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### Prestige Classes Summary by Topic

#### Race-Specific Prestige Classes

**Changeling**
- Cabinet Trickster (p. 26) – a Changeling who can read minds and even disrupt them.
- Recaster (p. 68) – a Changeling who can apply metamagics on-the-fly, ignore material components, etc.

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

**Dwarf**
- Battlesmith (p. 23) – a dwarf smith who can created magic weapons & armor without being a spellcaster.
- Deepwarden (p. 32) – a dwarf who travels the deepest tunnel, looking for invaders, and reporting back to the clan.
- Dwarf Defender (p. 36) – a dwarf who specializes in being a living wall.
- Hammer of Moradin (p. 45) – specialty priest of Deity of the Forge, who imbues his warhammer with special abilities.
- Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.
- Justice Hammer of Moradin (p. 54) – specialty priest of the Deity of Dwarves and the Forge.
- Ollam (p. 64) – dwarfen teacher.
- Runesmith (p. 70) – a dwarven arcane caster who can wear armor because his/her spells are cast through runes instead of hand motions.
- Stonelord (p. 78) – dwarf with spell-like abilities effecting & using stone.

**Elf**
- Arcane Archer (p. 21) – spell-casters who can attach spells to arrows.
- Bladesinger (p. 25) – elven fighter / wizard.
- Champion of Corellon Larethian (p. 29) – specialty templar of the Deity of Elves.
- Darkwood Stalker (p. 32) – elf / half-elf practiced in hunting & killing orcs, who gains Sneak Attacks & eventually Death Attacks.
- Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.
- Outcast Champion (p. 65) – leader whose presence helps his/her allies, and who is dedicated to protecting them.
- Scion Enforcer (p. 70) – a half-elf who totally hates humans & elves, and is good at killing them.
- Seeker of the Misty Isle (p. 71) – searchers for a lost elven island, who are masters of traveling, using skills quickly, and finding what they seek.
- Skyclad (p. 74) – a rider of celestial flying creatures.
- Wildrunner (p. 90) – an elf or half-elf who can travel quickly and unnoticed on foot, is able to ‘primal scream’, and eventually becomes a ‘Fey’.

**Gnome**
- Blade Bravo (p. 25) – a gnome expert in feinting in combat and fighting larger folk.
- Divine Prankster (p. 34) – a gnome cleric of Garl Glittergold who gains bard-like abilities and abilities to improve illusions.
- Gnome Giant-Slayer (p. 44) – specialized in fighting Giants & using their size to their advantage.
- Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.
- Shadowcraft Mage (p. 73) – a gnome with improved abilities with illusions, particularly those of the shadow sub-school.

**Half-Elf**
- Arcane Archer (p. 21) – spell-casters who can attach spells to arrows.
- Bladesinger (p. 25) – elven fighter / wizard.
- Champion of Corellon Larethian (p. 29) – specialty templar of the Deity of Elves.
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**Halfing**
- Halfling Outrider (p. 45) – halfling light cavalry.
- Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.
- Itinerant Warber of Yondala (p. 52) – specialty priest of the Deity of Halflings.
- Jobber (p. 54) – the ‘face’ of a Halfling community, who job it is to talk with, check out, barter with, and “deal with” the neighboring humanoids.
- Luckstealer (p. 56) – a halfling caster who can steal ‘luck’ from others for his/her own advantage.
- Whisperknife (p. 89) – a halfling that specializes with light thrown weapons, usually daggers.

**Human**
- Chameleon (p. 28) – a human or doppelganger who is able to simulate being almost any class, including the ability to cast spells.
- Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.
- Urban Soul (p. 86) – a human who has perfectly adapted to city life, and is able to melt into buildings, hear the city ‘speak’, etc.  

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

**Shifter**
- Moonspeaker (p. 62) – a Shifter who creates the magic items for their race, and gains ‘blessings’ from one moon each level.
- Reachrunner (p. 68) – a Shifter focuses on moving fast and efficiently through outdoor terrain.
- Weretouched Master (p. 89) – a Shifter who is becoming like his/her lycanthrope ancestors.

**Warforged**
- Reforged (p. 69) – a Warforged who is trying to become a living creature.
- Spellcarved Soldier (p. 76) – a Warforged with magical runes added to its body armor.
- Warforged Juggernaut (p. 88) – a Warforged who is trying to be more like a Construct.

**Others**
- Chameleon (p. 28) – a human or doppelganger who is able to simulate being almost any class, including the ability to cast spells.
- Stonedeath Assassin (p. 78) – a goblinoid assassin who has abilities to meld, hide, and destroy stone.
Religious Prestige Classes

Supporting a Deity

Arcane Devotee (p.21) – dedicated arcane follower of a deity.

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

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

Divine Crusader (p.33) – a religious warrior dedicated to a specific deity.

Divine Champion (p.33) – a combatant who fights in the name of a deity.

Divine Seeker (p.34) – a person who “acquires things” for a patron deity.

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

Evangelist (p.39) – the mouth-piece of a deity who can effect followers and foes similarly to how a bard works.

Exalted Arcanist (p.40) – a Sorcerer or Bard who casts “good” spells & has access to some clerical spells as arcane spells.

Pious Templar (p.65) – a defender of a patron deity’s temples.

Sacred Fist (p.70) – monk-like temple protectors who vow to not use weapons.

Sword of Righteousness (p.80) – a martial follower of one of the Pantheons of the Good Outer Planes who gains mastery of Exalted Feats.

Wonderworker (p.90) – a spellcasting follower of one of the Pantheons of the Good outer planes who gains mastery of Exalted Feats.

Specialty Priests

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

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

Divine Disciple (p.33) – a priest who represent his/her deity (even more-so than usual).

Divine Prankster (p.34) – specialty priest of the Deity of Gnomes and Illusions, who gains bard-like abilities and abilities to improve illusions.

Entropomancer (p.39) – specialty priest of the Deity of the Void.

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

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

Fist of Razuel (p.42) – follower of the Deity of Holy Warfare, who gain special advantages to their ‘Smite Evil’ ability.

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

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

Justiciar of Tyr (p.54) – specialty priest of the Deity of Justice, which has some Paladin-like abilities focused against Chaos.

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

Lion of Talisid (p.55) – follower of the Celestial Lion, many of whose abilities stack with those of a Druid or Ranger.

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

Martyred Champion of Imlater (p.57) – specialty priest/templar of the Deity of Suffering.

Morninglord of Lathander (p.62) – specialty priest of the Deity of Light.

Mystic Keeper of Corellon Larethian (p.63) – specialty priest of the Deity of Elves.

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

Radiant Servant of Pelor (p.67) – specialty priest of the Deity of Light & Mercy.

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


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


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

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

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

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

Specialty Templars

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

Battle Howler of Grumsh (p.24) – a bard who follows the Deity of the Orcs and gains the ability to Rage like a Barbarian.

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

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

Champion of Gwynharwyf (p.29) – follower of the Deity of Good Barbarians, who is effectively a Barbarian / Paladin hybrid.

Defender of Sealhriel (p.33) – follower of the Patron Deity of Protectors.

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

Emissary of Barachel (p.38) – follower of the Deity of Heriliks, who can use the Words of Creation to effects large numbers of people and help convert his/her opponent to Lawful Good.

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

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

Initiate of Pitsis Sophia (p.52) – a holy monk who follows the Deity of Good Monks, who gains vows & resistances, and eventually becomes an Outsider.

Martyred Champion of Imlater (p.57) – specialty priest/templar of the Deity of Suffering.

Memory Smith (p.61) – a bard who follows the Deity of the Forge.

Ravager (p.68) – templars of the Deity of Slaughter.


Slayer of Domiel (p.75) – follower of the Archon of Mercy, who act as spies and assassins for the cause of good.

Slime Lord (p.75) – specialty templar of the Drow Deity of Oozes.

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

Temple Raider of Olidammara (p.82) – specialty templar of the Deity of Theft.

Vassal of Bahamut (p.87) – follower of the Deity of Good Dragons, who gains special abilities to combat evil dragons.
Weapon Specialists

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

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

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

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

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

Sea-Combat Specialists
Dread Pirate (p.35) – an honorable or blood thirsty pirate.
Those Who Hunt

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

**Class-Specific**
- Elemental Savant (p. 38) – a caster who wishes to become more and more in tune with one of the four elements, eventually becoming a ‘Elemental’.
- Dragon Disciple (p. 34) – become more and more like the dragon of your dreams (natural armor, claw & bite attacks, breath weapons, wings, etc.) until finally becoming a Half-Dragon.
- Green Star Adept (p. 45) – by consuming very rare, very hard, & very green Starmetal, your body turns more metal-like (and green-tinted) until you ultimately become a Construct.
- Occult Slayer (p. 64) – a warrior who specialized in resisting, disrupting, & slaying spellcasters. Suel Arcanamach (p. 79) – spellcaster trained to become more in tune with one of the four elements, eventually becoming an ‘Elemental’.
- Evereskan Tomb Guardian (p. 39) – dedicated arcane guardian of a tomb in the Evereska Region of the Forgotten Realms, who also hunt down defilers of the tombs they guard.

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

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

**Others**
- Dark Hunter (p. 31) – battles creatures that hunt under-ground.
- Darkwater Knight (p. 31) – spellcaster tasked with guarding the underground seas, who eventually gains the ‘aquatic’ subtype.
- Seeker of the Misty Isle (p. 71) – searches for a lost elven island, who are masters of traveling, using skills quickly, and finding what they seek. Shaaryan Hunter (p. 71) – expert at tracking and hunting while on horseback, from the Forgotten Realms region ‘The Shaar’.
- Exorcist of the Silver Flame (p. 40) – specialty priest of the Silver Flame, with the ability to drive off Evil Outsiders and make a person’s weapon more effective against Outsiders.
- Hunter of the Dead (p. 50) – specialists in combating the restless dead.
- Sacred Exorcist (p. 70) – one who searches for and combats possession by Undead & Outsiders. Scar Enforcer (p. 70) – a half-elf who totally hates humans & elves, and is good at killing them.

**Classes that change the Creature-Type**

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

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

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

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

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

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

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

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

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

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

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

**Shapeshifter subtype**
- Master of Many Forms (p. 58) – expert shape-changer who eventually can take the form of Plants, Fey, Oozes, Dragons, and in the end changes into a ‘Shapeshifter’.
### Classes with a Bonded Helper

<table>
<thead>
<tr>
<th><strong>Gains a Familiar</strong></th>
<th><strong>Gains a Mount</strong></th>
<th><strong>Gains a Different Type of Companion</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Celestant of Sharess (p. 28) – specialty templar of the Deity of Passion.</td>
<td>Beloved of Valarian (p. 23) – female templars of the Deity of Unicorns, who ride Unicorns &amp; defend the forests from evil magical beasts.</td>
<td>Blackguard (p. 25) – anti-paladins with better PR.</td>
</tr>
<tr>
<td>Master of the East Wind (p. 59) – hybrid monk / arcane casters that protect from outer plane attacks.</td>
<td>Drow Judicator (p. 35) – a drow follower of the Deity of Spiders and/or her Champion, who eventually gains a spider servant as a mount and slow spell progression</td>
<td>Holy Liberator (p. 49) – chaotic good “paladin”, who can cast spells &amp; summon a celestial companion.</td>
</tr>
<tr>
<td></td>
<td>Skylord (p. 74) – a rider of celestial flying creatures.</td>
<td>Shadow Dancer (p. 72) – trained to step in and out of shadows, control them, &amp; even get undead shadows as helpers.</td>
</tr>
</tbody>
</table>

**Gains an Animal Companion**

- Beastmaster (p. 24) – animal specialist who gains an extra animal companion every few levels.
- Thrall of Baphomet (p. 83) – follower of the Demon Prince of Beasts.
- Vermin Keeper (p. 87) – a druid whose abilities can be used on vermin, can wild shape into a vermin, and who gains a vermin companion.
### Prestige Classes related to Base Classes

#### Barbarian

<table>
<thead>
<tr>
<th>Class Features Similar to Barbarian Rage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bear Warrior (p. 24) – in the heat of battle, you can become a bear.</td>
</tr>
<tr>
<td>frenzied Berserker (p. 43) – make normal barbarians look weak &amp; in control by comparison.</td>
</tr>
<tr>
<td>Rage Mage (p. 67) – magical berserker.</td>
</tr>
<tr>
<td>Wildrunner (p. 90) – an elf or half-elf who can travel quickly and unnoticed on foot, is able to ‘primal scream’, and eventually becomes a ‘Fey’.</td>
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</tbody>
</table>

#### Bard

<table>
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<tr>
<th>Class Features Similar to Bardic Music</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle Howler of Gruumsh (p. 24) – a bard who follows the Deity of the Orcs and gains the ability to Rage like a Barbarian.</td>
</tr>
<tr>
<td>Sceptre of the Song (p. 71) – gains new Bardic Music abilities, and eventually becomes an Outsider.</td>
</tr>
<tr>
<td>Virtuoso (p. 87) – a specialist with bardic music who learns advanced songs, like those that jamming spellcasting, keening weapons, etc.</td>
</tr>
<tr>
<td>War Chanter (p. 88) – a Bard who sings combat-enhancing songs.</td>
</tr>
</tbody>
</table>

<table>
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<tr>
<th>Stacks with Bardic Knowledge</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fochlucan Lyrist (p. 43) – a bard / druid / rogue, who acts as a spy, poet, &amp; woodland champion.</td>
</tr>
<tr>
<td>Green Whisperer (p. 45) – a combination bard &amp; druid whose music is especially effective against animals &amp; eventually plants.</td>
</tr>
<tr>
<td>Harper Agent (p. 46) – a ‘field operative’ for The Harpers.</td>
</tr>
<tr>
<td>Loremaster (p. 56) – master who specializes in finding forgotten lore.</td>
</tr>
</tbody>
</table>

#### Cleric

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<th>Stacks with Turn / Rebuke Undead</th>
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<tbody>
<tr>
<td>Apostle of Peace (p. 20) – dedicated to peace &amp; able to cool anger with a touch.</td>
</tr>
<tr>
<td>Eye of Horus-Re (p. 42) – specialty priest of Deity of the Sun.</td>
</tr>
<tr>
<td>Master of the West Wind (p. 60) – hybrid cleric / monks that uphold the principles of the Order of the Four Winds.</td>
</tr>
<tr>
<td>Morninglord of Lathander (p. 62) – specialty priest of the Deity of Light.</td>
</tr>
<tr>
<td>Radiant Servant of Pelor (p. 67) – specialty priest of the Deity of Light &amp; Mercy.</td>
</tr>
<tr>
<td>Sacred Exorcist (p. 70) – one who searches for and combats possession by Undead &amp; Outsiders.</td>
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<tr>
<th>Stacks with Turn / Rebuke Undead</th>
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<tr>
<td>Ur-Priest (p. 86) – hate deities, but know how to ‘steal’ clerical spells from them.</td>
</tr>
<tr>
<td>Warpriest (p. 88) – a cleric trained to lead soldiers into battle.</td>
</tr>
<tr>
<td>Wormhunter (p. 91) – veteran of battling the undead and mortals that follow Kyuss, who has been toughened by surviving numerous attacks by the Worms of Kyuss and has even gained lore through this connection to the other world.</td>
</tr>
</tbody>
</table>

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**Dungeons & Dragons 3.5 Edition Index – Prestige Classes**

February 28, 2007

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**Barbarian**

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

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**Bard**

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

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**Cleric**

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

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**Prestige Classes**

Page 9
Druid

Stacks with Wild Shape
Arcane Hierophant (p. 21) – hybrid arcane caster / druid.

Daggerspell Shaper (p.31) – a multiclassed druid / rogue who can cast spells through daggers.

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

Master of the North Wind (p.60) – hybrid druid / monks that patrol large areas and keep the peace through personal prowess.

Nature’s Warrior (p. 63) – druids gains special abilities to combine with their Wild Shapes.

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

Stacks with Wild Empathy
Apelord (p. 20) – an Animal Lord specialized in apes, baboons, dire apes, & monkeys.

Bearlord (p. 23) – an Animal Lord specialized in bears.

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

Birdlord (p. 24) – an Animal Lord specialized in birds.

Catlord (p. 27) – Animal Lord specialized in felines.

Horselord (p. 49) – Animal Lord specialized in horses and ponies.

Nature’s Warrior (p. 63) – druids gains special abilities to combine with their Wild Shapes.

Sharklord (p. 74) – Animal Lord specialized in sharks.

Snakelord (p. 75) – Animal Lord specialized in snakes.

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

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

Wolflord (p. 90) – Animal Lord specialized in wolves.

Stacks with Animal Companion
Apelord (p. 20) – an Animal Lord specialized in apes, baboons, dire apes, & monkeys.

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

Bearlord (p. 23) – an Animal Lord specialized in bears.

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

Birdlord (p. 24) – an Animal Lord specialized in birds.

Catlord (p. 27) – Animal Lord specialized in felines.

Horselord (p. 49) – Animal Lord specialized in horses and ponies.

Lion of Talisid (p. 55) – follower of the Celestial Lion, many of whose abilities stack with those of a Druid or Ranger.

Sharklord (p. 74) – Animal Lord specialized in sharks.

Snakelord (p. 75) – Animal Lord specialized in snakes.

Wild Plains Outrider (p. 90) – a paladin, ranger, or druid who focuses on his/her mount.

Wolflord (p. 90) – Animal Lord specialized in wolves.

Monk

Monks May Freely Crossclass
Drunken Fist (p. 39) – fights as if / when drunk.

Enlightened Fist (p. 52) – holy monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity.

Kensai (p. 54) – master of combat with a signature weapon of your choice.

Sword of Righteousness (p. 39) – a martial follower of one of the Pantheons of the Good Outer Planes who gains mastery of Exalted Feats.

Crane Shen (p. 31) – unarmed combatant that mimics a crane by moving fast & blocking attacks, and eventually gaining a hybrid battle form.

Dragon Shen (p. 34) – unarmed combatant that mimics a dragon by imbuing his/her fists with acid, cold, electricity, or fire, and eventually gaining a hybrid battle form.

Enlightened Fist (p. 39) – a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity.

Initiate of Pistis Sophia (p. 52) – a holy monk who follows the Deity of Good Monks, who gains vows & resistances, and eventually becomes an Outsider.

Mantis Shen (p. 57) – unarmed combatant that mimics a Praying Mantis with excellent grappling, disarming, & tripping, and eventually gaining a hybrid battle form.

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

Master of the North Wind (p.60) – hybrid druid / monks that patrol large areas and keep the peace through personal prowess.

Master of the South Wind (p.60) – hybrid rogue / monks that try to bring peace through subterfuge, social engineering, and occasional targeted strikes.

Master of the West Wind (p. 60) – hybrid cleric / monks that uphold the principles of the Order of the Four Winds.

Monk of the Long Death (p. 62) – one who studies death, poison, fear, and similar topics.

Monkey Shen (p. 62) – a quarterstaff combatant that mimics a monkey by moving unexpectedly & jumping around easily, and eventually gaining a hybrid battle form.

Panther Shen (p. 65) – unarmed combatant that mimics a panther by moving fast & striking quickly, and eventually gaining a hybrid battle form.

Sacred Fist (p. 70) – monk-like temple protectors who vow to not use weapons.

Snake Shen (p. 75) – unarmed combatant that mimics a snake by attacking with Intelligence & making each strike hurt, and eventually gaining a hybrid battle form.

Tattooed Monk (p. 81) – the tattoos added to the body grant magic abilities.

Tiger Shen (p. 85) – unarmed combatant that mimics a tiger by striking the correct location to paralyze & becoming immune to fear, and eventually gaining a hybrid battle form.
Paladin

Paladins May Freely Crossclass
Hospitaler (p. 50) – a divine caster who focuses on protecting others.
Justicar (p. 54) – bounty hunters specializing in bringing people back alive.
Justiciar of Tyr (p. 54) – specialty priest of the Deity of Justice, which has some Paladin-like abilities focused against Chaos.
Kensai (p. 54) – master of combat with a signature weapon of your choice.
Knight of the Chalice (p. 55) – specialized in defeating Evil Outsiders & Demons in particular.
Knight Protector (p. 55) – noble knight who protects the weak.
Purple Dragon Knight (p. 66) – heroic knights of Cormyr who lead troops in battle.
Shadowbane Inquisitor (p. 72) – a paladin / rogue who is focused on defeating evil and darkness.
Wild Plains Outrider (p. 90) – a paladin, ranger, or druid who focuses on his/her mount.

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

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

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

Stacks with Lay-on-Hands
Champion of Corellon Larethian (p. 29) – specialty templar of the Deity of Elves.

Ranger

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

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

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

**Bonuses to Sneak Attack, Skirmish, etc.**

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

Assassin (p. 23) – a precise killer with spells at his/her disposal.

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

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

Divine Seeker (p.34) – a person who “acquires things” for a patron deity.

Ghost-Faced Killer (p. 44) – ninja assassin who has ghost-like powers.

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

Imaskari Vengeance Taker (p. 50) – arcane-based hunter, who follow orders from their leaders, gain magic abilities to locate their target, and are good at killing them.

Invisible Blade (p.52) – weapon specialist who ‘feints’ and sneak attacks with daggers, punching daggers, and kukri.

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

Justicar (p. 54) – bounty hunters specializing in bringing people back alive.

Master of the South Wind (p. 60) – hybrid rogue/monks that try to bring peace through subterfuge, social engineering, and occasional targeted strikes.

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

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

Nightsong Enforcer (p. 64) – thief trained to work in a team.

Oppressor (p. 64) – a thug that everyone know about, who gains sneak attacks & can intimidate a whole neighborhood.

Order of the Bow Initiate (p. 65) – expert at ambushing with a bow & shooting while in melee.

Poisoner (p. 65) – able to create non-standard poisons, plus can generate poison from own body, & eventually can exhale it or even poison with a glance.

Replacement Killer (p. 69) – an assassin who specializes in disguising himself/herself as others to get close to the target.

Ronin (p. 69) – a dishonored warrior.

Shadow Thief of Amn (p. 72) – specially trained member of the Shadow Thieves’ Guild.

Slayer of Domiel (p. 75) – follower of the Archon of Mercy, who act as spies and assassins for the cause of good.

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

Temple Raider of Olidammara (p. 82) – specialty templar of the Deity of Theft.

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

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

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

Arcane only

Arcane Devotee (p. 21) – dedicated arcane follower of a deity.
Archmage (p. 22) – arcane caster who is so advanced, he/she can trade knowledge of spells for special spell abilities.
Bladesinger (p. 25) – elven fighter / wizard.
Blood Magus (p. 25) – cast arcane magic with your own blood.
Daggerspell Mage (p. 31) – a multiclassed arcane caster / rogue who can cast spells through daggers.
Eldritch Knight (p. 38) – a combination arcane spell caster & fighter.
Enlightened Fist (p. 39) – a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity.
Everskan Tomb Guardian (p. 39) – dedicated arcane guardian of a tomb in the Everska Region of the Forgotten Realms, who also hunt down defilers of the tombs they guard.
Exalted Arcanist (p. 40) – a Sorcerer or Bard who casts “good” spells & has access to some clerical spells as arcane spells.
Geometer (p. 44) – a wizard who specializes in runes, who can cast, locate, and bypass Glyph of Warding.
Green Star Adept (p. 45) – by consuming very rare, very hard, & very green Starmetal, your body turns more metal-like (and green-tinted) until you ultimately become a Construct.
Imaskari Vengeance Taker (p. 50) – arcane-based hunter, who follow orders from their leaders, gain magic abilities to locate their target, and are good at killing them.
Incantatrix (p. 51) – arcane caster specialized in applying metamagics & spells in unusual ways, such as using his/her metamagic on someone else’s spell, taking over Concentration for someone else’s spell, etc.
Incantifier (p. 51) – arcane caster that goes through a ritual to make his/her body powered by magic (i.e., in place of food, sleep, healing, etc.).
Member of the Incantarium Faction of Sigil.
Initiate of the Sevenfold Veil (p. 53) – an expert with Abjuration magic who can create wards based on a layer of a Prismatic Wall, with one color learned each level.
Mage of the Arcane Order (p. 56) – guild mage.
Master of the East Wind (p. 59) – hybrid monk / arcane casters that protect from outer plane attacks.
Master Transmogrifiest (p. 60) – specialist in polymorphing, who masters a few forms and gains more and more of their special abilities.
Mindbender (p. 61) – specialized in arcane & mundane influencing of people.
Rage Mage (p. 67) – magical berserker.
Rainbow Servant (p. 67) – arcane casters who learn the magic and abilities of the Count.
Recaster (p. 68) – a Changeling who can apply metamagics on-the-fly, ignore material components, etc.
Red Wizard (p. 68) – highly specialized arcane caster from the country of Thay.
Runesmith (p. 70) – a dwarven arcane caster who can wear armor because his/her spells are cast through runes instead of hand motions.
Spellguard of Silverymoon (p. 76) – part of the corps of Arcane casters who guard the Forgotten Realms city of Silverymoon and the Silver Marches region around it.
Troubadour of Stars (p. 86) – a musician who plays the music of the Court of Stars, gains new Bardic Music abilities, and eventually becomes an Outsider.
Virtuoso (p. 87) – a specialist with bardic music who learns advanced songs, like those that jamming spellcasting, keening weapons, etc.
Wild Mage (p. 90) – an arcane spellcaster with some chaotic magical ability.

Divine only

Chimeric Champion of Garl Glittergold (p. 30) – specialty priest of the Deity of Gnomes and Illusions, who can create Illusion-based magic like an Arcane caster.
Church Inquisitor (p. 30) – priests tasked with finding subtle evildoers, including infiltration.
Contemplative (p. 30) – one who is dedicated to becoming one with his deity.
Daggerspell Shaper (p. 31) – a multiclassed druid / rogue who can cast spells through daggers.
Divine Prankster (p. 34) – a gnome cleric of Garl Glittergold who gains bard-like abilities and abilities to improve illusions.
Exorcist of the Silver Flame (p. 40) – specialty priest of the Silver Flame, with the ability to drive off Evil Outsiders and make a person’s weapon more effective against Outsiders.
Fist of Raziel (p. 42) – follower of the Deity of Holy Warfare, who gain special advantages to their ‘Smite Evil’ ability.
Hospitaler (p. 50) – a divine caster who focuses on protecting others.
Itinerant Warder of Yondala (p. 52) – specialty priest of the Deity of Halflings.
Justice Hammer of Moradin (p. 54) – specialty priest of the Deity of the Forge.
Justiciar of Tyr (p. 54) – specialty priest of the Deity of Justice, which has some Paladin-like abilities focused against Chaos.
Knight of Holy Shielding (p. 55) – follower of Heironymous that guard the Grayhawk region called the Shield Lands.
Lion of Talisid (p. 55) – follower of the Celestial Lion, many of whose abilities stack with those of a Druid or Ranger.
Master of the North Wind (p. 60) – hybrid druid / monks that patrol large areas and keep the peace through personal prowess.
Master of the West Wind (p. 60) – hybrid cleric / monks that uphold the principles of the Order of the Four Winds.
Moonspeaker (p. 62) – a Shifter who creates the magic items for their race, and gains ‘blessings’ from one moon each level.
Morninglord of Lathander (p. 62) – specialty priest of the Deity of Light.
Mystic Keeper of Corellon Larethian (p. 63) – specialty priest of the Deity of Elves.
Nature’s Warrior (p. 63) – druids gain special abilities to combine with their Wild Shapes.
Runecaster (p. 70) – a divine caster specialized in creating runes.
Sacred Fist (p. 70) – monk-like temple protectors who vow to not use weapons.
Seeker of the Misty Isle (p. 71) – searches for a lost elven island, who are masters of traveling, using skills quickly, and finding what they seek.
Shadowbane Stalker (p. 73) – a rogue / divine caster who is focused on defeating evil.
Shadowcraft Mage (p. 73) – a gnome with improved abilities with illusions, particularly those of the shadow sub-school.
Warpriest (p. 88) – a cleric trained to lead soldiers into battle.

Bard specific

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

Cleric specific

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

Druid or Ranger

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

Ranger specific

Stalker of Kharash (p. 77) – follower of the Deity of the Forge.
Stalker of Xarash (p. 79) – follower of the Deity of the Forge.
Prepared-caster specific
Master Astrologer (p.58) – a caster of prepared spells who uses the stars to cast more effective spells.

Arcane or Divine
Alienist (p. 19) – mage who studies & summons creatures beyond normal understanding, eventually becoming an ‘Outsider’.
Aractionmancerer (p. 21) – arcane caster who specializes in spiders and spider-like creatures. Arcane Trickster (p. 22) – thief with special arcane training.
Celestial Mystic (p.28) – a follower of a Lawful Good Deity, who gains some abilities like a Celestial in spell-casting.
Citadel Elite (p. 30) – specially trained investigators of the Breeland Crown. Darkwater Knight (p. 31) – spellcaster tasked with guarding the underground seas, who eventually gains the ‘aquatic’ subtype.
Deep Diviner (p. 32) – expert with stone, earth nodes, etc.
Divine Oracle (p.34) – a specialist in divination. Drow Judicator (p. 35) – a drow follower of the Divine Oracle (p.34) – a specialist in divination.
Divine Prankster (p. 34) – a gnome cleric of Garl Glittergold who gains bard-like abilities and abilities to improve illusions.
Divination
Divine Oracle (p. 34) – a specialist in divination. Enchantment
Mindbender (p. 61) – specialized in arcane & mundane influencing of people.
Illusion
Chimeric Champion of Garl Glittergold (p.30) – specialty priest of the Deity of Gnomes and Illusions, who can create Illusion-based magic like an Arcane caster.

Arcane – and/or Divine
Arcane Hierophant (p. 21) – hybrid arcane caster / druid.
Fochlucan Lyrist (p. 43) – a bard / druid / rogue, who acts as a spy, poet, & woodland champion.

Tied to a School of Magic
Abjuration
Initiate of the Sevenfold Veil (p. 53) – an expert with Abjuration magics who can create wards based on a layer of a Prismatic Wall, with one color learned each level.
Conjuration
Thaumaturgist (p. 82) – divine caster who is a specialist in calling Outsiders & making deals with them.
Thrall of Fraz-Urb’luu (p. 84) – follower of the Demon Prince of the Deception.

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

Shadow Adept (p. 72) – one who learns how to cast magic with the Shadow Weave.
Shadowcrafter (p. 73) – master of shadow magics, who eventually becomes an Outsider.

Shaper of Form (p. 73) – one who is inspired by the “spirits of form”, who teach how to permanently change objects and the caster himself.
Sharn Skymage (p. 74) – a specialist in flying and flight spells.
Skylord (p. 74) – a rider of celestial flying creatures.

Spellword (p. Error! Bookmark not defined.) – arcane fighter that can cast spells more easily while in armor.
Thaumaturgist (p. 82) – divine caster who is a specialist in calling Outsiders & making deals with them.
Thrall of Fraz-Urb’luu (p. 84) – follower of the Demon Prince of the Deception.
Thrall of Zuggtomy (p. 85) – follower of the Demon Queen of Fungi, who eventually becomes a Plant creature.

Vermin Keeper (p. 87) – a druid whose abilities can be used on vermin, can wild shape into a vermin, and who gains a vermin companion.
Void Disciple (p. 88) – a spellcaster to can perceive and modify the surrounding reality.
Wayfarer Guide (p. 89) – teleport specialist.

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

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

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

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

### Tied to a Specific Spell

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

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

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

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

#### Teleport
- Wayfarer Guide (p. 89) – teleport specialist.

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

### Tied to an Energy Type

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

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

#### Electricity
- Enlightened Fist (p. 39) – a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity.

#### Fire
- Enlightened Fist (p. 39) – a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity.
- Firestorm Berserker (p. 42) – a barbarian who literally is on fire inside, allowing him/her to breath out fire & to rage longer at the cost of Constitution.
- Justice Hammer of Moradin (p. 54) – specialty priest of the Deity of Dwarves and the Forge.

#### Sonic

### Other Magical Specialties

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

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

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

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

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

**Mountain**  
Earth Dreamer (p. 36) – a caster who is in-tune with the stone near him/her, in time being able to see & glide through stone.  
Highland Stalker (p. 48) – specially trained to move and track through tough terrain.

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

**Sky**  
Sharn Skymage (p. 74) – a specialist in flying and flight spells.  
Skylord (p. 74) – a rider of celestial flying creatures.  
Thrall of Pazuzu (p. 85) – follower of the Demon Prince of the Lower Aerial Kingdoms.

**Underground**  
Cavelord (p. 27) – specialized in living and hunting underground, who eventually strengthened and protected by the earth itself.  
Deep Diviner (p. 32) – expert with stone, earth nodes, etc.  
Deepwarden (p. 32) – a dwarf who travels the deepest tunnel, looking for invaders, and reporting back to the clan.

**Dungeon Delver** (p. 36) – specialist in underground tunnels & traps.  
Mole (p. 63) – able to dig, meld into, shape, etc., with dirt & eventually stone.  
Stonedead Assassin (p. 78) – a goblinoid assassin who has abilities to meld, hide, and destroy stone.

*<chosen when level gained>:*

**Geomancer** (p. 44) – a hybrid arcane & divine spellcaster who gets the best of both worlds, but becomes more animal-like in the process.  
Horizon Walker (p. 49) – masters living & fighting in different types of terrain, including those on other planes of existence.

## Tied to Eberron

**Dragonmark Related**  
Alchemist Savant (p. 19) – member of House Cannith who can create potions & alchemical substances faster and more powerful.  
Cannith Wand Adept (p. 27) – specialist in using wands, from House Cannith of Eberron.  
Dragonmark Heir (p. 35) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.  
Heir of Siberys (p. 47) – member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.

**Eberron Religion Related**  
Eldeen Ranger (p. 37) – ranger who follows the druidic teachings in Eberron.  
Exorcist of the Silver Flame (p. 40) – specialty priest of the Silver Flame, with the ability to drive off Evil Outsiders and make a person’s weapon more effective against Outsiders.

**Eberron Region Related**  
Citadel Elite (p. 30) – specially trained investigators of the Breland Crown.  
Sharn Skymage (p. 74) – a specialist in flying and flight spells.

## Tied to a Game-World

**Forgotten Realms**  
Deep Diviner (p. 32) – expert with stone, earth nodes, etc.  
Harper Agent (p. 46) – a ‘field operative’ for The Harpers.  
Harper Paragon (p. 46) – a member of The Harpers dedicated to opposing evil.  
Hathran (p. 46) – an Arcane & Divine caster who is part of the leadership of the Forgotten Realms country of Rashemi.  
Red Wizard (p. 68) – highly specialized arcane caster from the country of Thay.  
Shaaryan Hunter (p. 71) – expert at tracking and hunting while on horseback, from the Forgotten Realms region ‘The Shaar’.

**Shadow Adept** (p. 72) – one who learns how to cast magic with the Shadow Weave.  
Spellguard of Silverymoon (p. 76) – part of the corps of Arcane casters who guard the Forgotten Realms city of Silverymoon and the Silver Marches region around it.  
Thayan Knight (p. 82) – a soldier trained to protect Red Wizards.

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

**Planescape**  
Incantifier (p. 51) – arcane caster that goes through a ritual to make his/her body powered by magic (i.e., in place of food, sleep, healing, etc.).  
Member of the Incanterium Faction of Sigil.  
Son of Mercy (p. 75) – member of Mercykillers Faction of Sigil, who act as bodyguards, bounty hunters, etc.
## Classes with Blessings, Secrets, etc.

**Anointed Knight** (p. 20) – a virtuous warrior that uses purification ceremonies to augment himself/herself and a relic weapon.

**Archmage** (p. 22) – arcane caster who is so advanced, he/she can trade knowledge of spells for special spell abilities.

**Exotic Weapon Master** (p. 41) – learn special tricks with your exotic weapon.

**Hierophant** (p. 48) – a master of divine magics who can gain mystic abilities not available to others.

**Chameleon** (p. 28) – a human or doppelganger who can simulate other classes.

**Monk of the Long Death** (p. 62) – one who studies death, poison, fear, and similar topics.

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

**Resistant to Divination and/or Gather Information**

**Clanrider** (p. 27) – someone who simulates being a spellcaster (arcane or divine) through trickery.

**Spymaster** (p. 77) – practiced at pretending to be other people for long periods of time without detection.

**Stoneface** (p. 78) – a trained liar, who gains defenses against magical truth detection.

**Can Simulate Other Classes**

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

**Champion of Gwynharwyf** (p. 29) – follower of the Deity of Good Barbarians, who is effectively a Barbarian / Paladin hybrid.

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

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

**Master Thrower** (p. 59) – a specialist with thrown weapons.

**Nature’s Warrior** (p. 63) – druids gain special abilities to combine with their Wild Shapes.

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

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

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**Gain Death Attack**

**Assassin** (p. 23) – a precise killer with spells at his/her disposal.

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

**Imaskari Vengeance Taker** (p. 50) – arcane-based hunter, who follow orders from their leaders, gain magic abilities to locate their target, and are good at killing them.

**Replacement Killer** (p. 69) – an assassin who specializes in disguising himself/herself as others to get close to the target.

**Shadowbane Stalker** (p. 73) – a rogue / divine hunter, who follow orders from their leaders, gain magic abilities to locate their target, and are good at killing them.

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

**Shadowbane Stalker** (p. 73) – a rogue / divine caster who is focused on defeating evil.

**Spellsword** (p. 34) – hybrid rogue / arcane caster who is focused on defeating evil and darkness.

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

**Female Specific**

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

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

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

**Hybrid Prestige Classes**

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

**Enlightened Fist** (p. 39) – a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity.

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

**Master of the North Wind** (p. 60) – hybrid druid / arcane casters that protect from outer plane attacks.

**Imaskari Vengeance Taker** (p. 50) – arcane-based hunter, who follow orders from their leaders, gain magic abilities to locate their target, and are good at killing them.

**Replacement Killer** (p. 69) – an assassin who specializes in disguising himself/herself as others to get close to the target.

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

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

<table>
<thead>
<tr>
<th>Prestige Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Daggerspell Mage (p.31)</td>
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<td>thief trained to work in a team.</td>
</tr>
<tr>
<td>Nightsong Infiltrator (p. 64)</td>
<td>thief trained to break in anywhere.</td>
</tr>
<tr>
<td>Shadowbane Inquisitor (p. 72)</td>
<td>a paladin / rogue who is focused on defeating evil and darkness.</td>
</tr>
<tr>
<td>Shadowbane Stalker (p. 73)</td>
<td>a rogue / divine caster who is focused on defeating evil.</td>
</tr>
<tr>
<td>Red Wizard (p. 68)</td>
<td>highly specialized arcane caster from the country of Thay.</td>
</tr>
<tr>
<td>Thayan Knight (p. 82)</td>
<td>a soldier trained to protect Red Wizards.</td>
</tr>
</tbody>
</table>

### Gains Extra Action Points

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<tr>
<th>Prestige Class</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Dragonmark Heir (p. 35)</td>
<td>- member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.</td>
</tr>
<tr>
<td>Extreme Explorer (p. 41)</td>
<td>one who gets past problems with speed, wit, and lots of Action Points n.</td>
</tr>
<tr>
<td>Heir of Siberys (p. 47)</td>
<td>- member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities.</td>
</tr>
</tbody>
</table>

### Focused on Skills

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<tr>
<th>Prestige Class</th>
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<tr>
<td>Exemplar (p. 40)</td>
<td>master of one or more skills.</td>
</tr>
<tr>
<td>High Handcrafter (p. 48)</td>
<td>master crafter with a connection to the Plane of Earth, who gains bonuses on skills &amp; saves.</td>
</tr>
<tr>
<td>Jester (p. 53)</td>
<td>a performer who uses humor, taunts, ridicule, etc., to influence and trick people.</td>
</tr>
<tr>
<td>Mindbender (p. 61)</td>
<td>specialized in arcane &amp; mundane influencing of people.</td>
</tr>
<tr>
<td>Thief-Acrobat (p. 83)</td>
<td>thief specially trained in tightropes, acrobatics, etc.</td>
</tr>
<tr>
<td>Urban Soul (p. 86)</td>
<td>a human who has perfectly adapted to city life, and is able to melt into buildings, hear the city 'speak', etc..</td>
</tr>
<tr>
<td>Vigilante (p. 87)</td>
<td>solves crime with knowledge of his/her 'home turf' and some handy spells.</td>
</tr>
</tbody>
</table>

### Arcane Spell Failure due to Armor is Lessened

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<th>Description</th>
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<tr>
<td>Arcane Hierophant (p. 21)</td>
<td>hybrid arcane caster / druid.</td>
</tr>
<tr>
<td>Geomancer (p. 44)</td>
<td>a hybrid arcane &amp; divine spellcaster who gets the best of both worlds, but becomes more animal-like in the process.</td>
</tr>
<tr>
<td>Rage Mage (p. 67)</td>
<td>magical berserker.</td>
</tr>
<tr>
<td>Spellsword (p. Error! Bookmark not defined.)</td>
<td>arcane fighter that can cast spells more easily while in armor.</td>
</tr>
<tr>
<td>Suel Arcanamach (p. 79)</td>
<td>spellcaster trained to fight other spellcasters.</td>
</tr>
</tbody>
</table>

### Adopted by a Race

<table>
<thead>
<tr>
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<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Ruathar (p. 69)</td>
<td>someone who learns to 'be an Elf', usually by helping them.</td>
</tr>
<tr>
<td>Stoneblessed – Dwarf-Bonded (p. 77)</td>
<td>someone who learns to 'be a Dwarf', usually by living with them.</td>
</tr>
<tr>
<td>Stoneblessed – Gnome-Bonded (p. 77)</td>
<td>someone who learns to 'be a Gnome', usually by living with them.</td>
</tr>
<tr>
<td>Stoneblessed – Goliath-Bonded (p. 78)</td>
<td>someone who learns to 'be a Goliath, usually by living with them.</td>
</tr>
</tbody>
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## All Prestige Classes

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<thead>
<tr>
<th>Prestige Class</th>
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<th>Class Features</th>
<th>Skills</th>
<th>1st Two Level Dependent Class Features</th>
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</thead>
<tbody>
<tr>
<td>Acolyte of the Skin (bond a skin of a fiend to your own, becoming more and more fiendish, eventually becoming an ‘Outsider’) (CArc p19)</td>
<td>Alignment: LN, N, CN, LE, NE, CE. Know (the planes): 6 ranks. Caster level 5th with spells or spell-like abilities. Must have made peaceful contact with an Evil Outsider. Must go through the Ritual of Bonding. Min Lvls: Brd5, Clr5, Wiz5, Drd9, Sor9, Rgr10.</td>
<td>HD: d8</td>
<td>Con: Concentrate. Int: Craft, Know (arcana), Know (the planes), Spellcraft. Wis: Profession. Cha: Intimidate.</td>
<td>1st: Wear Fiend – gain the following bonuses: +1 Natural Armor; +2 Inherent bonus to Dexterity; &amp; Darkvision 60'. Poison at 8th level, once per day. 2nd: +1 Caster Level. Fire Resistance 10.</td>
</tr>
<tr>
<td>Aerial Avenger (a combatant who either flies naturally or magically &amp; whose speed, maneuvering, and combat ability keep improving) (DR319 p76)</td>
<td>Base Reflex Save: +3. Tumble: 5 ranks. Feats: Dodge, Mobility. Have a Fly speed –or– be able to cast Fly at least 2/day. Min Lvls: (assuming natural flying ability) Brd3, Mnk3, Rog3, Bbn9, Clr9, Drd9, Fr9, Pal9, Rgr9, Sor9, Wiz9.</td>
<td>HD: d8</td>
<td>Con: Concentrate. Int: Craft, Know (arcana), Spellcraft. Wis: Profession. Cha: Perform.</td>
<td>1st: Gain Feat: Flyby Attack. 2nd: Momentum +1 – receive a +1 Competence bonus on attack rolls when in the air. Power Dive – when you make a flying charge attack (i.e., a dive), you do +1d6 damage.</td>
</tr>
<tr>
<td>Alchemist Savant (member of House Cannith who can create potions &amp; alchemical substances faster and more powerful) (MoI: p54)</td>
<td>Craft (alchemy): 8 ranks. Feats: Brew Potion, Least Dragonmark (Mark of Making) –or– Favored in House (Cannith). Able to cast a 3rd level or higher Arcane spells or Infusions. Min Lvls: Artificer 5, Wiz5, Sor6, Brd7.</td>
<td>HD: d4</td>
<td>Con: Concentrate. Int: Appraise, Craft, Decipher Script, Know(arcana), Spellcraft. Wis: Heal, Profession.</td>
<td>1st: +1 Caster Level. Poison Use – never accidentally poison yourself. Efficient Alchemy – when making Craft(alchemy) checks, you create (check * DC) sp per day (instead of per week) and (check * DC) cp per hour (instead of per day). 2nd: +1 Caster Level. Brew Spellvial – you may create throwable potions (at +50% of the normal Potion cost). The spell must be able to target a single creature, such as Hold Person, Invisibility, Slow (but not Fireball) and can be up to 3rd level. A Spellvial has a thrown range increment of 10', do not have a splash effect, and has no effect if swallowed.</td>
</tr>
<tr>
<td>Alienist (mage who studies &amp; summons creatures beyond normal understanding, eventually becoming an ‘Outsider’) (CArc p21)</td>
<td>Alignment: NG, CG, N, CN, NE, CE. Know (the planes): 8 ranks. Feats: Augment Summoning. Able to cast a Summoning spell of 3rd level or higher. Must have made peaceful contact with an Alienist or a Pseudonatural Creature. Min Lvls: Clr5, Wiz5, Brd7, Drd13, Rgr13, Sor13.</td>
<td>HD: d4</td>
<td>Con: Concentrate. Int: Know (any), Spellcraft. Wis: Listen, Profession, Spot. Cha: Gather Info.</td>
<td>1st: +1 Caster Level. Class levels stack for purposes of determining the abilities of your Familiar. When using Summon Monster to summon a Fiendish or Celestial creature, instead summon a creature with the Pseudonatural Template. 2nd: +1 Caster Level. Alien Blessing: +1 Insight bonus on all Saves –2 on Wisdom.</td>
</tr>
<tr>
<td>Prestige Class</td>
<td>Minimum Requirements</td>
<td>Class Features</td>
<td>Skills</td>
<td>1st Two Level Dependent Class Features</td>
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<tr>
<td><strong>Anointed Knight</strong> (a virtuous warrior that uses purification ceremonies to augment himself/herself and a relic weapon) (BoED p49)</td>
<td>Alignment: LG, NG, CG. Base Attack Bonus: +5. Craft (alchemy): 5 ranks. Know (arcana): 3 ranks. Spellcraft: 3 ranks. Feats: Ancestral Relic. Min Lvl: Pal5, Rgr5, Brd7, Clr7, Drd7, Sor10, Wiz10.</td>
<td>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: Light, Medium, Heavy, Shields Class Lvl: 10</td>
<td>Sir: Climb, Jump. Dex: Ride. Con: Concentrate. Int: Craft(alchemy), Know(arcana), Know(religion), Know(the planes), Spellcraft. Wis: Heal.</td>
<td>1st: Anoint Self – Through a special ceremony, gain a single ability, which can be chosen from the following list if your Class Level + Charisma modifier is less than or equal to the ‘rank’ Rank Secret up to 2 Feat: Alertness. 3-4 Feat: Combat Reflexes. 5-6 Damage Reduction 3 / — 7-8 +1 bonus to Intelligence, Wisdom, or Charisma. 9 +3 bonus to attack when charging, 3/day. 10 +2d6 damage, 3/day. 11+ Make an extra attack at full attack bonus during a Full Round Attack, 3/day</td>
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<tr>
<td>Prestige Class</td>
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<tr>
<td>Anarchnomancer (arcane caster who specializes in spiders and spider-like creatures)</td>
<td>Alignment: LE, NE, CE. Base Fortitude Save: +4. Climb: 3 ranks. Know (nature): 4 ranks. Able to cast Spider Climb, Summon Swarm, and Web as Arcane spells. Must undergo a scarification ritual. Min Lvls: Wiz3 / Ftr2, Sor12, Wiz12</td>
<td>HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvls: 10</td>
<td>Str: Climb, Jump. Dex: Hide, Move Silently. Int: Craft, Know(arcana), Know(nature), Know(local (Underdark)), Spellcraft. Wis: Spot.</td>
<td>1st: +1 Caster level. *(Class level) bonus on saves vs. Poison. Able to communicate with Spiderkind creatures at will. This includes Arenea, Driders, Ettercaps, Monstrous Spiders, Spider Swarms, Chitine, Bebilith Demons, Retriever Demons, Neogi, etc. Full list at (Und p30). Add the spells on the Anarchnomancer Supplemental Spell List (see page 98) to your list of possible spells, though each must still be learned / added to your spellbook normally. 2nd: Spiderform – <em>Polymorph</em>, 3/day into a Monstrous Spider of Small, Medium, or Large size. Lasts up to 10 minutes per Class level.</td>
</tr>
<tr>
<td>Arcane Hierophant (hybrid arcane caster / druid)</td>
<td>Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +4. Know (arcana): 8 ranks. Know (nature): 8 ranks. Able to cast 2nd level Divine spells and 2nd level Arcane spells. Class Feature: Trackless Step Min Lvls: Drd4 / Wiz3, Drd3 / Sor4, Drd3 / Brd4.</td>
<td>HD: d6 Skill Points: 4 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvls: 10</td>
<td>Str: Swim. Dex: Ride. Con: Concentrate. Int: Craft, Know(arcana), Know(nature), Spellcraft. Wis: Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.</td>
<td>1st: +1 Arcane Caster level –and– +1 Divine Caster level. If you wear armor that is not on the Druid armor list, you lose your Divine spellcasting and class spell-like &amp; supernatural abilities. Ignore Arcane Spell Failure when wearing armor on the Druid armor list. If you already have the Wild Shape class ability, your Class levels stack when determining your uses per day and the types of creatures you may become. Companion Familiar – you must dismiss your Familiar (if any) with no loss of XP. Your Class level stacks when determining your Animal Companion’s abilities. In addition, your Animal Companion gains the Intelligence and special abilities of a Familiar of (Class level + Arcane class level). Its HD, hit-points, saves, attack bonuses, feats, skills remain normal for an Animal Companion, though it is treated as a Magical Beast. If killed or dismissed, it can be replaced in 24 hours and there is no loss of XP. 2nd: +1 Arcane Caster level –and– +1 Divine Caster level.</td>
</tr>
<tr>
<td>Prestige Class</td>
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<tr>
<td><strong>Archmage</strong> (arcane caster who is so advanced, he/she can trade knowledge of spells for special spell abilities) (DMG p178)</td>
<td>Know (arcana): 15 ranks. Spellcraft: 15 ranks. Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic. Able to cast 7th level Arcane spells. Able to cast 5th+ level spells from at least 5 schools. Min Lvl: Wiz13, Sor14.</td>
<td>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl5s: 5</td>
<td>Int: Craft(alchemy), Know (any), Search, Spellcraft. Wis: Profession. Con: Concentrate.</td>
<td>1st: +1 Arcane Caster Level. High Arcana – Permanently give up a spell slot (i.e., a spell per day at a specified level) in exchange for a special power. 2nd: +1 Arcane Caster Level. Gain another High Arcana.</td>
</tr>
<tr>
<td><strong>Argent Savant</strong> (specialist in force spells) (CArc p24)</td>
<td>Know (arcana): 6 ranks. Spellcraft: 12 ranks. Able to cast at least five spells with the [force] descriptor, including at least one of 5th level. Min Lvl: Wiz9, Sor10.</td>
<td>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl5s: 5</td>
<td>Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession.</td>
<td>1st: Force Specialization – when using a [force] spell to attack, receive a +2 Competence bonus on attack rolls and add +1 hp of damage to each die (+1 hp if the spell doesn’t express damage in “dice”). 2nd: +1 Arcane Caster level. Force Armor – if you cast a [force] spell that grants an Armor or Shield bonus to AC, the bonus is increased by +2.</td>
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<tr>
<td>Prestige Class</td>
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<tr>
<td><strong>Assassin</strong> (a precise killer with spells at his/her disposal) (DMG p178)</td>
<td><strong>Alignment:</strong> LE, NE, CE.&lt;br&gt;&lt;br&gt; <strong>Disguise:</strong> 4 ranks. &lt;br&gt;&lt;br&gt; <strong>Hide:</strong> 8 ranks. &lt;br&gt;&lt;br&gt; <strong>Move Silently:</strong> 8 ranks. &lt;br&gt;&lt;br&gt; <strong>Kill someone as part of the initiation.</strong>&lt;br&gt;&lt;br&gt; <strong>Min Lvl:</strong> Bnd5, Mrk5, Rgr5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Srr13, Wiz13.</td>
<td><strong>HD:</strong> d6 &lt;br&gt;&lt;br&gt; <strong>Skill Points:</strong> 4 &lt;br&gt;&lt;br&gt; <strong>Attack:</strong> Rogue &lt;br&gt;&lt;br&gt; <strong>Good Save:</strong> Ref &lt;br&gt;&lt;br&gt; <strong>Weap:</strong> Dagger, Crossbow, Dart, Rapiir, Sap, Shortbow, Short Sword, &amp; Ghost Spike (DR 348 p86) &lt;br&gt;&lt;br&gt; <strong>Armor:</strong> Light&lt;br&gt;&lt;br&gt; <strong>Class Lvls:</strong> 10 &lt;br&gt;&lt;br&gt; <strong>Epic Lvls:</strong> 10 (ELH p18) (3.5up p12)</td>
<td><strong>Str:</strong> Climb, Jump, Swim. &lt;br&gt;&lt;br&gt; <strong>Dex:</strong> Balance, Escape Artist, Hide, Move Silently, Open Locks, Sleight of Hand, Tumble, Use Rope. &lt;br&gt;&lt;br&gt; <strong>Int:</strong> Craft, Decipher Script, Disable Device, Forgery, Search. &lt;br&gt;&lt;br&gt; <strong>Wis:</strong> Listen, Sense Motives, Spot. &lt;br&gt;&lt;br&gt; <strong>Cha:</strong> Bluff, Diplomacy, Disguise, Gather Info., Intimiate, Use Magic Device.</td>
<td><strong>1st:</strong> Sneak attack +1d6. &lt;br&gt;&lt;br&gt; After 3 rounds of study, if you can make a successful melee sneak attack within the next 3 rounds, the target must make a Fortitude save vs. DC 10 + Class Level + your Intelligence modifier or die (be paralyzed, your choice). Paralysis lasts (Class level + 1d6) rounds. &lt;br&gt;&lt;br&gt; You are trained to never accidentally poison yourself when applying it to a blade. &lt;br&gt;&lt;br&gt; Gain Intelligence-based Prepared Arcane spells from the Assassin Spell List (see page 98). &lt;br&gt;&lt;br&gt; <strong>2nd:</strong> +1 save vs. poison. &lt;br&gt;&lt;br&gt; Uncanny Dodge - Retains Dexterity modifier to AC even if caught flat-footed or attacked by someone invisible.</td>
</tr>
<tr>
<td><strong>Battlesmith</strong> (a dwarf smith who can created magic weapons &amp; armor without being a spellcaster) (RoS p97)</td>
<td><strong>Race:</strong> Dwarf. &lt;br&gt;&lt;br&gt; <strong>Base Attack Bonus:</strong> +5. &lt;br&gt;&lt;br&gt; <strong>Craft (armor smithing –or– weaponsmithing):</strong> 10 ranks. &lt;br&gt;&lt;br&gt; <strong>Feats:</strong> Endurance, Armor Proficiency (heavy), Weapon Focus (warhammer) &lt;br&gt;&lt;br&gt; <strong>Must have created a Dwarven-craft weapon and used it in combat.</strong>&lt;br&gt;&lt;br&gt; <strong>Min Lvl:</strong> Bbn7, Clr7, Ftr7, Pal7, Brd9, Rog9, Rog9, Mnk12, Sor12, Wiz12.</td>
<td><strong>HD:</strong> d10 &lt;br&gt;&lt;br&gt; <strong>Skill Points:</strong> 2 &lt;br&gt;&lt;br&gt; <strong>Attack:</strong> Fighter &lt;br&gt;&lt;br&gt; <strong>Good Save:</strong> Fort &lt;br&gt;&lt;br&gt; <strong>Weap:</strong> — &lt;br&gt;&lt;br&gt; <strong>Armor:</strong> —&lt;br&gt;&lt;br&gt; <strong>Class Lvls:</strong> 5</td>
<td><strong>Con:</strong> Concentrate. &lt;br&gt;&lt;br&gt; <strong>Int:</strong> Appraise, Craft, Know(religion). &lt;br&gt;&lt;br&gt; <strong>Cha:</strong> Intimiate.</td>
<td><strong>1st:</strong> One with the Hammer – when wielding a Warhammer that you crafted yourself, add your Wisdom modifier as a bonus to that weapon's damage. &lt;br&gt;&lt;br&gt; Gain Feat: Craft Magic Arms and Armor. &lt;br&gt;&lt;br&gt; Secrets of the Forge – for purposes of minimum level for creating Magic Arms and Armor, add (3 x Class level) to any spellcasting levels you have. &lt;br&gt;&lt;br&gt; <strong>2nd:</strong> Flesh of My Flesh +1 – when wearing Heavy Armor that you crafted yourself, you receive a +1 Sacred bonus to AC.</td>
</tr>
<tr>
<td><strong>Bearlord</strong> (Animal Lord specialized in bears) (CAdp p22)</td>
<td><strong>Alignment:</strong> NG, LN, N, CN, NE. &lt;br&gt;&lt;br&gt; <strong>Base Attack Bonus:</strong> +5 &lt;br&gt;&lt;br&gt; <strong>Handle Animal:</strong> 4 ranks. &lt;br&gt;&lt;br&gt; <strong>Know(nature):</strong> 2 ranks. &lt;br&gt;&lt;br&gt; <strong>Intimiate:</strong> 4 ranks. &lt;br&gt;&lt;br&gt; <strong>Feats:</strong> Endurance. &lt;br&gt;&lt;br&gt; <strong>Min Lvl:</strong> Bbn5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Mak7, Rog7, Sor10, Wiz10.</td>
<td><strong>HD:</strong> d10 &lt;br&gt;&lt;br&gt; <strong>Skill Points:</strong> 4 &lt;br&gt;&lt;br&gt; <strong>Attack:</strong> Rogue &lt;br&gt;&lt;br&gt; <strong>Good Save:</strong> Fort, Ref &lt;br&gt;&lt;br&gt; <strong>Weap:</strong> — &lt;br&gt;&lt;br&gt; <strong>Armor:</strong> —&lt;br&gt;&lt;br&gt; <strong>Class Lvls:</strong> 10</td>
<td><strong>Str:</strong> Climb, Jump, Swim. &lt;br&gt;&lt;br&gt; <strong>Dex:</strong> Escape Artist, Hide. &lt;br&gt;&lt;br&gt; <strong>Int:</strong> Know (nature). &lt;br&gt;&lt;br&gt; <strong>Wis:</strong> Heal, Listen, Spot, Survival. &lt;br&gt;&lt;br&gt; <strong>Cha:</strong> Handle Animal, Intimiate.</td>
<td><strong>1st:</strong> Gain bonuses and abilities when interacting with your 'Bonded Animals', which are Black Bears, Brown Bears, Dire Bears, and Polar Bears. &lt;br&gt;&lt;br&gt; Animal Bond – +4 bonus to Handle Animal &amp; Wild Empathy check with your Bonded Animals. &lt;br&gt;&lt;br&gt; If you have an Animal Companion from a prior class which is a Bonded Animal, your Class levels stack when determining your Animal Companions abilities. Wild Empathy – stacks with Wild Empathy from other classes. &lt;br&gt;&lt;br&gt; <em>Detect Animals and Plants</em> (Bonded Animals only) at will at Class level. &lt;br&gt;&lt;br&gt; <strong>2nd:</strong> Gain Low-Light Vision. &lt;br&gt;&lt;br&gt; First Totem – +4 bonus on Intimiate checks.</td>
</tr>
<tr>
<td><strong>Beloved of Valarian</strong> (female templars of the Deity of Unicorns, who ride Unicorns &amp; defend the forests from evil magical beasts) (BoE D p3)</td>
<td><strong>Gender:</strong> Female &lt;br&gt;&lt;br&gt; <strong>Alignment:</strong> LG, NG, CG. &lt;br&gt;&lt;br&gt; <strong>Base Attack Bonus:</strong> +7. &lt;br&gt;&lt;br&gt; <strong>Know (nature):</strong> 5 ranks. &lt;br&gt;&lt;br&gt; <strong>Ride:</strong> 10 ranks. &lt;br&gt;&lt;br&gt; <strong>Feats:</strong> Mounted Combat, Sacred Vow, Vow of Chastity Must meditate &amp; fast in a Druid’s grove until she saves the life of an animal. &lt;br&gt;&lt;br&gt; <strong>Min Lvl:</strong> Bbn7, Ftr7, Pal7, Rgr7, Brd10, Brd17, Clr17, Mnk17, Rog17, Sor17, Wiz17.</td>
<td><strong>HD:</strong> d10 &lt;br&gt;&lt;br&gt; <strong>Skill Points:</strong> 2 &lt;br&gt;&lt;br&gt; <strong>Attack:</strong> Fighter &lt;br&gt;&lt;br&gt; <strong>Good Save:</strong> Fort &lt;br&gt;&lt;br&gt; <strong>Weap:</strong> Simple, Martial &lt;br&gt;&lt;br&gt; <strong>Armor:</strong> Light, Small Shields&lt;br&gt;&lt;br&gt; <strong>Class Lvls:</strong> 10</td>
<td><strong>Dex:</strong> Ride. &lt;br&gt;&lt;br&gt; <strong>Con:</strong> Concentrate. &lt;br&gt;&lt;br&gt; <strong>Int:</strong> Know (nature). &lt;br&gt;&lt;br&gt; <strong>Wis:</strong> Heal, Sense Motive, Survival. &lt;br&gt;&lt;br&gt; <strong>Cha:</strong> Diplomacy, Handle Animal.</td>
<td><strong>1st:</strong> Casts Wisdom-based Prepared Divine spells from the Beloved of Valarian Spell List (see page 100). &lt;br&gt;&lt;br&gt; Gains a Unicorn as a mount &amp; companion. You may communicate telepathically with your Unicorn as long as it is within (100 * Class level) miles. &lt;br&gt;&lt;br&gt; As long as you remain faithful to Valarian &amp; your Unicorn continues to serve you (i.e., you remain Good &amp; chaste, and do not get it killed), you age at the same slow rate as your Unicorn (in effect, your aging stops) &lt;br&gt;&lt;br&gt; <strong>2nd:</strong> <em>Ethereal Jaunt</em> at Class level, 1/day. If riding Unicorn Mount, it is effected too.</td>
</tr>
<tr>
<td>Prestige Class</td>
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<tr>
<td>Bear Warrior (in the heat of battle, you can become a bear)</td>
<td>Base Attack Bonus: +7. Feats: Power Attack. Able to Rage or Frenzy. Min Lvl: Bbn7.</td>
<td>HD: d12</td>
<td>Sir: Climb, Jump, Swim. Dex: Ride. Wis: Listen, Survival. Cha: Handle Animal, Intimdate.</td>
<td>1st: While in Rage or Frenzy, you may polymorph yourself into a Black Bear. Instead of the normal ability bonuses you gain from Rage / Frenzy, you instead gain +8 Strength, +2 Dexterity, &amp; +4 Constitution, plus other features of being a Black Bear. Usable once per day. 2nd: —.</td>
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<tr>
<td>Beastmaster (animal specialist who gains an extra animal companion every few levels)</td>
<td>Handle Animal: 8 ranks. Survival: 8 ranks. Feat: Skill Focus (Handle Animal). Min Lvl: Bbn5, Dnd5, Rgr5, Brd13, Clr13, Fir13, Mnk13, Pal13, Rog13, Sor13, Wiz13.</td>
<td>HD: d10</td>
<td>Sir: Climb, Jump, Swim. Dex: Hide, Ride. Int: Know(nature). Wis: Heal, Listen, Survival. Cha: Handle Animal.</td>
<td>1st: Gain an Animal Companion with the same bonus abilities as a Druid of level (Class level + 3). If you already have an Animal Companion, add (Class level + 3) to your current effective Druid level to determine its special abilities. Gain Wild Empathy class ability. This stacks with any previous levels of Wild Empathy you might have. 2nd: Gain Feat: Alertness.</td>
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<tr>
<td>Blighter (a fallen druid who has regained spells by destroying nature) (CDvr p23)</td>
<td>Alignment: LN, N, CN, LE, NE, CE. Base Attack Bonus: +4. Must be an ex-Druid who could cast 3rd level spells. Min Lvl: Drd5. HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10</td>
<td>Str: Swim. Con: Concentrate. Int: Craft, Know (nature), Spellcraft. Wis: Heal, Listen, Profession(herbalist), Survival. Cha: Diplomacy, Handle Animal.</td>
<td>1st: Deforestation – kill all non-sentient plant life in a 20’per Class level radius as a Full-Round Action. Dryad’s trees, etc., must make a Fortitude save (DC is Wisdom-based) to survive. The deforested area will not regrow until Hallow is cast on it &amp; the area is reseeded. Usable 1/day. Gain Wisdom-based Prepared Divine spells from the Blighter Spell List (see page 102) if you have used your ‘Deforestation’ ability within the last 24 hours. 2nd: Sustainance – You no longer need food or water. Blightfire – Generate 5d6 Fire damage in a 10’ radius (Ref’), DC is Wisdom-based. Usable as a Standard Action at will.</td>
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<tr>
<td>Blood Magus (cast arcane magic with your own blood) (CAc p26)</td>
<td>Alignment: NG, CG, LN, N, CN, LE, NE, CE. Concentration: 4 ranks.Feat: Great Fortitude, Toughness. Arcane Caster level 5th. Must have been dead for a while. Min Lvl: Brd5, Sor5, Wiz5. HD: d6 44 Skill Points: 2 Attack: Wizard Good Save: Fort Weap: — Armor: — Class Lvl: 10</td>
<td>Int: Craft, Spellcraft. Wis: Heal. Con: Concentrate. Cha: Bluff.</td>
<td>1st: +1 Arcane Caster Level. Blood Component – You can use your own blood in place of material components. You take at least 1 hp damage, but the DC of the spell goes up by 1 too. Replacing costly components results in greater hp loss (5 hp for 1-50 gp, etc). Stanch – If your hit points go negative, you automatically stabilize on the next round. Durable Casting – When you make a Concentration check due to having taken damage, subtract your Class level from the damage taken for purposes of determining the DC only. 2nd: +1 Arcane Caster Level. Scarification – You can scribe spells into your own skin, which fade once cast. You are limited to 6 spells.</td>
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<tr>
<td>Bloodhound</td>
<td>Base Attack Bonus: +4. Gather Info: 4 ranks. Move Silently: 4 ranks. Survival: 4 ranks. Feats: Track, Endurance. Min LvL: Bbn5, Ftr5, Pal5, Rgr5, Brd6, Clr6, Drd6, Mnk6, Rog6, Sor8, Wiz8.</td>
<td>HD: d10 Skill Points: 6. Attack: Fighter Good Save: Fort, Ref. Weap: Simple, Martial Armor: Light Class Lvls: 10.</td>
<td>Str: Climb, Jump, Swim. Dex: Hide, Move Silently. Open Lock, Ride, Use Rope. Int: Search. Wis: Heal. Listen. Sense Motive. Spot. Survival. Cha: Bluff, Diplomacy, Disguise, Gather Info, Intimidate.</td>
<td>1st: Mark – By spending 10 minutes studying one or more humanoids visually – or – an unambiguous description of them, you may designate 1 of them per three Class levels (round up) as your ‘Mark’. They must be designated as a group &amp; a new designation can be done only once per week, but if you choose a new Mark(s) without having ‘defeated’ all pending Marks, you loose the Mark’s XP worth. When tracking down a Mark, gain an Insight bonus equal to your Class level to Gather Info, Listen, Search, Spot, &amp; Survival checks make to determine the Mark’s location. Nonlethal Force – Can use a normal melee weapon to do subdual damage without a penalty. 2nd: Swift Tracker – Track at normal movement speed without the normal –5 penalty. Ready and Waiting – You may prepare for a Mark who is currently Flat-Footed to execute an action of up to a Full-Round Action within the next 10 minutes. If your Mark does the expected action, you gain an Attack of Opportunity on your Mark.</td>
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<tr>
<td>Bowman</td>
<td>Base Attack Bonus: +6. Handle Animal: 8 ranks. Ride: 8 ranks. Feats: Mounted Archery, Mounted Combat, Ride-By Attack, Weapon Focus (composite shortbow). Min LvL: Ftr6, Bbn9, Brd9, Pal9, Rgr9, Rog9, Clr12, Mnk12, Sor12, Wiz12.</td>
<td>HD: d10 Skill Points: 2. Attack: Fighter Good Save: Ref. Weap: Simple, Martial Armor: Light, Medium, Bucklers Class Lvls: 10.</td>
<td>Dex: Ride. Int: Craft. Wis: Spot, Survival. Cha: Handle Animal, Intimidate.</td>
<td>1st: Two as One – You and your Mount spend two weeks together in the wilderness in order to attune. You may only have one attuned Mount at a time, but it can be replaced. You receive your Class level as a bonus on Handle Animal checks with your Mount. Burst of Speed – Your Mount can travel up to 2x its normal distance on a Charge action. If this ability is used more than once per day, you must &quot;push&quot; your Mount with a Handle Animal check. If successful, you may do another Burst of Speed, but afterwards your Mount is Fatigued (no save) and takes 2d6 damage (Fort Neg DC20). 2nd: Two as One (riding mastery) – You receive your Class level as a bonus on Ride checks with your Mount.</td>
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<tr>
<td>Charger</td>
<td>Alignment: LG, NG, CG, LN, N, CN, Balance: 5 ranks. Climb: 5 ranks. Know (nature): 5 ranks. Feats: Track. Must receive a blessing from a Treant. Min LvL: Brd2, Bbn7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor7, Wiz7.</td>
<td>HD: d8 Skill Points: 4. Attack: Fighter Good Save: Ref. Weap: Simple, all Bows Armor: Light Class Lvls: 5.</td>
<td>Str: Climb, Jump. Dex: Balance, Hide, Move Silently. Int: Craft, Know(nature). Wis: Listen, Spot, Survival.</td>
<td>1st: While fighting within 5’ of a tree, you may use parts of the tree as 1d8 bludgeoning weapons (or even double weapon). Also, the tree provides you with Cover. 2nd: Speak with Plants (trees only), 2/day for 1 minute. Instant Fletching – you may pull all-wooden arrows (treated as normal arrows) from an adjacent tree as a Free Action. For every 20 arrows created this way, the tree looses 1 year of age.</td>
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<tr>
<td>Branch Dancer</td>
<td>Race: Changeling. Disguise: 9 ranks. Feat: Persona Immersion. Must complete a trial mission from the Cabinet of Faces. Min LvL: Brd6, Rog6, Clr(trickery)6, Bbn15, Drd15, Ftr15, Mnk15, Pal15, Rgr15, Sor15, Wiz15.</td>
<td>HD: d6 Skill Points: 6. Attack: Rogue Good Save: Ref, Will. Weap: — Armor: — Class Lvls: 5.</td>
<td>Int: Craft, Know(local). Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info, Intimidate, Perform.</td>
<td>1st: Detect Thoughts at Character level. Usable 2/day. You receive a +4 Circumstance bonus on Bluff and Disguise check if you are reading a target’s mind. Doppelganger Insights – +4 Racial bonus on Bluff, Intimidate, and Sense Motive checks. 2nd: Thought Trick (daze) – You may tweak an opponent’s mind. If you are using Detect Thoughts on a target (whose has failed his/her Will save), then you may use a Swift Action to Daze a creature whose Hit Dice are no higher than your Character level for 1 round (Will Neg, DC is Charisma-based). You may also use this ability as a Standard Action against a target who you are not currently using Detect Thoughts upon, but this consumed one of your daily uses of Detect Thoughts and has the same HD limitation as above. Gain one of the following as a Bonus Feat – Deceitful, Disturbing Visage, Master Linguist, Mutable Body, Negotiator, Persuasive, Quick Change, Racial Emulation, Recognize Imposter.</td>
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<td>Caretaker of Sharess (specialty templar of the Deity of Passion) (PGF p778)</td>
<td>Alignment: CG. Diplomacy: 7 ranks. Perform (any): 7 ranks. Feats: Sacred Vow, Vow of Purity Min Lvls: Bhd4, Rog4, Bbn11, Clr11, Fir11, Rgr11, Sor11, Wiz11.</td>
<td>HD: d6 Skill Points: 6 Attack: Wizard Good Save: Will Armor: — Class Lvls: 10</td>
<td>Str: Jump. Dex: Sleight of Hand, Tumble. Con: Concentrate. Int: Craft, Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Info., Perform.</td>
<td>1&lt;sup&gt;st&lt;/sup&gt;: Casts Charisma-based Impromptu Arcane spells from the Caretaker of Sharess Spell List (see page 104). Option of gaining a Cat familiar. Use (2 x Class level) to determine its familiar abilities. Note that a character can only have one familiar at a time. Flirtation – you receive (Class level) flirtations per day. These are consumed by ‘Fascinate’ and other abilities that are gained at higher levels (similar to Bardic Music). Fascinate – By using one of your ‘Flirtations’, you may fascinate one creature plus one per three levels after 1&lt;sup&gt;st&lt;/sup&gt;. All must be visible &amp; paying attention, and must be within 90’. The targets are allowed a Will save whose DC is your Perform check to resist. The effect lasts as long as you continue to perform &amp; maintain concentration, up to 1 round per level. A fascinated creature is at a –4 penalty on Spot &amp; Listen checks, though obvious threats negate this ability. This power is an Enchantment (compulsion)[mind] effect. 2&lt;sup&gt;nd&lt;/sup&gt;: Fury of the Tigress, 1/day – same as Barbarian Rage.</td>
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<td>Chameleon (a human or doppelganger who is able to simulate being almost any class, including the ability to cast spells) (BoED p111)</td>
<td>Race: Human –or– Doppelganger. Bluff: 8 ranks. Disguise: 8 ranks. Sense Motives: 4 ranks. Feats: Able Learner (must be taken at 1&lt;sup&gt;st&lt;/sup&gt; level).</td>
<td>HD: d8 Skill Points: 4 Attack: Rogue Good Save: — Armor: Light, Medium, Heavy Class Lvls: 10</td>
<td>Str: Swim. Int: Craft. Wis: Profession, Sense Motive. Cha: Bluff, Disguise, Use Magic Device.</td>
<td>1&lt;sup&gt;st&lt;/sup&gt;: Aptitude Focus, 1/day – by spending 1 hour meditating, you gain 1 of the following ‘focuses’ for up to 24 hrs: Arcane Focus – you gain the following: a. Prepare Arcane spells as a Wizard (including the need for a spellbook) of 2x your Class level; b. +2 competence bonus on Know(arcana) and Spellcraft checks; c. +2 bonus on Will saves. Combat Focus – you gain the following: a. Gain proficiency with all Martial weapons; b. +2 competence bonus on attack &amp; damage rolls; c. +2 bonus on Fortitude saves. Divine Focus – you gain the following: a. Prepare Divine spells as a Cleric of 2x your Class level, though you may only regain spells at sunrise; b. +2 competence bonus on Know(religion) checks; c. +2 bonus on Fortitude and Will saves. Stealth Focus – you gain the following: a. Gain the Trapfinding and Uncanny Dodge class abilities; b. +2 competence bonus on Disable Device, Hide, Move Silently, Open Lock, &amp; Search checks; c. +2 bonus on Reflex saves. Wild Focus – you gain the following: a. Gain the Wild Empathy and Woodland Stride class abilities; b. +2 competence bonus on Climb, Handle Animal, Jump, Know(nature), &amp; Survival checks; c. +2 bonus on Fortitude saves. 2&lt;sup&gt;nd&lt;/sup&gt;: Bonus Feat – at the start of each day, you may choose one Feat for which you qualify to have that day.</td>
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| **Champion of Corellon Larethian** (specialty templar of the Deity of Elves)  
(RotW p113) | Patron: Corellon Larethian 
Alignment: LG, NG, CG, 
LN, N, CN. 
Base Attack Bonus: +7. 
Diplomacy: 4 ranks. 
Knowledge (religion): 2 ranks. 
Feat: Combat Expertise, 
Dodge, Mounted Combat, 
either Weapon Focus (long- 
sword) –or– Exotic Weapon 
Proficiency (Elven Thinblade) 
–or– Exotic Weapon 
Proficiency (Elven Courtblade) 
Must be proficient in all 
Martial Weapons –and– 
Heavy Armor.  
Min Lvl: Ftr7, Pal9, Bbn13, 
Rgr15. | HD: d10 
Skill Points: 2 
Attack: Fighter 
Good Save: Fort, Will 
Weap: — 
Armor: — 
Class Lvl: 10 | Dex: Ride. 
Con: Concentrate. 
Int: Craft, 
Knowledge (any), 
Spellcraft. 
Wis: Heal, 
Profession, 
Sense Motive. 
Cha: Diplomacy, 
Handle Animal, 
Intimidate. | 1st: Corellon’s Blessing – able to heal hit-point damage by touch (similar to a Paladin) Each day, you may heal ((Class level + Paladin level (if any)) x Charisma modifier) hp, broken up as desired. You may also use this ability to harm Undead. 
Gain a bonus feat for which you are qualified. It must be a fighter bonus feat with one of the following as its prerequisite: Combat Expertise, Dodge, or Mounted Combat. |
| **Champion of Gwynharwyf** (follower of the Deity of Good Barbarians, who is effectively a Barbarian / Paladin hybrid)  
(BoED p56) | Alignment: CG. 
Intimidate: 9 ranks. 
Feat: Knight of Stars, 
Righteous Wrath. 
Must be able to Rage (requirement for the feat "Righteous Wrath")  
Min Lvl: Bbn6. | HD: d12 
Skill Points: 4 
Attack: Fighter 
Good Save: Fort 
Weap: — 
Armor: — 
Class Lvl: 10 | Sir: Climb, Jump, 
Swim. 
Dex: Ride. 
Int: Craft. 
Wis: Listen, 
Survival. 
Cha: Handle 
Animal, 
Intimidate. | 1st: Casts Wisdom-based Prepared Divine from the Champion of Gwynharwyf Spell List (see page 105). 
Add Class level to Barbarian level (if any) to determine the number of Rages per day, if they are “Greater”, “Tireless”, and/or “Mighty”. 
Detect Evil, at will. Usable while Raging. 
Smite Evil, 1/day – Gain a bonus to attack roll equal to your Charisma modifier & a bonus to damage equal to your Class level. 
2nd: Gain a bonus equal to your Charisma modifier to all saving throws. 
Furious Casting – you are able to cast spell from the Champion of Gwynharwyf Spell List while raging. |
| **Charlatan** (someone who simulates being a spell caster (arcane or divine) through trickery)  
(DR335 p62) | Bluff: 8 ranks. 
Knowledge (arcana) –or– 
Knowledge (religion): 2 ranks. 
Perform (act): 4 ranks. 
Spellcraft: 2 ranks. 
Feat: Skill Focus (Bluff).  
Min Lvl: Brd5, Rog5, Sor5, 
Bbn13, Clr13, Drd13, Ftr13, 
Mnk13, Pal13, Rgr13, Wiz13. | HD: d6 
Skill Points: 6 
Attack: Rogue 
Good Save: Will 
Weap: — 
Armor: — 
Class Lvl: 5 | Dex: Hide, Move 
Silently, Sleight of Hand. 
Con: Concentrate. 
Int: Appraise, Craft, 
Forgery, Knowledge (arcana), 
Knowledge (local), Knowledge (religion), 
Search, Spellcraft. 
Wis: Listen, Profession, 
Sense Motive, Spot. 
Cha: Bluff, Diplomacy, 
Disguise, Gather Information, 
Intimidate, Perform, 
Use Magic Device, 
Speak Language. | 1st: False Reputation – if you are the target of a Bardic Knowledge, Gather Information, or Knowledge check and it succeeds by less than 10, the person making the check learns facts that support your false claims. 
Prentender – gain a Circumstance bonus equal to your Class level to Disguise check when attempting to pass as a spellcaster. 
Tricks of the Trade – as an Extraordinary ability, you may simulate the spells Burning Hands and Flare by using alchemical components. Your effective caster level is your Class level & the DC is Charisma-based. You may use his ability (1 + Class level + Charisma modifier) times per day. Note: at 3rd level, you add Glitterdust, Obscuring Mist, Pyrotechnics to the list of ‘spells’ you can ‘cast’. |
| **Champion of Gwynharwyf** (follower of the Deity of Good Barbarians, who is effectively a Barbarian / Paladin hybrid)  
(BoED p56) | Alignment: CG. 
Intimidate: 9 ranks. 
Feat: Knight of Stars, 
Righteous Wrath. 
Must be able to Rage (requirement for the feat "Righteous Wrath")  
Min Lvl: Bbn6. | HD: d12 
Skill Points: 4 
Attack: Fighter 
Good Save: Fort 
Weap: — 
Armor: — 
Class Lvl: 10 | Sir: Climb, Jump, 
Swim. 
Dex: Ride. 
Int: Craft. 
Wis: Listen, 
Survival. 
Cha: Handle 
Animal, 
Intimidate. | 1st: Casts Wisdom-based Prepared Divine from the Champion of Gwynharwyf Spell List (see page 105). 
Add Class level to Barbarian level (if any) to determine the number of Rages per day, if they are “Greater”, “Tireless”, and/or “Mighty”. 
Detect Evil, at will. Usable while Raging. 
Smite Evil, 1/day – Gain a bonus to attack roll equal to your Charisma modifier & a bonus to damage equal to your Class level. 
2nd: Gain a bonus equal to your Charisma modifier to all saving throws. 
Furious Casting – you are able to cast spell from the Champion of Gwynharwyf Spell List while raging. |
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<tr>
<td>Consecrated Harrier (person who hunts down the church, no matter where they hide) (CDiv p26)</td>
<td>Alignment: LG, LN, LE. Base Attack Bonus: +5. Disguise: 5 ranks. Gather Information:</td>
<td>Int: Decipher Script, Know(local), Know(nobility), Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info.</td>
<td>+1 Divine Caster Level. Detect Chaos, at will. Gain Wisdom-based Prepared Divine spells from the Ranger Spell List plus spells from the Consecrated Harrier Supplemental Spell List (see page 106).</td>
<td>+2 Divine Caster Level. Farsight – you receive only a –1 penalty per 20’ on Spot checks (vs. –1 per 10’) –and– only a –1 penalty per range increment on ranged attacks (vs. –2). Strike from Above – you receive a +2 bonus on ranged attacks made from a location higher than your target.</td>
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<td>Consecrated Harrier (person who hunts down the church, no matter where they hide) (CDiv p26)</td>
<td>Alignment: LG, LN, LE. Base Attack Bonus: +5. Disguise: 5 ranks. Gather Information:</td>
<td>Int: Decipher Script, Know(local), Know(nobility), Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info.</td>
<td>+1 Divine Caster Level. Detect Chaos, at will. Gain Wisdom-based Prepared Divine spells from the Ranger Spell List plus spells from the Consecrated Harrier Supplemental Spell List (see page 106).</td>
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<td>Int: Decipher Script, Know(local), Know(nobility), Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info.</td>
<td>+1 Divine Caster Level. Detect Chaos, at will. Gain Wisdom-based Prepared Divine spells from the Ranger Spell List plus spells from the Consecrated Harrier Supplemental Spell List (see page 106).</td>
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<td><strong>Daggerspell Shaper</strong> (a multiclassed druid / rogue who can cast spells through daggers) ([CAdv p36])</td>
<td>Alignment: LG, NG, CG, LN, N, CN. Concentration: 8 ranks. Feats: Weapon Focus (dagger), Two-Weapon Fighting. Wildshape class feature Sneak Attack +1d6 or– Skirmish +1d6. Min Lvl: Druid 5 / Rogue 1.</td>
<td>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class LvlVs: 10</td>
<td>Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Tumble. Con: Concentrate. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.</td>
<td>1st: Daggerspell – You can cast spells with Somatic &amp; Material Component even if you are wielding a dagger in each hand. You may deliver Touch attack spells with a melee touch or melee attack of your dagger. +1 use of Wildshape per day. 2nd: +1 Divine Caster level. Dagger Claws – When you use Wildshape, your claw attacks gain the benefit of any dagger you were holding in that hand. If you were holding a +1 Flaming Dagger, that claw attack would have a +1 bonus on attack and damage, plus +1d6 Fire damage, and would bypass Damage Reduction / magic. Able to Wildshape into creatures of Tiny-size.</td>
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<td>Members of the Red Watchers.</td>
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<td>2nd: Uncanny Dodge – retains Dexterity modifier to AC even when caught flat-footed or attacked by someone who is Invisible. If you already have the Uncanny Dodge class ability, gain Improved Uncanny Dodge instead.</td>
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<td>Survived an encounter with an Undead of the same CR. Member of the Red Watchers.</td>
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<td>2nd: +1 Divine Caster Level. Deaded Flesh’ – +2 bonus on saving throws vs. Poison, Paralysis, Stunning, Disease, &amp; Death from Massive Injury. Favored Enemy (undead) – gain Favored Enemy (undead) class feature. If you already have it, the bonus improves by +2.</td>
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<tr>
<td>Deep Diviner (expert with stone, earth nodes, etc.)</td>
<td>Know(local – Underdark): 8 ranks. Survival: 2 ranks. feat: Spell Focus (Divination). Able to cast 2nd level Arcane spells.</td>
<td>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Armor: — Class Lvl: 10</td>
<td>Str: Climb, Swim. Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession, Survival.</td>
<td>1st: +1 Caster Level. Locate Node, 1/day – by meditating for 10 minutes, you can determine the direct and strength of the nearest Earth Node, regardless of the distance (as long as it is not blocked by lead or other divination-resistant ores). Gain Feat: Node Spellcasting.</td>
</tr>
<tr>
<td></td>
<td>Min Lvl: Brg5, Wiz5, Sor13.</td>
<td></td>
<td></td>
<td>2nd: +1 Caster Level. Speak to Stone, 1/day – You may communicate with stone and earth for 1 minute per Caster level. Stone has no true sentence, but can communicate what has touched it, what is behind it, etc.</td>
</tr>
<tr>
<td></td>
<td>Min Lvl: Rgr5, Bhn7, Brd7, Clr7, Drd7, Ftr7, Mkn7, Pal7, Rog7, Sor10, Wiz10.</td>
<td></td>
<td></td>
<td>2nd: Stone Warder – if your Constitution modifier is higher than your Dexterity modifier, you may use it as the bonus to AC (though normal flat-footed situations still apply).</td>
</tr>
</tbody>
</table>
## Defender of Sealtiel (follower of the Patron Deity of Protectors) (BoED p.58)

<table>
<thead>
<tr>
<th>Minimum Requirements</th>
<th>Class Features</th>
<th>Skills</th>
<th>1st Two Level Dependent Class Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alignment: LG.</td>
<td>HD: d12</td>
<td>Int: Craft.</td>
<td>Defensive Stance – Once per day, you can choose to defend an unmoving location. You gain +2 Str, +4 Con, +2 Resistance bonus to all saves, &amp; +4 Dodge bonus to AC. The Defensive Stance lasts up to 3 + new Constitution modifier rounds. Afterwards, you are at –2 Str for the rest of the encounter.</td>
</tr>
<tr>
<td>Base Attack Bonus: +7.</td>
<td>Skill Points: 2</td>
<td>Wis: Listen, Sense Motive, Spot.</td>
<td></td>
</tr>
<tr>
<td>Listen: 5 ranks.</td>
<td>Attack: Fighter</td>
<td></td>
<td>Shield of Faith, 3/day at Class level.</td>
</tr>
<tr>
<td>Feats: Dichard, Endurance, Servant of the Heavens.</td>
<td>Good Save: Fort, Will</td>
<td></td>
<td>Shield Other, 1/day at Class level.</td>
</tr>
<tr>
<td>Min Lvl: Ftr7, Pal7, Rgr7, Chr10, Mnk10, Rog10, Sor14, Wiz14.</td>
<td>Weap: Armor:</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Dervish (specialized in a dance with blades (often Scimitars) that can cut through a large group of creatures) (CWar p.25)

<table>
<thead>
<tr>
<th>Minimum Requirements</th>
<th>Class Features</th>
<th>Skills</th>
<th>1st Two Level Dependent Class Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base Attack Bonus: +5.</td>
<td>HD: d10</td>
<td>Str: Jump, Swim.</td>
<td>Gain a +1 bonus to AC as long as you are in no heavier than Light armor, are not using a shield, &amp; are no more than lightly encumbered.</td>
</tr>
<tr>
<td>Feats: Combat Expertise, Dodge, Mobility, Weapon Focus (any slashing melee weapon).</td>
<td>Good Save: Fort, Will</td>
<td>Wis: Listen, Profession.</td>
<td></td>
</tr>
<tr>
<td>Min Lvl: Ftr7, Bbn9, Brd9, Chr9, Drd9, Mnk9, Pal9, Rgr9, Rog9, Sor10, Wiz10.</td>
<td>Weap: Armor:</td>
<td>Cha: Perform.</td>
<td></td>
</tr>
</tbody>
</table>

## Divine Crusader (a religious warrior dedicated to a specific deity) (CDiv p.33)

<table>
<thead>
<tr>
<th>Minimum Requirements</th>
<th>Class Features</th>
<th>Skills</th>
<th>1st Two Level Dependent Class Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>Same alignment as your Patron Deity</td>
<td>HD: d8</td>
<td>Str: Climb, Jump, Swim.</td>
<td>Casts Wisdom-based Prepared Divine spells from one of your Patron Deity’s Domains (chosen when this class is taken).</td>
</tr>
<tr>
<td>Know (religion): 2 ranks.</td>
<td>Attack: Rogue</td>
<td>Con: Concentrate.</td>
<td>Gain an alignment aura (similar to a Cleric) at your Class level + your Cleric &amp; Paladin levels.</td>
</tr>
<tr>
<td>Must dedicated himself to be a champion for the deity.</td>
<td>Weap: Armor:</td>
<td>Cha: Diplomacy, Intimate.</td>
<td></td>
</tr>
<tr>
<td>Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Brd10, Chr10, Drd10, Mnk10, Rog10, Sor14, Wiz14.</td>
<td>Class Lvl: 10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Divine Champion (a combatant who fights in the name of a deity) (PGF p.49) (PGF6+) |

<table>
<thead>
<tr>
<th>Minimum Requirements</th>
<th>Class Features</th>
<th>Skills</th>
<th>1st Two Level Dependent Class Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base Attack Bonus: +7.</td>
<td>HD: d10</td>
<td>Str: Climb, Jump, Swim.</td>
<td>Lay on Hands – Heal yourself or another follower of your deity by (Class Level x Charisma modifier) hit-points per day total.</td>
</tr>
<tr>
<td>Know (religion): 3 ranks.</td>
<td>Skill Points: 2</td>
<td>Dex: Ride.</td>
<td>2nd: Gain a Feat that you qualify for from the following list: Blind-Fight, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency, Improved Critical, Improved Initiative, Improved Turning, Quick Draw, or Weapon Focus.</td>
</tr>
<tr>
<td>Must dedicated himself to be a champion for the deity.</td>
<td>Good Save: Fort, Ref.</td>
<td>Wis: Spot.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Armor:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Class Lvl: 5</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Divine Disciple (a priest who represent his/her deity (even more-so than usual)) (PGF p.51) |

<table>
<thead>
<tr>
<th>Minimum Requirements</th>
<th>Class Features</th>
<th>Skills</th>
<th>1st Two Level Dependent Class Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>Diplomacy: 5 ranks.</td>
<td>HD: d8</td>
<td>Con: Concentrate.</td>
<td>+1 Divine Caster Level.</td>
</tr>
<tr>
<td>Know (religion): 8 ranks.</td>
<td>Skill Points: 2</td>
<td>Int: Craft, Know (arcana), Know (history), Know (nature), Know (religion), Know (the planes), Spellcraft.</td>
<td>Divine Emmissary – you can telepathically communicate with any Outsider within 60’ that serves your deity -or- shares your alignment. Gain a bonus equal to your Class level on Charisma-based skill or ability checks when dealing with these Outsiders.</td>
</tr>
<tr>
<td>Min Lvl: Clr7, Drd7, Pal14, Rgr14.</td>
<td>Weap: Armor:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Class Lvl: 5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Prestige Class</td>
<td>Minimum Requirements</td>
<td>Class Features</td>
<td>Skills</td>
</tr>
<tr>
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</tr>
<tr>
<td><strong>Divine Oracle</strong></td>
<td>Know (religion): 8 ranks.</td>
<td>HD: d6</td>
<td>Con: Concentrate.</td>
</tr>
<tr>
<td>(a specialist in divination)</td>
<td>Feat: Skill Focus (Know (religion)).</td>
<td>Skill Points: 2</td>
<td>Int: Craft.</td>
</tr>
<tr>
<td>(CDiv p34)</td>
<td>Able to cast 2 Divination spells Min LvL: Brd5, Clr5, Drd5, Pal5, Rgr5, Sor5, Wiz5.</td>
<td>Attack: Wizard Good Save: Will</td>
<td>Know (arcana), Know (religion), Spellcraft.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Weap: —</td>
<td>Wis: Heal, Profession.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Armor: —</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Class Lvls: 10</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Divine Prankster</strong></td>
<td>Patron: Garl Glittergold</td>
<td>HD: d6</td>
<td>Con: Concentrate.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Attack: Rogue Good Save: Ref, Will</td>
<td>Wis: Heal, Listen, Sense Motive, Spot.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Weap: —</td>
<td>Cha: Bluff, Diplomacy, Gather Info, Perform.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Armor: —</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Class Lvls: 10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>(a person who &quot;acquires things&quot; for a patron deity) (PGF p52)</td>
<td></td>
<td>Skill Points: 4</td>
<td>Attack: Rogue Good Save: Ref, Will.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Weap: Simple Armor: Light</td>
<td>Wis: Listen, Profession, Spot, Survival.</td>
</tr>
<tr>
<td></td>
<td>Class Lvls: 5</td>
<td></td>
<td>Cha: Diplomacy.</td>
</tr>
<tr>
<td><strong>Dragon Disciple</strong></td>
<td>Race: Any non-Dragon / Half-Dragon. Know (arcana): 8 ranks. Able to cast Impromptu Arcane spells. Able to speak Draconic. Min LvL: Brd5, Sor5.</td>
<td>HD: d12</td>
<td>Sir: Climb, Jump, Swim.</td>
</tr>
<tr>
<td>(become more and more like the dragon of your dreams (natural armor, claw &amp; bite attacks, breath weapons, wings, etc.) until finally becoming a Half-Dragon) (DMG p83) (wWaterdeep p9)</td>
<td></td>
<td>Skill Points: 2</td>
<td>Attack: Rogue Good Save: Fort, Will.</td>
</tr>
<tr>
<td></td>
<td>Class Lvls: 10</td>
<td></td>
<td>Cha: Diplomacy, Gather Info.</td>
</tr>
<tr>
<td></td>
<td>Epic Lvls: 10 (3.5up p13)</td>
<td></td>
<td>Speak Language.</td>
</tr>
<tr>
<td><strong>Dragon Shen</strong></td>
<td>Base Attack Bonus: +5.</td>
<td>HD: d8</td>
<td>Str: Climb, Jump, Swim.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Attack: Rogue Good Save: Fort, Ref, Will.</td>
<td>Wis: Listen, Sense Motive, Spot.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Weap: —</td>
<td>Cha: Diplomacy, Intimidate.</td>
</tr>
<tr>
<td></td>
<td>Class Lvls: 10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Prestige Classes
<table>
<thead>
<tr>
<th>Prestige Class</th>
<th>Minimum Requirements</th>
<th>Class Features</th>
<th>Skills</th>
<th>1st Two Level Dependent Class Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dragonmark Heir (member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities)</td>
<td>any two skills: 7 ranks.</td>
<td>HD: d8</td>
<td>Dex: Ride.</td>
<td>1st: Gain Feat: Lesser Dragonmark.</td>
</tr>
<tr>
<td></td>
<td>Feat: Favored in House, Least Dragonmark.</td>
<td>Skill Points: 4</td>
<td>Int: Appraise, Know(arcana), Know(royalty), Spellcraft.</td>
<td>House Status – you receive your Class level ass a bonus on all Charisma-related check when dealing with member of the same house.</td>
</tr>
<tr>
<td></td>
<td>Min Lv: Bhn4, Brd4, Clr4, Dnd4, Ftr4, Mnk4, Pa4, Rgr4, Rog4, Sor4, Wiz4.</td>
<td>Attack: Rogue Good Save: Fort, Ref, Will</td>
<td>Wis: Sense Motive.</td>
<td>2nd: Improved Least Dragonmark – either gain an additional use per day of your Least Dragonmark ability – or– gain one of the other abilities (i.e., spells) of your Dragonmark.</td>
</tr>
<tr>
<td>Drow Judicator (a follower of the Deity of Spiders and/or her Champion, who eventually gains a spider servant as a mount and slow spell progression)</td>
<td>Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +4. Appraise: 8 ranks. Profession (sailor): 8 ranks. Swim: 4 ranks. Use Rope: 4 ranks.</td>
<td>HD: d8</td>
<td>Str: Climb, Jump, Swim.</td>
<td>1st: Seamanship – add your Class level as an Insight bonus to all Profession (sailor) checks. All allies within sight or hearing of you gain an Insight bonus to their Profession (sailor) checks equal to half your Class lvl.</td>
</tr>
<tr>
<td></td>
<td>Feats: Combat Reflexes, Survival: 2 ranks.</td>
<td>Skill Points: 6</td>
<td>Dex: Balance, Sleight of Hand, Tumble, Use Rope.</td>
<td>When wearing Light armor or less, you may fight with 2 weapons as if you had Two-Weapon Fighting.</td>
</tr>
<tr>
<td></td>
<td>Prof (sailor): 8 ranks.</td>
<td>Attack: Fighter Good Save: Ref. Weap: Simple, Light Martial, Rapier.</td>
<td>Int: Appraise, Craft, Search.</td>
<td>2nd: Fearsome Reputation +2 – When recognized, you gain a +2 Circumstance bonus on Diplomacy checks, if you are an “honorable pirate”, or +2 Circumstance bonus on Intimidate checks, if you are a “blood-thirsty pirate”.</td>
</tr>
<tr>
<td></td>
<td>Use Rope: 4 ranks.</td>
<td>Class Lvls: 10</td>
<td>Cha: Bluff, Gather Info., Intimidate, Perform.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Feats: Quick Draw, Weapon Finesse.</td>
<td>Acquire a ship worth at least 10,000 gp.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dread Pirate (a honorable or blood thirsty pirate)</td>
<td>Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +4. Appraise: 8 ranks.</td>
<td>HD: d8</td>
<td>Str: Climb, Jump, Swim.</td>
<td>1st: War Strike, 1/day – if the designated melee attack hits, the target takes normal damage, plus 2d6 Constitution damage (Fort½, DC is Charisma-base).</td>
</tr>
<tr>
<td></td>
<td>Feats: Combat Reflexes, Survival: 2 ranks.</td>
<td>Attack: Fighter Good Save: Fort. Weap: Simple, Martial</td>
<td>Int: Craft, Know(arcana), Know(royalty), Spellcraft.</td>
<td>Command Spiders – you may Rebuke / Command Spider up to 3 + Charisma-modifier times per day.</td>
</tr>
<tr>
<td></td>
<td>Swim: 4 ranks.</td>
<td>Armor: All</td>
<td>Wis: Heal, Profession, Survival.</td>
<td>Use your Class level as your Cleric level for determining the effect.</td>
</tr>
<tr>
<td></td>
<td>Min Lv: Rgr5, Brd7, Clr7, Drd7, Sor10, Wiz10.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Drow Judicator (a follower of the Deity of Spiders and/or her Champion, who eventually gains a spider servant as a mount and slow spell progression)</td>
<td>Feats: Dodge, Great Fortitude, Improved Unarmed Strike. Tumble: 8 ranks. Have the Evasion ability and the Flurry of Blows ability. Survive the initiation with the other masters.</td>
<td>HD: d8</td>
<td>Str: Climb, Jump, Swim.</td>
<td>1st: As a Move Action, you may drink a tankard of ale, a bottle of wine, etc. Each ’drink’ of alcohol reduces your Intelligence &amp; Wisdom by 2, but increases either your Strength –or– Constitution by 2. You may only benefit from (Class level) drinks Bonuses &amp; penalties last for (Class level +3) rounds.</td>
</tr>
<tr>
<td></td>
<td>Feats: Dodge, Great Fortitude, Improved Unarmed Strike. Tumble: 8 ranks. Have the Evasion ability and the Flurry of Blows ability. Survive the initiation with the other masters.</td>
<td>Attack: Rogue Good Save: Ref, Fort. Weap: —</td>
<td>Int: Craft, Listen, Profession.</td>
<td>2nd: During a Charge, you no longer have to move in a straight line. Also, by making a Tumble check vs. DC 15 at the start of the charge, you do not generate attacks of opportunity.</td>
</tr>
<tr>
<td></td>
<td>Min Lv: Bhn7, Ftr7, Pal7, Rgr7, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.</td>
<td>Armor: —</td>
<td>Wis: Listen, Sense Motive, Spot.</td>
<td></td>
</tr>
<tr>
<td>Drunken Master (fights as if / when drunk)</td>
<td>Feats: Dodge, Great Fortitude, Improved Unarmed Strike. Tumble: 8 ranks. Have the Evasion ability and the Flurry of Blows ability. Survive the initiation with the other masters.</td>
<td>HD: d8</td>
<td>Str: Climb, Jump, Swim.</td>
<td>1st: As a Move Action, you may drink a tankard of ale, a bottle of wine, etc. Each ‘drink’ of alcohol reduces your Intelligence &amp; Wisdom by 2, but increases either your Strength –or– Constitution by 2. You may only benefit from (Class level) drinks Bonuses &amp; penalties last for (Class level +3) rounds.</td>
</tr>
<tr>
<td></td>
<td>Feats: Dodge, Great Fortitude, Improved Unarmed Strike. Tumble: 8 ranks. Have the Evasion ability and the Flurry of Blows ability. Survive the initiation with the other masters.</td>
<td>Attack: Rogue Good Save: Ref, Fort. Weap: —</td>
<td>Int: Craft, Listen, Profession.</td>
<td>2nd: During a Charge, you no longer have to move in a straight line. Also, by making a Tumble check vs. DC 15 at the start of the charge, you do not generate attacks of opportunity.</td>
</tr>
<tr>
<td></td>
<td>Min Lv: Bhn7, Ftr7, Pal7, Rgr7, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.</td>
<td>Armor: —</td>
<td>Wis: Listen, Sense Motive, Spot.</td>
<td></td>
</tr>
<tr>
<td>Duelist (armorless, nimble swashbuckler who is trained in one-handed piercing weapons)</td>
<td>Base Attack Bonus: +6. Feats: Dodge, Mobility, Weapon Finesse. Perform: 3 ranks. Tumble: 5 ranks.</td>
<td>HD: d10</td>
<td>Str: Jump.</td>
<td>1st: Add your Class level to your AC, up to your Intelligence modifier, when not wearing armor, using a shield, and not flat-footed.</td>
</tr>
<tr>
<td></td>
<td>Min Lv: Bhn7, Ftr7, Pal7, Rgr7, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.</td>
<td>Skill Points: 4</td>
<td>Dex: Balance, Escape Artist, Tumble.</td>
<td>2nd: +2 bonus to Initiative checks.</td>
</tr>
<tr>
<td>Prestige Class</td>
<td>Minimum Requirements</td>
<td>Class Features</td>
<td>Skills</td>
<td>1st Two Level Dependent Class Features</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>---------------------------------------------------------------------------------------</td>
<td>-------------------------------------------------------------------------------</td>
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<td>----------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>(specialist in underground</td>
<td>Hide: 5 ranks. Move Silently: 5 ranks. Open Locks: 10 ranks.</td>
<td>Class Lvls: 10 Epic Lvls: 10</td>
<td></td>
<td>Gain Darkvision 60’. If you already have Darkvision, it increases +30’.</td>
</tr>
<tr>
<td>(CAdv p42)</td>
<td>Must either adventure alone in a dungeon, survive a cave-in, or live underground for a year.</td>
<td></td>
<td></td>
<td>2nd: Stonecunning – as the Dwarven racial ability, except the bonuses are Competence bonuses, so they stack with the Dwarven ability.</td>
</tr>
<tr>
<td></td>
<td>Min Lvl: Rog7, Bhn17, Brd17, Clr17, Drd17, Fr7, Mnk17, Pal17, Rgr17,</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Sor17, Wiz17.</td>
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<tr>
<td></td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>(a dwarf who specializes in</td>
<td>Feats: Dodge, Endurance, Toughness.</td>
<td>Class Lvls: 10 Epic Lvls: 10</td>
<td></td>
<td>2nd: Uncanny Dodge – Retains Dex bonus to AC even if caught flat-footed or attacked by someone invisible.</td>
</tr>
<tr>
<td>being a living wall)</td>
<td>Min Lvl: Fr7, Pal7, Rgr7, Clr10, Drd10, Mnk10, Rog10, Sor14, Wiz14.</td>
<td>(ELH p20)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>(DMG p186)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>(a caster who is in-tune with</td>
<td>Spell: Earth Sense. Able to cast 1st level spells.</td>
<td>Class Lvls: 5</td>
<td></td>
<td>2nd: +1 Caster level. Earth Dream – get the answer to one question about the mountain you with which are in contact, with a 70% + 2% per Class level chance of success (no answer on a failure). Similar to Divination. Usable 1/day and takes 10 minutes to activate.</td>
</tr>
<tr>
<td>the stone near him/her, in</td>
<td>Min Lvl: Brd7, Clr7, Drd7, Sor7, Wiz7, Pal17, Rgr17.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>time being able to see &amp;</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>glide through stone)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>(RoS p110)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Earthshaker</td>
<td>Know (dungeoneering): 6 ranks. Know (nature): 12 ranks.</td>
<td>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Armor:</td>
<td>Str: Climb. D Rex.</td>
<td>1st: +1 Caster level. Gain the Earth Domain ability (Rebuking / Commanding Earth creatures and/or Turning / Destroying Air creatures at Cleric level + Class level) and the bonus spells. If you are not a Cleric, you gain +1 spell per spell level you can cast that must be chosen from the Earth Domain spell list. Tremorsense 5’.</td>
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<tr>
<td>(a caster who is in tune with</td>
<td>Able to speak Terran. Able to cast Soften Earth and Stone.</td>
<td>Class Lvls: 10</td>
<td></td>
<td>2nd: +1 Caster level. Tremor – As a Standard Action, cause the ground to shake around you in a 10’ radius for 1d4 rounds. Any creature touching the ground in the area of effect must make a Balance check vs. DC (10 + Class level) or fall Prone. Standing creatures must make the check as long as they are in the area of effect. The area also counts as Vigorous Motion with regards to Concentration checks. This ability may be used (Class level / 2) times per day.</td>
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<td>the earth, allowing him/her to</td>
<td>Min Lvl: Drd9.</td>
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<td>detect the steps of others,</td>
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<tr>
<td>cause the ground to shake, and</td>
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<td>eventually to cause</td>
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<td>earthquakes)</td>
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<tr>
<td>Effigy Master</td>
<td>Craft(leatherworking)–or–Craft(metalworking)–or–Craft(woodworking): 10 ranks</td>
<td>HD: d4</td>
<td>Con: Concentrate.</td>
<td>1st: Craft Effigy — You can create Effigies, which are Constructs made with the form and abilities of Animals (i.e., a Template). Unlike other casters, you do not need the Craft Construct feat to create an Effigy and do not need Know (architecture &amp; engineering) to repair them.</td>
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<td></td>
<td>Feat: Craft Wondrous Item. Must have Simulacrum on your class spell list.</td>
<td>Weap: — Armor: —</td>
<td>Spellcraft,</td>
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<tr>
<td></td>
<td>Min Lvl: Sor7, Wiz7.</td>
<td>Class Lvls: 5</td>
<td>Wis: Profession.</td>
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</tbody>
</table>

### Eldeen Ranger

#### Ashbound
- (follower of the druidic teachings that say that Arcane magic is ‘evil’) (Eb p74)

- Base Attack Bonus: +5.
- Know (nature): 6 ranks.
- Survival: 8 ranks.
- Feat: Track.
- Class Feature: Favored Enemy
- Train with other Eldeen Rangers of the Ashbourn
- Min Lvl: Rgr5.

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- Str: Climb, Jump, Swim.
- Dex: Hide, Move Silently, Ride.
- Int: Craft, Know(dungeon), Know(geography), Know(nature).
- Wis: Heal, Listen, Profession, Spot, Survival.
- Cha: Handle Animal

#### Children of Winter
- (follower of the druidic teachings that say that the time of civilization is over & it should be purged) (Eb p74)

- Alignment: LN, N, CN, LE, NE, CE.
- Base Attack Bonus: +5.
- Know (nature): 6 ranks.
- Survival: 8 ranks.
- Feat: Track.
- Class Feature: Favored Enemy
- Train with other Eldeen Rangers of the Children of Winter
- Min Lvl: Rgr5.

|        |                 |                                     |                       |                     |               |
|        |                 |                                     |                       |                     |               |

- Str: Climb, Jump, Swim.
- Dex: Hide, Move Silently, Ride.
- Int: Craft, Know(dungeon), Know(geography), Know(nature).
- Wis: Heal, Listen, Profession, Spot, Survival.
- Cha: Handle Animal

#### Gatekeepers
- (follower of the druidic teachings that protected the world of Eebron from an invasion of Aberrations long ago) (Eb p74)

- Alignment: LG, NG, CG, LN, N, CN.
- Base Attack Bonus: +5.
- Know (nature): 6 ranks.
- Survival: 8 ranks.
- Feat: Track.
- Class Feature: Favored Enemy
- Train with other Eldeen Rangers of the Gatekeepers
- Min Lvl: Rgr5.

|        |                 |                                     |                       |                     |               |
|        |                 |                                     |                       |                     |               |

- Str: Climb, Jump, Swim.
- Dex: Hide, Move Silently, Ride.
- Int: Craft, Know(dungeon), Know(geography), Know(nature).
- Wis: Heal, Listen, Profession, Spot, Survival.
- Cha: Handle Animal

#### Greensingers
- (follower of the druidic teachings that say the Fey are there allies) (Eb p74)

- Alignment: CG, CN, CE.
- Base Attack Bonus: +5.
- Know (nature): 6 ranks.
- Survival: 8 ranks.
- Feat: Track.
- Class Feature: Favored Enemy
- Train with other Eldeen Rangers of the Greensingers
- Min Lvl: Rgr5.

|        |                 |                                     |                       |                     |               |
|        |                 |                                     |                       |                     |               |

- Str: Climb, Jump, Swim.
- Dex: Hide, Move Silently, Ride.
- Int: Craft, Know(dungeon), Know(geography), Know(nature).
- Wis: Heal, Listen, Profession, Spot, Survival.
- Cha: Handle Animal

---

**Alignment:** LN, N, CN, LE, NE, CE.
- Base Attack Bonus: +5.
- Know (nature): 6 ranks.
- Survival: 8 ranks.
- Feat: Track.
- Class Feature: Favored Enemy
- Train with other Eldeen Rangers of the Ashbourn
- Min Lvl: Rgr5.
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<tr>
<td><strong>Elemental Savant</strong></td>
<td>Know (arcana): 8 ranks. Know (the planes): 4 ranks. Feature: Energy Substitution (acid, cold, electricity, or fire). Able to cast at least 3 spells with the above descriptor, at least one of which must be 3rd level. Must have made peaceful contact with an appropriate elemental outsider. Min Lvl: Ckr5, Drd5, Wiz5, Sor6, Brd7.</td>
<td>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: Armor: — Class Lvls: 10</td>
<td>Con: Concentrate. Int: Craft, Know(archana), Know(the planes), Spellcraft. Wis: Profession. Speak Language.</td>
<td>1st: +1 Caster Level. 2nd: +1 Caster Level. Spells with your preferred energy have a +1 DC. Immune to magical sleep effects.</td>
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<tr>
<td><strong>Emissary of Barachiel</strong></td>
<td>Alignment: LG. Base Will Save: +5 Diplomacy: 8 ranks. Know (the planes): 4 ranks. Feats: Servant of the Heavens, Words of Creation. Minimum Intelligence: 15. Minimum Charisma: 15. Min Lvl: Ckr6, Mk6, Sor13, Wiz13, Fir15, Pal15, Rgr15, Rog15.</td>
<td>HD: d6 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Armor: — Class Lvls: 10</td>
<td>Con: Concentrate. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Diplomacy, Gather Info., Perform, Use Magic Device.</td>
<td>1st: Casts Charisma-based Impromptu Divine spells from the Emissary of Barachiel Spell list (see page 107). You may use your ‘Words of Creation’ to effect all Humanoids who can hear you within 30’, Class level times per day. This is a Ench(comp)[mind][language] effect whose DC is equal to your Diplomacy check. You take 3d4 hp of non-lethal damage on each use &amp; all targets are effected based on their alignment: LG – +2 Morale bonus on attack rolls, saving throws, skill checks, ability checks, &amp; damage for 10 min. NG, CG – +1 Morale bonus on attack rolls &amp; saves vs. fear for 10 minutes. LN – Enthrall for as long as you speak +1d3 rounds. N, CN – Enthrall for as long as you speak +1d3 rounds &amp; –1 penalty on attack rolls, saving throws, skill checks, &amp; ability checks for 10 minutes. LE, NE, CE – Stunned for 1 round &amp; –2 penalty on attack rolls, saving throws, skill checks, ability checks, &amp; damage for 10 minutes. 2nd: __</td>
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<tr>
<td><strong>Enlightened</strong></td>
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<td><strong>Monks may freely cross-class. The Arcane Caster class that qualified you for this class can also be freely cross-classed with Monk.</strong></td>
</tr>
</tbody>
</table>
| (a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity)  | Concentration: 8 ranks. Know (arcana): 5 ranks. Spellcraft: 5 ranks. Feats: Combat Casting, Improved Unarmed Strike, Stunning Fist. Arcane Caster level 3rd. Min Lvl: Brd6, Sor6, Wiz6. | HD: d8  
Skill Points: 4  
Attack: Rogue  
Good Save: Ref, Will  
Weap: —  
Armor: —  
Class Lvls: 10 | Str: Climb, Jump, Swim.  
Dex: Balance, Escape Artist, Hide, Move Silently, Tumble.  
Con: Concentrate.  
Int: Craft, Know(arcana), Know(religion), Spellcraft.  
Wis: Listen, Profession, Spot. | 1st: Add your Class level to your Monk levels to determine your AC bonus, Unarmed Strike Damage, Speed bonus, & the number of times you can use Stunning Fist per day.  
Ki Strike (magic) – Your Unarmed Attacks are treated as ‘magic’ for purposes of overcoming Damage Reduction.  
2nd: +1 Arcane Caster Level.  
Fist of Energy – As a Free Action, you may cause your Unarmed Attacks to do +1d6 Fire or +1d6 Electrical damage (chosen at activation time) for 1 round. This consumes one of your daily uses of Stunning Fist. |
Skill Points: 2  
Attack: Rogue  
Good Save: Fort, Will  
Weap: —  
Armor: —  
Class Lvls: 10 | Con: Concentrate.  
Int: Craft, Know(arcana), Know(local), Know(religion), Spellcraft.  
Wis: Heal, Profession.  
Cha: Intimidate. | 1st: Shard of Entropy, 2/day – as a Standard Action, you summon a shard of nothingness for 1 round per Class level. Touching the shard does 3d6 damage to objects (bypassing Hardness) or 3d6 damage to creatures (Fort½, DC is 12 + Wisdom modifier). When summoned, it appears next to you. The shard has a move of 30’, can be moved to a new hex as a Move Action, or can target a creature as a Standard Action. Any creature going through a hex with a shard takes damage.  
2nd: +1 Divine Caster Level. |
| (specialty priest of the Deity of the Void)  | Same alignment as your Patron Deity  
Bluff: 8 ranks.  
Gather Information: 5 ranks.  
Know (religion): 5 ranks.  
Perform (oratory): 6 ranks.  
Sense Motive: 5 ranks.  
Skill Points: 6  
Attack: Wizard  
Good Save: Will  
Weap: —  
Armor: —  
Class Lvls: 5 | Int: Craft,  
Know(any).  
Wis: Listen, Profession, Sense Motive.  
Cha: Bluff, Diplomacy, Disguise, Intimidate, Perform.  
Speak Language. | 1st: Inspire Hope – Usable Class level times per day. Inspire Hope (Good & Neutral alignment only) – requires 9 ranks in Perform (oratory). All allies within 30’ gain a +4 Sacred bonus on Will saves. Takes a Takes a Full Round to activate and lasts as long as you maintain Concentration + 3 rounds. Inspire Dread (Evil alignment only) – requires 9 ranks in Perform (oratory). All foes within 30’ receive a –4 penalty on Will saves. Takes a Full Round to activate and lasts as long as you maintain Concentration + 3 rounds.  
2nd: Fast Talk – you may make a Diplomacy check as a Full Round Action with only a –5 penalty. |
| **Evangelist**                 | Race: Elf  
Base Attack Bonus: +4  
Hide: 5 ranks.  
Listen: 2 ranks  
Move Silently: 5 ranks  
Spot: 2 ranks.  
Survival: 5 ranks.  
Feats: Alertness, Track.  
Class Ability: 2nd level Arcane spells. Min Lvl:Brd7, Sor8, Wiz8. | HD: d4  
Skill Points: 4  
Attack: Rogue  
Good Save: Ref, Will  
Weap: —  
Armor: —  
Class Lvls: 5 | Str: Climb, Jump, Swim.  
Dex: Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope.  
Int: Craft,  
Decipher Script, Disable Device, Know(geography), Know(local), Search.  
Wis: Listen, Profession, Sense Motive, Spot.  
Cha: Gather Info., Intimidate. | 1st: +1 Arcane Caster Level.  
Sacred Duty – If within the Forgotten Realms region of Evereska, you gain a +2 Sacred bonus on Gather Info., Hide, Move Silently, & Survival checks. If within an actual Evereskan tomb, gain a +2 Sacred bonus on attack rolls & +(Class level) Sacred bonus to damage.  
2nd: +1 Arcane Caster Level.  
Devoted Pursuit – you retain your bonuses from your ‘Sacred Duty’ (see above) when tracking down someone who has robbed and Evereskan tomb & attacking them. Gain a +1 Dodge bonus to AC while wearing Light armor or no armor. |
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<tr>
<td>Exalted Arcanist (a Sorcerer or Bard who casts “good” spells &amp; has access to some clerical spells as arcane spells) (BoED p61)</td>
<td>Alignment: LG, NG, CG. Base Will Save: +5 Know (arcana): 9 ranks. Know (religion): 4 ranks. Feats: Consecrate Spell, Purify Spell. Able to cast Impromptu Arcane spells of at least 3&lt;sup&gt;rd&lt;/sup&gt; level. Min Lvl: Sor6, Brd7.</td>
<td>HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvls: 10</td>
<td>Con: Concentrate. Int: Craft, Decipher Script, Know(arcana), Know(religion), Spellcraft. Wis: Profession, Sense Motive. Cha: Diplomacy, Perform, Use Magic Device.</td>
<td>1&lt;sup&gt;st&lt;/sup&gt;: Add 1&lt;sup&gt;st&lt;/sup&gt; – 3&lt;sup&gt;rd&lt;/sup&gt; level spells from the Exalted Arcanist Spell List (see page 108) to list of spells you can choose to learn. Learn two new spells of any level you can currently cast. 2&lt;sup&gt;nd&lt;/sup&gt;: +1 Arcane Caster level. Add 4&lt;sup&gt;th&lt;/sup&gt; – 5&lt;sup&gt;th&lt;/sup&gt; level spells from the Exalted Arcanist Spell List to list of spells you can choose to learn. You can apply Feat: Consecrate Spell to your spells without extending the casting time to a Full Round.</td>
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<tr>
<td>Exemplar (master of one or more skills) (CAdv p44)</td>
<td>Diplomacy: 6 ranks. any other skill: 13 ranks. Feats: Skill Focus (any). Min Lvl: Bbn10, Brd10, Clr10, Drd10, Ftr10, Mnk10, Pal10, Rgr10, Rog10, Sor10, Wiz10.</td>
<td>HD: d6 Skill Points: 8 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvls: 10</td>
<td>&lt;all skills are in-class&gt;</td>
<td>1&lt;sup&gt;st&lt;/sup&gt;: Skill Artistry – Choose one skill with which you have at least 13 ranks. Gain a +4 Competence bonus when using this skill. Skill Mastery – Choose (Intelligence modifier + 1) skills. You may “Take 10” with these skills even when under stress and/or when distracted. 2&lt;sup&gt;nd&lt;/sup&gt;: Lend Talent – You may accept a penalty on the skill with which you have Skill Artistry up to your Class level. All allies within 30’ gain ½ this penalty as a Competence bonus with the same skill for as long as you wish it, are in range, and you remain conscious.</td>
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<td>Exorcist of the Silver Flame (specialty priest of the Silver Flame, with the ability to drive off Evil Outsiders and make a person weapon’s more effective against Outsiders) (Eb p77)</td>
<td>Patron: The Silver Flame Alignment: LG, NG, CE. Base Attack Bonus: +3. Know(religion): 8 ranks. Know(the planes): 3 ranks. Spot: 4 ranks Class Ability: 1&lt;sup&gt;st&lt;/sup&gt; lvl Divine spells. Min Lvl: Clr5, Pal5, Rgr5.</td>
<td>HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: — Armor: — Class Lvls: 10</td>
<td>Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Profession, Sense Motive. Cha: Intimidate.</td>
<td>1&lt;sup&gt;st&lt;/sup&gt;: Flame of Censure – you may attempt to Stun / Banish Evil Outsiders as a Cleric Turns / Destroys Undead. The most powerful Outsider to be effected is calculated with your Character level, but your ‘Turning Damage’ is calculated with your Class level. Usable 3 + Charisma modifier times per day. Weapon of the Exorcist – choose a weapon with which you have proficiency that has been in your possession for at least 24 hours. This weapon now has a +1 Sacred bonus on damage &amp; is considered ‘magic’ for purposes of overcoming Damage Reduction. You may only have one ‘Weapon of the Exorcist’ at a time 2&lt;sup&gt;nd&lt;/sup&gt;: +1 Divine Caster level. Weapon of Silver – your ‘Weapon of the Exorcist’ is considered to be ‘silver’ for purposes of overcoming Damage Reduction.</td>
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<tr>
<td>Exotic Weapon Master (learn special tricks with your exotic weapon) (CWr p30)</td>
<td>Base Attack Bonus: +6. Craft (weaponsmith): 3 ranks. Feats: Exotic Weapon Proficiency (any), Weapon Focus (any exotic weapon). Note: Racial weapon familiarity of an Exotic weapon qualifies. Min Lvls: Bbn6, Ftr6, Rgr6, Pal6, Brd8,Clr8, Mnk8, Rog8, Sor12, Wiz12.</td>
<td>HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvls: 3</td>
<td>Int: Craft. Wis: Profession. Cha: Intimidate.</td>
<td>1st: Choose one Exotic Weapon Stunt, which applies to every Exotic Weapon with which you have Weapon Focus (&amp; is appropriate). - Double Weapon Defense – +1 Shield bonus to AC when wielding a double Exotic Weapon. - Close-Quarters Ranged Combat – does not generate an Attack of Opportunity with Exotic Ranged Weapons. - Exotic Reach – when wielding an Exotic Weapon with Reach, you can take Attacks of Opportunity against opponents that have Cover (but not Total Cover) (normally, opponents with Cover are immune to Attacks of Opportunity). - Exotic Sunder – do +1d6 damage when attempting to Sunder with an Exotic Weapon. - Flurry of Strikes – when wielding a Double Exotic Weapon or a Spiked Chain, you may make an extra attack at your highest value as part of a Full Round Action, though all attacks are at –2. - Ranged Disarm – you may attempt to Disarm with a Ranged Exotic Weapon (which is considered a Light weapon). - Show Off – as a Standard Action, make an Intimidate check + BAB vs. your opponent’s level check. Opponent must be within 30’ &amp; looking at you. If successful, your opponent is Shaken for 1 round per Class level. - Stunning Blow – if you have the Feat: Stunning Blow, you may use it while wielding an Exotic Melee Weapon. - Throw Exotic Weapon – you may throw an Exotic Weapon with no penalty and a range increment of 10’. - Twin Exotic Weapon Fighting – when wielding the same Light Exotic Weapon in each hand, you are treated as having the Feat: Two Weapon Fighting. If you actually have the feat, then the penalty is reduced from –2 to –1 on each hand. - Trip Attack – you may make Trip attacks with your non-Light Exotic Melee Weapon. If the weapon already allowed trips, the action has a +2 bonus. - Uncanny Blow – when wielding a One-Handed Exotic Weapon with two hands, you do 2x Str modifier damage (instead of 1½x Str modifier).</td>
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<td>Fatespinner (arcane caster with influence over ‘luck’ (i.e., saving throws, etc.)) (CArc p37)</td>
<td>Know (arcana): 10 ranks. Profession (gambling): 8 ranks Able to cast 4th level Arcane spells, including at least one Divination of at least 1st lvl. Min Lvl: Wiz7, Sor8, Brd10. HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvls: 5</td>
<td>Dex: Sleight of Hand Con: Concentrate. Int: Appraise, Craft, Know(arcana), Spellcraft. Wis: Profession.</td>
<td>1st: +1 Caster Level. Spin Fate – You may increase the DC of any spell you cast by up to your Class level per day. The total for a given day equals your Class level. This pool is replenished when you meditate for spells. 2nd: +1 Caster Level. Fickle Finger of Fate – Once per day as an Immediate Action, you may cause one enemy or ally (but not yourself) within line of sight to reroll a roll he/she just made. The target keeps the new roll, whether better or worse.</td>
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<td>Fist of Raziel (follower of the Deity of Holy Warfare, who gain special advantages to their ‘Smite Evil’ ability) (Bo/Ed p62)</td>
<td>Alignment: LG. Base Attack Bonus: +6 Diplomacy: 5 ranks. Know (religion): 5 ranks. Feats: Power Attack, Servant of the Heavens. Able to cast Divine Favor. Min Lvl: Pal6, Ckr8. HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial. Armor: All Class Lvls: 10</td>
<td>Con: Concentrate. Int: Craft, Know(religion), Know(the planes). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy.</td>
<td>1st: Magic Circle against Evil, always on at Character level. Smite Evil +1 per day (i.e., stacks with any Smite Evil uses from your Paladin levels) – against an Evil opponent, gain a bonus to an attack equal to your Charisma modifier &amp; damage equal to your (Class level + Paladin level (if any)). In addition, the weapon is considered to be Good aligned for purposes of overcoming Damage Reduction. 2nd: +1 Divine Caster level.</td>
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<tr>
<td>Force Missile Mage (specialist in Magic Missile)</td>
<td>Concentration: 9 ranks. Spellcraft: 9 ranks. Feat: Combat Casting. Ability to cast Magic Missile. Min Lvl: Clr(force)6, Sort6, Wiz6.</td>
<td>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvls: 5</td>
<td>Con: Concentrate. Int: Craft, Know(arcana), Spellcraft. Wis: Profession.</td>
<td>1st: Bonus Missile – when you cast Magic Missile, it produces one extra missile, even if this exceeds the spell’s limit. Still Missile – the spell Magic Missile no longer has a Somatic component for you. 2nd: +1 Caster level. Energy Missile – when you cast Magic Missile, you have the option of adding the [acid], [cold], [electricity], or [fire] energy descriptor to the spell, doing the appropriate type of damage. Swift Shield – you may cast Shield once per day as Immediate Action. This spell is in addition of your normal allotment of spells and is cast at Class level.</td>
</tr>
<tr>
<td>Frenzied Berserker (make normal barbarians look weak &amp; in control by comparison)</td>
<td>Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +6. Feats: Power Attack, Cleave, Destructive Rage, Intimidating Rage. Must be able to Rage. Min Lvl: Fir2 / Bbn4, Bbn9.</td>
<td>HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvls: 10</td>
<td>Str: Climb, Jump, Swim. Dex: Ride. Cha: Intimidate.</td>
<td>1st: Gain Feat: Diehard. Frenzy (1/day) – Gain +6 Str &amp; an extra attack each round at highest bonus when making a Full Round Attack (which doesn’t stack with Haste) for 3 + Constitution modifier rounds. During this time, you have a −4 penalty to AC &amp; take 2 subdual damage per round. While Frenzying, you must attack if at all possible (including allies if there are no enemies left). To end a Frenzy early requires a Will save vs. DC 20. If you take damage from an attack, trap, spell, etc., you must make a Will save vs. DC (10 + damage taken since your last round) to avoid entering Frenzy if you have any left on your next round. Frenzying is a Free Action &amp; its bonuses can stack with those from Raging. At the end of the Frenzy, you are Fatigued for the rest of the encounter. If you also Raged, then when both are over, you are Exhausted. 2nd: You may take your once-per-round 5’ step in the middle of a Cleave or Great Cleave.</td>
</tr>
<tr>
<td>Prestige Class</td>
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<td>1st: Two Level Dependent Class Features</td>
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<tr>
<td>spellcaster who gets the best of</td>
<td>spells &amp; 2nd level Divine spells. Min Lvl: Wiz3 / Clr3.</td>
<td>Good Save: Fort, Will Weap: — Armor:</td>
<td>(nature), Spellcraft. Wis: Heal, Survival. Cha: Diplomacy, Handle</td>
<td>aspects of your 0th level spells on-the-fly, such as no longer having an Arcane Failure chance, using the</td>
</tr>
<tr>
<td>both worlds, but becomes more</td>
<td></td>
<td>Class Lvl: 10</td>
<td>Animal</td>
<td>best of your appropriate ability bonuses on the spell’s save DC, converting Arcane spells in for healing</td>
</tr>
<tr>
<td>animal-like in the process) (CDv p41)</td>
<td></td>
<td></td>
<td></td>
<td>(assuming your Divine class is Cleric), etc.</td>
</tr>
<tr>
<td></td>
<td>Decipher Script: 9 ranks. Disable Device: 4 ranks. Know (arcana): 9 ranks. Search:</td>
<td>HD: d4 Skill Points: 2 Attack: Wizard</td>
<td></td>
<td>Drift (stage 1) – gain a minor, non-game effecting animal trait, such as a tail, fur, scales, feathers, etc.</td>
</tr>
<tr>
<td></td>
<td>Lvl: Wiz6.</td>
<td>Class Lvl: 5</td>
<td></td>
<td>2nd: +1 Caster Level to one of your spellcasting classes. Spell Versatility 1 – you may blend Arcane &amp; Divine</td>
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<tr>
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<td></td>
<td>aspects of your 1st level spells on-the-fly.</td>
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<td></td>
<td>Ley Lines +1 – Choose one of the following terrains: aquatic, desert, forest, hills, marsh, mountains, or</td>
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<td></td>
<td>plains. When in that terrain, your effective caster level for all spells is at +1.</td>
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<td></td>
<td>Drift (stage 1) – gain another minor trait.</td>
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<tr>
<td>(ninja assassin who has ghost-like</td>
<td>Intimidate: 8 ranks. Move Silently: 6 ranks. Feats: Improved Initiative, Power Attack.</td>
<td>Good Save: Fort Weap: Simple, Martial</td>
<td>Spellglyph – you may create a special parchment which you may use to</td>
<td>Spell Versatility – you may create a special parchment which you may use to substitute for the Verbal and</td>
</tr>
<tr>
<td>powers) (CADv p51)</td>
<td>Min Lvl: Brd7, Rog7, Bbn9, Fr9, Clr13, Drd13, Mnk13, Rgr13, Sor13, Wiz13.</td>
<td>Armor: Light Class Lvl: 10</td>
<td>use to substitute for the Verbal and Material components of a spell.</td>
<td>Material components of a spell. Each parchment is specific to a particular spell, takes 1 hour to create,</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>Each parchment is specific to a particular spell, takes 1 hour to create, and consumes inks that cost 25gp per spell level + the cost of the Material component if more than 1 gp.</td>
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<td></td>
<td></td>
<td></td>
<td>2nd: +1 Arcane Caster level.</td>
<td>2nd: +1 Arcane Caster level. Book of Geometry – You can now use a Geometer-specific coding system for your</td>
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<td></td>
<td>spellbook. Each spell only talks up one page, though each page takes 24 hours to scribe and costs 100 gp in ink. +5 DC for non-Geometers to decipher your spellbook.</td>
</tr>
<tr>
<td>using their size to their advantage)</td>
<td>Pal6, Rgr6, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.</td>
<td>Armor: Light, Medium, Shields</td>
<td></td>
<td>2nd: Sudden Strike +1d6 – as Sneak Attack, but only against opponents that are denied their Dexterity modifier to AC.</td>
</tr>
<tr>
<td>(CWar p134)</td>
<td></td>
<td>Class Lvl: 10</td>
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</tbody>
</table>

**Gameplay Details:**
- **Horns of the Unicursal (Bonus Class Feature):**
  - 1st Level:
    - Gain proficiency in 1 skill and Scribe Scroll.
  - 2nd Level:
    - Gain proficiency in 1 skill and increased proficiency in 1 skill.

- **Geometric Aegis:**
  - 1st Level:
    - Add +1 Caster Level to one of your spellcasting classes.
  - 2nd Level:
    - Add +2 Caster Level to one of your spellcasting classes.

- **Arcane & Divine Mastery:**
  - 1st Level:
    - Choose one of the following terrains: aquatic, desert, forest, hills, marsh, mountains, or plains. When in that terrain, your effective caster level for all spells is at +1.
  - 2nd Level:
    - Gain another minor trait.

- **Spiritual Geometry:**
  - 1st Level:
    - Gain the ability to cast 1 higher-level Arcane spell.
  - 2nd Level:
    - Gain the ability to cast 2 higher-level Arcane spells.

- **Devine Geometry:**
  - 1st Level:
    - Gain the ability to cast 1 higher-level Divine spell.
  - 2nd Level:
    - Gain the ability to cast 2 higher-level Divine spells.

- **Material Geometry:**
  - 1st Level:
    - Gain the ability to cast 1 higher-level Arcane spell.
  - 2nd Level:
    - Gain the ability to cast 2 higher-level Arcane spells.

- **Spiritual Geometry:**
  - 1st Level:
    - Gain the ability to cast 1 higher-level Divine spell.
  - 2nd Level:
    - Gain the ability to cast 2 higher-level Divine spells.

- **Defensive Geometry:**
  - 1st Level:
    - Gain the ability to cast 1 higher-level Arcane spell.
  - 2nd Level:
    - Gain the ability to cast 2 higher-level Arcane spells.

- **Offensive Geometry:**
  - 1st Level:
    - Gain the ability to cast 1 higher-level Divine spell.
  - 2nd Level:
    - Gain the ability to cast 2 higher-level Divine spells.
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<td><strong>Green Star Adept</strong> (by consuming very rare, very hard, &amp; very green Starmet, your body turns more metal-like (and green-tinted) until you ultimately become a Construct) (CArc p81)</td>
<td>Base Attack Bonus: +4. Decipher Script: 2 ranks. Know (arcana): 8 ranks. Know (architecture &amp; engineering): 2 ranks. Know (geography): 2 ranks. Know (history): 2 ranks. Feat: Combat Casting. 1st level Arcane spell caster. Consume 2 ounces of Starmetal as part of a special mixture that cost 1,000 gp and 1 week to make. Min Lvl: Brd6, Sor9, Wiz9, Ftr4 / Sor1, Ftr2 / Sor5. HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: Simple Armor: — Class Lvls: 10</td>
<td>Con: Concentrate. Int: Appraise, Craft, Decipher Script, Know(arcana), Know(arch&amp;eng), Know(geography), Know(history), Spellcraft. Wis: Profession.</td>
<td>1st: Gain Damage Reduction (Class level) / adamantine. Improved Caster Level – Although you only gain additional Arcane spells every other level, add your Class level to your Arcane Caster level for your effective caster level. Starmetal Rigor I – gain +1 Strength &amp; Natural Armor, but lose –1 from Dexterity. Starmetal Dependency – do not gain the benefits of 2nd level until you again drink a mixture with 2 ounces of Star Metal that costs 1,000 gp &amp; 1 week to make. 2nd: +1 Arcane Caster level. Natural Attack – gain a Slam attack that does 1d6 + 1 ½ Strength modifier damage (for Medium size). Unnatural Metabolism +2 – gain a +2 bonus on saves vs. Poison, Sleep effects, Paralysis, Stunning Disease, Death Effects, and Necromancy effects. Starmetal Dependency – do not gain the benefits of 3rd level until you again drink a mixture with 2 ounces of Star Metal that costs 1,000 gp &amp; 1 week to make.</td>
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<tr>
<td><strong>Hammer of Moradin</strong> (specially priest of Deity of the Forge, who imbues his warhammer with special abilities) (PGF p56)</td>
<td>Patron Deity: Moradin Race: Dwarf Craft(weapons): 10 ranks. Feats: Iron Will, Weapon Focus (warhammer). Class Ability: 2nd lvl Divine spells. Must join the Hammers of Moradin Min Lvl: Clr7, Pa18, Rgr8. HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvls: 10 Epic Lvls: 10 (PGF p128) (PGFe)+</td>
<td>Con: Concentrate. Int: Craft, Know(arcana), Know(history), Know(local), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession.</td>
<td>1st: Aura of Courage – You are immune to Fear effects. All allies within 10’ gain a +4 Morale bonus on saves vs. Fear effects. You may use a Warhammer as a thrown weapon with a 20’ range increment. 2nd: Goblin Killer – your Warhammer becomes ‘Goblin Bane’, granting +2 to hit &amp; +2d6 damage. Usable once per day (Charisma modifier) minutes. If you throw your Warhammer, it returns to the location from where it was thrown at the start of your next turn.</td>
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<tr>
<td>Hathran</td>
<td>Patron: Chautlea, Mielikki, or Mystra. Alignment: LG, NG, LN. Gender: Female. Race: Human of Rashemi descent. Feats: Ethran, Leadership. Able to cast 4th lvl Arcane –or– Divine spells. May not possess any Item Creation feats other than Scribe Scroll. Min Lvl: Clr7, Drd7, Wiz7, Sor8, Brd10, Pal14, Rgr14.</td>
<td>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weapon: Whip Armor: — Class Lvls: 10 Epic Lvls: 10 (PGF p128)</td>
<td>Str: Swim. Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession, Survival. Cha: Diplomacy, Perform. Speak Language.</td>
<td>1st: +1 Caster Level. Add spells on the Hathran Supplemental Spell List (see page 109) to the spells available to any spell list where you can cast 4th level spells. Gain a +2 bonus on your Leadership score for purposes of gaining a cohort that is either a Rashemi female with the Ethran Feat or a Rashemi male with at least one level of barbarian. It is taboo for a Hathran to take an Item Creation feat other than Scribe Scroll. When in the country of Rashemen, you do not need to prepare your Arcane or Divine spells. As a full-round action, you may cast any spell on your Arcane or Divine spell lists, though they consume the normal spell slot. 2nd: +1 Caster Level. Able to speak with any creature that has the ‘spirit’ subtype and gains a +2 bonus on Charisma-based skill &amp; ability checks with such a creature.</td>
</tr>
<tr>
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<td>1st Two Level Dependent Class Features</td>
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<td>Heartfire Fanner (a caster whose music can inspire his/her allies to fight better or to cast spells better) (DR314 p23)</td>
<td>Diplomacy: 10 ranks. Perform: 10 ranks. Feats: Negotiator, Skill Focus (perform). Class Ability: Able to cast 1st level spells. Must be member of an organization that inspires as part of its dogma. Min Lvl: Brd17, Clr17, Drd17, Pal17, Rgr17, Sor17, Wiz17.</td>
<td>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Will, Ref Weap: — Armor: — Class Lvl: 5</td>
<td>Int: Craft, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info, Intimidate, Perform. Speak Language.</td>
<td>+1 Caster level. Class levels stack with Bardic Music ability. If you have no levels in Bard, you function as a 5th lvl Bard. Inspired Fight (1 feat) – if you have at least 11 ranks in Perform, you may inspire ally per 3 Character level within 30’. The targets receive the use of oneFeat that either is known by you or is on the Fighter Feat list. Each target must meet the feat’s requirements to use it. The feat lasts as long as you continue to play, plus 5 rounds. You cannot use this ability on yourself. This power consume 1 daily use of your Bardic Music.</td>
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<tr>
<td>Heir of Siberys (member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities) (EB p73)</td>
<td>Race: Human, Dwarf, Elf, Half-Elf, Half-Orc, Halfling, Gnome. any two skills: 15 ranks. Feat: Heroic Spirit. May not have the feats Aberrant Dragonmark or Least Dragonmark. Min Lvl: Bbn12, Brd12, Clr12, Drd12, Ftr12, Mnk12, Pal12, Rgr12, Rog12, Sor12, Wiz12.</td>
<td>HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 3</td>
<td>any class skill you have form a prior class is a class skill for this class.</td>
<td>1st: Gain one of the following feats: Action Boost, Action Surge, Favored in House, Pursue, or Spontaneous Casting. Additional Action Points – gain +2 Action Points per level. 2nd: Siberys Mark – gain the Siberys Mark of your Dragonmark House with its associated ability. The caster level is 15 &amp; the DC (if any) is 10 + spell level + Charisma modifier. +1 Caster level –or– 1 BonusFeat for which you have the prerequisites.</td>
</tr>
</tbody>
</table>
### Prestige Class

**Hierophant**

- **Class Features**
  - HD: d8
  - Skill Points: 2
  - Attack: Wizard
  - Good Save: Will
  - Armor: —
  - Class Lvls: 5
- **Skills**
  - Int: Craft, Know(archana), Know(religion), Scry, Spellcraft.
  - Wis: Heal, Profession.
  - Cha: Diplomacy
- **Minimum Requirements**
  - Know (religion): 15 ranks.
  - Feats: any metamagic.
  - Able to cast 7th level Divine spells
  - Min Lvl: Clr13.
- **1st: Two Level Dependent Class Features**
  - Although Caster Level does not increase with a new level of Hierophant, you may add your Class Level to your Caster Level to increase the effectiveness of the spells you do get.
  - Gain a Special Ability from the following list:
    - **Blast Infidel**
      - When using a “negative energy” spell (i.e., any Inflict Wounds, etc.) on a creature of the opposite alignment, treat the spell as if it were Maximized.
    - **Divine Reach**
      - Touch spells may be used on targets 30' away. This Special Ability may be taken a second time to increase the distance to 60'.
    - **Faith Healing**
      - Any healing spell used on creatures of the same alignment treated as if they are Maximized.
    - **Gift of the Divine**
      - You may transfer one or more of your turnings (or rebukes) to a willing creature. The transfer lasts from 1 to 7 days, during which time your turnings are decreased by the appropriate amount. Turnings are done at your Cleric Level, but uses the target’s Charisma modifier.
    - **Master of Energy**
      - +4 to Turning/Rebuking checks & damage against Undead.
    - **Metamagic Feat**
      - Gain a metamagic feat.
    - **Power of Nature**
      - You may transfer one or more of your Druidic abilities to a willing creature, including one or more uses of your Wild Shape ability. The transfer lasts up to 7 days.
    - **Spell Power**
      - +1 on the DC of all Divine spells & for overcoming Spell Resistance. This Special Ability may be taken multiple times.
    - **Spell-Like Ability**
      - Cast a spell as a ‘spell-like ability’ by sacrificing a slot of the matching level. The slot level can be raised to add metamagics & set how many times usable per day (base 2/day): +3 levels – 4/day; +6 levels – 6/day.
- **2nd:** Gain another Special Ability.

**High Handcrafter**

- **Class Features**
  - HD: d6
  - Skill Points: 4
  - Attack: Rogue
  - Good Save: Fort
  - Armor: Simple
  - Class Lvls: 10
- **Skills**
  - Int: Craft, Know(arch & eng), Know(history), Know(the planes).
  - Wis: Profession.
  - Any 6 others of the player’s choice.
- **Minimum Requirements**
  - Alignment: LG, NG, CG.
  - Craft (1st): 10 ranks.
  - Craft (2nd): 8 ranks.
  - Know (architecture & engineering): 5 ranks.
  - Know (the planes): 5 ranks.
  - Feat: Skill Focus in the two Craft skills listed above.
  - Able to speak Terran.
  - Sponsored by a member.
  - Min Lvl: Bbn7, Brd7, Clr7, Drd7, Fir7, Mnk7, Pa17, Rgr7, Rog7, Sor7, Wiz7.
- **1st: Improved Skill Focus +4 –** The Skill Focus feat now grants you a +4 bonus (instead of +3).
- **Planned Save +1 –** When dealing with an expected danger, you receive a +1 bonus on your saving throw. This includes a spell that you have identified with Spellcraft, a creature’s special attack that you are aware of, opening a box that is expected to be trapped, etc.
- **2nd: You can Rebuke / Command Earth creatures, up to 3 + Charisma modifier times per day at Character level.**

**Highland Stalker**

- **Class Features**
  - HD: d8
  - Skill Points: 4
  - Attack: Fighter
  - Good Save: Fort
  - Armor: Light
  - Class Lvls: 10
- **Skills**
  - Str: Climb, Jump.
  - Dex: Balance, Hide, Move Silently.
  - Int: Craft, Know(geography), Know(nature), Search.
  - Wis: Listen, Spot, Survival.
- **Minimum Requirements**
  - Base Attack Bonus: +5.
  - Listen: 8 ranks.
  - Spot: 8 ranks.
  - Survival: 8 ranks.
  - Feature: Track.
  - Sneak Attack (or – Skirmish class feature.
- **1st: Mountain Stride –** you are able to move through scree & dense rubble, and up slopes & stair at your normal speed.
- **2nd: Skirmish +1d6 –** any round in which you move at least 10’, your melee attacks do +1d6 damage. This bonus only applies to opponents that are susceptible to extra damage from critical hits. May not be wearing Medium or heavier Armor, or carrying a load greater than Light.
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</table>
| Holy Liberator               | Alignment: CG.  
Base Attack Bonus: +5.  
Diplomacy: 5 ranks.  
Sense Motives: 5 ranks.  
Feat: Iron Will.  
Min Lvl: Bnn7, Brd7, Clr7,  
Ftr7, Pal7, Rgr7, Rog7,  
Sor10, Wiz10. | HD: d10  
Skill Points: 2  
Attack: Fighter  
Good Save: Fort  
Weap: Simple,  
Martial  
Armor: All  
Class Lvls: 10 | Dex: Ride.  
Con: Concentrate.  
Int: Craft,  
Know(religion).  
Wis: Heal,  
Profession,  
Sense Motive.  
Cha: Diplomacy,  
Handle Animals,  
Intimidate. | 1st: Detect Evil, at will.  
Smite Evil – On a melee attack vs. an evil target, you can choose to add your Charisma modifier to the attack roll. If it succeeds, you then add your level to the damage. Usable once per day.  
Gain Wisdom-based Prepared Divine spells from the Paladin Spell List (except those of with the [law] subtype & the Holy Liberator Supplemental Spell List (see page 110).  
Aura of Good – you have an aura similar to that of a Cleric or Paladin.  
2nd: Remove Fatigue – As a Standard Action, remove Fatigue from touched subject. Usable as a Standard Action, (3 + Charisma modifier) times per day. |
| Horizon Walker               | Know (geography): 15 ranks.  
Features: Endurance.  
Min Lvl: Brd12, Rgr12,  
Wiz12. | HD: d8  
Skill Points: 4  
Attack: Fighter  
Good Save: Fort  
Weap: —  
Armor: —  
Class Lvls: 10  
Epic Lvls: 10 (3.5up p14) | Str: Climb.  
Dex: Balance, Hide,  
Move Silently,  
Ride.  
Int: Know(geography).  
Wis: Listen,  
Profession, Spot,  
Survival.  
Cha: Diplomacy,  
Handle Animal.  
Speak Language. | 1st: Gains ‘Mastery’ in one type of terrain (Planar Terrains are only available at 6th+ Class levels). You retain all bonuses even when not in that terrain. When fighting creatures from a Mastered terrain, gain a +1 Insight bonus on attacks & damage.  
Aquatic – +4 Competence bonus on Swim checks (or +10’ to Swim speed if you have one).  
Desert – Immunity to Fatigue. If something would cause you to become immediately Exhausted, become Fatigued instead.  
Forest – +4 Competence bonus on Hide checks.  
Hills – +4 Competence bonus on Listen checks.  
Marsh – +4 Competence bonus on Move Silently checks.  
Mountains – +4 Competence bonus on Climb checks (or +10’ to Climb speed if you have one).  
Plains – +4 Competence bonus on Spot checks.  
Underground – Gain Darkvision 60’ (or Darkvision 120’ if you already have Darkvision).  
Fiery (Planar) – Gain Fire Resistance 20.  
Weightless (Planar) – +30’ bonus to Fly speed on planes with ‘no gravity’ or ‘subjective gravity’.  
Cold (Planar) – Gain Cold Resistance 20.  
Shifting (Planar) – Dimension Door, once per 4 rounds  
Aligned (Planar) – Incur none of the penalties of having an alignment in opposition to the current plane’s alignment.  
Cavernous (Planar) – Gain Tremorsense 30’.  
2nd: Gain Terrain Mastery in another type of terrain. |
| Horselord                    | Alignment: NG, LN, N, CN, NE.  
Base Attack Bonus: +5  
Handle Animal: 4 ranks.  
Know(nature): 2 ranks.  
Jump: 4 ranks.  
Features: Run.  
Min Lvl: Bbn5, Ftr5, Rgr5,  
Brd7, Clr7, Dnd7, Mnk7,  
Rog7, Sor10, Wiz10. | HD: d10  
Skill Points: 4  
Attack: Rogue  
Good Save: Fort, Ref  
Weap: —  
Armor: —  
Class Lvls: 10 | Str: Climb, Jump,  
Swim.  
Dex: Escape Artist,  
Hide.  
Int: Know (nature).  
Wis: Heal, Listen,  
Spot, Survival.  
Cha: Handle Animal, Intimidate. | 1st: Gain bonuses and abilities when interacting with your ‘Bonded Animals’, which are all types of Horses and Ponies.  
Animal Bond – +4 bonus to Handle Animal & Wild Empathy check with your Bonded Animals.  
If you have an Animal Companion from a prior class which is a Bonded Animal, your Class levels stack when determining your Animal Companions abilities.  
Wild Empathy – stacks with Wild Empathy from other classes.  
Detect Animals and Plants (Bonded Animals only) at will at Class level.  
2nd: Gain Low-Light Vision.  
First Totem – +4 bonus on Jump checks. |
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<tr>
<td>Hospitaler</td>
<td>Alignment: LG, NG, LN, N, LE, NE.</td>
<td>HD: d8</td>
<td>Dex: Ride.</td>
<td>Paladins may freely cross-class.</td>
</tr>
<tr>
<td>(a divine caster who focuses on</td>
<td>Base Attack Bonus: +5.</td>
<td>Attack: Fighter</td>
<td>Con: Concentrate.</td>
<td>1st: Lay on Hands – can heal (Class Level x Charisma modifier) hit-points total per day. Stacks with any other Lay on Hands ability.</td>
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<td></td>
<td>Able to cast 1st level Divine spells.</td>
<td>All Class Lvls: 10</td>
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<td></td>
<td>Min Lv: Pal5, Rgr5, Clr7, Drd7.</td>
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<tr>
<td>restless dead)</td>
<td>Know (religion): 5 ranks.</td>
<td>Good Save: Fort</td>
<td>Search</td>
<td>2nd: Smite Undead, once per day. Add your Wisdom modifier to your melee attack, &amp; if you hit, add your Class Level to your damage.</td>
</tr>
<tr>
<td></td>
<td>Must be able to Turn Undead.</td>
<td>Weap: —</td>
<td>Wis: Heal, Profession.</td>
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</tr>
<tr>
<td></td>
<td>Must have lost a level or ability score due to an undead attack.</td>
<td>Armor: —</td>
<td>Cha: Concentrate.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Min Lv: Pal5, Clr7.</td>
<td>Class Lvls: 10</td>
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<tr>
<td>Icesinger</td>
<td>Alignment: LN, N, CN, LE, NE, CE.</td>
<td>HD: d6</td>
<td>Dex: Hide, Move Silently.</td>
<td>1st: +1 Bard Caster level.</td>
</tr>
<tr>
<td>(a bard who has suffered enough</td>
<td>Concentration: 9 ranks.</td>
<td>Attack: Rogue</td>
<td>Con: Concentrate.</td>
<td>Frostbitten – gain Cold Resistance equal to Class level.</td>
</tr>
<tr>
<td>anguish that he/she becomes attuned to</td>
<td>Perform (any): 9 ranks.</td>
<td>Good Save: Ref,</td>
<td>Int: Craft, Spellcraft.</td>
<td>Haunting Lament – a use of Bardic Music that is like Fascinate except that it effects all listeners within 90' &amp; it lasts for (Charisma modifier) rounds after you finish singing.</td>
</tr>
<tr>
<td>sorrow and cold)</td>
<td>Feats: Iron Will, Skill Focus (Concentration) – or – Skill Focus (Perform (any)).</td>
<td>Will Weap: —</td>
<td>Wis: Profession.</td>
<td>2nd: +1 Bard Caster level.</td>
</tr>
<tr>
<td></td>
<td>Class Ability: Bardic Music.</td>
<td>Armor: —</td>
<td>Cha: Bluff, Disguise, Intimidate, Perform.</td>
<td>Cold Spell – add a spell of your choice that has the [cold] subtype to your Known Spell list. The target spell can come from any class’ Spell List.</td>
</tr>
<tr>
<td></td>
<td>Min Lv: Brd6.</td>
<td>Class Lvls: 10</td>
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<tr>
<td>Imaskari Vengeance Taker</td>
<td>Alignment: LG, LN, LE, Hide: 4 ranks.</td>
<td>HD: d6</td>
<td>Str: Climb, Jump, Swim.</td>
<td>1st: Target of Vengeance – by spending one day meditating on a specific person / creature whose name you know or whom you have met, you receive +(Class level x 1) bonus on Bluff, Listen, Sense Motive, Spot, Survival, and damage against this foe. If that foe is also your Favored Enemy, you receive this bonus or this bonus plus your Favored Enemy bonus, whichever is higher. You may change your Target of Vengeance by killing him/her/it or spending 3 days in meditation.</td>
</tr>
<tr>
<td>from their leaders, gain magic</td>
<td>Survival: 2 ranks.</td>
<td>Good Save: Ref,</td>
<td>Con: Concentrate.</td>
<td>Trained in poison use, so you never accidentally poison yourself.</td>
</tr>
<tr>
<td>abilities to locate their</td>
<td>Feat: Track.</td>
<td>Will Weap: —</td>
<td>Int: Craft, Know (arcana), Search, Spellcraft.</td>
<td></td>
</tr>
<tr>
<td>target, and are good at killing them)</td>
<td>Able to cast 3rd level Arcane spells.</td>
<td>Armor: —</td>
<td>Wis: Listen, Profession, Spot, Survival.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Must have an enemy purely for revenge</td>
<td>Class Lvls: 10</td>
<td>Cha: Bluff, Gather Info.</td>
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<td></td>
<td>Must swear to obey the Imaskari Vengeance Taker code.</td>
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<tr>
<td></td>
<td>Min Lv: Brd7, Sor7, Wiz7.</td>
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</tbody>
</table>
## Prestige Classes

### Infused Warrior
- **Alignment:** LN, N, CN, LE, NE, CE.
- **Minimum Requirements:**
  - Concentration: 4 ranks.
  - Know (arcana): 8 ranks.
  - Spellcraft: 8 ranks.
  - Feats: Iron Will, any Metamagic.
  - Able to cast 3rd level Arcane spells.
  - May get have Abjuration as a prohibited school of magic.
- **Class Features:**
  - HD: d4
  - Skill Points: 2
  - Attack: Wizard
  - Good Save: Will
  - Armor: —
  - Class Lvls: 10
  - Epic Lvls: 10
  - (PGF p129)
- **Skills:**
  - Con: Concentrate.
  - Int: Craft, Know (religion), Know (the planes), Spellcraft.
  - Wis: Heal, Profession.
  - Cha: Intimidate.

### Infused Spellcaster
- **Alignment:** LG, NG, CG, LN, N, CN.
- **Base Attack Bonus:** +4
- **Minimum Requirements:**
  - Concentration: 8 ranks.
  - Know (arcana): 14 ranks.
  - Spellcraft: 14 ranks.
  - Able to cast 6th level Arcane spells.
- **Class Features:**
  - HD: d8
  - Skill Points: 2
  - Attack: Rogue
  - Good Save: Will
  - Armor: —
  - Class Lvls: 10
- **Skills:**
  - Con: Concentrate.
  - Int: Craft, Decipher Script, Know (arcana), Know (religion), Know (the planes), Spellcraft.
  - Wis: Heal, Listen, Spot.
  - Cha: Diplomacy.

### Infused (arcane caster)
- **Alignment:** LN, CN, LE, NE, CE.
- **Minimum Requirements:**
  - Concentration: 4 ranks.
  - Know (arcana): 8 ranks.
  - Spellcraft: 8 ranks.
  - Feats: Iron Will, any Metamagic.
- **Class Features:**
  - HD: d4
  - Skill Points: 2
  - Attack: Wizard
  - Good Save: Will
  - Armor: —
  - Class Lvls: 10
- **Skills:**
  - Con: Concentrate.
  - Int: Craft, Know (religion), Know (the planes), Spellcraft.
  - Wis: Heal, Profession.
  - Cha: Intimidate.

### Infusion
- **Alignment:** LN, CN, LE, NE, CE.
- **Minimum Requirements:**
  - Concentration: 4 ranks.
  - Know (arcana): 8 ranks.
  - Spellcraft: 8 ranks.
  - Feats: Iron Will, any Metamagic.
- **Class Features:**
  - HD: d4
  - Skill Points: 2
  - Attack: Wizard
  - Good Save: Will
  - Armor: —
  - Class Lvls: 10
- **Skills:**
  - Con: Concentrate.
  - Int: Craft, Know (religion), Know (the planes), Spellcraft.
  - Wis: Heal, Profession.
  - Cha: Intimidate.

### Infusion (arcane caster)
- **Alignment:** LN, CN, LE, NE, CE.
- **Minimum Requirements:**
  - Concentration: 4 ranks.
  - Know (arcana): 8 ranks.
  - Spellcraft: 8 ranks.
  - Feats: Iron Will, any Metamagic.
- **Class Features:**
  - HD: d4
  - Skill Points: 2
  - Attack: Wizard
  - Good Save: Will
  - Armor: —
  - Class Lvls: 10
- **Skills:**
  - Con: Concentrate.
  - Int: Craft, Know (religion), Know (the planes), Spellcraft.
  - Wis: Heal, Profession.
  - Cha: Intimidate.

### Infusion (combatant)
- **Alignment:** LN, CN, LE, NE, CE.
- **Minimum Requirements:**
  - Concentration: 4 ranks.
  - Know (arcana): 8 ranks.
  - Spellcraft: 8 ranks.
  - Feats: Iron Will, any Metamagic.
- **Class Features:**
  - HD: d4
  - Skill Points: 2
  - Attack: Ftr
  - Good Save: Fort
  - Armor: —
  - Class Lvls: 10
- **Skills:**
  - Con: Concentrate.
  - Int: Craft, Know (arcana), Know (religion), Know (the planes), Spellcraft.
  - Wis: Heal, Listen, Spot.
  - Cha: Diplomacy.
# Invisible Blade

Invisible Blade is a prestige class for a weapon specialist who ‘feints’ and sneak attacks with daggers, punching daggers, and kukri. It is suitable for a variety of races and classes, including bard, rogue, and warlord. The class features include the ability to cast Divine spells and detect evil, among others. The invisible blade can also cast spells when not wearing armor and only armed with daggers, punching daggers, or kukri.

## Minimum Requirements
- **Bluff:** 8 ranks.
- **Sense Motive:** 6 ranks.
- **Feats:** Point Blank Shot, Far Shot, Weapon Focus (Dagger) –or– Weapon Focus (Kukri) –or– Weapon Focus (Punching Dagger).
- **Must defeat an opponent of the same toughness in single combat armed only with daggers, punching daggers, or kukri.**

## HD
- **d6**

## Skill Points
- **4**

## Attack
- **Fighter**

## Good Save
- **Ref**

## Armor
- **—**

## Class Levels
- **5**

## 1st Level Features
- **'Dagger' Sneak Attack – +1d6 Sneak Attack, only usable when wielding a Dagger, Punching Dagger, or a Kukri.**
- **Gain your Class level (up to your Intelligence modifier) as a bonus to your AC when not wearing armor & only armed with Daggers, Punching Daggers, or Kukri.**
- **On a successful ‘Dagger’ Sneak Attack (see above), you may choose not do +1d6 damage in order to make ‘Bleeding Wound’, which bleeds for 1hp per round until stopped by magical healing or a Heal check vs. DC 15. Bleeding Wounds stacks, so an opponent with 2 Bleeding Wounds takes 2hp per round.**

## 2nd Level Features
- **Detect Evil, at will.**
- **Smite Evil, 1/day – when using your Unarmed Strike against an Evil opponent, gain +4 bonus to the attack roll & a damage bonus equal to your Class level.**

---

# Itinerant Warder of Yondala

The Itinerant Warder of Yondala is a prestige class for a specialty priest of the Deity of the Halflings. This class is suitable for halflings and is designed to provide benefits in combat and wilderness survival. The class features include the ability to cast Divine spells and to evade damage from attacks. The class requires a base will save of +5 and has a variety of feats and skills.

## Minimum Requirements
- **Diplomacy:** 10 ranks.
- **Tumble:** 4 ranks.
- **Feats:** Dodge, Mobility.
- **Able to cast Divine spells.**

## HD
- **d6**

## Skill Points
- **4**

## Attack
- **Rogue**

## Good Save
- **Fort, Ref, Will**

## Armor
- **—**

## Class Levels
- **10**

## 1st Level Features
- **Comforts of Home – by concentrating for 10 minutes, you can locate the closest nourishment, whether it is a berry bush, small game, or a safe tavern. You also know if any food or drink within 10’ is dangerous.**
- **Evasion – on a Reflex save for half damage, take no damage no a successful save. You must be wearing no more than Light Armor.**

## 2nd Level Features
- **+1 Divine Caster level.**
- **Uncanny Dodge - Retains Dexterity modifier to AC even if caught flat-footed or attacked by someone invisible.**

---

# Initiate of Pistis Sophia

The Initiate of Pistis Sophia is a prestige class for a holy monk who follows the Deity of Good Monks, who gains vows & resistances, and eventually becomes an Outsider. This class is suitable for a variety of classes, including fighter, monk, ranger, and wizard. The class features include the ability to cast spells, smite evil, and detect evil. The class requires a minimum charisma of 15 and has a variety of skills and feats.

## Minimum Requirements
- **Concentration:** 7 ranks.
- **Know (religion):** 5 ranks.
- **Feats:** Improved Unarmed Strike, Sacred Vow, Sanctify Ki Strike, Servant of the Heavens.
- **Class Ability:** Ki Strike (lawful).

## HD
- **d8**

## Skill Points
- **4**

## Attack
- **Ranger**

## Good Save
- **Fort, Ref, Will**

## Armor
- **—**

## Class Levels
- **10**

## 1st Level Features
- **Add your Class level to your Monk levels to determine your AC bonus, Unarmed Strike Damage, Flurry of Blows, Speed bonus, & Ki Strike ability.**
- **Gain Feat: Fist of the Heavens, even if you do not qualify.**

## 2nd Level Features
- **Detect Evil, at will.**
- **Smite Evil, 1/day – when using your Unarmed Strike against an Evil opponent, gain +4 bonus to the attack roll & a damage bonus equal to your Class level.**
<table>
<thead>
<tr>
<th>Prestige Class</th>
<th>Minimum Requirements</th>
<th>Class Features</th>
<th>Skills</th>
<th>1st Two Level Dependent Class Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiate of the Sevenfold Veil (an expert with Abjuration magics who can create wards based on a layer of a Prismatic Wall, with one color learned each level) (CArc p44)</td>
<td>Know (arcana): 12 ranks. Know (nature): 4 ranks. Spellcraft: 12 ranks Feats: Spell Focus (abjuration), Greater Spell Focus (abjur.), Skill Focus (Spellcraft). Able to cast at least 5 Abjuration spells, including at least two of 4th level or higher. Min Lvl: Sor9, Wiz9, Brd10.</td>
<td>HD: d4 Skill Points: 2 Attack: Rogue Good Save: Will Weap: — Armor: — Class LvlS: 7</td>
<td>Con: Concentrate. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.</td>
<td>1st: +1 Arcane Caster Level. Unimpeachable Abjuration – add your Class level to the DC of any attempt to dispel an Abjuration cast by you. Red Veil – any Warding (see below) you create may be based on the Red Veil, which does the following: - 20 hp of Fire damage when crossed (Ref½); - blocks nonmagical ranged attacks; - equivalent to a 4th level spell; &amp; - is destroyed if targeted with a Cone of Cold. Warding, 1/day – you may create one of 3 types of Wardings base on any Veil you know: - Personal – you are surrounded by a sphere that moves with you &amp; grants the following: &gt; any creature striking you with a Melee or Natural weapon is effected the chosen Veil. &gt; you have Concealment to those looking in, but you can see you without hindrance. &gt; lasts 1 minute per level (unless Dismissed). - Area – you are surrounded by a 15’ diameter sphere that moves with you &amp; grants the following to you and those within the sphere: &gt; any creature entering the sphere is effected by the chosen Veil. &gt; Concealment to those looking in, but those looking out are not hindered. &gt; lasts 1 minute per level (unless Dismissed). - Wall – you create a wall up to 5’ high per Class level and 10’ long per Class level. The wall must begin within 30’ of you. The wall is immobile. You have the option of making it save to walk through the wall in one direction (you may always pass through safely): &gt; any creature crossing through the wall is effected by the chosen Veil. &gt; Concealment to those looking through it. &gt; lasts 10 minute per level (unless Dismissed).</td>
</tr>
<tr>
<td>Jester (a performer who uses humor, taunts, ridicule, etc., to influence and trick people) (DR330 p74)</td>
<td>Perform (comedy): 13 ranks. Perform (any other): 13 ranks. Bluff: 6 ranks. Min Lvl: Brd10, Mnk10, Rog10.</td>
<td>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: — Armor: — Class LvlS: 10</td>
<td>Str: Climb. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Int: Know(local), Know(nobility). Wis: Sense Motives. Cha: Bluff, Diplomacy, Disguise, Gather Info, Perform.</td>
<td>1st: Enhanced Perform – choose one Perform skill with which you have 13 ranks. You now receive a bonus equal to your Class level on this skill. Tasha’s Hideous Laughter, as a Spell-like ability. Usable once per day per Class level. Enthrall, as a Spell-like ability. Usable once per day per two Class levels (minimum 1). 2nd: Vice Versa – you may use a Perform check in place of a Bluff, Diplomacy, or Intimidate check once per two Class levels per day. Little Spell – choose one of the following spells: Dominate Person, Modify Memory, Phantasmal Killer, Shout. You may use that spell once per day as a Spell-like ability.</td>
</tr>
<tr>
<td>Prestige Class</td>
<td>Minimum Requirements</td>
<td>Class Features</td>
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<td>Jobber (the 'face' of a Halfling community, who job it is to talk with, check out, barter with, and &quot;deal with&quot; the neighboring humanoids) (DR310 p72)</td>
<td>Race: Halfling. Base Attack Bonus: +3. Appraise: 4 ranks. Diplomacy: 6 ranks. Gather Info.: 4 rank. Feats: Alertness. Must be chosen by the Halfling community for the position &amp; accept a Mark of Justice that guarantees that you will work in the best interest of the community. Must be literate. Min Lvl: Brd4, Rog4, Clr5, Drd5, Mnk5, Pa15, Fr9, Rgr9, Sor9, Wiz9.</td>
<td>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: Simple, Martial Armor: Light, Medium, Shields. Class LvlS: 5</td>
<td>Str: Climb, Jump. Dex: Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Ride, Tumble, Use Rope. Int: Appraise, Decipher Script, Forgery, Search. Wis: Listen, Profession, Sense Motives, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Perform.</td>
<td>1st: Favored Mark – gain a +2 bonus when making one of the following skill checks against your 'favored' Halfling race: Appraise, Bluff, Diplomacy, Gather Info., Sense Motive. +5 Competence bonus on Diplomacy checks to alter an NPC's attitude. 2nd: +1d6 Sneak Attack. You may make a Hide check while being observed as long as you are in natural terrain. Gather Information check only take 1 hour (instead of 1d4+1 hours) and you may do 3 in one night without arousing suspicion.</td>
</tr>
<tr>
<td>Kensai (master of combat with a signature weapon of your choice) (CWaR p49)</td>
<td>Alignment: LG, LN, LE. Base Attack Bonus: +5. Concentration: 5 ranks. Diplomacy: 5 ranks. Ride: 5 ranks. Feats: Combat Expertise, Weapon Focus (any). Must complete an oath of service to either an overlord or an ideal Min Lvl: Pa15, Cr7, Drd7, Fr7, Mnk7, Rgr7, Rog7, Sor10, Wiz10.</td>
<td>HD: d10 Skill Points: 4 Attack: Fighter Good Save: Will Weap: — Armor: — Class LvlS: 10</td>
<td>Str: Jump. Dex: Balance, Ride. Int: Craft, Know(local), Know(nobility). Wis: Sense Motive. Con: Concentrate. Cha: Diplomacy, Intimidate.</td>
<td>Paladins, Monks, &amp; Samurai may freely cross-class. 1st: Signature Weapon – choose a weapon with which you have Weapon Focus (including natural weapons). By spending 24 uninterrupted hours meditating with the weapon, it gains a +1 Enhancement at the cost of 40XP. At higher levels, you can grant out signature weapon greater enhancements &amp; even special abilities (though these cost more XP). Enhancing both sides of a double weapon costs double &amp; enhancing natural weapons costs 100% + 10% per natural weapon. 2nd: Power Surge – by making a Concentration check vs. DC 15 as a Move Action, you gain a +8 bonus to Strength for (1/2 Class level) rounds. Each additional attempt to ‘Power Surge’ in a 24 hour period causes the DC to increase by +5.</td>
</tr>
<tr>
<td>Prestige Class</td>
<td>Minimum Requirements</td>
<td>Class Features</td>
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<td>1st: Two Level Dependent Class Features</td>
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<tr>
<td><strong>Knight of the Chalice</strong> (specialized in defeating Evil Outsiders &amp; Demons in particular) (CWer p53)</td>
<td>Alignment: LG. Base Attack Bonus: +8. Know (religion): 5 ranks. Know (the planes): 5 ranks. Must be able to cast Divine spells, including Protection from Evil. Min Lvl: Pal8, Clr11.</td>
<td>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Armor: — Class Lvl: 10</td>
<td>Int: Craft, Know (religion), Know (the planes). Wis: Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy, Intimidate.</td>
<td>Paladins may freely cross-class. 1st: Gain Wisdom-based Prepared Divine spells from the Knight of the Chalice Spell List (see page 112). +1 Competence bonus to attack Evil Outsiders. +1d6 damage on hitting an Evil Outsider. +1 Competence bonus to Intimidate, Listen, Sense Motive, &amp; Spot checks used against Evil Outsiders. Stacks with any Favored Enemy bonuses. +1 Will save vs. Evil Outsiders powers. +1 on any contested skill check vs. an Evil Outsider. 2nd: Immune to Fear effects generated by Evil Outsiders. Censure Demons, 1/day – all Demons within 30’ must make a Will save (DC = 10 + Class level + Charisma modifier) or be Stunned. Demons with HD greater or equal to 2 x Class level are only Stunned for 1 round, Demons with less HD are Stunned for 2 x Class level rounds &amp; must make a 2nd Will save or be Dismissed. Only one Demon may be dismissed with each Censure. If multiple fail the 2nd save, the one with the fewest HD is sent back to the Abyss.</td>
</tr>
<tr>
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<tr>
<td>Loremaster (caster who specializes in finding forgotten lore) (DMG p191)</td>
<td>Know (any): 10 ranks. Know (any other): 10 ranks. Feats: Skill Focus (Know (any)), 3 metamagic or item creation feats. Able to cast 7 Divination spells, with at least one being 3rd level. Min Lvl: Wiz7, Brd9, Clr9, Pal11, Rgr11, Drd17, Sor17. HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (ELH p20) (3.5up p14)</td>
<td>Int: Appraise, Craft(alchemy), Decipher Script, Know (any), Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Gather Info., Handle Animals, Perform, Use Magic Item. Speak Language.</td>
<td>1st: +1 Caster Level. Gain a single ‘secret’, which can be chosen from the following list if your Class Level + Intelligence modifier is greater than or equal to the ‘rank’ Rank Secret 1 4 ranks in a new skill 2 +3 hp 3 +2 bonus to Will saves 4 +2 to Fortitude saves 5 +2 to Reflex saves 6 +1 to attack rolls 7 +1 Dodge bonus to AC 8 Any one feat 9 1 extra 1st level spell 10 1 extra 2nd level spell</td>
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<tr>
<td>Luckstealer (a halfling caster who can steal ‘luck’ from others for his/her own advantage) (RotW p118)</td>
<td>Race: Halfling. Profession(gambler): 9 ranks. Feat: Dallah Thaun’s Luck. Able to cast 3rd level spells. If you cast Divine spells, you must have access to the Luck Domain. Min Lvl: Clr6, Sor6, Wiz6, Brd7. HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10</td>
<td>Dex: Sleight of Hand. Con: Concentrate. Int: Appraise, Craft, Know(local), Spellcraft. Wis: Profession, Sense Motive. Cha: Bluff.</td>
<td>1st: Curse of the Fatespurned – as a Move Action, you may steal some ‘luck’ from a target you can see who is within 60’ (WillNeg, DC is Charisma-based). The target receives a –2 penalty on attacks, saves, ability checks, &amp; skill checks for 1 minute. This effect cannot be dispelled, but may be ended with Remove Curse, Bane, Enchantment, Limited Wish, Wish, or Miracle. When this ability works (i.e., the target fails his/her save), you gain 2 points in your Luck Pool. Each point can be used as a Luck bonus by you on a single attack, save, skill check, or ability check. Points fade if unused after 1 minute. The maximum number of points you may have in the Luck Pool is equal to your Charisma modifier (minimum 1). Subtle Magic – if one of your spells is targeted with a Divination spell, the caster must make a Caster level check vs. DC (15 + your Caster level) to succeed (e.g., Detect Magic won’t register it as magic).</td>
<td>2nd: +1 Caster level. Gain the Bardic Lore ability.</td>
</tr>
<tr>
<td>Mage of the Arcane Order (guild mage) (CAc p48)</td>
<td>Know (arcana): 8 ranks. Feats: Cooperative Spell, one other metamagic feat. Able to cast 2nd level Prepared Arcane spells. Join the Arcane Order. Min Lvl: Wiz5. HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10</td>
<td>Int: Concentrate. Cha: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession. Speak Language.</td>
<td>1st: +1 Arcane Caster Level. Guild Member – access to lodging, a research library, lab, and ‘job board’. Spell Pool I – Access to the Guild Spellpool. By taking a Full Round action, you can fill an unused slot with a 1st-3rd level spell of your choice, though it fades in 1 minute per Caster level. All spell levels you take from the Spell Pool must be returned by depleting a similar number of spell levels within one day per Class level or access is lost.</td>
<td>2nd: +1 Arcane Caster Level. Gain a bonus Metamagic feat.</td>
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<tr>
<td>Prestige Class</td>
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<td>Class Features</td>
<td>Skills</td>
<td>1st: Two Level Dependent Class Features</td>
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| **Magic Filcher** (an arcane caster who gains arcane spells & can emulate an arcane caster)  
(DR310 p73) | Disable Device: 8 ranks.  
Know (arcana): 8 ranks.  
Spellcraft: 5 ranks.  
Use Magic Device: 5 ranks.  
Must be able to cast Arcane spells  
Min Lvl: Brd13, Sor13, Wiz13. | HD: d6  
Skill Points: 6  
Attack: Rogue  
Good Save: Ref, Will  
Weap: —  
Armor: —  
Class Lvl: 5 | Str: Climb, Jump, Swim.  
Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope.  
Int: Appraise, Craft (alchemy), Disable Device, Decipher Script, Know (arcana), Search, Spellcraft.  
Wis: Listen, Spot.  
Con: Concentrate.  
Cha: Bluff, Use Magic Device. | 1st: +1 Caster level.  
Detect Magic at Class level, 3/day.  
2nd: Wizard Mimic – +5 bonus to Use Magical Device checks when using Arcane spell or Wizard-specific items. |
| **Maiden of Pain** (specialty priestess of the Deity of Pain)  
(PGF p182) | Patron: Loviatar.  
Gender: Female.  
Intimidate: 4 ranks.  
Feat: Violate Spell.  
Able to cast *Masochism* and *Sadism* as Divine spells.  
Must use the drug Agony.  
Min Lvl: Clr5. | HD: d6  
Skill Points: 4  
Attack: Rogue  
Good Save: Ref  
Weap: Whip  
Armor: —  
Class Lvl: 10 | Dex: Use Rope.  
Con: Concentrate.  
Int: Craft, Know (arcana), Know (religion), Spellcraft.  
Wis: Profession, Sense Motive.  
Cha: Bluff, Diplomacy, Gather Info., Intimidate, Perform. | 1st: Gain access to the Pain Domain if you do no already have it.  
If you do, you gain access to another of Loviatar’s Domains.  
Pain Touch, 1/day – by making a melee touch attack, your opponent is Stunned for 1 round (Will Neg DC = 10 + Class level + Wisdom modifier).  
Lasher – you may cast ‘touch’ range spells & your Pain Touch ability through your Whip (giving you 15’ range). At your option, you may make a melee attack to do damage & the effect –or– just do a touch attack to do the effect.  
Agony Addition – you are permanently addicted to the drug Agony, though its effects on you are lessened.  
2nd: +1 Cleric Caster level. |
| **Mantis Shen** (unarmed combatant that mimics a Praying Mantis with excellent grappling, disarming, & tripping, and eventually gaining a hybrid battle form)  
(DR319 p71) | Base Attack Bonus: +5.  
Concentrate: 2 ranks.  
Escape Artist: 5 ranks.  
Know (nature): 2 ranks.  
Survival: 3 ranks.  
Feat: Combat Expertise, Improved Trip, Improved Unarmed Strike.  
Min Lvl: Bhn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10. | HD: d8  
Skill Points: 6  
Attack: Rogue  
Good Save: Fort, Will  
Weap: —  
Armor: —  
Class Lvl: 10 | Str: Climb, Jump, Swim.  
Dex: Balance, Escape Artist, Hide, Move Silently, Tumble.  
Con: Concentrate.  
Int: Craft, Know (nature).  
Wis: Listen, Sense Motive, Spot, Survival.  
Cha: Intimidate. | 1st: Add Class level to Monk levels (if any) to determine unarmored damage, & AC bonus.  
2nd: Ki Strike (silver) – your unarmed strikes are treated as if they were ‘silver’ for purposes of overcoming Damage Reduction.  
Gain Feat: Improved Grapple. If you already have this feat, the bonus when using it becomes +6 (instead of +4). |
| **Martyred Champion of Ilmater** (specialty priest / templar of the Deity of Suffering)  
(PGF p184) | Patron: Ilmater.  
Alignment: LG.  
Know (religion): 4 ranks.  
any one skill: 9 ranks.  
Feat: Endurance, Nimbus of Light.  
Must have died in heroic sacrifice and been returned to life.  
Min Lvl: Clr6, Ftr6, Mnk6, Pal6, Rgr6, Rog6, Sor6, Wiz6. | HD: d10  
Skill Points: 2  
Attack: Rogue  
Good Save: Ref  
Weap: —  
Armor: —  
Class Lvl: 10 | Str: Climb.  
Dex: Ride.  
Con: Concentrate.  
Int: Craft, Know (religion), Spellcraft.  
Wis: Heal, Profession. | 1st: Gain Feat: Diehard.  
Gain Feat: Improved Unarmed Strike. If Medium-size, your unarmed strike does 1d6.  
2nd: +1 Caster level –or– gain a bonus feat of your choice.  
You are immune to Fear, both magical & natural. |
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<td>Master Astrologer (a caster of prepared spells who uses the stars to cast more effective spells) (<a href="#">DR340 p36</a>)</td>
<td>Know (the planes): 4 ranks. Sense Motive: 4 ranks. Profession (astrologer): 8 ranks. Feat: Skill Focus (Profession (astrologer)). Able to cast Prepared Spells. Min Lvl: Clr5, Drd5, Pal5, Rgr5, Wiz5.</td>
<td>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvls: 10</td>
<td>Con: Concentrate. Int: Craft, Know(arcana), Know(nature), Know(religion), Know(the planes), Spellcraft. Wis: Profession, Sense Motive, Spot.</td>
<td>1st: Stargazer – if you have access to a telescope / spyglass and an unobstructed view of the stars, your spell preparation takes ½ the normal time (usually 30 min). Zodiac Sense – receive a bonus equal to your Class level on all Sense Motive checks. Also, you may determine which Zodiac sign a creature was born under by making a Sense Motive check vs. the indicated DC after spending the indicated time studying the creature (you must have Line-of-Effect):</td>
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<td><strong>Time</strong></td>
<td><strong>DC</strong></td>
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<td>Full Round</td>
<td>20</td>
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<td>Move Action</td>
<td>35</td>
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<td></td>
<td>Free Action</td>
<td>50</td>
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<td>2nd: +1 Caster level. Numerology +1 – when you target a creature whose Zodiac Sign you know with a spell, you receive a +1 Insight bonus to overcome that creature’s Spell Resistance &amp; the spell’s DC is +1.</td>
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<tr>
<td>Master of Many Forms (expert shape-changer who eventually can take the form of Plants, Fey, Oozes, Dragons, and in the end changes into a ‘Shapeshifter’) (<a href="%5BCAdvErrata%5D(#)">CAdv p58</a>)</td>
<td>Feats: Alertness, Endurance. Wild Shape class feature. Min Lvl: Drd5.</td>
<td>HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvls: 10</td>
<td>Str: Climb, Jump, Swim. Dex: Hide. Con: Concentrate. Int: Craft, Know(nature). Wis: Listen, Spot, Survival. Cha: Diplomacy, Disguise, Handle Animals.</td>
<td>1st: Shifter Speech – You may speak verbally regardless of the form you take. You may also communicate with other creatures of the same kind while in a Wild Shape. Improved Wild Shape (Humanoid) – You may now use Wild Shape to take the form of a Small or Medium-sized Humanoid whose base hit dice are not greater than your Class level + all levels in classes that grant Wild Shape (usually only Druid). Gain Class level in extra uses of Wild Shape each day. 2nd: Improved Wild Shape (Large) – Your Wild Shapes may now be up to Large-sized. Improved Wild Shape (Giant) – You may now use your Wild Shape to take the form of a Giant who meets the size and hit dice criteria.</td>
</tr>
<tr>
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- Deadeye Shot – The critical multiplier for the weapon increases by 1 (i.e., a hand axe becomes x4 vs. x3).

- Defensive Throw – Avoid generating Attacks of Opportunity with your throw for 1 round by making a Concentration check vs. DC (10 + number of threatening opponents).

- Doubletoss – As a Standard Action, throw two weapons either at the same target or two within 30’ of each other. Your full Strength modifier applies to the damage of each. Normal penalties for fighting with two weapons apply.

- Palm Throw – Each attack with little thrown weapons (i.e., daggers, shuriken, & darts) can be made with two of the weapons. Do not apply your Strength modifier to the damage of either.

- Sneaky Shot – As a Move Action just before a ranged throw attack, make a Sleight of Hand check opposed by your opponent’s Spot check to deny your opponent of his/her Dexterity.

- Trip Shot – On a successful thrown weapon attack, you can make a Trip Attack in addition to the damage. Make a Dexterity check with a +4 bonus opposed by your opponent’s Strength or Dexterity check (whichever is better). Advantages such as ‘Stability’ apply. Bonus from Feat: Improved Trip do not apply.

- Tumbling Toss – At any point in a Tumble move, you may make a single thrown attack as a Standard Action. If you make a Tumble check vs. DC 25, no Attack of Opportunity is generated. You cannot be wearing more than Medium armor.

- Two with One Blow – You may attack two adjacent opponents with a single throw by taking a –4 penalty on the attack. You make a single attack roll & compare it to each AC to determine how many opponents were hit. Resolve damage & threatened criticals separately.

- Weak Spot – When attacking an opponent of your size or larger, you may make a Ranged Touch Attack (instead of a Normal Ranged Attack), though you may not apply your Strength modifier to the damage. You may only take this trick as a 5th level Master Thrower.

2nd: Evasion – on a Reflex save for half damage, take no damage no a successful save. You cannot be wearing more than Light armor. If you already have Evasion, gain Improved Evasion (½ damage on a failed save).

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<td>Master of the Unseen Hand (able to use the spell Telekinesis in innovative ways as part of combat)</td>
<td>Concentrate: 8 ranks. Able to cast Telekinesis as a spell, spell-like ability, or supernatural ability. Min Lvl: Wiz9, Sor10.</td>
<td>HD: d4 Skill Points: 2 Attack: Fighter Good Save: Will Weap: --- Armor: --- Class Lvl: 5</td>
<td>Int: Craft, Know(araean), Spellcraft. Wis: Profession. Con: Concentrate. Cha: Intimidate. 1st: When using Telekinesis, add your Class level to your Caster lvl for determining your Effective Caster level. When using Telekinesis, you may switch between the 3 uses of the spell (Sustained Force, Combat Maneuver, &amp; Violent Thrust) from round to round, though spell ends after the use of Violent Thrust. 2nd: You may now wield weapons with Telekinesis as a Combat Maneuver. You may only make a single attack as a Standard Actions with a bonus of your Effective Caster level + your Primary Casting Trait. Weapon released feats (such as Power Attack) cannot be used. The weapon may move up to 20' before attacking. The weapon may be one that was disarmed Maintaining Sustained Force only requires a Move Action, as does simply keeping concentration to not drop your Telekinesis spell. You may even cast a new spell while maintaining Telekinesis, though you must make a Concentration check vs. the DC of Telekinesis.</td>
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<tr>
<td>Master Transmogrifist (specialist in polymorphing, who masters a few forms and gains more and more of their special abilities)</td>
<td>Alignment: NG, CG, N, CN, NE, CE. Bluff: 2 ranks. Disguise: 2 ranks. Feats: Eschew Materials. Able to cast Alter Self and Polymorph. Min Lvl: Wiz7, Sor8.</td>
<td>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: --- Armor: --- Class Lvl: 10</td>
<td>Con: Concentrate. Int: Know(araean), Spellcraft. Wis: Profession. Cha: Bluff, Disguise. 1st: Favored Shape – you may chose 3 shapes available to you when casting Polymorph to be ‘Favored Shapes’. You may not choose a creature of the same type as yourself (typically Humanoid). Extended Change – When using Alter Self, Polymorph, Polymorph Any Object, or Shapechange to become one of your Favored Shapes, the duration is doubled. 2nd: +1 Arcane Caster Level. Manifest Sense – When you take one of your Favored Shapes, you gain all of its senses, including (if appropriate) Blindsight, Blindsight, Darkvision, Low-Light Vision, Scent, and/or Tremorsense.</td>
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**Prestige Classes**

February 28, 2007
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<td>(a bard who follows the Deity of the Forge) (DR311 p68)</td>
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<tr>
<td>(a half-orc practiced at surviving in a city through intimidation and resource-fullness) (RoD p123)</td>
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<td><strong>Mindbender</strong></td>
<td>Alignment: LN, N, CN, LE, NE, CE. Bluff: 4 ranks. Diplomacy: 4 ranks. Intimidate: 4 ranks. Sense Motive: 4 ranks. Able to use Charm Person as a spell, spell-like ability, or an invocation. Arcane Caster level 5th. Min Lvl: Brd5, Sor5, Wiz5.</td>
<td>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10</td>
<td>Con: Concentrate. Int: Know (any), Spellcraft. Wis: Profession, Sense Motive. Cha: Bluff, Diplomacy, Intimidate.</td>
<td>1st: +1 Arcane Caster Level. Telepathy – gain the ability to communicate telepathically with any creature within 100’ that has a language. 2nd: Push the Weak Mink, 1/day – Suggestion on a creature up to size Large within 100’, WillNeg (DC 13 + Primary Spellcasting Ability modifier), duration is up to 5 hours + 1 per Class level. This is a Supernatural ability. Skill Boost – gain a Competence bonus equal of ½ Class level to Bluff, Diplomacy, Intimidate, &amp; Sense Motives.</td>
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<tr>
<td>(specialized in arcane &amp; mundane influencing of people) (CAnc p54)</td>
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<tr>
<td><strong>Mindspy</strong></td>
<td>Base Attack Bonus: +3. Concentrate: 8 ranks. Able to cast Detect Thoughts as a spell, spell-like ability, or supernatural ability. Min Lvl: Brd5, Clo(knowledge)5, Sor6, Wiz6.</td>
<td>HD: d8 Skill Points: 2 Attack: Fighter Good Save: Will Weap: — Armor: — Class Lvl: 5</td>
<td>Int: Craft. Wis: Profession, Sense Motives. Con: Concentrate. Cha: Bluff, Intimidate.</td>
<td>1st: Anticipate – Against an opponent whose mind you are reading (requiring the opponent to have failed a Will save &amp; been affected by Detect Thoughts for 3 rounds), you gain +1 per Class level (up to your Charisma modifier) as an Insight bonus to AC &amp; attacks. If you are denied your Dexterity modifier to AC, you loose this AC bonus too. Combat Telepathy – You may maintain Detect Thoughts as a Free Action by making a Concentration check vs. a DC of (10 + damage taken last round). Casting a spell or using a spell-like ability ends Detect Thoughts. Spherical Detect Thoughts – Your use of Detect Thoughts covers a sphere with the same radius as the original cone area of effect. 2nd: Faster Mindscan – The first round of Detect Thoughts lets you detects thoughts –and– determine Intelligence. On the second round, you may detect surface thoughts of one detected mind. This effects the ‘Anticipate’ ability (above).</td>
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**Value(gp)** | **Search DC** | **Time** | **Min Community** |
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<td>up to 20</td>
<td>10</td>
<td>1d4x10 min</td>
<td>Hamlet</td>
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<td>21 – 50</td>
<td>15</td>
<td>2d4x10 min</td>
<td>Small Town</td>
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<tr>
<td>51 – 100</td>
<td>20</td>
<td>1d4 hours</td>
<td>Small City</td>
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<tr>
<td>101 – 200</td>
<td>25</td>
<td>2d4 hours</td>
<td>Metropolis</td>
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<td>(specially priest of the Deity of Light)</td>
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<td>(PGF p66) (PGF+)*</td>
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<td>Morninglord of Lathamder</td>
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<tr>
<td>(a bard who uses his/her songs against undead, helping put them to rest)</td>
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<td>Mole (able to dig, meld into, shape, etc., with dirt &amp; eventually stone) (DR310 p71)</td>
<td>Base Attack Bonus: +5. Appraise: 2 ranks. Hide: 3 ranks. Profession (miner): 1 rank Search: 3 ranks. Must have lived underground for 5 years or worked in a mine for 1 year. Min Lvls: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Ddr7, Mk7, Rog7, Sor10, Wiz10.</td>
<td>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Fort Weap: Simple, All Martial Picks. Armor: Light Class Lvls: 5</td>
<td>Str: Climb, Jump. Dex: Hide, Move Silently. Con: Concentrate. Int: Appraise, Know(architecture), Know(dungeoneer), Search. Wis: Listen, Profession, Survival.</td>
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<td>Nightsong Infiltrator (thief trained to break in anywhere)</td>
<td>Climb: 10 ranks. Disable Device: 5 ranks. Open Lock: 5 ranks. Search: 5 ranks. Feats: Alertness. Evasion class ability. Go through 3 months of special training &amp; tests with the Nightsong Guild. Min Lvl: Mnk7, Rog7.</td>
<td>HD: d6 Skill Points: 8 Attack: Rogue Good Save: Ref Weap: — Armor: —</td>
<td>Class Lvl: 10</td>
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<tr>
<td>Occult Slayer (a warrior who specialized in resisting, disrupting, &amp; slaying spellcasters)</td>
<td>Base Attack Bonus: +5. Know (arcana): 4 ranks. Spellcraft: 3 ranks. Feats: Improved Initiative, Weapon Focus (any). Min Lvl: Bbn5, Fr5, Pa5, Rgr5, Brd7, Cl7, Dr7, Mnk7, Rog7, Sor10, Wiz10.</td>
<td>HD: d8 Skill Points: 2 Attack: Wizard Good Save: Will Weap: Simple, Martial. Armor: All</td>
<td>Class Lvl: 5</td>
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<tr>
<td>Oppressor (a thug that everyone know about, who gains sneak attacks &amp; can intimidate a whole neighborhood)</td>
<td>Alignment: LE, NE, CE. Base Attack Bonus: +5. Intimidate: 8 ranks. Feats: Improved Unarmed Strike, Improved Grapple, Persuasive. Must have at least 1d6 Sneak Attack. Must have killed someone in public &amp; be a known killer in at least one region. Min Lvl: Rog7.</td>
<td>HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: —</td>
<td>Class Lvl: 10</td>
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<td>Prophet of Erathaol (follower of the Seer of Celestia, who can “channel” a Celestial to get a variety of help)</td>
<td>Alignment: LG. Know (arcana): 5 ranks. Spellcraft: 10 ranks. Feat: Sacred Vow, Servant of the Heavens, Spell Focus (Divination), Vow of Chastity. Able to cast 4th level spells.</td>
<td>HD: d6 Skill Points: 2 Attack: Wizard Good Save: Fort, Ref, Will, Weap: — Armor: — Class Lvls: 10</td>
<td>Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Intimidate.</td>
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<tr>
<td>Purple Dragon Devotee (so in-tune with the air that food &amp; drink are no longer needed)</td>
<td>Base Attack Bonus: +5. Know (nature): 4 ranks. Feats: Endurance, Iron Will, Great Fortitude. Must go three days without eating, drinking, or using magic to avoid hunger &amp; thirst.</td>
<td>HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref, Will, Weap: — Armor: — Class Lvls: 10</td>
<td>Str: Climb, Jump. Int: Craft, Know (nature). Wis: Survival. Cha: Intimidate.</td>
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<tr>
<td><strong>Purple Dragon Knight</strong> (heroic knights of Cormyr who lead troops in battle) <em>(PGF p60)</em></td>
<td>Alignment: LG, NG, LN, N. Base Attack Bonus: +4. Diplomacy –or– Intimidate: 1 rank. Listen: 2 ranks. Ride: 2 ranks. Spot: 2 ranks. Feats: Leadership, Mounted Combat. Must be from the Cormyr region –or– have 8 ranks in Know (local – Cormyr). Membership in the Purple Dragons. Min Lvls: Bbn6, Brd6, Clr6, Drd6, Ftr6, Mnk6, Pa16, Rgr6, Rog6, Sor8, Wiz8.</td>
<td>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple Armor: Light, Medium, Shields Class Lvls: 5</td>
<td>Str: Climb, Jump, Swim, Dex: Ride. Int: Know(local – Cormyr), Know(tactics). Cha: Diplomacy, Intimidate.</td>
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<tr>
<td><strong>Radiant Servant of Pelor</strong> (specialty priest of the Deity of Light &amp; Mercy) <em>(CDv p52)</em></td>
<td>Patron: Pelor. Alignment: NG. Base Will Save: +5. Know (religion): 9 ranks. Heal: 5 ranks. Feat: Extra Turning. Able to cast Divine spells &amp; have access to the Sun Domain. Min Lvls: Clr6.</td>
<td>HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvls: 10</td>
<td>Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession, Sense Motive. Cha: Diplomacy.</td>
</tr>
<tr>
<td><strong>Rage Mage</strong> (magical berserker) <em>(CWar p72)</em></td>
<td>Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +4 Feat: Combat Casting. Must be able to cast 2nd level Arcane spells. Must be able to Rage or Frenzy. Min Lvls: Brd4 / Bbn1, Sor4 / Bbn2, Wiz3 / Bbn3.</td>
<td>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvls: 10</td>
<td>Int: Spellcraft. Wis: Profession, Survival. Con: Concentrate.</td>
</tr>
<tr>
<td><strong>Rainbow Servant</strong> (arcane casters who learn the magic and abilities of Couatls) <em>(CDv p54)</em></td>
<td>Alignment: LG, NG, LN, N. Know (arcana): 4 ranks. Able to cast 3rd level Arcane spells. Find the hidden jungle temples of the Couatls. Min Lvls: Wiz5, Sor6, Brd7.</td>
<td>HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvls: 10</td>
<td>Con: Concentrate. Int: Craft, Know(arcana), Know(the planes), Spellcraft. Wis: Profession, Sense Motive. Cha: Diplomacy.</td>
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<td>Prestige Class</td>
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| Ravager       | Alignment: CE, NE.   | HD: d10        | Dex:  Ride, Move Silently. | 1st: Once per day, either  
                | Base Attack Bonus: +5. | Attack: Fighter Good Save: Fort Weap: — Armor: — | a) make a touch attack that does 1d8 +1 per Class level; or—  
                | Feats: Power Attack, | | Int: Know (religion). Wis: Profession. Cha: Intimidate | b) make a melee attack that does weapon damage + 1d4 + 1 per Class Level.  
                | Improved Sunder. | | | 2nd: Opponents within 10’ receive a −2 Morale penalty to all saving throws for 3 + Class level rounds, usable once per day. The penalty ends if the enemy leaves your 10’ radius Emanation.  
                | Intimidate: 3 ranks. | | | 2nd: |  
                | Know (religion): 3 ranks. | | | Opponents within 10’ receive a −2 Morale penalty to all saving throws for 3 + Class level rounds, usable once per day. The penalty ends if the enemy leaves your 10’ radius Emanation.  
                | Survival: 4 ranks. | | | 2nd: |  
                | Must survive the initiation. | | | Opponents within 10’ receive a −2 Morale penalty to all saving throws for 3 + Class level rounds, usable once per day. The penalty ends if the enemy leaves your 10’ radius Emanation.  
                | MIn Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Dnd7, Rog7, Sor10, Wiz10. | | | 2nd: |  
| Reachrunner   | Race: Shifter.       | HD: d8         | Str:  Climb, Jump, Swim. | 1st: Add your Class level as a bonus to Climb, Balance, Jump, Listen, & Spot checks.  
                | Base Attack Bonus: +5. | Skill Points: 4 Attack: Fighter Good Save: Fort, Ref Weap: — Armor: — | D: 15’ increase to your base land speed when wearing no more than Light Armor or carrying no more than a Light Load.  
                | Listen: 5 ranks. | | Int: Craft, Know (geography), Know (nature). Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal. | 2nd: Nature’s Stride – when entering a square than normally requires 2 squares of movement (such as heavy undergrowth, shallow bog, or up a hill), it only costs you one. When entering a square than normally requires 4 squares of movement (such as a deep bog), it only costs you two.  
                | Spot: 4 ranks. | | | 2nd: |  
                | Survival: 8 ranks. | | | Opponents within 10’ receive a −2 Morale penalty to all saving throws for 3 + Class level rounds, usable once per day. The penalty ends if the enemy leaves your 10’ radius Emanation.  
                | Feats: Endurance, Track. | | | 2nd: |  
                | Min Lvl: Bbn5, Dnd5, Rgr5, Clr(travel)7, Brd13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13. | | | Opponents within 10’ receive a −2 Morale penalty to all saving throws for 3 + Class level rounds, usable once per day. The penalty ends if the enemy leaves your 10’ radius Emanation.  
| Reaping Mauler | Race: Changeling.    | HD: d10        | Con:  Concentrate. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession, Sense Motive. Cha: Bluff, Disguise. | 1st: |  
                | Spellcraft: 8 ranks. | | Int: Craft, Decipher Script, Know(any), Spellcraft. | Class level times per day, you may apply Still Spell –or– Silent Spell without changing the level of the spell you are casting.  
                | Able to cast 3th level Arcane spells. | | | 2nd: +1 Arcane caster level.  
                | Min Lvl: Wiz5, Sor6, Brd7. | | | Expanded Knowledge – gain one additional spell up to one level below the highest level you can cast.  
                | Spellcraft: 8 ranks. | | Int: Craft, Decipher Script, Know(any), Spellcraft. | Class level times per day, you may apply Still Spell –or– Silent Spell without changing the level of the spell you are casting.  
                | Feats: Tattoo Focus, plus 3 metamagic or item creation feats. Able to cast 3th level Arcane spells. You must be Specialized in Arcane School (this is a prerequisite of Tattoo Focus) | | | 2nd: +1 Arcane Caster Level.  
                | Min Lvl: Wiz5. | | | When casting spells from your Specialized School, add 1 to the spell effective caster level & add 1 to attempts to overcome Spell Resistance.  
                | Spellcraft: 8 ranks. | | Int: Craft, Decipher Script, Know(any), Spellcraft. | Class level times per day, you may apply Still Spell –or– Silent Spell without changing the level of the spell you are casting.  
                | Feats: Tattoo Focus, plus 3 metamagic or item creation feats. Able to cast 3th level Arcane spells. You must be Specialized in Arcane School (this is a prerequisite of Tattoo Focus) | | | 2nd: |  
                | Min Lvl: Wiz5. | | | When casting spells from your Specialized School, add 1 to the spell effective caster level & add 1 to attempts to overcome Spell Resistance.  

### Minimum Requirements

- **Ravager** (Templars of the Deity of Slaughter) (CW p173)
  - Alignment: CE, NE.
  - Base Attack Bonus: +5.
  - Must survive the initiation.
  - Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Dnd7, Rog7, Sor10, Wiz10.

- **Reachrunner** (a Shifter focuses on moving fast and efficiently through outdoor terrain) (RoE p153)
  - Race: Shifter.
  - Base Attack Bonus: +5.
  - Listen: 5 ranks.
  - Spot: 4 ranks.
  - Survival: 8 ranks.
  - Feats: Endurance, Track.

- **Reaping Mauler** (expert at grappling, eventually learning some effective ‘finishing moves’) (CW p175)
  - Base Attack Bonus: +5.
  - Escape Artist: 5 ranks.
  - Tumble: 5 ranks.
  - Feats: Improved Unarmed Strike, Clever Wrestling.
  - Must defeat 3 opponents who are at least 1 size larger than you with your bare hands.
  - Min Lvl: Bbn7, Brd7, Clr7, Dnd7, Ftr7, Mnk7, Pal7, Rog7, Rgr7, Sor10, Wiz10.

- **Recaster** (a Changeling who can apply metamagies on-the-fly, ignore material components, etc.) (RoE p157)
  - Race: Changeling.
  - Know (arcana): 4 ranks.
  - Spellcraft: 8 ranks.
  - Able to cast 3th level Arcane spells.
  - Min Lvl: Wiz5, Sor6, Brd7.

- **Red Wizard** (highly specialized arcane caster from the country of Thay) (DMG p193)
  - Alignment: LN, N, CN, LE, NE, CE.
  - Race: Human.
  - Spellcraft: 8 ranks.
  - Feats: Tattoo Focus, plus 3 metamagic or item creation feats.
  - Able to cast 3th level Arcane spells.
  - You must be Specialized in an Arcane School (this is a prerequisite of Tattoo Focus)
  - Min Lvl: Wiz5.
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| **Reforged** (a Warforged who is trying to become a living creature) (RoE p161) | Race: Warforged. Craft or Profession: 8 ranks. Sense Motive: 4 ranks. Min Lvl: Bbn6, Brd6, Clr6, Dnd6, Ftr6, Pal6, Rgr6, Rog6, Sor6. | HD: d6  
Skill Points: 4  
Attack: Wizard  
Good Save: Will  
Weap: —  
Armor: —  
Class Lvl: 3 | Str: Climb, Jump, Swim.  
Dex: Balance.  
Int: Craft, Search.  
Wis: Heal, Profession, Listen.  
Sense Motive, Spot, Survival.  
Cha: Bluff, Gather Info. | 1st: Extrovert – gain a bonus equal to your Class level on Bluff, Diplomacy, Gather Info, & Sense Motive checks.  
Natural Healing – you can now heal lethal, nonlethal, and ability damage when you rest. Your natural healing increases when you have long-term care.  
2nd: Reforged Insight – gain a +2 Insight bonus on Wisdom checks and Wisdom-base skill checks.  
Magical Healing – magical healing now works normally on you (instead of healing ½). |
Skill Points: 8  
Attack: Rogue  
Good Save: Ref  
Weap: —  
Armor: —  
Class Lvl: 10 | Str: Climb, Jump, Swim.  
Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope.  
Int: Craft, Disable Device, Forgery, Know(local), Know(royalty), Search.  
Wis: Listen, Profession, Sense Motive, Spot, Survival.  
Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate. | 1st: Sneak attack +1d6.  
Death Attack – After 3 rounds of study, if you can make a successful melee sneak attack within the next 3 rounds, the target must make a Fortitude save vs. DC 10 + Class Level + your Intelligence modifier or die / be paralyzed (your choice). Paralysis lasts (Class level + 1d6) rounds.  
You are trained to never accidentally poison yourself when applying it to a blade.  
2nd: Greater Paralyzing Attack – When using ‘Death Attack’ to paralyze, the DC is +1.  
Uncanny Dodge - Retains Dexterity modifier to AC even if caught flat-footed or attacked by someone invisible. |
| **Ronin** (a dishonored warrior) (CWaR p77) | Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +6. Feats: Exotic Weapon Proficiency (bastard sword). Must have fled a battle or been exiled by one’s lord. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd6, Clr8, Dnd8, Mnk8, Rog8, Sor12, Wiz12. | HD: d10  
Skill Points: 2  
Attack: Fighter  
Good Save: Fort  
Weap: —  
Armor: —  
Class Lvl: 10 | Dex: Ride.  
Int: Craft, Know(history), Know(nobility).  
Wis: Sense Motive.  
Cha: Bluff, Disguise, Intimidate. | 1st: Infamy – Any person of authority who knows of your reported dishonor has an initial attitude one worse than normal & you receive a –4 Circumstance penalty on all Charisma-based checks with that person. Learning your background is typically a Gather Information or Knowledge (nobility & royalty) check vs. DC 10.  
Gain +1d6 Sneak Attack.  
2nd: Banzai Charge – When making a charge, you may take a penalty to your AC from –2 (the normal value) up to your BAB. This same value is added to your attack at the end of the charge. |
| **Ruathar** (someone who learns ‘be an Elf’, usually by helping them) (RoW p122) | Base Attack Bonus: +6–or–any skill: 9 ranks –or–able to cast 3rd level spells. Perform a great service for an Elven community. Min Lvl: Clr5, Dnd5, Wiz5, Bbn6, Brd6, Ftr6, Mnk6, Pal6, Rgr6, Rog6, Sor6. | HD: d6  
Skill Points: 4  
Attack: Rogue  
Good Save: Ref, Will  
Weap: Rapier  
—or–Longsword  
—or–Long Bow  
—or–Short Bow  
Armor: —  
Class Lvl: 3 | Dex: Hide, Move Silently.  
Con: Concentrate.  
Int: Craft, Know(any), Search, Spellcraft.  
Wis: Listen, Profession, Sense Motive, Spot, Survival.  
Cha: Diplomacy, Handle Animal. | 1st: +1 Caster Level.  
Word of Friendship – identifies you as a Ruathar.  
Gift of the Elves – the Elven community you aided provides you with a gift, usually Boots of Elvenkind, a Cloak of Elvenkind, Elven Chain, +1 Longsword, etc.  
2nd: +1 Caster Level.  
Gain Low-Light Vision. If you already have it, then your Log-Light Vision can see 4x as far (instead of 2x).  
Elfwise – +2 bonus on Listen, Search, and Spot checks.  
3rd: +1 Caster Level.  
Star Blessing – receive a +1 Sacred bonus on attacks and saves while under the night sky.  
Avandor’s Grace – your lifespan increases by 50% in your current and future aging categories. |
### Runesmith

(a divine caster specialized in creating runes)  
(*PGF p69*)

**Minimum Requirements**
- Craft (metalworking, calligraphy, gemcutting, stonecarving, woodcarving, etc.): 8 ranks
- Spellcraft: 8 ranks.
- Feats: Inscribe Rune.
- Able to cast 3rd level Divine Spells.

**Class Features**
- HD: d8
- Skill Points: 2
- Attack: Rogue
- Good Save: Fort, Will
- Weap: —
- Armor: —
- Class Lvl: 10
- Epic Lvl: 10

**Skills**
- Con: Concentrate.
- Int: Craft, Know(ancana), Know(religion), Spellcraft.
- Wis: Heal, Profession.
- Cha: Diplomacy.

**1st:** +1 Divine Caster Level.  
+1 on your Craft checks to create runes.

**2nd:** +1 Divine Caster Level.  
+1 on your rune’s DC’s; vs. attempts to erase, dispel, or disable; and for attempting to overcome Spell Resistance.

### Runecaster

(a dwarven arcane caster who can wear armor because his/her spells are cast through runes instead of hand motions)  
(*RoS p118*)

**Race:** Dwarf.  
**Concentration:** 5 ranks.  
**Craft (stoneworking):** 8 ranks.  
**Feats:** Armor Proficiency (heavy), Scribe Scroll.  
Able to cast 1st level Arcane spells.  
- Min Lvl: Ftr1/Wiz4, Brd6, Wiz9, Sor9.

**HD:** d6  
**Skill Points:** 2  
**Attack:** Wizard  
**Good Save:** Fort, Will  
**Weap:** —  
**Armor:** —  
**Class Lvl:** 5

**Skills**
- Con: Concentrate.  
- Int: Appraise, Craft, Decipher Script, Know(ancana), Spellcraft.  

**1st:** +1 Arcane Caster level.  
Rune Magic – when preparing your Arcane spells for the day, you may inscribe them as a rune on an object (typically a small stone tablet). The object with the rune becomes a focus for the spell, but the spell no longer has a Somatic component. When cast, the rune is removed from the tablet (which my be reused). At this level, only you can use the runes.

**2nd:** +1 Arcane Caster level.  
Stonecraft Expertise – gain a bonus equal to your Class level on Appraise & Craft checks related to objects made of stone.

### Sacred Exorcist

(one who searches for and combats possession by Undead & Outsiders)  
(*CDiv p56*)

**Alignment:** LG, NG, CG.  
**Know (religion):** 10 ranks.  
**Know (the planes):** 7 ranks.  
- Able to cast Dismissal or Dispel Evil.  
- Must be sanctioned by the church.  
- Min Lvl: Ctr7, Wiz9, Pal14, Sor17.

**HD:** d8  
**Skill Points:** 2  
**Attack:** Rogue  
**Good Save:** Fort, Will  
**Weap:** Simple  
**Armor:** —  
**Class Lvl:** 10

**Skills**
- Con: Concentrate.  
- Int: Craft, Know (ancana), Know (religion), Know (the planes), Spellcraft.  
- Wis: Heal, Profession.  
- Cha: Intimidate.

**1st:** +1 Caster Level.  
- Class levels stack with Cleric levels for purposes of Turning Undead.  
- Non-Clerics can Turn Undead at Class level.

As a Full Round Action, you may force a possessing spirit out of a target’s body by a (Class level + Charisma modifier) check (DC = 10 + possessing creature’s HD + possessing creature’s Charisma modifier). If the check fails, you may attempt it again in 24 hours.

**2nd:** +1 Caster Level.  
Detect Evil, usable at will.  
Resist Possession – gain the following:
- +4 Sacred bonus to saving throws vs. possession (i.e., Magic Jar, a Ghost’s Malevolence, etc.).
- +2 Sacred bonus on attempts to Dispel possession.
- +2 Sacred bonus on saves vs. charm & compulsions cast by Evil Outsiders and Undead.

### Sacred Fist

(monk-like temple protectors who vow to not use weapons)  
(*CDiv p59*)  
(*DR24 p103*)

**Base Attack Bonus:** +4.  
**Know (religion):** 8 ranks.  
**Know (the planes):** 7 ranks.  
**Feats:** Combat Casting, Combat Reflexes, Improved Unarmed Strike, Stunning Fist.  
- Able to cast 1st level Divine spells.  
- Min Lvl: Ctr9, Pal9, Drd13, Rgr13.

**HD:** d8  
**Skill Points:** 4  
**Attack:** Fighter  
**Good Save:** Fort, Ref  
**Weap:** —  
**Armor:** —  
**Class Lvl:** 10

**Skills**
- Str: Jump.  
- Dex: Balance, Escape Artist, Tumble.  
- Con: Concentrate.  
- Wis: Heal, Profession.

**1st:** +1 Divine Caster Level.  
- Vow to only use Light or Medium armor and use no weapons.
- +1 Dodge bonus to AC, even if Flat-Footed.
- +2 Sacred bonus on saves vs. charm & compulsions cast by Evil Outsiders and Undead.

### Scar Enforcer

(a half-elf who totally hates humans & elves, and is good at killing them)  
(*RoD p130*)

**Race:** Half-Elf.  
**Alignment:** LN, N, CN, LE, NE, CE.  
**Bluff:** 8 ranks.  
**Hide:** 4 ranks.  
**Move Silently:** 4 ranks.  
- Min Lvl: Brd5, Ctr(trickery)5, Rog5, Sor5, Bbn13, Drd13, Ftr13, Mnk13, Rgr13, Wiz13.

**HD:** d8  
**Skill Points:** 6  
**Attack:** Rogue  
**Good Save:** Will  
**Weap:** —  
**Armor:** —  
**Class Lvl:** 10

**Skills**
- Str: Climb.  
- Dex: Balance, Hide, Move Silently, Open Lock, Tumble  
- Con: Concentrate.  
- Wis: Listen, Profession, Sense, Motive, Spot.  
- Cha: Bluff, Diplomacy, Disguise, Gather Info.

**1st:** +2 Sacred bonus on attempts to Dispel possession.

**2nd:** +1 Caster level.  
Smite Enemy, 1/day – Declare you are using a Smite Enemy before making a melee attack. If your foe is a Human or Elf, you receive your Charisma modifier as a bonus on the attack and +1 per Class level on damage.

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**Prestige Classes**
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<td>Seeker of the Song</td>
<td>Know (arcana): 13 ranks. Perform (any one): 13 ranks.Feat: Skill Focus (Perform (any one)). Class Ability: Bardic Music. Must have heard Seeker Music from another Seeker of the Song. Min LvL: Bnd10.</td>
<td>HD: d6 Skill Points: 4 Attack: Rogue Good Save: Will Weap: Armor: — Class Lvls: 10</td>
<td>Str: Climb, Jump. Swim. Dex: Ride. Con: Concentrate. Int: Craft, Know(arcana), Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.</td>
<td>1st: Rapture of the Song – when using Bardic Music or Seeker Music, gain a +2 Insight bonus to AC. Class level stacks with Bard level when determining number of uses of Bardic Music and/or Seeker Music per day. Seeker Music – Consumes one use of Bardic Music to activate. If a Refrain is available for a given song, it can be activated as a Swift Action at the cost of another use of Bardic Music. The original song does not end when using a Refrain. - Burning Melody: Must have at least 14 ranks of Perform to use. You and all allies within 30’ who can hear the music gain Fire Resistance 15 as long as the song continues. - Burning Melody Refrain: You generate a 30’ Cone of Fire that does 6d6 damage (Refl½, DC = 10 + ranks in Perform). 2nd: Combine Songs – you may activate &amp; maintain two types of Bardic Music and/or Seeker Music with a single Standard Action. Seeker Music – Song of Unmaking: Must have at least 15 ranks of Perform to use. All Constructs within a 30’ radius Burst take 1d8 damage per Class level (no save). This song is Instantaneous.</td>
</tr>
<tr>
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<td><strong>Shadow Dancer</strong> (trained to step in and out of shadows, control them, &amp; even get undead shadows as helpers) <em>(DMG p94)</em></td>
<td>Hide: 10 ranks. Move Silently: 8 ranks. Perform(dance): 5 ranks. Feats: Dodge, Mobility, Combat Reflexes. Min Lvls: Brd7, Mnk7, Rgr7, Rog7, Bbn17, Clr17, Dnd17, Ftr17, Pal17, Sor17, Wiz17.</td>
<td>HD: d8&lt;br&gt; SKILLS Points: 6&lt;br&gt; Attack: Rogue&lt;br&gt; Good Save: Ref&lt;br&gt; Weap: Club, Crossbow (hand, light, &amp; heavy), Dagger, Dart, Mace, Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Short Sword.&lt;br&gt; Armor: Light&lt;br&gt; Class Lvl: 10&lt;br&gt; Epic Lvl: <em>(ELH p21)</em>&lt;br&gt;</td>
<td>Str: Jump. Dex: Balance, Escape Artist, Hide, Tumble, Move Silently, Slight of Hand, Use Rope. Int: Decipher Script, Search. Wis: Listen, Profession, Spot. Cha: Bluff, Diplomacy, Disguise, Perform.</td>
<td>1st: Can make a Hide check even when being observed &amp; in the open as long as there are shadows within 10’. 2nd: Uncanny Dodge – Retains Dex bonus to AC even if caught flat-footed or attacked by someone invisible.</td>
</tr>
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<p>| <strong>Shadow Thief</strong> *(specially trained member of the Shadow Thieves’ Guild) *(PGF p74) <em>(PGF p74)</em>&lt;br&gt; Alignment: LN, N, CN, LE, NE, CE. Know (arcana): 8 ranks. Spellcraft: 8 ranks. Feats: Shadow Weave Magic, plus a metamagic feat. Able to cast 3rd level Arcane or Divine Spells. Min Lvls: Brd7, Mnk7, Rgr7, Rog7, Bbn17, Clr17, Dnd17, Ftr17, Pal17, Sor17, Wiz17. | HD: d6&lt;br&gt; SKILLS Points: 6&lt;br&gt; Attack: Rogue&lt;br&gt; Good Save: Ref&lt;br&gt; Weap: Simple&lt;br&gt; Armor: Light&lt;br&gt; Class Lvl: 5&lt;br&gt; | Str: Climb, Jump. Dex: Move Silently, Open Lock, Sleight of Hand, Use Rope. Int: Appraise, Craft, Disable Device, Forgery, Know (local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Intimidate. | 1st: +1d6 Sneak Attack. Doublespeak – +2 bonus on Bluff &amp; Diplomacy checks. 2nd: Uncanny Dodge – retain your Dex bonus to AC even if you are Flat-Footed or fighting an invisible opponent. If you already have Uncanny Dodge, gain Improved Uncanny Dodge. Bonus Feat – gain one of the following feats for which you have the prerequisites: Acrobatic, Agile, Alertness, Blind-Fight, Combat Expertise, Decisive, Deft Hands, Exotic Weapon Proficiency (hand crossbow), Exotic Weapon Proficiency (shuriken), Improved Feint, Leadership, Lightning Reflexes, Negotiator, Nimble Fingers, Persuasive, Skill Focus (any in-class skill), Silent Spell, Stealthy, Still Spell, Track, Weapon Finesse, Weapon Focus (any). | <strong>Paladins may freely cross-class, and can take additional levels of Rogue without losing the ability to progress as a Paladin.</strong> 1st: Absolute Conviction – if your alignment changes from Lawful Good, you may not take any more level of Shadowbane Inquisitor, but you keep your current abilities. Pierce Shadows – you may consume one of your uses of Turn Undead to give off bright light in a (20’ + 5’ per Class level) radius for 10 minutes per Class level. The radiance does not generate any shadowy illumination past the radius of bright light. The light moves with you. 2nd: Sacred Stealth – you may consume a Divine spell to gain a +4 Sacred bonus on Hide and Move Silently checks for (Charisma modifier + spell level) minutes. This is a Swift Action. Smite, 1/day – on a designated melee attack, you may add your Charisma modifier as a bonus to your attack roll and your Class level as a bonus to your damage roll against a creature you judge to be ‘corrupt’. |</p>
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<td>Stalker (a rogue / divine caster who is focused on defeating evil)</td>
<td>Min Lvl: Rog3/Ctr2, Rog3/Pal2.</td>
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<tr>
<td>Shadowcraft</td>
<td>Race: Gnome. Bluff: 4 ranks. Hide: 4 ranks. Feats: Spell Focus (illusion). Able to cast 3 Illusion spells, including at least 1 (shadow) spell of at least 4th level.</td>
<td>HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: Armor: — Class Lvls: 5</td>
<td>Dex: Hide, Move Silently. Con: Concentrate. Int: Know (arcana), Search, Spellcraft. Wis: Spot. Cha: Bluff, Disguise. Perform</td>
<td>+1 Arcane Caster level. Cloak of Shadow -- as a Free Action, you may surround yourself with shadows, which causes attacks on you to have a 15 + 5% per Class level chance of missing and allows you to make Hide checks as if you had Concealment. Creatures that can see through magical darkness are immune. This Supernatural ability does not work in daylight and is treated as a 3rd level [darkness] effect for overcoming [light] effects.</td>
</tr>
<tr>
<td>(DR326 p42)</td>
<td>Min Lvl: Brd5, Sor5, Wiz5, Clr7, Pal8, Rgr8.</td>
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</table>

**Additional Notes:**
- **Renaissance:** change your race, gender, and/or general appearance. You may choose any race that does not have a Level Adjustment (such as a Drow). No ability scores change as a result of the form change.  
- **Polymorph:** 1/day.
<table>
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<th>Prestige Class</th>
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<th>Class Features</th>
<th>Skills</th>
<th>1st Two Level Dependent Class Features</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Sharn Skymage</strong></td>
<td>Know(the planes): 4 ranks. Spellcraft: 8 ranks. Feats: any Metamagic. Able to Fly as a natural ability, through use of a spell, or shape changing (such as Wild Shape). A magic item that grants flight does not qualify.</td>
<td>HD: d8 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: —</td>
<td>Str: Jump. Dex: Balance, Ride, Tumble. Con: Concentrate. Int: Craft, Know(arcana), Know (the planes), Spellcraft. Wis: Profession.</td>
<td>1st: Natural Flyer – you are considered to have a Fly speed for purposes of qualifying for Feats, such as Wingover. Improved Flight – add your Class level to your Caster level when casting any spell that grants flight. 2nd: +1 Caster level. Gain Feat: Flyby Attack. Extended Flight – when ever you cast a spell that grants flight, its duration is doubled.</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>Class</th>
<th>Natural</th>
<th>Lvl</th>
<th>HD</th>
<th>Armor</th>
<th>Str</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>+2</td>
<td>+4</td>
<td>+1</td>
<td></td>
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<tr>
<td>4-6</td>
<td>+4</td>
<td>+6</td>
<td>+2</td>
<td>+1d6 dmg charge</td>
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</tr>
<tr>
<td>7-9</td>
<td>+6</td>
<td>+8</td>
<td>+3</td>
<td>SR (Class level +5), immune to <em>Hold</em>, paralysis, <em>SLEEP</em>, charm, &amp; compulsions</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>+8</td>
<td>+10</td>
<td>+4</td>
<td>Bonus Feat – Flyby Attack, Hover, Multiattack, Wingover</td>
<td></td>
</tr>
</tbody>
</table>

| 2nd: +1 Caster level. Ride the Wind – your ranged attacks receive two less penalty due to winds (no penalty up to Strong wind, –2 for Severe, –4 for Windstorms, –8 for Hurricanes). You and your mount do not receive any penalties to Listen check due to the wind. You and your mount can fly at normal speed in up to Windstorms and only have to fly at ½ speed in Hurricanes. |  |  |  |  |

- CDiv p63
- BOED p71
<table>
<thead>
<tr>
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<tbody>
<tr>
<td></td>
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<td></td>
<td>1st: Casts Intelligence-based Prepared Arcane spells from the Son of Mercy spell list (see page 117). Gain Feat: Weapon Focus (any proficient weapon). Gain Feat: Track. 2nd: Axomatic Strike, On a designated melee attack against a non-Lawful opponent, add your Charisma modifier to the attack roll. If it hits, add your Class Level to the damage. Usable 1/day.</td>
</tr>
</tbody>
</table>

1st: Casts Wisdom-based Prepared Divine spells from the Slayer of Domiel Spell List (see page 116). +1d6 Sneak Attack. Death Touch, 1/day – by making a touch attack, you may use this [death] effect to kill an Evil creature. Roll 1d6 per Class level. If the total is equal to or greater than the touched target’s current hit-points, it dies. Detect Evil, at will. 2nd: Divine Grace – gain a bonus on all saving throws equal to your Charisma modifier.

1st: Add Class level to Monk levels (if any) to determine unarmored damage, & AC bonus. 2nd: Ki Strike (silver) – your unarmored strikes are treated as if they were ‘silver’ for purposes of overcoming Damage Reduction. +1 use of Stunning Fist each day. The DC of your Stunning Fist attack may be calculated with your Intelligence modifier (if it is higher than your Wisdom modifier).

1st: Pseudopods, 1/day – as a Move Action, you can transform your hands into pseudopods for up to 1 round per Class level. You may make one natural attack as a Standard Action, or two natural attacks as a Full Round Action. Each attack does 1d6 damage & your opponent is Paralyzed for 1d4+1 rounds (FortNeg DC is Constitution based). 2nd:...
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<tr>
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<th>Skills</th>
<th>1st, 2nd Level Dependent Class Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spellcarved Soldier (a Warforged with magical runes added to its body armor)</td>
<td>Race: Warforged. Base Attack Bonus: +6. Spellcraft: 4 ranks. Feats: Silver Tracery. Able to cast 1st level Arcane spells or infusions. Min Lvl: Brd8, Sor12, Wiz12, Ftr5 / Wiz2.</td>
<td>HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Armor: — Class Lvl5: 5</td>
<td>Str: Climb, Jump, Swim, Dex: Ride, Int: Craft, Spellcraft, Cha: Handle Animal, Intimiate, Use Magic Device.</td>
<td>1st: Spellcarved Runes – Runes are added to your composite armor. You may have one rune active at a time. Activation is a Swift Action &amp; effects can be dismissed with a Free Action. Rune of Extension – a spell or infusion cast on you whose duration is not “Instantaneous” has its duration doubled, has a +5 DC to being dispelled, and makes the runes glow red. Only one spell may be extended at a time. 2nd: Rune of Resistance – when active, gain +2 bonus on saves vs. mind-affecting spells &amp; abilities, and against harmful spells and effects that target your composite plating (such as Heat Metal).</td>
</tr>
<tr>
<td>Spellguard of Silverymoon (part of the corps of Arcane casters who guard the Forgotten Realms city of Silverymoon and the Silver Marches region around it)</td>
<td>Alignment: LG, NG, CG, LN, N, CN. Concentration: 8 ranks. Spellcraft: 5 ranks. Feat: Combat Casting, any one metamagic feat. Able to cast 4th level Arcane spells. Must be accepted into the Spellguard. Must be from Silverymoon or the Silver Marches. Min Lvl: Wis7, Sor8, Brd10.</td>
<td>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Armor: — Class Lvl5: 5</td>
<td>Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Spot</td>
<td>1st: +1 Arcane Caster Level. Obligation – must spend at least 2 days of every ten day guarding either Silverymoon or the Silver Marches. Token – you are granted an Adrath Token, which lets you cast certain spells that are otherwise impossible to cast within Silverymoon. These include Conjuration(summoning), Evocation[fire], and any spell with [teleport] subtype. Ward Attunement – you are attuned to the Wards of Silverymoon, which let you cast certain spells at any time. These include Feather Fall, Dispel Evil, Tongues, and many other utility &amp; combat spells. 2nd: +1 Arcane Caster Level. Bonus Feat – gain one metamagic feat for which you have the prerequisites.</td>
</tr>
<tr>
<td>Spirit Speaker (able to enter a trace which improves spell casting and allows access to a ’Spirit Guide’ that grants improved senses)</td>
<td>Base Attack Bonus: +4. Base Save Bonus: +2. Diplomacy: 3 ranks. Know (arcana): 1 rank. Know (nature): 1 rank. Min Lvl: Bbn6, Brd6, Clr6, Drd6, Fir6, Mnk6, Pal6, Rgr6, Rog6, Sor8, Wiz8.</td>
<td>HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Will Armor: — Class Lvl5: 10</td>
<td>Str: Swim. Dex: Ride. Int: Craft, Know(any), Search, Spellcraft. Wis: Heal, Listen, Sense Motive, Spot, Survival. Con: Concentrate. Cha: Bluff, Diplomacy, Handle Animal, Intimiate.</td>
<td>1st: Gain Charisma-based Prepared Divine spells from the Ranger Spell List. Enter Trace – you may enter a ‘Trace’ once per Class level each day by making a Concentration check vs. DC 15. The Trace lasts for (Charisma score) rounds, though you may end it early by making a Concentration check vs. DC 10. While in the Trace, you may cast your Spirit Speak spells at +1 level –and– you gain access to your Spirit guide (see below). You can extend the duration of your Trace by expending another daily use and making a Concentration check vs. DC 15. Spirit Guide – similar to an Unseen Servant under your, except it has the same number of hit-points as you. At this level, the Spirit Guide grants you Darkvision 60’ and Detect Magic when active. 2nd: Skill Insight (heal) – +2 Insight bonus on Heal checks.</td>
</tr>
</tbody>
</table>
### Stoneblessed

- **Race:** Giant, Humanoid, or Monstrous Humanoid.
- **Appraise:** 2 ranks.
- **Craft (stoneworking):** 5 ranks.
- **Can speak Dwarven & Terran.**
- **Invited by a group of Dwarves to become Stoneblessed.**

#### Class Features

- **HD:** d8
- **Skill Points:** 2
- **Attack:** Rogue
- **Good Save:** Fort
- **Armor:** —
- **Class Lvl:** 3

#### Skills

- **Str:** Climbing, Jump, Swim.
- **Dex:** Hide, Move Silently, Ride, Use Rope.
- **Int:** Appraise, Craft, Knowledge (architecture & engineering), Knowledge (dungeoneering), Profession.
- **Wis:** Handle Animal, Profession.
- **Cha:** Intimidate.

#### Class Features

1st: **+2 bonus on Appraise and Craft checks related to stone or metal.**

2nd: **+2 bonus on Racial Battle Technique.**

3rd: **+2 increase to Constitution.**

**Stoneblessed – Dwarf-Bonded**

- **Race:** Giant, Humanoid, or Monstrous Humanoid.
- **Appraise:** 2 ranks.
- **Craft (stoneworking):** 5 ranks.
- **Can speak Dwarven & Terran.**
- **Invited by a group of Dwarves to become Stoneblessed.**

- **HD:** d8
- **Skill Points:** 2
- **Attack:** Rogue
- **Good Save:** Fort
- **Armor:** —
- **Class Lvl:** 3

#### Skills

- **Str:** Climbing, Jump, Swim.
- **Dex:** Hide, Move Silently, Ride, Use Rope.
- **Int:** Appraise, Craft, Knowledge (arch & engineering), Knowledge (dungeoneering).
- **Wis:** Profession.
- **Cha:** Handle Animal

#### Class Features

1st: **+2 bonus on Listen & Craft (alchemy) checks.**

2nd: **+2 bonus on Racial Battle Technique.**

3rd: **+2 increase to Constitution.**

**Stoneblessed – Gnome-Bonded**

- **Race:** Giant, Humanoid, or Monstrous Humanoid.
- **Appraise:** 2 ranks.
- **Craft (stoneworking):** 5 ranks.
- **Can speak Gnome & Terran.**
- **Invited by a group of Gnomes to become Stoneblessed.**

- **HD:** d8
- **Skill Points:** 2
- **Attack:** Rogue
- **Good Save:** Fort
- **Armor:** —
- **Class Lvl:** 3

#### Skills

- **Str:** Climbing, Jump, Swim.
- **Dex:** Hide.
- **Int:** Craft, Spellcraft, Profession.
- **Wis:** Listen, Profession.
- **Cha:** Bluff, Perform.

#### Class Features

1st: **+2 bonus on Listen & Craft (alchemy) checks.**

2nd: **+2 bonus on Racial Battle Technique.**

3rd: **+2 increase to Constitution.**

**Stalker of Kharash**

- **Alignment:** NG.
- **Hide:** 8 ranks.
- **Move Silently:** 8 ranks.
- **Feat:** Alertness,avored by favored companions, Track.
- **Min Lvl:** Rgr2, Brd6, Rog6, Bbn13, Clr13, Drd13, Ftr13, Sor13, Wiz13.

- **HD:** d8
- **Skill Points:** 6
- **Attack:** Fighter
- **Good Save:** Fort
- **Weap:** Martial
- **Armor:** —
- **Class Lvl:** 10

#### Skills

- **Str:** Climbing, Jump, Swim.
- **Dex:** Hide, Move Silently, Ride, Use Rope.
- **Int:** Concentrate.
- **Wis:** Heal, Listen, Spot, Survival.
- **Cha:** Handle Animal

#### Class Features

1st: **+1 Ranger Caster level.**

2nd: **+1 Ranger Caster level.**

**Spymaster**

- **Bluff:** 8 ranks.
- **Disguise:** 8 ranks.
- **Diplomacy:** 4 ranks.
- **Forgery:** 4 ranks.
- **Gather Information:** 4 ranks.
- **Sense Motive:** 4 ranks.
- **Feats:** Skill Focus (Bluff).

- **Min Lvl:** Brd5, Rog5, Rgr5, Brd5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Mkn13, Pal13, Rgr13, Sor13, Wiz13.

- **HD:** d6
- **Skill Points:** 8
- **Attack:** Rogue
- **Good Save:** Ref
- **Weap:** Simple
- **Armor:** Light, Medium
- **Class Lvl:** 10

#### Skills

- **Str:** Climbing, Jump, Swim.
- **Dex:** Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope.
- **Int:** Appraise, Decipher Script, Disable Device, Forgery, Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nobility), Search.
- **Wis:** Listen, Sense Motives, Spot.
- **Cha:** Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Use Magic Device, Speak Language.

#### Class Features

1st: **Cover Identity – Spend 1 week creating / practicing for a week to become one.**

2nd: **Quick Change – You are able to don a disguise in 1d3 minutes (vs. 10-30 minutes).**

3rd: **Screaming Defense – You receive your Class level as a bonus to Will saves vs. Divination (scrying) spells.**

Also, you are also allowed to spot a check to notice the sensor created by one of these spells.
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<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>Stonelord (dwarf with spell-like abilities effecting &amp; using stone)</td>
<td>Race: Dwarf. Base Attack Bonus: +5. Craft (stoneworking): 6 ranks Speak Language (Terran). Feats: Endurance. Must choose a totem gemstone during the initiation ritual &amp; consume 1,000gp of it. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Ctr6, Brd7, Drd7, Mnk7, Rog7, Sor10, Wiz10.</td>
<td>HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10</td>
<td>Sir: Climb. Craft, Know (any). Wis: Profession, Spot, Survival. Con: Concentrate.</td>
<td>1st: Heal 1d8 + Class Level hit points with a clump of mud as a Standard Action. Usable once per day. 2nd: Choose one of the following powers upon gaining this level: Effect is at Class level: - Earthboring (Sp) [Standard Action] [1/day] Hold Monster, against a target touching the ground. Save DC is Constitution-based. - Earth Magic (Su) [Free Action] [1/day] Apply Feat: Maximize Spell on any spell whose level is no greater than your Class Level. - Earth’s Endurance (Sp) [Standard Action] [1/day] Bear’s Endurance for one hour. - Earth’s Strength (Sp) [Standard Action] [1/day] Bull’s Strength for one hour. - Earth Power (Su) [Free Action] [1/day] For one round, +2 to hit &amp; +2d6 damage in melee. - Earth Shadows (Su) [Free Action] [Class level / day] Create a Figment of a Medium-sized Earth Elemental in a flanking position to the opponent adjacent to you. Lasts 1 round. - Gravity (Sp) [Standard Action] [1/day] Slow. Save DC is Constitution-based. - Stoneskin (Sp) [Standard Action] [1/day] Stoneskin, though using this power consumes 250gp diamond &amp; a piece of granite. - Summon Earth Elemental (Sp) [Std Action] [1/day] Summon Monster (Earth Elemental only). Size is Class level based: 1st – 3rd: Small; 4th – 6th: Medium; 7th – 9th: Large; 10th: Huge.</td>
</tr>
<tr>
<td>Prestige Class</td>
<td>Minimum Requirements</td>
<td>Class Features</td>
<td>Skills</td>
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<td></td>
<td>Feats: Endurance, Great Fortitude, Weapon Focus (any spear or javelin). Able to cast 3rd level Divine spells. Must have been struck by natural or magical lightning &amp; survived.</td>
<td>Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvls: 10 Epic Lvls: 10</td>
<td>Int: Know (nature), Know (religion). Wis: Survival. Cha: Disguise, Gather Info, Intimdate.</td>
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<td></td>
<td>Min Lvls: Clr6, Brd6, Rgr11.</td>
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<tr>
<td>Streetfighter (a combatant who is seldom surprised, knows the streets, and can take a hit &amp; keep fighting) (CAdv p79)</td>
<td>Base Attack Bonus: +5.</td>
<td>HD: d8</td>
<td>Str: Climbing, Jump.</td>
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<tr>
<td></td>
<td>Intimate: 5 ranks.</td>
<td>Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvls: 5</td>
<td>Int: Disable Device, Know(local), Search. Wis: Listen, Spot. Cha: Bluff, Intimdate.</td>
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<td>Know (local): 5 ranks.</td>
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<td></td>
<td>Feats: Combat Expertise, Improved Feint.</td>
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<td></td>
<td>Min Lvls: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.</td>
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<tr>
<td>Sublime Chord (a bard who gains up to 9th level spells, plus some new songs) (CAic p60)</td>
<td>Know (arcana): 13 ranks.</td>
<td>HD: d6</td>
<td>Con: Concentrate.</td>
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<td></td>
<td>Perform (any one): 10 ranks.</td>
<td>Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvls: 10</td>
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<td></td>
<td>Profession (astrologer): 6 ranks.</td>
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<td></td>
<td>Spellcraft: 6 ranks.</td>
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<td></td>
<td>Class Ability: Bardic Music.</td>
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<td></td>
<td>Able to cast 3rd level Arcane spells.</td>
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<td>Min Lvls: Brd10.</td>
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<tr>
<td>Suel Arcanamarch (spellcaster trained to fight other spellcasters) (CAic p63)</td>
<td>Base Attack Bonus: +6.</td>
<td>HD: d8</td>
<td>Str: Climbing, Jump.</td>
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<tr>
<td></td>
<td>Concentration: 4 ranks.</td>
<td>Skill Points: 4</td>
<td>Dex: Escape Artist, Hide, Move Silently, Tumble, Use Rope.</td>
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<td>Tumble: 4 ranks.</td>
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<td></td>
<td>Spellcraft: 5 ranks.</td>
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<td></td>
<td>Feat: Combat Casting, Iron Will.</td>
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<tr>
<td></td>
<td>Able to speak Ancient Suloso Profficient with at least 4 Martial and/or Exotic weapons. Learn from the Grimoire Arcanamarcha.</td>
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<td></td>
<td>Min Lvls: Bbn7, Ftr7, Pal7, Rgr7, Brd8, Mnk8, Rgr8, Sor15, Wiz15.</td>
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<tr>
<td>Swanmay (a pure female who can become a swan, has a magical connection to other creatures, and eventually becomes a ‘Fey’) (BoED p76)</td>
<td>Gender: Female.</td>
<td>HD: d8</td>
<td>Str: Swim.</td>
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<td></td>
<td>Survival: 8 ranks.</td>
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<td></td>
<td>Feature: Sacred Vow, Vow of Purity.</td>
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<td></td>
<td>Class Feature: Wild Empathy, can cast Speak with Animals.</td>
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<td></td>
<td>Must have done a service to another Swanmay, even if it was unknowingly.</td>
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<td>Min Lvls: Dnd5, Rgr5.</td>
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Prestige Classes
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</thead>
<tbody>
<tr>
<td>Sworn Slayer (one who has sworn to destroy all creatures of a specific type (such as Undead)) <em>(DR324 p81)</em></td>
<td>Alignment: LG, NG, CG. Base Attack Bonus: +6. Know (appropriate for creature type): 4 ranks. Arcana – Constructs, Dragons, Magical Beasts Dungeoneering – Aberrations, Oozes Local – Humanoids Nature – Animals, Fey, Giants, Monstrous Humanoids, Plants, Vermin Religion – Undead The Planes – Elementals, Outsiders Sense Motive: 4. Must vow to destroy all creatures of your chosen type. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd8, Ctr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.</td>
<td>HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Simple, Marital Armor: All Armor, Shields Class Lvls: 5</td>
<td>Dex: Move Silently. Int: Know(appropriate for creature type), Search. Wis: Listen, Sense Motive, Survival. Cha: Bluff, Gather Info.</td>
<td>1st: Sworn Foe +1 – gain a +1 bonus on Bluff, Listen, Move Silently, Sense Motive, Spot, &amp; Survival checks, and weapon damage against a creature of the type that is your sworn foe. Stacks with a Ranger’s Favored Enemy bonuses. 2nd: Animosity +3 – you may choose a specific type of foe to gain an additional +3 against. For example, Sworn Slayer whose foe is Undead may choose to have Animosity against Mummies. Determination +2 – gain a +2 bonus on all saves against the special attacks, spells, and spell-like abilities of the creatures that are your sworn foe.</td>
</tr>
</tbody>
</table>
## Tattooed Monk

**Alignment:** LG, LN, LE.

**Base Attack Bonus:** +3.

**Know (religion):** 8 ranks.

**Feat:** Endurance, Improved Grapple, Improved Unarmed Strike.

**Min Lvl:** Monk5, Clr6, Pal6, Wiz6, Frt13, Rgr13, Rog13, Sor13.

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<tr>
<th>HD</th>
<th>Skill Points: 4</th>
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**Attack:** Rogue

**Good Save:** Fort, Ref, Will

**Weap:** —

**Armor:** —

**Class Lvls:** 10

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<thead>
<tr>
<th>Str</th>
<th>Climb, Jump, Swim,</th>
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<tr>
<th>Dex</th>
<th>Balance, Escape Artist, Hide, Move Silently, Tumble,</th>
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<tr>
<th>Int</th>
<th>Craft, Know(any),</th>
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<tr>
<th>Wis</th>
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<td>Concentrate, Cha: Diplomacy, Perform</td>
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</table>

### 1st Level Features

**Monks may freely cross-class.**

1st: Add Class level to Monk lvls to determine unarmed damage, AC bonus, & unarmored speed bonus.

Gain one tattoo of your choice (another one each odd lvl). The effect of some tattoos are determined by your total number of magic tattoos (including that one):

- **Arrowroot** – Able to heal (Wisdom modifier x Class level) hit-points per day by touch. You may not heal yourself. Healing may be split up as desired.
- **Bamboo** – Add #tattoos to your Constitution as an Enhancement bonus for 1 round per Class level. Usable #tattoos times per day.
- **Bat** – Add #tattoos to your Dexterity as an Enhancement bonus for 1 round per Class level. Usable #tattoos times per day.
- **Bellflower** – Add your Charisma modifier to any ability score of your choice as an Enhancement bonus for 1 round per Class level. Usable #tattoos times per day.
- **Butterfly** – Add #tattoos to your Wisdom as an Enhancement bonus for 1 round per Class level. Usable #tattoos times / day.
- **Centipede** – ‘Shadow Walk’, 1/week. Min Class level is 5th.
- **Chameleon** – Alter Self for 1 hour per Class level. Usable #tattoos times per day.
- **Crab** – Gain Damage Reduction (2 x #tattoos) / magic.
- **Crane** – Immunity to non-magical diseases. If you gain another tattoo, gain immunity to poisons. When yet another tattoo is gained, you do not take penalties from aging.
- **Chrysanthemum** – For each hour in direct sunlight, heal Class level hit-points.
- **Dragon** – Breath 4d6 Fire damage at a single target within 25’ (Ref’s DC13), up to 3 times within 1 hour. Usable 1 per day.
- **Dragonfly** – Gain a Dodge bonus to AC equal to #tattoos for 1 round per Class level. Usable 1/day.
- **Falcon** – Gain immunity to Fear effects. All allies within 10’ gain a Morale bonus to saves vs. fear equal to your Charisma modifier + #tattoos.
- **Lion** – By declaring a ‘smite’ before you attack, you gain +4 bonus to hit & Class level bonus to damage. Usable #tattoos times per day.
- **Monkey** – Gain +(#tattoos) Competence bonus to all Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Open Locks, Sleight of Hand, & Tumble checks.
- **Mountain** – You cannot be moved for 1 round per Class level.
- **Phoenix** – Gain SR of 15 + Class level. Min Class level is 7th.
- **Scorpion** – An opponent you are aware of must use his/her lowest ability score modifier (instead of Str or Dex) when attacking you this round. Usable #tattoos times per day.
- **Spider** – As a use of your Stunning Fist, instead your attack inflicts Contact Poison (2Con / 2Con / DC = 10 + Class level + Con modifier).
- **Sun** – Gain +2 Luck bonus on a single attack, skill check, or ability check. Only usable at night. Usable #tattoos times per day.
- **Trent** – Gain a +2 bonus to Constitution & Wisdom & immunity to Bull Rush & Trip attacks. All Dexterity-based skill checks receive a –20 penalty. Can be ended as a Free Action. Usable #tattoos times per day.
- **Nightmage** – Able to heal (2 x Class level) hit-points per day, either to yourself or others. May be split up as desired.
- **Ocean** – You do not need to eat, sleep, or drink.
- **Unicorn** – Reroll one d20 roll per day, but keep the new roll.
- **Wasp** – Hasten, for 1rnd/Class lvl. Usable #tattoos times per day.
- **White Mask** – Immune to Detect Thoughts, Detect Lies, & attempts to read alignment. +10 bonus on all Bluff checks.

### 2nd Level Features

- **Lion** – +1 bonus to attacks & +1d6 damage for 1 round per Class level. Usable #tattoos times per day.
- **Tortoise** – Gain (Class level) ranks in a skill in which you have no ranks for 1 single check. Usable #tattoos times per day.
- **Unicorn** – Reroll one d20 roll per day, but keep the new roll.
- **White Mask** – Immune to Detect Thoughts, Detect Lies, & attempts to read alignment. +10 bonus on all Bluff checks.
## Prestige Class | Minimum Requirements | Class Features | Skills | 1st Two Level Dependent Class Features
--- | --- | --- | --- | ---
### Tempest (master of fighting with two weapons) (CAdv p81)
- **Base Attack Bonus**: +6
- **Feats**: Dodge, Mobility, Spring Attack, Two-Weapon Fighting, Improved Two-Weapon Fighting
- **HD**: d10
- **Min Lvl**: Ftr6, Rgr6, Bbn12, Brd12, Clr12, Drd12, Mnk12, Pal12, Rog12, Sor12, Wiz12.
- **Skill Points**: 2
- **Attack**: Fighter
- **Good Save**: Fort
- **Armor**: —
- **Class Lvl**: 5
- **Str**: Climb, Jump.
- **Dex**: Balance, Sleight of Hand, Tumble.
- **Int**: Craft.
- **1st**: Tempest Defense +1 — when wielding a Double Weapon or two weapons (but not Natural Weapons or Unarmed Strikes), gain a +1 bonus to AC. You cannot be wearing Medium or Heavy Armor.
- **2nd**: Ambidexterity — your penalty when fighting with two weapons is reduced by 1 (i.e., if fighting with one Light weapon, the penalty is –1 / –1, otherwise it is –3 / –3).

### Temple Raider of Olidammara (specialty templar of the Deity of Theft) (CDiv p67)
- **Patron**: Olidammara
- **Alignment**: CG, CN, CE.
- **Base Attack Bonus**: +5.
- **Disable Device**: 4 ranks.
- **Know (religion)**: 1 rank.
- **Open Lock**: 4 ranks.
- **Search**: 8 ranks.
- **Must be invited to join by at least three current members.**
- **Min Lvl**: Rgr5, Rog7, Bbn13, Brd13, Clr13, Ftr13, Sor13, Wiz13.
- **HD**: d6
- **Skill Points**: 4
- **Attack**: Rogue
- **Good Save**: Ref, Will
- **Weap**: Simple + Rapier
- **Armor**: Light, Medium
- **Class Lvl**: 10
- **Str**: Climb, Jump.
- **Dex**: Hide, Move Silently, Open Lock, Tumble, Use Rope.
- **Int**: Appraise, Craft, Decipher Script, Disable Device, Know(religion), Search.
- **Wis**: Listen, Spot.
- **Cha**: Use Magic Device.
- **1st**: Gain Wisdom-based Prepared Divine spells from the Temple Raider of Olidammara Spell List (see page 117).
- **2nd**: Sneak attack +1d6.

### Thaumaturgist (divine caster who is a specialist in calling Outsiders & making deals with them) (DMG p199)
- **Feat**: Spell Focus(Conjuration).
- **Ability to cast Less Planar Ally.**
- **Min Lvl**: Clr7.
- **HD**: d4
- **Skill Points**: 2
- **Attack**: Wizard
- **Good Save**: Will
- **Weap**: Armor:
- **Class Lvl**: 10
- **Int**: Craft, Know(religion), Know(the planes), Spellcraft.
- **Wis**: Profession, Sense Motive.
- **Con**: Concentrate.
- **Cha**: Diplomacy, Speak Language.
- **1st**: +1 Caster Level.
  - By making a Diplomacy check with a planar ally who shares at least one alignment aspect with you, you may reduce the cost of the deal by 50%.
  - **2nd**: +1 Caster Level.
  - Gain Feat: Augment Summoning.

### Thayan Knight (a soldier trained to protect Red Wizards) (CWar p85)
- **Alignment**: LN, N, CN, LE, NE, CE.
- **Race**: Human
- **Base Attack Bonus**: +5.
- **Intimidate**: 2 ranks.
- **Know (arcana)**: 2 ranks.
- **Know (local - Thay)**: 2 ranks.
- **Feats**: Iron Will, Weapon Focus (Longsword).
- **Must have sworn allegiance to the Red Wizards.**
- **Min Lvl**: Bbn5, Ftr5, Rog5, Brd7, Clr7, Mnk7, Rog7, Wiz10, Sor10.
- **HD**: d10
- **Skill Points**: 2
- **Attack**: Fighter
- **Good Save**: Fort
- **Weap**: Armor:
- **Class Lvl**: 5
- **Str**: Climb, Jump, Swim.
- **Dex**: Ride.
- **Int**: Craft, Know (arcana), Know (local - Thay)
- **Wis**: Profession, Spot.
- **Char**: Bluff, Gather Info., Handle Animal, Intimidate.
- **1st**: +2 Morale bonus on saves vs. Fear effects not cast by a Red Wizard.
  - +1 Morale bonus on saves vs. Charm effects not cast by a Red Wizard.
  - Receives a tattoo on the forehead or back which gives a +2 Resistance bonus on Reflex saves, but causes you to fail all saves vs. mind-affecting spells cast by a Red Wizard. If visible, this tattoo gives a +2 Morale bonus on Intimidate skill checks.
  - **2nd**: +2 Morale bonus on attacks & damage against any creature that you have seen attack a Red Wizard.
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<th>Class Features</th>
<th>Skills</th>
<th>1st Two Level Dependent Class Features</th>
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</table>
| **Thief-Acrobat**  
(thief specially trained in tightropes, acrobatics, etc.)  
(CAdv p83) | Balance: 8 ranks.  
Climb: 8 ranks.  
Jump: 8 ranks.  
Tumble: 8 ranks.  
Have the Evasion ability.  
Min Lvl: Mnk5, Rog5. | HD: d6  
Skill Points: 6  
Attack: Rogue  
Good Save: Ref  
Weap: Simple  
Armor: —  
Class Lvl: 5 | Str: Climb, Jump.  
Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Tumble, Use Rope.  
Int: Appraise, Craft, Disable Device, Search.  
Cha: Perform. | 1st: Kip Up – You may stand-up from being Prone as a Free Action that does not provoke an Attack of Opportunity. You may not be wearing more than Light Armor or carrying more than a Light load.  
Fast Acrobatics – you may do acrobatics faster:  
You may make Balance checks while moving at normal speed without taking a –5 penalty.  
You may make Climb checks to move at half speed without taking a –5 penalty.  
You may make Tumble checks while moving at normal speed without taking a –10 penalty.  
Steady Stance – you are not considered Flat-Footed when making Balance or Climb checks, and gain your Class level as a bonus to avoid falling when you take damage doing either. |
| **Thall of Baphomet**  
(follower of the Demon Prince of Beasts)  
(DR341 p25) | Alignment: CE.  
Handle Animal: 9 ranks.  
Intimdate: 9 ranks.  
Know (religion): 4 ranks.  
Feats: Great Fortitude, Improved Bull Rush, Power Attack, Thrall to Demon (Baphomet).  
Must have a Natural Attack or take the following Vile Feats: Willing Deformity, Deformity (Clawed Hands).  
Min Lvl: Ftr6, Bbn15, Brd15, Clr15, Drd15, Mnk15, Rgr15, Rog15, Sor15, Wiz15. | HD: d12  
Skill Points: 2  
Attack: Fighter  
Good Save: Fort  
Weap: —  
Armor: —  
Class Lvl: 10 | Dex: Ride.  
Int: Know(local), Know(nature), Know(religion), Search.  
Wis: Listen, Spot, Survival.  
Cha: Handle Animal, Intimidate. | 1st: Fiendish Animal Companion – gain an Animal Companion with the Fiendish template as if you were a Druid of twice your Class level. You loose any other animal companion you might have.  
2nd: Breath of Baphomet, 1/day – choose Acid, Cold, or Fire. Gain a breath weapon that does the chosen damage (may not be changed). The breath weapon is a Line 5' long per Class level and does 1d6 per Class level damage (Ref½, DC is Constitution based). |
| **Thall of Dagon**  
(follower of the Demon Prince of the Sea)  
(DR349 p36) | Alignment: CE.  
Bluff: 9 ranks.  
Perform (sing): 5 ranks.  
Swim: 5 ranks.  
Feats: Persuasive, Thrall to Demon (Dagon).  
Able to speak Celestial & Abyssal.  
Able to cast at least three spells with the [sonic] descriptor.  
Must have made contact with an evil aquatic creature & sacrificed a non-aquatic humanoid to it.  
Min Lvl: Brd6, Clr(trickery)7, Sor7, Dnd15, Wiz15. | HD: d6  
Skill Points: 4  
Attack: Rogue  
Good Save: Fort, Will  
Weap: —  
Armor: —  
Class Lvl: 10 | Str: Swim.  
Con: Concentrate.  
Int: Appraise, Craft, Know(nature), Know(religion), Know(the planes).  
Wis: Profession, Survival.  
Cha: Bluff, Disguise, Intimidate, Perform. | 1st: Song of Dagon, 1/day – as a Free Action, you may cause a spell with the [sonic] descriptor to also do Wisdom damage equal to the spell’s Spell Level.  
Sea Longing – if you spend more than one day out of sight of the ocean, you receive a –2 penalty on all skill checks & will saves. When on / under the sea, you receive a +2 Morale bonus on Initiative checks & Reflex saves.  
2nd: +1 Caster Level.  
First Invocation – gain Swim 30’ (or +30’ Swim speed), webbed fingers & toes, pale skin, etc. –2 penalty on Disguise checks. |
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<th>Prestige Class</th>
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<th>Skills</th>
<th>1st Level Two Level Dependent Class Features</th>
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</thead>
<tbody>
<tr>
<td>Thrall of Fraz-Urb’luu (follower of the Demon Prince of Deception) (DR333 p31)</td>
<td>Alignment: CE. Bluff: 10 ranks. Disguise –or– Forgery: 10 ranks. Know (religion): 10 ranks. Feats: Deceitful, Thrall to Demon (Fraz-Urb’luu). Able to speak Celestial &amp; Abyssal. Able to cast at least five spells from the school of Illusion, with at least one of them being 3rd level –or– able to use at least three of the following Warlock Invocations, at least one must be a Lesser Invocation: Beguiling Influence, Charm, Dark One’s Own Luck, Flee the Scene, Frightful Blast, See the Unseen, or Voracious Dispelling. Must have convinced an intelligent, non-Evil creature to perform an evil act without using magic. Min Lv: Brd7, Clr(trickery)7, Rgr17, Sor17, Wiz17.</td>
<td>HD: d8 Skill Points: 4 Attack: Rogue Good Save: Will Weap: Simple, Greaterclub Armor: — Class Lvls: 10</td>
<td>Dex: Hide. Con: Concentrate. Int: Forgery, Know(any), Spellcraft. Wis: Listen, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Perform, Use Magical Device. Speak Language.</td>
<td>1st: Temptation, 1/day – as an Immediate Action that does not provoke an Attack of Opportunity, do one of the following: Deceptive Magic – gain a +1 Profane bonus on the DC of an Illusion spell. Deceptive Summoning – gain control of a Conjuration (summoning) spell cast within 30’ of you by making a Spellcraft check to identify the spell –and– an opposed level check. If you succeed, the summoned creatures obey you as if you were the caster that summoned them. You must have a Readied Action to use this ability. Deceptive Will – gain a +4 Profane bonus on a single Will save. If you succeed, you may make a Bluff check opposed by the caster’s Sense Motive’s check to convince him/her that you failed your save (assuming you want to play along). 2nd: +1 Caster Level. Gain an additional spell from the School of Illusion, up to your Class level.</td>
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<tr>
<td>Prestige Class</td>
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<td>1st: Two Level Dependent Class Features</td>
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<td>Thrall of Pazuzu (Prince of the Lower Aerial Kingdoms) (DR329 p63)</td>
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<td>Int: Forgery, Knob(ary)</td>
<td>1st: Temptation -- +2 Profane bonus on Bluff, Diplomacy, or Intimidate checks made to convince a creature to perform an action against its nature. When casting an Enchantment, gain a +1 bonus on the spell’s DC and +2 bonus to penetrate Spell Resistance. Breath of Pazuzu I – “Exhale” a Locust Swarm that lasts for (Class level + Charisma modifier) rounds as a Standard Action, 1/day. The Locust Swarm must have at least one hex adjacent to you and can surround you if desired. You are not distracted or damaged by the Locust. 2nd: Flight – grow black Raven wings, which grant you a Fly speed of 20' with Average maneuverability. If you already have wings, gain +20' movement (and your wings change to those of a black Raven). Speak with Avian – Tongues, with any creature that has a natural Fly speed, at will.</td>
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<td>Wis: Listen, Sense Motive, Spot, Cha: Bluff, Diplomacy, Gather Info., Intimidate.</td>
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<td>Thrall of Zuggtomy (follower of the Demon Queen of Fungi, who eventually becomes a Plant creature) (DR337 p45)</td>
<td>Alignment: CE. Base Fort Save: +6. Hide: 5 ranks. Know (nature): 8 ranks. Move Silently: 5 ranks. Survival: 8 ranks. Feats: any metamagic, Thrall to Demon(Zuggtomy). Access to at least 3 spells and/or spell-like abilities from the Fungus Spell list1, at least one of which must be 3rd level (or higher). Survive the initiation ceremony, which includes eating lots of poisons. Min Lvl: Ckr8, Drd8, Rgr11, Brdl8, Sor18, Wiz18.</td>
<td>HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvl: 10</td>
<td>1st: Infestation – gain the following bonuses and penalties: +2 hp per Class level - cast Fungus Spells at +1 Caster level - receive a +1 bonus on saves vs. Fungus Spells - look unhealthy and fungus infested - Charisma-based skill checks with non-Evil creatures have a penalty equal to your Class level. Immune to being Nauseated and/or Sicken. 2nd: +1 Caster Level. Spore Mastery – receive uses of your ‘spores’ equal to your Class level each day. You may expend ‘spore uses’ instead of increasing the spell level of spells when you apply Metamagic Feats to them. If you use expend all of your ‘spore uses’, you are Fatigued.</td>
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<td>Dex: Hide, Move Silenty. Con: Concentrate. Int: Know(arcanacana), Know(dungoneer), Know(nature), Know(the planes), Know(religion), Spellcraft. Wis: Survival. Cha: Intimidate.</td>
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<td>Tiger Shen (unarmed combatant that mimics a tiger by striking the correct location to paralyze &amp; becoming immune to fear, and eventually gaining a hybrid battle form) (DR319 p74)</td>
<td>Base Attack Bonus: +5. Concentrate: 2 ranks. Intimidate: 4 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Feat: Improved Unarmed Strike, Power Attack. Min Lvl: Bbn5, Frr5, Pa5, Rgr5, Brd7, Ckr7, Drd7, Rog7, Sor10, Wiz10.</td>
<td>HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10</td>
<td>1st: Add Class level to Monk levels (if any) to determine unarmored damage, &amp; AC bonus. 2nd: Ki Strike (silver) – your unarmed strikes are treated as if they were ‘silver’ for purposes of overcoming Damage Reduction. Paralyzing Stroke – As a Full Round Action, you may make a single melee attack as a touch attack, which deals normal damage. If the target takes damage, it is Paralyzed for 1 round (FortNeg DC = 10 + Class level + Strength modifier). A Paralyzing Stroke must be declared before the attack is rolled &amp; you may use the ability Class level times per day.</td>
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1 Fungus Spells: Animate Plants; Animate Wood; Antiplant Shell; Awaken; Awaken, Mass; Backhbit; Beget Bogun; Blight; Brambles; Brian Web; Change Staff; Command Plants; Commune with Nature; Control Plants; Detect Animals or Plants; Diminish Plants; Entangle; Entangling Staff; Fire Seeds; Goodberry; Hallucinatory Terrain; Horrid Wilting; Ironwood; Liveoak; Plant Growth; Poison Vines; Polymorph any Object; Repel Wood; Shambler; Shillelagh; Snare; Speak with Plants; Spike Growth; Spikes; Thornskin; Transmute Metal to Wood; Transport via Plants; Tree Shape; Tree Stride; Unyielding Roots; Vine Strike; Wall of Thorns; Warp Wood; Wood Rot; Wood Shape; Wood Wose.
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<td><strong>Troubadour of Stars</strong> (a musician who plays the music of the Court of Stars, gains new Bardic Music abilities, and eventually becomes an Outsider) (BoED p78)</td>
<td>Alignment: CG. Perform: 6 ranks. Feat: Knight of Stars. Able to cast 4th level Impromptu Arcane spells. Min Lvl: Sor9, Brd10.</td>
<td>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will. Weap: — Armor: — Class Lvls: 10</td>
<td>Sir: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentrate. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Info., Perform, Use Magic Device. Speak Language. 1st: Class levels stack with Bard levels for determining what Bardic Music abilities are available, how often they can be used, and the bonus granted by Bestow Courage. If you have no levels of Bard, you gain the music ability of a 1st level Bard. Detect Evil, at will. 2nd: +1 Arcane Caster Level. You are now able to cast spells on your spell list that are exclusive to Eladrin. You must still learn the spell to use it. Holy Cacophony – gain the use of this new Bardic Music ability when you have 8 ranks of Perform. All Evil creatures within 30’ must makes a Concentration check (DC 15 + spell level) in order to cast a spell or use a Spell-like ability. If combined with Feat: Words of Creation, the DC is 20 + spell level, but you take 8d4 non-lethal damage. This is a [sonic][mind] effect.</td>
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<td><strong>Urban Soul</strong> (a human who has perfectly adapted to city life, and is able to melt into buildings, hear the city ‘speak’, etc.) (RoD p141)</td>
<td>Race: Human. Know (local): 10 ranks. Know (arch &amp; eng): 5 ranks. Gather Info.: 5 ranks. Receive the blessing from the temple of Urbanus. Min Lvl: Brd7, Rog7, Wiz7, Bbn17, Clr17, Drd17, Ftr17, Mnk17, Pal17, Rgr17, Sor17.</td>
<td>HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvls: 10</td>
<td>Sir: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Know(local), Know(arch &amp; eng), Search. Wis: Listen, Spot. Cha: Gather Info., Intimidate. Speak Language. 1st: City Ramparts, 1/day – as a Standard Action, you gain the following: a) +4 bonus to Constitution; b) +2 bonus on Will saves; and c) Damage Reduction 5 / adamantine. The effect lasts for 1 round per Constitution modifier (including the bonus above). If you are within a city, the effect last longer. Small City: +3 rounds Large City: +5 rounds Metropolis: +10 rounds Urban Sustenance – while within a city (i.e., 5,000 inhabitants), you do not need to eat, drink, or sleep, plus you heal at 2x the normal rate, though you must still rest to regain spells. However, you no longer heal naturally outside the confines of a city. Also, for every 24 hour you are outside a city, you take 1 Strength damage &amp; 1 Constitution damage (FortNeg, DC 19 + number of consecutive days you have been out of a city). 2nd: Citybread Senses – +2 Insight bonus on Listen, Search, &amp; Spot check made within a city.</td>
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<tr>
<td>Prestige Class</td>
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<td>Vassal of Bahamut</td>
<td>Alignment: LG. Base Attack Bonus: +7. Perform: 6 ranks.</td>
<td>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvls: 10</td>
<td>Dex: Ride. Con: Concentrate. Int: Craft(armor), Craft(weapon), Know(nobility), Know(religion). Wis: Heal, Sense Motive. Cha: Bluff, Diplomacy, Intimidate.</td>
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<td>(follower of the Deity of Good Dragons, who gains special abilities to combat evil dragons)</td>
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<td>(BoD p40)</td>
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<tr>
<td>(a druid whose abilities can be used on vermin, can wild shape into a vermin, and who gains a vermin companion)</td>
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<td>(Und p44)</td>
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<tr>
<td>(solves crime with knowledge of his/her “home turf” and some handy spells)</td>
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<tr>
<td>Virtuoso</td>
<td>Diplomacy: 4 ranks. Intimidate: 4 ranks. Perform (any): 10 ranks. Arcane Caster level 1*. Min LvL: Brd7, Sor10, Wiz10.</td>
<td>HD: d6 Skill Points: 6 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvls: 10</td>
<td>Str: Jump. Dex: Balance, Escape Artist, Tumble. Con: Concentrate. Int: Craft, Spellcraft. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Perform.</td>
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<td>(a specialist with bardic music who learns advanced songs, like those that jamming spellcasting, keeping weapons, etc.)</td>
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| Void Disciple (a spellcaster   | Alignment: NG, LN, N, CN, NE. Spellcraft: 10 ranks. Feats: Heighten Spell, Spell Penetration, Able to cast 3rd level Arcane or Divine spells. Min Lvl: Brd7, Clr7, Drd7, Sor7, Wiz7, Rgr17. | HD: d6  
Skill Points: 3  
Attack: Wizard  
Good Save: Will  
Weap: —  
Armor: —  
Class Lvls: 13 | Con: Concentrate.  
Int: Craft.  
Know(any), Spellcraft.  
Wis: Heal.  
Profession.  
Cha: Diplomacy. | Sense Void, 1/day – Extend your mind & senses to examine a target of interest. To observe a target, make a Spellcraft check vs. its distance from you.  
Distance DC  
Distance DC | Line of Sight  
1 mile  
20 miles  
10 miles  
25 miles | +1 Caster level. |
|                               |                                                                                      |                                                                               |                                                                      |                                                                                                              |
|                               |                                                                                      |                                                                               |                                                                      |                                                                                                              |
Skill Points: 4  
Attack: Fighter  
Good Save: Fort  
Weap: —  
Armor: —  
Class Lvls: 10 | Str: Climb, Jump, Swim.  
Dex: Balance.  
Int: Craft.  
Wis: Profession, Sense Motive.  
Con: Concentrate.  
Cha: Diplomacy, Gather Info., Intimidate, Perform. | Your Class levels stack with your Bard levels for determining how often you can use your Bardic Music (but you do not gain access to new Bard songs)  
Inspire Toughness – All allies that hear this Bardic Music gain +2hp per Class level for as long as they can still hear you + 5 rounds afterwards. Requires 9+ ranks in Perform (sing) or Perform (oratory). | +1: — |
|                               |                                                                                        |                                                                               |                                                                      |                                                                                                              |
|                               |                                                                                        |                                                                               |                                                                      |                                                                                                              |
| Warforged Juggernaut (a Warforged who is trying to be more like a Construct) (Eb p83) (EbErrata)^ | Base Attack Bonus: +1. Diplomacy: 8 ranks. Sense Motive: 5 ranks. Feats: Combat Casting. Access to cast at least one Divine spell from one of the following Clerical Domains: Destruction, Protection, Strength, or War. Able to Turn or Rebuke Undead Min Lvl: Clr7. | HD: d12  
Skill Points: 2  
Attack: Rogue  
Good Save: Fort  
Weap: —  
Armor: —  
Class Lvls: 10 | Str: Climb, Jump, Swim.  
Dex: Balance.  
Int: Craft.  
Wis: Survival.  
Cha: Intimidate. | Gain Armor Spikes that do 1d6 on a Grapple.  
Expert Bull Rush – add your Class level to Strength check when initiating a Bull Rush or Defending against one. Add your Class level when attempting to break down doors.  
Gain Feat: Powerful Charge.  
Reserved – receive a penalty equal to your Class level on the following skills: Bluff, Diplomacy, Gather Information, & Sense Motives.  
2^nd: Receive a +1 bonus to attack rolls when making a Charge  
Extended Charge – when making a Charge, gain +5\(^{th}\) movement.  
Construct Perfection I – you can not take Subdual damage –or– extra damage from Critical hits. | +1: — |
|                               |                                                                                        |                                                                               |                                                                      |                                                                                                              |
|                               |                                                                                        |                                                                               |                                                                      |                                                                                                              |
| Warpriest (a cleric trained to lead soldiers into battle) (CDw p74) | Base Attack Bonus: +5. Diplomacy: 8 ranks. Sense Motive: 5 ranks. Feats: Combat Casting. Access to cast at least one Divine spell from one of the following Clerical Domains: Destruction, Protection, Strength, or War. Able to Turn or Rebuke Undead Min Lvl: Clr7. | HD: d10  
Skill Points: 2  
Attack: Fighter  
Good Save: Fort  
Weap: Simple, Martial  
Armor: All  
Class Lvls: 10 | Str: Swim.  
Dex: Ride.  
Con: Concentrate.  
Int: Craft.  
Know(history), Spellcraft.  
Wis: Sense Motive.  
Cha: Diplomacy, Handle Animals. | Gain the Glory Domain, if you Turn Undead, or the Domination Domain, if you Rebuke Undead.  
Rally – All allies within 60’ who are under a Fear effect gain a new saving throw, with a Morale bonus equal to your Class Level. Usable as a Standard Action. You cannot be a Fear effect when you use this ability.  
Your Class levels stack with your Cleric / Paladin levels when Turning / Rebuking Undead.  
2^nd: +1 Divine Caster Level.  
Inflame – By making a Full Round Action speech before battle, all listeners (including you) gain a +2 Morale bonus for Saving Throws against Fear & Charm effects. Lasts for (3 + 1 per Class lvl) minutes. | +1: — |
|                               |                                                                                        |                                                                               |                                                                      |                                                                                                              |
|                               |                                                                                        |                                                                               |                                                                      |                                                                                                              |
| Warshaper (able to use the spell or ability to Polymorph in innovative ways as part of combat) (CWar p89) | Base Attack Bonus: +4. Must be able to change shape in one of the following ways:  
1. Shape-change as a Supernatural ability;  
2. Shapechanger subtype;  
3. Polymorph as a Spell-like ability;  
4. Able to cast Polymorph;  
5. Wild Shape or similar class feature. An ‘Alternate Form’ (as possessed by quasits, etc.) is not sufficient. Min Lvl: Drd6, Sor8, Wiz8. | HD: d8  
Skill Points: 2  
Attack: Rogue  
Good Save: Fort  
Weap: —  
Armor: —  
Class Lvls: 5 | Str: Climb, Jump, Swim.  
Dex: Balance, Escape Artist.  
Int: Craft.  
Con: Concentrate.  
Cha: Disguise. | When using your shape-changing ability, gain immunity to Critical Hits & being Stunned.  
When using your shape-changing ability, you can grow natural weapons, such as claws, fangs, or horns as a Move Action. If the form you are in already has natural weapons, they do damage as if they were one size category larger.  
2^nd: When using your shape-changing ability, gain a +4 bonus to Strength & a +4 bonus to Constitution. | +1: — |
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<td>Weretouched Master (a Shifter who is becoming like his/her lycanthrope ancestors) (1h p65)</td>
<td>Race: Shifter. Base Attack Bonus: +4. Know (nature): 5 ranks. Survival: 8 ranks. Feats: any Shifter feat. Min Lvl: Rgr5, Drd6, Bsn7, Chr(travel)7, Bsd13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.</td>
<td>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvs: 5</td>
<td>Sir: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently. Int: Know(nature). Wis: Listen, Spot, Survival. Cha: Handle Animal, Intimidate.</td>
<td>1st: Weretouched I – Choose one of the following to be your ‘ancestor animal’: Bear, Boar, Rat, Tiger, Wolf, or Wolverine. When Shifting, you receive benefits based on your ‘ancestor animal’: - your appearance becomes more like your ‘ancestor animal’, including fur and a tail. Bear or Tiger: - +2 bonus to Constitution. - gain Claws that do 1d4 + 1 per 4 Character levels. If you have the Razorclaw subtype and/or the Improved Natural AttackFeat, your Claws improve their damage by one category. Rat or Wolf: - +2 bonus to Dexterity. - gain Fangs that do 1d4 + 1 per 4 Character levels. If you have the Longtooth subtype and/or the Improved Natural AttackFeat, your Bite improve its damage by one category. Boar or Wolverine: - +2 bonus to Constitution. - gain a Bite Attack that do 1d6 + 1 per 4 Character levels. If you have the Longtooth subtype and/or the Improved Natural AttackFeat, your Bite improve its damage by one category. 2nd: Bonus ShifterFeat. Wild Empathy – you may try to adjust the attitude of any Animal by making a Class level + Charisma modifier check after spending 1 minute interacting. Stacks with other Wild Empathy class abilities. Receive a +4 bonus if interacting with your ‘ancestor animal’.</td>
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| Wild Mage (an arcane spellcaster   | Alignment: CG, CN, CE.  
Know (the planes): 4 ranks.  
Spellcraft: 8 ranks.  
Use Magic Device: 4 ranks.  
Feat: Magical Aptitude, any metamagic feat.  
Arcane Caster level 1st.  
Min Lvl: Brd5, Sor5, Wiz5. | HD: d4  
Skill Points: 2  
Attack: Wizard  
Good Save: Ref  
Weap: —  
Armor: —  
Class Lvl: 10 | Con: Concentrate.  
Int: Craft, Know(any), Spellcraft.  
Wis: Profession.  
Cha: Bluff, Intimate, Use Magical Device. | 1st: +1 Arcane Caster level.  
Wild Magic – your effective Caster level is (Caster level – 3 + 1d6).  
2nd: +1 Arcane Caster level.  
Random Deflector, 1/day – as an Immediate Action (which can be done when it is not your turn), all ranged attacks, ranged touched attacks, and individually targeted spells are deflected to a random creature within 20’ of you. This effect lasts until the beginning of your next turn. All creatures in the 20’ area (including you) have an equal chance to be the new target. Once the new target is determined, the normal attack roll is made, the target receives any appropriate saving throws, etc. |
| (with some chaotic magical ability) | (CAdv p68)                                                                              |                                                                                |                                            |                                                                                                               |
| Wild Plains Outsider (a paladin,   | Ride: 9 ranks.  
Feat: Mounted Combat, Track  
Either an Animal Companion big enough to serve as a mount, or a Paladin’s Special Mount  
Min Lvl: Drd6, Rgr6, Pal6. | HD: d8  
Skill Points: 4  
Attack: Fighter  
Good Save: Fort  
Weap: —  
Armor: —  
Class Lvl: 10 | Str: Jump, Swim.  
Dex: Balance, Move Silently, Ride.  
Int: Know(nature).  
Wis: Listen, Spot, Survival.  
Cha: Handle Animal. | Paladins may freely cross-class.  
1st: You may add your Class level to your effective Druid level for determining your Animal Companion’s capabilities –or– to your effective Paladin level for determining your Special Mount’s capabilities.  
Ride Bonus – gain your Class level as a Competence bonus on all Ride checks –and– any Handle Animal checks done with your mount.  
Wild Plains Stalker – when your mount makes Hide and/or Move Silently checks, it may use its ranks in these skills, though it still uses its own Dexterity modifier, size modifier, etc.  
2nd: Wild Plains Swiftness – your mount’s base speed increases by +10’ for every movement mode it has. |
| ranger, or druid who focuses on     | Race: Elf, Half-Elf.  
Alignment: LG, NG, CG, CN, CE.  
Hide: 5 ranks.  
Know(nature): 5 ranks.  
Move Silently: 5 ranks.  
Survival: 8 ranks.  
Feats: Endurance.  
Min Lvl: Rgr5, Bbn7, Clr(travel)7, Drd7, Bbn13, Fir13, Mnk13, Pal13, Rgr13, Sor13, Wiz13. | HD: d10  
Skill Points: 4  
Attack: Fighter  
Good Save: Fort, Ref  
Weap: —  
Armor: —  
Class Lvl: 10 | Str: Climb, Jump, Swim.  
Dex: Balance, Hide, Move Silently.  
Int: Know(nature).  
Wis: Spot, Survival.  
Trackless Step – you cannot be tracked in natural surroundings (as the Druid class ability).  
2nd: Gain the Scent special ability.  
Primal Scream – as a Free Action, you may make a Primal Scream and enter a Feral Frenzy for 3 + Constitution modifier rounds (min 1). You may use this ability 3 + Charisma modifier (min 1) times per day. While in this state, you receive +2 Strength, +6 Dexterity, & a 1d6 secondary Bite attack. At higher levels, you gain additional abilities. A Feral Frenzy can be done at the same time as a Barbarian Rage (if desired). |
| his/her mount) (CAdv p92)          |                                                                                       |                                                                                |                                            |                                                                                                               |
| Wildrunner (an elf or half-elf who  | Alignment: LG, N, N, CN, NE.  
Base Attack Bonus: +5  
Handle Animal: 4 ranks.  
Know(nature): 2 ranks.  
Survival: 4 ranks.  
Feats: Track.  
Min Lvl: Bbn5, Fir5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rgr7, Sor10, Wiz10. | HD: d10  
Skill Points: 4  
Attack: Rogue  
Good Save: Fort, Ref  
Weap: —  
Armor: —  
Class Lvl: 10 | Str: Climb, Jump, Swim.  
Dex: Escape Artist, Hide.  
Int: Know(nature).  
Wis: Heal, Listen, Spot, Survival.  
Cha: Handle Animal, Intimate. | 1st: Gain bonuses and abilities when interacting with your ‘Bonded Animals’, which are Wolves and Dire Wolves.  
Animal Bond – +4 bonus to Handle Animal & Wild Empathy check with your Bonded Animals.  
If you have an Animal Companion from a prior class which is a Bonded Animal, your Class levels stack when determining your Animal Companions abilities.  
Wild Empathy – stacks with Wild Empathy from other classes.  
Detect Animals and Plants (Bonded Animals only) at will at Class level.  
2nd: Gain Low-Light Vision.  
First Totem – +4 bonus on Survival checks. |
| can travel quickly and unnoticed    |                                                                                       |                                                                                |                                            |                                                                                                               |
| on foot, is able to 'primal scream' | (Row p139)                                                                              |                                                                                |                                            |                                                                                                               |
| , and eventually becomes a ‘Fey’)  |                                                                                       |                                                                                |                                            |                                                                                                               |
| (Row p139)                         |                                                                                       |                                                                                |                                            |                                                                                                               |
| Wolf Lord (Animal Lord specialized | Alignment: NG, LN, N, CN, NE.  
Base Attack Bonus: +5  
Handle Animal: 4 ranks.  
Know(nature): 2 ranks.  
Survival: 4 ranks.  
Feats: Track.  
Min Lvl: Bbn5, Fir5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rgr7, Sor10, Wiz10. | HD: d10  
Skill Points: 4  
Attack: Rogue  
Good Save: Fort, Ref  
Weap: —  
Armor: —  
Class Lvl: 10 | Str: Climb, Jump, Swim.  
Dex: Escape Artist, Hide.  
Int: Know(nature).  
Wis: Heal, Listen, Spot, Survival.  
Cha: Handle Animal, Intimate. | 1st: Gain any one Exalted Feat.  
Bonus spell – Arcane casters gain 1 bonus spell per day, while Divine casters gain 2 bonus spells per day. The bonus spell is assigned to a level that you can currently cast & it cannot be changed. No more than one bonus spell can be added to your highest level.  
2nd: Gain any one Exalted Feat.  
Bonus spell – Arcane casters gain 2 bonus spells per day, while Divine caster gain 3 bonus spells per day. |
| in wolves) (CAdv p22)              |                                                                                       |                                                                                |                                            |                                                                                                               |
| Wonderworker (a spellcasting follower of one of the Pantheons of the Good outer planes who gains mastery of Exalted Feats) (BoE2 p82) | Alignment: LG, NG, CG.  
Base Will Save: +5.  
Feat: Knight of Stars –or– Favored of the Companions –or– Servant of the Heavens, one other Exalted Feat.  
Able to cast 3rd level spells.  
Min Lvl: Clr6, Drd6, Sor6, Wiz6, Brd7, Pal15, Rgr15. | HD: d6  
Skill Points: 4  
Attack: Wizard  
Good Save: Fort, Will  
Weap: —  
Armor: —  
Class Lvl: 3 | Con: Concentrate.  
Int: Craft, Know(arcanae), Know(nature), Know(religion), Spellcraft.  
Wis: Heal, Profession, Sense Motive.  
Cha: Diplomacy. | 1st: Gain any one Exalted Feat.  
Bonus spell – Arcane casters gain 1 bonus spell per day, while Divine casters gain 2 bonus spells per day. The bonus spell is assigned to a level that you can currently cast & it cannot be changed. No more than one bonus spell can be added to your highest level.  
2nd: Gain any one Exalted Feat.  
Bonus spell – Arcane casters gain 2 bonus spells per day, while Divine caster gain 3 bonus spells per day. |
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<td>World Speaker (a bard who learns to communicate with all types of people, animals, plants, elements, &amp; even the dead) (DR311 p65)</td>
<td>Concentration: 8 ranks. Decipher Script: 8 ranks. Know (history): 4 ranks. Know (nature): 4 ranks. Must be able to speak, read, &amp; write 3 languages that are not on the character’s racial language list. Min Lvl: Brd5.</td>
<td>HD: d6</td>
<td>Con: Concentrate. Int: Craft, Decipher Script, Know(any), Search, Spellcraft. Wis: Listen, Sense Motive. Cha: Bluff, Diplomacy, Handle Animal, Gather Info., Perform. Speak Language.</td>
<td>1st: +1 Bard Caster level. Class levels stack with Bardic Music ability &amp; Bardic Knowledge checks. Tongues, 1/day as a 6th level Sorcerer. 2nd: +1 Bard Caster level. Speak with Animals, at will as a 5th level Druid.</td>
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<tr>
<td>Wormhunter (veteran of battling the undead and mortals that follow Kyuss, who has been toughened by surviving numerous attacks by the Worms of Kyuss and has even gained lore through this connection to the other world) (DR338 p71)</td>
<td>Must meet any two of the following criteria: - Base Attack Bonus: +7 - Base Fortitude Save: +4 - Know (religion): 10 ranks - Sneak Attack: +4d6 - able to cast 4th level Divine spells Must have taken at least 4 points of Intelligence damage from Worms of Kyuss. Must have read the Apostolic Scrolls, which contain lore about Kyuss. Min Lvl: Bnn7, Clr7, Drd7, Fr7, Mnk7, PaT7, Rg7, Brd10, Rog10, Wiz12, Sor14.</td>
<td>HD: d8</td>
<td>Con: Concentrate. Int: Decipher Script, Know(arcana), Know(history), Know(religion), Search, Spellcraft. Wis: Heal, Sense Motive, Survival. Cha: Gather Info., Intimidate.</td>
<td>1st: Kyussbane – when fighting any minion of Kyuss, receive your Class level as a bonus on damage rolls and roll to overcome Spell Resistance. Gift of the Worm 1 – by allowing a Worm of Kyuss into your brain, you gain a ‘gift’ (see below) and a ‘madness’ (see DR338 p73), plus the worm dies. You go through the same procedure at 3rd and 5th levels, so some of the following increase as you go up in level: Cannibalization – +1 to one ability score, but –1 to two other ability scores (or –2 to one score). Increased Spellcasting – +(#gifts) Caster levels. Regained Lore – +(#gifts) bonus feats. Spiritual Conduit – +(#gifts) bonus to Cleric level when Turning/Rebuking Undead – and– all Cure Wounds and Inflict Wound spells cast on you are Empowered (i.e., +50%). Sinister Smite – You must already have the gift ‘Spiritual Conduit’. When you Sneak Attack or Critical Hit a living creature, it also takes 2 points of Strength damage – and– allInflict Wound spells cast on you are Empowered and Maximized. Undead Smite – You must already have the gift ‘Spiritual Conduit’. You can now perform a Sneak Attack or Critical Hit on an Undead creature – and– allCure Wound spells cast on you are Empowered and Maximized. 2nd: Wormscarred – immune to all Diseases and +2 bonus on saves vs. Poison. Detect Minion, at will. As Detect Undead, but only works on the living and undead followers of Kyuss.</td>
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<tr>
<td>Yathchol Webrider (a creature who can magically or naturally create webs and who gains the ability to teleport from one web to another, blast people with web, etc.) (Und p46)</td>
<td>Hide: 8 ranks. Move Silently: 4 ranks. Feat: Dodge, Mobility, Skill Focus (Craft (trapmaking)). Must be able to cast Web as a Spell or Spell-like ability – or – be a member of a web-spinning race (such as Chitin) Min Lvl: Wiz3 / Rog3, Sor13, Wiz13</td>
<td>HD: d8</td>
<td>Str: Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble, Use Rope. Int: Craft(trapmaking), Know(arcana), Search, Spellcraft. Wis: Listen, Spot.</td>
<td>1st: Web Hide – you may make a Hide check as long as there is a natural or magical web of at least 5’ by 5’ within 5’ of you. Web Ride, 20’ – you may teleport between two sections of web that are each at least 5’ by 5’, up to 20’. This may be broken into 10’ units (so at this level, you can make one 20’ teleport or two 10’ teleports). At higher levels, the distance increases. 2nd: Spider Climbing – gain a Climb speed of 20’ and the ability to travel along ceilings and vertical surfaces. Summon Spider (large), 1/day – either Summon Swarm (spider swarm only) – or – Summon Monster V (large monstrous spider only). Caster level is (5 + Class level).</td>
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<td><strong>Zhentarim Spy</strong> <em>(a spy who can go undercover and be totally convincing in the new role)</em> <em>(PGF p77)</em></td>
<td>Alignment: LE, NE, CE. Base Attack Bonus: +5. Bluff: 5 ranks. Disguise: 5 ranks. Forgery: 5 ranks. Gather Information: 5 ranks. Feat: Deceitful. Min Lvls: Bbn7, Brd7, Chr7, Dnd7, Fir7, Mnk7, Rgr7, Rog7, Sor10, Wiz10.</td>
<td>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: Simple Armor: Light, Medium, Shield. Class Lvls: 5</td>
<td>Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Decipher Script, Disable Device, Forgery, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Use Magic Device, Speak Language.</td>
<td>1st: +1d6 Sneak Attack. Cover Identity – you may have one fake identity for each Craft skill and/or Profession skill in which you have at least 2 ranks. Each identity must have a complete background, including a name, place of origin, etc. While operating under a cover identity, you receive a +4 Circumstance bonus on Disguise checks &amp; a +2 bonus on Bluff &amp; Gather Info. checks. Both bonuses are increased by +1 for each 2 ranks above 2 you have in the associated Craft / Profession. Cover Identities may be replaced by spending 1d4 tenday &amp; 6d10 gp to put together the necessary background, paper work, etc. 2nd: Undetectable Alignment, always on as an Extraordinary Ability (i.e., it is not detected by Detect Magic, cannot be dispelled, etc.).</td>
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### Skipped Prestige Classes

#### Epic Prestige Classes

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<td>(specialty templar of the Deity of Murder)</td>
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<tr>
<td>Eagle Knight</td>
<td>(a non-evil warrior that can transform himself/herself into an eagle (&amp; eventually a giant eagle) &amp; learns flying combat techniques)</td>
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<tr>
<td>Flux Adept</td>
<td>(spellcaster who can control his/her own blood, muscles, organs, etc., so as to gain bonuses on Escape Artist checks, resistant to inhospitable climates, immunity to poison, feign death, etc.)</td>
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<tr>
<td>Holy Slayer</td>
<td>(a lawful assassin-like class, from Al-Qadim)</td>
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<tr>
<td>Jaguar Knight</td>
<td>(a non-good warrior that can transform himself/herself into a jaguar (&amp; eventually a dire jaguar) and learns feline combat techniques)</td>
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<tr>
<td>Luminaire</td>
<td>(enemy of “evil monsters” who can inspire bravery)</td>
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<tr>
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<tr>
<td>Omatu Master</td>
<td>(halfling monk that gains bonuses to offset the penalties due to size)</td>
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<tr>
<td>Osteomancer</td>
<td>(spellcaster who can control bones, extending his own as as weapons, making them hard as stone, paralyzing opponents by not allowing their bones to move, etc.)</td>
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<td>Ranger Knight of Furyondy</td>
<td>(mounted warrior with enhanced ranger abilities)</td>
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<tr>
<td>Shadow Apostle</td>
<td>(specialty priest of the Deity of Darkness)</td>
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<tr>
<td>Shark Cultist</td>
<td>(secret society whose members prove their prowess by single-handedly killing a shark and wearing its skin)</td>
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<tr>
<td>Silverhair Knight</td>
<td>(specialty cleric of Deity of Good Drow, who helps Drow who have come to the surface adjust &amp; protects them)</td>
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### Pending

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

- Aberrant Paragon
- Anarchomancer
- Arboreen’s Keeper
- Arboreen’s Warder
- Barber
- Battleguard of Tempus
- Bog of Nomog-Geaya
- Cerebrex
- Companion of the Dead
- Corsair
- Deathstalker of Bhaal
- Eagle Knight
- Flux Adept
- Harmonium Peacekeeper
- Holy Slayer
- Jaguar Knight
- Luminaire
- Mamluk
- Omatu Master
- Osteomancer
- Ranger Knight of Furyondy
- Shadow Apostle
- Shark Cultist
- Silverhair Knight
**Apostle of Peace spell list**

Prepared Divine spells based on Wisdom. *(BoED p52)*

**0th Level**

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

**1st Level**

Bless *(PH p205)* – Allies gain +1 morale bonus to attacks & saves vs. fear.
Bless Water *(PH p205)* – Makes Holy Water.
Command *(PH p211)* – One subject obeys selected command for 1 round.
Comprehend Languages *(PH p212)* – You understand all spoken and written languages.
Cure Light Wounds *(PH p215)* – Cures 1d8 + 1 per level damage (max +5).
Detect Evil *(PH p218)* – Reveals evil creatures, spells, or objects.
Detect Undead *(PH p220)* – Reveals undead within 60’.
Endure Elements *(PH p226)* – Exist comfortably in hot or cold environments.
Entropic Shield *(PH p227)* – Ranged attacks against you suffer 20% miss chance.
Eyes of the Avoral *(BoED p99)* – Subject gets +8 on Spot checks.
Hide from Undead *(PH p241)* – Undead can’t perceive one subject per level.
Obscuring Mist *(PH p258)* – Fog surrounds you.
Protection from Evil *(PH p266)* – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
Ray of Hope *(BoED p105)* – Subject gains +2 bonus on attacks, saves, and checks.
Remove Fear *(PH p273)* – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Sanctuary *(PH p274)* – Opponents can’t attack you and you can’t attack.
Shield of Faith *(PH p278)* – Aura grants +2 (or higher) deflection bonus.
Vision of Heaven *(BoED p111)* – Evil creature is Dazed for 1 round.

**2nd Level**

Aid *(PH p196)* – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)
Augury *(PH p202)* – Leans whether an action will be good or bad.
Bear’s Endurance *(PH p203)* – Subject gains +4 Constitution for 1 minute per level.
Calm Emotions *(PH p207)* – Calms creatures, negating emotion effects.
Consecrate *(PH p212)* – Fills area with positive energy, making undead weaker.
Cure Moderate Wounds *(PH p216)* – Cures 2d8 damage +1 per level (max +10).
Delay Poison *(PH p217)* – Stops poison from harming subject for 1 hour per level.
Eagle’s Splendor *(PH p225)* – Subject gains +4 Charisma for 1 minute per level.
Ease Pain *(BoED p97)* – Remove lingering effects of pain.
Enthrall *(PH p227)* – Captivates all within 100’ + 10’ per level.
Glorious Raiment *(BoED p99)* – Wearer gains +1 Sacred bonus to AC per five caster levels and Damage Reduction 5 / evil.
Make Whole *(PH p252)* – Repairs an object.
Owl’s Wisdom *(PH p259)* – Subject gains +4 Wisdom for 1 minute per level.
Remove Paralysis *(PH p271)* – Frees one or more creatures from paralysis, hold, or Slow.
Resist Energy *(PH p246)* – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
Restoration, Lesser *(PH p273)* – Dispels magic ability penalty or repairs 1d4 ability damage.
Shield Other *(PH p278)* – You take half of subject’s damage.
Silence *(PH p279)* – Negate sound in 15’ radius.
Status *(PH p284)* – Monitors condition & position of allies.
Yoke of Mercy *(BoED p112)* – Target deals non-lethal damage.
Zone of Truth *(PH p303)* – Subjects within range cannot lie.
Apostle of Peace spell list (continued)

3rd Level

**Blessed Sight** (BoED p92) – Evil auras become visible to you.

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

**Cure Serious Wounds** (PH p206) – Cures 3d8 damage +1 per level (max +15).

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

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

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

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

**Meld into Stone** (PH p252) – You and your gear merge with stone.

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

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

**Refreshment** (BoED p105) – Cures creatures of all non-lethal damage.

**Remove Blindness/Deafness** (PH p270) – Cures normal or magical conditions.

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

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

**Remove Nausea** (BoED p105) – Cure a Nauseated or Sickened creature.

**Water Breathing** (PH p300) – Subject can breathe underwater.

**Water Walk** (PH p300) – Subject treads on water as if solid.

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

4th Level

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

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

**Blood of the Martyr** (BoED p92) – You heal a target at range and take a like amount of damage.

**Control Water** (PH p214) – Raises, lowers bodies of water.

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

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

**Discern Lies** (PH p221) – Reveals deliberate falsehoods.

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

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

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

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

**Imbue with Spell Ability** (PH p243) – Transfer spells to subject.

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

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

**Remove Fatigue** (BoED p105) – Removes effects of Fatigue as 8 hours of rest.

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

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

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

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

**Status, Greater** (BoED p109) – As **Status**, but cast some spells through the bond.

**Sustain** (BoED p109) – Recipients need no food or drink for 6 hours per level.

**Tongues** (PH p294) – Speak any language.

5th Level

**Atonement** (PH p201) – Removes burden of misdeeds from subject.

**Break Enchantment** (PH p207) – Frees subject from enchantments, alterations, curses, and petrifaction.

**Command, Greater** (PH p211) – As **Command**, but affects one subject per level.

**Commune** (PH p211) – Deity answers one yes-or-no question per level.

**Cure Light Wounds, Mass** (PH p216) – Cures 1d8 + 1 / level damage for many creatures.

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

**Energetic Healing** (BoED p98) – Target is immune to one energy type and gains 10% of the energy damage as healing.

**Hallow** (PH p238) – Designates location as Holy.

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

**Plane Shift** (PH p262) – As many as eight subjects travel to another plane.

**Raise Dead** (PH p268) – Restores life to subject who died up to 1 day per level ago.

**Sacred Guardian** (BoED p106) – You know the status of subject and an teleport or scry without error.

**Scrying** (PH p274) (PH3.5e)+ – Spies on subject from a distance.

**Spell Resistance** (PH p282) – Subject gains Spell Resistance of 12 + 1 per level.

**Symbol of Sleep** (PH p291) – Triggered rune puts nearby creatures into a catatonic slumber.

**True Seeing** (PH p296) – See all things as they really are.

**Wall of Stone** (PH p299) – Creates a stone wall that can be shaped.
Apostle of Peace spell list (continued)

6th Level

_Antilife Shell_ (PH p199) – 10' radius field hedges out living creatures.

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

_Banishment_ (PH p202) – Banishes 2 HD per level of extraplanar creatures.

_Bear’s Endurance, Mass_ (PH p203) – *As Bear’s Endurance*, affects one subject per level.

_Celestial Blood_ (BoED p92) – Grant energy resistance, +4 on saves against poison, and Damage Reduction 10/evil.

_Cure Moderate Wounds, Mass_ (PH p216) – Cures 2d8 damage +1 per level for many creatures.

_Dispel Magic, Greater_ (PH p210) (PH3.5e)+ – *As Dispel Magic*, but up to +20 on the check.

_Eagle’s Splendor, Mass_ (PH p225) – *As Eagle’s Splendor*, affects one subject per level.

_Forbiddance_ (PH p232) – Blocks planar travel, damages creatures of different alignment.

_Geas/Quest_ (PH p234) – *As Lesser Geas*, plus it affects any creature.

_Heroes’ Feast_ (PH p240) – Ford for one creature per level, cures, and grants combat bonuses.

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

_Symbol of Persuasion_ (PH p290) – Triggered rune charms nearby creatures.

_Wind Walk_ (PH p302) – You and your allies turn vaporous and travel fast.

_Word of Recall_ (PH p303) – Teleports you back to a designated place.

7th Level

_Bastion of Good_ (BoED p92) – Acts as *Minor Globe of Invulnerability* and double-strength *Magic Circle against Evil*.

_Control Weather_ (PH p214) – Changes weather in local area.

_Cure Serious Wounds, Mass_ (PH p216) – Cures 3d8 damage +1 per level for many creatures.

_Ethereal Jaunt_ (PH p227) – You become ethereal for 1 round per level.

_Restoration, Greater_ (PH p272) – As *Restoration*, plus restores all levels and ability scores.

_Resurrection_ (PH p273) – Fully restore dead subject.

_Scrying, Greater_ (PH p275) (PH3.5e)+ – *As Scrying*, but faster and longer.

_Shrine of the Archon_ (BoED p107) – Protective shield dissipates targeted magical attacks and grants +4 bonus on saving throws against magical areas and effects

8th Level

_Antimagic Field_ (PH p280) – Negates magic within 10’.

_Cure Critical Wounds, Mass_ (PH p216) – Cures 4d8 damage +1 per level for many creatures.

_Discern Location_ (PH p222) – Reveals the exact location of a creature or object.

_Holy Aura_ (PH p241) – +4 to AC, +4 resistance, SR25 against good spells.

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

9th Level

_Aspect of the Deity, Greater_ (BoED p92) – *As Lesser Aspect of the Deity*, but gain wings, enhanced ability scores, and various resistances and immunities.

_Astral Projection_ (PH p203) – Projects you and companions into the Astral Plane.

_End to Strife_ (BoED p98) – Any attack made within 80’ of caster causes attacker to take 1d6 of lethal or non-lethal damage per caster level (max 20d6).

_Etherealness_ (PH p228) – Travel to Ethereal Plan with companions.

_Gate_ (PH p234) – Connects two planes for travel or summoning.

_Heal, Mass_ (PH p239) – *As Heal*, but with several subjects.

_Miracle_ (PH p254) – Requests a deity’s intercession.

_True Resurrection_ (PH p296) – *As Resurrection*, plus remains aren’t needed.
Arachnomancer supplemental spell list

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

0th Level

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

1st Level

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

2nd Level

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

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

3rd Level

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

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

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

4th Level

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

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

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

5th Level

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

6th Level

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

7th Level

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

8th Level

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

9th Level

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


1st Level
Critical Striker(CAdv p145) – Swift. For 1 round you gain +1d6 damage, doubled threat range, and +4 on attack rolls to confirm critical hits.
Dead End(DR25 p71) – Illusions conceal the targets’ trail.
Detect Poison(UPh p219) – Detects poison in one creature or small object.
Disguise Self(CPH p222) – Changes our appearance.
Distract Assaultant(CAdv p146) – Swift. One creature is flat-footed for 1 round.
Feather Fall(UPh p229) – Objects or creatures fall slowly.
Ghost Sound(CPH p235) – Figment sounds.

Insightful Feint(CAdv p153) – Swift. Gain +10 on your next Bluff check to Feint in combat.
Instant Locksmith(CAdv p153) – Swift. Make Disable Device or Open Lock check at +2 as a Free Action.
Jump(UPh p246) – Subject gains bonus on Jump checks.
Low-Light Vision(ARC p113) – See twice as far as a Human in poor illumination.
Obscuring Mist(UPh p258) – Fog surrounds you.

2nd Level
Alter Self(UPh p197) – Assume the form of a similar creature.
Cat’s Grace(3.5p208) – Subject gains +4 Dexterity for 1 minute per level.
Darkness(UPh p216) – 20’ radius of supernatural shadow.
Fire Shuriken(CArc p107) – Magical shuriken deal 3d6 Fire damage.
Fox’s Cunning(UPh p233) – Subject gains +4 Intelligence for 1 minute per level.

Ice Knife(CArc p112) – Magical shard of ice deals 2d8 cold damage.
Illusory Script(UPh p243) – Only intended reader can decipher.
Invisibility(UPh p245) – Subject is invisible for 1 minute per level or until it attacks.
Invisibility, Swift(CAdv p153) – Swift. You are invisible for 1 round or until you attack.
Iron Silence(CAdv p153) – Armor touched has no Armor Check penalty on Hide & Move Silently checks for 1 hour per level.

Marked Man(DR25 p71) – Helps track a subject.
Pass without Trace(UPh p259) – One subject per level leaves no tracks or scent trail for 1 hour per lvl.
Phantom Poet(DR24 p71) – Phantom flanks subject.
Spider Climb(UPh p283) – Grants ability to walk on walls & ceilings.
Undetectable Alignment(UPh p297) – Conceals alignment for 24 hours.
Wraithstrike(CAdv p158) – Swift. Your melee attacks strike as touch attacks for 1 round.

3rd Level
Absorb Weapon(CAdv p542) – Hide a weapon, gain a Bluff check with a +4 bonus to Feint when you draw it.
Amorphous Form(Und p56) – Subject becomes puddle-like and can slip through cracks quickly.
Deep Slumber(UPh p217) – Puts 10HD of creatures to sleep.

Deeper Darkness(UPh p217) – Object sheds supernatural shadow in 60’ radius.
False Life(UPh p229) – Gain 1d10 temporary hp + 1 per level (max +10).
Magic Circle against Good(UPh p250) – As Protection from Good, but 10’ radius and 10 minutes per level.

Misdirection(UPh p254) – Misleads divinations for one creature or object.
Nondetection(UPh p257) – Hides subject from divination and scrying.
Spectral Weapon(CAdv p57) – Swift. Use quasi-real weapon to make touch attacks.
Spider Poison(MoF p123) – Touch deals 1d6 Str damage, repeats in 1 minute.

4th Level
Clairaudience/Clairvoyance(UPh p209) – Hear or see at a distance for 1 minute per level.
Cursed Blade(CW p17) – Wounds dealt by weapon can’t be healed without Remove Curse.
Dimension Door(UPh p221) – Teleports you a short distance.
Freedom of Movement(UPh p233) – Subject moves normally despite impediments.
Glibness(UPh p235) – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.

Greater Invisibility(UPh p245) – As Invisibility, but subject can attack and stay invisible.
Heart Ripper(CArc p110) – Kills living creatures with less than 4HD.
Locate Creature(UPh p249) – Indicates direction to familiar creature.
Modify Memory(UPh p255) – Changes 5 minutes of subject’s memories.
Poison(UPh p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

Shadow Form(CAdv p156) – Gain +4 on Hide, Move Silently, and Escape Artist checks, and concealment; you can move through obstacles if you have ranks in Escape Artist.
Sniper’s Eys(CAdv p156) – Gain +10 Spot, Darkvision, 60’ range for Sneak Attack, and Death Attacks with ranged weapons.
Beloved of Valarian spell list

Prepared Divine spells based on Wisdom. (BoED p54)

1st Level
Calm Animals (PH p207) – Calms (2d4 + level) HD of animals.
Charm Animal (PH p208) – Makes one animal your friend.
Cure Light Wounds (PH p215) – Cures 1d8 + 1 per level damage (max +5).
Delay Poison (PH p217) – Stops poison from harming subject for 1 hour per level.
Detect Snares and Pits (PH p220) – Reveals natural or primitive traps.
Entangle (PH p227) – Plants entangle everyone in a 40’ radius.
Eyes of the Avaril (BoED p99) – Subject gets +8 on Spot checks.
Longstrider (PH p249) – Increases your speed.
Pass without Trace (PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.
Speak with Animals (PH p281) – You can communicate with animals.
Summon Nature’s Ally I (PH p288) – Calls creature to fight.

2nd Level
Barkskin (PH p202) – Grants +2 (or higher) enhancement to natural armor.
Cure Moderate Wounds (PH p216) – Cures 2d8 damage +1 per level (max +10).
Eagle’s Splendor (PH p225) – Subject gains +4 Charisma for 1 minute per level.
Ease Pain (BoED p97) – Remove lingering effects of pain.
Hold Animal (PH p241) – Paralyzes one animal for 1 round per level.
Owl’s Wisdom (PH p258) – Subject gains +4 Wisdom for 1 minute per level.
Neutralize Poison (PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.
Remove Addiction (BoED p105) – Cures target of drug addiction.
Restoration, Lesser (PH p278) – You take half of subject’s damage.
 Summon Nature’s Ally II (PH p288) – Calls creature to fight.
Zone of Truth (PH p303) – Subjects within range cannot lie.

3rd Level
Cure Serious Wounds (PH p216) – Cures 3d8 damage +1 per level (max +15).
Darkvision (PH p216) – See 60’ in total darkness.
Discern Lies (BoED p221) – Reveals deliberate falsehoods.
Heart’s Ease (BoED p100) – Removes fear, despair, confusion, insanity, and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage.
Neutralize Poison (PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.
Prayer (PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.
Neutralize Disease (PH p271) – Cures all diseases affecting subject.
Summon Nature’s Ally III (PH p288) – Calls creature to fight.
Wind Wall (PH p302) – Deflects arrows, smaller creatures, and gases.

4th Level
Blinding Beauty (BoED p82) – You become as beautiful as a nymph, and can blind humanoid who look at you.
Commune with Nature (PH p211) – Learn about terrain for one mile per level.
Cure Critical Wounds (PH p215) – Cures 4d8 + 1 per level (max. +20).
Dispel Evil (PH p222) – +4 bonus against attacks by evil creatures.
Freedom of Movement (PH p233) – Subject moves normally despite impediments.
Nondetection (PH p257) – Hides subject from divination and scrying.
Restoration (PH p272) – Restores level and ability score drains.
Spear of Valarian (BoED p107) – Transforms normal weapon into a +1 Silver Spear (+3 against Magical Beasts, which take +2d6 points of damage).
Summon Nature’s Ally IV (PH p288) – Calls creature to fight.
Blackguard spell list

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

1st Level

Cause Fear (PH p208) – One creature of 5HD or less flees for 1d4 rounds.
Corrupt Weapon (DMG p182) – Weapon strikes true again good foes.
Cure Light Wounds (PH p215) – Cures 1d8 +1/level damage (max +5).
Divine Sacrifice (CDiv p163) – Sacrifice hit points for a damage bonus.
Doom (PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Faith Healing (MoF p93) – Cures 8 hp +1/level damage (max +5) to worshiper of your patron.
Golden Barding (CDiv p166) – Your mount gets force armor.
Inflict Light Wounds (PH p244) – Touch deals 1d8 damage +1 per level (max +5).
Magic Weapon (PH p231) – Weapon gains +1 enhancement bonus.
Mark of the Outcast (Und p59) – Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.
Resurgence (CDiv p177) – You grant a subject a second chance at a saving throw.
Strategic Charge (MoF p125) – You gain the benefits of the Mobility feat.
Summon Monster I (evil only) (PH p285) – Summons an Evil extraplanar creature to fight for you.
Summon Undead I (PGF p114)(PGFe)+ – Summons an Undead to fight for you.
Traveler’s Mount (CDiv p184) – Creature moves faster but can’t attack.

2nd Level

Blessed Aim (CDiv p154) – +2 bonus of allies’ ranged attacks.
Bull’s Strength (PH p207) – Subject gains +4 Strength for 1 minute per level.
Clarity of Mind (Und p57) – Grants +4 bonus on saves involving charm, compulsion, and glamer spells; reduces glamer miss chance by 10%.
Cure Moderate Wounds (PH p216) – Cures 2d8 damage +1 per level (max +10).
Curse of Ill Fortune (CDiv p60)(MoF p86)(MoFe)+ – Subject suffers –3 penalty on attacks, saves, and checks.
Darkness (PH p216) – 20’ radius of supernatural shadow.
Death Knell (PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.
Eagle’s Splendor (PH p278) – +4 Charisma +4 for 1 minute per level.
Hand of Divinity (MoF p98) – Gives +2 sacred or profane bonus on worshipers of your patron.
Inflict Moderate Wounds (PH p244) – Touch attack, 2d8 +1 per level (max +10).
Shatter (PH p278) – Sonic vibration damages objects or crystalline creatures.
Summon Monster II (evil only) (PH p286) – Summons an Evil extraplanar creature to fight for you.
Summon Undead II (PGF p114)(PGFe)+ – Summons an Undead to fight for you.
Wave of Grief (CDiv p188) – All in cone receive a –3 penalty on attacks, checks, and saves.
Zeal (CDiv p191) – You move through foes to attack the enemy you want.

3rd Level

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

4th Level

Cure Critical Wounds (PH p215) – Cures 4d8 +1 per level (max +20).
Freedom of Movement (PH p235) – Subject moves normally despite impediments.
Implacable Pursuer (CDiv p106) – You know where your prey is, as long as it’s moving.
Inflict Critical Wounds (PH p244) – Touch attack, 4d8 +1 per level (max +20).
Poison (PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.
Revenance (CDiv p178)(MoF p113) – Restores dead creature to life for 1 minute per level.
Summon Monster IV (evil only) (PH p286) – Summons an Evil extraplanar creature to fight for you.
Summon Undead IV (PGF p114)(PGFe)+ – Summons an Undead to fight for you.
Corrupt Sword (DMG p182) – Weapon becomes +5, deals +2d6 damage against good.
Weapon of the Deity (CDiv p188) – Gives your weapon magical powers appropriate to your patron deity.
Winged Mount (CDiv p190)(BoED p112) – Your mount sprouts wings and gains a fly speed of 60’ (good).
Blighter Spell List


0th Level
Detect Magic (PH p219) – Detects spells and magic items within 60ft.  
Detect Poison (PH p219) – Detects poison in one creature or small object.  
Flare (PH p232) – Dazzles one creature (–1 on attack rolls).  
Ghost Sound (PH p235) – Figment sounds.  
Inflict Minor Wounds (PH p244) – Touch attack, 1 point of damage.  
Read Magic (PH p269) – Reads scrolls and spellbooks.  
Touch of Fatigue (PH p294) – Touch attack fatigues target.

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

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

3rd Level
Contagion (PH p213) – Infects subject with chosen disease.  
Deeper Darkness (PH p217) – Object sheds supernatural shadow in 60’ radius.  
Desecrate (PH p219) – Fills area with negative energy, making undead stronger.  
Diminish Plants (PH p221) – Reduces size or blights growth of normal plants.  
Dispel Magic (PH p223)(PH3.5e)+ – Cancels magical spells and effects.  
Inflict Serious Wounds (PH p244) – Touch attack, 3d8 +1 per level (max +15).  
Poison (PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.  
Protection from Energy (PH p266) – Absorb 12 damage per level from one kind of energy.  
Stinking Cloud (PH p264) – Nauseating vapors, 1 round per level.  
Vampiric Touch (PH p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.

4th Level
Animate Dead (PH p198) – Creates undead skeletons and zombies.  
Antiplant Shell (PH p208) – Keeps animated plants at bay.  
Blight (PH p206) – Withers one plant or deals 1d6 per level damage to a plant creature.  
Death Ward (PH p217) – Grants immunity to death spells and negative energy effects.  
Flame Strike (PH p231) – Smites foes with divine fire (1d6 / level).  
Inflict Critical Wounds (PH p244) – Touch attack, 4d8 +1 per level (max +20).  
Language (CDiv p167) – Ray slows target and diminishes its Strength.  
Repel Vermin (PH p271) – Insects, spiders, and other vermin stay 10’ away.  
Rusting Grasp (PH p273) – Your touch corrodes iron and alloys.  
Transmute Mud to Rock (PH p295) – Transforms two 10’ cubes per level.  
Transmute Rock to Mud (PH p295) – Transforms two 10’ cubes per level.  
Unhallow (PH p297) – Designates location as Unholy.  
Wall of Fire (PH p298) – Deals 2d4 fire damage out to 10’ and 1d4 out to 20’. Passing through wall deals 2d6 + 1 per level.
Blighter spell list (continues)

5th Level

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

6th Level

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

7th Level

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

8th Level

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

9th Level

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

Charisma-based Impromptu Arcane Spells (PGP p181)

1st Level

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

2nd Level

*Alter Self* (PH p197) – Assume the form of a similar creature.
*Calm Emotions* (PH p207) – Calms creatures, negating emotion effects.
*Cat’s Grace* (3.5i p208) – Subject gains +4 Dexterity for 1 minute per level.
*Daze Monster* (PH 3.5i p217) – Living creature up to 6HD or less looses next action.
*Detect Thoughts* (PH p220) – Allows “listening” to surface thoughts.
*Eagle’s Splendor* (PH p225) – Subject gains +4 Charisma for 1 minute per level.
*Ease Pain* (BoED p97) – Remove lingering effects of pain.
*Enthrall* (PH p227) – Captivates all within 100’ + 10’ per level.
*Faerinael’s Hymn* (BoED p99) – Up to one creature per level cannot take attacks of opportunity.
*Heroism* (PH p240) – Gives a +2 on attack rolls, saves, & skill checks.
*Hold Person* (PH p241) – Paralyzes one person for up to 1 round per level.
*Hypnotic Pattern* (PH p242) – Fascinates (2d4 + level) HD of creatures.
*Rage* (PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.
*Scare* (PH p274) – Panics creatures of less than 6HD.
*Suggestion* (PH p285) – Compels subject to follow stated course of action.
*Tongues* (PH p294) – Speak any language.
*Yoke of Mercy* (BoED p112) – Target deals non-lethal damage.

3rd Level

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

4th Level

*Blinding Beauty* (BoED p92) – You become as beautiful as a nymph, and can blind humanoids who look at you.
*Break Enchantment* (PH p207) – Frees subject from enchantments, alterations, curses, and petrifaction.
*Dominate Person* (PH p224) – Controls humanoid telepathically.
*Hold Monster* (PH p241) – As Hold Person, but can effect any creature.
*Modify Memory* (PH p255) – Changes 5 minutes of subject’s memories.
*Suggestion, Mass* (PH p283) – As Suggestion, plus one subject per level.
Champion of Gwynharwyf spell list

Wisdom-based Prepared Divine Spells (BoED p57)

1st Level
Bless (PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.
Bless Weapon (PH p205) – Weapon strikes true against evil foes.
Cure Light Wounds (PH p215) – Cures 1d8 + 1 per level damage (max +5).
Detect Poison (PH p219) – Detects poison in one creature or small object.
Detect Undead (PH p220) – Reveals undead within 60’.
Divine Favor (PH p226) – You gain +1 per three levels on attack and damage rolls.
Divine Sacrifice (BoED p97) – Sacrifice hit points for a damage bonus.
Endure Elements (PH p226) – Exist comfortably in hot or cold environments.
Magic Weapon (PH p251) – Weapon gains +1 enhancement bonus.
Protection from Evil (PH p256) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
Read Magic (PH p269) – Reads scrolls and spellbooks.
Remove Fear (PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Resistance (PH p272) – Subject gains +1 resistance bonus on all saving throws.
Restoration, Lesser (PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.
Virtue (PH p289) – Subject gains 1 temporary hp.

2nd Level
Bull’s Strength (PH p207) – Subject gains +4 Strength for 1 minute per level.
Delay Poison (PH p217) – Stops poison from harming subject for 1 hour per level.
Eagle’s Splendor (PH p225) – Subject gains +4 Charisma for 1 minute per level.
Owl’s Wisdom (PH p226) – Subject gains +4 Wisdom for 1 minute per level.
Remove Paralysis (PH p271) – Frees one or more creatures from paralysis, hold, or Slow.
Resist Energy (PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
Shield Other (PH p278) – You take half of subject’s damage.
Warcry (BoED p111) – Creatures within a 30’ cone cower for 1d4 rounds.

3rd Level
Blessed Sight (BoED p92) – Evil aura become visible to you.
Cure Moderate Wounds (PH p216) – Cures 2d8 damage +1 per level (max +10).
Daylight (PH p216) – 60’ radius of bright light.
Discern Lies (PH p221) – Reveals deliberate falsehoods.
Dispel Magic (PH p223) – Cancels magical spells and effects.
Magic Circle against Evil (PH p249) – As Protection from Evil, but 10’ radius and 10 minutes per level.
Prayer (PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.
Remove Blindness/Deafness (PH p270) – Cures normal or magical conditions.
Remove Curse (PH p270) – Frees person or object from a curse.

4th Level
Blood of the Martyr (BoED p92) – You heal a target at range and take a like amount of damage.
Break Enchantment (PH p207) – Frees subject from enchantments, alterations, curses, and petrifaction.
Cure Serious Wounds (PH p216) – Cures 3d8 damage +1 per level (max +15).
Death Ward (PH p217) – Grants immunity to death spells and negative energy effects.
Dispel Evil (PH p222) – +4 bonus against attacks by evil creatures.
Freedom of Movement (PH p233) – Subject moves normally despite impediments.
Glory of the Martyr (BoED p99) – As Shield Other, but with multiple targets.
Holy Sword (PH p213) – Weapon becomes +5, deals +2d6 damage against evil.
Neutralize Poison (PH p217) – Immunizes subject against poison, detoxifies venom in or on subject.
Restoration (PH p272) – Restores level and ability score drains.
Sword of Conscience (BoED p109) – Evil creature confesses crime, takes Wisdom damage.
Consecrated Harrier supplemental spell list

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

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

2nd Level
- Charm Person (PH p209) – Make one person your friend.
- Daylight (PH p216) – 60’ radius of bright light.
- Detect Thoughts (PH p220) – Allows “listening” to surface thoughts.
- Hold Person (PH p241) – Paralyzes one person for up to 1 round per level.

3rd Level
- Clairaudience/Clairvoyance (PH p209) – Hear or see at a distance for 1 minute per level.
- Death Ward (PH p217) – Grants immunity to death spells and negative energy effects.
- Discern Lies (PH p221) – Reveals deliberate falsehoods.
- See Invisibility (PH p275) – Reveals invisible creatures or objects.

4th Level
- Dismissal (PH p222) – Forces a creature to return to native plane.
- Dominate Person (PH p224) – Controls humanoid telepathically.
- Legend Lore (PH p246) – Lets you learn tales about a person, place, or thing.
- Mark of Justice (PH p252) – Designates action that will trigger cure on subject.

Deadgrim supplemental spell list

Prepared Divine spells based on Wisdom. (MoE p58)

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

0th Level
- Disrupt Undead (PH p223) – Deals 1d6 damage to one undead.

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

2nd Level
- Command Undead (PH p211) – An undead creature obeys your commands.
- Ghoul Touch (PH p235) – Paralyzes one subject, who exudes stench that sickens those nearby.

3rd Level
- Halt Undead (PH p238) – Immobilizes undead for 1 round per level.
- Vampiric Touch (PH p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.
Emissary of Barachel spell list

Impromptu Divine spells based on Charisma. (BoED p61)

1st Level
- Charm Person (PH p209) – Make one person your friend.
- Comprehend Languages (PH p212) – You understand all spoken and written languages.
- Cure Light Wounds (PH p215) – Cures 1d8 + 1 per level damage (max +5).
- Hypnotism (PH p242) – Fascinates 2d4 HD of creatures.
- Magic Mouth (PH p251) – Speaks once when triggered.
- Message (PH p253) – Whispers conversation at distance.
- Protection from Evil (PH p260) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
- Ray of Hope (BoED p105) – Subject gains +2 Morale bonus on attacks, saves, & checks.
- Sanctuary (PH p274) – Opponents can’t attack you and you can’t attack.
- Sleep (PH p280) – Puts 4HD of creatures into magical slumber.
- Ventriloquism (PH p298) – Throws voice for 1 minute per level.

2nd Level
- Animal Messenger (PH p198) – Sends a Tiny animal to a specific place.
- Blindness/Deafness (PH p206) – Makes subject blind or deaf.
- Blindness/Deafness (PH p207) – Attacks miss subject 20% of the time.
- Calm Emotions (PH p207) – Calms creatures, negating emotion effects.
- Cat’s Grace (PH p208) – Subject gains +4 Dexterity for 1 minute per level.
- Cure Moderate Wounds (PH p215) – Cures 2d8 damage +1 per level (max +10).
- Detect Thoughts (PH p220) – Allows “listening” to surface thoughts.
- Eagle’s Splendor (PH p225) – Subject gains +4 Charisma for 1 minute per level.
- Elation (BoED p98) – Allies gain +2 Morale bonus to Strength & Dexterity, and +5’ movement.
- Enthrall (PH p227) – Captivates all within 100’ + 10’ per level.
- Fox’s Cunning (PH p225) – Subject gains +4 Intelligence for 1 minute per level.
- Glitterdust (PH p236) – Blinds creatures, outlines invisible creatures.
- Hold Person (PH p241) – Paralyzes one person for up to 1 round per level.
- Hypnotic Pattern (PH p242) – Fascinates (2d4 + level) HD of creatures.
- Silence (PH p279) – Negate sound in 15’ radius.
- Suggestion (PH p285) – Compels subject to follow stated course of action.
- Tongues (PH p294) – Speak any language.
- Whispering Wind (PH p301) – Sends a short message one mile per level.

3rd Level
- Charm Monster (PH p209) – Makes monster believe it is your ally.
- Clairaudience/Clairvoyance (PH p209) – Hear or see at a distance for 1 minute per level.
- Cure Serious Wounds (PH p216) – Cures 3d8 damage +1 per level (max +15).
- Daylight (PH p216) – 60’ radius of bright light.
- Deep Slumber (PH p217) – Puts 10HD of creatures to sleep.
- Dispel Magic (PH p223, PH 3.5p279) – Cancels magical spells and effects.
- Good Hope (PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
- Haste (PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.
- Geas, Lesser (PH p235) – Commands subject of 7 HD or less.
- Refreshment (BoED p105) – Cures all non-lethal damage on creatures in a 20’ radius of the caster.
- Remove Curse (PH p270) – Frees person or object from a curse.
- Scrying (PH p274, PH 3.5p2) – Spies on subject from a distance.
- See Invisibility (PH p275) – Reveals invisible creatures or objects.

4th Level
- Atonement (PH p201) – Removes burden of misdeeds from subject.
- Break Enchantment (PH p207) – Frees subject from enchantments, alterations, curses, and petrifaction.
- Cure Critical Wounds (PH p215) – Cures 4d8 + 1 per level (max. +20).
- Dream (PH p225) – Sends message to anyone sleeping.
- Heaven’s Trumpet (BoED p105) – Blast of music paralyzes foes.
- Sending (PH p275) – Delivers a short message anywhere, instantly.
Exalted Arcanist supplemental spell list

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

1st Level

Bless (PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.
Vision of Heaven (BoED p111) – Evil creature is dazed for 1 round.

2nd Level

Consecrate (PH p212) – Fills area with positive energy, making undead weaker.
Zone of Truth (PH p303) – Subjects within range cannot lie.

3rd Level

Helping Hand (PH p239) – Ghostly hand leads subject to you.
Searing Light (PH p275) – Ray deals 1d8 per two levels, more against undead.

4th Level

Aspect of the Deity, Lesser (BoED p91) – Your form becomes more like your deity’s.
Holy Smite (PH p241) – Damages and blinds evil creatures.
Planar Ally, Lesser (PH p261) – Exchange services with a 6 HD extraplanar creature.
Sword of Conscience (BoED p109) – Evil creature confesses crime, takes Wisdom damage.

5th Level

Crown of Flame (BoED p95) – Aura burns evil outsiders, undead, and fey for 2d6 points of damage per round.
Hallow (PH p238) – Designates location as Holy.
Heavenly Lightning (BoED p100) – Arcs of radiant lightning deal 3d6 damage to one target per two caster levels.
Mark of Justice (PH p252) – Designates action that will trigger cure on subject.

6th Level

Aspect of the Deity (BoED p91) – As Lesser Aspect of the Deity, but you get Celestial qualities.
Bolt of Glory (BoED p92) – Ray deals 5d8 damage (varies against other creature types).
Planar Ally (PH p261) – As Planar Ally, Lesser, but up to 12 HD.

7th Level

Heavenly Lightning Storm (BoED p100) – Arcs of radiant lightning deal 5d6 damage to one target per level.
Holy Word (PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.
Righteous Smite (BoED p106) – Deals 1d6 damage per level (1d8 damage per level to Evil Outsiders) in a 20’ radius and blinds Evil foes.

8th Level

Holy Aura (PH p243) – +4 to AC, +4 resistance, SR25 against evil spells.
Planar Ally, Greater (PH p261) – As Lesser Planar Ally, but up to 18 HD.

9th Level

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

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

<table>
<thead>
<tr>
<th>Level</th>
<th>Spell Name</th>
<th>Description</th>
<th>Source</th>
</tr>
</thead>
<tbody>
<tr>
<td>0th</td>
<td>Naturewatch <em>(MoF p110)</em></td>
<td>As Deathwatch, but only for animals and plants.</td>
<td><em>(MoF p110)</em></td>
</tr>
<tr>
<td>1st</td>
<td>Low-Light Vision <em>(MoF p106)</em></td>
<td>See twice as far under current light.</td>
<td><em>(MoF p106)</em></td>
</tr>
<tr>
<td></td>
<td>Scatterspray <em>(FR p73)</em></td>
<td>Targeted items scatter in a 10’ burst dealing 1d8 normal or subdual damage.</td>
<td><em>(FR p73)</em></td>
</tr>
<tr>
<td>2nd</td>
<td>Flame Dagger <em>(MoF p94)</em></td>
<td>Touch attack deals 1d4 + 1 per level (max +10) fire damage.</td>
<td><em>(MoF p94)</em></td>
</tr>
<tr>
<td></td>
<td>Moonbeam <em>(FR p73)</em></td>
<td>Moveable beam of light that penetrates darkness and forces lycanthropes to change shape.</td>
<td><em>(FR p73)</em></td>
</tr>
<tr>
<td></td>
<td>One with the Land <em>(MoF p111)</em></td>
<td>Link with nature gives a +2 bonus on nature-related skill checks.</td>
<td><em>(MoF p111)</em></td>
</tr>
<tr>
<td>3rd</td>
<td>Flashburst <em>(FR p70)</em></td>
<td>Flash of light dazzles and blinds in a 20’ burst.</td>
<td><em>(FR p70)</em></td>
</tr>
<tr>
<td></td>
<td>Moon Blade <em>(FR p72)</em></td>
<td>Touch attack deals 1d8 +1 per 2 levels, more to undead, plus scrambles spellcasting.</td>
<td><em>(FR p72)</em></td>
</tr>
<tr>
<td>4th</td>
<td>Land Womb <em>(MoF p104)</em></td>
<td>You and one creature/level hide within the earth.</td>
<td><em>(MoF p104)</em></td>
</tr>
<tr>
<td></td>
<td>Planar Ally, Lesser <em>(PH p261)</em></td>
<td>Exchange services with a 6 HD extraplanar creature.</td>
<td><em>(PH p261)</em></td>
</tr>
<tr>
<td>5th</td>
<td>Planar Binding, Lesser <em>(PH p261)</em></td>
<td>Traps an extraplanar creature of 6 HD or less until it performs a task.</td>
<td><em>(PH p261)</em></td>
</tr>
<tr>
<td></td>
<td>Moon Path <em>(FR p72)</em></td>
<td>Form a bridge of moonlight</td>
<td><em>(FR p72)</em></td>
</tr>
<tr>
<td>6th</td>
<td>Planar Ally <em>(PH p261)</em></td>
<td>As Planar Ally, Lesser, but up to 12 HD.</td>
<td><em>(PH p261)</em></td>
</tr>
<tr>
<td></td>
<td>Planar Binding <em>(PH p261)</em></td>
<td>As Lesser Planar Binding, but up to 12 HD.</td>
<td><em>(PH p261)</em></td>
</tr>
<tr>
<td>8th</td>
<td>Planar Binding, Greater <em>(PH p261)</em></td>
<td>As Lesser Planar Binding, but up to 18 HD.</td>
<td><em>(PH p261)</em></td>
</tr>
</tbody>
</table>
Holy Liberator supplemental spell list

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

1st Level
Protection from Law (PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

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

3rd Level
Magic Circle against Law (PH p250) – As Protection from Law, but 10’ radius and 10 minutes per level.

4th Level
Dispel Law (PH p222) – +4 bonus against attacks by lawful creatures.
Freedom of Movement (PH p233) – Subject moves normally despite impediments.
Hunter of the Dead spell list

Prepared Divine spells based on Wisdom. (CWar p43)

1st Level

- **Cure Light Wounds**: (PH p215) – Cures 1d8 + 1 per level damage (max +5).
- **Hide from Undead**: (PH p241) – Undead can’t perceive one subject per level.
- **Magic Stones**: (PH p251) – Three stones become +1 projectiles, 1d6+1 damage.
- **Magic Weapon**: (PH p251) – Weapon gains +1 enhancement bonus.
- **Remove Fear**: (PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

2nd Level

- **Bull’s Strength**: (PH p207) – Subject gains +4 Strength for 1 minute per level.
- **Continual Flame**: (PH p213) – Makes a permanent, heatless torch.
- **Cure Moderate Wounds**: (PH p216) – Cures 2d8 damage +1 per level (max +10).
- **Darkvision**: (PH p216) – See 60’ in total darkness.
- **Remove Paralysis**: (PH p271) – Frees one or more creatures from paralysis, hold, or Slow.
- **Restoration, Lesser**: (PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

3rd Level

- **Cure Serious Wounds**: (PH p216) – Cures 3d8 damage + 1 per level (max +15).
- **Daylight**: (PH p216) – 60’ radius of bright light.
- **Halt Undead**: (PH p238) – Immobilizes undead for 1 round per level.
- **Protection from Energy**: (PH p266) – Absorb 12 damage per level from one kind of energy.
- **Searing Light**: (PH p275) – Ray deals 1d8 per two levels, more against undead.
- **Speak with Dead**: (PH p281) – Corpse answer one question per two levels.

4th Level

- **Cure Critical Wounds**: (PH p215) – Cures 4d8 + 1 per level (max +20).
- **Death Ward**: (PH p217) – Grants immunity to death spells and negative energy effects.
- **Disrupting Weapon**: (PH p223) – Melee weapon destroys undead.
- **Freedom of Movement**: (PH p233) – Subject moves normally despite impediments.
- **Restoration**: (PH p272) – Restores level and ability score drains.
Knight of the Chalice spell list

Prepared Divine spells based on Wisdom. (CWarp.5)

1st Level

Bless Water (PH p.205) – Makes Holy Water.
Bless Weapon (PH p.205) – Weapon strikes true against evil foes.
Detect Chaos (PH p.218) – Reveals chaotic creatures, spells, or objects.
Detect Evil (PH p.218) – Reveals evil creatures, spells, or objects.
Divine Favor (PH p.224) – You gain +1 per three levels on attack and damage rolls.
Doom (PH p.225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Endure Elements (PH p.226) – Exist comfortably in hot or cold environments.
Magic Weapon (PH p.251) – Weapon gains +1 enhancement bonus.
Protection from Evil (PH p.266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
Remove Fear (PH p.271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Summon Monster I (PH p.285) – Summons an extraplanar creature to fight for you.

2nd Level

Aid (PH p.196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)
Align Weapon (PH p.197) – Weapon becomes good, evil, lawful, or chaotic.
Bear’s Endurance (PH p.203) – Subject gains +4 Constitution for 1 minute per level.
Bull’s Strength (PH p.207) – Subject gains +4 Strength for 1 minute per level.
Consecrate (PH p.212) – Fills area with positive energy, making undead weaker.
Resist Energy (PH p.246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
Sound Burst (PH p.281) – Deals 1d8 sonic damage to subjects; may stun them.
Undetectable Alignment (PH p.297) – Conceals alignment for 24 hours.

3rd Level

Dispel Magic (PH p.223) – Cancels magical spells and effects.
Invisibility Purge (PH p.245) – Dispels invisibility within 5’ per level.
Magic Circle against Evil (PH p.249) – As Protection from Evil, but 10’ radius and 10 minutes per level.
Magic Vestment (PH p.251) – Armor, shield, or clothes gain +1 enhancement per four levels.
Prayer (PH p.264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.
Protection from Energy (PH p.266) – Absorb 12 damage per level from one kind of energy.
Searing Light (PH p.275) – Ray deals 1d8 per two levels, more against undead.
Shout (PH p.279) – Deafens all within cone and deals 5d6 damage.
Summon Monster II (PH p.285) – Summons an extraplanar creature to fight for you.

4th Level

Aspect of the Deity, Lesser (BoED p.1) – Your form becomes more like your Deity’s.
Dimensional Anchoring (PH p.221) – Bars extradimensional movement.
Discern Lies (PH p.221) – Reveals deliberate falsehoods.
Dismissal (PH p.222) – Forces a creature to return to native plane.
Dissip Evil (PH p.222) – +4 bonus against attacks by evil creatures.
Holy Smite (PH p.241) – Damages and blinds evil creatures.
Magic Weapon, Greater (PH p.251) – +1 bonus per four levels (max +5).
Master of the South Wind spell list

Impromptu Arcane spells based on Charisma. (DR314 p35)

1st Level

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

2nd Level

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

3rd Level

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

4th Level

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

Prepared Arcane spells based on Intelligence. (Und p42)

1st Level

*Alarm*(PH p197) – Wards an area for 2 hours per level.
*Create Water*(PH p215) – Creates 2 gallons per level of pure water.
*Detect Magic*(PH p219) – Detects spells and magic items within 60’.
*Disguise Self*(PH p222) – Changes your appearance.
*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.
*Expeditious Retreat*(PH p228) – Your land speed increases by 30’.
*Feather Fall*(PH p229) – Objects or creatures fall slowly.
*Jump*(PH p246) – Subject gains bonus on Jump checks.
*Light*(PH p248) – Object shines like a torch.
*Purify Food and Drink*(PH p267) – Purifies 1 cubic foot per level of food or water.
*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
*Spider Climb*(PH p283) – Grants ability to walk on walls & ceilings.
*Stick*(Und p61) – Glues an object weighting 5 pounds or less to a larger object.

2nd Level

*Bull’s Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.
*Burrow*(Und p56) – Subject grows claws and gains a Burrowing speed of 10’.
*Cat’s Grace*(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.
*Eagle’s Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.
*Darkvision*(PH p216) – See 60’ in total darkness.
*Owl’s Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.
*Pass without Trace*(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.
*Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.
*Reflective Disguise*(Und p60) – Viewers see you as their own species and gender.

3rd Level

*Amorphous Form*(Und p56) – Subject becomes puddle-like and can slip through cracks quickly.
*Create Food and Water*(PH p214) – Feeds 3 humans (or 1 horse) per level.
*Daylight*(PH p216) – 60’ radius of bright light.
*Deeper Darkness*(PH p217) – Object sheds supernatural shadow in 60’ radius.
*Shadow Mask*(FR p73) – Shadows hide your face and protect against darkness, light, and gazes.
*Suggestion*(PH p285) – Compels subject to follow stated course of action.

4th Level

*Deeper Darkvision*(Und p58) – Subject can see 60’ in magical darkness.
*Dimension Door*(PH p221) – Teleports you a short distance.
*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.
*Good Hope*(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
*Burrow, Mass*(Und p56) – As *Burrow*, but affects one subject per level.
*Darkvision, Mass*(CArc p102) – Creatures in a 10’ radius gain the ability to see 50’ in total darkness.
*Reflective Disguise, Mass*(Und p61) – Viewers see subjects as their own species and gender.
*Sending*(PH p275) – Delivers a short message anywhere, instantly.
Purebreath Devotee spell list

Impromptu Divine spells based on Wisdom. (DR314 p62)

1st Level

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

2nd Level

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

3rd Level

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

4th Level

Air Walk (PH p206) – Subject treads on air as if solid (climb at 45 degree angle).
Atonement (PH p201) – Removes burden of misdeeds from subject.
Break Enchantment (PH p207) – Frees subject from enchantments, alterations, curses, and petrifaction.
Control Winds (PH p214) – Change wind direction and speed.
Clairaudience/Clairvoyance (PH p209) – Hear or see at a distance for 1 minute per level.
Cure Critical Wounds (PH p215) – Cures 4d8 + 1 per level (max. +20).
Death Ward (PH p217) – Grants immunity to death spells and negative energy effects.
Freedom of Movement (PH p233) – Subject moves normally despite impediments.
Neutralize Poison (PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.
Quench (PH p267) – Extinguishes nonmagical fires or one magic item.
Solid Fog (PH p281) – Blocks vision and slows movement.
Slayer of Domiel spell list

Prepared Divine spells based on Wisdom. (BoED p75)

1st Level

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

2nd Level

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

3rd Level

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

4th Level

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

Prepared Divine spells based on Wisdom. (DR339 p41)

1st Level

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

2nd Level

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

3rd Level

*Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.
*Dispel Magic*(PH p223 or PH3.5e p252) – Cancels magical spells and effects.
*Hold Monster*(PH p241) – As Hold Person, but can effect any creature.
*Invisibility Purge*(PH p243) – Dispels invisibility within 5’ per level.
*Suggestion*(PH p285) – Compels subject to follow stated course of action.
## Temple Raider of Olidammara spell list

Prepared Divine spells based on Wisdom. (CDiv p68)

### 1st Level

<table>
<thead>
<tr>
<th>Spell</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Detect Law</td>
<td>Reveals lawful creatures, spells, or objects.</td>
</tr>
<tr>
<td>Detect Secret Doors</td>
<td>Reveals hidden doors within 60’.</td>
</tr>
<tr>
<td>Disguise Self</td>
<td>Changes your appearance.</td>
</tr>
<tr>
<td>Hide from Undead</td>
<td>Undead can’t perceive one subject per level.</td>
</tr>
<tr>
<td>Obscuring Mist</td>
<td>Fog surrounds you.</td>
</tr>
<tr>
<td>Protection from Law</td>
<td>+2 bonus to AC &amp; saves against law, counters mind control, &amp; hedges out elementals &amp; outsiders.</td>
</tr>
</tbody>
</table>

### 2nd Level

<table>
<thead>
<tr>
<th>Spell</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Augury</td>
<td>Leans whether an action will be good or bad.</td>
</tr>
<tr>
<td>Cat’s Grace</td>
<td>Subject gains +4 Dexterity for 1 minute per level.</td>
</tr>
<tr>
<td>Darkvision</td>
<td>See 60’ in total darkness.</td>
</tr>
<tr>
<td>Delay Poison</td>
<td>Stops poison from harming subject for 1 hour per level.</td>
</tr>
<tr>
<td>Invisibility</td>
<td>Subject is invisible for 1 minute per level or until it attacks.</td>
</tr>
<tr>
<td>Restoration, Lesser</td>
<td>Dispels magic ability penalty or repairs 1d4 ability damage.</td>
</tr>
<tr>
<td>Undetectable Alignment</td>
<td>Conceals alignment for 24 hours.</td>
</tr>
</tbody>
</table>

### 3rd Level

<table>
<thead>
<tr>
<th>Spell</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Locate Object</td>
<td>Senses direction toward object (specific or type).</td>
</tr>
<tr>
<td>Magic Circle against Law</td>
<td>As Protection from Law, but 10’ radius and 10 minutes per level.</td>
</tr>
<tr>
<td>Nondetection</td>
<td>Hides subject from divination and scrying.</td>
</tr>
<tr>
<td>Obscure Object</td>
<td>Masks object against scrying.</td>
</tr>
<tr>
<td>Resist Energy</td>
<td>Frees person or object from a curse.</td>
</tr>
<tr>
<td>See Invisibility</td>
<td>Ignores the first 10 (or more) points of damage per attack from a specified energy type.</td>
</tr>
</tbody>
</table>

### 4th Level

<table>
<thead>
<tr>
<th>Spell</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Air Walk</td>
<td>Subject treads on air as if solid (climb at 45 degree angle).</td>
</tr>
<tr>
<td>Confusion</td>
<td>Makes subject behave oddly for 1 round per level.</td>
</tr>
<tr>
<td>Death Ward</td>
<td>Grants immunity to death spells and negative energy effects.</td>
</tr>
<tr>
<td>Freedom of Movement</td>
<td>Subject moves normally despite impediments.</td>
</tr>
<tr>
<td>Neutralize Poison</td>
<td>Immunizes subject against poison, detoxifies venom in or on subject.</td>
</tr>
<tr>
<td>Spell Immunity</td>
<td>Subject is immune to one spell per four levels.</td>
</tr>
</tbody>
</table>

---

Vassal of Bahamut Spell List
Vassal of Bahamut spell list

Prepared Divine spells based on Wisdom. *(BoED p81)*

1st Level

*Bless* *(PH p205)* – Allies gain +1 morale bonus to attacks & saves vs. fear.
*Bless Weapon* *(PH p208)* – Weapon strikes true against evil foes.
*Divine Favor* *(PH p226)* – You gain +1 per three levels on attack and damage rolls.
*Endure Elements* *(PH p226)* – Exist comfortably in hot or cold environments.
*Lantern Light* *(BoED p101)* – Ranged touch attacks deal 1d6 points of damage.
*Protection from Evil* *(PH p266)* – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
*Shield of Faith* *(PH p278)* – Aura grants +2 (or higher) deflection bonus.

2nd Level

*Align Weapon* *(PH p197)* – Weapon becomes good, evil, lawful, or chaotic.
*Bear’s Endurance* *(PH p203)* – Subject gains +4 Constitution for 1 minute per level.
*Bull’s Strength* *(PH p207)* – Subject gains +4 Strength for 1 minute per level.
*Disguise Self* *(PH p222)* – Changes your appearance.
*Resist Energy* *(PH p246)* – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
*Shield Other* *(PH p278)* – You take half of subject’s damage.
*Undetectable Alignment* *(PH p297)* – Conceals alignment for 24 hours.

3rd Level

*Discern Lies* *(PH p221)* – Reveals deliberate falsehoods.
*Magic Circle against Evil* *(PH p249)* – As *Protection from Evil*, but 10’ radius and 10 minutes per level.
*Protection from Energy* *(PH p266)* – Absorb 12 damage per level from one kind of energy.
*Refreshment* *(BoED p105)* – Cures all non-lethal damage on creatures in a 20’ radius of the caster.
*Searing Light* *(PH p275)* – Ray deals 1d8 per two levels, more against undead.

4th Level

*Dispel Evil* *(PH p222)* – +4 bonus against attacks by evil creatures.
*Divination* *(PH p224)* – Provides useful advice for specific proposed actions.
*Divine Power* *(PH p224)* – You gain attack bonus, +6 to Str, and 1 hp per level.
*Holy Sword* *(PH p215)* – Weapon becomes +5, deals +2d6 damage against evil.
*Tongues* *(PH p294)* – Speak any language.
Prestige Class Availability

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

**Barbarian**


Weapons – All Simple & Martial. Armor: Light, Medium, Shields.

<table>
<thead>
<tr>
<th>Level</th>
<th>Feats</th>
<th>Class</th>
<th>BAB</th>
<th>Fort</th>
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<td>Apelord, Bearlord, Beastmaster, Birdlord, Bloodbound, Catlord, Dark Hunter, Extreme Explorer, Halfling Outsider, Horselord, Menacing Brute, Mole, Occult Slayer, Outcast Champion, Pious Templar, Ravager, Rearranger, Reforged, Sharklord, Snake Shen, Snakelord, Stonelord, Thayan Knight, Tiger Shen, Wofford</td>
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<td>Blade Bravo, Champion of Gwythinwyf, Dragon Shen, Exotic Weapon Master, Eye of Gruumsh, Gnome Giant-Slayer, Infused Spellcaster, Infused Warrior, Master Thrower, Purebread Devotee, Purple Dragon Knight’, Ronin, Ruathar, Spirit Speaker, Sword of Righteousness, Sworn Slayer, Thrall of Kostchtchie, Warforged Juggernaut, Weretouched Master</td>
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<td>Aerial Avenger, Bowman Charger, Dervish, Frenzied Berserker, Ghost-Faced Killer, Master Inquisitive, Order of the Bow Initiate, Shara cyan Hunter, Slime Lord</td>
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</tr>
</tbody>
</table>

**Barbarian**

Dungeons & Dragons 3.5 Edition Index – Prestige Classes  February 28, 2007

Bard


Weapons – Simple + all of the following: longbow, longsword, rapier, sap, shortbow, shortsword, whip. Armor – Light, Shield.

<table>
<thead>
<tr>
<th>Level</th>
<th>Feats</th>
<th>Class</th>
<th>BAB</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Skill</th>
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<th>Classes</th>
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<td>Arcane Archer, Backguard, Cragtop Archer, Duelist, Exotic Weapon Master, Eye of Grunnmsh, Ronin, Spellscarved Soldier, Suel Arcanamach, Sword of Righteousness, Sworn Slayer</td>
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<td>Apostle of Peace, Battlesmith, Bladesinger, Bowman Charger, Darkwater Knight, Dervish, Loremaster, Halfling Outrider, Order of the Bow Initiate, Ur-Priest</td>
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</tr>
</tbody>
</table>

Bard


Prestige Class Availability  Page 121
## Cleric

In-Class Skills – Int: Craft, Know (history, religion, the planes), Spellcraft. Wis: Heal, Profession. Con: Concentration. Cha: Diplomacy.


<table>
<thead>
<tr>
<th>Level</th>
<th>Feats</th>
<th>Class</th>
<th>BAB</th>
<th>Fort</th>
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<td>Acolyte of the Skin, Alienist, Chameleon, Church Inquisitor, Divine Oracle, Elemental Savant, Exorcist of the Silver Flame, Harper Agent, Jobber, Maiden of Pain, Master Astrologer, Morninglord of Lathander, Outcast Champion, Reforged, Runecaster, Ruuzhur, Scar Enforcer, Seeker of the Misty Isle, Sharn Skymage, Shadow Adept, Shadowcrafter, Spymaster</td>
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<td>Blackguard, Duelist, Exotic Weapon Master, Eye of Grumsh, Fist of Raziel, Justiciar, Moonspeaker, Ronin, Sword of Righteousness, Sworn Slayer, Thrall of Zuggtomy</td>
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<td>Beloved of Valarion, Chimeric Champion of Carl Glittergold, Cragtop Archer, Divine Seeker, Dungeon Delver, Hearthfire Fanmer, Shadow Dancer, Skyclord, Son of Mercy, Urban Soul, Wayfarer Guide</td>
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**Cleric**


**Cleric**
### Druid


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

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

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<td>Beastmaster, Divine Oracle, Elemental Savant, Harper Agent, Jobber, Master Astrologer, Master of Many Forms, Outcast Champion, Reachrunner, Reforged, Runecaster, Ruathar, Seeker of the Misty Isle, Swammyan, Vermin Keeper</td>
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<td>Acolyte of the Skin, Aerial Avenger, Apostle of Peace, Blade Bravo, Dervish, Earthshaker, Halfling Outsider, Master Inquisitive, Shaaryan Hunter, Slime Lord</td>
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<td>D9 15 12 6 12 23 2 11 11.5</td>
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</table>
# Fighter


**Weapons** – All Simple & Martial. **Armor:** Light, Medium, Heavy, Shields, Tower Shields.

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<th>Ref</th>
<th>Will</th>
<th>Skill</th>
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<td>Stoneblessed</td>
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| 2     | 1+2   | –     | 2   | 3    | 0   | 0    | 5     | 2.5     | Apelord, Bearlord, Birdlord, Blade Bravo, Bloodhound, Catlord, Dark Hunter, Extreme Explorer, Gnome Giant-Slayer, Halfling Outsider, Horselord, Master Thrower, 
|       |       |       |     |      |     |      |       |         |         |
| 3     | 2+2   | –     | 3   | 3    | 1   | 1    | 6     | 3.0     | Dragonmark Heir |
| 4     | 2+3   | –     | 4   | 4    | 1   | 1    | 7     | 3.5     | Bowman Charger, Dragon Shen, Exotic Weapon Master, Eye of Gruumsh, Infused Spellcaster, Infused Warrior, Knight of Holy Shielding, Martyr of Ilmater, 
|       |       |       |     |      |     |      |       |         |         |
| 5     | 2+3   | –     | 5   | 4    | 1   | 1    | 8     | 4.0     | Battlemage, Beloved of Valarian, Branch Dancer, Blackguard, Champion of Corellon Larethian, Citadel Elite, Cragtop Archer, Crane Shen, Darkwood Stalker, 
|       |       |       |     |      |     |      |       |         |         |
| 6     | 3+4   | –     | 6   | 5    | 2   | 2    | 9     | 4.5     | Beastmaster, Cavelord, Channeler, Charabian, Dread Pirate, Evangelist, Harper Agent, Invisible Blade, Poisoner, Reachrunner, Replacement Killer, 
|       |       |       |     |      |     |      |       |         |         |
| 7     | 3+4   | –     | 7   | 5    | 2   | 2    | 10    | 5.0     | Apostle of Peace, Cabinet Trickster, Emissary of Barachiel, Monk of the Long Death, 
|       |       |       |     |      |     |      |       |         |         |
| 8     | 3+5   | –     | 8   | 6    | 2   | 2    | 11    | 5.5     | Aerial Avenger, Ghost-Faced Killer, Jobber, Knight Protector, Master Inquisitive, Slime Lord, Vassal of Bahamut |
| 9     | 4+5   | –     | 9   | 6    | 3    | 3    | 12    | 6.0     | Assassin, Exemplar |
| 10    | 4+6   | –     | 10  | 7    | 3    | 3    | 13    | 6.5     | Assassin, Exemplar |
| 11    | 4+6   | –     | 11  | 7    | 3    | 3    | 14    | 7.0     | Assassin, Exemplar |
| 12    | 5+7   | –     | 12  | 8    | 4    | 4    | 15    | 7.5     | Sibyl of Silence |
| 13    | 5+7   | –     | 13  | 8    | 4    | 4    | 16    | 8.0     | Apostle of Peace, Cabinet Trickster, Emissary of Barachiel, Monk of the Long Death |
| 14    | 5+8   | –     | 14  | 9    | 4    | 4    | 17    | 8.5     | Apostle of Peace, Cabinet Trickster, Emissary of Barachiel, Monk of the Long Death |
| 15    | 6+8   | –     | 15  | 9    | 5    | 5    | 18    | 9.0     | Apostle of Peace, Cabinet Trickster, Emissary of Barachiel, Monk of the Long Death |
| 16    | 6+9   | –     | 16  | 10   | 5    | 5    | 19    | 9.5     | Apostle of Peace, Cabinet Trickster, Emissary of Barachiel, Monk of the Long Death |
| 17    | 6+9   | –     | 17  | 10   | 5    | 5    | 20    | 10.0    | Apostle of Peace, Cabinet Trickster, Emissary of Barachiel, Monk of the Long Death |
| 18    | 7+10  | –     | 18  | 11   | 6    | 6    | 21    | 10.5    | Apostle of Peace, Cabinet Trickster, Emissary of Barachiel, Monk of the Long Death |
| 19    | 7+10  | –     | 19  | 11   | 6    | 6    | 22    | 11.0    | Apostle of Peace, Cabinet Trickster, Emissary of Barachiel, Monk of the Long Death |
| 20    | 7+11  | –     | 20  | 12   | 6    | 6    | 23    | 11.5    | Apostle of Peace, Cabinet Trickster, Emissary of Barachiel, Monk of the Long Death |

**Fighter**


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**In-Class Skills** – Str: Climb, Jump, Swim. **Dex:** Ride. **Int:** Craft. **Cha:** Handle Animal, Intimidate.

**Weapons** – All Simple & Martial. **Armor:** Light, Medium, Heavy, Shields, Tower Shields.
Monk


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

**Underline** indicates that to take the prestige class, the Monk must totally give up his/her ethics (i.e., alignment change, joining a thief’s guild, etc.). **Bold** means that the Monk may freely Cross-Class with these prestige classes.

<table>
<thead>
<tr>
<th>Level</th>
<th>Feats</th>
<th>Class</th>
<th>BAB</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
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Monk


Prestige Class Availability
Paladin


Weapons – All Simple & Martial. Armor: Light, Medium, Heavy, Shields.

**Underline** indicates that the Paladin must totally give up his/her ethics (i.e., alignment change, joining a thief’s guild, etc.).

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

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**Paladin**

## Ranger

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

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**Ranger**

## Rogue


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**Rogue**


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<td>Arachnomancer, Arcane Archer, Battlemage, Blackguard, Bowman Charger, Duelist, Exotic Weapon Master, Eye of Gruumsh, Heir of Siberys, Incantifier, Justiciar, Order of the Bow, Initiate, Romin, Spellcarrad Soldier, Sword of Righteousness, Sworn Slayer, Tempest</td>
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**Sorcerer**

In-Class Skills – Int: Craft, Know (arcana), Spellcraft. Wis: Profession. Con: Concentration. Cha: Bluff.

Armor: n/a


**Sorcerer**
**Wizard**

In-Class Skills – Int: Craft, Decipher Script, Know (any), Spellcraft. Wis: Profession. Con: Concentration.

Weapons – club, dagger, crossbow (light & heavy), quarterstaff . Armor: —

<table>
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<tr>
<th>Level</th>
<th>Feats</th>
<th>Class</th>
<th>BAB</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
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<td>Enlightened Fist, Force Missile Mage, Geometer, Luckstealer, Martyred Champion of Ilmater, Mindseye, Purple Dragon Knight, Recaster, Runesmith, Tattooed Monk, Wonderworker</td>
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<td>Bloodhound, Evereskan Tomb Guardian, Extreme Explorer, Infused Spellcaster, Infused Warrior, Spirit Speaker, Warshaper</td>
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<td>Aerial Avenger, Apostle of Peace, Argent Savant, Darkwater Knight, Green Star Adept, Initiate of the Sevenfold Veil, Jobber, Master Inquisitive, Master of the Unseen Hand, Sacred Exorcist, Ur-Priest, Wayfarer Guide</td>
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<td>Anointed Knight, Apelorn, Bearlord, Birdlord, Blade Brave, Canith Wand Adept, Catlord, Crane Shen, Dark Hunter, Darkwood Stalker, Deepwater, Dervish, Drow Judge, Exemplar, Gnome Giant-Slayer, Halfing Outsider, Holy Liberator, Horselord, Kansai, Mantis Shen, Master Thrower, Menacing Beast, Monk, Monk of the Long Death, Monkey Shen, Occult Slayer, Panther Shen, Pious Templar, Purebreath Devotee, Purple Dragon Knight, Ravager, Reaping Mauler, Slime Lord, Sharklord, Snake Shen, Snakekold, Stonelord, Streetfighter, Thayan Knight, Tiger Shen, Virtuoso, Warforged Juggernaut, Wolflord, Zhentarim Spy</td>
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<td>Celebrant of Sharness, Incantifier</td>
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<td>4</td>
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<td>Arcane Archer, Archonomancer, Battlesmith, Blackguard, Bowman Charger, Duelist, Exotic Weapon Master, Eye of Gruumsh, Heir of Sirynex, Horizon Walker, Justicar, Order of the Bow Initiate, Ronin, Spellcastervant Soldier, Sword of Righteousness, Sworn Slayer, Tempest, Wurmhunter</td>
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<td>Citadel Elite, Defender of Seatillic, Divine Champion, Divine Crusader, Dwavren Defender, Vassal of Bahamut</td>
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<td>Cabinet Trickster, Knight of Holy Shielding, Suel Arcanamarch, Thrall of Baphomet, Thrall of Dagor, Thrall of Kostchtchie, Thrall of Pazuzu</td>
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<td>Beloved of Varisian, Craftop Archer, Divine Seeker, Dunvegane Delver, Heartfire Firemaster, Shadow Dancer, Skylord, Son of Mercy, Thrall of Fraz-Urb'luu</td>
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<td>Knight Protector, Thrall of Zugmogny</td>
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</table>

**Wizard**


**Wizard Class Availability**
Stacking Class Abilities

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

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

Bardic Knowledge – Fochlucan Lyrist, Green Whisperer, Fireheart Fanner, Icesinger, Memory Smith, Mourner, Seeker of the Song, Sublime Chord, Troubadour of Stars, War Chanter, World Speaker.

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

Turn Undead – Master of the West Wind.

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

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


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

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

Rage – Eye of Gruumsh, Firestorm Berserker.

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

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

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

Monk Ki Strike – Initiate of Pistis Sophia.

Monk Flurry of Blows – Initiate of Pistis Sophia.

Special Mount – Wild Plains Outrider.

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

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<td>1</td>
<td>Share Spells Easy to Handle</td>
<td>3: Countersong 3: Fascinate 3: Inspire Courage +1</td>
<td>Improved Evasion Share Spells Empathic Speech</td>
<td>Rage, 1/day</td>
<td>+0</td>
<td>1d6</td>
<td>+0</td>
<td>Extra attack with a –2 penalty to all attacks</td>
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<tr>
<td>3</td>
<td>Evasion</td>
<td>6: Inspire Competence</td>
<td>Deliver Touch spells</td>
<td>+0</td>
<td>1d6</td>
<td>+10’</td>
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<td>4</td>
<td>Master &amp; Familiar can speak</td>
<td>Rage, 2/day</td>
<td>+0</td>
<td>1d8</td>
<td>+10’</td>
<td>Ki Strike (magic)</td>
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<td>6</td>
<td>Extra attack with a –2 penalty to all attacks</td>
<td>+1</td>
<td>1d8</td>
<td>+20’</td>
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<td>Gains Spell Resistance 5+Lv</td>
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<td>Rage, 3/day</td>
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<td>1d10</td>
<td>+20’</td>
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<td>Feature: Multiattack</td>
<td>12: Inspire Greatness</td>
<td>+1</td>
<td>1d10</td>
<td>+30’</td>
<td>Ki Strike (lawful)</td>
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<td>15: Song of Freedom</td>
<td>Greater Rage</td>
<td>+2</td>
<td>1d10</td>
<td>+30’</td>
<td>2nd Extra attack</td>
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<td>Scry on Familiar</td>
<td>+2</td>
<td>2d6</td>
<td>+40’</td>
<td>Wild Shape, Plants</td>
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<td>3: Inspire Courage +3</td>
<td>+2</td>
<td>2d6</td>
<td>+40’</td>
<td>Wild Shape, 5/day</td>
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<td>Improved Evasion</td>
<td>18: Inspire Heroics</td>
<td>+3</td>
<td>2d6</td>
<td>+50’</td>
<td>Wild Shape, Huge</td>
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<td>5: Tireless Rage</td>
<td>+3</td>
<td>2d8</td>
<td>+50’</td>
<td>Ki Strike (adaman-tine)</td>
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Stacking Class Abilities
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<td>18</td>
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<td>21: Mass Suggestion</td>
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<td>+3</td>
<td>2d8</td>
<td>+60'</td>
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<td>Wild Shape, 6/day Wild Shape, Elemental 2/day</td>
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<td></td>
<td>+3</td>
<td>2d8</td>
<td>+60'</td>
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<td>3: Inspire Courage +4</td>
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<td>+4</td>
<td>2d10</td>
<td>+60'</td>
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<td>Wild Shape, Huge Elemental Wild Shape, Elemental 3/day</td>
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<tr>
<td>Arrowroot</td>
<td>Heal (Wis mod) hp per day to others</td>
<td>Heal 3 x (Wis mod) hp per day to others</td>
<td>Heal 5 x (Wis mod) hp per day to others</td>
<td>Heal 7 x (Wis mod) hp per day to others</td>
<td>Heal 9 x (Wis mod) hp per day to others</td>
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<td>Bamboo</td>
<td>+(1) Enhancement bonus to Con for 1 round. Usable 1/day</td>
<td>+(2) Enhancement bonus to Con for 3 rounds. Usable 2/day</td>
<td>+(3) Enhancement bonus to Con for 5 rounds. Usable 3/day</td>
<td>+(4) Enhancement bonus to Con for 7 rounds. Usable 4/day</td>
<td>+(5) Enhancement bonus to Con for 9 rounds. Usable 5/day</td>
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<tr>
<td>Bat</td>
<td>+(1) Enhancement bonus to Dex for 1 round. Usable 1/day</td>
<td>+(2) Enhancement bonus to Dex for 3 rounds. Usable 2/day</td>
<td>+(3) Enhancement bonus to Dex for 5 rounds. Usable 3/day</td>
<td>+(4) Enhancement bonus to Dex for 7 rounds. Usable 4/day</td>
<td>+(5) Enhancement bonus to Dex for 9 rounds. Usable 5/day</td>
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<tr>
<td>Bellflower</td>
<td>+(Char mod) Enhancement bonus to any ability score for 1 round. Usable 1/day</td>
<td>+(Char mod) Enhancement bonus to any ability score for 3 round. Usable 2/day</td>
<td>+(Char mod) Enhancement bonus to any ability score for 5 round. Usable 3/day</td>
<td>+(Char mod) Enhancement bonus to any ability score for 7 round. Usable 4/day</td>
<td>+(Char mod) Enhancement bonus to any ability score for 9 round. Usable 5/day</td>
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<tr>
<td>Butterfly</td>
<td>+(1) Enhancement bonus to Wis for 1 round. Usable 1/day</td>
<td>+(2) Enhancement bonus to Wis for 3 rounds. Usable 2/day</td>
<td>+(3) Enhancement bonus to Wis for 5 rounds. Usable 3/day</td>
<td>+(4) Enhancement bonus to Wis for 7 rounds. Usable 4/day</td>
<td>+(5) Enhancement bonus to Wis for 9 rounds. Usable 5/day</td>
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<td>Centipede</td>
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<tr>
<td>Chameleon</td>
<td>Alter Self for 1 hour. Usable 1/day</td>
<td>Alter Self for 3 hours. Usable 2/day</td>
<td>Alter Self for 5 hours. Usable 3/day</td>
<td>Alter Self for 7 hours. Usable 4/day</td>
<td>Alter Self for 9 hours. Usable 5/day</td>
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<tr>
<td>Crab</td>
<td>DR 2 / magic</td>
<td>DR 4 / magic</td>
<td>DR 6 / magic</td>
<td>DR 8 / magic</td>
<td>DR 10 / magic</td>
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<td>Crane (special)</td>
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<tr>
<td>Chrysanthemum</td>
<td>Heal 1hp per hour when in direct sunlight</td>
<td>Heal 3hp per hour when in direct sunlight</td>
<td>Heal 5hp per hour when in direct sunlight</td>
<td>Heal 7hp per hour when in direct sunlight</td>
<td>Heal 9hp per hour when in direct sunlight</td>
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<td>Dragon</td>
<td>Breath 4d6 Fire damage on 1 target, up to 3 time in 1 hour. Usable 1/day</td>
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<tr>
<td>Dragonfly</td>
<td>+(1) Dodge bonus to AC for 1 round. Usable 1/day</td>
<td>+(2) Dodge bonus to AC for 3 rounds. Usable 1/day</td>
<td>+(3) Dodge bonus to AC for 5 rounds. Usable 1/day</td>
<td>+(4) Dodge bonus to AC for 7 rounds. Usable 1/day</td>
<td>+(5) Dodge bonus to AC for 9 rounds. Usable 1/day</td>
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<td>Falcon</td>
<td>Immune to Fear. Allies w/i 10' gain (Cha mod + 1) Morale bonus on saves vs. fear</td>
<td>Immune to Fear. Allies w/i 10' gain (Cha mod + 2) Morale bonus on saves vs. fear</td>
<td>Immune to Fear. Allies w/i 10' gain (Cha mod + 3) Morale bonus on saves vs. fear</td>
<td>Immune to Fear. Allies w/i 10' gain (Cha mod + 4) Morale bonus on saves vs. fear</td>
<td>Immune to Fear. Allies w/i 10' gain (Cha mod + 5) Morale bonus on saves vs. fear</td>
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<tr>
<td>Lion</td>
<td>Smite, 1/day. +4 attack &amp; +1 damage</td>
<td>Smite, 2/day. +4 attack &amp; +3 damage</td>
<td>Smite, 3/day. +4 attack &amp; +7 damage</td>
<td>Smite, 4/day. +4 attack &amp; +9 damage</td>
<td>Smite, 5/day. +4 attack &amp; +9 damage</td>
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<td>Moon, Crescent</td>
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<td>Moon, Full</td>
<td>+(2) Luck bonus on an attack, skill check or ability check. Usable 1 time per night</td>
<td>+(2) Luck bonus on an attack, skill check or ability check. Usable 2 times per night</td>
<td>+(2) Luck bonus on an attack, skill check or ability check. Usable 3 times per night</td>
<td>+(2) Luck bonus on an attack, skill check or ability check. Usable 4 times per night</td>
<td>+(2) Luck bonus on an attack, skill check or ability check. Usable 5 times per night</td>
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<td>Mountain</td>
<td>For 1 round, you cannot be moved, gain +4 bonus to Con &amp; Wis, immune to Bull Rush &amp; Trip, -20 penalty on Dex-based skills. Usable 1/day</td>
<td>For 3 rounds, you cannot be moved, gain +4 bonus to Con &amp; Wis, immune to Bull Rush &amp; Trip, -20 penalty on Dex-based skills. Usable 2/day</td>
<td>For 5 rounds, you cannot be moved, gain +4 bonus to Con &amp; Wis, immune to Bull Rush &amp; Trip, -20 penalty on Dex-based skills. Usable 3/day</td>
<td>For 7 rounds, you cannot be moved, gain +4 bonus to Con &amp; Wis, immune to Bull Rush &amp; Trip, -20 penalty on Dex-based skills. Usable 4/day</td>
<td>For 9 rounds, you cannot be moved, gain +4 bonus to Con &amp; Wis, immune to Bull Rush &amp; Trip, -20 penalty on Dex-based skills. Usable 5/day</td>
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<tr>
<td>Nightingale</td>
<td>Heal 2 hp / day to any</td>
<td>Heal 4 hp / day to any</td>
<td>Heal 6 hp / day to any</td>
<td>Heal 8 hp / day to any</td>
<td>Heal 10 hp / day to any</td>
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<td>Ocean</td>
<td>You do not eat, drink, or sleep</td>
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<td>Phoenix</td>
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<td>Pine</td>
<td>Fee/Remain Conscious</td>
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**Stacking Class Abilities**
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<tr>
<th>Tattoo</th>
<th>1st Lvl</th>
<th>3rd Lvl</th>
<th>5th Lvl</th>
<th>7th Lvl</th>
<th>9th Lvl</th>
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<tbody>
<tr>
<td>Scorpion</td>
<td>A target opponent must use his/her lowest ability score modifier</td>
<td>A target opponent must use his/her lowest ability score modifier</td>
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<td>A target opponent must use his/her lowest ability score modifier</td>
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<td></td>
<td>(instead of Str / Dex) when attacking you this round. Usable 1/day</td>
<td>(instead of Str / Dex) when attacking you this round. Usable 2/day</td>
<td>(instead of Str / Dex) when attacking you this round. Usable 3/day</td>
<td>(instead of Str / Dex) when attacking you this round. Usable 4/day</td>
<td>(instead of Str / Dex) when attacking you this round. Usable 5/day</td>
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<tr>
<td>Spider</td>
<td>As a use of your Stunning Fist, your attack inflicts Contact Poison</td>
<td>As a use of your Stunning Fist, your attack inflicts Contact Poison</td>
<td>As a use of your Stunning Fist, your attack inflicts Contact Poison</td>
<td>As a use of your Stunning Fist, your attack inflicts Contact Poison</td>
<td>As a use of your Stunning Fist, your attack inflicts Contact Poison</td>
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<td>(2 Con / 2 Con, DC = 11 + Con mod)</td>
<td>(2 Con / 2 Con, DC = 13 + Con mod)</td>
<td>(2 Con / 2 Con, DC = 15 + Con mod)</td>
<td>(2 Con / 2 Con, DC = 17 + Con mod)</td>
<td>(2 Con / 2 Con, DC = 19 + Con mod)</td>
</tr>
<tr>
<td>Sun</td>
<td>+2 Luck bonus on an attack, skill check or ability check. Usable 1 time per daytime</td>
<td>+2 Luck bonus on an attack, skill check or ability check. Usable 2 times per daytime</td>
<td>+2 Luck bonus on an attack, skill check or ability check. Usable 3 times per daytime</td>
<td>+2 Luck bonus on an attack, skill check or ability check. Usable 4 times per daytime</td>
<td>+2 Luck bonus on an attack, skill check or ability check. Usable 5 times per daytime</td>
</tr>
<tr>
<td>Tiger</td>
<td>+1 attack &amp; +1d6 damage for 1 round. Usable 1/day</td>
<td>+1 attack &amp; +1d6 damage for 3 rounds. Usable 2/day</td>
<td>+1 attack &amp; +1d6 damage for 5 rounds. Usable 3/day</td>
<td>+1 attack &amp; +1d6 damage for 7 rounds. Usable 4/day</td>
<td>+1 attack &amp; +1d6 damage for 9 rounds. Usable 5/day</td>
</tr>
<tr>
<td>Tortoise</td>
<td>Gain 1 rank in a skill which you have no ranks for 1 check. Usable 1/day</td>
<td>Gain 3 ranks in a skill which you have no ranks for 1 check. Usable 2/day</td>
<td>Gain 5 ranks in a skill which you have no ranks for 1 check. Usable 3/day</td>
<td>Gain 7 ranks in a skill which you have no ranks for 1 check. Usable 4/day</td>
<td>Gain 9 ranks in a skill which you have no ranks for 1 check. Usable 5/day</td>
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<tr>
<td>Unicorn</td>
<td>Reroll one d20 roll per day, but keep new roll</td>
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<tr>
<td>White Mask</td>
<td>Immune to Detect Thoughts, Detect Lies, &amp; attempts to read alignment. +10 bonus on Bluff checks</td>
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Infused Powers Table

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

<table>
<thead>
<tr>
<th>Celestial</th>
<th>Power I</th>
<th>Minor Change</th>
<th>Power II</th>
<th>Mod. Change</th>
<th>Power III</th>
<th>Major Change</th>
<th>Power IV</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astral Deva (MM p106)</td>
<td>Detect Evil, 3/day Remove Fear, 1/day</td>
<td>Skin becomes bronze color</td>
<td>Discern Lies, 1/day Remove Disease, 1/day</td>
<td>Strength +2</td>
<td>Cure Serious Wounds, 1/day Greater Invisibility, 1/day</td>
<td>Charisma +2</td>
<td>Blade Barrier, 1/day Dispel Evil, 1/day</td>
</tr>
<tr>
<td>Planetar (MM p111)</td>
<td>Immune to Petrification (+Class lvl/2) on saves vs. Poison</td>
<td>Head becomes bald</td>
<td>Dispel Magic, 1/day Remove Disease, 1/day</td>
<td>Grow wings. Fly at land movement with Average maneuverability</td>
<td>Blade Barrier, 1/day Remove Fear, 1/day</td>
<td>Skin becomes green. Immune to Cold</td>
<td>Greater Restoration, 1/day Polymorph (self only), 1/day</td>
</tr>
<tr>
<td>Solar (MM p102)</td>
<td>Proficient in Longbow Arrows become &quot;good-aligned&quot; vs. DR</td>
<td>Eyes become shining topaz shade</td>
<td>Dimensional Anchor, 1/day Invisibility, 1/day</td>
<td>Grow wings. Fly at land movement with Average maneuverability</td>
<td>Cure Serious Wounds, 1/day Holy Sword, 1/day</td>
<td>Skin becomes silver. DR 5 / epic or evil</td>
<td>Can change one arrow he/she fires into an Slaying Arrow of a type declared when the arrow is drawn</td>
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<tr>
<td>Lantern Archon (MM p106)</td>
<td>Noted: Improved Initiative</td>
<td>Skin becomes silvery</td>
<td>Teleport, 1/day</td>
<td>Skin gleams. Electricity Resist 10 Immunity to Petrification</td>
<td>Light Ray – 30' range, ranged touch. Does 1d6 damage that ignores all DR</td>
<td>Able to glow in a 20' radius as a Free Action. While glowing, gains immunity to Electricity &amp; Petrification</td>
<td>Aura of Menace – hostile creatures within 20' receive a –2 on attacks, AC, &amp; saves until it hits the Infused, up to 24 hours. On a successful save, creature is immune for 24 hours.</td>
</tr>
<tr>
<td>Trumpet Archon (MM p106)</td>
<td>Receive a Masterwork Trumpet that you can change to a Masterwork Greaterword (Class lvl) times per day for (Class lvl) rounds each use. Proficient in Greaterword</td>
<td>Skin becomes greenish</td>
<td>Trumpet now becomes +2 Greaterword</td>
<td>Grow wings. Fly at land movement with Average maneuverability</td>
<td>Trumpet now becomes +4 Greaterword Trumpet can paralyze all non-Archons &amp; non-Infused within 100' for 1 round (FortNeg, DC is Charisma-based). Usable 3/day.</td>
<td>Constitution +2</td>
<td>Summon Monster IX (lawful good only), 2/day</td>
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<tr>
<td>Bralani Eladrin (MM p093)</td>
<td>Detect Evil, 1/day Great of Wind, 1/day</td>
<td>Hair &amp; clothes always seem windswept</td>
<td>Wind Column – activated as a Move Action. Can Fly at base move with Average maneuverability. Lasts (Class lvl) rounds. Usable 2/day</td>
<td>Dexterity +2</td>
<td>Cure Serious Wounds, 1/day Wind Wall, 1/day</td>
<td>Constitution +2</td>
<td>Blur, 3/day Lightning Bolt, 3/day</td>
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<tr>
<td>Ghaele Eladrin (MM p094)</td>
<td>Your natural, unarmed, &amp; melee attacks do +1hp to Evil creatures and +1d4 hp to Evil Outsiders &amp; Undead</td>
<td>Eyes become pupilless &amp; pearly white</td>
<td>Gaze Attack 30' – Shaken for 1d10 rounds. Evil creatures up to 5HD receive no save. Evil creatures with 6+ HD &amp; Neutral creatures receive a Will save (DC is Charisma-based). Good creatures are immune</td>
<td>Strength +2</td>
<td>Can become an Incorporeal Globe for (Class lvl) rounds, usable 1/day</td>
<td>DR 5 / cold iron or evil</td>
<td>Lesser Globe of Invulnerability, 2/day Magic Circle against Evil, 2/day</td>
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<tr>
<td>Avoral Guardinal (MM p141)</td>
<td>Lay on Hands – (Class lvl + Paladin lvl if any)) hp healed each day</td>
<td>Arms grow feathers</td>
<td>Magic Missile, 3/day</td>
<td>Arms become wings. Fly at land movement with Average maneuverability. Can’t hold items while flying</td>
<td>Lightning Bolt, 1/day Magic Circle against Evil, 1/day</td>
<td>+8 on Spot checks Natural Armor +2</td>
<td>True Seeing, 3/day Lightning Bolt, 1/day</td>
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<tr>
<td>Leonal Guardinal (MM p142)</td>
<td>Lay on Hands – (Class lvl + Paladin lvl if any)) hp healed each day</td>
<td>Head gains a mane</td>
<td>Speak with Animals, at will</td>
<td>Gain 1d6 Bite attack</td>
<td>Improved Grab with Bite on creatures of a smaller size than itself</td>
<td>SR 11 + Class level</td>
<td>Rake – on a successful Grapple, gain two Rake attacks that deal 1d4 + 5r</td>
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Table of Multiclass-Like Prestige Classes

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<tr>
<th>Class</th>
<th>Barbarian</th>
<th>Bard</th>
<th>Cleric</th>
<th>Druid</th>
<th>Fighter</th>
<th>Monk</th>
<th>Paladin</th>
<th>Ranger</th>
<th>Rogue</th>
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<td>Bard</td>
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Appendix

Revision History

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

Key to Sourcebooks

PH – Player’s Handbook v.3.5
DMG – Dungeon Master’s Guide v.3.5
MM – Monster Manual v.3.5
MM3 – Monster Manual
CWar – Complete Warrior
CDiv – Complete Divine
CArc – Complete Arcane
CAdv – Complete Adventurer
RoS – Races of Stone
RoD – Races of Destiny
RotW – Races of the Wild
RoE – Races of Eberron
BoED – Book of Exalted Deeds
UA – Unearthed Arcana
FR – Forgotten Realms Campaign Setting
MoF – Magic of Faerûn
LoD – Lords of Darkness
RoF – Races of Faerûn
SM – Silver Marches
Und – Underdark
PGF – Player’s Guide to Faerûn
DR### – Dragon Magazine (with issue number)
DU## – Dungeon Magazine (with issue number)

3.5up – D&D v.3.5 Accessory Update
PH3.5e – Player’s Handbook v.3.5 Errata
PGFe – Player’s Guide to Faerûn Errata
CDivErrata – Complete Divine Errata
CArcErrata – Complete Arcane Errata
CAdvErrata – Complete Adventurer Errata
EboErrata – Eberron Errata
wWaterdeep – Waterdeep Web Enhancement
wRotD1 – Races of the Dragon Web Enhancement #1

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