, a ninja spy gains a free Exotic Weapon Proficiency. This proficiency must be chosen with one of the following weapons: blowgun, chain, chijiriki, fukimi-bari, hand crossbow, kusarigama, nekote, ninja-to, shikomi-zue, shuriken, spiked chain, or war fan.

Ki Breath (Ex): A ninja spy learn to focus his *ki* to increase his ability to hold his breath. A ninja adds his ninja-spy level to his Constitution check to continue holding his breath.

Poison Use: Ninja spies are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Slow Fall (Ex): At 2nd level, a ninja spy within arm's reach of a wall can use the wall to slow his descent. The ninja takes damage as if the fall were 20 feet shorter than it actually is. His ability to slow fall (that is, to reduce the effective height of the fall when next to a wall) improves with his level.

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

save, he instead takes no damage. Even if he fails his save, he still only takes half damage from the attack. The ninja can only use improved evasion if he is wearing light armor or no armor.

Sneak Attack (Ex): If a ninja spy catches an opponent flat-footed he can strike a vital spot for extra damage. Any time the ninja's target would be denied his Dexterity bonus to AC (whether the opponent actually has a dexterity bonus or not), or when the ninja flanks an opponent the ninja's attacks deal extra damage. This sneak attack damage stacks with any other sneak attack damage the character previously possessed the ability to inflict. Should the ninja score a critical hit, the dice from a sneak attack are not multiplied. Ninja may sneak attack opponents at a range up to 30 feet as long as the opponent is flat-footed. A ninja can only sneak attack living creatures with discernable anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature that is immune to critical hits is also not vulnerable to sneak attacks. The ninja can not sneak attack an opponent while striking a creature who has concealment.

Acrobatics (Ex): A 3rd-level ninja spy gains a +5 competence bonus on Balance, Climb, Jump, and Tumble checks. At 7th level this bonus increases to +10. In addition, a ninja can always opt to take a 10 on a Balance, Climb, Jump, or Tumble check even when circumstances would normally prevent him from doing so.

Hide in Plain Sight (Su): A 4th level ninja spy can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a ninja spy can hide himself from view in the open

without anything to actually hide behind. A ninja spy can not, however, hide in his own shadow.

Water Walk (Su): A ninja spy of 5th level or higher can use water walk to walk on any liquid as if it were firm ground. The ninja must concentrate (as a standard action) to perform this ability, and thus can only take a single move action each round while he is water-walking. The effect lasts for 1 round per ninja level.

Thousand Faces (Su): At 7th level, a ninja spy gains the ability to change his appearance at will, as if using the *alter self* spell.

Poison Immunity (Su): A ninja spy of 8th level or higher is immune to all poisons.

Slippery Mind (ex): At 9th level, a ninja spy gains the ability to wriggle free from magical effects that would control or compel him. If a ninja with slippery mind is affected by a spell and fails his saving throw, he can attempt his saving throw again on the next round. He only gets this one extra chance to succeed at his saving throw.

Abundant Step (Sp): A ninja spy of 10th level can slip magically between spaces, as per the *dimension door* spell once per day. The ninja's effective caster level is 5th.

Defensive Roll (Ex): The ninja spy can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the ninja spy can attempt to roll with the damage. To use this ability, the ninja spy must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute her defensive roll—if he is denied her Dexterity bonus to AC, he can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the ninja's evasion ability does not apply to the defensive roll.

Sandwillow Disciple

The style of Sandwillow has a checkered past, a history of treachery and deadly skill. Originally, this highly esoteric fighting style was mastered by the reclusive elven race known as the Illythiiri. During this time, the Illythiiri masters began to take up interested human apprentices as a gesture of faithfulness towards this younger race.

Over the ages, the humans began to take for granted, the Illythiiri's generosity in their teachings. Eventually, human masters began opening academies, and teaching this secret art to all who were interested, though only a select few could master such a unique and bizarre fighting form. This all came to a head, when a force of human blade masters of the Sandwillow style banded together and nearly wiped out the Illythiiri race, fearing them as their only equals, and a threat to the newly formed Sotarian Empire.

Now, in the nations of Sotaria, the original name of the style as Sandwillow is forgotten. But in the remaining Illythiiri lands, the original philosophies of the first masters and the secrecy of the way continues, two distinct practitioners and one style.

Hit Die: d10

Requirements

To qualify to become a Sandwillow Disciple, a character must fulfill all of the following criteria.

Base Attack Bonus: +9

Tumble: 6 ranks

Sense Motive: 6 ranks

Bluff: 6 ranks

Feats: Way of the Twin Blade (Two-Weapon Fighting, Improved Two Weapon Fighting), Weapon Focus (Two-bladed sword), Weapon Specialization (Two-Bladed Sword), Lightning Reflexes, and Twin-Sword Style

Initiative Modifier: +6 or greater

Class Skills

The Sandwillow disciple's Class skills (and the key ability for each skill) are: Bluff (Cha), Balance (Dex), Climb (Str), Jump (Str), Listen (Wis), Spot (Wis), Sense Motive (Wis), Swim (Str), and Tumble (Dex)

Skill Points at Each Level: 2 + Int modifier.

The Sandwillow Disciple (Sotarian Blademaster)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+2	Speed of the Wind (+2), Sandwillow +1
2 nd	+2	+0	+3	+3	Superior Weapon Focus, Bend the bough
3 rd	+3	+1	+3	+3	Windmill Deflection, Sandwillow +2
4 th	+4	+1	+4	+4	Superior Ambidexterity, Bend the bough +2
5 th	+5	+1	+4	+4	Superior Weapon Specialization, Sandwillow +3
6 th	+6	+2	+5	+5	Willow in the wind, Bend the bough +3
7 th	+7	+2	+5	+5	Greater Two-Weapon Fighting, Sandwillow +4
8 th	+8	+2	+6	+6	Speed of the wind (+4), Bend the bough +4
9 th	+9	+3	+6	+6	Supreme Expertise, Sandwillow +5
10 th	+10	+3	+7	+7	Supreme Two-Weapon Fighting, Bend the bough +5

Class Abilities

All the following are class abilities of the Sandwillow Disciple.

Weapon and Armor Proficiency: The Sandwillow disciple gains no additional weapon or armor proficiency.

Speed of the Wind (Ex): The Sandwillow disciple gains a +2 bonus on initiative checks when using a double-bladed sword. This ability increases to +4 at 8th level.

Superior Weapon Focus (Ex): Stacking with the Weapon Focus bonus, this ability grants the Disciple an additional +1 to attack roles with a two-bladed sword

Windmill Deflection (Ex): The Sandwillow disciple gains the deflect arrows feat for free. This feat can only be used when the disciple is armed with a two-bladed sword.

Superior Ambidexterity (Ex): The disciple adds full strength damage to both weapons, rather than half strength damage to the off-hand weapon.

Superior Weapon Specialization (Ex): Stacking with the Weapon Specialization feat, this adds an additional +2 to all damage rolls made with the Sandwillow Two-Bladed Sword.

Willow in the Wind (Ex): Mimicking the movements of a willow tree on a windy day, the Sandwillow disciple can make a startling number of attacks, as if his blade was a branch of the Willow. By taking a -5 penalty to all the attacks during the round the Sandwillow Disciple may make two additional attacks (One with the

Primary head and one with the secondary head of the two-bladed sword) at his highest base attack bonus, after applying the -5 penalty. This ability may only be used three times per day.

Greater Two-Weapon Fighting (Ex): In addition to the extra 'off-hand' attack granted by improved two-weapon fighting, the Sandwillow disciple may make a third off-hand attack using the two-bladed sword at a -10 penalty.

Superior Expertise (Ex): The Sandwillow disciple gains the Superior Expertise feat as a bonus feat.

Supreme Two-Weapon Fighting (Ex): The Sandwillow Disciple fights with the double-bladed sword perfectly, and no longer has any penalties for fighting with two weapons.

Sandwillow (Ex): The Sandwillow disciple is an expert with fighting with two weapons. He has learned how to draw an opponent off-guard and hit openings that couldn't be done with only one weapon. Also, the disciple has learned to use his extra blade defensively. When using two weapons, the disciple can choose to apply this bonus either to attack rolls or to his AC for each round.

Bend the Bough (Ex): The Sandwillow Disciple is attuned to his two-bladed sword so closely that opponents find it increasingly difficult to remove the blade from his hands. The bonus from Bend the Bough applies to the Sandwillow Disciple's strength check to remain armed in the event they are targeted by a disarm check.

order of the Emperor. Few dare stand against the royal court of the Za'Ha-Jin for fear of invoking the wrath of these most deadly warriors.

Shadow Lords who leave Rhyll are often emissaries sent on missions by the Za'Ha-Jin court in order to gain reconnaissance, retrieve a specific object, or perform an assassination.

Za'Ha-Jin Shadowlord

In the lands of Rhyll there are few organizations that are more feared than the Shadow Lords of the Za'Ha-Jin. Serving as the elite special forces of the Za'Ha-Jin they hold allegiance only to the great Emperor of the Za'Ha-Jin. Their accountability to the laws of their society is waived; any action they take is seen as the divine

NPC Shadow Lords are often working in secret, serving as spies to the mysterious orders of the Za'Ha-Jin nation.

Hit Die: d6

Requirements

Race: Za'Ha-Jin

Alignment: Any nongood

Skills: Hide 10 ranks, Move Silently 10 ranks, Gather Information 5 ranks

Feats: Blind-Fight, Dodge, Mobility, Spring Attack

Special: Must be in the service of the Za'Ha-Jin Empire. If the character ever betrays the Empire

or leaves service he may no longer gain levels in Shadow Lord, though he retains all of his abilities.

Class Skills

The Za'Ha-Jin Shadow Lord's class skills (and the key ability for each) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int Modifier

The Za'Ha-Jin Shadowlord

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Known		
						1 st	2 nd	3 rd
1 st	+1	+0	+2	+0	Shadowsight, Shadow Jump	0/2	--	--
2 nd	+2	+0	+3	+0	Shadow Blur	1/3	--	--
3 rd	+3	+1	+3	+1	Sneak Attack +1d6	1/3	0/2	--
4 th	+4	+1	+4	+1		1/4	1/3	--
5 th	+5	+1	+4	+1	Shadow Walk	2/4	1/3	0/2
6 th	+6	+2	+5	+2	Sneak Attack +2d6	2/4	1/4	1/3
7 th	+7	+2	+5	+2	Shadow Pounce	2/4	2/4	1/3
8 th	+8	+2	+6	+2		3/4	2/4	1/4
9 th	+9	+3	+6	+3	Sneak Attack +3d6	3/4	2/4	2/4
10 th	+10	+3	+7	+3	Shadow Disincorporation	3/4	3/4	2/4

Class Features

All the following are class features of the Za'Ha-Jin Shadow Lord prestige class.

Weapon and Armor Proficiency: Za'Ha-Jin Shadow Lords gain no additional proficiency with weapons or armor.

Spells per Day: At each Za'Ha-Jin Shadow Lord level, the character gains the ability to cast a certain amount of arcane spells. He gains arcane spells per day as according to the table above, and must choose his spells from the Za'Ha-Jin Shadow Lord spell list. The Shadow Lord's caster level is equal to his class level. To cast a spell, a shadow lord must have a charisma score equal to 10 + the spell's level.

Za'Ha-Jin Shadow Lord bonus spells are based off of charisma, and saving throws against these spells have a DC of 10 + spell's level + shadowlord's charisma modifier. When the shadowlord gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the shadowlord gets only bonus spells. The shadowlord prepares and casts spells just as a sorcerer.

Shadowsight (Ex): Gifted with a mystical connection to shadows and darkness, the shadowlord gains a superior form of darkvision with a 60-foot range. He can see through any form of normal or magical darkness without hindrance.

Shadow Jump (Su): A Za'Ha-Jin Shadow Lord can travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must



A shadowlord stalks his prey

begin and end in an area with at least some shadow or darkness. The Shadowlord can jump up to a total of 20 feet per class level per day in this way. This amount can be split up among many jumps, but each jump, no matter how small, counts as a 10-foot increment. If the Za'Ha-Jin Shadow Lord already has Shadow Jump from another class this ability is added to his Shadow Jump total.

Shadow Blur (Su): At 2nd level, a Za'Ha-Jin Shadow Lord gains an unusual defense—anytime he is not in daylight or the illuminated radius of a light source, the shadows cloak his every movement, conferring the benefits of a *blur* spell. The shadowlord can choose to activate or end this effect as a free action.

Shadow Walk (Sp): Once per day starting at 5th level, a Za'Ha-Jin Shadow Lord may use *shadow walk* as a caster whose level is equal to his shadowlord class level.

Shadow Pounce (Ex): At 7th level, a Za'Ha-Jin Shadow Lord learns how to attack swiftly from the shadows. Any time he uses an ability, spell, or effect with the teleportation descriptor (for example, his shadow jump ability), he may execute a full attack upon completion of the teleportation. The shadowlord must have line of sight on his intended target from his original location, and the spot to which he teleports must be a place from which he can launch a melee attack at the intended target with whatever weapon he has in hand at the beginning of his action.

Sneak Attack (Ex): At 3rd, 6th, and 9th level the Za'Ha-Jin Shadowlord gains sneak attack damage as the rogue ability. These sneak-attack dice stack with other sneak-attack sources the character may already possess.



A Snakestrike duelist

Shadow Discorporation (Su): At 10th level, a Za'Ha-Jin Shadowlord learns how to use his mastery of shadows to cheat death. If the shadowlord is in shadow or darkness (anything but direct daylight or the illuminated radius of a light source), any damage that would reduce him to 0 hit points or below instead has a chance to discorporate him. The Shadowlord attempts a Reflex save (DC 5 + damage dealt); if successful, he simply breaks apart into dozens of flitting shadows and vanishes, along with anything he is holding or carrying. At the next sunset, the Shadowlord reappears at a spot of his choosing within one mile of the place where he was forced to discorporate. While discorporate, the Shadowlord simply does not exist—he can do nothing, nor can any of his enemies do anything to him.

Za'Ha-Jin Shadowlord Spell List

Za'Ha-Jin Shadowlords choose their spells from the following list.

1st level—*blindness/deafness, chill touch, darkness, darkvision, invisibility, knock, levitate, disguise, obscuring mist, ghost sound, feather fall.*

2nd level—*air walk, alter self, haste, undetectable alignment, vampiric touch, pass without trace, cat's grace, spider climb.*

3rd level—*deep slumber, deeper darkness, false life, misdirection, nondetection, mass invisibility, mislead, evard's black tentacles.*

Snakestrike Duelist

"Strike first, strike fastest, strike hardest", is the maxim of the Snakestrike.

This duelist specializes in the use of the kusarigama, wielding it with deadly accuracy, disarming and disabling her opponents with grace and speed. While a

Snakestrike Duelist may share some similarities in skills and talents with the Master of Chains, she eschews any frivolous attempts at scaring her opponents or using any

supernatural or overly esoteric trickery, relying purely on agility and speed. Her weapon flows

through her hands, moving like her namesake, a living serpent of steel that pierces and coils around their enemies.

Hit Die: d8

Prerequisites

To become a Snakestrike Duelist, a character must fulfill the following requirements:

Base Attack Bonus: +8

Skills: Balance 5 ranks, Tumble 5 ranks, Bluff 5 ranks

Feats: Dodge, Exotic Weapon Proficiency (Kusari-Gama), Combat Expertise, Mobility, Weapon Finesse (Kusari-Gama), Weapon Focus (Kusari-Gama)
Special: Must own a masterwork Kusari-Gama

Class Skills: The following are class skills for the Snakestrike Duelist: Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Escape Artist (Dex), Jump (Str), Move Silently (Dex), Spot (Wis), Tumble (Dex)

Skill Points: 2 + Int Modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Twin Fangs, Serpent's Grace
2	+2	+0	+3	+0	Viper's Speed
3	+3	+1	+3	+1	Piercing Bite +1d6
4	+4	+1	+4	+1	Dancing Coils
5	+5	+1	+4	+1	Piercing Bite +2d6
6	+6	+2	+5	+2	Amphisbaena, Cobra's Stare
7	+7	+2	+5	+2	Piercing Bite +3d6
8	+8	+2	+6	+2	Hissing Strike
9	+9	+3	+6	+3	Piercing Bite +4d6
10	+10	+3	+7	+3	Steel Serpent

Class Features

The following are class features of the Snakestrike Duelist

Weapon and Armor Proficiency: A Snakestrike Duelist gains no proficiency in weapons or armor.

Twin Fangs (Ex): The Snakestrike Duelist learns to use her weapon more efficiently, making it almost an extension of herself. When wearing light or no armor, and wielding only a Kusari-Gama, the Snakestrike Duelist may choose to either use the weapon as normal, or as a double weapon, gaining the benefits of Ambidexterity and Two-Weapon Fighting and Improved two-weapon fighting feats while doing so. When wielding the chain as a double weapon she cannot use the 10-foot reach. The wielder may switch between modes as a move-equivalent action.

Serpent's Grace (Ex): The Snakestrike Duelist emulates the serpent in all ways possible, its deadly grace and charm evident in her every movements. When wearing no armor and wielding a Kusari-Gama, a Snakestrike Duelist gains a bonus to Armor Class based on their Charisma Modifier. If they are caught flat-footed, they lose this bonus along with their Dexterity bonus.

Viper's Speed (Ex): The Snakestrike duelist gains a +2 bonus on her initiative rolls and reflex saves when unarmored, reacting just as quickly to danger as her namesake.

Piercing Bite (Ex): The serpent is able to lash out and strike at the softest, most vulnerable parts of its prey. The duelist emulates this, gaining extra damage while attacking with her Kusari-Gama while her opponent is caught flat-footed. This bonus begins at +1d6 at 3rd level, increasing to 2d6, 3d6, and 4d6 extra damage, at 5th, 7th, and 9th level. This ability stacks with a rogue's sneak attack.

Dancing Coils (Ex): Snakes are known for their grace and ability to quickly move to take their prey, avoiding obstacles and fending off the feeble attacks of their intended target. The Snakestrike duelist gains an additional +4 dodge bonus to their AC when moving through threatened areas (this stacks with the Mobility feat).

Amphisbaena (Ex): The mythical serpent of this name bore a head at each end of its body, thus able to "strike both ways", biting quickly at enemies to either side. The Snakestrike Duelist becomes more adept at wielding her weapon, and is now able to switch between reach or double-weapon style as a free action once per round.

Cobra's Gaze (Su): Emulating the wavering motions of the king cobra, the Snake-Fang duelist twirls his kusari-gama in concentric circles, creating a hypnotic gesture that fascinates opponents. The snake-fang duelist can affect 2d4 +1 per snake-fang duelist level HD with Cobra's Gaze, affecting as if by a Hypnotic

Pattern spell. Subjects must make a will save DC 12 + the Snake-Fang duelist's charisma bonus to avoid the affect. The hypnotic pattern lasts as long as the duelist continues the spiraling motion, plus one additional round. This ability may be used once daily per level of the snake-fang duelist prestige class.

Hissing Strike (Ex): The hallmark of the viper is its ability to rear up, lunge forward and strike, withdrawing just as quickly. If the Snakestrike duelist makes a charge attack at an opponent in the first round of combat, she may make her full number of attacks instead of just one (similar to the animal Pounce ability).

Steel Serpent (Ex): The Snakestrike duelist's weapon is now a perfect extension of herself and may make another attack at a -10 (as Greater Two-Weapon Fighting).

Cele De Soldier of Light

During the beginning of the second great war, a long forgotten religion in the lands of El began to arise from the heartlands of Phenalia. Known as the Cele De, this organization took an initiative, bringing the battle to the gates of the undead that threatened to bring an unending age of suffering upon the world.

The Cele De began training of elite soldiers to harness powers lethal to undead, the result was a hybrid of an undead hunter and the legendary Paladin of myth. The Soldiers of Light represent the highest military ranking within the order of the Cele De church, serving as both emissaries of the highest echelon of priests as well as organizing all military efforts in the faith.

To this day, the Soldiers of Light honor the name of the first of their order, Rowan Astrata. The strength and courage of the soldiers of light is legendary, and those that seek to face the forces of the undead aspire to rise to their ranks.

Hit Die: d10

Requirements

To become a Cele De Soldier of light a character must fulfill the following prerequisites.

Faith: Cele De

Alignment: Neutral Good

Skills: Knowledge (religion) 8 ranks

Feats: Sacred Spell, Extra Turning

Class Skills

The Cele De Soldier of Light's class skills (and the key ability for each) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int Modifier

The Cele De Soldier of Light

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	1 st	2 nd	3 rd	4 th
1 st	+1	+0	+2	+2	<i>Detect undead</i> , turn undead	0	-	-	-
2 nd	+2	+0	+3	+3	Divine grace, smite undead	1	-	-	-
3 rd	+3	+1	+3	+3	Positive fortitude	1	0	-	-
4 th	+4	+1	+4	+4	Energion Companion	1	1	-	-
5 th	+5	+1	+4	+4	Divine Vengeance	1	1	0	-
6 th	+6	+2	+5	+5		1	1	1	-
7 th	+7	+2	+5	+5	Fast Healing 1	2	1	1	0
8 th	+8	+2	+6	+6	Positive energy burst	2	1	1	1
9 th	+9	+3	+6	+6	Energion Companion	2	2	1	1
10 th	+10	+3	+7	+7	Fast Healing 2	2	2	2	1

Class Features

All the following are class features of the Cele De Soldier of Light prestige class.

Weapon and Armor Proficiency: Cele De Soldiers of Light proficient with all simple and martial weapons and with all armor and shields.

Spells per Day: Beginning at 1st level, a Cele De Soldier of Light gains the ability to cast a small number of divine spells. To cast a spell, the soldier must have a Wisdom score of at least 10 + spell level, so a soldier with a Wisdom of 10 or lower cannot cast these spells. Soldier bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level

+ the soldier's Wisdom modifier (if any). When the soldier gets 0 spells of a given level, such as 0 1st level spells at 1st level, the soldier gets only bonus spells. A soldier without a bonus spell for that level cannot yet cast a spell of that level. The soldier's spell list appears below. A soldier prepares spells and casts spells just as a cleric does.

Spontaneous Casting: Since Cele De Soldiers of Light are so attuned to positive energy, they can spontaneously cast *cure* spells just as a good cleric can. The soldier can convert any prepared divine spell – including Cele De Soldier of Light spells, cleric spells, ranger spells, or

even druid spells – into a *cure* spell of the same level.

Detect Undead (Sp): At will, a Cele De Soldier of Light can *detect undead* as a spell-like ability. This ability duplicates the effects of the spell *detect undead*.

Turn Undead (Su): A Cele De Soldier of Light gains can turn undead. He can use this ability a number of times per day equal to 3 + his Charisma modifier. He turns undead as a cleric of his Cele De Soldier of Light level. If the soldier can already turn undead, his effective turning level is his previous effective level plus his Cele De Soldier of Light level.

Divine Grace (Su): A Cele De Soldier of Light of 2nd level or higher can add his Charisma modifier (if positive) as a bonus on all saving throws.

Smite Undead (Su): Once per day, a Cele De Soldier of Light of 2nd level or higher may attempt to smite undead with one normal melee attack. He adds his Wisdom modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If the Cele De Soldier of Light accidentally smites a creature that is not undead, the smite has no effect but is still used up for the day.

Perfect Fortitude (Su): A soldier of light of at least 3rd level gains a +2 sacred bonus on all saving throws against necromantic spells or effects, as well as energy drain attacks.

Energon Companion: At 4th level, a Cele De Soldier of Light can summon a xag-ya, and outsider formed of positive energy. This xag-ya serves as a companion to the soldier and can communicate telepathically with him when it is within range and line of sight (though its thoughts are sometimes alien and cryptic). When the Cele De Soldier of Light reaches 9th level, he can summon an additional energon and add + 2 HD (with all attendant benefits, including base attack bonus and saving throw bonus increase) to both xag-ya companions. The xag-ya's statistics are available in the Manual of the Plains.

If an energon companion is killed, or the soldier of light chooses to dismiss it, the soldier must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the soldier loses 200 experience points per Cele De Soldier of Light level. A successful saving throw reduces the loss by half, to 100 XP per class level. The soldier's level can never go below 0 as a result of an energon's dismissal or death. A killed energon cannot be replaced for a year and a day.

Divine Vengeance (Su): At 5th level, a soldier gains the ability to channel positive energy in a

melee attack to deal additional damage against undead. The soldier spends one of his turning attempts to ass 2d6 points of sacred damage to all his successful melee attacks until the end of his next action. This ability is identical to the Divine Vengeance feat in *Defenders of the Faith*.

Fast Healing (Su): At 7th level, the positive energy infusing the soldier's body allow him to heal his wounds quickly. At the beginning of each of his turns he heals 1 point of damage. If he has taken lethal and non-lethal damage, he heals the non-lethal damage first. Fast healing does not restore hit points lost because of starvation, thirst, or suffocation. At 10th level, this healing increases to 2 points per round.

Positive Energy Burst (Su): In lieu of two normal turning attempts, a Cele De Soldier of Light of at least 8th level can create a positive energy burst that deals 1d6 points of damage per class level to all undead within 100 feet of the character. Undead are allowed a Reflex save (DC 10 + class level + Charisma modifier) for half damage.

Ex-Cele De Soldiers of Light

A soldier who ceases to be good or who violates the tenets of his faith loses all special abilities and spells, and may not progress in levels as a soldier. He regains his abilities if he atones for his actions (see the *atonement* spell description in the *Player's Handbook*).

Cele De Soldier of Light Spell List

Cele De Soldiers of Light choose their spells from the following list.

1st level—*bless, bless water, bless weapon, cure light wounds, detect evil, invisibility to undead, light, magic weapon, protection from evil, shield of faith.*

2nd level—*aid, consecrate, cure moderate wounds, daylight, lesser restoration, make whole, shield other.*

3rd level—*cure serious wounds, greater magic weapon, magic circle against evil, negative energy protection, prayer, remove disease, searing light.*

4th level—*cure critical wounds, death ward, holy smite, holy sword, lesser planar ally, restoration.*

Witch Hunter

Witch Hunters are a rare breed of supernatural hunters that travel the lands in search of evil magics that run out of control. The first Witch Hunters arose during the first ages of Templar

rule after the defeat of the Nightmare King hunting down the remaining necromancers and life-benders in his service. Long after the last servant of the nightmare king was slain, the witch hunters began to fade from the face of Celestallia.

During the second Great War against the forces of Memnon and the Dark Lords the Witch Hunters arose again the lands ravaged by the Dark Lords. Since the war, the Witch Hunters have remained, stalking the supernatural evil in their own personal quests against the corruption they represent. In the years since Memnon's defeat, the Witch Hunters have spread across Celestallia in their quest to cut the supernatural evils of the world from its surface. Though they hold little alliance to each other, small Witch Hunter organizations do occasionally form together to deal with a larger threat, though there are short-lived alliances.

NPC Witch Hunters wander roads and fields in search of evil creatures or sorcerers. Rumors of hauntings or demonic sacrifices draw them like flies, which has made the Witch Hunters the subject of popular legend among many.

Hit Die: d8

Requirements

To qualify to become a Witch Hunter, a character must fulfill the following criteria.

Alignment: Any nonevil

Base Attack Bonus: +5

Skills: Knowledge (arcane) 10 ranks, Survival 5 ranks

Feats: Track

Spells: Able to cast *magic circle against evil*.

Special: Must be selected by another Witch Hunter and trained under that mentor at some point before entering the prestige class.

Class Skills

The Witch Hunter's class skills (and key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (arcane) (Int), Knowledge (Religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), Survival (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int Modifier

Table *: The Witch Hunter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+1	+2	+0	+2	Detect Evil, Supernatural resistance	+1 level of existing class
2 nd	+2	+3	+0	+3	Smite Evil	
3 rd	+3	+3	+1	+3	Aura of Courage	+1 level of existing class
4 th	+4	+4	+1	+4	Bonus Feat	
5 th	+5	+4	+1	+4		+1 level of existing class
6 th	+6	+5	+2	+5	Bonus Feat	
7 th	+7	+5	+2	+5		+1 level of existing class
8 th	+8	+6	+2	+6	Resist Evil Magic	
9 th	+9	+6	+3	+6		+1 level of existing class
10 th	+10	+7	+3	+7	Bonus Feat	

Class Features

The following are class features of the Witch Hunter.

Weapon and Armor Proficiency: Witch hunters are proficient with all simple and martial weapons and with all armor but not shields.

Spells per Day: A witch hunter continues her magical training as well as practicing the techniques of the hunter. At 1st level and every odd numbered level thereafter she gains new spells per day as if she had gained a level in the spellcasting class she had previous to becoming a witch hunter. If the witch hunter had two spellcasting classes before taking the prestige class she must choose which class she advances in and once that decision is made it cannot be changed.

Detect Evil (Sp): At will the Witch Hunter can use *detect evil* as a spell-like ability.

Supernatural Resistance (Su): A witch hunter applies her Charisma modifier (if positive) as a bonus to all saving throws.

Smite Evil (Su): Once per day, a witch hunter of 2nd level or higher may attempt to smite an evil opponent with one normal melee attack. She adds a +4 bonus on her attack roll and deals 2 extra points of damage per class level. If the witch hunter accidentally smites a creature that is not evil, the smite has no extra effect and is wasted.

Aura of Courage (Ex): Beginning at 3rd level, a witch hunter is immune to fear (magical or otherwise). Allies within 10 feet of the witch hunter gain a +4 morale bonus on saving throws against fear effects.

Bonus Feats: At 4th, 6th, and 10th level, a witch hunter gains bonus feats which may be chosen from the following list: Power Attack, (Cleave, Great Cleave), Great Fortitude, Improved Critical, Iron Will, Favored Critical, Supernatural Blow, and Toughness (any).

Resist Evil Magic (Ex): At 8th level, a Witch hunter gains a specialized spell resistance equal to 20 + her class level. This spell resistance applies only to evil spells or spells cast by an evil creature.

Zhentao Monk

Gozhan Gi Zheng is a figure renown throughout Ei. One of the most famous living practitioners of the Martial Arts, Zheng founded his monastery in the year 997 AH after his exile from the misty realm of Rokkan. Zheng and his longtime friend Rozaku Kai traveled from Rokkan and wandered the lands of Ei learning the various martial arts of the indigenous people. After his falling out with Kai Zheng moved to the Icatia region and founded his first school.

The monks who climb the ladder of skill within the order of the Zheng monastery eventually earn the right to become Zhentao, a special caste of Zheng monks whose skill and ability follow closely with their master Gozhan. Zhentao monks are dedicated to following Gozhan's teachings, both to further their own quest to enlightenment

and to continue his crusade against the forces of evil.

Zhentao monks are compassionate people with a love for life and the world, they find those who seek to cause undue harm to others and destroy the land around them in contempt and actively seek to stop their misdeeds.

NPC Zhentao monks serve as teachers and guides on the path of enlightenment. Many are advisors to senators or lesser political individuals, but most live fairly reclusive lives in their monasteries and temples. Very few Zhentao sake Gozhan's crusade to the very edges of the world, risking death to combat the evils that reside just out of sight.

Hit Die: d8

Requirements

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

Alignment: Lawful Good

Base Attack Bonus: +4

Skills: Knowledge (religion) 8 ranks.

Special: Still mind class ability

Class Skills

The Zhentao monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Juggle (Dex), Jump (Str), Knowledge (all skills, taken individuals) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), Swim (Str, and Tumble (Dex).

Skill Points at Each Level: 4 + Int Modifier

The Zhentao Monk

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+2	Monk Abilities, Touch of the Void Dragon, Bonus Feat
2 nd	+1	+3	+3	+3	Detect Evil, Smite Evil, Speak to the Soul
3 rd	+2	+3	+3	+3	Grasp of the Earth Dragon, Bonus Feat
4 th	+3	+4	+4	+4	Purity of Fire
5 th	+3	+4	+4	+4	Channel the Fire Dragon, Bonus Feat
6 th	+4	+5	+5	+5	Great Silence
7 th	+5	+5	+5	+5	Steal the Air Dragon, Bonus Feat
8 th	+6	+6	+6	+6	Ancestral Guidance
9 th	+6	+6	+6	+6	Ride the Water Dragon, Bonus Feat
10 th	+7	+7	+7	+7	Kukan-do

Class Features

The following are class features of the Zhentao.

Weapon and Armor Proficiency: Zhentao monks gain no additional weapon or armor proficiency. They suffer the same penalties for wearing armor that monks do.

Monk Abilities: A Zhentao monk has the unarmed damage, AC Bonus, and speed of a monk with as many levels as his Zhentao plus his monk levels. The Zhentao levels also stack with monk levels for determining when they Zhentao received improvements on his flurry attacks.

Touch of the Void Dragon (Su): Once per day, the Zhentao can raise one of his ability scores by 4 points for a duration of 1 minute per level.

Bonus Feat: At 1st level, and every two levels thereafter, a Zhentao monk receives a bonus feat. This feat must be selected from the following list: Defensive Throw, Deflect Arrows, Grappling Block, Eagle Claw Strike, Expertise, Improved Disarm, Improved Trip, Defensive Strike, Superior Expertise, Whirlwind Attack, Firsts of Iron, Great Throw, Improved Grapple, Choke Hold, Earth's Embrace, Stunning Fist, Unbalancing Strike, Pain Touch.

Detect Evil (Sp): A Zhentao monk of 2nd level or higher can use *Detect Evil* as a spell-like ability at will.

Smite Evil (Su): Once per day, a Zhentao monk of 2nd level or higher may attempt to smite evil opponents with one unarmed attack. He adds a +4 bonus on attack rolls and deals 1 point of damage per class level. If the monk accidentally smites a nonevil creature, the smite has no effect and is wasted.

Speak to the Soul (Sp): Once per day a Zhentao can use *detect magic* as if cast by a sorcerer of the Zhentao monk's level.

Grasp of the Earth Dragon (Ex): A Zhentao monk of at least 3rd level is immune to stunning, *sleep* spells and effects, and *slow* spells and effects.

Purity of Fire (Sp): At 4th level, a Zhentao monk can cause his entire body to become suffused with a heatless fire that sheds light as a *light* spell, as if cast by a sorcerer of the

monk's level. The monk can use this ability once per level per day.

Channel the Fire Dragon (Sp): Once per day, a Zhentao of 5th level can use *protection from energy* (fire or cold only) as a sorcerer of the monk's character level.

Great Silence (Su): At 6th level, the Zhentao gains a gaze attack. The Zhentao can use this ability once per day, targeting one creature within 30 feet. When the monk's chosen target meets his gaze, the target must attempt a Will saving throw (DC 10 + monk's class level + monk's Charisma modifier). If the target fails the save, he is struck mute for 1 minute per level of the Zhentao. A mute character cannot speak or cast spells with verbal components.

Steal the Air Dragon (Sp): Once per day, a Zhentao monk of at least 7th level can use *improved invisibility* as a sorcerer of the monk's character level.

Ancestral Guidance (Sp): At 8th level, a Zhentao monk can use *commune with greater spirit* once per week, as a cleric of the monk's character level. She need not pay the XP component cost for the spell.

Ride the Water Dragon (Ex): At 9th level, a Zhentao monk's wounds heal extraordinarily quickly. He recovers 1 hit point per level per hour, without needing to rest for the healing to take place.

Kukan-Do (Su): At 10th level, a Zhentao monk gains a second gaze attack. The monk can use this ability once per day, targeting one creature within 30 feet. When the monk's chosen target meets her gaze, the target must attempt a Will saving throw (DC 10 + monk's class level + monk's Charisma modifier). If the target fails the save, he and the monk are locked in a kind of stasis, preventing both of them from mustering their spiritual energies. Neither the target nor the monk can use any spells, spell-like abilities, or supernatural effects. Either character can attack or use skills and extraordinary abilities including the monk's unarmed attacks and stunning attack.

Code of Conduct: Zhentao monks must follow certain rules of life in order to maintain the purity of their souls and continue their advancement towards enlightenment. They are forbidden to eat meat though they may eat

fish), commit murder or theft, or marry. Zhentao monks are expected to avoid causing violence, though circumstances can make that impossible. Gluttony and drunkenness are vices to be avoided, and holy places must be treated with respect. Zhentao monks cannot accumulate wealth or become outwardly involved in politics aside from advisory positions. A Zhentao monk who violates this code of conduct or strays from a lawful good alignment cannot gain new levels as a Zhentao monk but retains all monk class abilities. Assuming he remains lawful, he can continue to advance in the monk class.

A Harmonian plaza



CHAPTER VIII

ARMS & EQUIPMENT

Equipment and Gear

Throughout the turbulent times of the early Silver Age, there were advances after advances in industry both magical and technological and many of which became military advances during times of expansion after the Second Great War on El, and already established technological marvels in Harmonia.

These weapons represent a small minority in military advancement, however they are unique not only for their location in the world, but also their capabilities in battle. A longsword in whatever shape it takes is still a longsword, however these weapons have special features or abilities that separate them from average weapons of a similar design.

Table 3-1: Arms and Equipment

	Weapon	Cost	Damage	Critical	Range	Weight	Type
Small	Pasha Knife*	650 gp	1d4	18-20/x2	10 ft.	1 lb.	Slashing
Medium	Ouroboros Edge*	680 gp	1d8	19-20/x2	**	5 lb.	Slashing
	Saddle Sword	40 gp	1d8	19-20/x2	**	5 lb.	Piercing Slashing
	Harmonian Pistol*	500 gp	1d10	x3	50 ft.	4 lb.	Piercing
	Pistol Ammo (20)	10 gp	**	**	**	1lb.	**
Large	Harmonian Rifle*	1000 gp	1d12	x3	300 ft.	10 lb.	Piercing
	Rifle Ammo (20)	20 gp.	**	**	**	**	**
	Hand Cannon*	800 gp	**	**	120 ft.	14 lb.	Special
	Cannon Shell	20 gp	4d8	**	**	2 lb.	**
	Ring Staff*	25 gp	1d6	X2	**	5 lb.	Bludgeon
Huge	Titan Launcher*	2500 gp	**	**	300 ft.	25 lb.	Special
	Titan Shell	100 gp	10d6	**	**	**	**

Pasha Knife (Simple Weapon): The pasha knife is one of the most deadly small-arms developed in the land of Harmonia. Created originally as a weapon for high-ranking military officials, the design of this special blade was eventually discovered by weapon smiths across the nation and soon became an industry standard in superior edged weapons. Named for its creator, Rinkar Pasha, the Pasha knife is 1.5 times longer than a standard dagger, but slightly smaller than a shortsword. The knife is gradually curved over its 12 inch length and features a 4 inch wide blade that tapers to a fine point. Pasha Knives take such care to create that they are only available in

masterwork quality, and as such all confer a +1 bonus to attack rolls. The Pasha Knife also features a custom grip tailored to each owner which confers a +5 circumstance bonus to defend against disarm checks.

Ouroboros Edge (Exotic Weapon): The Ouroboros Edge is not a weapon available for sale in the markets of Harmonia. Commonly, possession of an Ouroboros Edge without proper identification to be its owner results in a lengthy imprisonment, or rarely execution. The Ouroboros Edge is the signature Holy weapon of the Eternal Concordance elite temple guardians. The weapon is a twelve-inch in

diameter ring of steel with a five-inch handle of wrapped leather where it is held. The ring of steel is sharpened both inside and out, and it is used in pairs for complex and deadly maneuvers. The Ouroboros Edge's are designed to be used in pairs, and as such are treated as "off hand is lighter" weapons when used with the Two-Weapon Fighting feat. Ouroboros Edge's also confer a +2 circumstance bonus to disarm checks as they easily allow for the trapping of weapons. Ouroboros Edges take such care to create that they are only available in masterwork quality, and as such all confer a +1 bonus to attack rolls.

Saddle Sword (Martial Weapon): Nearly identical to a longsword, though about three inches longer, the Saddle Sword is primarily used on horseback by mounted cavalry, and was developed in the nation of Laubholz after the war when weaknesses were discovered in the Laubhorian cavalry's attacking strength. The Saddle Sword features a circular hole mid-way down the blade, which can hold a locking bolt in the middle of roughly four inches in length. This locking bolt serves as a 'breaking point' for mounted charges against cavalry. When striking with the saddle sword, this bolt stops the sword from completely impaling the target, otherwise making retrieval of the weapon nearly impossible. Using the sword in melee for non-charge attacks with the bolt in place imposes a -4 circumstance penalty to attack rolls, and it is a move action to lock in or dislodge the bolt. When striking while mounted and charging, the Saddle Sword adds a +2 circumstance bonus to attack rolls.

Harmonian Pistol (Exotic Weapon): Developing and refining gunpowder and firearms while Grun'Wyn was still making their first iron axes, the Harmonians have advanced to highly evolved and sophisticated firearms that no longer use the "powder and pack" method of firing that firearms from the EI Continent find themselves utilizing. These firearms have specialized mechanical chambers that can hold multiple rounds of ammunition and fire several shots before needing to reload. The ammunition that Harmonian Firearms use is also more advanced, featuring copper casings that hold individually packed and measured amounts of powder giving Harmonian ammunition a chance of surviving exposure to water which

normally spoils gunpowder (See Firearms rules, below).

The Harmonian Pistol holds six bullets in a cylindrical chamber that rotates as the gun is fired. The pistol can fire six sequential shots before it needs to be reloaded, and reloading the pistol is a full round action, the 'Rapid Reload' feat can knock it down to a move-equivalent action.

Harmonian Rifle (Exotic Weapon): Designed by the Harmonian Military and later adapted for use by wealthy citizens, the Harmonian Rifle is a lethal and highly accurate weapon. Firing the same copper-cased rounds that the Harmonian Pistol fires, the rifle of the Harmonian military and many other prestigious organizations fires at a range comparable to powerful longbows moving it to surpass a longbow due to its increased damaging capabilities, and ease of use. Any soldier, regardless of strength can fire a rifle with proper training, but it takes a certain strength to pull back a bowstring. Harmonian rifles feature a locking chamber loading mechanism that can hold up to six shells before needing to be reloaded.

Hand Cannon (Martial Weapon): The hand cannon is an early harmonian firearm that still sees much use today, and the same technology has also recently been developed by the dwarves of the EI Continent. The hand cannon fires heavily packed wooden canisters of gunpowder and alchemist fire in a tremendously explosive round. The hand cannon's shells can fire up to a range of 120 feet and explode on impact in a ten foot blast radius that ignites any flammable materials within. Those in the area of effect of the blast must make a reflex saving throw (DC 15) or suffer the full damage of the blast. Firing a hand-cannon is a standard action.

Titan Launcher (Martial Weapon): The Titan Launcher is a recent development in Harmonian military technology. Designed to be an "infantry killer", the Titan Launcher is a huge cannon some twelve feet long that fires two foot wide shells filled with highly packed gunpowder and alchemist's fire as well as several types of oil and tree sap. The resulting explosion blasts over a twenty foot area and all within must succeed at a reflex saving throw (DC 15) or suffer the full damage of the explosion. Also, those who fail their save within the blast radius catch on fire and burn for 2d6 minutes or until they spend a full-round action

putting themselves out. The Titan Launcher is not openly for sale to the public, the cost merely represents its approximate value.

Ring Staff (Martial Weapon): The ring staff is a weapon closely related to the quarterstaff. It is a six-foot length of wood capped on both ends by metal. One end of the staff features a large hoop of metal with six smaller rings looped around the main hoop. This design allows disarm and trip attempts made with the staff to be done with a +4 bonus. You can fight with a ring staff as if fighting with two weapons, just as if you were using a one-handed weapon and a light off-hand weapon.

Firearms Rules

Firearms all operate under the same general rules. Gunpowder contained in all firearm ammunition is vulnerable to spoiling by water, ammunition or powder exposed must succeed at a fortitude save (DC 15) or be spoiled. Non-protected powder, such as that in pouches, or unsealed kegs automatically fail their saves.

Crafting a firearm requires a craft weaponsmithing check (DC 25) and crafting the cased ammunition requires a craft weaponsmithing check (DC 20), along with the appropriate facilities. A hand-cannon shell can be crafted with a weaponsmithing check (DC 10) but the chemical substance it uses require a craft(alchemy) check (DC 25) to reproduce, this is the same fuel used in the Titan Launcher, just on a smaller scale.

Mephisto Dazorien



CHAPTER IX

SPELLS & MAGIC ITEMS

Magic and the World

No one can deny the fact that Celestallia is a magical world, a place of unending mystery, forgotten lore, and high arcana. Behind every sealed tomb, and musty tome cover lie a new secret incantation or curse awaiting release. This section details new types of magic that has arisen in the lands of Celestallia.

Spells

The following section details spells unique to the THANATOPSIS campaign setting, organized by class and level. Spells marked with a (M) have a material component, spells marked with an (F) require a focus.

TEMPLAR SPELLS

1ST LEVEL TEMPLAR SPELLS

Dancing Lights
Deathwatch
Doom
Light
Magic Weapon
Mending
Protection from Evil
Resistance
Virtue

2ND LEVEL TEMPLAR SPELLS

Aid
Bull's Strength
Death Knell
Shatter
Shield Other

3RD LEVEL TEMPLAR SPELLS

Discern Lies
Fear
Keen Edge
Lesser Insanity
Magic Circle against Evil

4TH LEVEL TEMPLAR SPELLS

Death Ward
Dimension Strike
Fear
Greater Magic Weapon
Non-detection

BARD SPELLS

1st Level Bard Spells

Master's Touch
Understand Object

2nd Level Bard Spells

Bladesong
Mindless Rage
Mirror Move

3rd Level Bard Spells

Ray of Depletion

6th Level Bard Spells

Hindsight

CLERIC SPELLS

0 Level Cleric Spells

Styptic

1st Level Cleric Spells

Hemorrhage

2nd Level Cleric Spells

Guidance of the Avatar
Delay Disease

4th Level Cleric Spells

Divine Interaction
Nature's Rampart
Recitation

5th Level Cleric Spells

Dirge of Discord

DRUID SPELLS

3rd Level Druid Spells

Bite of the Wererat
Nature's Rampart

4th Level Druid Spells

Bite of the Werewolf

5th Level Druid Spells

Heal Animal Companion

6th Level Druid Spells

Bite of the Wereboar

7th Level Druid Spells

Bite of the Weretiger

8th Level Druid Spells
Bite of the Werebear

RANGER SPELLS

1st Level Ranger Spells
Exacting Shot

3rd Level Ranger Spells
Heal Animal Companion

4th Level Ranger Spells
Foebane

Sorcerer/Wizard Spells

1st Level Sorcerer Spells
Arcane Bolt
Master's Touch

2nd Level Sorcerer Spells
Bladesong
Fearsome Grapple
Mindless Rage
Ray of Depletion
Understand Object

3rd Level Sorcerer Spells
Elemental Familiar
Sonic Blast

4th Level Sorcerer Spells
Bite of the Wererat
Mordenkainen's Force Missiles

5th Level Sorcerer Spells
Animate Dead Familiar
Bite of the Werewolf
Leomund's Hidden Lodge

6th Level Sorcerer Spells
Superior Magnetism

7th Level Sorcerer Spells
Bite of the Wereboar

8th Level Sorcerer Spells
Bite of the Weretiger

9th Level Sorcerer Spells
Bite of the Werebear
Hindsight

Animate Dead Familiar
Necromancy [Evil]
Level: Sor/Wiz 5
Components: V, S, XP
Casting Time: 1 round
Range: Touch
Target: Corpse touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

In order to cast this spell, you must have a familiar, and that creature must be dead. You animate the dead familiar as a zombielike undead, restoring some measure of the bond you had with it while it lived.

You do not regain the experience points you lost when the familiar died. You also lose the special benefits you gained based on the familiar's animal type (such as the +2 bonus to Move Silently checks bestowed by a cat familiar). Being undead, the creature has no Constitution score, which affects its Fortitude saves but not its hit points. It retains its natural armor and its preternatural Intelligence, as well as all of the special abilities it had based on your level except for the ability to speak with animals of its type. It still has effective Hit Dice equal to your level and hit points equal to half your total hit points.

The undead familiar resembles a zombie, but is not slow like a zombie. Its type changes to Undead. As an undead creature, it is immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. If you are within range of the familiar's empathic link with you (one mile), it cannot be turned or rebuked. Beyond that range, it is subject to turning and rebuking (as well as commanding and destroying) as an undead of its effective Hit Dice.

In addition, the familiar gains a special attack delivered by a melee attack. The nature of this attack depends on your caster level at the time you cast this spell; it does not improve as your

level increases. You may choose a lower-level

ability than your level indicates.

Caster Level	Special Attack
9-10	Paralysis: Those hit by the undead familiar's attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.
11-14	Strength damage: The undead familiar's attack deals 1d6 points of temporary Strength damage in addition to the normal damage.
15-18	Energy Drain: Living creatures hit by the undead familiar's attack receive one negative level. The Fortitude save to remove the negative level has a DC of 16.
19-20	Constitution Drain: Living creatures hit by the undead familiar's attack must succeed at a Fortitude save (DC 18) or suffer 1d6 points of permanent Constitution drain.

If the undead familiar is destroyed, you lose experience points as if you had lost a living familiar (again). The corpse is utterly destroyed in this case, and cannot be animated via this spell again, nor can it be restored to life with a *raise dead* spell (*resurrection* will work, however).

You cannot cast this spell on another character's familiar.

XP Cost: 100 XP.

Arcane Bolt

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A bolt of magical energy shoots forth from your fingertips at its target, dealing 1d6+1 points of damage.

For every two levels of experience past 1st, you gain an additional bolt, which you fire at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five bolts at 9th level or higher. If you shoot multiple bolts, you can have them strike a single creature or several creatures. A single bolt can strike only one creature. You must designate targets before you roll for SR or roll damage.

This spell counts as *magic missile* for spell, items, or special qualities that protect a target from *magic missile*, such as a *brooch of shielding* and *shield*.

Bite of the Werebear

Transmutation

Level: Sor/Wiz 9, Drd 8

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You take on certain qualities of a brown bear, almost as though you were a werebear in hybrid form (if werebears had hybrid forms). You gain a +16 enhancement bonus to your Strength score, a +2 enhancement bonus to your Dexterity score, and a +8 enhancement bonus to your Constitution score. Your face becomes that of a bear and your hands become massive paws with sharp claws. These paws burden you with a 25% spell failure chance when you cast any spell with a somatic component (even a divine spell).

You can attack with both claws at your full base attack bonus and your bite at only 2 from your full attack bonus (as if you had the Multiattack feat). The claws deal 1d8 points of damage each (1d6 if you are Small), and the bite deals 2d8 (2d6 if you are Small). You gain the benefits of the Blind-Fight and Power Attack feats as well, and a +7 natural armor bonus.

Material Component: Hair from a werebear.

Bite of the Wereboar

Transmutation

Level: Sor/Wiz 7, Drd 6
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You take on certain qualities of a boar, almost as though you were a wereboar in hybrid form (if wereboars had hybrid forms). You gain a +4 enhancement bonus to your Strength score and a +6 enhancement bonus to your Constitution score. Your face becomes that of a boar, and you can attack with your tusks if you choose, dealing 1d8 points of damage (or 1d6 points if you are Small) on a hit. You gain the benefits of the Blind-Fight feat as well, and a +8 natural armor bonus.

Material Component: Hair from a wereboar.

Bite of the Wererat
Transmutation
Level: Sor/Wiz 4, Drd 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You take on certain qualities of a dire rat, almost as though you were a wererat in hybrid form. You gain a +6 enhancement bonus to your Dexterity score and a +2 enhancement bonus to your Constitution score. You gain a +3 natural armor bonus as your hide thickens and sprouts extra hair. Your face lengthens into a rat like snout, and you can attack with your bite as a natural weapon without provoking an attack of opportunity. The bite deals 1d4 points of damage, or 1d3 points if you are Small. You also gain the benefits of the Weapon Finesse feat with your bite attack.

Arcane Material Component: Hair from a wererat.

Bite of the Weretiger
Transmutation
Level: Sor/Wiz 8, Drd 7
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You take on certain qualities of a tiger, almost as though you were a weretiger in hybrid form. You gain a +12 enhancement bonus to your Strength score, a +4 enhancement bonus to your Dexterity score, and a +6 enhancement bonus to your Constitution score. Your face lengthens into a tiger like muzzle and your fingernails grow into sharp claws. You can attack with both claws at your full base attack bonus and your bite at only 2 from your full attack bonus (as if you had the Multiattack feat). The claws deal 1d8 points of damage each (1d6 if you are Small), and the bite deals 2d6 (2d4 if you are Small). You gain the benefits of the Blind-Fight and Power Attack feats as well, and a +5 natural armor bonus.

Material Component: Hair from a weretiger.

Bite of the Werewolf
Transmutation
Level: Sor/Wiz 5, Drd 4
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You take on certain qualities of a wolf, almost as though you were a werewolf in hybrid form. You gain a +2 enhancement bonus to your Strength score, a +4 enhancement bonus to your Dexterity score, and a +4 enhancement bonus to your Constitution score. Your face lengthens into a wolf like muzzle, and you can attack with your bite if you choose, dealing 1d6 points of damage (or 1d4 points if you are Small) on a hit. You gain the benefits of the Blind-Fight feat as well, and a +4 natural armor bonus.

Material Component: Hair from a werewolf.

Bladesong
Transmutation
Level: Brd 2, Sor/Wiz 2
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Weapon touched
Duration: 1 round/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Bladesong makes a bladed weapon emit magical music in combat. Any round that the weapon is used in melee combat, this spell allows the

wielder to make a single, additional touch attack with the sword as a free action. The attack uses the wielder's normal attack bonus with that weapon but inflicts no damage. Instead, anyone successfully touched by the weapon in this way is dazed for one round. Dazed characters cannot take actions but can defend themselves normally.

Focus: The weapon.

Delay Disease

Conjuration (Healing)

Level: Clr 2

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to the ravages of disease. The progress of any nonmagical disease that already afflicts the target is halted for the duration of the spell. *Delay disease* allows the subject to skip the required saving throw against the disease for the day that the spell is in effect. During this period, the subject accrues no further ability damage from the disease. A skipped saving throw counts as neither a success nor a failure for the purpose of recovery from the disease. Furthermore, the incubation period of any disease to which the subject is exposed during the spell's duration does not begin until the spell expires. *Delay disease* does not cure any damage that a disease may already have dealt, and it has no effect against magical or supernatural diseases.

Dimension Strike

Conjuration [Teleportation]

Level: Templar 4

Components: V, S

Manifestation Time: 1 action

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

Target: You (see text)

Duration: Instantaneous

You instantly transfer yourself from your current location to any other spot within range that you can see. You arrive at exactly the spot desired if you can see it. You cannot cast *dimension strike* through solid objects; even a curtain blocks you. You cannot bring along more than your medium load carrying capacity, nor can you bring along any living matter that weighs more than 20

pounds. Casting this spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. Thus, on arriving, you can still take your full round of actions.

If you somehow attempt to transfer yourself to a location occupied by a solid body, the power simply fails to function.

Dirge of Discord

Enchantment (Compulsion) [Chaos, Sonic]

Level: Clr 5

Components: V, S, F

Casting Time: 1 action

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

Area: 30-ft.-radius spread

Duration: 2d4 rounds + 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates an unholy, chaotic dirge that fills the subject's head with the screams of the dying, the wailing of the damned, and the howling of the mad. Affected creatures suffer a -4 profane penalty to attack rolls and Concentration checks, a -8 enhancement penalty to effective Dexterity (with Reflex saves reduced accordingly for the spell's duration), and halved movement due to the subject's equilibrium being thrown off by the dirge.

Focus: A tiny urn containing some ashes of a destrachan.

Divine Interdiction

Abjuration

Level: Clr 4

Components: V, S, DF

Casting Time: 1 action

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

Area: 10-ft.-radius emanation, centered on a creature, object, or point in space

Duration: 1 round/level

Saving Throw: Will negates or none (object)

Spell Resistance: Yes

Divine interdiction interferes with a cleric's connection to his or her divine source of power, resulting in a temporary loss of the ability to turn or rebuke undead. Paladins, blackguards, and other classes capable of rebuking, turning, or otherwise commanding the undead can also suffer a temporary loss of this ability through *divine interdiction*.

This spell creates a beam of invisible disruptive energy that streaks out from the caster's pointed finger to strike the target(s) automatically. As usual, a target benefits only from his or her size modifier, Dexterity modifier, and deflection bonus (if any); armor bonuses, shield bonuses, or natural armor bonus do not apply.

The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use SR, if any. Should the save fail, the target's turning abilities are immediately negated for the spell's duration.

While under the influence of *divine interdiction*, the target is treated as though he or she has no ability to turn, rebuke, or command undead. Note that the spell does not prevent positive or negative energy from affecting undead within the area (it merely becomes a barrier to *activating* such powers).

Elemental Familiar

Transmutation

Level: Sor/Wiz 3

Components: V, S, M, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

In order to cast this spell, you must have a familiar. When you cast the spell, the target creature becomes a Tiny air, earth, fire, or water elemental, as detailed below. You choose what

type of elemental the creature becomes. The creature retains its basic shape, but it is in every way an elemental, not an element creature (as described in *Manual of the Planes*).

You lose any special ability the familiar previously granted to you (such as the +2 bonus to Move Silently checks bestowed by a cat familiar). However, you gain a replacement special ability, depending on the type of elemental your familiar becomes:

Air -- Master gains a +2 bonus to Initiative checks (stacks with Improved Initiative).

Earth -- Master gains +1 natural armor.

Fire -- Master gains a +3 resistance bonus to saving throws against fire attacks.

Water -- Master gains a +1 resistance bonus to Fortitude saving throws.

Only a *limited wish*, *miracle*, or *wish* or similar magic can restore a transmuted familiar to its original state. Otherwise, the familiar remains an elemental forevermore. You cannot cast this spell on another character's familiar. Most creatures consider the transformation harmless and beneficial, but if the creature decides to resist, a successful Fortitude save negates the spell.

Material Component: A small quantity of air, earth, fire, or water, depending on the elemental type the creature is to become.

XP Cost: 500 XP.

	Tiny Air Elemental	Tiny Fire Elemental
	Tiny Elemental (Air)	Tiny Elemental (Fire)
Hit Dice:	1d8 (4 hp)	1d8 (4 hp)
Initiative:	+6	+5
Speed:	Fly 100 ft. (perfect)	50 ft.
AC:	16 (+2 size, +2 Dex, +2 natural)	15 (+2 size, +1 Dex, +2 natural)
Attacks:	Slam +4 melee	Slam +3 melee
Damage:	Slam 1d3-1	Slam 1d3-1 and 1d3 fire
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Whirlwind	Burn
Special Qualities:	Air mastery, elemental traits	Elemental traits, fire subtype
Saves:	Fort +0, Ref +4, Will +0	Fort +0, Ref +3, Will +0

Abilities:	Str 8, Dex 15, Con 10, Int 4, Wis 11, Cha 11	Str 8, Dex 13, Con 10, Int 4, Wis 11, Cha 11
Skills:	Hide +10, Listen +4, Spot +4	Hide, +9, Listen +4, Spot +4
Feats:	Flyby Attack, Improved Initiative, Weapon Finesse (slam)	Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Solitary	Solitary
Challenge Rating:	1/2	1/2
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral

	Tiny Earth Elemental	Tiny Water Elemental
	Tiny Elemental (Earth)	Tiny Elemental (Water)
Hit Dice:	1d8+1 (5 hp)	1d8+1 (5 hp)
Initiative:	1	+0
Speed:	20 ft.	20 ft., swim 90 ft.
AC:	16 (+2 size, 1 Dex, +5 natural)	16 (+2 size, +4 natural)
Attacks:	Slam +4 melee	Slam +3 melee
Damage:	Slam 1d3+3	Slam 1d3+1
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Push	Water mastery, drench, vortex
Special Qualities:	Earth mastery, elemental traits	Elemental traits
Saves:	Fort +3, Ref 1, Will +0	Fort +3, Ref +0, Will +0
Abilities:	Str 15, Dex 8, Con 13, Int 4, Wis 11, Cha 11	Str 12, Dex 10, Con 13, Int 4, Wis 11, Cha 11
Skills:	Hide +7, Listen +4, Spot +4	Hide +8, Listen +4, Spot +4
Feats:	Power Attack	Power Attack
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Solitary	Solitary
Challenge Rating:	1/2	1/2
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral

A Tiny air elemental is 2 feet tall and weighs 1/4 pound. A Tiny earth elemental is 2 feet tall and weighs 20 pounds. A Tiny fire elemental is 2 feet tall and weighs 1/4 pound. A Tiny water elemental is 2 feet tall and weighs 8 pounds.

Elemental Traits: Immune to poison, sleep, paralysis, and stunning; not subject to critical hits or flanking; darkvision 60 ft.; cannot be raised or resurrected (though a wish or miracle spell can restore life).

The special attacks of Tiny elementals conform to the information given for elementals of their subtype in the *Monster Manual*, except as specified. The save DC against the Tiny air elemental's whirlwind is 9, the damage is 1d3, and the whirlwind's height is 10 feet. The save DC against the Tiny fire elemental's burn is 10. The save DC against the Tiny water elemental's vortex is 11, the damage is 1d3, and the vortex's height is 10 feet.

Exacting Shot

Transmutation

Level: Rgr 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Ranged weapon touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This transmutation makes a ranged (projectile) weapon strike true against the caster's favored enemies. All critical rolls against favored enemies automatically succeed, so every threat is a critical hit. The affected weapon also negates any miss chance due to concealment whenever the caster fires at a favored enemy (unless it has total concealment, in which case the normal miss chance applies). If the ranged weapon or the projectile fired has any magical effect or property related to critical hits, this spell has no effect.

Fearsome Grapple

Transmutation

Level: Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

This spell causes two additional arms to grow from your sides and coordinate their efforts to help you grapple another creature. These extra arms give you a +4 circumstance bonus to grapple checks you make while the spell is in effect. The arms are not coordinated enough to wield weapons, manipulate tools, or perform any action other than grappling.

If your caster level is at least 9th, you grow four additional arms, and the circumstance bonus increases to +8.

Note: If you use this spell in your game, all creatures with more than two arms should gain a circumstance bonus to grapple checks, as suggested in *Sword & Fist*. This bonus is +4 per extra pair of arms, and is the same bonus granted by the spell (not an additional bonus).

Foebane

Evocation

Level: Rgr 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell imbues one of the caster's weapons with great killing power against a single favored enemy type. Against creatures of that type, the weapon acts as a +5 magic weapon and deals +2d6 points of bonus damage. Furthermore, while the caster wields the weapon, he or she gains a +4 resistance bonus to saving throws against effects created by creatures of that type.

The spell is automatically canceled 1 round after the weapon leaves the caster's hand for any reason. The caster cannot have more than one *foebane* weapon at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *exacting shot* or any other

spell that might modify the weapon in any way. This spell does not work on artifacts.

Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Guidance of the Avatar

Divination

Level: Clr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: None

Spell Resistance: Yes

Your deity's chosen avatar imbues the subject with divine power. The creature gets a +20 competence bonus on a single skill check and must choose to use the bonus before making the roll to which it applies.

Heal Animal Companion

Conjuration (Healing)

Level: Drd 5, Rgr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Caster's animal companion touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Heal animal companion enables the caster to wipe away disease and injury in one of his or her own animal companions (gained via class feature or the *animal friendship* spell). It completely cures all diseases, blindness, or deafness of the animal companion, cures all points of damage suffered due to wounds or injury, and repairs temporary ability damage. It cures mental disorders caused by spells or injury to the brain.

Heal animal companion does not remove negative levels, restore drained levels, or restore drained ability scores.

Hemorrhage

Necromancy

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/2 levels (maximum 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes

Your touch inflicts a deep, painful wound that bleeds profusely and refuses to heal. The target takes 1d3 points of damage per round from bleeding until the spell's duration expires. Nonmagical healing neither stops the blood loss nor restores hit points lost from such bleeding. A *cure* spell restores hit points normally but does not stop the bleeding. A *styptic* or *heal* spell both stops the bleeding and restores lost hit points as it normally would.

Hemorrhage is countered by *styptic*.

Hindsight

Divination

Level: Brd 6, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 hour

Area: 60 ft. radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can see and hear into the past of your current location. The level of detail you see and hear via this spell depends on the span of time you wish to observe; concentrating on a span of days during the past renders a more detailed perspective than, say, a span of centuries. Chose a span of time from the options below:

- **Days:** You clearly see the events of one day per caster level. You gain detailed knowledge of the people, conversations, and events that transpired.
- **Weeks:** You gain a detailed summary of the events of one week per caster level. Exact wording and details are lost, but you know all of the participants and the highlights of the conversations and events.
- **Years:** You gain a general idea of the events of one year per caster level. You notice only noteworthy events such as deaths, battles, scenes of great emotion, important discoveries, and significant happenings.

- **Centuries:** You gain the general idea of the events of one century plus an additional century for every four levels of experience past 1st level. For instance, a 16th-level caster would gain insight into four centuries, and a 17th-level caster would see five centuries. You notice only the most remarkable of events: coronations, deaths of important personages, major battles, and other truly awesome happenings.

The following spells can be used in conjunction with a *hindsight* spell: *darkvision*, *detect magic*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *read magic*, *see invisibility*, *tongues*, and *true seeing*.

Focus: An hourglass-shaped diamond worth at least 5,000 gp.

Leomund's Hidden Lodge

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M, F

Casting Time: 10 minutes

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

Targets: 20-ft. square structure

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

This spell is similar to *Leomund's Secure Shelter*, except that the conjured structure is perfectly camouflaged to blend in with whatever terrain or surroundings are appropriate. It may appear as a house-sized boulder in mountainous or rocky areas, a sand dune, a deadfall, a small grassy knoll, or even a mighty tree. The spell also conceals all telltale signs of habitation, including any smoke, light, or sound coming from within the lodge. Creatures examining the lodge or studying its immediate vicinity note the presence and extent of the shelter with a successful Wilderness Lore check (DC 30). If the lodge's occupants are seen entering or leaving the lodge, the DC for this check drops to 10.

Master's Touch

Divination

Level: Brd 1, Sor/Wiz 1

Components: V, F

Casting Time: 1 action

Range: Self

Targets: Self

Duration: 1 minute per level

Saving Throw: None

Spell Resistance: No

Master's touch is a spell often found in the repertoire of the adventurers that specialize in casting arcane spells. It grants casters the knowledge and experience to claim proficiency in whatever single weapon or shield they hold in their hands when the spell is cast. The lack of a somatic component means the spell may be cast in the midst of a fight while keeping ready whatever items stand between the caster and danger.

Proficiency is granted for only a single, specific item, although multiple castings allow for multiple proficiencies. For example, a sorcerer holding a short sword and rapier, with a buckler strapped to his off hand, could cast the spell three times, once for each weapon and shield.

Note that this spell does not grant proficiency for a class of item, but only for the one specific item held in the hand at the time the spell is cast. Should the caster set that item down or otherwise lose his or her grip on it, proficiency does not fade away; the proficiency is due to knowledge gained, not due to any transmutation of the caster or the item. The caster may therefore recover that specific item and continue to use it with proficiency until the spell's effect runs out.

Master's touch does not convey any information about a magic item to the caster. The caster may not even be aware that an item is magical at all.

Arcane Focus: The item in whose use the caster wishes to be proficient.

Mindless Rage

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

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

Targets: One person or creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures affected by the spell *mindless rage* become so filled with rage that they can do nothing but focus on engaging the caster in personal physical combat. The affected creature

cannot use any spells, spell-like or supernatural abilities, or ranged weapons while attacking the caster. The subject's only thoughts are of killing the caster -- if not with bare hands, then with a hand-held melee weapon at best.

It's worth noting that the recipient of this spell, though overcome with rage, is by no means rendered an idiot or suicidal. For example, an affected creature will not charge off a cliff in an attempt to reach the target.

While under the effect of a *mindless rage* spell, the subject can make use of all normal melee combat skills, abilities, and feats -- either offensive or defensive. However, the affected creature cannot use any ability that requires activation or concentration.

An interesting side effect of *mindless rage* occurs when the spell is cast upon any character capable of the rage ability (such as a barbarian). In these cases, the *mindless rage* episode counts as one of the character's uses of rage for that day.

Mindless rage is a fairly uncommon spell. It's believed to have been developed by dwarven fighter/wizards who preferred to face their opponents in melee combat over magical conflicts. Of course, many of the stories tracing this spell's origins to the battle-mages also note that this dwarven method of ensuring melee combat against spellcasters backfired when the group ran afoul of a band of sorcerer/barbarians.

Arcane Focus: Successful casting of *mindless rage* requires the caster to utilize a scarlet handkerchief or similar piece of cloth, which is waved in the target's direction while the caster vocalizes the verbal component.

Mordenkainen's Force Missiles

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to four creatures, no two of which can be more than 20 ft. apart

Duration: Instantaneous

Saving Throw: None or Reflex half (see text)

Spell Resistance: Yes

You create a powerful missile of magical force, which darts from your fingertips and unerringly strikes its target, dealing 2d6 points of damage. The missile then bursts in a 5-foot blast of force that inflicts half this amount of damage to any creatures in the area (other than the primary target). The primary target is not entitled to a saving throw against the burst, but creatures affected by the burst may attempt a Reflex save for half damage.

If the missiles' burst areas overlap, secondary targets make only one saving throw attempt (and only one SR check, if applicable). A character can be struck by one missile (or more) and also be caught in the burst of another missile. In such a case, the character may attempt a Reflex save to halve the burst damage, and SR might apply.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. A caster cannot single out specific parts of a creature. The spell can target and damage unattended objects.

For every five caster levels, the caster gains one missile. A caster has two missiles at 9th level or lower, three missiles from 10th to 14th level, and four missiles at 15th level or higher. A caster can make more than one missile strike a single target, if desired. However, the caster must designate targets before rolling for SR or damage.

Nature's Rampart

Conjuration (Creation)

Level:Clr 4/Drd 3

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Area: Structure up to 40 ft. square

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You shape a natural setting into a formidable defensive position. Usually this is used to prepare an open outdoor area such as a hillside or a forest, but a large natural cavern could be shaped into a *divine rampart*. Artificial structures or features are not affected, although a *divine rampart* could be positioned to fill a gap between two buildings or barricade an unpaved road. The effects of the spell depend on the terrain:

Open Outdoor Site: A rampart or dike of earth 5 feet high and 5 feet thick at its base rises immediately behind a shallow ditch 5 feet wide and 5 feet deep along the perimeter of the site. Creatures behind the dike receive 75% cover. Attackers approaching on foot must scramble down into the ditch and then 10 feet up the dike (Climb DC 10).

Rough Outdoor Site or Cavern: Loose stones and boulders, deadwood, and patches of dense briars are arranged to form a defensible wall 5 feet high and 2 feet thick at the base around the perimeter of the site. Creatures behind the wall receive 75% cover.

Marshy or Low-Lying Site: In areas such as marsh, bog, swamp, or tundra, *divine rampart* cannot raise a wall, but instead creates a water-filled ditch 10 feet wide and 5 feet deep. Creatures forced to wade the ditch are reduced to one-eighth their normal movement (minimum 5 feet) and cannot charge or run.

Material Components: A small quartz gem engraved with the image of an exquisite tiny castle, worth at least 100 gp.

Planar Familiar

Transmutation

Level: Clr 3

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

In order to cast this spell, you must have a familiar, special mount, animal companion, or other companion acquired as a class ability. The spell does not function on outsiders or undead. When you cast the spell, the target creature undergoes a transformation into a celestial, fiendish, axiomatic, or anarchic creature, depending on the alignment of your patron deity (or your alignment, if you have no patron deity). If your patron deity is good, the creature becomes celestial. If your patron deity is evil, the creature becomes fiendish. If your patron deity is lawful neutral, the creature becomes axiomatic, and if your patron deity is chaotic neutral, the creature becomes anarchic. The axiomatic and anarchic

creature templates are detailed in *Manual of the Planes*.

If the target creature is your familiar, it gains energy resistance, fast healing, damage reduction, and additional damage for its smite attack as though its Hit Dice were equal to your character level. Otherwise, use its actual Hit Dice to determine these qualities. If the target creature becomes axiomatic, its linked minds ability applies to you (and only to you).

You cannot cast this spell on another character's companion creature. Most creatures consider the transformation harmless and beneficial, but if the creature resists, a successful Fortitude save negates the spell.

XP Cost: 500 XP.

Ray of Depletion

Necromancy

Level: Sor/Wiz 2, Brd 3

Component: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A shimmering ray springs from your hand to disrupt the mental fabric of psionically empowered beings, causing them a loss of power points. You must succeed at a ranged touch attack to strike a target.

The *ray of depletion* affects only targets possessing psionic power points. Non-psionic beings hit by a ray register some momentary unpleasant sensory awareness, but not so much as to disrupt an action or concentration.

Affected targets suffer a temporary loss of a number of psionic power points equal to 1+ half the attacker's caster level (round down). Thus a 10th-level caster would deplete 6 points. The victim's available psionic power point total can never drop below 0. Lost psionic power points are regained through normal means.

Recitation

Conjuration (Creation)

Level: Clr 4

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: All allies and foes within a 60-ft. radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration from your holy writings, you bring special favor upon yourself and your allies while bringing disfavor to your foes. You and your allies gain a +2 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes suffer a –2 penalty on such rolls.

Superior Magnetism

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: One metallic creature or object

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

You fire a brilliant blue ray at a single creature or object within range. If your ranged touch attack succeeds, you charge the target with an intensely powerful magical magnetism effect. You can affect only objects made of metal, or creatures wearing or carrying metal armor, weapons, or gear. You can also choose to target a specific attended metal object in a creature's possession, such as a sword held in the hand. A metal-armored or metallic creature is instantly grappled (see below).

The magical magnetism generated by *Superior magnetism* creates a zone of attraction with a radius of 30 feet around the affected creature or object. Every metallic object entering the zone of attraction is pulled toward the target creature or object by this attractive force, which has an effective Strength score of 10 + the caster's level (maximum 25). Every round in which metal creatures or creatures wearing metal armor remain within the zone of attraction, they must attempt an opposed Strength check against the force. If the attracted creature wins this contest, it suffers no ill effects this round. If it fails, it is entangled and drawn 10 feet closer to the creature or object at the center of the zone, +1

foot for every point by which it failed the opposed Strength check.

Creatures carrying or holding metal objects may choose to release them, in which case the items fly to the creature or object at the center. If they instead hold onto them, they are treated as metal creatures. Unattended metal objects of 50 lb. or less in the zone of attraction (including items voluntarily released, as well as metallic missiles fired through the zone) fly with great force and strike the target, inflicting 1d6 points of damage per 5 lb. of weight (maximum 10d6). Objects heavier than 50 lb. are dragged 10 feet closer each round.

Metal creatures or objects that reach the target of *Superior magnetism* become stuck fast to the target. (If the target is a metal or metal-armored creature, it is instantly stuck fast to itself by the spell.) Creatures stuck together this way are considered to be grappled and must first escape the grapple by defeating the attractive force in an opposed Strength check before they can try to move away or take any actions prohibited in a grapple. Similarly, an object stuck to the target must be wrested away with a Strength check before it can be used.

If a creature or object within the zone of attraction is more than twice as heavy as the target of *Superior magnetism*, the subject is dragged to it instead of vice-versa. This naturally moves the zone of attraction, which may shift other creatures out of the magnetism's range of influence.

Material Components: A small lodestone.

Sonic Blast

Evocation [Sonic]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Area: 5 ft. wide to close range (25 ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You generate a deadly beam of sonic energy from your outstretched hand that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area.

The *sonic blast* may shove creatures in the area back along the path of the spell. Any creature failing its saving throw must make a Strength check (DC equal to damage inflicted by the spell); those who fail find themselves bull rushed directly away from the caster as if by a Large creature with a Strength score equal to the damage the spell inflicted. The spell moves with the target; see the bull rush description in Chapter Eight of the *Player's Handbook* for details on attacks of opportunity, stability modifiers, etc.

If a creature is shoved back into a solid barrier such as a wall or a strong door, the creature sustains an additional 1d4 points of bludgeoning damage.

Like a *lightning bolt*, the *sonic blast* damages or destroys objects in its path. If the damage caused to an interposing barrier such as a closed door shatters or breaks through it, the *sonic blast* may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier.

Material Components: A tiny glass cone.

Styptic

Conjuration (Healing)

Level: Clr 0

Components: S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of this spell immediately stops bleeding from any wounds it has suffered from slashing or piercing weapons or wounding effects. The spell also immediately stabilizes a creature that is dying as a result of such injuries. *Styptic* has no effect on injuries resulting from other types of damage, or on conditions that do not deal hit point damage.

Material Component: A specially carved stick with a wax tip.

Understand Object

Divination

Level: Brd 1, Sor/Wiz 2

Components: S, M

Casting Time: 1 minute

Range: Touch

Targets: One touched object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Understand object determines the non-magical functions of an object or technological item. The caster must handle or touch the object throughout the casting time and spell duration to gain any knowledge. If the item has more than one function, the spell identifies its most general or most likely use. Casters can gather further information about the item only through additional uses of the spell. *Understand object* does not reveal magical functions (as *identify* would), only mechanical operations.

The spell is used most often to help casters understand the nature and use of an object from another technological level (such as a firearm found in a world where such weapons don't normally exist), or to gain some clues to extremely complex gadgets or puzzles.

If used in the latter manner, however, this spell can prove very, very dangerous. Using *understand object* to figure out how a trapped device operates can be disastrous, as the spell does not distinguish a harmful nonmagical trap from any other gadget! And, since the spell starts with the easiest or most general effect first (and traps are often much easier to trigger than non-trap functions of an item), *understand object* may just tell you how to kill yourself.

For example, a character might cast the spell on three interlocking rings found on what appears to be the locking mechanism of a box. The first use of the spell tells the caster that the interlocking rings are, indeed, a locking mechanism and they have to be turned in a certain way to cause a needle to spring out of the box (a trap, though the spell doesn't tell the caster that). On a second use of the spell, the caster learns that turning the interlocking rings also can cause the box to open. Since the interlocking rings have no other function, further uses of the spell reveal nothing. If opening the box causes a *fire trap* to go off in the opener's face, that is not revealed, since *fire trap* is a magical effect.

But when the spell is used in its most basic way, it can be a boon to adventurers who encounter technological items and strange objects that they

have no way of understanding without help. New exotic weapons, high-tech gadgets, and the like are the province of *understand object*.

Magic Items

Within the lands of Celestallia a variety of unique and dangerous magical items have risen and fallen from the pages of history. Many of these dire enchantments and interesting invocations are spread out thinly across the globe, while others are seen in shop windows more often than not. The magical items described below are unique to the world of Celestallia.

Armor

Magical Armor comes in many shapes and sizes, some of the special magical properties described here gained fame throughout the lands of El during the last two centuries, while a few hail from the distant lands of Harmonia and Rhyll.

Valiant Shielding: Valiant Shielding armor is fortified by holy energies to protect its wearer from damage by evil sources. Armor imbued with Valiant Shielding gains a 2/-- damage reduction versus evil opponents.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, good alignment, *shield of faith*, *detect evil*; *Market Price:* +2 bonus

Diabolic Shielding: Diabolic Shielding armor is fortified by holy energies to protect its wearer from damage by evil sources. Armor imbued with Valiant Shielding gains a 2/-- damage reduction versus good opponents.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, evil alignment, *shield of faith*, *detect good*; *Market Price:* +2 bonus

Weapons

Centuries of conflict across Celestallia has led many creative minds to develop weapons of war and objects of power that will both defend and

destroy life. These weapon enhancements are no exception to the ingenuity of Celestallian magic.

Berserker: A berserker weapon is particularly valuable to barbarians and other creatures who can enter a rage. When the wielder is raging, the weapons enhancement bonus increases by +2.

Caster Level: 7th;

Prerequisites: Craft Magic Arms and Armor, *divine power* or *emotion*; *Market Price:* +1 bonus



Dismissal Halberd

Dismisser: A dismisser weapon has a chance to blast an extraplanar creature back to its plane of origin with every hit. Any creature subject to a *dismissal* spell (including called or summoned creatures, celestial or fiendish creatures, outsiders, and some elementals) struck in combat by this weapon must succeed at a Will save (DC 17) or be dismissed as by the spell. The subject adds a modifier to its saving throw equal to its Hit Dice –9. For example, a 6HD succubus would save at a –3 penalty, while a 13HD pit fiend saves at a +4 bonus.

Caster Level: 9th;

Prerequisites: Craft Magic Arms and Armor, *dismissal*; *Market Price:* +3 bonus.

Jarring: Any bludgeoning weapon enhanced with this property, sometimes known as "stunning," causes any target that is successfully hit to make a Fortitude save (DC 11) or be stunned for 1d4+1 rounds.

Caster Level: 3rd;

Prerequisites: Craft Magic Arms & Armor, *daze*; *Market Price:* +1 bonus.

Valorous: A valorous weapon allows its wielder to make powerful charge attacks. When used in a charge, the valorous weapon deals double damage, much like a mounted warrior with the Spirited Charge feat. More than one doubling of damage increases the damage multiplier by one per additional doubling, so double-double damage is triple damage, and triple-double damage is quadruple damage, and so on.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *righteous might*; **Market Price:** +1 bonus.



Valiant Shielding

Specific Weapons

Scimitar of Stonestriking: The powerful *scimitar of stonestriking* looks like it was carved entirely out of a single piece of granite. Despite this appearance, it is a dangerous weapon and functions as a +3 *keen scimitar*. The *scimitar of stonestriking* is particularly effective against creatures made of stone or earth (including stone golems, clay golems, and any creatures with the Earth subtype). Against such creatures, the scimitar does +2d6 points of additional damage on a successful hit and penetrates any damage reduction the creature may have. The scimitar's most terrible power, however, functions only against living creatures. If it scores a critical hit (which is a natural result of 15-20) on such a creature, the creature must make a Fortitude saving throw (DC 19) or turn to stone. If the creature resists, it still suffers the critical damage. If a petrified creature is struck with a *scimitar of stonestriking*, the creature shatters into a thousand pieces and is slain.

Caster Level: 11th; **Prerequisites:** Craft Magical Arms and Armor, *flesh to stone*, *keen edge*, *shatter*; **Market Price:** 138,315 gp; **Weight:** 4 lb.

Ring of Sand: A *ring of sand* is a rough circlet of sandstone shot through with reds and yellows and oranges. This ring allows the wearer to pass over sand, gravel, or loose soil without leaving a trail. Tracking the subject is impossible by nonmagical means. The wearer of a *ring of sand* can also merge with any amount of gravel or sand large enough to hide his body completely, in a manner identical to that granted by a *meld into stone* spell. The wearer can maintain this condition for up to 2 hours, although he cannot move while melded with the sand. Finally, up to three times per day the wearer can use its *dimension door* effect, provided that the point of initiation and the destination are connected by a continuous reach of sand. When this power activates, the wearer of the ring appears to melt away into sand and then reform at the destination point.

Caster Level: 12th; **Prerequisites:** Forge Ring, *dimension door*, *meld into stone*, *pass without trace*; **Market Price:** 139,200 gp; **Weight:** --.

Wondrous Items

Cactus Cloak: Hundreds of tiny cactus needles cover the green *cactus cloak*. When worn, the cloak moves and flows so that its wearer never need fear being pricked by the needles. The cactus cloak acts as masterwork armor spikes, even if the wearer isn't wearing armor. When used as armor spikes, the wearer gains proficiency in their use. They do 1d6 points of piercing damage (x2 crit) on a successful grapple and count as a light weapon when used as a melee weapon (see *Armor Descriptions* in Chapter 7 of the *Player's Handbook*). Once per day, the wearer can whip the cloak in a chosen direction and fire a volley of needles. This volley of needles fills a 30-foot-long cone; all creatures in this area must make a Reflex save (DC 17) or suffer 9d6 points of piercing damage. This damage is physical and is subject to damage reduction. Those who succeed at the saving throw take half damage.

Also, by wrapping the cloak about the body, the wearer can assume the shape of a Medium-size cactus; doing so is a standard action. The wearer can remain in cactus form for up to 9 hours. Once deactivated, this power cannot be activated again for 24 hours. The closest inspection cannot reveal that the cactus is anything other than a normal cactus, unless magic such as *detect magic* or *true seeing* is used. While in cactus form, the wearer can observe all that transpires around him as if he were in his normal form. The wearer's hit points and saving throws are

unaffected. A wearer gains a +10 natural armor bonus to AC but has an effective Dexterity score of 1. The wearer is also immune to critical hits while in cactus form, and all clothing and gear carried or worn changes with him. The wearer can dismiss the cactus form as a free action.
Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *spike growth*, *tree shape*, creation must occur in a desert; **Market Price:** 24,700 gp; **Weight:** 2 lb.

Greater Robe of the Archmage

This normal-appearing garment can be white (a 01-45 result on a d%, good alignment), gray (46-75, neither good nor evil alignment), or black (76-100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers:

- +5 armor bonus to AC.
- Spell resistance 21.
- +5 resistance bonus to all saving throws.
- Ability to overcome the spell resistance of others as if they had the feat Greater Spell Penetration, which grants +4 bonus to beating a creature's spell resistance and which doesn't stack with the feat Spell Penetration.*

The robe contains a Familiar Pocket, which enables the wearer to hide their familiar in the robe and retrieve it as a free action with a command word. The pocket is extradimensional and watertight.**

If a white robe is donned by an evil character or if a black robe is donned by a good character they gain four negative levels. If a white or black robe is donned by a neutral character or if a gray robe is donned by a good or evil character they gain three negative levels. While these negative levels never result in actual level loss they remain as long as the garment is worn and cannot be overcome in any way.

* This is a feat from the supplement Tome and Blood.

** This is a 2nd level spell from the supplement Tome and Blood.

Caster Level: 16th; **Prerequisites:** Craft Wondrous Item, *mage armor*, *bless* or *resistance*, *spell resistance*, *familiar pocket*, creator must be same alignment as robe; **Market Price:** 145,000 gp.

Robe of the Burning Lands: The *robe of the burning lands* is a thin robe that seems to be fashioned of opalescent silks and thin strands of gold wire, but nevertheless it is quite light. In fact, the *robe of the burning lands* is shockingly

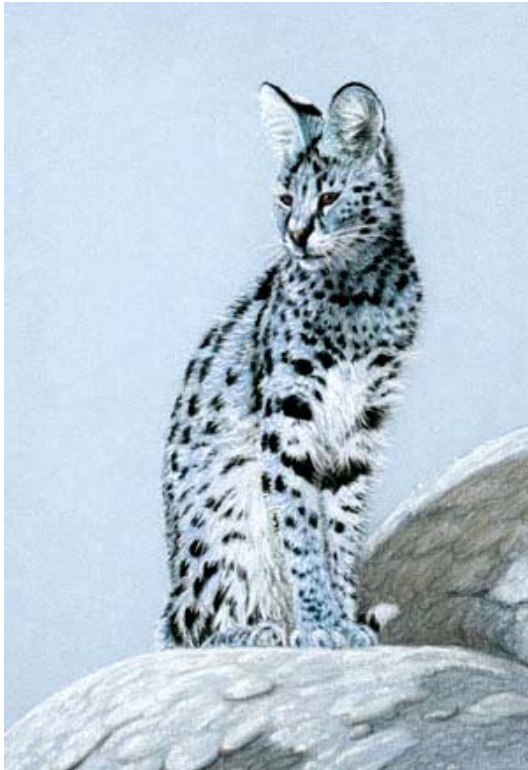
comfortable to wear. While worn, the robe protects the wearer from heat by granting her fire resistance 12. High temperatures hold no danger for someone wearing a *robe of the burning lands*. Additionally, the robe contains two deep pockets -- one on each hip. The left pocket can produce enough food for one person for one day, while the right is waterproof and can produce enough water for one person for three days (or for one day in hot climates such as a desert). Finally, a person wearing a *robe of the burning lands* always knows the direction of north from her current position. Determining the direction of north is a free action.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *create food and water*, *know direction*, *resist elements*; **Market Price:** 29,500 gp; **Weight:** 1 lb.

CHAPTER X BEASTIARY

Creatures of Celestallia

This section details common creatures unique to Celestallia that adventurers would have a working knowledge of. Some would serve well as familiars, others would work as great and loyal mounts.



ANCHOR CAT

Tiny Magical Beast

HD: 1/2 d10 (5hp)

Initiative: +3 (Dex)

Speed: 30 ft. (6 squares)

Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12

Base Attack/Grapple: +1/-8

Full Attack: 2 claws +5 melee (1d2-2), bite +0 melee (1d3-2)

Space/Reach: 2ft. /0 ft.

Special Attacks: Pounce, Improved Grab (-10 Bonus), Rake 1d2-2

Special Qualities: Dimensional Anchor, Darkvision 60, Low-light vision

Saves: Fort +1, Ref +5, Will +2

Abilities: Str 6, Dex 16, Con 10, Int 2, Wis 12, Cha 10

Skills: Balance +11, Climb +7, Hide +18*, Listen +4, Move Silently +10, Spot +4

Feats: Weapon Finesse (claw) Weapon Finesse

(bite)

Climate/Terrain: Any land

Organization: Solitary, Pair, or Litter (1-2 with 1-6 kittens)

CR: ½

Treasure: None

Alignment: Always neutral

Advancement: —

Anchor Cats were the logical step towards ending a famine that nearly decimated the population of Harmonia. Developed by the wizard Ellison Wills, the anchor cat became the only force capable of chasing down and stopping the swarms of blink mice. After the crisis had ended, the anchor cats were prized possessions within Harmonia, and most noble families or mercantile organizations purchased a kitten from the original brood.

Anchor Cats in Harmonia may be purchased as a kitten for 200 gold or as an adult for 100 gold.

An Anchor Cat looks like a standard housecat, save for its shimmering silver fur and luminescent blue eyes.

COMBAT

Pounce (Ex): If an anchor cat charges, it can make a full attack action (including a rake attempt) even if it has already taken a move action.

Dimensional Anchor (Su): An anchor cat can block dimensional travel as dimensional anchor as a 1st level Sorcerer once per round as a free action. If the anchor cat can no longer see the target, the effect ends. The ability effects only a single target at a time; if the anchor cat uses this ability on a second target, the first target is freed from the effect.

Improved Grab (Ex): If an Anchor Cat hits an enemy at least one size category smaller than itself with both claw attacks, it deals normal damage and starts a grapple without an attack of opportunity, holding the creature to the ground and can rake on the same round. Thereafter, it has the option to conduct the grapple normally or simply hold the opponent in-between/under its paws (-20 penalty to grapple checks, but Anchor Cat is not considered grappled). In either case, a successful grapple check each round deals automatic claw damage in the successive rounds.

Rake (Ex): On any round that an Anchor Cat pounces or has a hold (see Improved Grab,

above), it may make two rake attacks at +5 Melee with its hind legs for 1d2-2 damage.

Skills: Anchor cats receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.



BLINK MOUSE

Fine Magical Beast

Hit Dice: 1/4 d10 (1hp)

Initiative: +3

Speed: 15 ft. (3 squares)

Armor Class: 21 (+8 size, +3 dex) flat footed 18, touch 21

Base Attack/Grapple: +1/-16

Attack: Bite –10 melee (1 damage)

Full Attack: Bite –10 melee (1 damage)

Space/Reach: 1ft /0ft.

Special Attacks: None

Special Qualities: Darkvision 60, Low light vision, Blink, Dimension Door

Saves: Fort –2, Ref +5, Will +1

Abilities: Str 1, Dex 16, Con 3, Int 1, Wis 12, Cha 6

Skills: Listen +2, Hide +16, Spot +1

Feats: Dodge

Environment: Any land

Organization: Solitary, Cluster (6-8), or Swarm (50-200)

Challenge Rating: 1/4

Advancement: —

Level Adjustment: —

Few people in Harmonia can forget the famine that nearly decimated the population of their nation some fifty years ago. The famine was the result of immense loss of stored food and crops. The culprit of this loss was an escaped experiment of a Harmonian wizard.

The Blink Mouse was a result of magical experimentation on a familiar, trying to emulate the evasive powers of a blink dog to his diminutive familiar in order to have it operate as a perfect spy. However, the wizard was slain shortly after his experiments were completed, and his familiar escaped into the wild, breeding with normal field mice. Within one generation of the breeding, a swarm of thousands of blink mice began sweeping across Harmonia.

It was not until the experiments on the Anchor Cat were finished, that the Blink Mice plague could be balanced. Now in Harmonia, the Blink Mice are now a relatively common sight in Harmonia.

A blink mouse is generally indistinguishable from a normal mouse except that its fur is a soft gold in color.

COMBAT

A blink mouse avoids combat whenever possible and prefers to hide in houses and fields, eating crops and stored foodstuffs. When threatened a blink mouse uses its blink ability to escape from harm.

Blink (Su): A blink mouse can use *blink* as the spell (caster level 1st), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink mouse can teleport, as *dimension door* (caster level 1st), once per round as a free action. The ability affects only the blink mouse, which never appears within a solid object and can act immediately after teleporting.

CARBUNCLE

Small Magical Beast

Hit Dice: 1d10+1 (6 hp)

Initiative: -1 (Dex)

Speed: 10 ft (2 squares)

AC: 18 (+1 size, -1 Dex, +6 natural, +2 luck bonus)

Attacks: Nil

Damage: Nil

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: Telepathy, empathy, foresight, gem (vulnerability)

Saves: Fort +3, Ref +3, Will +0

Abilities: Str 7, Dex 9, Con 12, Int 10, Wis 11, Cha 8

Skills: Climb +3, Hide +4, Listen +5, Spot +5

Feats: Alertness

Climate/Terrain: Temperate and warm forest, marsh, and underground

Organization: Solitary

Challenge Rating: 1

Treasure: Special

Alignment: Usually neutral

Advancement: —

A carbuncle resembles an armadillo with a large ruby set in the middle of its forehead. Its armor plating is patterned in shades of brown, while the beast's underbelly is a light gray flecked with small green patches.

Carbuncles are timid creatures, but very curious and often mischievous. It does not fear death, and will brazenly announce the value of its gem to strangers to see how they will react. If allowed to accompany travelers, it will try to gain their confidence and then attempt to disrupt the party by using its powers to cause adversity. It is fascinated with death and will go to any sneaky length, including inducing nearby monsters to attack, in order to cause combat. With a morbid fascination, it watches such events unfold, then slips away when it is satisfied.

COMBAT

Though fascinated by combat, carbuncles are completely helpless in melee. They much prefer to set up encounters using their powers, then watch the brutal scenes unfold. Carbuncles

surrender immediately if attacked, however they can will themselves to die if placed under duress.

Telepathy (Su): Carbuncles can communicate telepathically with any creature within 100 feet that has a language.

Empathy (Su): At will, a carbuncle can make use of detect chaos, detect good, detect evil, detect law, and detect thoughts as cast by a 1st-level cleric.

Foresight (Su): At will, a carbuncle can make use of the divination spell as a 1st-level cleric, with the exception that it does not need to be asked a specific question, and it can only use its powers to see into the immediate or near future. This ability also provides the carbuncle with a +2 luck bonus to its AC and Reflex saves.

Gem (Ex): The gem on a carbuncle's forehead is a part of the beast, and if it dies the ruby will shatter into dust and be worthless. If the carbuncle is the subject of a charm spell, however, it may be coaxed into willingly giving up the gem. If removed in this way, the gem will regrow slowly over a period of months, and the value of the gem may be different each time.

This gem is usually worth about 500 gp, but has occasionally been known to fetch a price of 1000 gp, and some especially rare specimens have been worth as much as 5000 gp.

URTHRAKA

	Urthraka Large Animal	Hyrthraka Huge Animal
Hit Dice:	5d8+25 (47 hp)	15d8+123 (190)
Initiative:	+1	+1
Speed:	50 ft (10 squares)	50 ft (10 squares), 40 swim (8 squares)
Armor Class:	17 (-1 size, +1 dex, +7 natural)	26 (-2 size, +1 dex, +27 natural)
Base Attack/Grapple:	+3/+7	+11/+19
Attack:	Bite +4 melee (1d8+6)	Bite +22 melee (2d6+16)
Full Attack:	Bite +4 melee (1d6+6)	Bite +22 melee (2d6+13), 2 claws +17 melee (1d8+5)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Improved Grapple	Trample, Improved Grapple, Swallow whole
Special Qualities:	None	Amphibious
Saves:	Fort: +9, Ref: +5, Will: +3	Fort: +17, Ref: +10, Will: +8
Abilities:	Str: 22, Dex: 13, Con: 21, Int: 2, Wis: 14, Cha: 14	Str: 33, Dex: 13, Con: 27, Int: 2, Wis: 17, Cha: 17
Skills:	Climb +10, Listen +7	Climb +16, Swim +18, Listen +9
Feats:	Power Attack, Improved Bull Rush	Power Attack, Improved Bull Rush, Multiattack, Improved Critical (bite), Improved Natural Armor, Toughness
Environment:	Temperate Land	Temperate Swamp or Land
Organization:	Solitary or Herd (4-12)	Solitary
Challenge Rating:	4	13

Treasure:	None	None
Alignment:	Always Neutral	Always Neutral
Advancement:	6-10 HD (large), 11-17 (huge)	16-20 HD (huge), 21-28 HD (Gargantuan)
Level Adjustment:	--	--

The Urthraka is a large natural herbivore that can be found only in the northern regions of the El continent. An Urthraka at maturity is a twelve foot long quadruped, covered in a thick natural armor plating of large and broad scales that resemble chitinous shells. The Urthraka's jaw is a powerful tool typically used for snapping trees off at their base and stripping them of bark. With no known natural predators, Urthraka tend to live roughly thirty years if given a healthy lifestyle. The Phenalian military, long ago, began breeding Urthrakan war-beasts for use by their cavalry. These generally docile beasts become ferocious when trained to use their powerful jaws in combat.

Many sages believe that the Urthraka is a distant cousin of the subterranean creature known as a Bulette.

COMBAT

An Urthraka rarely enters combat unless provoked. When engaged in melee, an Urthraka attacks with its sole weapon, a terribly powerful bite that can crush bone and armor easily. When initiating combat, an Urthraka charges opponents pushing them back, usually into trees or cliff faces and then crushes them with its jaws.

Improved Grapple (Ex): When an Urthraka hit with its bite attack, it makes an immediate grapple attempt on that opponent with a grapple check of +11. If the Urthraka successfully maintains the grapple it automatically deals bite damage on its next turn, and is not considered grappled while holding the victim.

HYRTHRAKA

Other variety of Urthraka exist, though are rarely seen. One such example was the previously believed to be extinct Hyrthraka, a older and amphibious version of its land-dwelling ancestor. The Hyrthraka is twice the size of a standard Urthraka, and its four powerful legs end in razor sharp talons between which tough leathery webbing is spread for fast movement underwater. The Hyrthraka is considerably more territorial

than an Urthraka, and tends to dwell intemperate swamps or the surrounding forests.

Hyrthraka generally have a lighter coloration to their thick hide generally tending to be of a green and brown coloration as well.

COMBAT

A Hyrthraka is a ferocious and deadly opponent when threatened, especially if young Hyrthraka or eggs are near. Fighting similarly to its land-bound brethren, a Hyrthraka will rush an opponent and try to trample it into the ground, crush it within its jaws, or pin it underwater.

Improved Grab (Ex): When an Hyrthraka hit with its bite attack, it makes an immediate grapple attempt on that opponent with a grapple check of +23. If the Urthraka successfully maintains the grapple it automatically deals bite damage on its next turn, and is not considered grappled while holding the victim.

Swallow Whole (Ex): A Hyrthraka can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. A Hyrthraka that swallows an opponent can use its Cleave feat to bite and grab another opponent. A swallowed creature takes 2d8+12 points of bludgeoning damage and 10 points of acid damage per round from the Hyrthraka's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Trample (Ex): As a full-round action, a Hyrthraka can move twice its speed and literally run over opponents of large size or smaller. A Hyrthraka deals 32 points of damage with a successful trample. A creature targeted by trample can either opt to make an attack of opportunity at a –4 penalty on the Hyrthraka, or attempt a reflex save (DC 28) for half damage.