

# THANATOPSIS

THE DEATH CYCLE

## *Aspect of the Divine*

DUNGEONS  
& DRAGONS

d20  
system



# THANATOPSIS

## -ASPECT OF THE DIVINE-

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Religion is a powerful force, a driving power which finds its root in the hearts of creatures both mortal and immortal. To a mortal creature, religion is something that offers

explanations to the mysteries of life and afterlife, an insight into what awaits them at the end of their lives, and a moral compass by which to navigate their life in order to achieve this end. To immortal beings, religion is a force in an of itself within the fiber of their very being; angels, demons, and all other outsiders are literally infused with the essence of religious power, and for that they understand the true power of faith.

The notion of religion isn't something esoteric in the multiverse, it is a tangible force; if enough creatures on an outer plane found their beliefs shifted so strongly in a direction concordant to that of the alignment of the plane they existed on, the plane would change around them, becoming a part of a realm more in tune with their faith. The power religion and belief hold over the very fabric of existence is staggering, and those who can command the power of faith demand respect.

This expansion of the THANATOPSIS Campaign Setting deals with the aspects of religion on Celestallia and delves into the Zodiac-Based philosophies and their special training that has come to be common across the many continents of Celestallia. This book references material found in *Book of Exalted Deeds*, *Revised Psionics Handbook*, *Complete Divine*, and *Complete Warrior* as well as information in the *THANATOPSIS Campaign Setting* and *Thanatopsis: Way of the Warrior*.

## **DIVINE CHARACTERS**

The *Player's Handbook* offers a variety of character classes that use divine power in one fashion or another, the paladin, the cleric, and the druid. The *THANATOPSIS Campaign Setting* offers the Templar class, while the *Shugenja*, *Spirit Shaman*, and *Favored Soul* are presented in *Complete Divine*. These classes all manipulate divine energies and though different in practice, are united by the common source of their power. This section covers variants to the standard divine classes as well as a new divine class, the Priest.

### **Divine Variants**

Characters of the Cleric class are common throughout the world, though in some regions of the world their skills vary in effect, this section details class variants of the standard divine classes as well as details the regions from which they are common. If you wish to create a character with one of these class variants, check with your DM for the variant's availability.

Each fully detailed variant has entries for one or more of the following topics. If an entry does not appear, use the material for the class presented in the *Player's Handbook*.

**Zodiac:** Any special restrictions due to a character's star sign.

**Class Skills:** Additions or subtractions to the class skill list, and/or changes in the number of skill points gained per level.

**Class Features:** Changes, additions, or subtractions to the class' features, including spellcasting.

### CLERIC VARIANT: THE ELEMENTAL CLERIC

Proliferated across the continent of El, this variance of the Cleric class stems from the Time of Darkness in El's tragic past, where priests who were able to channel positive energy were hunted and slain by servants of the Nightmare King. For many ages, priests began to utilize their powers in different fashions and denying their link to the positive energy plane, and instead tapping into the elemental planes through their unique ties due to their zodiac sign to manipulate their clerical powers. This variant of cleric does not channel positive energy, and instead channels elemental energy corresponding to their zodiac sign.

**Zodiac:** A character's elemental focus as an Elemental Cleric must correspond to their star sign. Fire Clerics must be of the Fire Zodiac, Water Clerics must be of the Water Zodiac, etc.

#### Class Features

The Elemental Cleric has all of the standard cleric class features save for where noted below.

**Turn/Rebuke Undead:** The Elemental Cleric forsakes the ability to channel negative or positive energy to turn/rebuke undead and instead gains the ability to turn elementals that oppose his zodiac sign (Fire clerics turn water elementals, water clerics turn fire elementals, Earth clerics turn Air elementals, and Air clerics turn Earth elementals) and gain the ability to rebuke or command elementals of his star sign.

**Spontaneous Casting:** The Elemental Cleric loses the ability to channel positive or negative energy, but instead gains the ability to spontaneously cast any spell with an energy descriptor that matches his star sign ([Fire] for Fire, [Acid] for Earth, [Cold] for Water, and [Electricity] for Air. Elemental Clerics also gain a bonus domain of either Earth, Water, Air, or Fire that matches their star sign.

### DRUID VARIANT: DRUIDIC AVENGER

The Druidic Avenger is a savage protector of the natural world, a lone force of natural power that seeks to crush those who would despoil the natural world. This raging power though, comes at a price—the druidic avenger forsakes a portion of their connection to the animals of the world, even though within they have become more of the animal themselves.

**Class Skills:** Add Intimidate to the Druidic Avenger's class skills, and remove Diplomacy from the list.

#### Class Features

The druidic avenger has all of the standard druid class features save for where noted below.

**Animal Companion:** The druidic avenger does not gain the service of an animal companion.

**Fast Movement (Ex):** The druidic avenger's base speed is faster than the norm for her race by 10 feet. This ability is identical to the barbarian ability of the same name.

**Rage (Ex):** An avenger can enter a furious rage, identical to that of a barbarian. An avenger can use this ability once per day at 1<sup>st</sup> level, and once more per day for every five levels above 1<sup>st</sup> level.

A druidic avenger does not gain the greater rage, indomitable will, or mighty rage abilities.

**Spontaneous Casting:** A druidic avenger may not channel spell energy to spontaneously cast spells.

**Tireless Rage (Ex):** At 17<sup>th</sup> level the druidic avenger is no longer fatigued at the end of her rage.

**Wild Empathy:** The druidic avenger takes a –4 penalty on all wild empathy checks.

### NEW CORE CLASS

#### PRIEST

There is no greater glory than to become the conduit of something far greater than yourself, to speak words that reverberate with the supremacy of a higher-power, and to command with absolute authority two of the most powerful weapons in existence—faith and knowledge. When divine might alone is not enough to manifest the will of gods, a subtler vessel is chosen to spread a deities influence—their priests. Good or evil, priests are devoted to their god through study, meditation, and above all else, belief in the divine link between gods and mortals. In the never-ending search to widen that connection, priests learn to unlock their spontaneous divine magic.

**Adventures:** Priests are strong proponents of supporting their church or temple, but realize after spending years cloistered away with manuscripts and tomes, that their spontaneous connection to divine magic is better served by experiencing the world around them (the ultimate expression gods). Good priests help others discover their own connection to the divine through selfless acts of kindness, and often by example. Evil priests look for the fastest way to encourage cruelty and deceit in others, using greed as an enticement.

Priests are linked to their god in a way that is constant and unwavering, and so look for omens in the world around them, in their dreams, and even in their own random decisions, that could indicate guidance from a higher-power. In many ways, a priest goes adventuring to search for these portents. It is not uncommon, or even unusual, for priests to feel like their god has



specifically given them instructions. This is not to say that priests are devoid of free will. Many believe that their actions are already being guided, and therefore do not resist that direction by simply living their lives normally.

**Characteristics:** Priests shape the flow of holy (or unholy) energy that funnels through their bodies, allowing them to manifest any divine effect they can imagine. While priests are especially good healers because of this fact, their talents do not stop there, as literally any divine spell is spontaneously available to them.

As the definitive divine spellcaster, a priest cannot only affect undead creatures, but celestials and fiends as well. A good priest can turn away and even destroy fiends and undead, and eventually rebuke celestials to their aid; an evil priest can rebuke undead and fiends to their will, and eventually turn away or destroy celestials.

Priests have next to no combat training, but can defend themselves with shields.

**Alignment:** Despite being spontaneous spellcasters, priests arrive at their abilities through committed devotion and scholastic study, and so are restricted to any non-chaotic alignment. This does not prevent priests from worshipping a chaotic god, however, as the alignment of a priest can be one step away from their respective deities in alignment. Additionally, a priest may not be neutral (that is, neutral on both the good-evil axis and the lawful-chaotic axis) unless their deity is also neutral.

**Religion:** If a deity is known to mortals, then there are priests who worship that deity, permitting them to follow any religion. Priests that embrace the church of their god or philosophy are eventually sanctified by superior members of that organization, giving them status in surrounding communities but not without a host of responsibilities. These organizations expect the priest to comport themselves in all matters befitting the collective beliefs of their church.

There are a few priests, although exceedingly rare, who unlock their spontaneous potential not through religious devotion, but introspection, tapping into a divine source of power. Even so, such individuals have learned to control the random variances of their mind through self-analysis and meditation. These characters wield magic in the same way that priests who identify with a specific god do, but have neither lived within a religious institution, nor regularly worshipped a particular deity.

**Background:** A priest has usually existed within a church or temple organization for years, gradually becoming a prominent figure in that hierarchy, although conversions to a religious way of life can occur at any time. A fully realized priest is a highly valued member of any church, because of their direct link to the divine, but most churches understand the need to gain experience in order to broaden that connection, so long as their ideals are maintained.

Priests have of clarity of purpose that is hard to rival, and can often form of black and white perception (with no middle ground in between). It is frequently their belief that such convictions are divinely inspired and therefore should not be questioned out of respect. This can become controversial within a church if not all of the members agree with such perceptions, and can lead to infighting between rival or allied churches, especially when two priests disagree. The resulting conflict can be devastating to both sides.

**Races:** In the same way that every member of the common races incorporates religion into their

culture, priests are equally represented, although less emphasized among dwarf and half-orc races, who seem to make do with clerics. Priests normally attach themselves to a city, town, or village as the moral center of such communities. Priests that are more restless usually herald from half-elf, or human races.

Finding priests among savage humanoids is rare, but not without precedent. Some exceptions include harpies, kuo-toa, and yuan-ti, all of whom have religious rituals in their culture that warrant priests.

**Other Classes:** Among a group of adventurers, priests are a welcome addition, offering a wide range of bolstering and healing spells at a moments notice, all of which are far better spent on other party members than on themselves. Priests can butt heads with clerics and druids if their respective gods morally oppose each other, but this can also define whether or not a priest is right for a certain party, as their beliefs tend to be

peace negotiators and can serve well as the social front of a party.

### GAME RULE INFORMATION

Priests have the following game statistics.

**Abilities:** Charisma determines how powerful a spell a priest can cast, how many spells can be cast per day, and how hard those spells are to resist (see Spells below). Charisma also improves a priest's ability to turn or rebuke, celestials, fiends, and undead. A high Dexterity score is helpful for a priest, who typically wears little or no armor, because it provides a bonus to Armor Class, and a high Wisdom score improves their priestly insight checks.

**Alignment:** A priest's alignment must be within one step of their religion's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both). A priest may not be neutral unless their deity's alignment is neutral.



highly inflexible.

**Role:** A priest will quickly become the preminent healer of a group, being able to offer more recuperative magic on a spontaneous basis than cure spells alone, but needs to be protected by stronger melee-based characters. The priest will also shine in situations that require foreknowledge and planning, drawing not only on their divine insight but spontaneous utility spells as well. Not surprisingly, priests make excellent

**Hit Die:** d4.

### Class Skills

The priest's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills, taken individually)

(Int), Gather Information (Cha), Heal (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (n/a), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Trickery domain adds Bluff (Cha), Disguise (Cha), and Hide (Dex) to the list. See Deity, Domains, and Domain Spells, below, for more information.

**Domains and Class Skills:** A priest who chooses the Travel domain adds Survival (Wis) to the priest class list. A priest who chooses the

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**TABLE 1-1: THE PRIEST**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day*									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Aura, detect undead, priestly insight, turn or rebuke undead	5	1+2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		6	2+2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		6	3+2	1+2	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	4+2	2+2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Ward outsiders	6	4+2	3+2	1+2	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	4+2	4+2	2+2	—	—	—	—	—	—
7th	+3	+2	+2	+5		6	4+2	4+2	3+2	1+2	—	—	—	—	—
8th	+4	+2	+2	+6		6	4+2	4+2	4+2	2+2	—	—	—	—	—
9th	+4	+3	+3	+6		6	4+2	4+2	4+2	3+2	1+2	—	—	—	—
10th	+5	+3	+3	+7	3rd domain	6	4+2	4+2	4+2	4+2	2+2	—	—	—	—
11th	+5	+3	+3	+7		6	4+2	4+2	4+2	4+2	3+2	1+2	—	—	—
12th	+6/+1	+4	+4	+8		6	4+2	4+2	4+2	4+2	4+2	2+2	—	—	—
13th	+6/+1	+4	+4	+8		6	4+2	4+2	4+2	4+2	4+2	3+2	1+2	—	—
14th	+7/+2	+4	+4	+9		6	4+2	4+2	4+2	4+2	4+2	4+2	2+2	—	—
15th	+7/+2	+5	+5	+9	Banish outsiders	6	4+2	4+2	4+2	4+2	4+2	4+2	3+2	1+2	—
16th	+8/+2	+5	+5	+10		6	4+2	4+2	4+2	4+2	4+2	4+2	4+2	2+2	—
17th	+8/+3	+5	+5	+10		6	4+2	4+2	4+2	4+2	4+2	4+2	4+2	3+2	1+2
18th	+9/+4	+6	+6	+11		6	4+2	4+2	4+2	4+2	4+2	4+2	4+2	4+2	2+2
19th	+9/+4	+6	+6	+11		6	4+2	4+2	4+2	4+2	4+2	4+2	4+2	4+2	3+2
20th	+10/+5	+6	+6	+12	4th domain	6	4+2	4+2	4+2	4+2	4+2	4+2	4+2	4+2	4+2

\* In addition to the stated number of spells per day for 1st- through 9th-level spells, a priest gets two domain spells for each spell level, starting at 1st. The "+2" in the entries on this table represents those spells. Domain spells are in addition to any bonus spells the priest may receive for having a high Charisma score.

**Class Features**

All of the following are class features of the priest.

**Weapon and Armor Proficiency:** Priests are proficient all simple weapons. Priests are not proficient with any type of armor. A priest is under no compulsion to wield the favored weapon of their deity, but a priest who chooses the War domain receives the Weapon Focus feat related to their deity's weapon as a bonus feat. The priest also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

**Aura (Ex):** A priest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell on page 218 of the *Player's Handbook*). Priests who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

**Spells:** A priest casts divine spells, which are drawn from the cleric spell list (see page 183 of the *Player's Handbook*). However, alignment may restrict the priest from casting certain spells opposed to their moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A

priest can cast any spell from the cleric spell list without preparing it ahead of time, the way a cleric or wizard must (see below).

To cast a spell, a priest must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a priest's spell is 10 + the spell level + the priest's Charisma modifier.

Like other spellcasters, a priest can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table: The Priest. In addition, bonus spells per day are received if a priest's Charisma score is high enough (see Table: 1–1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*). A priest also gets two domain spells of each spell level that can be cast, starting at 1st level. When a priest casts a spell in a domain spell slot, it must come from one of their domains (see Deities, Domains, and Domain Spells, below).

Priests meditate or pray for their spells. Each priest must choose a time at which 1 hour each day is spent in quiet contemplation or supplication to regain their daily allotment of spells. Time spent resting has no effect on whether a priest can prepare spells. Unlike a cleric or wizard, a priest need not prepare their spells in advance. The priest can cast any spell from the cleric spell list at any time, assuming their allotment of spells per day for the spell's level has not yet been used up. The priest does not have to decide ahead of time which spells will be cast.

**Deity, Domains, and Domain Spells:** A priest's deity influences their alignment, what magic can be performed, their values, and how others see the priest. A priest chooses one domain from among those belonging to their deity and automatically receives the Knowledge domain (regardless of whether or not the Knowledge domain appears on the list of domains belonging to their deity). A priest can select an alignment domain (Chaos, Evil, Good,

or Law) only if their alignment matches that domain.

If a priest is not devoted to a particular deity, the character still selects one domain to represent their spiritual inclinations and abilities. The restriction on alignment domains still applies.

Each domain gives your priest access to a domain spell at each spell level that can be cast, from 1st on up, as well as a granted power. Your priest gets the granted powers of the domain selected and the Knowledge domain. With access to two domain spells at a given spell level, a priest can spontaneously cast one or the other each day in their domain spell slot. If a domain spell is not on the priest's spell list (see page 183 of the *Player's Handbook*), a priest can cast it only in their domain spell slot. Domain spells and granted powers are given in Cleric Domains (see pages 185–189 of the *Player's Handbook*).

At 10th level, and again at 20th level, a priest may select an additional domain belonging to their deity.

**Chaotic, Evil, Good, and Lawful Spells:** A priest can't cast spells of an alignment opposed to their own or their deity's (if the priest has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

**Detect Undead (Sp):** At will, the priest can *detect undead*, as the spell. See the spell description on page 220 of the *Player's Handbook*.

**Priestly Insight:** A priest benefits from a wealth of divine insight through studying ancient texts and meditative prayer. A priest may make a special priestly insight check with a bonus equal to their priest level + their Wisdom modifier to see whether some relevant insight about an examined item, location, or structure is gleaned. (If the priest has 5 or more ranks in Sense Motive, a +2 bonus is gained on this check).

#### DC Type of Insight

10	Recent, insight about an item or place that was built during the last year.
20	Modern to old, insight about an item or place that has existed for the lifetime of most people alive today.
25	Distant, insight about an item or place that has existed for untold centuries.
30	Exceedingly distant, insight about an ancient item or time-worn place that has withstood the passage of millennia.

#### Examples

A cemetery that was despoiled by grave robbers harvesting organs for spell components.
A gnarled staff lost by an infamous lich during a spectacular magic conflict.
A battlefield where thousands of soldiers died in a feud between two lords who were secretly allies promoting war.
A crumbling ruin that was once a temple devoted to worshipping the sun, but whose followers were slain by troglodytes.



A successful priestly insight check will not reveal the powers of a magic item, but may divine secrets about it that were lost to history. A priest may not take 10 or 20 on this check; this sort of information is essentially random. The DM can determine the Difficulty Class of the check by referring to the table above.

**Turn or Rebuke Undead (Su):** Any priest, regardless of alignment, has the power to affect undead creatures by channeling the power of their faith through their holy (or unholy) symbol (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*).

A good priest (or a neutral priest who worships a good deity) can turn or destroy undead creatures. An evil priest (or a neutral priest who worships an evil deity) instead rebukes or commands such creatures. A neutral priest of a neutral deity must choose whether their turning ability functions as that of a good priest or an evil priest. Once this choice is made, it cannot be reversed. This decision also determines whether the priest can ward or banish outsiders with the evil or good subtype.

A priest may attempt to turn undead a number of times per day equal to 3 + their Charisma modifier. A priest with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

**Bonus Languages:** A priest's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of their race (see Race and Languages, page 12 of the *Player's Handbook*, and the Speak Language skill, page 82 of the *Player's Handbook*).

**Ward Outsiders (Su):** At 5th level, a priest has the power to affect outsiders, either with the evil or good subtype, by channeling the power of their faith through their holy (or unholy) symbol. A priest who can turn undead creatures can now ward evil outsiders. A priest who can rebuke undead creatures can now ward good outsiders.

A priest makes a Charisma check and consults Table 8–9: Turning Undead (see page 159 of the *Player's Handbook*) to determine the Hit Dice of the most powerful outsider that can be affected, relative to their level. The priest then rolls 2d6 + their priest level + their Charisma modifier for turning damage.

Warded outsiders are stunned for 1 round by the priest. If the priest has twice as many levels (or more) as the outsider has Hit Dice, the character banishes the outsider back to their home plane.

A priest may attempt to ward off outsiders a number of times per day equal to 3 + their Charisma modifier. A priest with 5 or more ranks in Knowledge (planes) gets a +2 bonus on turning checks against celestials or fiends. Outsiders whose Challenge Ratings are greater than their Hit Dice and whose Intelligence, Wisdom, or Charisma score is greater than 11, are granted a +2 turn resistance against this ability.

**Banish Outsiders (Su):** At 15th level, a priest who could stun an outsider for 1 round can now banish the outsider back to their home plane for the same amount of effort. If the priest has twice as many levels (or more) as the outsider has Hit Dice, the character destroys any outsider that would normally be banished.

#### **Ex-Priests**

A priest who grossly violates the code of conduct required by their god loses all spells and class features, except for shield and weapon proficiencies. The character cannot thereafter gain levels as a priest of that religion until the character atones (see the atonement spell, page 201 of the *Player's Handbook*).



## RACES OF DIVINITY

On Celestallia, planetouched races are abundant, the elemental wellsprings that arise across the world due to the deep-rooted connection to the inner planes shape many beings into otherworldly forms that have the essence of the inner planes within them. Known as the Genasi, these native outsiders are humanoid creatures infused with the stuff of the elemental planes. Two of these races, the most reclusive and least understood of the Genasi are forged of the two most primal energy forces—positive and negative energy. Though not nearly as prolific as their cousins, the Vitai and Mortai as they are called, are nonetheless majestic and malevolent inhabitants of Celestallia, suffused with the energy of the universe.

Planetouched races do not fill a great niche in the world as a whole however, as a people they have no true culture of their own, and are often absorbed into the communities and societies that they are born into. Most large cities welcome planetouched as openly as they would any other individual, while particularly religious cities tracing tradition back to the elemental philosophies or star-sign worship tend to actively seek out like-aligned planetouched individuals to join their churches. Conversely, planetouched of opposite elemental alignment to elemental churches often find themselves at odds with clergy and even townsfolk, this is especially the case in the instance of Mortai whom are usually shunned in areas that do not house churches of their own element, or a large mortuary industry.

### Playing a Planetouched

Playing a planetouched creature can be likened to playing any “half-breed” race such as half-elf or half-orc, though with merely a more “mysterious” parentage. Since planetouched can result not only from having an elemental within your lineage, but also to having been born within a zodiac site, a planetouched character’s background can vary greatly. Planetouched characters rarely lead indifferent lives, they are usually either very affluent members of the society they are in, or lead disparaged lives as outcasts or worse. This brings about a sharp contrast in the personalities of planetouched individuals, striving to find a place to fit into the world around them, but often times never obtaining such a break.

Purpose is an important thing to planetouched beings, it is purpose which both drives and defines a planetouched. As beings who must strive to fit into their society, a planetouched individual often makes a series of goals and objectives for themselves that help set into action a series of events that will lead them to where they want to be in their lives. To a planetouched

a purpose is their reason for being in a world that they are but a dusting in the population of.

Planetouched who do not either find or define a purpose in their lives tends to become listless, having no society of their own to fall back upon and finding only minimal comfort in the company of other races some planetouched become very distant and apathetic. Though less likely in the case of such energetic beings as the Vitai, it is still a problem among the planetouched as it is among many “outcast” races.

### Vitai

The Vitai are the living embodiments of the positive energy plane, children of humans born with the touch of life’s very essence within their bodies. Contrary to myth, the Vitai are not introverted scholars or recluses, rather the Vitai are extroverts to an often times furious degree. Charged so intensely with positive energy, the Vitai find themselves unable to lead simple and quiet lives. Vitai are seekers of excitement, their bodies so rife with energy that they seem never to tire, to continuously seek out places and people of interest, to broaden their horizons and to experience what there is to experience. To a Vitai, life is not a challenge, it is an experience. The good, the bad, the pleasurable and the painful, they are all a part of life’s tapestry and the Vitai seeks to see them all before he passes from this world.

A Vitai appears nearly identical to a human in most regards, save for their skin coloration being an opalescent white shade, with golden-yellow hues. A Vitai is constantly surrounded by a diffuse soft-white glow about the strength of a candle, and their skin is always warm to the touch.

**Regions:** Vitai have no regions of their own, as they are a very sparse people. Vitai find the country of Phenalia to be most inhabitable, due to its light zodiac site.

### Racial Abilities:

- +2 Constitution, -2 Wisdom: Vitai are filled with the essence of life energy, improving their durability. However, their hyperactivity is accompanied by a notoriously short attention span.
- As medium-size creatures Vitai have no special bonuses or penalties due to size.
- Vitai base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Necromantic spells and effects. This bonus increases by +1 for every five character levels the Vitai attains.

- **Native Outsider:** Vitai are native outsiders. This means that they are immune to spells which specifically target humanoids, such as Charm Person, Hold Person, etc.
- **Accelerated Healing (Ex):** Due to the Life Energy suffusing their being, Vitai heal an extra 1 point per day of rest above the normal limit of natural healing.
- **Cure Light Wounds (Sp):** Vitai have the ability to cast Cure Light Wounds once per day as a spell-like ability.
- **Light Aura (Su):** A Vitai's body is suffused with natural radiance, shedding light as a candle regardless of coverings. While this is sometimes handy for their allies, it causes a Vitai difficulty when hiding, and imposes a -4 penalty on their hide checks.
- **Clerical Focus:** A Vitai cleric must choose a religion that grants access to the Healing domain, and must select Healing as one of his or her two domains.
- **Automatic Languages:** Celestial. Bonus Languages: Any (except secret languages such as Druidic).
- **Favored Class:** Cleric
- **Level Adjustment +1:** Vitai are slightly more powerful and gain levels more slowly than most of the other common races.

### **Mortai**

As the Vitai are the living embodiments of life, the Mortai are the physical embodiments of death itself. Wrapped in an eternal shroud of decay, the Mortai are confused by concepts such as a balance between life and death, they see dying as a perfectly natural occurrence and see mourning rituals and grief over death to be strange and unfamiliar. Mortai are creatures with indomitable willpower, infused with the resiliency of the entropic energies of death itself. The Mortai, however, are frail beings, their living bodies decaying around the negative energy inside of them. Mortai view the world as they are viewed, in monochromatic tones. They see ideals such as law and chaos, good and evil as excessive, and are typically neutral. Though some Mortai manage to find themselves pulled into the seduction of evil by their connection to undeath, it is rare.

A Mortai resembles a gaunt human with very angular features. A Mortai's most striking feature is their absolute lack of color, their natural bodies look like a human drained of all coloration, though still retaining depth of shadow and light, though their eyes are just empty pools of darkness. A Mortai's voice is usually a whisper, sometimes raspy or filled with the echo of its own speech.

**Regions:** Mortai have no regions of their own, though the nation of Xyr on Rhyll due to its proximity to the Shadow Rift, a true negative energy zodiac site makes the Mortai more common in such areas.

- **-2 Constitution, +2 Wisdom:** Mortai are fragile creatures whose life essence is constantly eroded away by the negative energy within them, however it is this very negative energy that toughens their minds and grants them exceptional willpower.
- **As medium-size creatures** Mortai have no special bonuses or penalties due to size.
- **Mortai base speed is 30 feet.**
- **Darkvision up to 60 feet.**
- **Negative Energy Resistance (Ex):** A Mortai gains a +1 bonus on all saving throws to resist negative energy, this bonus increases by +1 for every five levels the Mortai attains.
- **Native Outsider:** Mortai are native outsiders. This means that they are immune to spells which specifically target humanoids, such as Charm Person, Hold Person, etc.
- **Hindered Healing (Ex):** Due to the negative energy suffusing their being, Mortai heal 1 less point per day of rest above the normal limit of natural healing.
- **Inflict Light Wounds (Sp):** Mortai have the ability to cast Inflict Light Wounds once per day as a spell-like ability.
- **Shadow Seeker (Ex):** A Mortai's body blends easily with darkness, and the Mortai gains a +4 bonus to hide checks made in shadowed areas.
- **Clerical Focus:** A Mortai cleric must choose a religion that grants access to the Death or Undeath domain, and must select Death or Undeath as one of his or her two domains.
- **Automatic Languages:** Infernal. Bonus Languages: Any (except secret languages such as Druidic).
- **Favored Class:** Cleric
- **Level Adjustment +1:** Mortai are slightly more powerful and gain levels more slowly than most of the other common races.

CHAPTER III  
SECRETS OF THE DIVINE



## **SECRETS OF THE DIVINE**

The talents of those who can harness the power of gods and faith is something that inspires awe, though not every person versed in religion and theology need wield the power of the cosmos—scholars, sages, fortune tellers and even astronomers all look to the heavens to seek answers to their questions and command unique talents and skills which allow them to utilize their knowledge of the divine world to either aid or hinder others. Listed below are new skills, feats, and new uses for skills that divine characters find useful in their professions.

### **Skill Uses**

Knowledge skills are a mainstay of many divine characters, every cleric has knowledge of religion and any druid worth their salt knows more about nature than most seasoned farmers. Utilizing these knowledge skills within an adventurer's career is often tricky, many player's wish to know what their characters could understand about a specific creature depending on their Knowledge skill ranks, such as a cleric's knowledge about undead from his Knowledge (Religion) ranks. Below is the method for which information about creatures is understood by characters with knowledge skills.

With a successful Knowledge check against a DC of 10 + monster's HD, a character is aware of that race's main characteristics. For every 5 points that a character beats the DC, the DM gives another piece of useful information. This use of the Knowledge skill doesn't take an action. The appropriate areas of knowledge (and the monster types they cover) are:

- Arcana (constructs, dragons, magical beasts)
- Dungeoneering (aberrations, oozes)
- Local (humanoids)
- Nature (animals, fey, giants, monstrous humanoids, plants, vermin)
- Religion (undead)
- Psionics (Psionic creatures not necessarily limited to a specific creature type)

For example, the cleric Saeroch is confronted by the horrible abomination known as a Bodak. By making a knowledge (religion) check Saeroch gets a result of a 25 to determine exactly what his character knows about such a creature. Saeroch's check beat the DC by 6 points (DC 10 + the Bodak's 9 HD) so he learns one initial and most prominent feature of the creature, as well as one additional feature of the creature's abilities. Looking at the entry for the Bodak, their terrible *death gaze* ability is by and large their most fearsome attack form, and thus Saeroch learns of that first, with his additional information Saeroch also learns that they are extraplanar undead. Had Saeroch managed an even higher roll on his check, he may have learned that they are vulnerable to cold iron and sunlight as well.

### **New Skill, Knowledge (Astrology) (Int; Trained Only)**

With this skill you are able to look to the heavens and not only identify major and minor celestial bodies in the sky above, but also interpret the position and movements of the stars to predict the events of the days ahead due to the stars and planet's influence on the world.

**Check:** As with any knowledge skill, a knowledge astrology check may answer a particular question in this particular field of study, such as the names and elemental alignments of each of the zodiac for a specific region of the world, the personality traits of a specific zodiac, the patterns in which the moons move, and so on. Of particular interest, is this skill's ability to predict the outcome of future events depending on the knowledge of the astrologer. These predictions are similar to the effects of an *augury* spell.



<b>General Feats</b>	<b>Prerequisite</b>	<b>Benefit</b>
Bardic Cantrip	Cha 10	You may cast a 0-level bard spell once per day.
Clerical Orison	Wis 10	You may cast a 0-level cleric spell once per day.
Druidic Orison	Wis 10	You may cast a 0-level druid spell once per day.
Eschew Focuses	—	You may cast spells that require an inexpensive focus without the focus.
Sorcerous Cantrip	Cha 10	You may cast a 0-level sorcerer spell once per day.
Stalwart	Endurance	Sleep in heavy armor and +1 fort save.
Steadfast	Endurance	Immune to dazed status, +1 reflex save.
Studious	Endurance	No rest needed to prepare spells, +1 will save.
Subsume Focus	Eschew Focuses	Spend a small amount of XP to make up for a costly focus.
Subsume Material	Eschew Materials	Spend a small amount of XP to make up for a costly material component.
<b>Exalted Feats</b>	<b>Prerequisite</b>	<b>Benefit</b>
Aura of Grace	Epic Level, Gift of Grace, Divine Grace class ability, Cha 25+	Your divine grace ability is applied to your allies within an aura surrounding you.
Holy Mind Blade	Mind Blade level 11, Sanctified Mind Blade	If you maintain focus, your mind blade inflicts holy damage.
Improved Touch of Golden Ice	Epic Level, Touch of Golden Ice, Cha 21+	Your touch of golden ice DC is modified by your Charisma.
Improved Ravaging Touch	Epic Level, Touch of Golden Ice, Enhanced Touch of Golden Ice	The DC for your touch of Golden Ice improved by 2.
Light of Discernment	Wis 17+, Nimbus of Light	Your nimbus of light dispels invisibility.
Light of Revelation	Epic Level, Wis 19+, Nimbus of Light, Holy Radiance, Light of Discernment, Sacred Vow, Vow of Honesty	Your nimbus of light affects all within its area as if they had true seeing.
Light of Truth	Cha 17+, Nimbus of Light, Sacred Vow, Vow of Honesty	Your nimbus of light acts as a zone of truth.
Light of Wrath	Cha 15+, Nimbus of Light	Enemies who attack you are dazzled.
Sanctified Mind Blade	Mind Blade level 4	Your mind blade deals additional damage to evil creatures.
Vow of Honesty	Sacred Vow	+10 bonus on sense motive checks to discern lies.
Vow of Silence	Sacred Vow	+8 bonus on listen and move silently checks.
<b>Metapsionic Feats</b>	<b>Prerequisite</b>	<b>Benefit</b>
Consecrate Power	Good Alignment	Half the damage of damaging powers is considered sacred damage.
Greater Psionic Endowment, Good	Power Focus Good, Any good alignment	Good subtype powers have their DCs increased by 4.
Purify Power	Any good alignment	Your purified power deals no damage to good creatures and ½ damage to neutral creatures or objects.
Psionic Endowment, Good	Any good alignment	Good subtype powers have their DCs increased by 4.
<b>Divine Feats</b>	<b>Prerequisite</b>	<b>Benefit</b>
Power Attack—Smite	Str 13+, Power Attack, Smite Class feature	Your smite attacks deal additional damage modified by your Charisma.
<b>Tactical Feats</b>	<b>Prerequisite</b>	<b>Benefit</b>
Vengeful Strikes	Cha 13+, Improved Turning, Divine Power, Power Attack, Cleave, Great Cleave, Knowledge (religion) 5 ranks	You may perform three tactical maneuvers that deal with undead foes or large numbers of foes.

When making a check of this nature, a character with the Knowledge (Astrology) skill must seek to predict the outcome of a specific event or deed that will come to pass within the next day, such as what will happen if a specific character opens the door to a sealed tomb, or what will happen if your group challenges the marquis to battle. When making this check, the astrologer must have ready access to a clear sky without obstructions. The result of the Knowledge (Astrology) check is the percentage of which the answer for the *augury* is correct (to a maximum of 90%). This effect is in all other regards identical to the *augury* spell.

**Action:** Determining knowledge about celestial bodies does not take an action and may be attempted at any time. Using Knowledge (Astrology) to perform an *augury* on a specific event takes 1 hour.

**Try Again:** A check made to see what a character knows about a particular area of study may not be tried again. An *augury* may not be attempted more than once on a single event, but may otherwise be performed as many times as the character desires within the scope of a night.

**Synergy:** If you have 5 or more ranks in Knowledge (arcana) you gain a +2 synergy bonus to on knowledge (astrology) checks.

If you have 5 or more ranks in knowledge (astrology) you gain a +2 synergy bonus on survival checks to refrain from becoming lost.

If you have 5 or more ranks in profession (sailor) you gain a +2 synergy bonus on knowledge (astrology) checks.

**Special:** Knowledge (astrology) is a class skill for Bards, Clerics, Monks, Sorcerers, and Wizards.

### Feats

The following feats presented are geared towards characters who harness divine power, or characters who are closely associated with divine entities. These feats use special feat subtypes originally presented in *Book of Exalted Deeds*, *Complete Warrior*, *Complete Divine*, *Epic Level Handbook* and *Expanded Psionics Handbook* and fall under the same restrictions as originally presented within those books.

### Aura of Grace [Epic, Exalted]

Your divine protections are extended to your companions.

**Prerequisites:** Gift of Grace, Divine grace class ability, Cha: 25+

Your Divine Grace is automatically applied to one ally per point of charisma bonus, with in 5 feet per point of charisma bonus, in addition to yourself. So a Paladin of class level 21+ with a charisma of 26 would grant a bonus of +8 to the saving throws of up to 8 allies within in 40 feet.

### Bardic Cantrip [General]

Choose a bard cantrip. You can cast this cantrip as a bard.

**Prerequisite:** Cha 10.

**Benefit:** You can cast a 0-level bard spell once per day. You need 8 hours of rest, after which you spend 15 minutes concentrating. You must sing, recite, or play an instrument of some kind while concentrating. During this period, you ready your mind to cast your daily cantrip. Every bard cantrip has a verbal component (singing, reciting, or music). You face the possibility of arcane spell failure when wearing heavier than light armor. The Difficulty Class for a saving throw against a bard cantrip is 10 + your Charisma modifier. Your caster level is equal to the number of times you have taken Bardic Cantrip or your bard character level, whichever is higher.

**Special:** You can gain Bardic Cantrip multiple times. Its effects stack. Each time you take the feat, you gain an extra bard cantrip and an extra 0-level bard spell slot per day in your daily allotment.

### Clerical Orison [General]

Choose a particular part of the day to receive spells. You can cast a single orison as a cleric.

**Prerequisite:** Wis 10.

**Benefit:** You can cast a 0-level cleric spell once per day. You need to spend 1 hour praying during your selected time of day. Some deities set the time or impose other special conditions for granting spells. During this period, you choose your daily orison from the list of 0-level cleric spells. The Difficulty Class for a saving throw against a cleric orison is 10 + your Wisdom modifier. Your caster level is equal to the number of times you have taken Clerical Orison or your cleric character level, whichever is higher.

**Special:** You can gain Clerical Orison multiple times. Its effects stack. Each time you take the feat, you gain an extra 0-level cleric spell slot per day in your daily allotment.

### Consecrate Power [Metapsionic]

Your powers can inflict sacred damage in addition to energy damage.

**Prerequisites:** Any good alignment

**Benefit:** By maintaining focus and spending an additional 4 power points, half of the damage (rounded down) of any energy damage type power is considered to be sacred damage, and is thus not subject to energy resistances.

### Druidic Orison [General]

Choose a particular part of the day to receive spells. You can cast a single orison as a druid.

**Prerequisite:** Wis 10.

**Benefit:** You can cast a 0-level druid spell once per day. You need to spend 1 hour praying during your selected time of day. Dawn, dusk, or midnight are common choices. During this period,



you choose your daily orison from the list of 0-level druid spells. The Difficulty Class for a saving throw against a druid orison is 10 + your Wisdom modifier. Your caster level is equal to the number of times you have taken Druidic Orison or your druid character level, whichever is higher.

**Special:** You can gain Druidic Orison multiple times. Its effects stack. Each time you take the feat, you gain an extra 0-level druid spell slot per day in your daily allotment.

#### **Elemental Affinity [Zodiac]**

You have an unnatural affinity for one element

**Prerequisite:** Zodiac sign of element to be chosen

**Benefit:** Spells of the energy aligned to your zodiac that you cast add +2 to the DC of their saving throws to resist their effect. You also gain a +4 to your saving throws vs. the same energy.

**Special:** You have a -4 to all saves of the opposite element and a -2 on all DC for all spells you cast of the opposite element.

#### **Eschew Focuses [General]**

You can cast spells without relying on focus components.

**Benefit:** You can cast any spell that has a focus component costing 1gp or less without needing that component. (The casting of the spell still provokes an attack of opportunity as normal). If the spell requires a focus component that costs more than 1 gp, you must have the material components at hand to cast the spells, just as normal.

#### **Greater Psionic Endowment, Good [Metapsionic]**

Your Good Aligned powers are very hard to resist.

**Prerequisites:** Power Focus Good, Any Good Alignment

**Benefit:** Whenever you manifest a power with the good descriptor, the DC to save against the power is increased by 4. This overlaps (does not stack with) the bonus granted by Power Focus, Good.

#### **Holy Mind Blade [Exalted, Psionic]**

Your Mind Blade becomes a holy weapon.

**Prerequisites:** Mind Blade Level 11, Sanctified Mind Blade

**Benefit:** As long as you maintain focus, your Psychic Strike with a Mind Blade will inflict holy damage and can therefore affect anything evil, even if it is a mindless creature. If you expend focus, one of your normal attacks with the mind blade can inflict an additional +2d6 points of holy damage on a successful hit. Finally, you may add *holy* to the list of possible weapon special abilities as a +2 enhancement cost.

#### **Improved Touch of Golden Ice [Epic, Exalted]**

Your exalted ravages are powered by the force of your spirit.

**Prerequisites:** Touch of Golden Ice, Cha 21+  
Select one Ravage that you can inflict by any touch. The DC for this Ravage is modified by your Charisma modifier.

#### **Improved Ravaging Touch [Epic, Exalted]**

Your foes are less likely to resist your ravages.

**Prerequisites:** Touch of Golden Ice, Enhanced Touch of Golden Ice, Cha: 21+

This feat allows you to increase the DC of Touch Of Golden ice by 2. This feat can be taken multiple times, each time it raises the DC of your Touch of Golden Ice by 2.

#### **Light of Discernment [Exalted]**

When the Nimbus of light shines from you, all things that would otherwise be invisible are rendered visible.

**Prerequisites:** Wis 17+, Nimbus of Light.

**Benefit:** Whenever your Nimbus of Light is active, the area of it's direct illumination is affected as if by an *Invisibility Purge*.

#### **Light of Revelation [Epic, Exalted]**

When the Nimbus of light shines from you, all things are shown to be as they truly are.

**Prerequisites:** Wis 19+, Nimbus of Light, Holy Radiance, Light of Discernment, Sacred Vow, Vow of Honesty.

**Benefit:** Whenever your Nimbus of Light is active, the area of it's direct illumination is visible to any onlookers as if they had True Sight active.

#### **Light of Truth [Exalted]**

When the Nimbus of light shines from you, all those standing within it are compelled to speak only the truth.

**Prerequisites:** Cha 17+, Nimbus of Light, Sacred Vow, Vow of Honesty.

**Benefit:** Whenever your Nimbus of Light is active, anyone within it's direct illumination is affected as if by a Zone of Truth with a save DC equal to 10 + 1/2 your Character level + your Charisma modifier.

#### **Light of Wrath [Exalted]**

When the Nimbus of light shines from you, the unrighteous cannot bear to look upon you.

**Prerequisites:** Cha 15+, Nimbus of Light.

**Benefit:** Whenever your Nimbus of Light is active any evil, sighted opponent who attempts to attack you is dazzled for one round.

#### **Power Attack – Smite [Divine]**

You may strike with great force with a smite attack.

**Prerequisites:** Str 13+, Power Attack, Smite class feature

**Benefit:** You may spend two tech points to add

your Charisma modifier to the extra damage done by a smite attempt.

### **Purify Power [Metapsionic]**

Your powers harm evil, but spare the righteous.

**Prerequisites:** Any good alignment

**Benefit:** By maintaining focus and spending an additional 4 power points, your power is purified.

Good aligned targets take no damage, neutral aligned targets and inanimate objects take 1/2 damage, and evil targets take damage as normal. Furthermore, any power that is purified takes on the Good descriptor.

### **Psionic Endowment, Good [Metapsionic]**

Your Good Aligned powers are harder to resist.

**Prerequisites:**

Any good alignment

**Benefit:**

Whenever you manifest a power with the Good

descriptor, the DC to save against the power is increased by 2.

### **Sanctified Mind Blade [Exalted]**

Your Mind Blade is more powerful against evil.

**Prerequisites:** Mind Blade Level 4

**Benefit:** Your Mind Blade inflicts 1 additional point of damage against evil opponents, or 1d4 points of damage if the target is undead or an outsider of the evil sub-type. Furthermore, the Mind Blade is considered good-aligned for the purpose of overcoming damage reduction.

### **Sorcerous Cantrip [General]**

Choose a sorcerer cantrip. You can cast this cantrip as a sorcerer.

**Prerequisite:** Cha 10.

**Benefit:** You can cast a 0-level sorcerer spell once per day. You need 8 hours of rest, after which you spend 15 minutes concentrating.

During this period, you ready your mind to cast your daily cantrip. You face the possibility of arcane spell failure when wearing armor. The Difficulty Class for a saving throw against a sorcerer cantrip is 10 + your Charisma modifier. Your caster level is equal to the number of times you have taken Sorcerous Cantrip or your sorcerer character level, whichever is higher.

**Special:** You can gain Sorcerous Cantrip multiple times. Its effects stack. Each time you take the feat, you gain an extra sorcerer cantrip and an extra 0-level sorcerer spell slot per day in your daily allotment.

### **Stalwart [General]**

You are comfortable wearing armor day or night.

**Prerequisite:**

Endurance.

**Benefit:** You can sleep in heavy armor without becoming fatigued and lessen the armor check penalty of any armor you wear by 1. With this feat, you also get a +1 bonus on all Fortitude saving throws.

### **Steadfast [General]**

You do not lower your guard easily when fighting.

**Prerequisite:** Endurance.

**Benefit:** You are immune to any effect that causes the dazed condition, but are treated as dazed whenever you would normally be stunned. With this feat, you also get a +1 bonus on all Reflex saving throws.

### **Studios [General]**

You can cast arcane spells despite being tired.

**Prerequisite:** Endurance.

**Benefit:** You can prepare or focus your mind to cast arcane spells without needing 8 hours of rest for a number of consecutive days equal to your Wisdom modifier, but can still only do so once per day. With this feat, you also get a +1 bonus on all Willpower saving throws.



### **Subsume Focus [General]**

Choose one spell with a costly focus component. You can cast that spell without relying on the focus component.

**Prerequisite:** Eschew Focuses.

**Benefit:** You can cast your selected spell without needing the costly focus component. (The casting of the spell still provokes an attack of opportunity as normal). The costly focus component instead costs you 5 times that amount in XP, which must be paid once when the feat is initially taken.

**Special:** You can gain Subsume Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

### **Subsume Material [General]**

Choose one spell with a costly material component. You can cast that spell without relying on the material component.

**Prerequisite:** Eschew Materials.

**Benefit:** You can cast your selected spell without needing the costly material component. (The casting of the spell still provokes an attack of opportunity as normal). The costly material component instead costs you 5 times that amount in XP for each casting.

**Special:** You can gain Subsume Material multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

### **Vengeful Strikes [Tactical]**

**Prerequisites:** Cha 13+, Improved Turning, Divine Power, Power Attack, Cleave, Great Cleave, Knowledge (Religion) 5 ranks

**Benefit:** The Vengeful Strikes feat allows for the use of three tactical maneuvers when facing undead opponents.

*Hordebreaker:* When fighting against a number of undead opponents at least twice the number of your allies you may apply twice the amount of damage from a power attack against foes you use that feat on. If you are attacking with a two-handed weapon then you deal three times the normal power attack damage.

*Righteous Swipe:* By spending one turn attempt before declaring a melee attack on an undead opponent, you gain the ability to knock the undead creature a great distance with your attack. If the attack is successful the undead target must make a strength check against a DC of (10 + Damage Dealt) or suffer the effects of a bull rush attempt, while you do not move from your position, the undead is sent hurtling in a direction of your choosing and may suffer falling damage if he strikes a solid object.

*Signum Crucis:* You may resolve a turning attempt with an attack roll instead of a turning check against one undead creature, use of this ability in such a fashion expends two normal turning attempts and any undead successfully turned by this attempt is automatically destroyed.

### **Vow of Honesty [Exalted]**

You have taken a sacred vow to speak no lies.

**Prerequisite:** Sacred Vow

**Benefit:** You gain a +10 perfection bonus to any Sense Motive check that involves determining if someone else is lying or attempting to hide something.

**Special:** To fulfill your vow, you cannot lie in any way (spoken, written, pantomime, etc.). You are not compelled to speak, remaining silent is a valid choice. If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of magical compulsion, you lose the benefit of this feat until you perform a suitable penance and receive an atonement spell.

Initiates of Pistis Sophia may select Vow of Honesty as one of their bonus Vow feats.

### **Vow of Silence [Exalted]**

You have taken a sacred vow not to speak.

**Prerequisite:** Sacred Vow

**Benefit:** You receive a +8 perfection bonus to Listen and Move Silent checks. If you possess the Silent Spell feat, any spells you cast are affected as if by the Silent Spell metamagic feat, with no increase in level cost or casting time.

**Special:** To fulfill your vow, you cannot speak, nor make any other intentional vocal noises (involuntarily crying out in pain does not count). If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of magical compulsion, you lose the benefit of this feat until you perform a suitable penance and receive an atonement spell.

Initiates of Pistis Sophia may select Vow of Silence as one of their bonus Vow feats.



## PRESTIGE CLASSES

Throughout Celestallia, wide ranges of professions and talents have emerged over the years. For a world without the absolute touch of deities, religion has become a powerful force nonetheless. The prestige classes presented in this section represent a wide variety of divine spellcasters and other individuals who channel or otherwise harness divine energy or have strong religious ties.

Also presented in this section are prestige classes specifically tied to physical sites located on Celestallia known as Zodiac sites, which are presented in Chapter 8: Zodiac Sites and have special prerequisites to their prestige class of being of a particular star sign. As always, please consult your DM before taking any levels in a prestige class to check for availability.



to ascend to this most loft position.

Through their esoteric religious knowledge, the Apotheosized Soul seeks to achieve this ascension, yet the road to sainthood is paved with difficulty, sacrifice, and loss. Few have the

willpower to finish this painful and arduous road and many abandon it in search of a simpler life.

**Hit Die:** d8

### Requirements

To qualify to become an Apotheosized Soul, a character must fulfill the following criteria.

**Alignment:** Any good

**Feats:** Any three exalted feats.

**Skills:** Knowledge (Religion) 9 ranks

**Base Will Save:** +5

**Special:** Must never have lost the benefit of exalted feats or abilities because of an evil act, even if

### Apotheosized Soul

The will to achieve sainthood is an admirable desire in the eyes of the upper planes, though the title of saint is often reserved for special rewards to outstandingly worthy individuals who did not necessarily strive to obtain such a virtuous title, there are others who admire and revere saints, seeking to emulate them in every way possible. The Apotheosized Soul is a paragon of good, a disciple of the most heavenly tenants and rites, who seeks through self-sacrifice to garner the attention of the heavens themselves in the hopes

properly atoned.

### Class Skills

The Apotheosized Soul's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Religion) (Int), Knowledge (Planes) (Int), Profession (Wis) and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int Modifier

Table 4-1: Apotheosized Soul

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+2	+0	+2	Insightful Warding
2 <sup>nd</sup>	+1	+3	+0	+3	Sacrifice of Materialism
3 <sup>rd</sup>	+2	+3	+1	+3	Damage Reduction 5/magic
4 <sup>th</sup>	+3	+4	+1	+4	Sacrifice of Body
5 <sup>th</sup>	+3	+4	+1	+4	Heavenly Powers
6 <sup>th</sup>	+4	+5	+2	+5	Sacrifice of Mind, Damage Reduction 5/evil
7 <sup>th</sup>	+5	+5	+2	+5	Heavenly Warding
8 <sup>th</sup>	+6	+6	+2	+6	Sacrifice of Soul
9 <sup>th</sup>	+6	+6	+3	+6	Damage Reduction 10/evil
10 <sup>th</sup>	+7	+7	+3	+7	Final Sacrifice

### **Class Features**

All of the following are class features of the Apotheosized Soul.

**Weapon and Armor Proficiency:** The Apotheosized Soul gains no additional weapon or armor proficiency.

**Insightful Warding (Su):** The Apotheosized Soul uses divine insight to guide his actions, protecting him from harm by means of prophetic visions and insight. The Apotheosized Soul gains an insight bonus to Armor Class equal to his Wisdom modifier.

**Sacrifice of Materialism:** At 2<sup>nd</sup> level, the Apotheosized Soul begins the path of sacrifice towards Sainthood. The Apotheosized Soul must sacrifice 27,000 gold worth of personal possessions, distancing himself from his worldly concerns for the pursuit of good. The Apotheosized Soul may not continue advancing in Apotheosized Soul until he fulfills this sacrifice.

In return for this sacrifice, the Apotheosized Soul gains a Holy Touch. The Apotheosized Soul's melee attacks with any weapon (or unarmed) deal an additional 1d6 points of holy damage against evil creatures and 1d8 points against evil undead and evil outsiders. Any evil creature that strikes an Apotheosized Soul with a natural weapon takes holy damage as if hit by the Apotheosized Soul's attack. This is a supernatural ability.

**Damage Reduction (Su):** At 3<sup>rd</sup> level the Apotheosized Soul gains Damage Reduction 5/magic, at 6<sup>th</sup> level the damage reduction advances to 5/evil, and finally at 9<sup>th</sup> level increases to 10/evil.

**Sacrifice of Body:** Through utter belief to the higher forces of good, the Apotheosized Soul shows his devotion through ritual scarification. Carving glyphs and symbols of each of the angels of the celestial choir, the Apotheosized Soul inflicts 2 points of permanent constitution damage to himself that he may never heal, lest he become an Ex-Apotheosized Soul. An Apotheosized Soul may not advance any further in this prestige class until he makes this sacrifice, which involves a 2-hour ritual and the burning of 100gp worth of incense.

For this sacrifice, the Apotheosized Soul gains Fast Healing equal to his class levels in Apotheosized Soul. If the character already has fast healing, he uses the better of the two values, they do not stack.

**Heavenly Powers (Sp):** For his devotion to the path of righteousness, the Apotheosized Soul

gains a small number of spell-like abilities useable at will: *guidance*, *resistance*, *virtue* and *bless*.

**Sacrifice of Mind:** The Apotheosized Soul spends a great time in meditation preparing for the Sacrifice of Mind. By performing a 2 hour long ritual that expends 100gp worth of incense the Apotheosized Soul calls upon the divine presence of a celestial creature to grant him heavenly visions, the Apotheosized Soul suffers 2 points of permanent intelligence damage which may not be healed, lest the Apotheosized Soul become an Ex-Apotheosized Soul. An Apotheosized Soul may not advance any further in this prestige class until he has completed the ritual.

In return for forsaking a portion of his mind to celestial inhabitation, the Apotheosized Soul gains continual usage of *tongues* as if cast by a 14<sup>th</sup> level cleric, allowing him to communicate with all creatures that have a language.

**Heavenly Warding (Su):** For his continual devotion, sacrifice, and service the celestial powers grant the Apotheosized Soul a Protective Aura. This aura is a nimbus of light with a 20 foot radius and acts as a double-strength *magic circle against evil* and as a *lesser globe of invulnerability*, both as cast by a cleric whose level equal to the Apotheosized Soul's character level.

**Sacrifice of Soul:** As the Apotheosized Soul nears his final sacrifice, he prepares his soul for eternity. The final ritual of sacrifice, the Apotheosized Soul burns another 100gp worth of incense and meditates for two hours, returning the celestial essence which he has carried with him since the Sacrifice of Mind. As the celestial spirit is sent back to its home plane, it takes with it a portion of the Apotheosized Soul's very spirit causing 2 points of permanent charisma damage. This ability damage may not be healed lest the character become an Ex-Apotheosized Soul. A character may not continue advancing in this prestige class until he completes this sacrifice.

As a reward for giving up a portion of his own soul to the heavens, the Apotheosized Soul is granted a Holy Power, increasing the DCs of all of his spells, spell-like abilities, supernatural abilities, and extraordinary abilities by +2.

**Final Sacrifice:** At the end of his path towards Sainthood, there is but one final sacrifice left for the Apotheosized Soul to make, the sacrifice of his own life. The Apotheosized Soul must venture by himself to a remote area without any knowing accompaniment, typically an Apotheosized Soul travels to a high mountaintop, or other dangerous

and remote region.

At this location the Apotheosized Soul undertakes two final hours of meditation in isolation, no incense need be expended at this time. At the end of the meditation, the Apotheosized Soul must take his life within the natural environment. Often times Apotheosized Souls use the environment they are in to take their lives, such as plummeting from a high cliff face, or drowning themselves in a lake.

After this final sacrifice, the Apotheosized Soul may not be brought back to life by any means lest he become an Ex-Apotheosized Soul.

24 hours after his final sacrifice, if the Apotheosized Soul has upheld the exalted code and acted in a way of virtue and selflessness throughout his path towards sainthood, he attracts the attention of a powerful upper-planar being, commonly a Solar or otherwise impressive messenger of good. The celestial casts judgement over the Apotheosized Soul, and if he was deemed worthy, his spirit is returned to its body via *true resurrection* and he achieves the status of sainthood.

For this final level of sacrifice, the Apotheosized Soul's type changes to outsider, and he gains Low-Light and Darkvision up to 60 feet. The Apotheosized Soul becomes immune to acid, electricity, cold, and petrification, gains fire resistance 10 and a +4 bonus on fortitude save versus poison. The Apotheosized Soul's Constitution and Wisdom scores increase by 2 points and his Charisma score increases by 4 points.



From here on, the Apotheosized Soul is considered a Saint and has gained all of the abilities of the Saint Template.

**Ex-Apotheosized Souls:** Harshly are those who fall from grace regarded, and the fall of the Apotheosized Soul is one of the longest and most difficult. Any Apotheosized Soul who violates the tenants of the exalted and loses his exalted abilities, or otherwise changes from a good alignment immediately loses all of his Apotheosized Soul class features and may never regain these abilities or gain additional levels in the Apotheosized Soul prestige class. Furthermore, any celestial creature who encounters the fallen Apotheosized Soul recognizes him for what he is, and has their attitude shifted one category towards hostile towards he Apotheosized Soul.

### **Avatar of Stone**

Deep within the valley of Grun'Wyn and across many parts of the world, the power of the Earth Zodiac is felt more strongly than others. These places of power often form when mana-lines draw together over large forested or mountainous areas. Over time those of the race chosen by the Earth Zodiac, the dwarves, learned to tap into this power by forging a bond with these sacred sites.

Avatars of Stone are the chosen guardians of the Earth Zodiac sites across the world, though small in number their skills are so great that they are spoken of

even under the skies of distant lands. Avatars of Stone are most commonly fighters, though rangers and druids are often drawn to the Zodiac sites through their connection to the powers of nature.

NPC Avatars of Stone are guardians of these Zodiac sites, usually testing potential Avatars

when they seek to join with the power of the locations.

**Hit Die:** d10

**Requirements**

To qualify to become an Avatar of Stone, a character must fulfill the following criteria.

**Race:** Dwarf

**Base Attack Bonus:** +7

**Feats:** Endurance, Power Attack, any one Earth Zodiac feat

**Skills:** Knowledge (Nature) 5 ranks, Knowledge (Geography) 2 ranks, Survival 5 ranks.

**Special:** Must visit an Earth Zodiac site and perform a ritual of binding.

**Class Skills**

The Avatar of Stone's class skills (and key ability for each skill) are as follows: Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (Geography), Knowledge (Nature), Listen (Wis), Profession (Wis), Spot (Wis), Survival (Wis).

**Skill Points at Each Level:** 4 + Int Modifier

**Table 4-2: Avatar of Stone**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+0	Mountain Hand
2 <sup>nd</sup>	+2	+3	+0	+0	Knockdown
3 <sup>rd</sup>	+3	+3	+1	+1	Awaken Earth (5 feet)
4 <sup>th</sup>	+4	+4	+1	+1	Bash, Blast the Stone
5 <sup>th</sup>	+5	+4	+1	+1	Power of Stone
6 <sup>th</sup>	+6	+5	+2	+2	Awaken Earth (10 feet)
7 <sup>th</sup>	+7	+5	+2	+2	Improved Knockdown
8 <sup>th</sup>	+8	+6	+2	+2	Avalanche Strike
9 <sup>th</sup>	+9	+7	+3	+3	Awaken Earth (15 feet)
10 <sup>th</sup>	+10	+7	+3	+3	One with the Mountain

**Class Features:** All of the following are class features of the Avatar of Stone.

**Weapon and Armor Proficiency:** The Avatar of Stone gains proficiency in all martial weapons and heavy armor.

**Mountain Hand (Ex):** Trained to strike with the force of an avalanche, the Avatar of Stone deals double his strength modifier in damage when wielding a weapon with two hands.

**Knockdown (Ex):** The attacks of the Avatar of Stone are like being hit with a rolling boulder: his opponents often wind up lying on the ground, wondering what hit him. Any time a single attack of the Stone Brother deals more than 10 points of damage, he may initiate a trip as a free action. This does not invoke an attack of opportunity. If the Avatar of Stone has Improved Trip, he cannot take an immediate attack on the prone target.

**Awaken Earth (Su):** By channeling his power into the earth, the Avatar of Stone causes a localized earthquake. Once per day per class level, by striking the ground (an action that does not provoke an attack of opportunity) the Avatar makes a trip attack against everyone within five feet. The radius of Awaken Earth expands to 10 feet at 6<sup>th</sup> level, and 15 feet at 9<sup>th</sup>.

**Bash (Su):** The power of the Avatar of Stone is great enough that well placed blows leave his

opponents reeling. Confirmed Critical hits cause the opponent struck to be stunned for 1 round. Bash may be used a number of times per day equal to the Avatar of Stone class level.

**Power of Stone (Su):** By tapping into the energy of the land, the Avatar of Stone may channel the raw power of the earth into himself, increasing his strength and resiliency. The Stone Brother gains the following: +2 strength, -2 Dexterity, Damage Reduction 10/magic, and Acid Resistance 10 that lasts for 1 minute per class level. This ability may be used once per day, and only while the Avatar of Stone stands on a natural stone surface.

**Blast the Stone (Sp):** By striking the ground, the Avatar of Stone creates a shockwave effect that explodes beneath an opponent. The Avatar of Stone makes a ranged touch attack against a single target within 30 feet. If successful, everything in a 5' wide line to the target (as well as the target) takes 5d6 points of damage. Everything except the target of the ability may make a reflex save (DC 10 + 1/2 the Avatar of Stone Class Level + his Str modifier) for half damage. This ability may be used once per day per class level.

**Improved Knockdown (Su):** In addition to the trip attack, the target is now subject to a Bull Rush effect that, if successful, pushes the target back 5 feet, or out of the Avatar's reach, whichever is greater.



**Avalanche Strike (Su):** When charging more than 10 feet, the Stone Brother automatically threatens a critical hit on a successful attack. This ability may be used once per day.

**One with the Mountain (Ex):** At 10<sup>th</sup> level the Avatar of Earth becomes bonded forever to the forces of the Earth Zodiac. He gains a +2 bonus to Constitution and Acid Resistance 10. He is now considered an Outsider with the [Earth] subtype, and gains damage reduction 5/adamantine, which stacks with any damage reduction gained through zodiac feats.

### Avenger

Not towards a noble cause but where there is impunity, there will always be someone looking for vengeance. An Avenger is a haunted soul, suffering the pain from a horrible crime committed by the hands of another. This crime makes his mind seek only thoughts of vengeance, trapped in a nightmare which he can't wake or which maybe he is unwilling to wake. An Avenger now devotes his life to the destruction of his nemesis, no matter the cost. Completely consumed by vengeance, an avenger is a ruthless warrior with a strong devotion.

Avengers are often loners, working outside the laws of the land to hunt down and exterminate their target. Avengers join groups only when the group's goal suits their objective, often times Avengers will part ways with a group after their usefulness has ended. Rarely however, Avengers come from the ranks of an already established group, going through the evolution to become an avenger after a horrible tragedy has befallen them.

**Hit Die:** d10

#### Requirements

To qualify to become an Avenger, a character must fulfill the following criteria.

**Alignment:** Any non-lawful

**Base Attack Bonus:** +4

**Feats:** Weapon Focus (any melee), Power Attack

**Skills:** Gather Information 2 ranks, Sense Motive 6 ranks

**Special:** The avenger must have suffered some disaster at the hands of a foe that escaped

punishment. The hunt for this nemesis is the avenger's driving force. An avenger without a nemesis (or who destroys her nemesis) cannot gain avenger levels. The player and DM should work together to develop an avenger's nemesis.

### Class Skills

The Avenger's class skills (and key ability for each skill) are Craft (Int), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str) and Survivor (Wis).



**Skill Points at Each Level:** 2 + Int Modifier

**Table 4-3: The Avenger**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1 <sup>st</sup>	+1	+2	+0	+2	Intuition	1	-	-	-
2 <sup>nd</sup>	+2	+3	+0	+3	Angel of Vengeance	1	0	-	-
3 <sup>rd</sup>	+3	+3	+1	+3	Bonus Feat	1	1	-	-
4 <sup>th</sup>	+4	+4	+1	+4		1	1	0	-
5 <sup>th</sup>	+5	+4	+1	+4	Angel of Hatred	2	1	1	-
6 <sup>th</sup>	+6	+5	+2	+5	Bonus Feat	2	2	1	-
7 <sup>th</sup>	+7	+5	+2	+5		2	2	1	0
8 <sup>th</sup>	+8	+6	+2	+6	Resolve	3	2	2	1
9 <sup>th</sup>	+9	+6	+3	+6	Bonus Feat	3	3	2	1
10 <sup>th</sup>	+10	+7	+3	+7	Angel of Death, Over the Limit	3	3	2	1

**Class Features**

All of the following are class features of the Nemesis.

**Weapon and Armor Proficiency:** Avengers are proficient with all simple and martial weapons and with light and medium armor.

**Spells per Day (Sp):** Avenger's learn a handful of divine spells that they can cast each day as they progress in their class. The DCs for these spells (and bonus spells per day) are determined by the Avenger's Wisdom modifier.

Avengers choose their spells from the following list: 1<sup>st</sup> Level—*Bless, Divine Favor, Endure Elements, Longstrider, Magic weapon, Protection from Law, Protection from Evil, Read Magic, Resistance, Virtue.* 2<sup>nd</sup> Level—*Bull's Strength, Delay Poison, Owl's Wisdom, Remove Paralysis, Resist Energy, Shield Other, Snare, Undetectable Alignment, Zone of Truth.* 3<sup>rd</sup> Level—*Daylight, Discern Lies, Dispel Magic, Magic Circle against Law, Magic Circle against Evil, Greater Magic Weapon, Prayer.* 4<sup>th</sup> Level—*Break Enchantment, Death Ward, Dispel Law, Freedom of Movement, Neutralize Poison, Nondetection.*

**Intuition (Ex):** An avenger knows her nemesis so well that she can accurately guess its direction with a Sense Motive check. The Nemesis makes an opposed check using Survivor, Disguise or Bluff (DM's choice). The avenger can try this check twice a week, but not both at the same day. The avenger determines her nemesis' location by analyzing its motives and observed behavior; she does not need to literally follow its tracks. If the check succeeds by 5 or more, the avenger can narrow the nemesis's probable location to an area the size of a large city. If she succeeds by 10 or more, she can narrow the nemesis's probable location to an area the size of a neighborhood within that city. If she succeeds by 15 or more, she can narrow her focus down to a handful of specific "usual hideouts" within that neighborhood. The avenger gains a competence

bonus on his Intuition check equal to half her class level (rounded down).

**Angel of Vengeance (Ex):** At 2nd level the avenger can enter in state similar to the barbarian's rage. The number of times per day that an avenger can use this ability equal to half his class level, but it is only usable against creatures known to minions of her nemesis or those who strongly remind her of her nemesis.

An avenger battling his nemesis directly can use this ability without the need to spend one of the daily uses. An avenger still limited to use this ability only once per encounter.

**Bonus Feat:** At 3rd level and every 3 levels thereafter the avenger gains a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats. An avenger must still meet all prerequisites for a bonus feat.

**Angel of Hatred (Ex):** At 6th level the avenger's hate for his nemesis increase his ability to hurt him. When you use your Power Attack feat against your nemesis, creatures known to be minion of his nemesis or those who strongly remind you of your nemesis, you may subtract a number from your melee attack rolls and add twice the number to your melee damage rolls. If you attack with a weapon in two hands, add three times the number. The normal restrictions of power attack feat apply.

**Resolve (Ex):** At 7th level the avenger's resolution is as strong as ever. While using his revenge's anger ability he gains a +4 bonus on saves to resist Enchantments, Fear and Horror.

**Angel of Death (Ex):** At 10th level the avenger is so consumed with vengeance that he can even scorn death for a while as a final sacrifice to end his nemesis. When battling his nemesis, and using his revenge's anger ability the Avenger is not treated disable at 0 or dying at -1 to -9 hit points. Even if reduced to -10 (or higher due to his constitution score) hit points or less, he continues to fight normally until his revenge's anger ability ends. At that point, the effects of his

wounds apply normally. This ability does not prevent death from massive damage or from spells effects such as slay living or disintegrate.

**Over the Limit (Ex):** At 10th level an avenger pushes himself beyond the limit of his body. During a full attack action the avenger can gain a single extra attack each round at his highest, but this comes with a price. Every round the avenger uses this ability he suffer 2 points of Constitution damage. The Constitution damage can't be cured by any spell but goes away when the Avenger's gets a full day rest.

**Ex-Avengers:** An avenger who becomes lawful loses the all class abilities except for the bonus feats and can no longer take levels as an Avenger.

### The Burned One

The Burned one is a twisted, insane creature, a being with a maniacal love of fire and burning. A Burned one has (willingly or unwillingly) performed a ritual that opens a conduit to the elemental plane of fire through his body. Only the strongest of both body and will can survive the ritual. The first Burned One, Ignus of Anthador, a mighty cleric of the Salamander Order, was sentenced to his fate as punishment for betraying the Salamander Order during the War of Memnon. Instead of killing him however, the flames gave him strength, after being set free by a sympathetic member of the Order the priest's powers were evident for all. Since that time many

has thread the path of the Burned One, trading their sanity in exchange for power, and buying mastery of fire for the price of their own burnt flesh...

**Hit Die:** d8

### Requirements

To qualify to become a Burned One, a character must fulfill the following criteria.

**Feats:** Iron Will, Great Fortitude, Energy Substitution (Fire)

**Skills:** Concentration 8 ranks, Knowledge (The Planes) 8 ranks Knowledge (Arcana) 8 ranks

**Spellcasting:** Ability to cast Flamestrike or Fireball.

**Alignment:** Any Nongood.

**Special:** Must perform and survive (or have performed upon him) the ritual transformation that transforms him into a Burned One. This ritual ultimately inflicts 10d6 points of fire damage upon the burned one, half of which is derived from divine power. No equipment or spells of any kind is allowed, though natural resistances are accepted.

### Class Skills

The Burned One's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Religion) (Int), Knowledge (The Planes) (Int), Spellcraft (Int), Survival (Wis).

Skill Points at Each Level: 2 + Int Modifier

**Table 4-4: The Burned One**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 <sup>st</sup>	+0	+2	+0	+2	Fire Subtype, Burning Agony	+1 to existing spellcasting class
2 <sup>nd</sup>	+1	+3	+0	+3	Searing Touch	
3 <sup>rd</sup>	+2	+3	+1	+3	Immolate 2/day	+1 to existing spellcasting class
4 <sup>th</sup>	+3	+4	+1	+4	Twisted Body	+1 to existing spellcasting class
5 <sup>th</sup>	+3	+4	+1	+4	Searing Bolt	
6 <sup>th</sup>	+4	+5	+2	+5	Inferno	+1 to existing spellcasting class
7 <sup>th</sup>	+5	+5	+2	+5		+1 to existing spellcasting class
8 <sup>th</sup>	+6	+6	+2	+6	Fire Mastery	+1 to existing spellcasting class
9 <sup>th</sup>	+6	+6	+3	+6	Immolate 4/day	
10 <sup>th</sup>	+7	+7	+3	+7	Ashes to Ashes	+1 to existing spellcasting class

### **Class Features**

All of the following are Class Features of the Burned One.

**Weapon and Armor Proficiency:** The burned one gains no additional weapon or armor proficiencies.

**Spellcasting:** The Burned One gains additional spellcasting levels to one divine spellcasting class which he had before he had become a Burned One.

**Fire Subtype (Ex):** The very ritual of transforming one into a Burned One brings it's own benefits, and it's own perils. The Burned One gains the fire subtype, and thus becomes immune to fire damage. However, he suffers twice normal damage from cold spells and effects if he fails a save they allow. If the spell or effect offers no such save, then he automatically takes double damage.

**Burning Agony (Ex):** The Burned One is perpetually in pain, his body nothing more than a gateway to the hottest fires of the Elemental planes. However, he does not mind the agony, in fact he enjoys it. This perpetual agony brings it's own problems. The searing pain of the Burning Agony brings release from all lesser types of pain. The Burned one is immune to all spells causing pain (such as Symbol of Pain) and gains damage reduction 1/-. However, the Burned One's severed perceptions reduce his capacity to be healed. The Burned one receives -1 from each die of healing he receives.

**Searing Touch (Su):** The Burned one can channel minute amounts of the elemental fire streaming through his body into his hands, causing them to burst into flames. Doing so enables him to (with a touch attack) deal 1d6 points of fire damage to an enemy he touches.

**Immolate (Sp):** The Burned one can channel flames with a mere thought, indeed, he can set objects ablaze with a mere thought. The Burned One can kindle the small spark of flame within all living things, causing a target to burst into flames.

The burned one may target a single opponent within 25 feet, and causes the target to catch on fire. The target is allowed a saving throw (DC 10+Burned One class levels, + the Burned One's charisma modifier) to resist this ability.

**Twisted Body (Ex):** The Burned One is severely twisted, burnt, and malformed by his ritual. At 4<sup>th</sup> level he a circumstance bonus to Intimidate equal to his Burned One class levels. He conversely

receives this number as a penalty to Diplomacy and Handle Animal checks due to his unnerving presence.

**Searing Bolt (Sp):** Through the channeling of the elemental energy within, the Burned One is able to project the fire within him. He can now project his Searing Touch up to 100 feet away as a ranged tough attack. The Burned one may use this ability at will.

**Inferno (Ex):** At this stage the Burned One's burning interior becomes visible to all, as his skin bursts into flames, sheathing him in a fiery corona shedding light in a 30 ft. radius. The Burned One receives a +2 bonus to natural armor as his skin hardens to that of volcanic rock. Any creature touching the Burned One suffers 1d8 points on each strike with a natural weapon or for each round they hold a grapple.

**Fire Mastery (Ex):** The Burned one is a master of fire magic. So strong is he, that he can override some of the strictures of normal spells, instantly transforming them into instruments of flaming death. His Fire Mastery allows him the ability to spontaneously apply the Energy Substitution (Fire) feat to any spell applicable as it is cast. Spells affected in this fashion, however require a full round to cast.

**Ashes to Ashes (Ex):** Reaching the final stages of his descent into the heart of his own persona inferno, the Burned One burns with light as bright as the sun. The radius of the illumination cast by his flaming body increases to 10 ft. per Burned One level and his Searing Touch and Searing Bolt increases their damage die to 2d6. In this final step the Burned One's type changes to Elemental granting him all of the qualities of the Elemental type, making him a native outsider.

### **Disciple of Knolan**

On the isle of Central Maga, magic is not treated as superstition and myth, magic is treated as a science, a delicately manipulated force that spins the gears of the planes and beyond. Scholars from Central Maga have perfected many esoteric magical theories and arts since the rise of the KNL Network, and the Disciples of Knolan are chief among these discoveries.

Half divine and half arcane, the Disciples of Knolan are adherents to the writings of Knolan of the Tides, the mortal hero who's personality lies within the KNL Network itself. Knolan's magical texts known as High Thaumaturgy blend the previously separated magics of arcane and divine spellcasting into one fluid union. The Disciples of Knolan are able to perceive the flow of magic at

all times and even manipulate it in ways other spellcasters didn't even imagine were possible.

Disciples of Knolan often serve as caretakers of the KNL Network, Traveling teachers of the Thaumaturgic Craft, and as emissaries of Central Maga to the Republic council.

**Hit Die:** d4

**Requirements**

To qualify to become a Disciple of Knolan, a character must fulfill the following criteria.

**Feats:** Spellcasting prodigy

**Skills:** Knowledge (Arcana) 11 ranks, Knowledge (religion) 11 ranks, Knowledge (Research) 5

**Table 4-5: The Disciple of Knolan**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 <sup>st</sup>	+0	+0	+0	+2	Feel the Flows	+1 to existing arcane/divine spellcasting class.
2 <sup>nd</sup>	+1	+0	+0	+3	Magic Mastery	+1 to existing arcane/divine spellcasting class.
3 <sup>rd</sup>	+1	+0	+0	+3	Magic Insight	+1 to existing arcane/divine spellcasting class.
4 <sup>th</sup>	+2	+1	+1	+4	Magic Mastery	+1 to existing arcane/divine spellcasting class.
5 <sup>th</sup>	+2	+1	+1	+4	Command the Flows	+1 to existing arcane/divine spellcasting class.

**Class Features**

All of the following are class features of the Disciple of Knolan prestige class.

**Weapon and Armor Proficiency:** The disciple of Knolan gains no additional weapon or armor proficiencies.

**Spells per day:** When a new Disciple of Knolan level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting class he belonged to before he added the prestige class and any one divine spellcasting class he belonged to previously. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of Disciple of Knolan to the level of whatever other arcane spellcasting class and divine spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before he became a Disciple of Knolan, he must decide to which class he adds each level of Disciple of Knolan for the purpose

ranks, Spellcraft 11 ranks.

**Spellcasting:** Must be able to cast 4<sup>th</sup> level arcane spells and 4<sup>th</sup> level divine spells.

**Religion:** The Artifice

**Special:** Region Central Maga, or must devote time to travel to Central Maga to study under the disciples.

**Class Skills**

The Disciple of Knolan's class skills (and key ability for each skill) Concentration (Con), Craft (Int), Decipher Script (Int), Heal (Wis), Knowledge (All) (Int), Profession (Wis) and Spellcraft (Int)

Skill Points at Each Level: 2 + Int Modifier

of determining spells per day.

**Feel the Flows (Su):** The Disciple of Knolan knows intimately ways to attune himself to the fabric of all magic known as the mana-lines, he may cast *detect magic* as a spell-like ability at will.

**Magic Mastery:** At 2<sup>nd</sup> and 4<sup>th</sup> level a Disciple of Knolan receives new insight from his diligent study, gaining a bonus feat he can choose from item creation and metamagic feats.

**Magic insight (Ex):** The Disciple of Knolan feels the very essence of magic flow through his veins, he gains an insight bonus equal to his Disciple of Knolan class level to any skill Knowledge (Arcana), Spellcraft, and Use Magic Device skill check.

**Command the flows (Su):** At 5<sup>th</sup> level the Disciple of Knolan can not only see and feel the flow of the mana-lines, but he can interact with them as well, directly affecting the ebb and flow of magic itself. As a full-round action that provokes an attack of opportunity, the Disciple of Knolan may spend a round attuning himself to the mana-lines, once attuned this effect lasts for

a number of rounds equal to his wisdom modifier.

While attuned, the Disciple of Knolan may draw from or extend the power of magic in any target up to fifty feet away. If he chooses to draw from a target that is not willing, he must succeed at an opposed caster-level check (adding his Magic Insight bonus to this roll), if successful the disciple may siphon magical energy from the target, absorbing a number of spell-levels equal to his charisma modifier (or 1, whichever is greater). Spells siphoned from a target are drawn from their lowest-level spells first and are chosen randomly. If a target does not have arcane or divine spellcasting abilities, this ability fails.

With the stored energy, the Disciple may choose to add to his own spell DCs, or another spellcaster within 50 feet. A Disciple of Knolan may add a number to the DCs of these spells by expending levels of stored spell energy siphoned from other targets at a rate of 1 for 1. A Disciple may only spend up to their intelligence modifier in stored spell energy on a single spell but may collect as much spell energy as they desire.

When the duration on Command the Flows expires, the Disciple of Knolan expels the remaining stored magical energy back into the mana lines which deals 1d6 points of damage to himself per spell-level remaining. This “mana burn” discourages reckless siphoning of magical energy.

### The Eldritch Savant

The mystic theurges of Harmonia effortlessly blend their arcane and divine spellcasting into a coherent weave of spells, but some individuals from various nations have taken a wholly different path towards magical enlightenment. Known as Eldritch Savants, those fortunate enough to be born under the star sign of water are given an insatiable thirst for knowledge both arcane and otherwise. Most follow this lust for knowledge by

following the path of the Loremaster or Loreguard, but few seek to infuse their minds and bodies with every aspect of magic, adapting and metamorphosing it into an entirely new entity. These such individuals are Eldritch Savants.

Eldritch Savants are masters of magical manipulation, able to weave even the most complex arcane or divine spells with opposite magical energies, creating a vastly broad in application but limited in scope regiment of spells. Their thirst for knowledge forces them to seek out new avenues of lore, but unlike the loremaster they care not for the sanctity of knowledge, only their own advancement and enlightenment, not necessarily the benefit of others.

**Hit Die:** d4

### Requirements

To qualify to become an Eldritch Savant, a character must fulfill the following criteria.

**Skills:** Knowledge (Arcana) 10 ranks, Knowledge (Religion) 10 ranks, Spellcraft 10 ranks.

**Feats:** Magical Aptitude, Any Metamagic or Item Creation Feat.

**Spellcasting:** The character must be able to cast 2<sup>nd</sup> level arcane and 2<sup>nd</sup> level divine spells.

**Zodiac:** Water

**Special:** The character must be bonded to a water zodiac site.

### Class Skills

The Eldritch Savant’s class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (Any) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int Modifier

**Table 4-6: The Eldritch Savant**

<b>Class Level</b>	<b>Base Attack Bonus</b>	<b>Fort Save</b>	<b>Ref Save</b>	<b>Will Save</b>	<b>Special</b>
1 <sup>st</sup>	+0	+0	+0	+2	Arcane Lore, Psyche +1 arcane or divine spellcasting
2 <sup>nd</sup>	+1	+0	+0	+3	+1 arcane or divine spellcasting
3 <sup>rd</sup>	+1	+1	+1	+3	Insight 1/day +1 arcane / +1 divine spellcasting
4 <sup>th</sup>	+2	+1	+1	+4	Adept +1 arcane or divine spellcasting
5 <sup>th</sup>	+2	+1	+1	+4	Theurgist +1 arcane or divine spellcasting
6 <sup>th</sup>	+3	+2	+2	+5	Insight 2/day +1 arcane / +1 divine spellcasting
7 <sup>th</sup>	+3	+2	+2	+5	+1 arcane or divine spellcasting
8 <sup>th</sup>	+4	+2	+2	+6	Adept +1 arcane or divine spellcasting
9 <sup>th</sup>	+4	+3	+3	+6	Insight 3/day +1 arcane / +1 divine spellcasting
10 <sup>th</sup>	+5	+3	+3	+7	Enlightened, Theurgist +1 arcane or divine spellcasting

### Class Features

All of the following are class features of the Eldritch Savant.

**Weapon and Armor Proficiencies:** The Eldritch Savant gains no additional weapon or armor proficiencies.

**Spellcasting:** At every level the Eldritch Savant

arcane, only prepared spells may be used in this manner.

**Arcane Lore (Ex):** The Eldritch Savant is a font of knowledge regarding arcane or mystical affairs. He gains the use of Arcane Lore as a bard uses the Bardic Knowledge skill, and his Eldritch Savant levels stack with any bard levels for the purposes of this skill.



**Psyche (Su):** By focusing his mind into the streams of collective consciousness, the Eldritch Savant reaches new heights of awareness. Once per day the Eldritch Savant may gain a +20 insight bonus on any Intelligence or Wisdom based skill.

**Insight (Ex):** The Eldritch Savant easily plumbs the depths of mystic lore and forgotten secrets. Once per day at 3<sup>rd</sup> level, and one additional time per day every 3<sup>rd</sup> level thereafter, the Eldritch Savant may take a 10 on any knowledge skill check of which he has ranks in.

**Adept (Ex):** Once at 4<sup>th</sup> level and every 4<sup>th</sup> level thereafter, the Eldritch Savant may choose one cross-class skill to become a class skill.

**Theurgist (Ex):** The Eldritch Savant is continuously learning new methods for manipulating magical forces, as such he gains a bonus metamagic or item creation feat at 5<sup>th</sup> level and every 5<sup>th</sup> level thereafter.

**Enlightened (Ex):** Through studious efforts the Eldritch

Savant has forged a union between profound research and instinctual sense allowing him to apply his wisdom modifier to his Knowledge (Arcana) and Knowledge (Religion) checks.

may choose to either raise his effective Arcane or Divine spellcasting class, gaining additional spells per day and effective spellcaster level but not bonus feats or other class abilities. At 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup> and every 3<sup>rd</sup> level thereafter the Eldritch Savant raises both his Arcane and Divine spellcasting classes.

In addition, the Eldritch Savant may choose to prepare some of his arcane spells as divine spells (and thus not suffer spell-failure when wearing armor) or prepare some of his divine spells as arcane spells, however the Eldritch Savant wishes to divide up his prepared spells. This does not allow him to spontaneously cast arcane spells as divine, or divine spells as

### Flamelord

Great fires burn with the intensity to flatten forests, the raging wildfire is a force of nature which few mortals could hope to stop, the relentless and ever consuming flames of destruction. Flamelords harness this raw destructive force and hone it into a mighty and feared arsenal of powers.

Flamelords are not trained; they are born. Often times a child will experiment with fire at a young

age, burning leaves or other small things for amusement. As age sets in, the desire to see things burn continues to grow, like an internal flame consuming all other desires. Flamelords are the most chaotic and destructive of all the Elemental Lords, but those rare few who receive proper training by an older and more experienced flamelord can often find peace in the heart of the raging inferno.

**Hit Die:** d8

### Requirements

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

**Base Attack Bonus:** +5

**Skills:** Speak Language (Ignan), Intimidate 4 ranks

**Feats:** Flame Brother

**Special:** The character must undergo an arduous ritual involving long periods of fasting and wakes near large open flames, and the burning of a sacrifice worth 1000 gp commonly of paper and wood along with crushed pieces of obsidian and ruby.

### Class Skills

The Flamelord's class skills (and key ability for each skill) are Craft (Int), Concentration (Con), Intimidate (Cha), Knowledge (Nature) (Int), Survival (Wis), and Tumble (Str).

Skill Points at Each Level: 2 + Int Modifier

**Table 4-7: The Flamelord**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+2	+0	Invigorating Flames
2 <sup>nd</sup>	+2	+0	+3	+0	Fire Power
3 <sup>rd</sup>	+3	+1	+3	+1	Pyrotechnics
4 <sup>th</sup>	+4	+1	+4	+1	Fire Power
5 <sup>th</sup>	+5	+1	+4	+1	Resist Flames
6 <sup>th</sup>	+6	+2	+5	+2	Fire Power
7 <sup>th</sup>	+7	+2	+5	+2	Firesight
8 <sup>th</sup>	+8	+2	+6	+2	Fire Power
9 <sup>th</sup>	+9	+3	+6	+3	Firestorm
10 <sup>th</sup>	+10	+3	+7	+3	Fire Power

### Class Features

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

**Weapon and Armor Proficiency:** Flamelords gain no additional proficiency with any weapons or armor.

**Invigorating flames (Su):** Once per day as a standard action (which provokes attacks of opportunity) while within 5 ft. of an open flame, the flamelord heal a number of hitpoints equal to 1d8 + his flamelord class level.

**Fire Power:** At every even-numbered level, a flamelord chooses one of the following abilities. No ability can be chosen more than once. The flamelord uses her class level as the caster level, and the DCs are Charisma based.

**Fireball (Sp):** Once per day, a flamelord with this ability can use a fireball effect (as the spell, caster level equals character level).

**Fire Magic (Su):** Once per day, a flamelord with this ability can cast a spell as if it were modified by the Widen Spell feat. The level of the spell cannot be higher than the class level of the flamelord.

**Quickness of Flame (Sp):** Once per day, the flamelord can grant himself a +4 enhancement bonus to dexterity, which lasts for 1 hour.

**Power of Flame (Sp):** Once per day, the flamelord can grant himself an +4 enhancement bonus to strength, which lasts for 1 hour.

**Fire Strike (Su):** Once per day, all the attacks the flamelord makes in a single round deal +3d6 fire damage.

**Brilliant Weapon (Su):** Once per day per class level, the flamelord can make his weapon (even natural weapons) flash with intensely bright light, making it impossible to look at. This enables the flamelord to make one attack as if *invisible*. This ability doesn't work against enemies who don't rely on sight.

**Wall of Flames (Sp):** Once per day, the flamelord can use a wall of fire effect (as the spell).

**Protecting Flames (Sp):** Once per day, the flamelord can wreath himself in flames. This is identical in effect to a fire shield spell.

**Summon Fire Elemental (Sp):** Once per day, the flamelord can summon an air elemental. The size depends on class level: 1st-3rd, Small; 4th-6th, Medium; 7th-9th, Large; 10th, Huge.

**Pyrotechnics (Sp):** Once per day, a flamelord can use a pyrotechnics effect (caster level is equal to his Flamelord class level).



**Resist Flames (Sp):** Once per day per class level, a flamelord can use a *resist energy* effect on himself, but he can only choose to resist fire (caster level is equal to the character's flamelord class level).

**Flamesight (Sp):** Once per day, a flamelord can attune himself to a nonmagical fire within 5 ft. Thereafter, he can shift his senses to the location of the fire: he can see and hear just as if he were scrying on the area from the source of the fire. This ability lasts until the fire is quenched or until the flamelord attunes himself to another fire. The fire detects as magical (divination) while the flamelord is attuned to it.

**Fire Storm (Sp):** Once per day, a flamelord can use a fire storm effect (caster level is equal to the flamelord's class level).

### Golden Necromancer

Unknown in modern times, nearly forgotten in the ancient past, the secrets of the Deathless were an ancient and forbidden piece of knowledge kept by the highest angels of heaven for their eternal servitors and heralds. In recent ages, the existence of the deathless and their origins have been revealed, and the discovery of the Book of the Golden Necromancer which was written centuries ago heralded a new understanding of life and unlife.

Though the Deathless are unliving creatures they are not the abominations that undead are. They are powered by positive energy, the very essence of life itself. Still some fail to believe that these creatures are emissaries of the force of

good, the Golden Necromancer is a capable and powerful priest able to draw the ancient spirits of the dead back to the mortal realm to serve a more grand purpose.

Golden Necromancers are incredibly rare, many are trained by reading from the Tome of Golden Necromancy, while others have been given the secrets to this practice by angels and other heavenly emissaries whom carry the word from Raziel the keeper of secrets.

**Hit Die:** d6

### Requirements

To qualify to become a Golden Necromancer, a character must fulfill the following criteria.

**Alignment:** any good

**Skills:** Knowledge (religion) 10 ranks, Knowledge (arcane) 10 ranks

**Feats:** Extra Turning, Spell Focus (Necromancy)

**Spellcasting:** Ability to cast 4th level divine spells or higher

**Domain:** Must have access to one of the following domains: Good, Healing, or Sun.

**Special:** Must make peaceful contact with a good outsider of over 10 hit dice and receive the secrets of Golden Necromancy.

### Class Skills

The Golden Necromancer's class skills (and key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int Modifier

**Table 4-8: Golden Necromancer**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+0	+2	Turn Undead, Bonus Domain: Deathless +1 divine spellcaster level
2 <sup>nd</sup>	+1	+0	+0	+3	Aura of Courage +1 divine spellcaster level
3 <sup>rd</sup>	+1	+1	+1	+3	Create Deathless +1 divine spellcaster level
4 <sup>th</sup>	+2	+1	+1	+4	Free Spirits +1 divine spellcaster level
5 <sup>th</sup>	+2	+1	+1	+4	Turning Resistance +1 divine spellcaster level
6 <sup>th</sup>	+3	+2	+2	+5	Energy Charge +1 divine spellcaster level
7 <sup>th</sup>	+3	+2	+2	+5	Create Greater Deathless +1 divine spellcaster level
8 <sup>th</sup>	+4	+2	+2	+6	Turning Immunity +1 divine spellcaster level
9 <sup>th</sup>	+4	+3	+3	+6	Positive Energy Burst +1 divine spellcaster level
10 <sup>th</sup>	+5	+3	+3	+7	Heavenly Spirits +1 divine spellcaster level



### Class Features

All of the following are class features of the Golden Necromancer.

**Weapon and Armor Proficiency:** The Golden Necromancer gains no additional proficiency with weapons or armor.

**Spellcasting:** At every level the Golden Necromancer gains an additional spellcasting level in a previous divine spellcasting class, however he gains no other class features of that class.

**Turn Undead (Su):** At 1<sup>st</sup> level the Golden Necromancer gains the ability to turn undead. If he already possessed this ability, his Golden Necromancer levels stack with his previous class for purposes of determining his ability to turn undead.

**Bonus Domain:** At 1<sup>st</sup> level the Golden Necromancer gains access to the *Deathless* domain as a bonus domain.

**Aura of Courage (Su):** Beginning at 2<sup>nd</sup> level, the Golden Necromancer becomes immune to fear (magical or otherwise). Each ally within 10 feet of the Golden Necromancer gains a +4 morale bonus on saving throws against fear effects. This ability functions while the Golden Necromancer is conscious but not when unconscious or dead.

**Create Deathless (Sp):** The Golden Necromancer gains the ability to cast *Create Deathless* as a spell-like ability once per day.

**Free Spirits (Ex):** Any Deathless created by the Golden Necromancer may not be commanded or rebuked by anyone except for the Golden Necromancer that created them.

**Turning Resistance (Ex):** The Deathless created by the Golden Necromancer gain a Turn Resistance equal to their charisma modifier or +4 whichever is greater.

**Energy Charge (Su):** Now suffused with a tremendous deal of positive energy, the

Golden Necromancer may, on a successful melee touch attack inflict 2 positive levels on a target.

**Create Greater Deathless (Sp):** At 7<sup>th</sup> level the Golden Necromancer gains the ability to cast *Create Greater Deathless* as a spell-like ability once per day.

**Turning Immunity (Ex):** At 8<sup>th</sup> level, all Deathless created by the Golden Necromancer are immune to turning by evil clerics.

**Positive Energy Burst (Su):** In lieu of two normal turning attempts, the Golden Necromancer can create a positive energy burst that deals 1d6 points of damage per class level to all undead within 100 feet. Undead are allowed a reflex save (DC 10 + Golden Necromancer class level + cha mod) for half damage.

**Heavenly Spirit:** At 10<sup>th</sup> level the Golden Necromancer's tie to the positive energy plane is absolute and his type changes to Deathless and gains all of the attributes of a deathless creature.

### Knight of the Pyre

Chosen from the Order of the Salamander's most competent warriors, the Knights of the Pyre are the elite front-line warriors of the Church of the One. Where Pious Templar serve as guardians of the cathedrals and cities of El, the Knights of the Pyre carry the Word of the Salamander Order across the lands, and carry out the will of the church.

Knights of the Pyre are skilled warriors, trained in a specific fighting style honed by the first of their

ranks centuries ago during the war of the Nightmare King and this signature style of combat has become a corner stone of their martial and spiritual training. Knights of the Pyre are commonly fighters or templar who seek to further enhance their already formidable martial skills, while rarely clerics or rangers will seek the path as well.

**Hit Die:** d10

**Requirements**

To qualify to become a Knight of the Pyre, a character must fulfill the following criteria.

**Base Attack Bonus:** +8

**Skills:** Battle 4 ranks. Intimidate 6 ranks.

**Feats:** Weapon focus (longsword), Improved critical (longsword), Improved Shield Bash, Power Attack, Cleave, Great Cleave

**Table 4-9: Knight of the Pyre**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>		+2	+0	+0	Call of Battle, Ready Shield
2 <sup>nd</sup>	+2	+3	+0	+0	Bonus Feat
3 <sup>rd</sup>	+3	+3	+1	+1	Armored Comfort
4 <sup>th</sup>	+4	+4	+1	+1	Great Damage
5 <sup>th</sup>	+5	+4	+1	+1	Bonus Feat
6 <sup>th</sup>	+6	+5	+2	+2	
7 <sup>th</sup>	+7	+5	+2	+2	Increased Threat Range
8 <sup>th</sup>	+8	+6	+2	+2	Bonus Feat
9 <sup>th</sup>	+9	+6	+3	+3	
10 <sup>th</sup>	+10	+7	+3	+3	Blaze

**Class Features**

All of the following are class features of the Knight of the Pyre.

**Weapon and Armor Proficiency:** The Knight of the Pyre gains no additional weapon or armor proficiency.

**Call of Battle (Ex):** The Knight of the Pyre's lifeblood is the field of battle, the clash of swords and steel, and the blood of his enemies. They are trained and initiated in the art of the duel, and as such receive bonuses when engaged in one on one combat.

When a Knight of the Pyre challenges or is challenged by a single opponent in combat he gains a competence bonus to all attack rolls, saves, and skill checks equal to his Knight of the Pyre class level which lasts until the encounter is over.

**Bonus Feat:** At 2<sup>nd</sup>, 5<sup>th</sup>, and 8<sup>th</sup> level the Knight of the Pyre receives a bonus feat which may be taken from the list of Fighter bonus feats. Alternatively, the Knight of the Pyre may choose

**Zodiac:** Fire

**Special:** The candidate must be sponsored by the Order of the Salamander to join the Knights of Pyre, and must successfully complete a 30 second duel with the current leader of the Order.

**Special:** The character must be bonded to a fire zodiac site.

**Class Skills**

The Knight of the Pyre's class skills (and key ability for each skill) are Battle (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (War) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis).

Skill Points at Each Level: 2 + Int Modifier

to add +1 to his existing caster level of a divine spellcasting class he previously had for purposes of determining spells known and spells per day.

**Ready Shield (Ex):** At 1st level, the Knight of the Pyre may wear a stowed shield as a free action.

**Armored Comfort (Ex):** At 3rd level, the Knight of The Pyre may sleep in medium armor without suffering the effects of fatigue on the next day. At 7th level, the Knight of War is never fatigued after sleeping in armor of any kind.

**Great Damage (Ex):** At 4<sup>th</sup> level the Knight of the Pyre adds his Charisma modifier to his damage rolls when wielding a longsword in one hand.

**Increase Threat Range (Ex):** With a longsword the Knight of the Pyre has increased his chance for a critical strike, he adds 1 to his weapons current threat range. This ability will stack with all other threat range modifiers and powers.

**Blaze (Ex):** At 10th level, when making a full-attack action, the Knight of the Pyre may make an extra attack at his highest attack bonus.

**The Loreguard**

Knowledge is a weapon far more powerful than any sword, this is the tenant of the Loreguard. Sovereign protectors of all knowledge and absolute authorities on many varieties of information, the Loreguards are martial Sages, scholar-soldiers who protect and share information with the world and protect places of knowledge that would be attacked or compromised.

The Loreguard often serves as protector and aid to members of the Loremaster prestige class, as well as libraries and museums around the world, ensuring that the wealth they hold is equally given to all.

Loreguards despise secrecy and detest dishonesty, cherishes the written word and openly opposes any who would pervert the flow of knowledge or literacy.

### Requirements

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

**Feats:** Skill Focus (Any Knowledge), Educated

**Skills:** Knowledge (Any two) 5 ranks, Spellcraft 2 ranks, Decipher Script 6 ranks

**Special:** Must be proficient with at least one martial weapon and up to medium armor.

**Zodiac:** Water

### Class Skills

The Loreguard's class skills (and key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Knowledge (Any) (Int), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha).

**Skill Points at Each Level:** 4 + Int Modifier

**Table 4-10: The Loreguard**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+2	Sworn to the Truth, Loreguard
2 <sup>nd</sup>	+2	+3	+0	+3	Canny Defense, Sage Lore
3 <sup>rd</sup>	+3	+3	+1	+3	Combat Secret
4 <sup>th</sup>	+4	+4	+1	+4	Witness to History
5 <sup>th</sup>	+5	+4	+1	+4	Passive Observation
6 <sup>th</sup>	+6	+5	+2	+5	Combat Secret
7 <sup>th</sup>	+7	+5	+2	+5	Detailed Observation
8 <sup>th</sup>	+8	+6	+2	+6	Mightier than the Sword
9 <sup>th</sup>	+9	+6	+3	+6	Combat Secret
10 <sup>th</sup>	+10	+7	+3	+7	Scholar and the Sword

**Hit Die:** d8

### Class Features

All of the following are class features of the Loreguard.

**Weapon and Armor Proficiency:** The Loreguard gains no additional weapon or armor proficiency.

**Sworn to the Truth:** A Loreguard takes a vow of truth upon entering the prestige class. As a recorder of history, the Loreguard is expected to remain truthful and honest at all times as to properly represent the course of history. The Loreguard may not speak, write, or otherwise convey something he knows to be a lie. He may opt to not offer an answer at all, but may not speak untruths. A Loreguard who knowingly lies immediately loses all Loreguard class abilities and may not advance any further in prestige class until he receives an atonement from a priest of his zodiac.

**Loreguard (Ex):** Whenever the Loreguard is fighting to defend a place of knowledge or a character with levels of the Loremaster prestige

class, he gains a +4 morale bonus to Strength and Constitution and a +2 dodge bonus to Armor Class for a number of rounds equal to 1 + his Constitution modifier.

**Canny Defense (Ex):** A Loreguard wearing light or no armor gains a bonus to armor class equal to his intelligence modifier to a maximum bonus of his class levels in Loreguard.

**Sage Lore (Ex):** A Loreguard is well-versed in many fields of knowledge and acquires knowledge wherever he goes, and as such is a veritable font of often overlooked information. This ability functions in all respects to the Bard's Bardic Knowledge ability.

**Combat Secret:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level the Loreguard learns a secret technique of combat that was previously unknown to him. He gains a bonus feat from the list of bonus feats available to a fighter.

**Witness to History (Ex):** The position of Loreguard is a renowned and honored one, the

Loreguard adds a competence bonus to Diplomacy and Gather Information checks equal to his class level towards all figures who recognize his status as a Loreguard.

**Passive Observation (Sp):**

The Loreguard often seeks to witness historical events as a passive observer and gains the ability to cast *Sanctuary* once per day as a spell-like ability to further this end.

**Detailed Observation (Ex):** The Loreguard is a trained observer by learning from past historical figures who exemplify specific observational skills, learning from their mistakes as to not repeat them. The Loreguard may apply both his wisdom and intelligence modifier to all Spot, Sense Motive, Search, and Listen checks.

**Mightier than the Sword (Ex):** When facing an opponent in combat, the Loreguard may make a Sage Lore check (DC 30 - opponent's hit dice) in order to recall a scrap of information on his foe's fighting style. If successful the Loreguard gains a +2 competence bonus to attack rolls, damage rolls, saving throws, and skill checks made against this opponent for the remainder of the encounter.

**Scholar and the Sword (Ex):** At 10<sup>th</sup> level the Loreguard may spend a full-round action to inform all nearby allies as to the weaknesses of a single foe they face. This ability allows the Loreguard to share a successful Mightier than the Sword check with all allies within 30 feet.

**Mystic Chef**

The mystic chef is an artisan, a connoisseur of consumables. The path of the Mystic Chef is not one that appeals to most divine spellcasters, or many individuals at all. Regardless of ambition, the Mystic Chef is a unique and valued



profession sought out by many military forces that wish to keep their soldiers well fed, while at the same time enhancing their combat abilities with the mystic chef's unique brand of culinary combat.

NPC Mystic Chefs are usually owners of large taverns or inns, using their expert skills to benefit the local populace, though some are military chefs who are placed with units of soldiers to prepare meals for weary combatants.

**Hit Die:** d8

**Requirements**

To qualify to become a Mystic Chef, a character must fulfill the following criteria.

**Feats:** Create Infusion, Brew Potion

**Skills:** Craft (Alchemy) 6 ranks, Craft (Cooking) 6 ranks, Profession (Chef) 3 ranks

**Spellcasting:** Must be able to cast up to 3<sup>rd</sup> level divine spells.

**Class Skills**

The Mystic Chef's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (Arcana) (Int), Knowledge (Nature) (Int), and Spellcraft (Int). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier

**Table 4-11: The Mystic Chef**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1 <sup>st</sup>	+0	+2	+0	+2	Expedient Cooking, Imbue Food I	+1 divine spellcasting class
2 <sup>nd</sup>	+1	+3	+0	+3	Blessed Wine	+1 divine spellcasting class
3 <sup>rd</sup>	+1	+3	+1	+3		+1 divine spellcasting class
4 <sup>th</sup>	+2	+4	+1	+4	Imbue Food II	+1 divine spellcasting class
5 <sup>th</sup>	+2	+4	+1	+4	Alluring Spices	+1 divine spellcasting class
6 <sup>th</sup>	+3	+5	+2	+5		+1 divine spellcasting class
7 <sup>th</sup>	+3	+5	+2	+5	Imbue Food III	+1 divine spellcasting class
8 <sup>th</sup>	+4	+6	+2	+6	Nectar of the Gods	+1 divine spellcasting class
9 <sup>th</sup>	+4	+6	+3	+6		+1 divine spellcasting class
10 <sup>th</sup>	+5	+7	+3	+7	Last Supper	+1 divine spellcasting class

**Class Features**

All of the following are class features of the Mystic Chef.

**Weapon and Armor Proficiency:** The mystic chef gains no additional proficiency in weapons or armor.

**Spells:** At each level, the mystic chef gains an increased capability in divine spellcasting from his previous divine spellcasting class. The mystic chef does not gain any other class related abilities though, such as bonus feats or wild shape abilities.

**Expedient Cooking:** At 1<sup>st</sup> level the Mystic Chef gains Efficient Item Creation as a bonus feat when applied to crafting Infusions or Potions.

**Imbue Food (Su):** The mystic chef excels at crafting magical beverages and foods, at 1<sup>st</sup> level he expands the level of spells that he may place into an Infusion or Potion to 4<sup>th</sup> level spells. Every 3 levels thereafter, the Mystic Chef may imbue one level higher of divine spells into his potions and infusions.

**Blessed Wine (Su):** The mystic chef finds applications for his art in all facets of life. As a full-round action that provokes an attack of opportunity, the mystic chef may convert 1 bottle of wine into holy water. When used as a ranged attack the bottle of wine inflicts 2d6 points of damage to a target struck, and 1d4 points of splash damage to all creatures within 5 feet.

**Alluring Spices (Su):** With the right combination of herbs and seasoning, with a dash bit of magic for flavor, the mystic chef may *fascinate* a single target within 5 feet by powdering him with mystic spices. The target must succeed at a Fortitude Save (DC 10 + ½ the mystic chef's class level + wisdom modifier) or be *fascinated* for 1d6 rounds. Creatures without a constitution score are immune to this effect.

**Nectar of the Gods (Su):** By spending a full-

round action, the mystic chef may transform any ale or lager into a mystic nectar that grants the benefit of *Bull's Strength* and *Bear's Endurance* when imbibed. This draught only remains potent for a number of rounds equal to the mystic chef's class level, until it becomes a mundane alcoholic beverage once more.

**Last Supper (Su):** The greatest achievement of the Mystic Chef is known as the Last Supper, a feast so filling that those who take part in it are filled like never before. By spending an hour per meal created, the mystic chef may create a banquet that when finished, grants all participants the effects of a *ring of sustenance* for 1 month per class level of the mystic chef. Each meal thus prepared costs 100 experience from the mystic chef.

**The Nightshade**

To those born under the star of shadows, some skills come more naturally than to others. The Nightshades are a group of individuals trained in the power of poison manipulation using quasi-magical means to enhance their crafted toxins. With their inherent affinity towards poisonous substances, they blend magical theory and alchemic science to create some of the deadliest poisons ever known.

Beyond being crafters of deadly poisons, the Nightshades also pride themselves on their profound stealth capabilities granted by their birth sign, high-level Nightshades have the ability to slip away into the shadows even when being observed by others, and those who do manage to corner a Nightshade find that their combination of magic and underhanded combat tactics makes them a lethal opponent.

NPC Nightshades are typically guild masters of large and influential criminal organizations, using their alchemical skills to craft wide varieties of expensive and rare poisons unavailable most anywhere else.

**Hit Die:** d6

**Requirements**

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

**Skills:** Hide 6 ranks, Move Silently 6 ranks, Spellcraft 6 ranks, Craft (Alchemy) 10 ranks

**Feats:** Still Spell, Silent Spell

**Spells:** Ability to cast 3<sup>rd</sup> level spells.

**Alignment:** Any nongood

**Special:** Darkness zodiac

**Class Skills**

The Nightshade's class skills (and key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Arcana) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Sleight of Hand (Dex), Profession (Wis), Sense Motive (Wis), Search (Int), Spellcraft (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

**Skill Points at Each Level:** 4 + Int Modifier



**Table 4-12: The Nightshade**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
	+0	+0	+2	+2	Poison Use	+1 existing level of spellcasting
2 <sup>nd</sup>	+1	+0	+3	+3	Sneak Attack +1d6	--
3 <sup>rd</sup>	+2	+1	+3	+3	Poison mastery	+1 existing level of spellcasting
4 <sup>th</sup>	+3	+1	+4	+4	Sneak Attack +2d6	--
5 <sup>th</sup>	+3	+1	+4	+4	Hide in plain sight	+1 existing level of spellcasting
6 <sup>th</sup>	+4	+2	+5	+5	Sneak Attack +3d6	--
7 <sup>th</sup>	+5	+2	+5	+5	Stealth Spell	+1 existing level of spellcasting
8 <sup>th</sup>	+6	+2	+6	+6	Sneak Attack +4d6	--
9 <sup>th</sup>	+6	+3	+6	+6	Maximize Poison	+1 existing level of spellcasting
10 <sup>th</sup>	+7	+3	+7	+7	Sneak Attack +5d6	--

blade or crafting poisons.

**Class Features**

All of the following are class features of the Nightshade.

**Weapon and Armor Proficiency:** The Nightshade is proficient with light armor and all simple weapons, but not shields.

**Spells:** At 1<sup>st</sup> level and every other level thereafter, the Nightshade gains an additional caster level in one spellcasting class. If the Nightshade had more than one spellcasting class then he must choose which spellcasting class to advance with each odd numbered level in Nightshade.

**Poison Use (Ex):** Nightshades are trained in the use of poisons, and never risk accidentally poisoning themselves when applying poison to a

**Sneak Attack (Ex):** If a Nightshade can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The Nightshade's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Nightshade flanks her target. This extra damage is 1d6 at 2<sup>nd</sup> level, and it increases by 1d6 every two Nightshade levels thereafter. Should the Nightshade score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

**Poison Mastery (Ex):** The Nightshade is a master of all forms of toxins and poisons, as such the DCs to resist all poisons crafted by the

Nightshade are increased by +2.

**Hide in Plain Sight (Ex):** While within 5 feet of any shadow, a Nightshade of 5<sup>th</sup> level or higher can use the Hide skill even while being observed. A Nightshade cannot hide in his own shadow.

**Stealth Spell (Ex):** A Nightshade of 7<sup>th</sup> level learns the finer points of applying stealth or magical ventures. A Nightshade's spells are always considered to be affected by the Silent Spell metamagic feat, and this adjustment does not increase the spell's level.

**Maximize Poison (Ex):** At 9<sup>th</sup> level a Nightshade may use his poisons to a terrifying efficiency. A Nightshade may maximize the initial and secondary damage of any poison he uses against an opponent a number of times per day equal to 1 + the nightshade's intelligence modifier.

### The Phoenixborn

Phoenixborn are a preternatural oddity that break the normal cycle of life ... and make no excuses for it. Nature can offer no explanation for their existence. Even the most exhaustive research into their divine origins is steeped in obscure lore and secrets. What can be said about the phoenixborn is that they quite simply refuse to die. Indeed, the members of this prestige class seemingly resurrect themselves with nothing more than a "force of will". Once fully realized, a phoenixborn who chooses a prudent life over a careless one can become an unstoppable power, unless kept in check. Keeping a phoenixborn in check is not easy. With the ability to delay their own resurrection by years, albeit after typically

losing a level, phoenixborn can cheat old age, existing through the ages as their long-term machinations unfold over decades. The divine gifts that empower the phoenixborn seem to herald from a time before known existence, when creatures were more resilient. As such, the abilities of phoenixborn are tenuous at best. If a character loses every level of the phoenixborn prestige class, it can never become a phoenixborn again. Phoenixborn are devout in

their beliefs, and therefore a large number begin as clerics. But even the most rudimentary divine spellcaster can become a phoenixborn, so long as their will to live is paramount. In truth, none can really "earn" the right to become a phoenixborn. This prestige class is the commingling of happenstance and conviction. Most classes lack the prerequisite divine spellcasting abilities, and are therefore forced to multiclass before they can qualify for the phoenixborn. NPC phoenixborn not only have an opinion about the way the world should be run, but feel that they are in a position to rule it. These phoenixborn often perceive each other as the



only credible threat to their respective long-term ideologies. On the other hand, many phoenixborn do not share such lofty ambitions and actively seek adventure instead. For these phoenixborn, their will to live is translated into a desire for life experience, taking extensive advantage of their abilities and setting new standards for reckless abandon. In either case, the presence of phoenixborn emotes an almost tangible sense of self-righteousness.

**Hit Die:** d8.



## Requirements

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

**Skills:** Knowledge (religion) 8 ranks.

**Spellcasting:** Ability to cast 1st-level divine spells.

**Feats:** Die Hard, Endurance, Great Fortitude.

**Zodiac:** Light

**Special:** The candidate must have died in combat, but not before earning enough experience points to advance a level.

**Special:** The character must be bonded to a light

zodiac site.

## Class Skills

The phoenixborn's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the Player's Handbook for skill descriptions. Skill

Points at Each Level: 2 + Int modifier.

**Table 4-13: The Phoenixborn**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Spark of the phoenix 1/day, blaze of rebirth 1/week	—
2nd	+1	+3	+0	+3	Spiritual fire	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Spark of the phoenix 2/day	—
4th	+3	+4	+1	+4	Divine fury	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Spark of the phoenix 3/day, blaze of rebirth 2/week	—
6th	+4	+5	+2	+5	Fire and ash	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Spark of the phoenix 4/day	—
8th	+6	+6	+2	+6	Resilient spirit	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Spark of the phoenix 5/day, blaze of rebirth 3/week	—
10th	+7	+7	+3	+7	Phoenix egg	+1 level of existing divine spellcasting class

## Class Features

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

**Weapon and Armor Proficiency:** Phoenixborn gain no proficiency in any weapon, armor, or shield.

**Spells per Day:** Phoenixborn continue training in divine magic as well as their devout pursuits. Thus, when a new even-numbered phoenixborn level is gained, the character gains new spells per day as if also gaining a level in a divine spellcasting class to which the character belonged before adding the prestige class. The phoenixborn does not, however, gain any other benefit a character of that class would have gained. This essentially means that the character adds the level of phoenixborn to the level of some other divine spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one divine spellcasting class before becoming a phoenixborn, a decision must be made as to which class each level of

phoenixborn will be added for the purpose of determining spells per day.

**Blaze of Rebirth (Su):** Beginning at 1st level, a phoenixborn is brought back to life as the true resurrection spell. See the spell description on page 296 of the Player's Handbook. This one-time event heralds the beginning of the phoenixborn prestige class (prompting new hit points, skill points, and potentially a level-dependant feat or ability score increase) and can either happen instantaneously, right after the moment of death, or one or more rounds later (but no more than 10 years after the moment of death). Thereafter, a phoenixborn may come back to life as the raise dead spell once per week, but with the following exceptions. If the phoenixborn comes back to life instantaneously, then the character does not lose one level (or 1 Hit Dice) and continues their actions normally. In addition, a column of divine fire roars out of the phoenixborn's body towards the creature primarily responsible for their death, as the flame strike spell. Caster level equals the phoenixborn's character level. See the spell description on page

231 of the Player's Handbook. If the phoenixborn comes back to life one or more rounds later, then the character loses one level (or 1 Hit Dice) as the claws of entropy take hold on their soul. The phoenixborn cannot have been dead for longer than 1 day per level of phoenixborn. Coming back to life takes place wherever the phoenixborn's body is located. For all remaining effects of raise dead, see the spell description on page 268 of the Player's Handbook. While a phoenixborn is dead, but before using their blaze of rebirth ability, no time passes for the character. Therefore, additional uses of this or any ability cannot be accumulated while dead. The phoenixborn can, however, specify exactly when to activate blaze of rebirth again. If blaze of rebirth cannot be used at that time, for whatever reason, it activates the moment it can. If that moment never comes, then the phoenixborn dies at the end of the maximum duration within which blaze of rebirth can be activated. At 5th level, and again at 9th level, the phoenixborn may use blaze of rebirth one additional time per week. If a phoenixborn died after using blaze of rebirth the allotted number times per week, then a raise dead or resurrection spell must be cast normally to bring their soul back from the dead. A phoenixborn who died after using blaze of rebirth the allotted number times per week cannot wait for the next week to use blaze of rebirth again. At least one activation of this ability must remain unused. A character that loses every level of the phoenixborn prestige class, due to being brought back from the dead, can never become a phoenixborn again. Not even a wish spell can restore this potential.

**Spark of the Phoenix (Su):** Once per day, a phoenixborn can cast any prepared cure spell on their own wounds as if augmented by the Quicken Spell feat (see page 98 of the Player's Handbook), as an immediate action. These cure spells do not use up higher-level spell slots. If a phoenixborn gains their spells per day from the cleric spellcasting class, then spark of the phoenix may also be used to spontaneously cast cure spells, but as a swift action on their turn, rather than an immediate action. A full-round action is normally required to spontaneously cast a metamagic cure spell (see Spontaneous Casting and Metamagic Feats on page 88 of the Player's Handbook). At 3rd level, and every two levels thereafter (5th, 7th, and 9th), the phoenixborn may use spark of the phoenix one additional time per day.

**Spiritual Fire (Su):** At 2nd level, a phoenixborn who loses more than 50% of their normal hit points in one encounter is immediately wreathed in flame, as the fire shield (warm shield) spell. Caster level equals the phoenixborn's character level. See the spell description on page 230 of

the Player's Handbook. The effect lasts until the phoenixborn gains more than 50% of their normal hit points and for a number of rounds equal to 3 + their Constitution modifier thereafter. The effect can also be suppressed at will.

**Divine Fury (Su):** At 4th level, the spiritual fire ability of a phoenixborn inflicts divine damage instead of fire damage.

**Fire and Ash (Su):** At 6th level, a phoenixborn comes back to life as the resurrection spell (instead of raise dead) whenever using the blaze of rebirth ability. The same exceptions apply to losing a level (or Hit Dice), but the character can have been dead for 10 years per level of phoenixborn. Coming back to life takes place wherever most of the phoenixborn's remains are located (if any). For all remaining effects of resurrection, see the spell description on page 272 of the Player's Handbook. In addition, the flame strike spell-effect is cast as if augmented by the Empower Spell feat (see page 93 of the Player's Handbook).

**Resilient Spirit (Su):** At 8th level, a phoenixborn becomes immune to all death spells, magical death effects, energy drain, and negative energy effects.

**Phoenix Egg (Su):** At 10th level, a phoenixborn is brought back to life as the true resurrection spell (instead of resurrection) whenever using the blaze of rebirth ability. The character can have been dead for 10 years per level of phoenixborn (maximum 100 years). Coming back to life takes place wherever the phoenixborn was last alive and that still exists. For example, if a phoenixborn died in a cave that has since been filled in, it no longer exists. The phoenixborn would be resurrected presumably at the mouth of such a cave. For all remaining effects of true resurrection, see the spell description on page 276 of the Player's Handbook. In addition, the flame strike spell-effect is cast as if augmented by both the Empower Spell feat and Maximize Spell feat (see pages 93 and 97 of the Player's Handbook).

## The Shadowmage

Shadowmages are the nightmares of little children, the demise of unwanted leaders, and the bane of anyone who would keep a powerful secret. When the sun leaves the sky, there is no better spy than a shadowmage. Enshrouded in living darkness, the shadowmage can move seamlessly through the night, leaving no trace of their passing. Shadows seem to follow the members of this prestige class, leaping out of the darkness to better hide them or flickering off their garments like silent black tendrils. Spotting a shadowmage is rare indeed, for if one does make themselves apparent, it is usually to communicate a threatening message, or worse yet, become an instrument of death. Shadowmages are masters at hiding where no one will ever look, but not in plain sight. The shadows that gather around the shadowmage lack the subtlety to fool direct observation. For the members of this prestige class, letting someone “watch” them disappear defeats the whole purpose. Shadowmages prefer to enter and leave a place completely unnoticed. The less attention they attract, the better. Any mission in which someone was able to detect their presence afterwards is considered a failure. While the work of shadowmages can be replicated through the use of invisibility spells, such magic comes with a duration that does not meet the shadowmage’s needs. This prestige class emphasizes patience above all virtues, especially in espionage, and will always wait for the right moment to present itself rather than compromise a hiding position. Shadowmages are exceedingly cautious, relying heavily on their arsenal of spells and peculiar abilities. Sorcerers and wizards are therefore the most common shadowmages. Bard shadowmages are not without precedent, but their musically dependant abilities tend to undermine the shadowmage’s desire for stealth. NPC shadowmages tend to be introverted and self-reliant. Fame does not interest them as it only works against keeping their identities a secret. Shadowmages are more consumed with gaining a deeper understanding of their abilities and perfectly content to work on their own. Despite these natural tendencies, however, shadowmages will work on retainer for assassin or thieves guilds, realizing the worth of an information network. Shadowmages know well the value of secrets and often keep what they discover on these missions to themselves, quietly advancing their own agenda. Although rare, cells of shadowmages have formed into groups of rogue or double agents that manipulate events behind the scenes.

**Hit Die:** d4.

## Requirements

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

**Skills:** Hide 5 ranks, Knowledge (arcana) 8 ranks, Move Silently 5 ranks.

**Spellcasting:** Ability to cast 4th-level arcane spells, darkness and shadow conjuration.

**Feats:** Silent Spell, Stealthy.

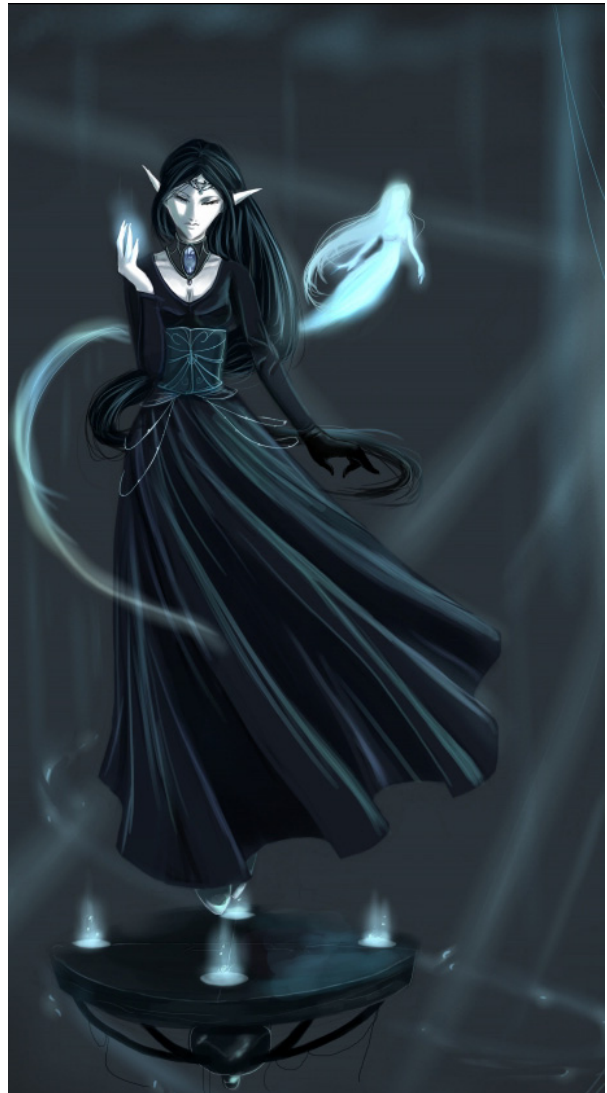
**Zodiac:** Shadow

**Special:** The character must be bonded to a shadow zodiac site.

## Class Skills

The shadowmage’s class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Gather Information (Cha), Hide (Dex), Knowledge (Arcana) (Int), Knowledge (Planes) (Int), Move Silently (Dex), Open Locks (Dex), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the Player’s Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.



**Table 4-14: The Shadowmage**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day*
1st	+0	+0	+0	+2	Shadowcloak (+2), shadowed casting	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Darkness 1/day, darksight	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Shadowcloak (+4)	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Darkness 2/day	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Shadowcloak (+6), pierce the dark	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Darkness 3/day	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Shadowcloak (+8)	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Darkness 4/day, dark abode	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Shadowcloak (+10)	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Darkness at will, shadowed soul	+1 level of existing arcane spellcasting class

\* Shadowmages gain spells per day and spellcasting levels, but do not gain spells normally. See Shadowed Casting.

**Class Features**

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

**Weapon and Armor Proficiency:**

Shadowmages gain no proficiency in any weapon, armor, or shield.

**Spells per Day:** A shadowmage continues training in arcane magic as well as their field of research. Thus, when a new shadowmage level is gained, the character gains new spells per day as if also gaining a level in a spellcasting class to which the character belonged before adding the prestige class. The shadowmage does not, however, gain any other benefit a character of that class would have gained. This essentially means that the character adds the level of shadowmage to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly, but no spells learned or spells known. See Shadowed Casting (below). If a character had more than one arcane spellcasting class before becoming a shadowmage, a decision must be made as to which class each level of shadowmage will be added for the purpose of determining spells per day.

**Shadowcloak (Su):** Beginning at 1st level, a shadowmage can enshroud themselves in ambient shadows, including their own as a free action, giving the character a +2 bonus on Hide checks. This bonus rises by +2 every two shadowmage levels thereafter (+4 at 3rd, +6 at 5th, +8 at 7th, and +10 at 9th level). A shadowmage can also use this ability to cause anyone attempting to identify their spells to do so with added difficulty (Spellcraft DC 15 + the spell level + 1/2 the shadowcloak bonus). Artificial illumination, even a light or continual flame spell,

does not negate this ability, a daylight spell however, will.

**Shadowed Casting:** Starting at 1st level, a shadowmage adds spells per day and caster levels as per the chosen spellcasting class to which the character belonged before adding the prestige class, but gains no spells by any means until 2nd level, at which point the shadowmage gains shadow evocation. At 4th level, the shadowmage gains shadow walk. At 6th level, the shadowmage gains greater shadow conjuration. At 8th level, the shadowmage gains greater shadow evocation. At 10th level, the shadowmage gains shades. See the spell descriptions on pages 276 and 277 of the Player's Handbook. In addition, the shadowmage adds +1 to the Difficulty Class for all saving throws and +2 to the caster level checks made to overcome a creature's spell resistance with these five spells and shadow conjuration (one of the two prerequisite spells for the shadowmage prestige class). These bonuses stack with the bonuses from the Spell Focus (illusion) and Spell Penetration feats. For a bard or sorcerer, these spells are added to their spells known list. For a wizard, these spells are recorded into their spellbook at no cost and can be prepared from memory (including shadow conjuration), as per read magic. If the shadowmage already knows or learned these spells, the character may instead gain one spell of any level that the shadowmage can cast (based on their new spellcasting level) at every even-numbered level when a shadowmage normally gains a new spell. In the case of wizards, the shadowmage spells they already learned can be prepared from memory upon attaining each respective level.

**Darkness (Sp):** At 2nd level, a shadowmage uses one of their 2nd-level arcane spell slots to permanently prepare darkness as a spell-like

ability that can be used once a day. See the spell description on page 216 of the Player's Handbook. The darkness spell normally uses a 2nd-level spell slot, but a higher-level arcane spell slot may be chosen to permanently attach a metamagic feat to darkness. At 4th level, 6th level, and 8th level, a shadowmage may cast darkness one additional time per day. At 10th level, a shadowmage may cast darkness at will.

**Darksight (Su):** At 2nd level, a shadowmage can see in the dark as though permanently under the effect of a darkvision spell. See the spell description on page 216 of the Player's Handbook. If the shadowmage has darkvision, increase the distance of darksight by the distance of their darkvision ability.

**Pierce the Dark (Su):** At 5th level, a shadowmage can see through all magical darkness with their darksight ability.

**Dark Abode (Su):** At 8th level, a shadowmage gains the ability to open a pocket of shadowstuff that borders the Plane of Shadow, as the rope trick spell, for a number of hours equal to the shadowmage's level. See the spell description on page 273 of the Player's Handbook. Instead of casting on a rope that hangs perpendicular to the ground from an extradimensional space, dark abode treats any available shadow as the sole focus component.

**Shadowed Soul (Su):** At 10th level, a shadowmage willingly succumbs to the Plane of Shadows and takes on the Shadow Creature template (see page 190 of Manual of the Planes), changing their type to "magical beast". Their base land speed increases by 1 and 1/2 (rounded down). The shadowmage gains resistance to cold 20, 60-foot darkvision, low-light vision, shadow blend, and 1 additional ability from the shadow creature template for every 4 HD the shadowmage possesses.

### **The Skybow**

Arrows fly through the air; so much is obvious. Why, then, do archers not harness the power of the air? The Skybow is one who does.

A Skybow's power stems from his cordial relationship with the spirits of the air itself. As they normally go unheard by mortals, they are delighted to have a friend, and the abilities they grant him are the least they can do. Nevertheless, to creatures unfamiliar with the elemental spirits, they seem fantastic: arrows that fly unerringly through fog and darkness, mighty blasts of wind and lightning following in their wake, fired by an archer riding on a speeding cloud.

Skybows usually wear loose white or sky-blue clothing that always seems to be flapping in a wind that only surrounds them. Most Skybows are rangers, or even druids, who feel connected more with the sky than the earth. Others are clerics of the Couatl Order who deign to follow a martial path.

**Hit Die:** d8

### **Requirements**

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

**Base Attack Bonus:** +7

**Skills:** Balance 6 ranks, Jump 6 ranks, Spot 10 ranks, Speak Language (Auran).

**Feats:** Dodge, Mobility, Point-Blank Shot, Shot on the Run.

**Possessions:** A masterwork longbow, shortbow, or greatbow.

**Zodiac:** Air

**Special:** A character must be bonded to an air zodiac site.

### **Class Skills**

The Skybow's class skills (and key ability for each skill) are Balance (Dex), Climb (Str), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int Modifier

**Table 4-15 The Skybow**

<b>Class Level</b>	<b>Base Attack Bonus</b>	<b>Fort Save</b>	<b>Ref Save</b>	<b>Will Save</b>	<b>Special</b>
1 <sup>st</sup>	+1	+0	+2	+0	Wind guide
2 <sup>nd</sup>	+2	+0	+3	+0	Skyshot 1/day (severe)
3 <sup>rd</sup>	+3	+1	+3	+1	Cloud companion
4 <sup>th</sup>	+4	+1	+4	+1	Wind armor
5 <sup>th</sup>	+5	+1	+4	+1	Skyshot 2/day (windstorm)
6 <sup>th</sup>	+6	+2	+5	+2	Cloud stride
7 <sup>th</sup>	+7	+2	+5	+2	
8 <sup>th</sup>	+8	+2	+6	+2	Skyshot 3/day (hurricane)
9 <sup>th</sup>	+9	+3	+6	+3	Thunderwings
10 <sup>th</sup>	+10	+3	+7	+3	Thunder of Heaven

**Class Features**

All of the following are the Class Features of the Skybow.

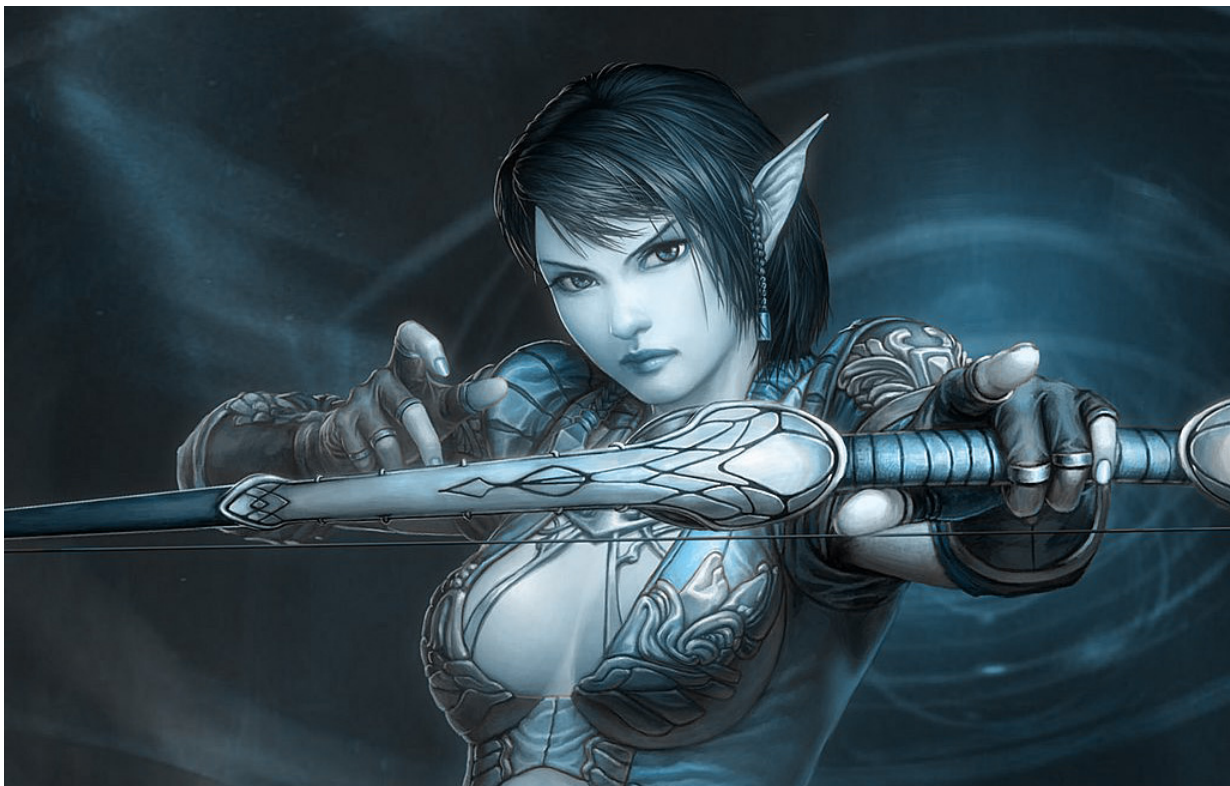
**Weapon and Armor Proficiency:** Skybows gain no new proficiency in any weapon or armor.

**Air Dependence:** All of a Skybow's class abilities function only when surrounded by air. He cannot use them while underwater, buried in sand, or in a vacuum, for example.

**Wind Guide (Su):** A Skybow may as a free action call upon the winds to guide the next arrow he fires a number of times per day equal to his level in Skybow. A wind-guided arrow is not affected by the miss chance that applies to attacks against a concealed target. This ability applies to invisible creatures, as the winds know

where air is being displaced. The arrow also ignores all penalties from wind effects; the Skybow can even shoot a wind-guided arrow in conditions when ranged attacks would normally be impossible.

**Skyshot (Su):** A Skybow can accompany his arrows with a blast of wind. Activating this ability is a free action. When the Skybow next fires an arrow a *gust of wind*, 10 feet wide and 10 feet high is created along the path of the arrow and ends 10 feet beyond the arrow's target, as per the spell except as follows. At 2nd level, the Skybow may use this ability once per day, and the wind effect created is severe. At 5th level, he may use it twice per day, and the wind effect is that of a windstorm. Finally, at 8th level, he may use this ability three times per day, and the wind effect is that of a hurricane. All wind effects last for 1



round.

**Cloud Companion:** At 3rd level, a Skybow gains a miniature cloud as a companion. The cloud can appear like any normal cloud, and can change size anywhere from one size category smaller to one size category larger than the Skybow. It has a fly speed of 100 feet, and perfect maneuverability. Treat the cloud as an air elemental with one hit die and the incorporeal subtype. The cloud cannot truly be killed, but if it takes damage over its hit point total it is dispersed for 1d6 hours, after which it reforms wherever the Skybow is located.

**Wind Armor (Su):** At 4th level, a Skybow is protected by the winds. There is a constant strong wind effect radiating outward from the Skybow to a distance of 5 feet. Ranged attacks against the Skybow suffer a 20% miss chance because of the wind, and substances in the air such as dust, smoke, and fog (or spells such as Cloudkill or stinking cloud) are blown away from him to the edge of this wind aura. The Skybow can activate or suppress this wind at will as a free action.

**Cloud Stride (Su):** A 6th-level Skybow gains the ability to walk on clouds as if they were solid ground. The Skybow is capable of running on any kind of mist or fog at half his speed (including the effects of spells such as obscuring mist or fog cloud) and may suppress this ability as a free action. The Skybow is also able to ride atop his Cloud Companion as well.

**Wings of the Wind (Su):** At 9th level and thereafter, the winds carry a Skybow's arrows effortlessly to their target, no matter the distance. His arrows suffer no penalty for range increments or concealment, and are not limited by a maximum range, he must merely be able to see his target or be able to approximate its location to within five feet.

**Thunder of Heaven (Su):** Whenever 10th-level Skybow fires a shocking or shocking burst bow and uses his Skyshot ability, the arrow creates a *lightning bolt* effect, as per the spell cast by a sorcerer with a caster level equal to his class level.

### Storm Rider

Storm Warriors are those who are not looking down at the ground but up into the sky. They can feel the power from above and they embrace it. They summon their strength from the sky, and they are embraced by it.

Storm Riders are the elite caste of Clerics of the Couatl Church, bringers of destruction to those who have brought about the church's wrath. Storm Riders are powerful forces of destruction, many know this, though few have seen the gentler side of the Couatl church, as the Storm Riders also are used to change weather patterns during droughts to bring better yields of crops (often in rituals alongside members of the Gorgon church). Storm Riders are renown though, for their combat capabilities and the wake of ruin left behind them.

**Hit Die:** d8

### Requirements

To qualify to become a Storm Rider, a character must fulfill the following criteria.

### Base Attack

**Bonus:** +5

### Skills:

Knowledge (Nature) 8 Ranks

**Spells:** The ability to cast Call Lightning

**Feats:** Dodge

**Zodiac:** Air

**Special:** Must be a member of the Order of the Couatl as a part of the Church of the One when first taking this class.

### Class Skills

The Storm Rider's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (religion), Profession (Wis), Spellcraft (Int), Swim (Str), and Survival (Wis).

Skill Points at Each Level: 2 + Int Modifier



**Table 4-16: Storm Rider**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+2	+0	+2	Storm Spirit	
2 <sup>nd</sup>	+1	+3	+0	+3	Storm Weapon 1/day	+1 level of existing casting class.
3 <sup>rd</sup>	+2	+3	+1	+3	Storm Power	+1 level of existing casting class.
4 <sup>th</sup>	+3	+4	+1	+4	Storm Weapon 2/day	+1 level of existing casting class.
5 <sup>th</sup>	+3	+4	+1	+4	Storm Halo	+1 level of existing casting class.
6 <sup>th</sup>	+4	+5	+2	+5	Storm Weapon 3/day	+1 level of existing casting class.
7 <sup>th</sup>	+5	+5	+2	+5	Storm Waltz	+1 level of existing casting class.
8 <sup>th</sup>	+6	+6	+2	+6	Storm Weapon 4/day	+1 level of existing casting class.
9 <sup>th</sup>	+6	+6	+3	+6	Storm Wings	+1 level of existing casting class.
10 <sup>th</sup>	+7	+7	+3	+7	Storm Archon	

**Class Features**

All of the following are class features of the Storm Rider.

**Spell Casting:** Storm Rider's gain an additional +1 caster level (except for level 10) as if he had gained a level in a previous divine spellcasting level, for determining number of spells per day and spell inventory.

**Weapon and Armor Proficiency:** Storm Riders gain proficiency in War Fan if they do not already possess it, and gain no additional proficiency in any armor.

**Storm Spirit (Su):** The winds of the storm within his own soul empower the Storm Rider. He gains an insight bonus to armor class equal to his Charisma modifier when he is unarmored.

**Storm Weapon (Sp):** At 2nd level, The Storm Rider gains the ability to imbue his weapon with a great deal of electricity. Starting at once per day, a storm warrior may imbue his weapon to deal damage like the *shocking* weapon flag, causing it to deal the listed extra amount of electrical damage. The weapon remains charged for 1 round per Storm Rider level.

**Storm Power (Su):** The Storm Rider now is closer to the heart of the storm, changing his hair to an electrical white, and his eyes glow, shedding light as a candle would. Beginning to move more like his element, the Storm Rider gains +10 to his speed and also gains +2 circumstance bonus to reflex saves. These bonuses double in stormy conditions.

**Storm Halo (Su):** The Storm Rider is continually followed by a storm, as if he had a continual control weather wherever he goes to make stormy conditions. This effect can be dismissed or reactivated as a free action, but the effects

take place just as if the Storm Rider had cast the spell control weather.

**Storm Waltz (Sp):** While within stormy conditions, the Storm Rider can transfer himself and any allies as per the *teleport* spell. The Storm Rider is immediately struck by a beam of lightning as if he has cast *call lightning* however the Storm Rider and his allies who are within five feet are immune to this effect. The Storm Rider and any allies whom he is touching up to 1 per level of Storm Rider are transported instantaneously to the desired location in a second blast of lightning.

Anyone within five feet of the Storm Rider whom is not traveling with him on either end of the *teleport* is subjected to a bolt of lightning from a *Call Lightning* spell as if cast by the Storm Rider. This ability is useable once per day.

**Storm Wings (Su):** The Storm Rider is lifted by the winds and carried about as he wishes. The Storm Rider gains a fly speed of double his base speed, and flies at a maneuverability of good.

**Storm Archon (Su):** The Storm Rider now is a storm within himself. His very touch is electrifying, meaning that all weapons he carry act as if they were under the influence of the shocking burst property (this overlaps his Storm Weapon ability). Electricity also heals the Storm Rider, healing one point of damage for every three it would have dealt.

**Titan Warrior**

Born under the earth star of the zodiac, the Titan Warrior is an abominable combatant and channels the energy of the might that the earth star represents. Believed to be the stuff of myth, the Titan Warrior is seen only once in several hundred years due to the immense physical power that must be acquired to begin this training.



Titan Warriors are overly confident individuals, boisterous, and not wrongly so. Titan Warriors can often be found traveling nations or even planes in search of conflict or other competitions of strength. They are not bloodthirsty, by any means, but always in search of a challenge worthy of their divinely attributed strength and durability.

**Hit Die:** d12

**Requirements**

To qualify to become a Titan Warrior, a character must fulfill the following criteria.

**Prerequisites:**

**Feats:** Cleave, Power Attack, Toughness, Improved Toughness, Iron Skin.

**Skills:** Intimidate 5 ranks.

**Special:** Base Fortitude Save +7

**Special:** Earth Zodiac

**Class Skills**

The Titan Warrior's class skills (and key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Swim (Str), Survival (Wis).

Skill Points at Each Level: 2 + Int Modifier



**Table 4-17: Titan Warrior**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+0	Toughness, Great Fortitude
2 <sup>nd</sup>	+2	+3	+0	+0	Titanic Might +2 Str, +2 Con
3 <sup>rd</sup>	+3	+3	+1	+1	Toughness
4 <sup>th</sup>	+4	+4	+1	+1	Damage Reduction 1/--
5 <sup>th</sup>	+5	+4	+1	+1	Toughness, Titanic Might +2 Str, +2 Con
6 <sup>th</sup>	+6	+5	+2	+2	Damage Reduction 2/--
7 <sup>th</sup>	+7	+5	+2	+2	Toughness
8 <sup>th</sup>	+8	+6	+2	+2	Damage Reduction 3/--
9 <sup>th</sup>	+9	+6	+2	+2	Toughness, Titanic Might +4 Str, -2 Dex
10 <sup>th</sup>	+10	+7	+3	+3	Titans Apotheosis

bulk.

**Class Features**

All of the following are class features of the Titan Warrior.

**Weapon and Armor Proficiency:** Titan Warriors gain no additional weapon or armor proficiencies.

**Toughness:** At 1<sup>st</sup> level and every other level thereafter, the Titan Warrior gains the Toughness feat for free.

**Great Fortitude:** At 1<sup>st</sup> level the Titan Warrior gains the Great Fortitude feat for free.

**Titanic Might (Ex):** As the Titan Warrior progresses in his training he finds his physical might increasing at a tremendous rate. At 2<sup>nd</sup>, 5<sup>th</sup>, and 9<sup>th</sup> level, the Titan Warrior gains an increment of physical ability and considerable

**Damage Reduction (Ex):** A Titan Warrior's skin becomes increasingly difficult to penetrate. The Titan Warrior gains damage reduction as a barbarian, which stacks with any other natural damage reduction of the same type.

**Titan Apotheosis (Ex):** At 10<sup>th</sup> level, the Titan Warrior undergoes a powerful metamorphosis, transforming his body finishing his advancement in strength and body, changing his size by one category larger. He gains a 1 bonus to natural armor and a -1 penalty to attacks and AC. His physical stats do not change any more, as they have already been modified by his progression in the Titan Warrior class.

**Waterlord**

The oceans toss mighty ships about like a child with a toy, the rivers flow endlessly into eternity, and the great rains can drown even the deepest valley in an eternal lake. The power of water is not only the power of life, but water also destroys and hides vast expanses of the world. The waters are secretive things, and in there murky depths these secrets are rarely released, and never easily.

Waterlords are not trained; they are born. Many often find the power of the seas



and rivers calling to them at a young age, while others gain the power after a close call with death upon the seas. Waterlords are powerful forces, mortal tempests of great force. The rare waterlords who are trained by others of their kind find their abilities honed and properly selected, while self-trained waterlords tend to strive only for the strongest and most devastating of their abilities.

**Hit Die:** d8

**Requirements**

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

**Base Attack Bonus:** +5

**Skills:** Speak Language (Aquan), Swim 4 ranks

**Feats:** Water Born

**Special:** The character must undergo an arduous ritual involving being long fasting periods near the ocean, extended periods of immersion into water and a sacrifice worth 1000 gp, thrown into the sea or a river, typically in the form of powdered gemstones of aquamarines or pearls.

**Class Skills**

The Waterlord's class skills (and key ability for each skill) are Craft (Int), Balance (Dex), Knowledge (Nature) (Int), Sense Motive (Wis), Survival (Wis), and Swim (Str).

**Skill Points at Each Level:** 2 + Int Modifier

**Table 4-18: The Waterlord**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+0	+2	Healing Rain
2 <sup>nd</sup>	+2	+0	+0	+3	Water Power
3 <sup>rd</sup>	+3	+1	+1	+3	Control Water
4 <sup>th</sup>	+4	+1	+1	+4	Water Power
5 <sup>th</sup>	+5	+1	+1	+4	Water Wings
6 <sup>th</sup>	+6	+2	+2	+5	Water Power
7 <sup>th</sup>	+7	+2	+2	+5	Scrying
8 <sup>th</sup>	+8	+2	+2	+6	Water Power
9 <sup>th</sup>	+9	+3	+3	+6	Horrid Wilting
10 <sup>th</sup>	+10	+3	+3	+7	Water Power

**Class Features**

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

**Weapon and Armor Proficiency:** Waterlords gain no additional proficiency with any weapons or armor.

**Healing Rain (Sp):** Once per day as a standard action (which provokes attacks of opportunity), the waterlord can douse herself with water and heal a number of hp equal to 1d8 + his waterlord class level.

**Water Power:** At every even-numbered level, a waterlord chooses one of the following abilities. No ability can be chosen more than once. Unless otherwise noted, the waterlord uses her class level as the caster level, and the DCs are Wisdom based.

**Freezing Spray (Sp):** Once per day, a waterlord with this ability can use a cone of cold effect (as the spell). The caster level equals the waterlord's class level.

**Water Magic (Su):** Once per day, a waterlord with this ability can cast the spell as if it were modified by the Persistent Spell feat. The level of

the spell cannot be higher than the class level of the waterlord.

**Water's Endurance (Sp):** Once per day, the waterlord can grant herself a +4 enhancement bonus to constitution, which lasts for 1 hour.

**Water's Calm (Sp):** Once per day, the waterlord can grant herself a +4 enhancement bonus to wisdom, which lasts for 1 hour.

**Force of the Current (Su):** Once per day, a waterlord can make a bull rush, trip, or overrun attempt imbued with the power of a raging river. This ability grants a +10 bonus on the check.

**Deceptive Flow (Su):** Once per day per class level, a waterlord with this ability can create a figment of a Medium water elemental that appears in a flanking position adjacent to the waterlord's opponent for 1 round. This allows the waterlord to make flanking attacks against this opponent during that round. Activating this ability is a free action.

**Cleansing Waters (Sp):** Once per day, the waterlord can douse herself or another creature with water and produce one of the following effects: remove disease, neutralize poison.

**Unhindered Flow (Sp):** Once per day, the waterlord can give herself the benefits of a *freedom of movement* spell.

**Summon Water Elemental (Sp):** Once per day, the waterlord can summon a water elemental. The size depends on class level: 1st-

3rd, Small; 4th-6th, Medium; 7th-9th, Large; 10th, Huge.

**Control water (Sp):** Once per day, a waterlord can use a control water effect (caster level equals half the waterlord's class level).

**Water Wings (Ex):** At 5<sup>th</sup> level the Waterlord gains the Water Wings feat for free, if she already has this feat his swim speed doubles.

**Scrying (Sp):** Once per day, a waterlord can use a scrying effect. She must gaze in a pool of water (whether natural or otherwise) to be able to use this ability.

**Horrid Wilting (Sp):** Once per day, a waterlord can use a horrid wilting effect (Her caster level equals her waterlord class level).

### Windlord

The power of the heavens can both be calm and tempestuous, fierce gale force winds can tear down castle walls, while fierce lightning can devastate entire forests. The power of the skies is a formidable one and to control it is a great ability capable only by the greatest spellcasters. The Windlords, however, have an innate mystical tie to the element of the skies and are granted dominion over its destructive force.

Windlords are not trained; they understand their calling from a young age, rarely trained in their skills. Often windlords are chaotic individuals,

capable of vast emotional swings that match the ever changing patterns of weather, though some Windlords, especially those who are fortunate enough to be trained by others of their kind, manage to control this power and not let it run unchecked.

**Hit Die:** d8

### Requirements

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

**Base Attack Bonus:** +5

**Skills:** Speak Language (Auran), Perform (wind instruments) 4 ranks

**Feats:** Gale

**Special:** The character must undergo an arduous ritual involving being high in the air or at great heights such as on cliff faces on a mountain, long fasting periods while exposed to the winds, and a sacrifice of 1000 gp scattered into the wind (the sacrifice can be anything that can be taken up by the wind; usual sacrifices include powdered gems, scrolls and Quaal's feather tokens)

### Class Skills

The Windlord's class skills (and key ability for each skill) are Balance (Dex), Concentration (Con), Knowledge (Nature) (Int), Profession (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int Modifier

**Table 4-19: The Windlord**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+2	+0	Cleansing Wind
2 <sup>nd</sup>	+2	+0	+3	+0	Scorn Earth
3 <sup>rd</sup>	+3	+1	+3	+1	Scorn Earth
4 <sup>th</sup>	+4	+1	+4	+1	Wind Power
5 <sup>th</sup>	+5	+1	+4	+1	Gaseous Form
6 <sup>th</sup>	+6	+2	+5	+2	Wind Power
7 <sup>th</sup>	+7	+2	+5	+2	Find the Path
8 <sup>th</sup>	+8	+2	+6	+2	Wind Power
9 <sup>th</sup>	+9	+3	+6	+3	Whirlwind
10 <sup>th</sup>	+10	+3	+7	+3	Wind Power

### Class Features

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

**Weapon and Armor Proficiency:** Windlords gain no additional proficiency with any weapons or armor.

**Cleansing Winds (Sp):** Once per day as a standard action (which provokes attacks of opportunity), the windlord can let the winds themselves heal him. This heals a number of hit

points equal 1d8 + his windlord class level. This ability even in the slightest winds or drafts, but not in dead still air.

**Wind power:** At every even-numbered level, a Windlord chooses one of the following abilities. No ability can be chosen more than once. The windlord uses his class level as the caster level, and the DCs are Cha based.

**Deadly Winds (Sp):** Once per day, a windlord with this ability can use a cloudkill effect (as the spell).

**Air Magic (Su):** Once per day, a windlord with this ability can cast the spell as if it were modified by the Quicken Spell feat. The level of the spell cannot be higher than the class level of the windlord.

**Wind's Agility (Sp):** Once per day, the windlord can grant himself a +4 enhancement bonus to dexterity, which lasts for 1 hour.

**Wind's Majesty (Sp):** Once per day, the windlord can grant himself a +4 enhancement bonus to charisma, which lasts for 1 hour.

**Wind Strike (Su):** Once per day, the windlord can make a standard melee attack or a full attack action against any target within 10 feet per class level that he has an unobstructed line of sight to; he doesn't need to threaten the target to be able to attack it. And instead uses the currents of the wind to strike at his foes.

**Deceptive Winds (Su):** Once per day per class level, the windlord can create a small distracting whirlwind in a flanking position adjacent to his opponent. This allows the windlord to make flanking attacks against this opponent during that round. Activating this ability is a free action.

**Speed of the Wind (Su):** For a total two rounds per class level per day, the windlord can act as if under the effect of a haste spell. Activating and deactivating this ability is a free action.

**Protecting Winds (Sp):** Once per day, the windlord can wreath himself in buffeting winds which impose a 50% miss chance on any attack against him. Blindsight, the Blind-Fight feat and similar abilities don't help against this ability, because this is not concealment; the winds actually push the attacks away. The duration is 1 minute/class level. Spells or effects that can control wind can halt this ability.

**Summon Air Elemental (Sp):** Once per day, the windlord can summon an air elemental. The size depends on class level: 1st-3rd, Small; 4th-6th, Medium; 7th-9th, Large; 10th, Huge.

**Scorn Earth (Su):** At 2<sup>nd</sup> level the Windlord's feet lift from the ground. From now on, he can float a foot above the ground. Instead of walking he glides along, unconcerned with the hard earth or difficult terrain. While he remains within 1 foot of a flat surface of any solid or liquid, he can take normal actions and make normal attacks, and can move at his normal speed (he can even "run" at four times his normal speed). However, at distances higher than 1 foot above any surface, his speed diminishes to 10 feet per round.

While he remains within 1 foot of a surface, he can make melee and ranged attacks normally, but if he moves any higher, he incurs the penalties on melee and ranged attack rolls as if he were the subject of the *levitate* spell.

**Gaseous Form (Sp):** Once per day per class level, a windlord can use a gaseous form effect on himself (caster level equals class level).

**Find the Path (Sp):** Once per day, a windlord can let the winds guide him. This is an effect identical to the *find the path* spell.

**Whirlwind (Sp):** Once per day, a windlord can use a whirlwind effect (caster level equal to the Windlord's class level).

CHAPTER V  
DIVINE THREATS AND EMISSARIES



## **DIVINE THREATS AND EMISSARIES**

Divine characters have not only great powers at their command, but fearsome enemies and great allies. This chapter details the extraplanar and otherworldly creatures that are both enemies and allies of divine characters; from

### **ELADRIN, NOVIERE**

**Medium Outsider (Aquatic, Chaotic, Eladrin, Extraplanar, Good)**

**Hit Dice:** 5d8+10 (32 hp)

**Initiative:** +4

**Speed:** swim 60 ft (12 squares)

**Armor Class :** 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

**Base Attack/Grapple:**+5/+9

**Attack:** +1 *trident* +10 melee (1d8+5/x2) or slam +9 melee (2d8+6/x2)

**Full Attack:** +1 *trident* +10 melee (1d8+5/x2) or slam +9 melee (2d8+6/x2)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** Aquatic net, envelop, spell-like abilities, spells, water bolt

**Special Qualities:** Alternate form, amphibious, damage reduction 10/cold iron or evil, darkvision 60 ft, immunity to electricity and petrification, low-light vision, resistance to acid 10 and cold 10, spell resistance 15, tongues, water mastery

**Saves:** Fort +6 (+10 against poison) Ref +8 Will +6

**Abilities:** Str 19 Dex 18 Con 14 Int 13 Wis 14 Cha 14

**Skills:** Concentration +8, Diplomacy +14, Escape Artist +10, Handle Animal +10, Hide +9, Knowledge (the planes) +7, Listen +10, Move Silently +11, Ride +6, Sense Motive +10, Spot +10, Survival +2 (+4 on other planes), Swim +12, Use Rope +4 (+6 with bindings)

**Feats:** Power Attack, Cleave

**Environment:** Olympian Glades of Arborea

**Organization:** Solitary or clan (2-16)

**Challenge Rating:** 05

**Treasure:** No coins; double goods; standard items

**Alignment:** Always chaotic good

**Advancement:** 6-10 HD (Medium); 11-15 HD (Large)

**Level Adjustment:** +5

*This creature resembles a stout aquatic elf, or perhaps a sea faerie with the lower body of a powerful sea-creature such as a shark. It carries sharp weapons and a large net.*

The noviere is an aquatic Eladrin that dwells on Ossa, the second layer of Arborea. Like the bralani, they appreciate the lands and waters of their lands and spend most of their time on a

powerful fiends, to majestic angels, to sadistic undead. Creatures in this section use feats presented in the *Monster Manual*, *Complete Warrior*, and the *THANATOPSIS Campaign Setting*.



favorite island, although they are sometimes known to visit the Material Plane to meet with merfolk or water fey and explore new shorelines.

Novieres have a very elven appearance, like other Eladrin, though they are stockier than elves. Their skin can have a green, blue, or golden hue, and their hair ranges anywhere from deep blue-green to a pale platinum. Though they look much like aquatic elves, they lack prominent gills, and have no webbed fingers. A noviere also has the ability to assume the form of a golden dolphin composed entirely of shimmering water.

They are considered the most straightforward and friendly of the eladrins; more approachable than the serious sheieres, less fickle and flighty than the bralani, and far more levelheaded than the coures. Novieres are very self-sufficient, and mostly keep to themselves, even among other eladrins. A chieftain is appointed to loosely govern a clan of novieres, but individuals are not bound to follow any particular leader.

A noviere is usually between 5 to 7 feet tall, and weighs 125 pounds.

Novieres speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their tongues ability.

### **COMBAT**

Novieres prefer to avoid combat unless absolutely necessary, and are slow to anger. They are far stronger than their lithe forms would suggest, and they usually carry magical weapons that can be used effectively on water or land such

as tridents and daggers. When using a net underwater, a noviere is always careful not to let air-breathers drown when entangled.

A noviere's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

**Aquatic Net (Su):** A noviere's net benefits from a *freedom of movement* effect, allowing it to be thrown effectively underwater, incurring none of the additional penalties for range that ranged weapons normally suffer when used underwater.

**Envelop (Ex):** A noviere in dolphin form can draw a victim into its fluid form by moving into the creature's space as a standard action. Opponents can make attacks of opportunity against the noviere, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 16 Reflex save or be enveloped; on a success, they are able to move 5 feet away from the noviere in any direction (opponent's choice). Enveloped creatures are considered to be grappled and trapped within the noviere's body. The save DC is Strength-based.

The noviere can also envelop a victim by scoring a critical hit with its slam attack and pulling the victim into its space. Victims enveloped in this way are entitled to neither a saving throw nor an attack of opportunity. The noviere makes a grapple check with a +4 circumstance bonus to grapple the victim in such an instance.

If the noviere is able to maintain a hold on the victim, the victim will be at risk of drowning (see Water Dangers in the Dungeon Master's Guide for the risks and effects of drowning). A trapped victim can attack the noviere or make additional grapple checks to escape its grasp. The character cannot cast spells with a verbal component or use any other item or ability that requires speech. If other characters use edged weapons to attack the noviere while it is holding a victim, those attacks have a 25% chance of hitting the trapped character, and they do no harm to the noviere.

While holding a victim, the noviere cannot attack other creatures with its slam, nor can it shift to its humanoid form. It can, however, use its spells, spell-like abilities, and water bolt attack.

**Spell-Like Abilities:** At will - *alter self*, *charm person*, *comprehend languages*, *cure light wounds* (DC 13), *daylight*, *detect evil*, *minor image* (DC 14), *mirror image*, *silent image* (DC 13), *slow* (DC 15); 1/day - *water breathing*. Caster level 5th. The save DCs are Charisma-

based.

**Spells:** Novieres in humanoid form can cast divine spells as 7th-level clerics. A noviere has access to two of the following domains: Animal, Chaos, Good, Plant, or Water. The save DCs are Wisdom-based.

*Typical Cleric Spells Prepared:* (6/6/5/3/2); save DC 12 + spell level): 0 – *create water*, *cure minor wounds*, *detect magic*, *light*, *resistance*, *virtue*; 1st – *bless*, *calm animals\**, *divine favor*, *obscuring mist*, *sanctuary*, *shield of faith*; 2nd – *aid*, *eagle's splendor*, *enthrall*, *fog cloud\**, *owl's wisdom*; 3rd – *dominate animal\**, *prayer*, *remove curse*; 4th – *control water\**, *restoration*.  
\*Domain spell. Domains: Animal and Water.

**Water Bolt (Sp):** A noviere can launch a blast of concentrated water at a range of 60 feet, once per day. This water bolt does 4d6 points of damage to all creatures in a 5-foot-wide path from the noviere (Reflex save DC 17 for half damage). The save DC is Dexterity-based.

**Alternate Form (Su):** A noviere can shift between its humanoid and aqueous dolphin forms as a standard action. In humanoid form, it cannot use its slam or envelop attacks, but it can use its spell-like abilities, spells, water bolt, and its weapons. In dolphin form, it gains a +6 deflection bonus to Armor Class, and can envelop, make slam attacks, make use of water mastery, and use spell-like abilities, spells, and water bolt, but it cannot use its weapons.

A noviere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does a noviere revert to any particular form when killed. A true seeing spell reveals both forms simultaneously.

**Amphibious (Ex):** Although novieres are aquatic, they can survive indefinitely on land.

**Water Mastery (Ex):** In dolphin form, a noviere gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or noviere is touching the ground, the noviere takes a –4 penalty on attack and damage rolls.

**Skills:** A noviere has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



## ELADRIN, SHIERE

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### Medium Outsider (Chaotic, Eladrin, Extraplanar, Good)

**Hit Dice:** 8d8+16 (52 hp)

**Initiative:** +1

**Speed:** 40 ft (8 squares), fly 60 ft (perfect)

**Armor Class:** 31 (+12 armor (+4 full plate), +2 shield (+1 light steel shield), +1 Dex, +6 natural), touch 11, flat-footed 30

**Base Attack/Grapple:** +8/+14

**Attack:** +3 *heavy lance of speed* +14 melee (1d8+9/x3) or +3 *keen defending battleaxe* +14 melee (1d8+6/19-20/x3)

**Full Attack:** +3 *heavy lance of speed* +14 melee (1d8+9/x3) or +3 *keen defending battleaxe* +14 melee (1d8+6/19-20/x3)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** Gaze, spell-like abilities, spells

**Special Qualities:** Alternate form, damage reduction 10/cold iron or evil, darkvision 60 ft, immunity to electricity and petrification, low-light vision, resistance to acid 10 and cold 10, spell resistance 16, tongues

**Saves:** Fort +8 (+12 against poison) Ref +7 Will +7

**Abilities:** Str 23 Dex 12 Con 15 Int 14 Wis 12 Cha 13

**Skills:** Concentration +12, Diplomacy +5, Escape Artist +9, Handle Animal +10, Hide +9, Intimidate +10, Jump +15, Listen +11, Move Silently +11, Ride +13, Sense Motive +12, Spot +11, Tumble +10

**Feats:** Blind-Fight, Mounted Combat, Power Attack

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**Environment:** Olympian Glades of Arborea

**Organization:** Solitary or company (3-24)

**Challenge Rating:** 10

**Treasure:** No coins; double goods; standard items

**Alignment:** Always chaotic good

**Advancement:** 9-16 HD (Medium); 17-24 HD (Large)

**Level Adjustment:** +10

*This being resembles an unusually tall, very fair-skinned elf. Its limbs are long and slender and its face and hands are narrow. Its hair is a pale metallic color, and its piercing eyes have a bluish tinge to them.*

The shieres serve and protect Arborea as the noble knights of the Eladrin. These graceful defenders of the Eladrin courts fight with skill, strength, and honor. These warriors are stronger than they look, and very courageous. They can be very cold when dealing with beings who don't measure up to their own high standards of honor and valor.

The shiere's serve the Queen of Stars and her

people, and are most frequently found in the ruling tulani courts. These warriors form a shining host that actively seeks out evil intruders who would trouble the eladrins. They ride the wilds of Olympus by night to drive away those who hide in darkness. Exceptional shieres can be acknowledged as hunt leaders or captains serving a tulani lord, though all shieres are technically of the same rank. Shieres stand roughly seven feet tall yet only weigh a little over 130 pounds.

Shieres speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their tongues ability.

### COMBAT

Shiere are highly skilled, courageous warriors, and always carry magical weapons suitable for knights. They wear a special suit of armor crafted especially for them, and use long, narrow magical shields. The shiere's armor is usually ruined if the shiere has taken enough damage to be slain in combat. Shiere are always mounted on their special warhorses when hunting, patrolling, or riding to war.

Shieres do not use their light form as frequently as other eladrins, and prefer their humanoid forms. They are considerably more limited in this form, so prefer to reserve it for extreme conditions – such as if the shiere is badly wounded and needs to escape, or for more stealthy maneuvers.

A shiere's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

**Gaze (Su):** A shiere's gaze causes *fear* in any creature of evil alignment that meets its eyes at a range of 60 feet on a failed will save (DC 15). The save DC is Charisma-based.

**Spell-Like Abilities:** At will - *alter self*, *color spray* (DC 12), *comprehend languages*, *cone of cold* (DC 16), *cure light wounds* (DC 12), *daylight*, *detect evil*, *ice storm* (DC 15), *major image* (DC 14), *see invisibility*, *silent image* (DC 12), *wall of ice*; 1/day - *heal* (DC 17). Caster level 10th. The save DCs are Charisma-based.

**Spells:** Shieres in humanoid form can cast divine spells as 10th-level clerics. A shiere has access to two of the following domains: Chaos, Good, Protection, Strength, or War. The save DCs are Wisdom-based.

*Typical Cleric Spells Prepared* (6/6/5/4/4/3); save DC 11 + spell level); 0 – *detect magic*, *guidance*, *light*, *mending*, *resistance*, *virtue*; 1st – *bless*,

*divine favor, magic weapon, protection from evil, sanctuary\**, *shield of faith*; 2nd – *aid, bull's strength, enthrall, owl's wisdom, shield other\**, *spiritual weapon*; 3rd – *magic vestment, prayer, protection from energy\**, *remove curse*; 4th – *cure critical wounds, divine power\**, *spell immunity, summon monster IV*; 5th – *flame strike\**, *righteous might, spell resistance*.

\*Domain spell. Domains: Protection and War.

**Alternate Form (Su):** A shiere can assume the form of an incorporeal ball of light once per hour. This transformation counts as a standard action. In this form, the shiere can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. In this form, the shiere has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. A shiere in this form can pass through solid objects, but not force effects, at will. While incorporeal, its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. In this form, a shiere always moves silently and cannot be heard with Listen checks if it doesn't wish to be. While incorporeal, the shiere sheds light as it wishes, providing illumination with any radius it wishes up to 30 feet. Changing the amount of light it sheds is a free action that the shiere can perform once per round.

**The Horses of the Shiere:** Advanced Heavy Warhorses; CR 3; Large magical beast (extraplanar); HD 4d10+12; hp 34; Init +1; Spd 60 ft, fly 60 ft (average); AC 14, touch 10, flat-footed 13; Base Atk +4; Grp +12; Atk +7 melee (1d8+4, hoof); Full Atk 2 hooves +7 melee (1d8+4, 2 hooves) and +2 melee (1d4+2, bite); Space/Reach 10 ft/5 ft; SA None; SQ Courage, darkvision 60 ft, low-light vision, night flight, scent; AL CG; SV Fort +7, Red +5, Will +2; Str 18, Dex 13, Con 17, Int 6, Wis 13, Cha 10.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run

**Courage (Ex):** Horses of the shiere are braver than normal animals, and receive a +4 morale bonus on saving throws against fear.

**Night Flight (Sp):** Horses of the shiere can fly 60 feet per round, but only when the sun is not in the sky.

**Carrying Capacity:** A light load for a horse of the shiere is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds. A horse of the shiere can drag 4,500 pounds.

## INQUISITOR

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### Medium Undead

**Hit Dice:** 6d12 (39 hp)

**Initiative:** +4

**Speed:** 30 ft (6 squares)

**Armor Class:** 16 (-1 Dex, +7 natural), touch 9, flat-footed 16

**Base Attack/Grapple:** +3/+9

**Attack:** Whip +10 melee (1d4+6) or claw +9 melee (1d6+6 and disease)

**Full Attack:** Whip +10 melee (1d4+6) or claw +9 melee (1d6+6 and disease)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** Frightful presence, lingering torment, paralyzing gaze, torture

**Special Qualities:** Damage reduction 5/slashing, darkvision 60 ft, undead traits

**Saves:** Fort +2 Ref +1 Will +8

**Abilities:** Str 22 Dex 8 Con --- Int 14 Wis 16 Cha 18

**Skills:** Bluff +13, Diplomacy +11, Heal +8, Hide +4, Intimidate +17, Move Silently +4, Search +10, Sense Motive +9

**Feats:** Improved Initiative, Persuasive, Weapon focus (Whip)

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**Environment:** Any underground

**Organization:** Solitary

**Challenge Rating:** 05

**Treasure:** 50% coins, standard goods, 50% items

**Alignment:** Always lawful evil

**Advancement:** 7-18 HD (Medium)

**Level Adjustment:** ---

*This creature appears to be a shambling, animated corpse. Most of its flesh has rotted away, hideously exposing tendons and yellowing bones. Under its black hood, a foul smelling fluid drips from its eyes and mouth. It wears only ragged pants and shoes, and carries a whip in one hand. Its hands are charred black, and its crusty yellow nails poke menacingly from its fingers.*

Inquisitors are powerful undead horrors, ancient experts in torture created by evil wizards as the ultimate in sheer terror. Most inquisitors were created hundreds, if not thousands of years ago and are cursed to exist on causing pain for eternity. Many of these creatures are imprisoned by more powerful beings, and forced to work their art to extract information from prisoners. Those that have no master simply practice their techniques on any available victim. An inquisitor denied the opportunity to torment a victim for too long starts to painfully waste away into nothingness.

These ghastly monsters make lairs in dungeons, caves, or even dark places underneath towns or in the wilderness where they keep their torture

chambers in secret. This lair is filled with a variety of devices, such as iron maidens, racks, thumbscrews, vices, clamps, and even more exotic devices that the creature has devised of its own accord. Though no bribe can keep an inquisitor from exacting its torture, the monster often keeps items offered to it for its own personal hoard. It uses this treasure to buy new torture devices, or purchase captives from creatures like orcs or kobolds. It only leaves its home to search for new victims, and a well-stocked inquisitor may not leave its torture chamber for years.

An inquisitor speaks Common and may know several other languages, as per its region.

### COMBAT

An inquisitor lives for torture, and when in need of more victims, it will seek them out and capture them. In combat, the creature attempts to paralyze as many humanoid with its gaze attack as it can, then it begins to attack in melee with its whip and nails. When it successfully manages to incapacitate a victim, it will return to its lair, chain and shackle the victim to a table, and begin its torture with glee.

**Frightful Presence (Ex):** An inquisitor is so horrifying in appearance, and its reputation is so renowned that it can inspire terror in all who see it. Affected creatures must succeed at a Will save (DC 17) or become frightened for 1d6 rounds. The save DC is Charisma-based.

**Lingering Torment (Su):** Supernatural disease - claw, Fortitude DC 17, incubation period 1 day; damage 1 Con and 1 Str. The save DC is Charisma-based.

Unlike normal diseases, lingering torment continues until the victim reaches Strength 0 or Constitution 0 (and dies) or is cured as described below.

Lingering torment is an unnatural wasting disease. Only a *cure disease* spell may remove it from the creature. Nothing, including natural healing, may restore ability damage until this spell is cast. At that point, the ability damage can be restored in the same way as temporary ability damage.

An afflicted creature that dies of lingering torment wastes away into a shriveled husk, its expression forever locked in a grimace of unspeakable agony.

**Paralyzing Gaze (Su):** Paralysis for 1d4 hours, 30 feet, Will DC 17 negates. This attack can be used as a free action, once per round. Once a victim makes a successful saving throw, it is

thereafter immune to the gaze. The save DC is Charisma-based.

**Torture (Ex):** The inquisitor's torture techniques are designed to cause considerable pain and disfigurement, and eventually death. After every day the inquisitor spends torturing a victim, the victim must make a Will save (DC 17) or suffer 1d3 points of Charisma damage. A creature reduced to Charisma 0 by an inquisitor dies. If a victim is freed from an inquisitor, the Charisma damage must be restored within 24 hours or half of the Charisma damage becomes permanent.

### SHIMMERING WRATH

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#### Medium Elemental (Air, Extraplanar)

**Hit Dice:** 4d8 (18 hp)

**Initiative:** +2

**Speed:** 30 ft (6 squares)

**Armor Class:** 16 (+2 Dex, +4 deflection), touch 16, flat-footed 14

**Base Attack/Grapple:** +4/+4

**Attack:** Touch +6 melee (1d6 electricity)

**Full Attack:** Touch +6 melee (1d6 electricity)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** Electricity, shadow chill, shocking discharge

**Special Qualities:** Darkvision 60 ft, ethereal jaunt, immunity to cold and electricity

**Saves:** Fort +1 Ref +6 Will +1

**Abilities:** Str 10 Dex 15 Con 11 Int --- Wis 11 Cha 1

**Skills:** Spot +4, Listen +4

**Feats:** Dodge, Weapon Finesse

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**Environment:** Negative Energy Plane

**Organization:** Solitary or Swarm (4d10)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-9HD (large), 10-14HD (huge)

**Level Adjustment:** ---

*This entity appears somewhat humanoid, though its irregular form is shadowy and partially transparent. It appears to be filled with shimmering points of light, and its eyes appear as larger points of light.*

A shimmering wrath is a being that lives to fulfill a curse perpetrated by enraged elementals from ages long since past. These entities are the result of combining energy from the Negative Energy plane with powerful electrical charges from the Elemental Plane of Air.

A shimmering wrath is 5-6 feet tall but weighs only 2 pounds.

A shimmering wrath does not speak, and does not appear to communicate in any significant way.

### COMBAT

Shimmering wraths attack by swarming on to the victims of their curse, attacking with their electrical touch and shadow chills. A shimmering wrath will dissipate harmlessly when reduced to 0 hit points, returning to its home plane. These creatures know no other method of attack than to touch their opponents. A shimmering wrath can use its ethereal jaunt powers to escape any imprisonment or to move around physical or magical barriers.

**Electricity (Ex):** The touch attack of a shimmering wrath inflicts 1d6 points of electrical damage. This damage is dealt to the shimmering



wrath as well.

**Shadow Chill (Su):** In areas of full illumination (equivalent to daylight), a shimmering wrath casts a shadow. The wrath's shadow deals 1d4 points

of cold damage to any single creature within 5 feet of the wrath (wrath's choice of target).

**Shocking Discharge (Ex):** If touched with bare flesh (including being struck in combat with a fist or claw) or a metallic weapon, the shimmering wrath delivers 1d6 points of electricity damage to the attacker. This is true whether or not the attack is capable of affecting the shimmering wrath.

**Ethereal Jaunt (Su):** A shimmering wrath can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

## YUGOLOTH, GACHOLOTH

### Medium Outsider (Evil, Extraplanar, Yugoloth)

**Hit Dice:** 9d8+27 (67 hp)

**Initiative:** +6

**Speed:** 60 ft (12 squares), climb 60 ft

**Armor Class:** 21 (+2 Dex, +9 natural), touch 12, flat-footed 19

**Base Attack/Grapple:** +9/+13

**Attack:** Claw +13 melee (2d6+4 plus 1d6 acid)

**Full Attack:** 2 claws +13 melee (2d6+4 plus 1d6 acid) or bite +13 melee (1d10+4)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** Acid, frightful presence, spell-like abilities, summon Yugoloth  
**Special Qualities:** Damage reduction 10/good, darkvision 90 ft, immunity to acid and poison, immunity to charms, resistance to fire 10 and electricity 10, spell resistance 19, telepathy 100 ft, vulnerability to cold, wallcrawling

**Saves:** Fort +9 Ref +8 Will +8

**Abilities:** Str 19 Dex 14 Con 17 Int 12 Wis 14 Cha 16

**Skills:** Bluff +19, Climb +12, Diplomacy +16, Disguise +7, Gather Information +15, Hide +11, Intimidate +18, Knowledge (the planes) +9, Listen +8, Move Silently +12, Sense Motive +12, Spot +8, Tumble +14

**Feats:** Dodge, Mobility,

Improved Initiative, Persuasive (B), Spring Attack

**Environment:** Grey Waste of Hades

**Organization:** Solitary, pair, or squad (3-4)

**Challenge Rating:** 09

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** 11-18 HD (Medium); 19-27 HD (Large)

**Level Adjustment:** ---

*This semi-humanoid creature has slick gray skin, and a slit-like mouth filled with jagged teeth. Its muscular torso has two arms that end in sharply-clawed, four-fingered hands. Two long and red tentacles the color of swollen and sore skin protrude from the back of its bony skull, and a powerful odor of rot surrounds its form.*

Gacholoths serve as the infiltrators and terrorists of the Blood War, causing havoc and spreading panic to all sides. These master betrayers have a fondness for deceit and terror that makes them well-favored by Yugoloth commanders. They may spend even centuries serving and ingratiating themselves to a baatezu or tanar'ri master, serving with the utmost loyalty, all the while planning for the best moment to torture and slaughter their supposed allies. They will not be outdone by other beings with similar talents for deception, and have an intense hatred of creatures such as succubi, erinyes, and cambions.

Gacholoths also have taken an interest in the Material plane. If given the opportunity to enter the land of mortals, they will indulge in a great reign of bloodletting, using their abilities to play with their victims like toys.

It is unknown how gacholoths came to be. Something about their skull structure suggests a faint resemblance to sahuagin. There may be some distant connection between the creatures, but there is little evidence available to support the theory.

A gacholoth is 8 feet tall and weighs about 600 pounds.

### COMBAT

Gacholoths strike swiftly and savagely, making use of their significant speed and maneuverability. They often strike before their foes can react, then immediately withdraw from combat to wait for another opportunity to ambush their opponents. Their attacks can be so sudden and fierce as to cause an irrational terror that puts their foes into a state of shock. Gacholoths do not carry weapons, feeling confident in their

skill with their natural weapons.

The gacholoths' retractable claws allow them to move rapidly on any surface, be it horizontal or vertical. They can fight equally well from any angle, even hanging upside down.

A gacholoth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

A gacholoth can be summoned using a *summon monster VII* spell.

**Acid (Ex):** A gacholoth's claws secrete acid at all times. This acid deals 1d6 points of acid damage whenever the gacholoth hits with a claw attack, or each round it maintains a hold when grappling.

**Frightful Presence (Ex):** When a gacholoth attacks an opponent for the first time, the foe must attempt a DC 17 Will save. On a failure, a creature with 4 or fewer HD becomes stunned for 1d6 rounds, and one with 5 or more HD becomes shaken for 1d6 rounds. A victim is thereafter immune to that gacholoth's frightful presence, whether or not the saving throw was successful. All yugoloths are immune to the frightful presence of a gacholoth. The save DC is Charisma-based.

**Spell-Like Abilities:** At will – *alter self, charm person* (DC 14), *contagion* (DC 17), *deeper darkness, feather fall, magic missile, minor image* (DC 15), *mirror image*. Caster level 5th. The save DCs are Charisma-based.

**Summon Yugoloth (Sp):** Once per day, a gacholoth can attempt to summon another gacholoth with a 50% chance of success. This ability is the equivalent of a 7th-level spell.

**Wallcrawling (Ex):** The gacholoth need not make Climb checks to traverse a vertical or horizontal surface (even upside down). It retains its Dexterity bonus to Armor Class while climbing and opponents get no special bonus to their attacks against it.

**Skills:** Gacholoths have a +4 racial bonus on Bluff, Diplomacy, and Intimidate checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

## Vampires of Celestallia

Since the earliest recorded history of Celestallia, the undead have been a plague upon the land unlike any other. Among these countless legions of the damned the creatures known as Vampires are by far the most feared of all. To the common man, one vampire is the same as another; a bloodsucking creature of the night that stalks the shadows and preys on lone travelers. To the knowledgeable however, there are two distinct castes of Celestallian vampires, each with their own unique origin, mythology, and powers. Most records of these creatures lie in the historical archives of the Cele-De in Guildstone, El and within the libraries of the One Temple in Illustria, Harmonia.

believed to be the first Celestallian Vampire. Little is known of this creature's origins or even his identity, but archaeological research done in many of the Republic states has unearthed the remains of what appear to be vampire spawn dated by sages to be some thirteen thousand years old. This pre-dates any known records on the vampire species, and coincides with Lord Rofessa's vague testimony on the subject.

From this Alpha Vampire is believed to have sprung the "El" branch of the vampire race, dubbed in recent era as the "Spiritual Vampires". Conjoined research with Harmonian scholars overseas dates their earliest vampiric archaeological records to be from around the



### The Vampire Mythology

If one was to piece together the patchwork history of the Celestallian Vampires, the tale uncovered would be one of almost unbelievable proportions spanning two continents and tens of thousands of years. Few historians can truly verify whether the "facts" of the vampire mythology are indeed true for much of the early days of the vampire menace was during the reign of the Nightmare King, a time when much knowledge was lost.

The origin of the Vampire Myth is believed to date back to an era known as UC 2173, a date defined by high-priest of the Cele-De Ruaht Rofessa. The 'UC' dating convention is believed to be a throwback to a former kingdom that thrived before the time of the Nightmare King, the mythical empire of Varj. In this, the final year of the Varj Kingdom there arose an entity who is

same time period, roughly Solis -13,750. The distinguishing factor behind these comparative excavations however, is that the Harmonian vampires left skeletal remains, while only bone fragments or the corpses of vampiric victims are left behind with El vampires. It would take almost six years for the Harmonian researchers to realize they had not discovered "vampire corpses" but rather the hibernating forms of a second branch of vampiric species that would be dubbed the "Fleshbound".

Theories from both the Termanian College of Wizardry and the Harmonian One Temple have estimated that both vampiric species share a common ancestor, be it the Alpha Vampire of El, or one of his earliest spawns. It is seen in both Spiritual and Fleshbound vampires that certain inherent physical traits are passed down through the "decadency" of the vampiric species which can be analyzed and associated with a vampire

of legend. The stronger the creator, the more dominant their physical features and traits become in their offspring. A recently reported Ancient spiritual vampire from the Harmonian lands known as "Regina DeSahd" was so powerful that her crimson hair color passed down through her spawn and their spawn.

It is believed that the vampires have their own mythology on their creation, though few of their kin speak of such things, or are willing to converse with those not of their kind on such topics. There are instances of vampirism, however, that would seem to predate the 'Alpha' vampire of El. What this means for the history of the species is uncertain.

### The Spiritual

Believed to originate from the continent of El, the spiritual vampires claim to be the oldest and the only "true" vampires. Spiritual vampires are the most difficult of the vampire kin to detect by nonmagical means. Even as they age, spiritual vampires appearances rarely become too inhuman, as to pass in casual civilization, nor do they share any outwardly obvious physical features which belie their undead heritage.

A typical spiritual vampire resembles whatever race he was in life, though the pallor of his skin tends to have a milky white or grayish caste. Spiritual vampires eyes also glimmer with a faint crimson light around their irises, which is visible in darkness unless concealed behind darkened spectacles. Like all vampires, Spirituals possess a pair of powerful fangs; though unlike a fleshbound's cannot be retracted. The area around a spiritual vampire is usually chilled, a few degrees colder than the rest of their surroundings. Animals also have an aversive reaction to spiritual vampires; dogs bark, horses buck and become frightened, untrained birds fly

away. These telltale signs can signal the presence of a young spiritual vampire. Older spiritual vampires gain more telltale signs as they advance in power.

Spiritual vampires however exhibit strange tendencies and vulnerabilities that, though uncommon, present a hazard to a spiritual vampire trying to blend in with common society. First and foremost is the shared vulnerability of all vampires, sunlight.

### Creating a Spiritual Vampire

"Spiritual Vampire" is an acquired template that can be added to any corporeal creature except for oozes, constructs, and plants (hereafter referred to as the base creature). A Spiritual Vampire uses all the base creature's statistics and special abilities except as noted here.

**Size and Type:** The creature's type changes to Undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

**Hit Dice:** Increase all current and future Hit Dice to d12s.

**Speed:** Same as the base creature +10. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water (see below).

**Armor Class:** The base creature gains a deflection bonus to armor class equal to the creature's Charisma modifier.

**Attack:** A spiritual vampire retains all the attacks of the base creature and also gains a slam attack, if it didn't already have one. If the base creature can use weapons, the spiritual vampire retains this ability. A creature with natural weapons retains those natural weapons. A spiritual vampire fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A spiritual vampire armed with a weapon uses its slam or a weapon, as it desires.



**Full Attack:** A spiritual vampire fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon it usually uses the weapon as its primary attack along with a slam or other natural weapon as a secondary natural attack.

**Damage:** Spiritual Vampires have a slam attack. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

**Special Attacks:** A vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 spiritual vampire's DC + spiritual vampire's Cha modifier unless otherwise noted.

**Blood Drain (Ex):** A spiritual vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of temporary Constitution damage each round the pin is maintained. On each such successful attack, the spiritual vampire gains 5 temporary hit points.

**Dominate (Su):** A vampire can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except the vampire must use a standard action, and those merely looking at it are unaffected. Anyone the vampire targets must succeed on a Will save or fall instantly under the spiritual vampire's influence as though by a *dominate monster* spell (caster level equal to the Spiritual Vampire's hit dice). The ability has a range of 30 feet.

**Create Spawn (Ex):** A corporeal creature slain by the spiritual vampire's energy drain attack rises as a ghost 1d4 days after death.

If the vampire instead drains the victim's Constitution score to 0 or lower, the victim returns as a ghost if it had 4 hit dice or less, or as a Spiritual Vampire if it had 5 or more HD. If a ghost is created is it under the complete control of its creator and remains enslaved until it's master's destruction. Spiritual vampires created that have less hit dice than the master are also enslaved in such a fashion, though spiritual vampires raised that have a higher hit die total

than their creator are completely free of their creator's will. At any given time, a spiritual vampire may have enslaved spawn totaling no more than twice their own Hit Dice; any spawn it would create in excess are created as free-willed ghosts or spiritual vampires. A vampire may voluntarily free an enslaved creature in order to enslave a new creation but once freed, a vampire or ghost cannot be enslaved again. Ghosts or spiritual Vampires created by blood drain raise 24 hours after their death.

**Energy Drain (Su):** Living creatures hit by a spiritual vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the spiritual vampire gains 5 temporary hit points. A spiritual vampire can use its energy drain ability once per round, and may disable and resume the ability as a free action.

**Special Qualities:** A Spiritual Vampire retains all of the special qualities of the base creature and gains those described below.

**Alternate Form (Su):** A spiritual vampire can assume the shape of a bat swarm as a standard action. While in its alternate form, the spiritual vampire loses its natural slam attack and dominate ability as well as their energy drain but automatically inflict their *blood drain* ability against any creatures who enter the swarm's area. The spiritual vampire's swarm size varies depending on their total hit dice; 1-10 hit dice (large), 11-20 hit dice (huge), 21+ hit dice (gargantuan). In their swarm form a vampire retains its total hit die and hit point total but gains all of the qualities of the swarm subtype.

**Damage Reduction (Su):** A spiritual vampire has damage reduction 10/magic cold iron. A vampire's natural weapons are treated as magic and cold iron for purposes of overcoming damage reduction.

**Fast Healing (Ex):** A spiritual vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed (it can travel up to nine miles in 2 hours). Any additional damage dealt to a vampire forced into *gaseous form* has no effect. Once at rest in its coffin the vampire resumes corporeal form and is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at a rate of 5 hit points per round. A successful *turn undead* attempt can turn or destroy a spiritual vampire in *gaseous form*.

**Resistances (Ex):** A spiritual vampire has resistance to cold 10 and electricity 10.

**Spider Climb (Ex):** A spiritual vampire can climb sheer surfaces as though with a *spider climb* spell.



**Turn Resistance (Ex):** A spiritual vampire has a +4 turn resistance.

**Abilities:** Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +4, Cha +6. As an undead creature, a Spiritual Vampire has no Constitution score.

**Skills:** Spiritual Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Otherwise same as base creature.

**Feats:** Spiritual vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature does not already have these feats.

**Challenge Rating:** Same as base creature +3.

**Treasure:** Double Standard

**Alignment:** Always evil (any).

**Level Adjustment:** Same as base creature +8.

### Spiritual Vampire Weaknesses

For all their power, Spiritual Vampires have a number of weaknesses.

Spiritual Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol of a good aligned faith. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a standard action.

Vampires are also unable to cross large bodies of running water such as a river or a lake on foot, though if they stay more than 5 feet away from the body of water they may travel via their swarm form over it but must stay at least 5 feet away from the water at all times, although they can be carried over it while resting in their coffins or aboard a ship. Smaller bodies of running water

such as a marsh, swamp, or stream does not provide such a hindrance.

Spiritual vampires are utterly unable to enter a private home or other building unless invited in by someone with the authority to do so. Spiritual Vampires may freely enter public places, since these are by definition open to all.



Reducing a spiritual vampire's hit points to 0 or lower forces the spiritual vampire into its *gaseous form* but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing a spiritual vampire to direct sunlight has a variety of effects. If the light is direct but not creating total immersion, the sunlight deals 6d6 points of damage per round to the vampire and causes the spiritual vampire to become *panicked*. Full immersion in sunlight disorients a spiritual vampire, and it can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape.

Similarly, immersing a spiritual vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion.

A spiritual vampire must consume 4 points of constitution per day or suffer 1 point of wisdom damage per day until he receives his required nourishment. A spiritual vampire reduced to a 0 wisdom from blood starvation is destroyed.

Driving a wooden stake through a helpless spiritual vampire's chest slays the vampire but leaves its corpse to decay with the stake in place. Removal of the stake at any time returns the vampire to 1 hit point and reactivates their fast healing ability.

### Spiritual Vampire Characters

Spiritual Vampires are always evil, which causes characters of certain classes to lose some class

abilities. In addition, certain classes take additional penalties.

**Clerics:** Vampire clerics lose their ability to turn undead but gain the ability to rebuke undead. This ability does not affect the vampire's controller or any other vampires that a master controls. A vampire cleric does not instantly regain their clerical powers unless their new alignment falls under the acceptable alignments of their previous deity, if no then they must seek out a new religion to follow.

**Sorcerers and Wizards:** Vampiric sorcerers and wizards retain their class abilities, but their familiar (if of the animal type) immediately abandons them as their link is severed. A vampiric sorcerer or wizard may summon a new familiar, but it must be a bat if it is an animal.

### The Fleshbound

First discovered in the nation of Harmonia, Fleshbound Vampires are a second and horrifying offshoot of the vampiric species. Where the Spiritual Vampires strive to blend into society, subtly working their machinations, more than content to let centuries pass to their aid, the fleshbound vampires are far less patient. Unlike their spiritual cousins, the fleshbound vampires do not have the fortune of having a human appearance, as the countenance of a fleshbound vampire is that of a feral beast, almost more demon than mortal. A young fleshbound vampire has hardened features, with a slight glossy caste to his skin and faded color in the eyes. As the centuries pass, the fleshbound vampire begins to take on more demonic traits. The color fades completely from their eyes, turning them into milky white orbs, while their skin thickens and hardens, gaining a waxy texture laced with cracks and imperfections. The head of a fleshbound vampire slowly develops horn-like protrusions and brow-ridges lined with bone deposits. A Fleshbound vampire's fangs are considerably larger than a spiritual's, giving them a fearsome bite attack. Their fangs resemble that of some infernal serpent, two large incisors and a series of serrated teeth, all able to retract into the fleshbound's jaws as a free action.

The evolutionary process of a fleshbound vampire is more pronounced than a spiritual's, and they tend to gain more physical abilities as they are as opposed to their more eldritch cousins, this is detailed in the following section *Vampiric Ascension*.

A fleshbound vampire, thankfully, does not have the same supernatural vulnerabilities as their cousins. Animals do not sense their presence any more than normal, it is merely their outward

appearance that belies their true nature.

### Creating a Fleshbound Vampire

"Fleshbound Vampire" is an acquired template that can be added to any corporeal creature except for oozes, constructs, and plants (hereafter referred to as the base creature). A Fleshbound Vampire uses all the base creature's statistics and special abilities except as noted here.

**Size and Type:** The creature's type changes to Undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

**Hit Dice:** Increase all current and future Hit Dice to d12s.

**Speed:** Same as the base creature +10. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water (see below).

**Armor Class:** The base creature gains a natural armor bonus of +6.

**Attack:** A spiritual vampire retains all the attacks of the base creature and also gains a claw attack, if it didn't already have one. If the base creature can use weapons, the spiritual vampire retains this ability. A creature with natural weapons retains those natural weapons. A spiritual vampire fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A spiritual vampire armed with a weapon uses its slam or a weapon, as it desires.

**Full Attack:** A spiritual vampire fighting without weapons uses either its claw attack (see above) or its natural weapons (if it has any). If armed with a weapon it usually uses the weapon as its primary attack along with a slam or other natural weapon as a secondary natural attack.

**Damage:** Fleshbound Vampires have a claw attack. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

**Special Attacks:** A vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10

+1/2 spiritual vampire's DC + spiritual vampire's Cha modifier unless otherwise noted.

**Blood Drain (Ex):** A fleshbound vampire shreds at a victim's body with its fangs, drinking large quantities of blood in thick gulps by making a successful grapple check. If it pins the foe, it drains blood, dealing 2d4 points of temporary Constitution damage each round the pin is maintained. On each such successful attack, the spiritual vampire gains 10 temporary hit points.

**Telekinesis (Sp):** A fleshbound vampire can crush an opponent with its devastating powers; the fleshbound vampire may use *telekinesis*, as a spell-like ability at will. Also, the fleshbound vampire may siphon blood from victims with his



telekinesis, pulling their blood in a torrent into his mouth in a gory display. The target must have been damaged by the fleshbound vampire's blood drain ability within 2 rounds and must not have benefited from healing of the ability damage. The fleshbound vampire may, activating *telekinesis*, force his target to make a Fortitude save (DC 10 + 1/2 the fleshbound vampire's hit dice + his charisma modifier) or continue to take 2d4 points of constitution damage as their blood is pulled telekinetically into the fleshbound. This ability functions up to 30 feet away from the victim.

**Create Spawn (Ex):** If a corporeal creature is slain by the Fleshbound vampire's blood drain ability, bringing the victim's Constitution score to 0 or lower, the victim returns as a wight if it had 4 hit dice or less, or as a Fleshbound Vampire if it had 5 or more HD. If a wight is created is it under the complete control of its creator and remains enslaved until it's master's destruction.

Fleshbound vampires created that have less hit dice than the master are also enslaved in such a fashion, though fleshbound vampires raised that

have a higher hit die total than their creator are completely free of their creator's will. At any given time, a fleshbound vampire may have enslaved spawn totaling no more than twice their own Hit Dice; any spawn it would create in excess are created as free-willed wight or Fleshbound vampires. A vampire may voluntarily free an enslaved creature in order to enslave a new creation but once freed, a vampire or wight cannot be enslaved again. Wights or Fleshbound Vampires created by blood drain raise 24 hours after their death.

**Special Qualities:** A Fleshbound Vampire retains all of the special qualities of the base creature and gains those described below.

**Damage Reduction (Su):** A spiritual vampire has damage reduction 10/magic silver. A vampire's natural weapons are treated as magic and silver for purposes of overcoming damage reduction.

**Fast Healing (Ex):** A spiritual vampire heals 10 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, the fleshbound vampire collapses to the ground and remains inert. A fleshbound vampire reduced to hit points will not regenerate unless exposed to blood, if even a droplet of blood is spilled on the remains of a fleshbound vampire, regardless of the time it has been inert for, it's fast healing will resume returning the creature to life. Only after half of its total hit points have been returned will the fleshbound vampire become mobile again. A successful *turn undead* attempt can destroy a fleshbound vampire in it's inert form.

**Resistances (Ex):** A fleshbound vampire has resistance to cold 10 and electricity 10.

**Spider Climb (Ex):** A fleshbound vampire can climb sheer surfaces as though with a *spider climb* spell.

**Turn Resistance (Ex):** A fleshbound vampire has a +4 turn resistance.

**Abilities:** Increase from the base creature as follows: Str +6, Dex +6, Int +2, Wis +4, Cha +4. As an undead creature, a Fleshbound Vampire has no Constitution score.

**Skills:** Spiritual Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as base creature.

**Feats:** Fleshbound vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature does not already have these feats.

**Challenge Rating:** Same as base creature +3.

**Treasure:** Double Standard

**Alignment:** Always evil (any).

**Level Adjustment:** Same as base creature +8.

### **Fleshbound Vampire Weaknesses**

Fleshbound vampires have far fewer weaknesses than their spiritual counterparts. Strongly presented holy symbols and garlic have no effect on a Fleshbound vampire, save for perhaps infuriating them. Fleshbound vampires find no difficulty in crossing large bodies of water, provided that they make no physical contact with it, nor do fleshbound vampires find any difficulty in entering a private residence without permission.

A fleshbound vampire, however, is entirely dependant on his supply of blood. A fleshbound vampire must consume 8 points of constitution drain from a target each day or suffer 1 point of Wisdom damage and 1 point of Charisma damage. This ability damage may not be repaired in any way, save for fulfilling their daily blood requirement. A fleshbound vampire who's wisdom or charisma score drops to 3 or lower falls into an animalistic madness, gaining a +4 bonus to their strength score and a +10 bonus to their speed, and they immediately seek out the nearest living creature and drain it as fully as possible. After this blood frenzy ends the Fleshbound vampire is *slowed* for 24 hours.

Exposing a fleshbound vampire to direct sunlight has a variety of effects. If the light is direct but not creating total immersion, the sunlight deals 6d6 points of damage per round to the vampire and causes the fleshbound vampire to become *panicked*. Full immersion in sunlight disorients a spiritual vampire, and it can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape.

Similarly, immersing a fleshbound vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion.

### **Fleshbound Vampire Characters**

Fleshbound Vampires are always evil, which causes characters of certain classes to lose some class abilities. In addition, certain classes take additional penalties.

**Clerics:** Vampire clerics lose their ability to turn undead but gain the ability to rebuke undead. This ability does not affect the vampire's controller or any other vampires that a master controls. A vampire cleric does not instantly regain their clerical powers unless their new alignment falls under the acceptable alignments of their previous deity, if no then they must seek out a new religion to follow.

**Sorcerers and Wizards:** Vampiric sorcerers and wizards retain their class abilities, but their familiar (if of the animal type) immediately abandons them as their link is severed. A vampiric sorcerer or wizard may summon a new familiar, but it must be a bat if it is an animal.

### **Vampiric Ascension**

The Spiritual and Fleshbound vampires share a commonality between their differences, a powerful ascension as they age. Both Spiritual and Fleshbound vampires ascend towards near deific levels of power if given a long enough period of existence. Both vampire subtypes however, evolve in drastically different ways, as explained below.

As vampires of all kinds grow older, their age determines advanced powers that they may acquire, all vampires age along the same timetable, though their abilities vastly differ from one another. Vampiric ages are divided into six categories. Each category has a title, though these titles are more for convenience of sages than for practicality. Vampires themselves do not recognize age-based titles. In fact, the more clever vampires are careful to conceal their age from others. The six vampire age categories are Fledgling (0-99 years), Mature (100-199 years), Old (200-299 years), Ancient (300-499 years), Eminent (500-999 years), Patriarch (1,000+). Fledgling vampires have no increased powers or abilities, and are exact representations of vampires from the previous section. For older vampires the following tables show the modifications made to the base template, the bonuses are not cumulative.

### **Salient Powers**

Vampires are distinctive in the great variety of abilities they exhibit. Although all vampires have certain characteristics in common, there can be considerable difference in the powers and weaknesses exhibited from individual to individual.

Vampires of all kinds gain salient powers as they age. The powers gained vary from vampire to vampire, though vampires of the same bloodline tend to have similar powers and often times similar appearance traits. A vampire's salient powers usually reflect its personality; a harsh, controlling vampire might gain the ability to command undead, while a skulking, treacherous vampire might be able to turn invisible. Each vampire type entry lists possible salient powers appropriate for their caste, though exceptions and unique cases can be had. A vampire gains one salient ability for each age category above fledgling.

### Spiritual Vampire Ascension

As the centuries pass, the pervasive power of the spiritual vampire increases, granting them an ever expanding influence over the minds of mortals. As they age, spiritual vampires garner

various physical traits they denote their age to knowledgeable individuals, which is described under each of the abilities that the vampire gains.

Title	Str	Dex	Int	Wis	Cha	Speed	Damage Reduction	Fast Heal	Turn Resist	AC	CR	LA
Mature	+8	+6	+4	+6	+8	+10	15/magic cold iron	6	+5	+1	+3	+1
Old	+10	+8	+6	+8	+10	+10	15/magic cold iron	7	+6	+2	+4	+2
Ancient	+12	+10	+8	+10	+12	+20	20/magic cold iron	8	+7	+3	+5	+3
Eminent	+14	+12	+10	+12	+14	+20	20/magic cold iron	9	+8	+4	+6	+4
Patriarch	+16	+14	+12	+14	+16	+30	20/epic cold iron	10	+9	+5	+7	+5

**Ability score modifiers:** The modifications made to each of the base character's ability scores.

**Speed:** Bonus, in feet, added to all of the vampires speeds.

**Turn Resistance:** Amount of turn resistance the base character receives.

**AC:** The bonus added to the character's natural armor.

**CR:** The modification made to the base character's Challenge Rating.

**LA:** The additional level adjustment for the age category.

### Spiritual Vampire Salient Abilities

**Animate Dead (Sp):** The spiritual vampire can cast *animate dead* once per day as a spell-like ability.

**Traits:** Unnaturally pale skin, or perhaps translucent. Reddish glow to the eyes.

**Command Undead (Su):** The vampire can rebuke or command undead as if it were a cleric of three levels lower than it's hitdice. If the vampire can already rebuke undead, it's effective level when rebuking is raised by 4.

**Traits:** Stench of decay lingering in the vampire's presence, often a tangible red glow around the eyes.

**Dimension Door (Sp):** Once per day the spiritual vampire can cast *dimension door* as a spell-like ability. The spiritual vampire can not use dimension door to cross running water or to enter a sanctified place or a home into which he has not been invited.

**Traits:** A warped distortion in the air behind the vampire of it moves quickly.

**Diabolic Swarm (Su):** The vampire's bat-swarm alternate form gains additional abilities, allowing them to cause 2 points of vile damage for every round a character is within their swarm, in addition the vampire may use *word of recall* as a spell-like ability once per day while in the form of a bat swarm, usually used to transport the vampire back to his resting place.

**Traits:** Bat-like features begin to appear; elongated ears, ridges on the forehead and jaw line.

**Energy Resistance (Su):** A Vampire with this ability chooses an energy and gains a resistance of 20 to it, if the vampire already has resistance to a particular energy, he takes the greater of the two values.

**Traits:** A thickening of the skin with the beginning of a waxy sheen, possible a color tinge to the skin as well.

**Frightful Presence (Su):** The vampire has the frightful presence special attack (See *Monster Manual*) with the default range and duration. The vampire chooses how he activates his frightful presence when choosing this salient ability.

**Traits:** The vampire begins to take on slightly demonic features, a slight suggestion of horns, the whiff of sulfur in his presence, or strange eyes.

**Hypnotic Vapor (Su):** The spiritual vampire is able to use it's *dominate* ability while in mist form, appearing as a roiling and rhythmically swirling pool of mist with hypnotic patterns and shapes within.

**Traits:** The vampire is constantly surrounded by a faint swirling mist.

**Improved Domination (Su):** The DC for the spiritual vampire's domination ability increases by 4.

**Traits:** The vampire's voice seems to echo or otherwise be distorted.

**Improved Energy Drain (Su):** The vampire's slam attack inflicts an extra negative level on targets struck, This ability may be taken multiple times, it's effects stack.

**Traits:** Dark and visible veins are seen in the vampire's forearms and hands, and occasionally dark auras of malign energies crackle about his fingertips.

**Invisibility (Su):** The vampire can use *invisibility* at will as a spell-like ability.

**Traits:** The vampire shows no reflection in a mirror (Spot check 15 to notice)

**Shroud of Darkness (Sp):** A spiritual vampire with this ability may use *darkness* at will as a spell-like ability.

**Traits:** The vampire casts no shadow (Spot check 20 to notice).

**Sun's Bane (Ex):** A vampire partially overcomes his weakness to the sun with this salient ability, and can go about in broad daylight if it desires. Under sunlight, it takes a -4 penalty to all ability scores and on all attacks, saves, and skill checks. Also, a spiritual vampire in sunlight cannot use any of its supernatural powers. Victims of its domination power are not freed of the vampire lord's control during daylight hours; the vampire lord can verbally command any creature in its thrall even in direct sunlight. Spells that produce sunlight effects cannot harm a vampire lord; only direct light from the sun can weaken it. If the vampire lord is destroyed while exposed to direct sunlight, it seems to die, but unless the body is burned and contained in jars of holy water, the vampire will return in mist form 24 hours later at the sight of its death.

**Traits:** The vampire's eyes are slitted and yellow or red, his hair often turns stark white and his skin thickens considerable, looking cracked and old.

**Garlic Resistance (Ex):** A spiritual vampire is no longer warded away by garlic, and only feels a mild discomfort in its presence, imposing a -1 penalty to all attacks, saves and skill checks while within 10 feet of the substance.

**Traits:** The vampire smells strongly of rose petals.

**Profane Aura (Su):** The spiritual vampire's unholy energies are so strong, that it can no longer be warded away by a simple holy symbol, symbols presented in such a fashion against a vampire of this strength must succeed at a Fortitude save (DC 20) or shatter violently.

**Traits:** All open flames turn blue when within 30 feet of the vampire.

### Fleshbound Vampire Ascension

With the passage of time, the Fleshbound vampire begins to take on more and more demonic traits. Pronounce horns, the loss of most if not all body hair, the elongation of talons on both the hands and feet, rarely the appearance of a tail or even wings. As they age, the Fleshbound vampires begin to look more like statues than living creatures, as they skin becomes covered in large and small cracks and imperfections, and constantly has a waxy texture to it.

Title	Str	Dex	Int	Wis	Cha	Speed	Damage Reduction	Fast Heal	Turn Resist	AC	CR	LA
Mature	+8	+8	+4	+6	+6	+10	15/magic silver	11	+5	+7	+3	+1
Old	+10	+10	+6	+8	+8	+10	15/magic silver	12	+6	+8	+4	+2
Ancient	+12	+12	+8	+10	+10	+20	20/magic silver	13	+7	+9	+5	+3
Eminent	+14	+14	+10	+12	+12	+20	20/magic silver	14	+8	+10	+6	+4
Patriarch	+16	+16	+12	+14	+14	+30	20/epic silver	15	+9	+11	+7	+5

**Ability score modifiers:** The modifications made to each of the base character's ability scores.

**Speed:** Bonus, in feet, added to all of the vampires speeds.

**Turn Resistance:** Amount of turn resistance the base character receives.

**AC:** The bonus added to the character's natural armor.

**CR:** The modification made to the base character's Challenge Rating.

**LA:** The additional level adjustment for the age category.

### Fleshbound Vampire Salient Abilities

**Diabolic Traits (Su):** The fleshbound vampire gains fire resistance 10 and adds the prerequisite of "good" to his damage reduction.

**Traits:** Thickened and sometimes scaled skin of yellow, black, or brown coloration.

**Powerful Talons (Ex):** The fleshbound vampire's talons increase in size and sharpness, also

appearing on the feet. These larger claws inflict damage as if the fleshbound vampire was one size category larger than normal.

**Traits:** Visibly elongated talons or claws, sometimes a clustering of digits in humanoids to two fingers and one thumb.

**Wings of the Ancients (Ex):** The fleshbound vampire gains a pair of leathery bat-like wings and a fly speed equal to twice his land speed and average maneuverability.

**Traits:** Large leathery wings.

**Water Walker (Ex):** The fleshbound vampire is no longer harmed by water, and gains a swim speed equal to double his land speed.

**Traits:** Vestigial gills around the neck, slightly scaled skin, and webs between the digits on the vampire's hands and feet.

**Diabolic Armor (Ex):** The fleshbound vampire's natural armor becomes chitinous like an insects and improved by +5 points.

*Traits:* A drastically visible hardening of the skin into an insectoid carapace.

*Lashing Tail (Ex):* The fleshbound vampire gains a tail attack that inflicts equal damage to his talons.

*Traits:* A prehensile tail roughly three to four feet long, sometimes likes with spines.

*Sun's Bane (Ex):* A vampire partially overcomes his weakness to the sun with this salient ability, and can go about in broad daylight if it desires. Under sunlight, it takes a -4 penalty to all ability scores and on all attacks, saves, and skill checks. Also, a spiritual vampire in sunlight cannot use any of its supernatural powers. Victims of its domination power are not freed of the

vampire lord's control during daylight hours; the vampire lord can verbally command any creature in its thrall even in direct sunlight. Spells that produce sunlight effects cannot harm a vampire

lord; only direct light from the sun can weaken it. If the vampire lord is destroyed while exposed to direct sunlight, it seems to die, but unless the body is burned and contained in jars of holy water, the vampire will return in mist form 24 hours later at the sight of its death.

*Traits:* The vampire's eyes are slitted and yellow or red, his hair often turns stark white and his skin thickens considerable, looking cracked and old.

*Improved Telekinesis (Sp):* The vampire's telekinetic abilities improve, allowing the vampire to both pin and blood drain a target strictly using telekinesis.

*Traits:* A crackling aura of electricity in the air around the vampire.

*Improved Blood Drain (Ex):* The fleshbound vampire inflict 2d4+2 points of constitution damage on a successful bite. This ability does

not work in conjunction with Improved Telekinesis.

*Traits:* Deep and visible veins around the vampire's mouth and jagged fangs.

*Blood Rage (Ex):* The fleshbound vampire may tap into his primal instincts and enter a blood rage once per day for a number of rounds equal to 1 + his charisma modifier. While in a blood rage he gains a +4 bonus to strength and a +10 bonus to speed.

*Traits:* Deep crimson eyes with black pupils.

*Energy Drain (Su):* A fleshbound vampire gains energy drain as a Spiritual Vampire.

*Traits:* Black veins in the vampire's hands and forearms.



*Spectral Form (Sp):* A fleshbound vampire may cast *etherealness* as a spell-like ability at will.

*Traits:* The fleshbound vampire no longer produces wights, but instead wraiths as weak spawn.

*Wounding Bite (Ex):* A fleshbound vampire's bite causes 1 point of constitution damage on a successful attack, the vampire does not feed from this blood, and is spilled onto the ground at its feet.

*Traits:* Constantly blood-stained mouth and a second row of sharp fangs.

*Scent (Ex):* The fleshbound vampire has an acute sense of smell and gains the scent ability, as described in the monster manual.

*Traits:* Scaled bridge of nose.

### **Ascended Weaknesses**

With age comes power, but with age also comes vulnerabilities. Vampires that lives for countless centuries often find themselves accruing new vulnerabilities. At mature, ancient, and patriarch all vampires must take one new weakness from the list below.

*Corpse Feeder:* The vampire is unable to drink blood from a living being and instead must sate itself on fresh corpses. The vampire's Blood Drain ability still functions normally on living creatures, but the vampire receives no nourishment. The vampire with this weakness must consume the entire corpse including the

skeleton, a process which usually takes up to 10 minutes.

*Gluttony:* A vampire must consume twice as much blood as normal per day and generally takes on traits associated with obese living creatures, sometimes to grotesque degrees.

*Sterile:* The vampire can not create progeny above basic spawn such as ghouls or wights.

#### *Unique*

*Vulnerability:* The vampire gains an aversion to a common material that functions identically to the spiritual vampire's garlic aversion. The vampire may not approach creatures wearing the material or areas laced with it. Common materials include rose petals, salt, wolfbane, though any common metal or chemical will work.

*Unnatural Aura:* The vampire exudes an unnatural and distinctly evil aura around his person. Any untamed animals within sight of the vampire become *panicked* and flee, and tamed animals must succeed at a Will save (DC 10 + ½ the vampire's hit dice + charisma

modifier) or become *panicked* as well. All characters within 20 feet of the vampire automatically may sense his evil presence, even through up to a foot of stone.







## MAGIC OF THE DIVINE

Characters of Divine power often have access to great and powerful magic beyond the access of most spellcasters. The spells detailed within this chapter are considered to be uncommon for purposes of obtaining, and must be individually found or researched by players in order to be obtained. Most of the spells listed were devised by members of the various elemental churches, and later adopted into uncommon usage after their creator's death.

### BARD SPELLS

#### 1<sup>st</sup> LEVEL BARD SPELLS

**Discern Star Sign:** Detects a target's zodiac sign.

#### 2<sup>nd</sup> LEVEL BARD SPELLS

**Clay's Crabwalk:** Crab-like movements increase speed by 20 feet and add a +4 dodge bonus to AC versus attacks of opportunity.

**Surefooted Stride:** Move at full speed in mountain terrain and gain bonuses to stability.

**Vertigo:** Target suffers penalties to movement and fears falling.

#### 3<sup>rd</sup> LEVEL BARD SPELLS

**Creaking Cacophony:** Noises inflict possible deafness and vulnerability to sonic attacks.

**Zodiac Dowsing:** Pinpoint the location of a Zodiac Site.

#### 4<sup>th</sup> LEVEL BARD SPELLS

**Fire Dance:** Your dance affords AC and saving throw bonus and can inflict fire damage to foes.

**Ruin Delver's Fortune:** Free action affords short duration affects chosen from list.

**Sirine's Grace:** Apply your charisma modifier to your AC and gain ability damage attack.

#### 5<sup>th</sup> LEVEL BARD SPELLS

**Surefooted Stride, Mass:** As *surefooted stride*.

#### 6<sup>th</sup> LEVEL BARD SPELLS

**Hide the Path:** Wards an area to defeat *find the path*.

### CLERIC SPELLS

#### 1<sup>st</sup> LEVEL CLERIC SPELLS

**Discern Star Sign:** Detects a target's zodiac sign.

**Foundation of Stone:** Gain +4 bonus to resist bull rush attempts while on solid ground.

#### 2<sup>nd</sup> LEVEL CLERIC SPELLS

**Conjure Element:** Creates a specific amount of a chosen element.

#### 3<sup>rd</sup> LEVEL CLERIC SPELLS

**Giant's Wrath:** Hurl tiny stones to inflict tremendous damage.

**Zodiac Dowsing:** Pinpoint the location of a Zodiac Site.

#### 4<sup>th</sup> LEVEL CLERIC SPELLS

**Healing Surf:** Slow casting spell heals damage and relieves ailments while standing in water.

#### 5<sup>th</sup> LEVEL CLERIC SPELLS

**Ghost Storm:** Swarm of conjured spirits damage foe.

**Sever the Bond:** Sever the target's tie with his Zodiac Site.

#### 7<sup>th</sup> LEVEL CLERIC SPELLS

**Calm Earth:** Quell nearby earthquakes of volcanic eruptions.

**Hide the Path:** Wards an area to defeat *find the path*.

### DRUID SPELLS

#### 1<sup>st</sup> LEVEL DRUID SPELLS

**Undertow:** Stun targets while in the water.

**Wall of Smoke:** Wall of thick smoke grants 20% miss chance.

#### 2<sup>nd</sup> LEVEL DRUID SPELLS

**Acorn of Far Travel:** Small acorn allows casting of spells as if in forested terrain and confers special bonuses to dryads.

**Conjure Element:** Creates a specific amount of a chosen element.

**Kelpstrand:** Entangle opponents with strong seaweed.

**Saltray:** Ray attack deals slashing damage and stuns foe.

**Splinterbolt:** Ranged attack inflicts piercing damage and may act as cold iron weapon.

**Zodiac Dowsing:** Pinpoint the location of a Zodiac Site.

#### 3<sup>rd</sup> LEVEL DRUID SPELLS

**Creaking Cacophony:** Noises inflict possible deafness and vulnerability to sonic attacks.

#### 4<sup>th</sup> LEVEL DRUID SPELLS

**Cloud Spear:** Make touch attack with conjured spear and turn foes gaseous.

**Devouring Sands:** Sandstorm deals damage to foes and hinders ranged attacks.

**Magnetic Pulse:** Magnetic surge throws targets away or pins them to the ground.

#### 5<sup>th</sup> LEVEL DRUID SPELLS

**Sirine's Grace:** Apply your charisma modifier to your AC and gain ability damage attack.

**Sever the Bond:** Sever the target's tie with his Zodiac Site.

#### 6<sup>th</sup> LEVEL DRUID SPELLS

**Calm Earth:** Quell nearby earthquakes of volcanic eruptions.  
**Skyhurling:** Hurl creatures into the air, or force airborne creatures to the ground.

#### 7<sup>th</sup> LEVEL DRUID SPELLS

**Hide the Path:** Wards an area to defeat *find the path*.

#### 8<sup>th</sup> LEVEL DRUID SPELLS

**Deadfall:** Falling branches deal damage and knock targets prone.

**Red Tide:** Conjure poisonous water that damages fire creatures.

#### 9<sup>th</sup> LEVEL DRUID SPELLS

**Avalanche of Devastation:** Call forth a destructive blast from the ground that can bury targets.

**Raise Volcano:** Creates a volcano that immediately erupts and deals fire damage.

### RANGER SPELLS

#### 2<sup>nd</sup> LEVEL RANGER SPELLS

**Acorn of Far Travel:** Small acorn allows casting of spells as if in forested terrain and confers special bonuses to dryads.

**Surefooted Stride:** Move at full speed in mountain terrain and gain bonuses to stability.

#### 4<sup>th</sup> LEVEL RANGER SPELLS

**Surefooted Stride, Mass:** As *surefooted stride*.

**Splinterbolt:** Ranged attack inflicts piercing damage and may act as cold iron weapon.

### SORCERER/WIZARD SPELLS

#### 1<sup>st</sup> LEVEL SORCERER/WIZARD SPELLS

**Discern Star Sign:** Detects a target's zodiac sign.

**Wall of Smoke:** Wall of thick smoke grants 20% miss chance.

#### 2<sup>nd</sup> LEVEL SORCERER/WIZARD SPELLS

**Clay's Crabwalk:** Crab-like movements increase speed by 20 feet and add a +4 dodge bonus to AC versus attacks of opportunity.

**Saltray:** Ray attack deals slashing damage and stuns foe.

**Star Shower:** Swarm of small fiery stars damages foe and creatures surrounding target.

**Surefooted Stride:** Move at full speed in mountain terrain and gain bonuses to stability.

**Undertow:** Stun targets while in the water.

#### 3<sup>rd</sup> LEVEL SORCERER/WIZARD SPELLS

**Giant's Wrath:** Hurl tiny stones to inflict tremendous damage.

**Splinterbolt:** Ranged attack inflicts piercing damage and may act as cold iron weapon.

**Vertigo:** Target suffers penalties to movement and fears falling.

**Zodiac Dowsing:** Pinpoint the location of a Zodiac Site.

#### 4<sup>th</sup> LEVEL SORCERER/WIZARD SPELLS

**Creaking Cacophony:** Noises inflict possible deafness and vulnerability to sonic attacks.

**Geyser:** Blast of water damages and possibly drowns foes.

**Magnetic Pulse:** Magnetic surge throws targets away or pins them to the ground.

#### 5<sup>th</sup> LEVEL SORCERER/WIZARD SPELLS

**Devouring Sands:** Sandstorm deals damage to foes and hinders ranged attacks.

**Ghost Storm:** Swarm of conjured spirits damage foe.

**Sever the Bond:** Sever the target's tie with his Zodiac Site.

**Surefooted Stride, Mass:** As *surefooted stride*.

#### 6<sup>th</sup> LEVEL SORCERER/WIZARD SPELLS

**Skyhurling:** Hurl creatures into the air, or force airborne creatures to the ground.

**Storm Prison:** A cage of wind and lightning damages foes and traps a target.

#### 7<sup>th</sup> LEVEL SORCERER/WIZARD SPELLS

**Expeditious Excavation:** Telekinetic effect loosens and moves earth at a tremendous rate.

**Freeze:** Inflict cold damage and freeze target in place.

**Volcanic Storm:** Storm of fire and ash damages foes over three rounds.

#### 9<sup>th</sup> LEVEL SORCERER/WIZARD SPELLS

**Skyrift:** One mile of land is cast into perpetual darkness.

#### **Acorn of Far Travel**

Transmutation

**Level:** Druid 2, Ranger 2

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Touch

**Target:** One acorn

**Duration:** 1 day/level or until expended

**Saving Throw:** None

**Spell Resistance:** No

*Acorn of far travel* must be cast upon an acorn that is still attached to a living oak tree. As you cast the spell, the spirit of the oak tree wells into the acorn, which detaches into your hand once the casting is complete. As long as you carry the acorn (and as long as the acorn is not stored in an extradimensional space like a *bag of holding*), you are considered to be standing under that oak tree's canopy (and thus within an area of forested terrain). Whenever you cast a spell that has

additional effects when cast in forested terrain (such as *splinterbolt*), you can choose to use the acorn as an additional material component for that spell. Doing so consumes the acorn immediately, but the spell's effects manifest as if you stood in forested terrain no matter what your actual location. Likewise, you can use the acorn as an oak tree for spells like *tree stride* or *transport via plants*; this also consumes the acorn.

Dryads gain an additional benefit from this spell. If a dryad spellcaster casts this spell on an acorn harvested from her bonded oak tree, she is considered to be in contact with her tree at all times, despite the actual distance between her and the tree. A dryad spellcaster can thus use this spell to travel great distances from her tree without growing sick.

You can have only one *acorn of far travel* spell in effect at any one time. If you cast it more than once, any *acorn of far travel* spells you may have already in effect immediately end. The magic of the spell is not bonded to you, though. You can pass the infused acorn to others, allowing them to gain the benefits of this spell.

**Material Component:** A fallen leaf taken from the oak tree from which the acorn is to be harvested.

### **Avalanche of Devastation**

Conjuration (Creation)

**Level:** Druid 9

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 40 feet (see text)

**Effect:** Cone-shaped avalanche 40 feet long (see text)

**Duration:** Concentration, maximum 1 round per level (see text)

**Saving Throw:** Reflex half

**Spell Resistance:** No

*Avalanche of destruction* causes jagged pinnacles of stone to erupt from the ground before the caster. The pinnacles rise to a height of 10 feet, then immediately crumble into rubble that flows and fills a 40-foot cone (aimed along the ground in the direction the caster chooses). The spell creates the effects of an avalanche within the cone. Each round the spell lasts, the avalanche advances another 40 feet, extending the cone (in both length and width). The leading 40 feet of this swath is the active portion of the avalanche, and the area behind the leading edge is filled with rubble. For example, in the second round, the avalanche fills an 80-foot cone, the 40-foot section closest to the point of origin is just rubble, and the outer 40 feet is filled with moving, grinding rock. On the third round, the spell fills a

120-foot cone, the 80-foot section closest to the point of origin is just rubble, and the outer 40 feet is filled moving, grinding rock.

If you move away from your initial position while concentrating on maintaining this spell, its effects continue but do not move along with you. The starting location of the *avalanche of devastation* is fixed at the point where you cast the spell. Once the spell ends, the stones (both the moving, grinding stones and the rubble behind them) vanish instantly, leaving behind a swath of ruin and devastation.

Any creatures, objects, or structures caught in the active portion of the avalanche must make a successful Reflex save or take 8d6 points of bludgeoning damage. Structures are particularly vulnerable to this damage, and they do not apply their hardness to the damage inflicted unless their hardness is 11 or higher.

A Huge or smaller creature or object that takes damage from this spell (even on a successful Reflex save) is buried by rubble. A buried creature takes 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of normal damage each minute thereafter until freed or dead. A creature can dig to freedom automatically if it has a burrow speed, otherwise it must make a successful Strength check (DC 24) to extract itself. Attempting a Strength check in this manner is a full-round action, and failure to escape automatically inflicts 1d6 points of nonlethal damage on the character.

The area behind the 40-foot-long active portion of this spell remains buried with rubble to depths of up to 10 feet as long as the spell lasts. Creatures buried here continue to take nonlethal damage, and those who enter this area of unstable ground move at half normal speed.

This spell can be cast only when you are standing on solid ground. If you cast it while in mountainous terrain, its effects continue for 3 rounds after you cease concentrating.

### **Calm Earth**

Abjuration [Earth]

**Level:** Clr 7, Drd 6

**Components:** V, S, M, DF

**Casting Time:** 1 round

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Circle with a 10 ft. radius/level

**Duration:** 1 hour/level

You infuse the area with powerful protections against earthquakes and upheaval. The area affected cannot be harmed by the effects of an earthquake or volcano (either natural or magical) and remains stable even during the height of such an event in the area. Collateral damage, such as structures tumbling into the area from beyond its limits, or clouds of hot ash or bombs of molten rock falling from above can still damage creatures in the area. The spell does divert lava flows that would normally enter the area along the ground during a volcanic eruption.

Creatures with the earth subtype become slow and languid in the area, and they suffer a -4 penalty to Armor Class and a -4 penalty on Initiative checks and Reflex saving throws. In addition, all of an earth subtype creature's speeds are cut in half. If the creature moves out of the spell's area, these effects immediately cease until the creature re-enters the spell's area.  
**Material Component:** A sheet of adamantite worth at least 500 gp.

#### **Clay's Crabwalk**

Transmutation

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

The story goes that this unusual spell was created by a somewhat unhinged wizard that lived on a coastal region of the El continent. This wizard, a gnome named Marius Clay, became obsessed with tidal life, crabs in particular, and during high tide he spent his time researching spells to make a humanoid's body and limbs function more like those of his beloved pets. Most of these spells amounted to nothing, and many believe that his final spell, a variant on *polymorph*, turned him forever into a crab himself.

Of all his spells, *Clay's crabwalk* alone has gained a bit of notoriety. Although Clay doubtlessly designed this spell to allow a humanoid creature to approximate the erratic sideways scuttling of a crab, the spell's effects are quite effective in combat.

A creature under the effect of *Clay's crabwalk* moves with increased speed, scuttling about to the left or right with disconcerting ease. The target's land speed is increased by 20 feet. (This adjustment is treated as an enhancement bonus.)

Additionally, the target's quickness grants a +4 bonus to his Armor Class when he is attacked as a result of provoking an attack of opportunity.

#### **Cloud Spear**

Evocation [Air]

**Level:** Druid 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 0 ft.

**Effect:** Spear like beam of moonlight

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial, see text

**Spell Resistance:** Yes

A shaft of roiling white vapor extends from your hand. You handle this beam almost as if wielding a spear (gaining the benefit of any feats that apply, such as Weapon Focus or Improved Critical). Attacks you make with the cloud spear are melee touch attacks. The cloud spear cannot leave your hand while the spell lasts. A cloud spear deals 1d8 points of piercing damage on a successful hit, +1 per two caster levels (maximum of +7). Since the spear is immaterial, your Strength modifier does not apply to the damage. Any creature that takes damage from a cloud spear must make a Fortitude save to resist being transformed into white vapor for 1 round. A creature so transformed is treated as if under the effects of a *gaseous form* spell, but cannot move or voluntarily return to solid form.

Creatures with the Earth subtype take 2d6 points of damage, +1 point of damage per caster level (maximum of +15) when hit by a *cloud spear*, and they take a -2 penalty on saves against the gaseous form effect.

#### **Conjure Element**

Conjuration (Creation)

**Level:** Clr 2, Drd 2, Creation 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** A five cubic foot square of elemental material

**Duration:** Instantaneous

**Save:** See text

**Spell Resistance:** No

This spell will generate an amount of elemental material to be used in any way the caster feels fit. The element created is chosen at the time of casting, making this spell especially useful for wizards met with unexpected elemental challenges.

This spell can take one of four forms. When used to create a particular element, the spell is considered a spell of that element.

**Create Air:** This form causes a five-foot cube of pure, breathable air to appear to appear within range. This air forces away other substances in the atmosphere (such as poisonous gases, fog, or water), but lasts for only a single round before dispersing. It cannot form inside of creatures or solid substances, but can form inside of liquids.

**Create Earth:** This form creates a block of loose soil five cubic feet around. The block may sustain up to 100lbs of weight before collapsing. If the block is struck hard with an object it explodes into clouds of airborne dust that obscure vision within a 20-foot cloud (with the block at it's center) that gives all targets within the cloud ½ concealment. This effect can be attained instantaneously by causing the block to appear in midair and fall creating the obscuring cloud of dust. This effect lasts but one round, after which time the dust settles but the soil remains.

**Create Fire:** This form generates a five-foot cube of elemental flame. It cannot be formed inside of solid objects, and lasts only for a single round, but can be used to ignite more permanent flame. If a creature tries to force its way through the fire, it deals them 1d4 damage (Reflex save for half) and may ignite flammables on them as natural fire.

**Create Water:** This form generates a five-foot cube (125 gallons) of swirling and pure, drinkable water that retains it's shape for one round before flowing out of the cubic form. While this cannot be created inside creatures, creatures that run into it must make a Swim check (DC equal to the spell's DC) in order to move through the water and come out the other side. Ranged attacks targeted through the block of water fail automatically. After one round the water loses its shape and spreads out along the ground.

### **Creaking Cacophony**

Illusion (Figment) [Sonic]

**Level:** Bard 3, Druid 3, Sorcerer/Wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 40-ft.-radius spread

**Duration:** 1 round/level

**Saving Throw:** Will partial

**Spell Resistance:** Yes

*Creaking cacophony* fills the area with a cacophonous din, as if of hundreds of intertwined trees and branches rubbing and creaking together in a chaotic melody of groans and creaks. The sound from the spell is as loud as a pitched battle and is audible far beyond the spell's area. Outside the spell's area, the sound is

merely loud. Inside the spell's area the sound is overwhelming and maddening. All creatures in the area that can hear must make a Will saving throw each round or become both deafened and shaken for the duration of the spell, even if they subsequently leave the spell's area. Those who successfully save against the spell merely suffer a -4 penalty on Listen checks while they're within the spell's area. All creatures in the area gain vulnerability to sonic damage and take 150% normal damage from any attack that deals sonic damage as the *creaking cacophony* enhances and focuses the energy.

If this spell is cast in a forested area, saving throws to resist its deafness and shaken effects suffer a -2 penalty and the spell's duration is doubled.

### **Deadfall**

Conjuration (Creation)

**Level:** Druid 8

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** Mass of dead wood forming in a cylinder (20-ft. radius, 40 ft. high) (see text)

**Duration:** Instantaneous (see text)

**Saving Throw:** Reflex partial (see text)

**Spell Resistance:** No

Deadfall creates a tangled mass of huge branches, logs, and fallen trees on the ground. The deadfall immediately collapses in on itself with terrific force and noise. Creatures and objects in the area take 1d4 points of bludgeoning damage per caster level. A successful Reflex save halves the damage done. Creatures that fail the Reflex save not only suffer full damage, but are knocked prone as well.

Once you cast the spell, a considerable volume of dead wood remains behind. This pile of brush is 5 feet high, with a 20-foot radius. It costs 2 squares of movement to move into a square the pile covers. Tumble and Move Silently check DCs increase by +2, and running or charging through the pile is impossible. The deadfall provides soft cover.

If cast in a forested area, the damage done is at +1 per die, and creatures that fail the Reflex save must also make a Fortitude save or be stunned for 1 round.

### **Devouring Sands**

Evocation

**Level:** Sor/Wiz 5, Drd 4

**Components:** V, S, M

**Time:** 1 action

**Range:** Close (25 feet + 5 feet / 2 levels)

**Area:** 50 foot x 50 foot square

**Effect:** One sandstorm

**Duration:** 1d4 rounds

**Save:** Fortitude Half

**Spell Resistance:** Yes

The spell creates a swirling storm of desert sand that whirls like a tornado in a fifty foot square blasting all targets caught within with the searing sands. Targets inside the sandstorm suffer 5d10 points of damage as the sands wear away at their bodies; those who make a successful Fortitude save suffer only half damage. Ranged attacks fired from outside of the sandstorm to the interior suffer a 20% miss chance, and ranged attacks fired from within the sandstorm to the outside suffer a 40% miss chance.

**Material Component:** A pinch of sand.

### Discern Star Sign

Divination

**Level:** Clr 1, Brd 1, Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Concentration

**Saving Throw:** None

**Spell Resistance:** No

By concentrating on a single target, the spellcaster may discern the zodiac sign of the target with perfect accuracy. By concentrating for an additional round the spellcaster may know the exact month that the target was born in, and if the spellcaster concentrates for a third round he may discern the exact date that the target was born on as well as his ascendancy.

**Focus:** A silver pendant worth 2 gold.

### Expeditious Excavation

Transmutation [Earth]

**Level:** Sorcerer/Wizard 7

**Components:** V, S, M, F

**Casting Time:** 1 minute

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One opening, up to 10-foot-cube/level (S)

**Duration:** 1 hour/level (D), see text

**Saving Throw:** None or Reflex negates (see text)

**Spell Resistance:** No

A wizard named Kiolimar originally developed this spell. Frustrated after having one too many times been stymied by collapsed passageways or rubble-filled rooms while on his expeditions to a lost city to accumulate lore on the secrets of the ancients, he began using *telekinesis* to quickly move aside the rubble. Unfortunately, this

method was still too slow for the impatient Kiolimar. His initial version of *expeditious excavation* used the fundamentals of *telekinesis* and magnified it greatly; with one spell, he could excavate entire hallways and chambers quickly, providing access to rooms beyond. Kiolimar shared his spell with his apprentices, otherwise it, like him, would have been lost the day the tunnels he excavated suddenly collapsed on him, burying him in a vault of the lore he so dearly coveted.

When this spell is cast, powerful telekinetic forces take hold of all loose rubble, stone, and earth in a space up to one 10-foot-cube per caster level. These forces push aside the stone and rubble, rebuilding the stone walls and floors and ceilings of the collapsed chambers and then holding the rebuilt room sound and true for the spell's duration. Non-earth or stone objects and creatures are unaffected; an *expeditious excavation* is a highly efficient method of recovering buried objects or allies. The telekinetic magic has no effect on solid stone or metal, but it can be used to dig a stable tunnel through gravel, sand, earth, mud, or soil. This spell has no power to restore anything of artistic or scholarly value to a collapsed wall; if a chamber's collapsed walls once held beautiful bas-reliefs and inscriptions, the images and words are not restored by this spell.

After the spell's duration, the telekinetic forces that hold the room together vanish, and the room collapses back into rubble in 1 round. Any creatures in the room when it is collapsing must each immediately make a Reflex save. If successful, the character must still use whatever means possible to escape the collapsing area; if she cannot escape the area in 1 round, she automatically fails her Reflex save. A failed Reflex save indicates the character becomes pinned and completely buried in the rubble as it fills in the area in a cacophonous crash. This inflicts 8d6 points of damage and buries the creature. Buried creatures take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If it fails, he takes 1d6 points of lethal damage each minute thereafter until freed or dead. Canny wizards have been known to use this spell to create escape routes, and then dismiss the spell to bury their pursuers.

This spell's effects can be made permanent with a *permanency* spell.

**Material Component:** 500 gp worth of diamond dust.

**Focus:** A miniature platinum pickaxe worth 500 gp.

### Fire Dance

Evocation [Fire]

**Level:** Brd 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal (see text)

**Area:** You and up to one ally per 3 caster levels, all of whom must be within 40 ft. of you; see text

**Duration:** Up to 1 round/level (see text)

The *fire dance* spell inspires you with the primal power of a volcanic explosion and catapults you into a wild and violent dance. When you cast this spell, you must immediately make a Perform (dance) check (DC 15). If successful, your body begins glowing with fiery light, smoke wreaths your hair and trails your flailing limbs, and your stomping feet generate a low rumbling sound. Each round you must make a new Perform (dance) check, and each round the DC for success increases by +2.

As long as you continue to make successful Perform (dance) checks, your dance continues. You radiate bright light to a radius of 40 feet and emit shadowy light an additional 40 feet. Each round, you make your Perform (dance) check as a standard action. You also can use a move action to move a distance equal to your land speed each round, but you cannot take any other action apart from maintaining the dance. You gain an insight bonus equal to your Charisma modifier to your Armor Class and Reflex saving throws while you dance, and you are immune to fire damage. A creature that successfully damages you with a natural weapon or light weapon automatically takes 1d6 points of fire damage. The fire dance fires the blood and spirit of your allies as well; you may select up to one ally per three caster levels when you initially cast the spell. As long as you continue to dance and the chosen allies remain within 40 feet of you at the end of their turn, they gain a +2 morale bonus on attack rolls and Will saving throws (but no other benefits from this spell).

Once you fail a Perform (dance) check, or once a number of rounds equal to your level have passed, the dance ends. The fiery energies of the volcano you have collected in your body do not dissipate, however, and you can direct this energy from your outstretched hands as a single ray of brilliant heat. You can target anything within 120 feet with this ray, striking with a ranged touch attack. If you hit, the ray deals 1d6 points of fire damage per successful Perform (dance) check you made during the *fire dance*. If you choose not to fire the ray, the energy instead suffuses your body and heals 1d6 points of damage per successful Perform (dance) check you made during the *fire dance*. If the spell ended

because you failed a Perform (dance) check, you immediately become fatigued.

You cannot voluntarily end the *fire dance*. If the dance is dispelled or otherwise interrupted by magic, the spell's effects immediately end and you become fatigued; you do not generate a ray of heat or gain any healing.

### Foundation of Stone

Transmutation

**Level:** Cleric 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

*Foundation of stone* infuses the targeted creatures with enhanced dwarven stability as long as they remain standing on solid ground. The creatures get a +4 bonus on ability checks made to resist being bull rushed or tripped. This bonus stacks with that granted by the dwarven stability trait.

If this spell is cast in mountainous terrain, all affected targets gain a +6 bonus against bull rush and trip attacks.

### Freeze

Evocation [Cold]

**Level:** Sor/Wiz 7

**Components:** V, S

**Time:** 1 action

**Target:** 1 creature

**Range:** Medium (100 ft + 10 ft / level)

**Effect:** Ray

**Duration:** Instantaneous

**Save:** See Text

**Spell Resistance:** Yes

Upon casting this spell, a thin beam of icy white energy shoots from the casters fingertip towards the target. Upon a successful ranged touch attack, the target takes d6 cold damage per caster level (maximum 15d6) and must make a Fortitude save, failing this save results in the target being *held* in place for 1d4 rounds as ice rimes their body. Any fire spell that deals over 10 points of damage to the target will free them from this held state.

### Geyser

Evocation

**Level:** Sor/Wiz 4, Ocean 3

**Components:** V, S



**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** 20 feet (+10 feet /level) by 5 feet (+ 5 feet/level)  
**Duration:** 1 round  
**Save:** Special  
**Spell Resistance:** Yes

Geyser causes a spout of water, 20 feet long (plus ten feet per four caster levels), and five feet to erupt in a direction you chose, from any point you chose within range. Targets in the area of the spell must succeed at a Reflex save to take half damage from the impact of the water. Creatures that fail their Reflex save must make a Fortitude save to avoid being moved by the geyser to the edge of the geyser's length. Should the geyser rise from beneath a creature, and it fails both its reflex and fortitude saves, the creature is flung upwards to the maximum area of the spell or until it strikes a solid object. If the character is forced into a solid object, he suffers 1d6 points of damage per 10 feet traveled. If the character falls from the area they are flung to, they suffer an additional 1d6 points of damage as they fall from that point. The Geyser lasts only for a single round, and deals 1d6 damage per caster level to those caught within its torrent (maximum 10d6).

### **Ghost Storm**

Necromancy [Death]  
**Level:** Cleric 5, Sorcerer/Wizard 5  
**Components:** V, S  
**Casting Time:** 1 round  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** 30-ft.-radius spread  
**Duration:** 1 round/level  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes

*Ghost storm* calls upon the residual energies of anguish, fear, terror, and despair embedded in the stones of the region and magnifies them to a terrifying degree. As the spell is cast, dozens of wrathful, shrieking spirits rise out of the ground and walls of the surroundings, filling the area with a whirling storm of wretchedness and agony. As the spirits move around and through any creatures caught in the area, their anguish and pain is transferred to any living creatures in the area.

All living creatures in a *ghost storm* who make a Fortitude save simply become shaken for 1 round. A new saving throw is required each round the creature stays in the *ghost storm*. Living creatures that fail this saving throw flail and claw at the ghosts in a hopeless attempt to prevent the spirits from assaulting them. The only action such a creature can take is a single move action per turn, and the creature loses its

Dexterity bonus to Armor Class (if any). Worse, the unhealthy contact with the necromantic spirits of a *ghost storm* inflict one negative level for each failed Fortitude save. Negative levels imparted by a *ghost storm* fade at the rate of one per minute once a character exits the *ghost storm* area; no saving throw is required to remove negative levels gained from this spell, but otherwise the negative levels have their normal effects (see the Glossary). Any creature who gains negative levels equal to his Hit Dice is immediately slain.

Once created, a *ghost storm* remains stationary. A creature that enters the area must immediately save against its effects, even if he has already made a previous saving throw against the same spell.

This spell is far less effective in areas other than graveyards (a "city" is a community with a population 5,000; see page 137 in the *Dungeon Master's Guide*). If the spell is cast in a location where a burial site never existed, the ghosts produced fill only a single 10-foot square.

### **Giant's Wrath**

Transmutation  
**Level:** Cleric 3, Sorcerer/Wizard 3  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Effect:** One pebble per 3 levels  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** None

You infuse a handful of stone pebbles with powerful transmutation magic. For the duration of the spell, you can hurl one pebble as a standard action that provokes an attack of opportunity. The instant the pebble leaves contact with your hand, its size and the force of its throw increase dramatically; the pebble transforms into a boulder as if thrown by a hill giant. The boulder has a range increment of 120 feet, and you must succeed at a ranged attack to strike a target with the boulder. If you hit the target, the boulder inflicts 2d6 points of bludgeoning damage. You gain an insight bonus equal to half your caster level on attack rolls and damage rolls with these boulders.

The size and nature of the hurled boulders increases as you gain levels. At 9th level, the boulder damage increases to 2d8 points of bludgeoning damage. At 13th level, the boulders deal an additional 2d6 points of fire damage on a hit. At 17th level, the range increment for the boulders increases to 180 feet and the critical

damage multiplier for the boulders increases to 3.

If you drop a pebble or give it to another creature, the pebbles' magic dissipates harmlessly.

**Material Component:** The pebbles to be transmuted.

### Healing Surf

Conjuration (Healing)

**Level:** Clr 4

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Short (25 ft. + 5 ft./caster level)

**Target:** Caster, plus one additional creature per 3 caster levels

**Duration:** 1 hour/level

**Saving Throw:** Will partial

**Spell Resistance:** Yes

To cast this spell, you must be standing at least up to the knees in ocean surf; all additional creatures to be targeted by the effects of the healing surf must also be standing in the surf and within range of the spell. The surf qualifies as vigorous motion, and to cast in such conditions you must make a successful Concentration check (DC 10).

When the ten-minute casting time of this spell is achieved, you and up to three creatures per caster level selected by you are immediately healed of 5 points of damage per caster level (maximum 50 points). Additionally, the healing surf removes all trace of disease on the targets, as well as the following conditions: ability damage (but not ability drain), exhaustion, fatigue, nauseated, and sickened. For the remainder of the spell's duration, the targets gain a +4 sacred bonus on all saving throws against effects that cause ability damage, exhausted, fatigued, nauseated, and sickened conditions.

Undead targets are damaged by the positive energy unleashed by this spell, and they take 5 points of damage per caster level (or half on a successful Will save). For the remainder of the spell's duration, any undead that survive this damage are treated as 4 Hit Dice lower than their actual total when determining the effects of turn or rebuke undead attempts.

**Material Component:** 500 gp in pearls.

### Hide the Path

Abjuration

**Level:** Bard 6, Cleric 7, Druid 7

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** Anywhere in the area to be warded

**Area:** 60-ft. cube/level (S)

**Duration:** 1 day

**Saving Throw:** None

**Spell Resistance:** No

Denizens of the lost city understand that their lairs carry a unique mystique that beckons adventurers and explorers like flies to a carcass. Many use their magic or skills (or the magic and skills of their minions and slaves) to erect defenses, traps, secret doors, and other methods of protecting their lairs from intrusion. To these creatures, one spell is more dangerous than an entire legion of soldiers: *find the path*.

With this one spell, a party of adventurers can quickly and easily divine the safest, most direct route to a destination (often the lair of the creature in question). The response to this threat is *hide the path*, an equally potent (though much rarer) spell. *Hide the path* wards a large, continuous area with powerful abjuration magic that specifically defeats the *find the path* spell; this spell simply won't function in an area warded by *hide the path*. Yet the effects of *hide the path* extend beyond this simple (but valuable) effect.

*Hide the path* also interferes with other divination spells of 6th level or less. When casting or aiming such a spell within the area warded by *hide the path*, the spellcaster must make a caster level check with a bonus equal to the divination spell's level (1d20+caster level plus divination spell level against a DC of 11 + the caster level of the spellcaster who cast the *hide the path* spell). If the check fails, the divination spell reveals nothing, but is not dispelled and the caster can try again if the divination spell's duration allows. **Focus:** A 6-inch onyx sphere mounted upon an obsidian stand; the entire focus must be worth no less than 1,000 gp. Any creature in physical contact with the focus may cast divination spells without restriction from the *hide the path* effect. If the focus is destroyed or brought beyond the boundaries of the *hide the path* effect, the spell is immediately dismissed.

### Kelpstrand

Conjuration (Creation)

**Level:** Drd 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Short (25 ft. + 5 ft./2 levels)

**Effect:** One strand of animated kelp/3 levels

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

This spell causes a number of long strands of tough kelp to shoot out of your outstretched hands. You make a ranged touch attack when

you cast *kelpstrand*. If you hit a creature with the *kelpstrand*, you immediately make a special opposed grapple check against this creature as a free action without provoking an attack of opportunity, adding your caster level and Wisdom bonus to the result of your grapple check rather than your Strength bonus and size bonus. If you succeed, the target becomes entangled in the thick strands of kelp and is considered to be grappling. The target moves at half speed and takes a -2 penalty on attack rolls and a -4 penalty to Dexterity. The target doesn't threaten any squares and loses its Dexterity bonus to Armor Class entirely. Each round, the target can attempt to escape the *kelpstrand* by making a successful grapple check or Escape Artist check against the *kelpstrand*'s special grapple check. You are not considered grappling yourself while using this spell. Once you shoot your strands of kelp, you need not take any action to maintain the effect. If your attack misses, the spell's effect is wasted.

If you can create more than one *kelpstrand*, you can direct the strands at any different targets in range, or all against a single target. A creature targeted with multiple *kelpstrands* has to make separate Grapple checks or Escape Artist checks against every *kelpstrand* currently grappling him to escape.

If you cast this spell while you are within 300 feet of the ocean shore, the kelp is particularly strong and tenacious, and you gain a +4 bonus on any grapple checks made to determine the outcome of a *kelpstrand* grapple.

**Material Component:** A piece of dried seaweed.

#### **Magnetic Pulse**

Conjuration (Creation)

**Level:** Druid 4, Sorcerer/Wizard 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 30-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** No

You call upon the powerful magnetic forces of the vast lodes of metal hidden deep within the mountains to focus on a specific point in range. All unattended ferrous metallic objects that weigh less than 10 pounds per caster level are immediately hurled in a random direction to a point just beyond the area of the spell's burst. All creatures in the area take 5d6 points of damage. Alternatively, you can direct the spell inward, and all unattended ferrous metallic objects are hurled toward the center of the area; this inflicts 3d6 points of damage to all of the objects and to all creatures in the area. A successful Reflex saving

throw negates the damage done by either type of *magnetic pulse*.

Attended ferrous metal objects are affected differently by this spell. Fairly small ferrous metal objects worn on the body (such as jewelry) are whisked off the creature's body unless he makes a Reflex save. Most jewelry pieces (especially magic items), however, are not made of ferrous metal. Characters in ferrous metal armor (which is most metal armor) are subjected to a trip attack made by a Large creature with an effective Strength of 22 (the bonus on the trip attack is +4 for size and +6 for Strength for a total bonus of +10). Similarly, the spell makes a disarm attack (using your base attack bonus + 6 for the spell's effective Strength) against any ferrous weapons or objects held in an affected creature's hands. Creatures made primarily of ferrous metal (such as iron golems) are subjected to a bull rush attack from a Large creature. The effective Strength is 22 (+4 size and +6 Strength for +10 bonus on the check) in the direction of the pulse.

If this spell is cast in mountainous terrain, the area is doubled to a 60-foot-radius burst, and the pulse's effective Strength score increases to 30 (+10 Strength bonus).

**Material Component:** A lodestone.

#### **Raise Volcano**

Conjuration (Creation) [Earth, Fire]

**Level:** Drd 9

**Components:** V, S, M, DF, XP

**Casting Time:** 1 round

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** One volcano (see text)

**Duration:** Concentration

**Saving Throw:** Reflex partial, see text

**Spell Resistance:** No

The potent *raise volcano* spell opens a fissure deep in the earth that leads down to an underlying pool of magma and causes it to explode upward, creating a relatively small (but still quite devastating) artificial volcano.

You select a point to be the center of the volcano you create. Immediately, the ground in a 10-foot radius around that point swells into a cone 10 feet high, with a small vent at the peak. Every creature in this area must make a Reflex save or fall to the base of the cone, taking 1d6 points of damage. Structures in the area take 8d6 points of damage.

One round after the vent appears, an 80-foot-radius area around the center of the spell's effect is struck with a terrific tremor that duplicates the effect of an *earthquake* spell. At the same time,

gouts of lava and ash blast from the central cone. Any creature inside of the cone (falling or flying up) takes 20d6 fire damage each round they remain inside the cone with no saving throw. Creatures and objects directly above the cone's rim (to a height of 10 feet per caster level) and within 10 feet of the cone's rim also suffer this fire damage, but they can make Reflex saving throws each round they remain in the danger zone to take half damage.

Each round you concentrate, the radius of cone and the radius of the earthquake effect grows by 5 feet, and the top of cone rises 10 feet.

Starting on round 4, the *earthquake* zone is pelted with burning chunks of molten rock, and all creatures and objects in this area take 2d6 points of fire damage per round (with a successful Reflex save negating the damage).

Starting on round 8, the entire *earthquake* zone is blanketed in a thick cloud of ash and smoke to a height of 5 feet per caster level; all creatures in this area suffer as if caught within a *wall of smoke* spell.

The volcano ceases to grow once it reaches its maximum radius of 5 feet per caster level. The *earthquake* zone ceases to grow once it reaches its maximum radius of 80 feet per caster level. The volcano's growth also ends if the spell's magic is dispelled or you cease concentrating on the spell. Once the spell's duration ends, the volcano stops erupting, and the cone collapses into a pit as deep and wide as the cone. One round later the pit closes up; anything inside the pit when it closes is crushed. Those inside the pit take 20d6 points of damage and become entombed in the ground; if they cannot escape via magic or burrowing, they remain there until they suffocate, die of thirst or hunger, or are rescued by outside forces.

**Material Component:** A block of obsidian that has been magically shaped into a miniature volcano, the calderas of which must be filled with rubies totaling no less than 5,000 gp.

**XP Cost:** 5,000 XP.

### Red Tide

Evocation

**Level:** Drd 8

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Burst in the shape of a circular disk, 10 ft. wide/level, 5 ft. high

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial (see text)

**Spell Resistance:** Yes

This visually impressive spell causes a surging, frothing wave of thick, red seawater to wash over everything in the area. All creatures in the area of a *red tide* are immediately knocked prone and must make a Fortitude saving throw. Flying or swimming creatures in the area aren't knocked prone, but they suffer a -4 penalty on the Fortitude save.

A creature that makes its Fortitude save against a red tide is sickened for 1 minute and takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for that time. A creature that fails this saving throw is horribly ruined by the poisonous effects of the tide. Such creatures are immediately nauseated for 1 minute, and they take 3d6 points of temporary Strength damage. After 1 minute, the nausea ends but the creature must make a second Fortitude saving throw or take an additional 3d6 points of temporary Strength damage. Creatures that are immune to poison are immune to these effects of a red tide.

The tainted water evoked by this spell vanishes after a few seconds of turbulence, and any objects or creatures in the area do not emerge wet. All open flames in the area are nevertheless extinguished if they fail a Reflex save; likewise, all creatures with the Fire subtype take 1d6 points of damage per caster level (maximum 20d6), or half with a successful Reflex save.

### Ruin Delver's Fortune

Transmutation

**Level:** Bard 4

**Components:** V

**Casting Time:** 1 free action

**Range:** Personal

**Target:** You

**Duration:** 1d4 rounds

Bards who make their living on discovery and exploration often take pains to learn *ruin delver's fortune* as soon as possible, for it can often make the difference between life or death.

You can cast *ruin delver's fortune* as a free action, even when it's not your turn. Casting this spell counts toward the limit of one quickened spell per round. When the spell is cast, you call upon your hidden reserve of skill and love of life to enhance your abilities for a short period to cope with sudden peril. Choose from one of the following effects when you cast the spell. Once chosen, the effect cannot be changed for the duration of the spell. The benefits granted by *ruin delver's fortune* are fleeting, but often the benefits granted are just enough to get you out of a tight spot.

- Gain an insight bonus on Fortitude saving throws equal to your Charisma modifier; also gain immunity to poison.
- Gain an insight bonus on Reflex saving throws equal to your Charisma modifier; also gain the evasion class ability.
- Gain an insight bonus on Will saving throws equal to your Charisma modifier; also gain immunity to fear effects.
- Cure 2d8 + your Charisma modifier hit points of damage.
- Gain spell resistance equal to your bard level + your Charisma modifier.
- Gain an insight bonus to your Armor Class equal to your Charisma modifier.

Once the spell's duration expires, the surge of energy and skill vanishes, leaving you hollow and depressed. You become fatigued unless you make a successful DC 15 Constitution check.

### Saltray

Evocation

**Level:** Drd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Short (25 ft. + 5 ft./2 levels)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

This spell creates an instantaneous thin beam of salt crystals. A creature struck by a *saltray* takes 1d6 points of slashing damage per 2 caster levels (maximum 5d6) and must make a Fortitude save or be stunned by the excruciating pain of the wound for 1d4 rounds.

If this spell is cast within 300 feet of the shoreline of a large body of salt water, a second *saltray* is created. You can target this second *saltray* as you see fit against any target in range of the spell.

### Sever the Bond

Transmutation

**Level:** Sor/Wiz 5, Cle 5, Drd 5

**Components:** V, S, M

**Casting Time:** 1 full-round action

**Range:** Close 25 feet (plus 5 feet per two caster levels)

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Upon casting this spell, the caster chooses a single target that is bonded to a zodiac site. The target must succeed at a Will save or

immediately lose all benefits of having been bonded to that specific zodiac site, and must perform the bonding ritual for that site (or a new site entirely) to regain the lost powers.

**Material Component:** Powdered gem dust worth 1,500 gold.

### Sirine's Grace

Evocation

**Level:** Brd 4, Drd 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

*Sirine's grace* infuses you with the otherworldly grace and fey magic of the sirines that dwell along ocean shores. As this spell is cast, these energies suffuse your body and enhance your physical characteristics, granting you a +4 enhancement bonus to Charisma and Dexterity.

For the duration of this spell, you gain a deflection bonus equal to your Charisma modifier to your Armor Class and a +8 bonus on Perform checks. You also gain a supernatural touch attack that you can invoke once per round as a free action. Anyone hit by your touch attack takes 1d4 points of temporary Intelligence damage (or 2d4 points on a critical hit). Alternatively, you can use this touch attack to restore 1d6 points of temporary Intelligence damage caused by this spell or by a sirine's touch.

### Skyhurling

Transmutation

**Level:** Druid 6, Sorcerer/Wizard 6

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** A Large or smaller creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You envelop the target creature in a globe of wind and fog and then hurl it violently into the air. You determine where the creature lands, although the landing point must be within the spell's range. The maximum height the victim's flight reaches is equal to 5 feet per caster level, otherwise, the caster chooses the height when casting the spell. When the victim lands, it takes the appropriate amount of falling damage as set by this maximum height.

Creatures may take incidental damage from objects in the path of their trajectory, such as tree branches, flimsy roofs, or other yielding barriers. If this is the case, the victim takes an extra 2d6 points of damage in addition to the standard falling damage.

A creature that would strike an unyielding surface before it reaches the height of its upward fall cannot be targeted by this spell.

Rather than hurl targets into the air, you can use this spell to hurl airborne creatures to the ground. The targeted creature must be within 5 feet/level of the ground, and, if it fails to resist the spell, it is hurled to the ground and takes damage as if it had fallen from the appropriate height.

If you cast this spell outside and the victim does not encounter any yielding barriers during his upward fall, the maximum height reached is doubled (10 ft./caster level).

### **Skyrift**

Illusion (Shadow)

**Level:** Sorcerer/Wizard 9

**Components:** V, S, M, F, XP

**Casting Time:** 1 hour

**Range:** Touch

**Area:** One mile radius

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

*Skyrift* cloaks a large circular region with a radius of one mile in eternal night. The focal point of this region must be an obsidian stele of at least 10 feet in height carved with arcane runes by the caster. Once the spell is cast, the sun never seems to rise in the region. The affected area is either dark or lit with shadowy light, depending on the conditions outside. For example, the area has shadowy light when the sun is up on a clear day. Artificial light sources work normally within the affected area. Creatures and magical effects that rely upon night to work can function at all times in an area that a *skyrift* cloaks. Likewise, beings and objects that sunlight harms can exist with comfort anywhere in a *skyrift* at any time of day.

This spell may be cast in outdoor areas only, although its area can contain structures provided they are wholly within the area affected. Viewed from outside, a region blanketed under a *skyrift* seems to be dark and gloomy, as if on an overcast day late in the afternoon.

**Material Component:** A scepter of onyx and obsidian worth no less than 5,000 gp which must be broken upon the face of the spell's focus.

**Focus:** An obsidian stele. Preparing the stele

takes one week and costs 2,500 gp.

**XP Cost:** 500 XP.

### **Splinterbolt**

Evocation

**Level:** Druid 2, Sorcerer/Wizard 3, Ranger 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One or more streams of splinters

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You cause a long, thin, sharp beam of splinters to lance out of your outstretched hand to strike a target in range. You must make a ranged attack (not a ranged touch attack) to hit the target; if you hit, the splinterbolt deals 4d6 points of piercing damage. The splinterbolt threatens a critical hit on an 18-20 and deals x3 damage on a successful critical hit.

You can fire one additional splinterbolt for every four levels beyond 3rd (to a maximum of three splinterbolts at 11th level). You can fire these splinterbolts at the same or different targets, but all splinterbolts must be aimed at targets within 30 feet of each other and fired simultaneously.

If you cast this spell in forested terrain, the splinterbolts are treated as cold iron magic weapons, and they deal an additional +4 points of damage on a hit.

**Material Component:** A splinter of wood.

### **Star Shower**

Evocation [Fire]

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Time:** 1 action

**Effect:** 1 tiny meteor 2/caster level

**Target:** 1 creature

**Range:** Medium (100 feet + 10 feet / level)

**Duration:** Instantaneous

**Save:** Reflex Half

**Spell Resistance:** Yes

Fiery stars streak down upon the target, burning and crushing it into submission. The caster chooses any single target within range causing a stream of tiny fiery meteors to rain down and strike the target and surrounding area. The spell creates one 'meteor' for every two caster levels, up to a maximum of 10. Each meteor inflicts 1d6 fire damage on the target, as well as 1 point of fire damage on anyone within 5 feet.

**Material Component:** A vial of oil.

### Storm Prison

Evocation (Air) [Electricity]

**Level:** Sorcerer/Wizard 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. +40 ft./level)

**Target:** One creature or object

**Duration:** 1 round/level

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

A sphere of crackling energy shoots out of your outstretched hand to strike a single creature or object. The ball of lightning deals 1d6 points of electricity damage per caster level (maximum 15d6) to the creature struck, and then encases the creature or object struck in a sphere of lightning and powerful wind. A successful Reflex save halves the damage done and allows the target to escape being caught; in this case the spell's duration ends immediately.

If the target fails its Reflex save, it becomes trapped in the resulting sphere. The creature floats in the center of the sphere, held in place by the powerful wind. Projectiles cannot pass into or out of the sphere. A creature caught in the sphere must make a successful DC 20 Concentration check to cast a spell. Any creature that comes within 10 feet of the trapped creature immediately takes 3d6 points of electricity damage (a successful Reflex save halves this damage).

As a standard action, you can move the sphere by mental will to the limit of the spell's range. The sphere moves at a fly speed of 30 feet (perfect). You can attempt to bull rush or overrun a creature with the sphere. It has an effective Strength score of 20 and Large size, for determining the modifiers to the attempt. Any creature successfully bull rushed or overrun with the sphere takes 3d6 points of electricity damage (Reflex save half). If the sphere is empty, a creature that fails this Reflex save also becomes trapped in the *storm prison*. A creature inside a *storm prison* as it is moved suffers no ill effects from any regions or hazardous areas you move the prison into, since the powerful winds and electricity around the creature shield it. Once the spell ends, though, this protection ends as well. If the creature was in the air at the time, it falls for the appropriate amount of falling damage.

You cannot cause a *storm prison* to move through water or other liquids.

### Surefooted Stride

Transmutation

**Level:** Bard 2, Ranger 2, Sorcerer/Wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

Your stride becomes confident and sure in mountainous terrain. You can move through dense rubble at full speed for the duration of this spell, and you can even run, charge, and tumble through such terrain as though it were clear terrain. You also gain a +2 competence bonus on all Climb checks. Additionally, you treat mountainous terrain as plains for the purpose of determining your overland movement through such terrain.

**Material Component:** A tiny walking stick set with a jacinth chip worth at least 10 gp.

### Surefooted Stride, Mass

Transmutation

**Level:** Bard 5, Ranger 4, Sorcerer/Wizard 5

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature/level, no two of which may be more than 30 feet apart

This spell functions as *surefooted stride*, except as indicated here.

**Material Component:** A tiny walking stick set with a fire sapphire chip worth at least 100 gp.

### Undertow

Transmutation

**Level:** Drd 1, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell causes a sudden and violent current to tear through all liquids in the spell's area. Water in open containers splashes outward; open containers carried by creatures do not spill if their carrier makes a Fortitude saving throw.

The currents created by this spell in larger bodies of water (or other liquid) are quite strong. All creatures in contact with the water must make a Fortitude saving throw or be stunned for 1 round.

### Vertigo

Illusion (Phantasm)

**Level:** Bard 2, Sorcerer/Wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Will partial

**Spell Resistance:** Yes

With this spell, you attempt to fill the target's mind with the inescapable sensation of being perched over a terrible precipice. If the victim makes its Will save to avoid the effects of the spell, it merely experiences a brief bout of vertigo for no apparent reason and takes a -2 penalty on Balance checks, Jump checks, and Reflex saving throws for 1 round.

If the victim fails to resist the spell, it perceives that the surroundings change suddenly and become horrifyingly vertiginous. A person standing in an open field may suddenly believe that the ground has fallen away save for a narrow pinnacle upon which she stands. A victim on a ship may suddenly see a massive waterfall nearby and believe his ship balances on the edge of it. A target in the air may see the ground below drop away at a dizzying speed, or perhaps rush up toward her. In any case, the victim realizes that to move from its position is to invite certain doom. A victim that can fly believes that for some reason its ability to fly has failed; perhaps it believes its wings have vanished, as an example. It also takes a -4 penalty on all Dexterity-based skill checks, ranged attack rolls, and Reflex saving throws, and it is considered flat-footed. The victim is not otherwise helpless, and it can act to attack or defend itself; the victim perceives other creatures nearby as suddenly being able to fly or walk on the air, if necessary.

A victim of *vertigo* is not physically prevented from moving, though. The creature can, at any time, choose to step off its perch and into the perceived abyss, at which point it is filled with the sensation of falling for 1 round before it hits the cold unyielding ground. At this point, the victim can make a second Will saving throw against the spell, but this time at a -2 penalty. Success means the victim is dazed for the remainder of the round. Failure indicates that the victim takes 1d6 points of nonlethal damage per caster level (maximum 10d6) as it perceives itself to strike the ground with terrible force. The next round, the victim may save against this spell again (at normal chances). Success indicates the spell's effects end, but failure indicates that the victim believes it has in fact landed on yet another horrifying perch over an abyss.

A victim that is bull rushed or otherwise forced to move is treated as if it moved voluntarily.

### **Volcanic Storm**

Conjuration (Creation) [Fire]

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 30-ft.-radius spread

**Duration:** 3 rounds

**Saving Throw:** See text

**Spell Resistance:** No

*Volcanic storm* creates billowing clouds of volcanic ash and pelts the region with blocks of partially molten stone, subjecting the area to the effects of a localized volcanic eruption.

On the first round of this spell's duration, the area is blasted with a powerful pyroclastic wind. Living creatures in the area must make a Fortitude save or be nauseated for 1d4 rounds. The winds are hurricane force and have the appropriate wind effect on all creatures in the area.

On the second round, the wind stops as a whistling shower of fist-sized chunks of rock pelt the area. All creatures and unattended objects in the area take 1d6 points of damage per two caster levels (max 10d6); a successful Reflex saving throw reduces the damage by half. Any creature that fails this save must make a Fortitude save or be stunned for 1d4 rounds.

On the third and final round, these chunks of rock explode into torrents of lava. All creatures and unattended objects in the area take 1d6 points of damage per two caster levels (max 10d6), a successful Reflex saving throw reduces the damage by half.

**Material Component:** A javelin made of obsidian and tipped with a diamond head worth at least 100 gp. This javelin must be thrown as the spell is cast; it unerringly flies to the point directed by the caster to be the center of the spell's area as the spell is cast.

### **Wall of Smoke**

Conjuration (Creation) [Fire]

**Level:** Drd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Short (25 ft. + 5 ft./level)

**Effect:** Two 5-ft. squares/level that are 5 ft. thick (S)

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial, see text

**Spell Resistance:** No

This spell creates a thin but opaque wall of black smoke. The wall is stationary once created. The wall blocks sight to a limited degree. Creatures



on opposite sides of the wall that cannot see over it gain concealment from each other (attacks have a 20% miss chance). A creature that breathes can pass through a *wall of smoke* with ease if it hold its breath; otherwise it must make a Fortitude save to avoid being nauseated for 1 round.

A moderate wind (11+ mph), such as from a *gust of wind* spell, destroys the wall in 1 round.

This spell does not function underwater.

### Zodiac Dowsing

#### Divination

Level: Sor/Wiz 3, Cle 3, Drd 2, Brd

3Components: V, S, F

Casting Time: 1 standard action

Range: 500 feet + 50 feet per caster level.

Duration: Concentration

Saving Throw: None

Spell Resistance: None

By means of this spell a character may dowse an area to discern the presence of a zodiac site within the spell's range. If a zodiac site is located within the spell's range, the spellcaster knows the exact direction and distance to the zodiac site. While within a zodiac site the spellcaster may immediately know what zodiac sign the site is tied to, as well as the magnitude of the site.

Focus: A forked branch

### Magic Items

Divine characters, like all others, benefit from a wide variety of magic items. Many divine characters possess the ability to craft their own magical gear and often seek to create unique and fantastic variations of common magical items, as well as wholly unique magical effects and constructions to benefit them.

The items in the following section are considered *rare* (4% Chance to appear in a random treasure, Knowledge (Arcana) check DC 20 to know existence of).

### Weapons Qualities

**Cutting:** The cutting weapon quality can be placed only on a slashing weapon. A cutting weapon's blade becomes serrated, and it works especially well against plants and plant creatures. The weapon ignores a wooden object's hardness. Additionally, a cutting weapon deals an extra 2d6 points of damage against a wooden object or a plant creature.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *blight*, *keen edge*; Price +1 bonus.

**Underwater Action:** This weapon quality can be applied to both melee and ranged weapons. An *underwater action* weapon functions underwater as well as it does on land, as if its wielder were under the effects of a *freedom of movement* spell (but only for purposes of attacking with the weapon). Ranged weapons impart this quality upon any ammunition fired from them; an *underwater action longbow* can be wielded underwater with ease.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *freedom of movement*; Price +1 bonus.

### Armor Qualities

**Magnetic:** Item crafters can place this magic armor quality only on metal armor or shields. Magnetic armor generates a powerful magic magnetic field when struck with an iron or steel weapon. This magnetic field is limited entirely to the attacking weapon, and it does not negatively impact the wearer. (The shield or armor won't, for example, stick magnetically to an iron door or to other metal weapons carried by the character.) Each time a character is struck by an iron or steel weapon, she immediately makes a free disarm attack against the weapon in question without provoking an attack of opportunity; the attack roll is modified by the shield or armor's enhancement bonus. If the disarm attack succeeds, the weapon is wrenched out of the attacker's hands and sticks to the magnetic shield or armor. Wearers can retrieve a weapon stuck to their armor or shields as a move action, but anyone else must successfully disarm the stuck weapon from the wearer to retrieve it.

Moderate conjuration; CL 7th; Craft Magic Arms and Armor, *magnetic pulse*; Price +2 bonus.

### Specific Weapons

**Lavalash:** A *lavalash* is a +1 *flaming burst whip* that seems to be made of a thin strand of molten lava. The handle of the *whip* is made of obsidian and remains cool to the touch. Although the *lavalash's* base damage deals nonlethal damage as a normal +1 *whip*, the additional fire damage can hurt creatures normally.

Three times per day you can cause the strand of lava to detach from the handle as you attack with it. This allows you to make a single ranged touch attack against any target within 60 feet. If you hit,

the strand of lava wraps around the target and inflicts standard damage. Additionally, the *whip* can immediately make a free grapple check to wrap around the target; the whip attacks as though you were making the grapple check against the target. If the whip gets a hold, it holds the target immobile and inflicts 2d6 points of fire damage each round it maintains the hold. The strand of lava fades away into nothingness if it ever fails a grapple check, or after 6 rounds pass.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *entangle*, *flame blade*, *flamestrike*; Price 47,000 gp; Cost 23,701 + 301 XP.

**Trident of Red Brine:** Said by some to be the prototype of the infamous trident *Wave*, a *trident of red brine* is a +2 *keen bane vs. aquatic creatures* trident made of magically hardened red coral. On a successful critical hit, the *trident* causes an additional 2d6 points of damage as it draws off blood and water from the target's body, desiccating the target horribly. A creature that suffers this additional damage must also make a successful Fortitude saving throw (DC 14) or be nauseated for 1d4 rounds. Creatures that are immune to critical hits do not suffer this additional desiccation damage.

Strong necromancy; CL 15th; Craft Magic Arms and Armor, *horrid wilting*, *keen edge*, *summon monster I*; Price 72,315 gp; weight 4 lb.

## Rings

**Ring of Escape:** A *ring of escape* is a plain silver band set with strips of jade. While worn, it grants a +5 competence bonus on Escape Artist checks and grapple checks made to avoid being grappled (but not to grapple checks made to establish a hold). The ring's true value becomes apparent if its wearer is buried alive, either under a cave-in, in an avalanche, or even upon sinking into a region affected by *transmute rock to mud*. In such a case, the wearer can immediately use a *dimension door* effect to the nearest safe and clear area. This power is not without limits; it can activate only once per day, and the maximum range it can transport the wearer is 680 feet, so if there are no safe places within range, the magic fails.

Moderate conjuration; CL 7th; Forge Ring, *dimension door*; Price 16,000 gp.

**Ring of the Octopus:** A *ring of the octopus* appears as a strangely flexible ring made out of what appears to be braided octopus tentacles. When worn, the tentacles writhe and grip the wearer's finger tightly, so that only the wearer can

remove the ring with ease. A *ring of the octopus* allows the wearer's limbs to become surprisingly flexible and grants a +10 bonus on Escape Artist checks.

As a standard action, the wearer can transform the arm on which the ring is worn into a large octopus tentacle. This tentacle gives the wearer a natural tentacle attack that has a reach of 20 feet. The tentacle deals 1d4 points of damage on a successful hit, plus the wearer's Strength modifier. If the tentacle attack hits, the wearer can attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and immediately deals 2d8 (plus her Strength modifier) points of constriction damage.

Moderate transmutation; CL 9th; Forge Ring, *polymorph*; Price 87,000 gp.

## Rods & Staves

**Rod of Mountain Mastery:** This jagged rod of basalt grants incredible powers over mountainous terrain, as long as it is held in one hand. The rod taps into the indomitable power of the mountain, and it warns you of danger while you travel in mountainous terrain; at such times, the rod grants a +2 insight bonus on Initiative checks and on saving throws against natural hazards like avalanches. It also grants a +5 competence bonus on Listen and Spot checks.

The wielder of the rod can also invoke the powers of the mountain for travel. While held, the wielder gains the benefit of *surefooted stride*. He can also use *greater teleport* once per day, as long as the point of departure and the destination are in mountainous terrain.

Finally, the wielder of a *rod of mountain mastery* can invoke the quiescent force of the mountain in even more impressive ways. Three times per day, he may create a *wall of stone* or generate *spike stones*. Once per day he may create an *earthquake*.

The most terrifying power of the rod, though, is its ability to create an *avalanche of devastation* once per day. The avalanche lasts for 1 minute; you do not need to continue concentrating to maintain the *avalanche of devastation*. Unleashing an *avalanche of devastation* is terribly taxing on the rod, though; each time this power is used, the rod loses all its magic powers for a day.

Strong conjuration; CL 17th; Craft Rod, *avalanche of devastation*, *earthquake*, *greater*

*teleport, surefooted stride, wall of stone*; Price 181,000 gp; Weight 5 lb.

**Staff of the Tides:** This gnarled staff of driftwood is draped with seaweed and studded with brightly colored seashells. It allows use of the following spells.

- *undertow* (1 charge)
- *fog cloud* (1 charge)
- *control water* (1 charge)
- *baleful polymorph* (into harmless tide pool denizen) (2 charges)
- *summon nature's ally VII* (creatures with the Aquatic or Water subtype only) (3 charges)

Strong conjuration; CL 13th; Craft Staff, *baleful polymorph, control water, fog cloud, summon nature's ally VII, undertow*; Price 83,000 gp.

### Wondrous Items

**Alphorn of Thunder:** This devastating magic alphorn can shrink down to the size of a flute upon the owner's command. In this form, it functions admirably as a masterwork flute, and it grants a +2 circumstance bonus on Perform (wind instrument) checks.

In its true form, the *alphorn of thunder* is a 15-foot-long instrument that weighs nearly 100 pounds. Although it functions as a masterwork alphorn in this form, its true power is much more destructive. Any user can use an *alphorn of thunder* to generate a single blast of sound that emanates from the end of the horn (any point 15 feet away from the character) and affects all creatures and objects in this area with a *shout* spell. A user can activate this ability up to three times per day.

In the hands of someone with at least 9 ranks in Perform (wind instrument), the alphorn of thunder can cast *call lightning*, up to three times per day.

If the user is a bard, the *shout* ability upgrades to *greater shout*, and the *call lightning* ability upgrades to *call lightning storm*.

Strong evocation; CL 10th; Craft Wondrous Item, *call lightning, shout*, creator must have at least one level of bard; Price 90,000 gp; Weight 1 lb. (as flute) or 100 lb. (as alphorn).

**Boots of Lavawalking:** These black and red leather boots are stiff and somewhat uncomfortable to wear. The soles of the boots

are made of some sort of strange, red, glasslike substance that is much stronger than steel yet still somewhat flexible. *Boots of lavawalking* allow the wearer to walk over liquid surfaces such as water. The boots also grant fire resistance 20, which is enough to allow the wearer to ignore damage from contact with lava and therefore allowing the wearer to tread upon molten rock with comfort and ease.

Moderate abjuration; CL 9th; Craft Wondrous Item, *resist energy, water walk*; Price 57,000 gp; Weight 1 lb.

**Boots of the Lost Coast:** A pair of *boots of the lost coast* looks like a well-worn set of knee-high black leather boots with thick soles. The boots are stiff and feel slightly slippery, but when put on they are surprisingly flexible and comfortable. The boots are waterproof, and water never leaks into them, even if the wearer stands in water deeper than the boot tops. While worn, the boots grant a +5 competence bonus on Balance and Swim checks, and as long as the wearer is within 30 feet of water or wading in water (but not swimming), she gains a +4 bonus on Initiative checks. Finally, the wearer of *boots of the lost coast* can activate *Barlen's crabwalk* (see The Lost Coast: Spells of the Tides) as a standard action for up to 11 rounds each day. The duration of the crabwalk effect need not be consecutive rounds.

Moderate transmutation; CL 11th; Craft Wondrous Item, 8 ranks in Swim, *Barlen's crabwalk*; Price 28,800 gp.

**Boots of Mountaineering:** The soles of these tough leather boots are studded with tiny metal spikes and hooks that magically extend or retract to aid in climbing. While worn, the boots grant a +10 competence bonus on Climb checks. Additionally, while the wearer is in mountainous terrain, the boots fill him with feelings of contentment and support, almost as if the mountain itself were watching out for him. When in mountainous terrain, the wearer gains a +2 insight bonus on all saving throws and a +5 competence bonus on Balance, Jump, and Survival checks.

Moderate transmutation; CL 5th; Craft Wondrous Item, creator must have 8 ranks in Balance, Climb, Jump, and Survival; Price 26,000 gp; Weight 1 lb.

**Bottled Eruption:** A *bottled eruption* looks like a large bottle made of thick, clouded glass and stoppered with gritty, gray wax. The bottle contains the magically captured sounds of a

volcanic eruption. The eruption can be released in one of two ways: by opening the bottle or by smashing the bottle. If the bottle is opened (requiring a full-round action that provokes an attack of opportunity), the stored sound is emitted as a 60-foot cone of sonic energy that the wielder can aim. If the bottle is smashed (requiring a standard action that does not provoke an attack of opportunity), the stored sound is emitted as a 20-foot burst of sonic energy centered on the wielder. A *bottled eruption* can be thrown as a splash weapon with a range increment of 10; if it hits a solid surface at any time it must make a Fortitude save (DC 10) as an unattended object (Fortitude save +2 +1/2 caster level) to avoid being destroyed and releasing its eruption.

Although the sound released by a *bottled eruption* when it is opened or smashed is thunderously loud (DC -40 to hear with a Listen Check; thus, at a range of 400 feet the Listen check to hear the explosion is DC 0), only those in the cone or burst area suffer the full effects. All such creatures must make two successful Fortitude saves (DC 17). If both saving throws are failed, a creature becomes permanently deafened and is both knocked prone and stunned for 1d6 rounds. Creatures that make one of the saving throws are merely deafened for 1 minute and knocked prone. Creatures that make both saving throws are deafened for 1 round.

Once a *bottled eruption* is opened and the sound within escapes, it becomes a nonmagic item.

Strong evocation; CL 16th; Craft Wondrous Item, *greater shout*, *sculpt sound*; Price 4,000 gp; Weight 2 lb.

**Bracers of Brachiation:** The slim *bracers of brachiation* grant the wearer a climb speed of 20 feet in forested areas. The user gains a +8 racial bonus on all Climb checks, and it can always choose to take 10, even if rushed or threatened while climbing. In addition, while using its climb speed to move in forested areas, the creature gains a +2 insight bonus on initiative checks and Reflex saving throws.

Moderate transmutation; CL 7th; Craft Wondrous Item, *spider climb*, creator must have at least 10 ranks in Climb; Price 18,400 gp; Weight 1 lb.

**Bracers of Foesmiting:** The faces of these wooden *bracers of foesmiting* depict relaxing scenes of woodland majesty. The bracers allow you to preserve natural features in the area of destructive spells or spell-like abilities you cast. When you cast the spell with the acid, cold, electricity, fire, or sonic descriptor, the effects do

not harm natural vegetation, ground cover, and any creatures of the animal or plant type in the area that you wish to exclude from damage. You do not need line of sight to an object to exclude it from the damage, but you must know the creature or object is there to prevent the damage from applying.

Faint transmutation; CL 5th; Craft Wondrous Item, creator must have the animal companion class feature; Price 16,000 gp.

**Conch of Tidal Summons:** This beautiful shell is streaked with a rainbow of color. It can be blown like a trumpet, and it creates a mournful, low-pitched tone that carries for miles when the wind is right. A character who uses a *conch of tidal summons* gains a +5 competence bonus on any Perform (wind instruments) check made to play a tune or create an effect using the instrument. The *conch's* true powers, though, lie in its ability to summon creatures of the tides to do the user's bidding. Summoning a creature with a *conch of tidal summons* is a full-round action. Anyone can use the item to summon 1d4+1 sea cats or 1d4+1 monstrous crabs. If the user has at least 9 ranks in Perform (wind instruments), she can instead summon 1d3 orca whales or 1d3 adult tojanidas. Alternatively, if the user has at least 15 ranks in Perform (wind instruments), she can summon a single dire shark or a single razoreel swarm. All creatures summoned with the *conch* remain for 15 rounds or until slain, and they follow the spoken instructions of the one who holds the conch. The conch summons creatures once per day.

Strong conjuration; CL 15th; Craft Wondrous Item, 15 ranks in Perform (wind instruments), *summon nature's ally VIII*; Price 47,000 gp.

**Feytracker:** A *feytracker* is a handheld hoop of cold iron about the size and shape of a magnifying glass, save that it is not set with a lens. This magic device aids greatly in tracking creatures not only in wooded terrain, but in any terrain, provided the creature being tracked is a natural being. The *feytracker* grants a +5 competence bonus on Survival checks made to track animals and plant creatures. It grants a +15 competence bonus on Survival checks made to track fey, rangers, and druids.

A *feytracker* can even track a creature that uses a *pass without trace* effect to avoid leaving tracks. In this case, the creature to be tracked gains a Will saving throw (DC 15). If the creature fails its save, it leaves behind faint traces that only a *feytracker* can detect. When a user looks through the *feytracker*, the user sees marks that resemble the tracked creature's footprints. Tracking in this manner otherwise works just like

tracking a creature that did not use *pass without trace*. When tracking such a creature, you do not gain a circumstance bonus on Survival checks if the creature is an animal, plant, fey, ranger, or druid.

Moderate divination; CL 9th; Craft Wondrous Item, *true seeing*; Price 22,500 gp; Weight 1 lb.

**Figurine of Wondrous Power (Limestone Crab):** A *limestone crab* appears as a miniature statuette, often badly eroded, of a crab. When the *figurine* is tossed down and the correct command word is spoken, it becomes a living monstrous crab. The monstrous crab obeys and serves its owner; it understands Common but does not speak. The monstrous crab can serve as a beast of burden, a mount, or a combatant as its owner desires. Unlike a normal monstrous crab, the *limestone crab* retains some of the qualities of stone when animated and has hardness 3. A *limestone crab* can be used twice per week for up to 6 hours per use.

If a *limestone crab* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

A *limestone crab* always feels damp to the touch, as if it had just been plucked from a tide pool.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*, *stoneskin*; Price 10,000 gp.

**Gull Whistle:** This small whistle is carved from a seashell. When blown, it conjures a single sea gull to your location. The gull flies down to land nearby, at which time the whistle generates an *animal messenger* effect with the gull. Unlike the standard *animal messenger* spell, though, the recipient of the message can use an *animal messenger* effect on the gull as well, as long as she generates this effect within 10 minutes of receiving the message and as long as the recipient of this second message is you.

Faint conjuration; CL 3rd; Craft Wondrous Item, *animal messenger*; Price 7,500 gp, Weight 1 lb.

**Stonemelt Powder:** Pouches of *stonemelt powder* typically come in obsidian containers that hold five applications of the magic dust, although smaller and larger containers are not unheard of. *Stonemelt powder* is quite heavy and granular, and it is warm to the touch. A single dose of the powder can be spread over a 5-foot-square area; applying the powder is a standard action that

does not provoke an attack of opportunity. The user can apply the powder to any square she threatens.

*Stonemelt powder* is useless unless it is placed upon a stone surface (either worked or natural). One round after the powder is placed, it bonds with the stone and causes it to melt rapidly, but not instantly, into lava. All creatures in the affected area are allowed a Reflex saving throw (DC 22) to reach safety before the lava fully forms, provided they also move out of the area. These creatures take 2d6 points of fire damage. For the next 1d3 rounds they take 1d6 points of fire damage per round. A creature that fails its save or cannot flee becomes mired in the lava. Creatures mired in the lava sink until hip- or chest-deep, reducing their speed to 5 feet and giving them -2 penalties on attack rolls and AC. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet. Any creature mired in the lava takes 20d6 points of fire damage per round. This damage continues for an additional 1d3 rounds once the creature is free of the lava, but the damage is halved (10d6 points of fire damage per round).

If a dose of *stonemelt powder* is cast upon the ceiling of a cavern or tunnel, the resulting lava falls to the floor and spreads out in a pool with a depth of 5 feet. The falling lava and the ensuing cave-in deal 2d6 points of fire and 8d6 points of bludgeoning points of damage to anyone caught directly beneath the area, or half damage to those who succeed at Reflex saves (DC 22). For 1d3 rounds after this, creatures that made their saving throw take 1d6 points of fire damage per round until the lava cools. Creatures that fail this saving throw become mired in the lava as detailed above.

*Stonemelt powder* can horribly damage stone creatures or objects of Large or smaller size. The creature or object must make a Fortitude save (DC 22) when sprayed with *stonemelt powder* or take 20d6 points of fire damage per round for 1d3 rounds, starting 1 round after the initial application. A successful Fortitude save halves this damage. Any creature in contact with or struck by the melting object or creature takes 2d6 points of fire damage.

Lava created by *stonemelt powder* remains until a successful *dispel magic* restores its substance - - but not necessarily its form. Natural cooling causes the lava to turn to stone at the rate of 5 feet per 10 minutes, starting from the outer edge toward the center.

Strong transmutation; CL 15th; Craft Wondrous Item, *flamestrike* or *wall of fire*, *transmute rock to mud*; Price 9,000 gp per dose; Weight 5 lb. per dose.

**Tendriculos Seed:** This spherical brown object looks like a closed up pinecone. It rattles when shaken, and it feels heavier than it looks like it should. When placed on the ground and when the command word is spoken, the *seed* instantaneously opens and transforms into a fully grown tendriculos under the complete control of its owner. The tendriculos can understand simple spoken orders, like "Attack those creatures" or "Guard this grove of trees," but it can't follow anything more complex. The tendriculos remains for one day before wilting; a *tendriculos seed* may be used only once.

If the *tendriculos seed* is activated in a forested area, the tendriculos created is hasted and gains a +4 sacred bonus to its Strength, Dexterity, and Constitution.

Strong transmutation; CL 15th; Craft Wondrous Item, *control plants*; Price 6,000 gp, Weight 5 lb.



violent downpours. Finally, the *treebed* becomes warded with an *alarm* spell when so deployed.

Faint abjuration; CL 3rd; Craft Wondrous Item, *alarm*, *endure elements*; Price 2,750 gp; Weight 3 lb.

**Volcano Seed:** A *volcano seed* resembles a lump of polished obsidian the size and shape of a chicken egg. Warm to the touch, it is in fact a destructive magic item as rare as it is potent. A *volcano seed* is activated by simply burying it under a few inches of gravel, soil, sand, or other

earthy substance on the ground. This is a full-round action that provokes an attack of opportunity. The user can set a delay for the seed's activation from 1 round to 10 rounds after it is initially buried; after this time limit passes, the item triggers a *raise volcano* spell. A *volcano seed* works only once; it is consumed in the process of creating the volcano.

Strong conjuration; CL 17th; Craft Wondrous Item, *raise volcano*;

Price 37,650 gp; Weight 5 lb.

**Treebed:** A *treebed* looks (and functions) like an ordinary bedroll. If unrolled in the branches of a tree, though, it attaches to surrounding branches and the trunk in a manner similar to a hammock. A creature that sleeps in the *treebed* is protected from the elements (as if by *endure elements*) and remains dry and comfortable even in the most



# ZODIAC SITES

## Zodiac Sites

Across all of Celestallia there are places of power, spots in the natural world where energy focuses and concentrates, spots where the energy of the zodiac is amplified. These locations are known as many things, Dragon Lines, Mana Fonts, Power Marks and countless other names depending on the region of the world they are found in. A common term for these locations though, is simply Zodiac Sites.

Zodiac Sites are numerous and varying in magnitude, from small wells of power that are only faintly noticeable, to overwhelming fonts of raw magical energy aligned with a particular element. Zodiac sites are always associated with a single raw element of primal energy such as earth, water, air, fire, positive, or negative energy. Each site amplifies and manipulates that specific form of energy, and is usually found in areas of abundance related to their related energy form. Fire zodiac sites are commonly found in deserts or near active volcanoes, while negative energy sites are commonly found in graveyards or areas of mass burial or death.

Wherever Zodiac sites are found, civilization of

**Table 7-1: Zodiac Sites**

Magnitude	Size	Zodiac Abilities	Focus	Degradation	Alignment
I - Lesser	100 ft.	1	+2	-2	--
II - Intermediate	1,000 ft.	2	+4	-4	Mild
III - Greater	5,000 ft.	3	+6	-6	Moderate
IV - True	10,000 ft.	4	+8	-8	Strong

## Zodiac Site Magnitude

Each of the four magnitudes of Zodiac sites represents the level of energy transmitted through the site itself. The four magnitudes are named only for convenience, and there is no standard naming convention for the power level of zodiac sites, spells such as *Zodiac Dowsing* refer to these four terms, though each culture has its own idioms used to represent the power of a zodiac site.

Each magnitude of a zodiac site is physically represented by the elemental affinity of the area; the stronger the affinity, the more drastic the environment becomes in appearance. Below are the definitions of each of the four zodiac site magnitudes.

**Lesser:** A lesser zodiac site has a tangible connection to one of the six prime energies, this link manifests in the form of physical changes in the environment depending on the nature of the energy the site taps into.

*Earth:* A lesser earth zodiac site shows signs of overgrowth of nature, plants climbing and

some sort tends to spring up around them. Zodiac sites natural enhancement of magic makes them both sought after and reviled locations, depending on the nature of the energy within. Many cultures, especially those who follow elemental philosophies or animism revere these sites, seeing them as holy places and refuse others from building artificial structures within their environs. It is unknown exactly how many zodiac sites exist across Celestallia, but even small continents such as Rhyll have at least two to three sites, though they are usually lesser in magnitude.

## Zodiac Site Features

Zodiac sites come in four magnitudes, lesser, intermediate, greater, and true. These four categories serve as representations of the site's influence on the land around it, and the size of the site itself. Zodiac sites share no common physical traits, and some individuals may never even know they have passed through a particular zodiac site unless there are man-made markers signifying its borders, or they cast the appropriate magic within and notice the enhanced effects. The one surefire way to find Zodiac sites is by using the *Zodiac Dowsing* spell detailed in Chapter BLAH; Magic.

wrapping around man-made constructs. The soil of such areas is usually more fertile, and vegetation can be found in even the most hostile of environments, such as a desert, though the vegetation will be fitting for the climate.

*Water:* A lesser water site has signs of reoccurring moisture; excessive morning dew, muddy soil, or even an abundance of ponds. Often times lesser water sites are situated around small ponds or rivers or in areas of frequent rainfall. In colder climates, a lesser water site has uncommonly clear ice and pristine snow.

*Air:* Lesser air sites are often found in open areas, barren fields or remote cliffs. These areas have stronger than average winds and sometimes suffer from increased hurricane or tornado activity. These sites sometimes create small dust devils that twirl and blow around the area.

*Fire:* A lesser fire site has a temperature of five to ten degrees warmer than the surrounding environment, often times a dry heat. These



areas tend to have dusty surfaces and are more often than not found in areas bordering hot deserts or other warm climates specifically. Lesser fire sites are also found in areas of long dormant volcanoes, or areas where great fire was once present, but has long since been gone.

*Positive:* A lesser positive energy site seems distinctly brighter than normal, colors seem more vivid and all living creatures in the area have a general feeling of elation. Sites of this nature are generally located in areas of great healing miracles, or places where great clerics or priests who were able to channel positive energy lived for long periods of time.

*Negative:* Lesser negative zodiac sites are small graveyards, shallow graves, or in rare occasions portions of abandoned towns or villages. Lesser zodiac sites are renown for the lingering feeling of sorrow that haunts living creatures within their borders, highlighted by the drain of coloration from such places to subtle degrees.

**Intermediate:** An intermediate zodiac site begins to manifest visibly distinct signs of elemental presence ranging from minor energy appearances to distinct odors or other telltale signs that do not readily blend with the surrounding landscape.

*Earth:* An intermediate earth site features lush vegetation and often times rare examples of plant life. Standing stones in unique positions set by continental shifts, or other geological aberrations are common. Sometimes these sites present minor elemental energy leaks, such as acidic gas vents or slight tremors.

*Water:* Intermediate water sites are often moderate sized waterfalls, springs or oasis. Sites such as this often produce their own water, sometimes having temperatures 5 to 10 degrees cooler than their surrounding environments. In colder climates, intermediate water sites feature areas of ice with blue hues and elaborate patterns within the ice itself. On rare occasions, these areas will feature geysers or sudden temperature drops that can harm unprotected individuals.

*Air:* Intermediate air sites are the bane of sailors, the rare occurrence of a small and barren air zodiac site on an island can throw a ships compass entirely off course. The stronger the magnitude of the air site, the stronger the magnetic pull becomes. Areas of intermediate power sometimes can be seen to crackle with electricity at night, or rarely surge with electrical power or gusts of terrible wind

that can harm unprotected individuals.

*Fire:* Intermediate fire sites are uncomfortably warm sites that prominently feature fissures in the earth that release periodic bursts of ash or great waves of heat. Sometimes these sites are formed near small active volcanoes with a high concentration of obsidian. Rarely these sites will drastically increase in temperature causing severe burns and scalding in unprotected individuals.

*Positive:* Intermediate positive energy sites are sought after by many cultures. Sites such as these are often renown for their healing power, and are often marked as holy sites even though they have no alignment towards any particular moral polarity. Intermediate positive energy sites are often claimed to be haunted, when objects of small size or less animate themselves for a minute due to the flux of positive energy within.

*Negative:* Intermediate negative energy sites cause villages to move when they appear even a score of miles away. These somber locations tend to arise in locations of mass graves or high concentration of undead. Even if undead are already present, the call to these creatures from such sites is uncanny, and intermediate negative zodiac sites are usually rife with such creatures and have very muted colors.

**Greater:** A greater zodiac site is a tremendous area, a massive site of bountiful elemental energy that flows through the landscape like a cascading wave of power. Zodiac sites of this size commonly feature temples or other places of worship to venerate the elemental energies that are abound within. Sites of this size also are to attribute for the birth of planetouched creatures. Some cultures venerate these sites as living creatures, or nature spirits.

*Earth:* Greater earth zodiac sites are majestic things to behold; natural rock columns line their areas, entirely wreathed in vines and other vegetation. Animals and plants tend to grow larger and more healthy than normal in such locations, sites such as this tend to be home to dire animals and human children conceived in such sites tend to be born as earth genasi.

*Water:* Greater water zodiac sites are situated along large lakes or profoundly beautiful rivers. Often times such sites feature naturally tiered pools of water, streams that form what resemble elaborate knot work and have generally high rainfall amounts. Cold climates feature landscapes glazed over by ice, frozen waterfalls, or even entire forests frozen over by glistening ice highlighted by constantly falling

snow and other drastic climate changes. Areas such as this are often home to old elementals, and human children conceived in such sites tend to be born as water genasi.

*Air:* Greater air sites are the thing of legend, areas surrounded by powerful howling winds and crackling lightning. Structures built within these sites tend to be sturdy strong constructs with methods of resisting strong winds and driving off powerful lightning. These sites are plagued frequently by great lightning storms and tornados. Powerful air elementals often inhabit these areas, and human children conceived in these areas are often born as air genasi.

*Fire:* Fire zodiac sites of greater magnitude are more often inhospitable to most living creatures. Fissures over volcanic flows with poisonous sulfur vents and exploding clouds of ash and cinders. These sites are more often than not volcanic and feature forests of obsidian. Temperatures in these sites can jump up to thirty degrees higher than the surrounding environment in minutes during surges of elemental energy. Greater fire zodiac sites are home to powerful fire elementals, and human children conceived in such a site are often born as fire genasi.

*Positive:* Hubs of civilization, greater positive

energy sites are revered as holy sanctuaries of life. These locations cure illnesses in individuals brought to them and can even regenerate the wounds of an injured target inside. Often times these sites are abound with spontaneous animations of inanimate objects, inhabitations by Xag-Yi energons, and human children conceived in such locations are typically born as Vitai. These sites are often abound with enhanced and vivid colors, seemingly intensified smells, and even emotions seem stronger within these areas.

*Negative:* Greater negative energy zodiac sites are sinkholes of death; these malign locations are endless voids of life-sapping energy that eats away at the land around them, consuming all living creatures that enter. Greater negative energy sites are nearly monochromatic, with only certain colors remaining on objects that have strong emotional attachments to them. Undead within these areas are horrifyingly powerful, and such sites are often used as great cities of the undying. These sites are often necropolises or other areas of great loss of life. Xag-Ya energon as well as powerful undead frequent these places, and it is presumed that human children conceived in such areas are born as Mortai, though few living creatures would willingly conceive a child in such abhorrent surroundings.



**True:** Only a handful of true zodiac sites exist on all of Celestallia, these places are spots of power so vast that few can readily understand the full potential of such places. The few known True sites on Celestallia are known across continents and are spoken of in myth and legend for centuries. Most true zodiac sites are situated at the center of vast empires or legendary religious sites, those that are yet to be found are truly the most valuable treasures the world has to offer.

*Earth:* A true earth zodiac site is the womb of nature itself, the home of animals long thought of be extinct and species yet to even be seen. True earth zodiac sites radiate such magnificent power that creatures of opposing elemental affinity feel uncomfortable even seeing such locations, and those of the same elemental affinity feel as if the world itself is calling to them from this place. True earth zodiac sites are filled with the abundance of plants and animals, and most man-made constructs in such areas are eaten away by the constantly growing trees and vines, crushed beneath the heel of the world. Legends of cities devoured by forests can be attributed to the birth of a true earth zodiac site. As with other zodiac sites, true earth sites feature many hazards over their massive size. Lakes of acid or poisonous smoke, thunderous earthquakes that shake and reshape the land every few months, primal elementals of ancient age and even in rare instances genus loci are born in these places. Any race that is fortunate enough to have children conceived in such locations finds that they birth half-earth elemental children.

*Water:* True water zodiac sites are rarely placed for the masses to congregate, places such as whirlpools two miles across in the heart of endless ocean serve as true water sites. Entire glaciers composed of blue ice that stretch a mile into the sky with frosted spires of glittering frost and swirling snow, such places are the thing of legend. True water sites are the source of great and terrifying sea-life such as the leviathan, or tremendous abominations such as the xixecal. Primal elementals roam these locations, as well as great wyrms and other creatures. . Any race that is fortunate enough to have children conceived in such locations finds that they birth half-water elemental children.

*Air:* An unending storm of great power and destruction signifies a true air site. The powerful magnetism of such a location causes nearby metals to become pinned to the ground, constant bombardment by lightning storms, and the presence of thunderous primal air elementals, chichemec, and other long

forgotten beasts of ancient times signify such locales. Often times these locations are nothing more than eternally swirling hurricanes set upon a single location, areas surrounding such sites may be affected by their weather patterns for hundreds of miles in every direction. . Any race that is fortunate enough to have children conceived in such locations finds that they birth half-air elemental children.

*Fire:* A true fire zodiac site is the heart of pure inferno, as hot as the heart of the elemental plane of fire and the birthplace of unspoken flames. Primal fire elementals, phaetons, and lavawights frequent these places, even creatures such as hellfire wyrms can be found in such abysmal heat. These areas are volcanic sites miles across, burning deserts wreathed with flames, or other such fantastic locations. Structures within these sites are often made from volcanic rock, or even entirely of obsidian. Raging storms of fire and cinders can blow from these sites for miles, causing the surrounding environment to be a blasted wasteland of charred rock and pumice. . Any race that is fortunate enough to have children conceived in such locations finds that they birth half-fire elemental children.

*Positive:* A true positive energy site is the stuff miracles are made of. Death in these places is a long forgotten memory, living creatures within these places continuously regenerate their wounds, growing stronger and healthier the longer they stay within, their bodies becoming suffused with positive energy. Objects within such sites spontaneously spring to life with reckless abandon, some even having the semblance of intelligence, constructs that think and live for but an instant. Undead that set foot within such sites begin to burn and disintegrate almost immediately, and motes of color dance and swirl about places of high emotional content heightening the euphoric sensation of such a place. Unlike the other zodiac sites creatures conceived within such places bear no special significance, though those who die within such sites rise within 24 hours as a deathless creature.

*Negative:* The void, the essence of the end, these are the true sites of the negative zodiac. Only the most powerful undead reside within such places, abominations such as atopals or walking mounds of graves and corpses. These sites are entirely devoid of color, monochromatic fields of somber and morose emotions, some sites even will living creatures within the end their lives and join the undying reverie within. Creatures who are unfortunate enough to die within such a site rise within 24 hours as some form of undead creature,

typically associated with the way in which they perished but usually an intelligent and powerful variety of the undying.

### **Zodiac Site Traits**

Zodiac sites all share the same common traits, despite their magnitude; some are merely stronger than others. All of the following traits are listed on table BLAH: Zodiac Sites.

**Size:** This is the diameter of a zodiac site in feet, this distance is a rule of thumb. Some zodiac sites may be slightly larger or smaller, but the median of sizes is listed here. All of a Zodiac Site's abilities only function within the site's boundaries.

**Zodiac Abilities:** This is the number of zodiac abilities a zodiac site has, zodiac abilities are described later in this chapter.

**Focus:** Focus is the measure of magical potency within a zodiac site. All creatures within a zodiac site apply this modifier as a bonus to their effective caster level for spells with the appropriate elemental descriptor [Cold] for Water Zodiac, [Fire] for Fire Zodiac, etc. Positive and Negative zodiac sites apply this bonus to spells that channel positive or negative energy, such as *Create Undead*, *Cause Light Wounds*, *Heal*, and *Cure Light Wounds* for example. Earth zodiac sites have a special application of this modifier in areas of Greater magnitude or higher. These sites are highly magnetic, and any metal armor worn by a character applies their armor bonus as an additional armor-check penalty and should they touch a magnetic surface, this modifier becomes the DC of a strength check to resist being magnetized and the object sticking to the surface (DC = 15 + focus modifier). Unattended objects that touch a magnetic surface automatically stick, and characters wielding metallic weapons apply the weapon's weight as a penalty to their attack rolls.

**Degradation:** Due to the flow of energy within the zodiac sites, certain magics are weakened in their effect in these places. The opposing elemental energy of a zodiac site has its effective caster level decreased by the listed amount while within a zodiac site.

**Alignment:** Zodiac sites also have an alignment towards their particular element, the stronger the alignment the more comfortable or uncomfortable members of a specific zodiac are within them. Just as for Degradation and Focus the Alignment modifier applies negatively to opposing elements, and positively to aligned elements. Alignments are described below:

*Mild:* A mild alignment offers a +1 circumstance bonus to all saves, attack rolls, skill and ability checks that a character of an aligned zodiac sign makes, while imposing a -1 penalty to those checks to a character of opposing zodiac.

*Moderate:* A moderate alignment confers a +2 circumstance bonus to all saves, attack rolls, skill and ability checks that a character with an aligned zodiac makes. Characters of aligned zodiac find that they heal twice the normal amount of hit point and ability damage with each full night of rest in an aligned zodiac site. Characters of an opposed zodiac suffer a -2 penalty on all checks made within the site and heal only half as much hit point and ability damage as they should per night's rest.

*Strong:* Within a strong zodiac alignment, aligned characters receive a +3 circumstance bonus to all attacks, saves, skill and ability checks made within, heal twice the standard amount of hit point and ability point damage per night of rest, and gain the benefit of a *ring of sustenance* while within the site, as they are suffused with elemental energies. Oppositely aligned characters suffer a -3 penalty on all checks made, but suffer no further penalty within and heal only half hit point and ability damage while within.

### **Zodiac Abilities**

Each zodiac site has a handful of abilities that it grants to all characters within their area that are of the same zodiac, these abilities may be used as described in their entries and each site has its own individual abilities chosen when the site is formed and may not be changed once assigned. Should a zodiac site grow in size, it gains an additional ability and may not change the ability once it is assigned. Zodiac Abilities with a specific descriptor such as [Fire] may only be selected for use in identically aligned zodiac sites.

### **Energy Storm [General]**

The zodiac site generates chaotic storms of energy in irregular patterns; characters within the zodiac site have a 10% chance per hour to encounter an energy storm. Energy storms last for 1 minute per magnitude category of the site. Each storm is 10 feet in diameter per magnitude category and inflicts 2 points of energy damage each round to all creatures within the storm. The storm is stationary once it appears and generates strong wind.

Positive energy deals 2 point of damage per magnitude to undead creatures, and heals the same amount of damage on living creatures.

Negative energy deals 1 point of negative energy per magnitude to living creatures, and heals the same amount of damage on undead creatures.

#### **Energy Burst [General]**

A character who has forged a Zodiac Bond to the site may make a Spellcraft check (DC 30) to create an emanation of a specific type of energy (acid, cold, electricity, fire, positive or negative depending on the zodiac site) with a radius of 10 feet magnitude of the site. Anything in the area takes 2d6 points of the appropriate energy damage per magnitude. Damage is halved for those who make successful saving throws (Reflex for acid, cold, electricity, or fire, or Will for negative or positive energy; DC 10 + the site's magnitude rating + the bonded character's charisma modifier). These energy bursts may be created once per round as a full-round action at will.

#### **Energy Commanding [General]**

A character who has forged a Zodiac Bond to the site may make a turning attempt against a creature of the elemental type of the element opposed to his zodiac (or a turning attempt against undead or deathless) as if they were a cleric three levels lower than they are. Bonded characters that can already turn creatures of this type gain a +4 to their turning check. Characters may also opt to command elementals of identical elemental alignment (deathless or undead for positive and negative energy respectively) if they so wish. A character may make a make these attempts at will.

#### **Empowered Magic [General]**

Magic that would be enhanced by the Zodiac Site's focus is additionally affected as if by the Empower Spell feat for any spellcaster within the site, use of this does not adjust the spell's level.

#### **Maximized Magic [General]**

Magic that would be enhanced by the Zodiac Site's focus is additionally affected as if by the Maximize Spell feat for any spellcaster within the site, use of this does not adjust the spell's level.

#### **Extended Magic [General]**

Magic that would be enhanced by the Zodiac Site's focus is additionally affected as if by the Extend Spell feat for any spellcaster within the site, use of this does not adjust the spell's level.

#### **Command Plants [Earth]**

A character bonded to the site may make plants grow in a radius of up to ten feet per magnitude rating once per day. The character can use this ability even in a place where no plants grow, though in this case the plants wither and die after one day of the character's absence from the site since their creation. This ability works like the *plant growth* spell.

Additionally, once per day, the character can charm plant creatures, animate plants, or make them entangle its foes. This ability functions like the *command plants* spell, except that its maximum duration is one day no matter which option the character chooses. At any one time, the character can charm a number of plant creatures equal to its charisma modifier, regardless of Hit Dice.

#### **Zodiac Air Mastery [Air]**

A character bonded to the zodiac site gains a competence bonus on attack rolls, damage, and armor class equal to twice the site's magnitude if both the bonded character and its foe are airborne. The character can fly with perfect maneuverability within the zodiac site's area. When flying, the character can automatically know the location of any corporeal creature within 5 feet per magnitude, by sensing the disturbance in the air the creature causes.

#### **Zodiac Earth Mastery [Earth]**

A character bonded with the site gains a competence bonus on attack rolls, damage, and Armor Class equal to its magnitude rating if both the bonded character and its foe are touching the ground. The bonded character gains a burrow speed of half its land speed, as well as the ability to glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. The bonded character has tremorsense, allowing it to automatically sense the location of anything within 5 feet per magnitude rating that is in contact with the ground.

#### **Accelerated Regeneration [Positive]**

Any creatures within this site gain Fast Healing of 5 + magnitude rating while within the zodiac site's borders. Undead within a zodiac site with this ability suffer 5 points of damage + 1 point of damage per magnitude rating per round.

#### **Zodiac Fire Mastery [Fire]**

A character bonded to the zodiac site gains a competence bonus on attack rolls, damage, and Armor Class equal to twice the site's magnitude rating if both the bonded character

and its foe are touching fire or using weapons with the flaming or flaming burst special abilities. The bonded character can automatically know the location of any corporeal creature within 10 feet per divine rank by sensing the disturbance in the ambient temperature that the creature causes.

#### **Zodiac Water Mastery [Water]**

A character bonded to the zodiac site gains a competence bonus on attack, damage, and Armor Class equal to twice the site's magnitude rating if both the bonded character and its foe are touching the same body of water. The bonded character gains a swim speed equal to its land speed. When touching water, the bonded character can automatically sense the location of anything within 10 feet per divine rank per magnitude rating that is in contact with the same body of water.

#### **Emanation of Misery [Negative]**

A zodiac site with this ability brings a compelling and crushing misery to all living creatures within its area. All characters in the zodiac site must make a Will save (DC 10 + the

site's magnitude rating) per hour or suffer the effects of a *crushing despair* spell with a caster level of 15 + the site's magnitude rating until they leave the zodiac site and stay out of the site for an hour. Characters who are affected by the *crushing despair* must make another Will saving throw if they are still within the zodiac site the following hour at the same DC. If this save fails, the characters succumb to the crushing despair of the zodiac site, and immediately seek to end their lives as quickly as possible. The character takes no other action on its turn except attempting to harm itself.

If armed, the subject attacks itself as a full-round action. The attack automatically succeeds and deals damage as a critical hit. If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, which the opponent may or may not choose to take advantage of.

If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all but curl into the fetal position and tremble. A subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon provided they know that it would damage them.

#### **Rejuvenation [Positive]**

Zodiac site with this ability generate healing energies on subtle levels, all characters suffering from disease that enters the site are allowed a second Fortitude save to resist the disease, and if it is successful they are immediately cured of the illness. The character is allowed to make this save once for each day spent in the zodiac site.

Characters bonded to this zodiac site are immune to diseases while within the site, and if slain while within the zodiac site may make a Will save (DC 20) to immediately benefit from the effect of a *resurrection* spell.

#### **Burning Rage [Fire]**

A character of the fire zodiac



within this site may *rage* as a barbarian once per day per point of charisma modifier (minimum of once) while within the zodiac site.

### Water of Life [Water]

The corpse of a Water zodiac creature placed into the waters of this zodiac site is allowed to make a Will save (DC 20) to benefit from the effect of a *raise dead* spell. Characters who fail their save may never be revived by the waters of life at any point. Characters who bond themselves to this zodiac site do not suffer the effects of old age while within the site and do not appear to physically age at all, however if they leave the zodiac site they immediately age to their current natural age, which may kill them if it is beyond their maximum age.

### Zone of Winds [Air]

The entire zodiac site is suffused with a connection to the elemental plane of air, granting the location a subjective directional gravity, allowing any air zodiac being within the location to seem to be able to fly as they wish. The strength of gravity in these sites is the same as outside, but each individual chooses the direction of gravity's pull. Such a site has normal gravity for unattended objects, non-sentient creatures, and characters not of the air zodiac.

Characters in a site with subjective directional gravity can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.

### Life to Unlife [Negative]

Any creature that dies within the zodiac site becomes raised as if by a *Create Undead* spell, if the creature was over 10 hit dice the creature is raised as if by a *Create Greater Undead* spell. Should a character who is bonded to the zodiac site be present, he has immediate command over undead created in this fashion. If two or more bonded characters are present within the zodiac site and contest

control over a specific undead creature, the character's must make opposed level checks (1d20 + hit dice) with the higher result gaining control over that undead for the round.

### Site Bonding

Zodiac sites are special places of raw energy blended with the landscape. Such sites attract members of the six zodiac like metal to a magnet, an internal pull to unite themselves with this eternal energy source. Most individuals who visit a zodiac site merely find themselves spending time at them, an almost religious experience of meditation and contemplation. Others however, seek a more intimate bond with the sites, seeking to bind their very souls to these locations, to become one with the land they are drawn to. This process is known as the Zodiac Bond.

In order to perform a Zodiac Bond, a character must first find a zodiac site to which he shares the same zodiac sign. Characters not born on Celestallia who do not have a Celestallian zodiac are not eligible to bond with a zodiac site. Bonding with a site requires an expenditure of experience and time, denoted as a meditative focusing within the zodiac site itself. Certain sites are more difficult to bond with, as they have many natural and supernatural hazards that prospective bonds must seek to avoid.

The table below lists the experience point cost and time require to bond at a Zodiac Site.

**Table 7-2: Site Bonding**

Site Magnitude	XP Cost	Time
Lesser	1,500	1 day
Intermediate	3,000	2 days
Greater	6,000	4 days
True	12,000	8 days

A character seeking to bond with a zodiac site must first identify a proper zodiac site through either the use of personal knowledge, or the *zodiac dowsing* spell. Once a proper site has been found, a character must remain within the zodiac site and perform no strenuous actions for a number of days dependant on the size of the zodiac site they seek to bond with. A character who fails to spend the required amount of time without interruption fails the ritual, but no experience is spent. At the end of a successful ritual, the XP is expended and the character is considered bonded to that specific zodiac site.

A character may be bonded to only one Zodiac Site at a time and most individuals never sever such a bond. The only way to bond to a new zodiac site is through the *sever the bond* spell, which then frees the character from his bonded site and allows him to seek out and connect to a new zodiac site.

**Benefits of Bonding**

Characters who bond themselves to zodiac sites are granted a number of benefits. Firstly, they are immune to the effects of all mind-affecting spells, charms, and compulsions while within the site's area unless they willingly allow themselves to become affected. Bonded characters also receive a zodiac bonus to one of their ability scores depending on the zodiac site they are connected

to, as shown on table BLAH: Bonded Abilities, below. A character may choose to benefit from one of the two possible ability score adjustments each day while he remains within the boundaries of his zodiac site, the benefit is not conferred outside of the zodiac site.

**Table 7-3: Bonded Abilities**

Ability	Earth	Water	Air	Fire	Positive	Negative
Strength	+2	+2				
Dexterity			+2	+2		
Constitution	+2				+2	
Intelligence		+2			+2	
Wisdom			+2			+2
Charisma				+2		+2

detailed in chapter 4: Prestige Classes.

Bonded characters also receive special abilities depending on the zodiac abilities that their bonded site has, each site's abilities should in some way affect a bonded character. Additionally, becoming bonded to a specific zodiac site may allow a character to become a member of a zodiac restricted prestige class,





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