

Dungeons & Dragons 3rd Edition Index – Prestige Classes

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Prestige Class Lists by Topic

Religious Prestige Classes

Supporting Any Deity

- Arcane Devotee - dedicated arcane follower of a deity
- Contemplative - one who is dedicated to becoming one with his deity
- Divine Agent - direct spokesman for a deity, who eventually becomes an 'Outsider'
- Divine Champion - a combatant who fights in the name of a deity
- Divine Disciple - a priest who represent his/her deity
- Divine Seeker - a person who "acquires things" for a patron deity
- Mystic Wanderer - divine casters who wander to do their work
- Templar - defender of a patron deity's temples

Specialty Priests

- Arachne - specialty priest of the Deity of Spiders who gains a wizard-like spider familiar & a paladin-like large spider mount
- Auspician - specialty priest of a Deity of Luck, who gains the ability to grant good & bad luck
- Dancer of Sharess - specialty priests of the Deity of Dance & Cats
- Darkmask - specialty priests of the Drow Deity of Thievery
- Doomdreamer - specialty priests of the Deity of Madness & the Void
- Doomguide - specialty priests of The Judge of the Dead, who are enemies of undead
- Dreadmaster - specialty priests of the Deity of Tyranny
- Dweomer Keeper - specialty priest of the Deity of Magic
- Elemental Archon of Air - specialty priest of the Deity of Air, who eventually becomes an 'Elemental'
- Elemental Archon of Earth - specialty priest of the Deity of Earth, who eventually becomes an 'Elemental'
- Elemental Archon of Fire - specialty priest of the Deity of Fire, who eventually becomes an 'Elemental'
- Elemental Archon of Water - specialty priest of the Deity of Water, who eventually becomes an 'Elemental'
- Entropist - specialty priest for 'Deity' of Entropy
- Fleet Runner of Ehlonna - specialty priest of the Deity of the Hunt
- Forest Master - specialty priest of the Deity of the Wilds, who also can magically enhance his/her maul
- Goldeye - specialty priests of the Deity of Trade & Wealth
- Heartwarder - specialty priest or templar of the Deity of Beauty, who eventually becomes a 'Fey'
- Mighty Contender of Kord - specialty priest of the Deity of Strength
- Nightcloak - specialty priests of the Deity of Night
- Radiant Servant of Pelor - specialty priest of the Deity of Light & Mercy
- Shinning Blade of Heironeous - specialty priest/templar of the Deity of Righteous Warfare
- Shoal Servant - humanoid specialty priest of the Deity of the Kuo-Toa, who over time becomes a 'Monstrous Humanoid'
- Silverstar - specialty priests of the Deity of the Moon
- Stormlord - specialty priests for the Deity of Storms
- Strifeleader - specialty priest for the Deity of Intrigue, who eventually gains Sneak Attacks, Death Attacks, & additional Illusion spells onto his/her Cleric spell list
- Sword Dancer - specialty priest of the Deity of Dance & Swords, who are able to imbue extra magical abilities into her sword
- Techsmith - specialty priest or templar of the Deity of Smithing
- Waveservant - specialty priest of the evil Deity of the Sea, who gains features of sea creatures, such a jellyfish poison & a shark's nose for blood, as he goes up in level
- Windwalker - specialty priest of the Deity of the Winds, who eventually gains the ability to walk on air & even fly

Specialty Templars

- Blessed of Gruumsh - templar of the One-Eyed Deity of Orcs, who gain gaze powers at higher levels
- Eye of Gruumsh - templars of the Deity of Orcs who fight with Orc Double Axes even more wildly than Barbarians & inspire other to do so too
- Glaive of Azharadian - templar knights of the Order of the Golden Sun that fight with battleaxes and/or longswords for the Deity of Honorable Combat
- Green Hunter - specialty templars of the Deity of Jungles, who specialize in tracking through heavy terrain & fighting with spiked gauntlets
- Fist of Hextor - templars of the Deity of Battle
- Horned Harbinger - templar of the Deity of Bones
- Justicar of Taiia - templars of the Sun Deity who bring those who offend the church to 'justice'
- Knight of the Chase - templars of the Deity of Retribution & Liberty, who gain special dog & hawk companions over time to help them hunt tyrants, free slaves, etc.
- Mask of Johydee - templar of the Deity of Mischief
- Reaper's Child - Order of Monks dedicated to the Reaper Deity, who specialize in the Scythe.
- Soldier of Light - a neutral good "paladin" of the Deity of Light, who can cast spells & summon a positive energy companion
- Spur Lord - templar for the Deity of Intrigue
- Temple Raider of Olidammara - specialty templar of the Deity of Theft

Religious Slaves

- Illithidkin - slaves to Mind Flayers & their Deity, who gain psionics, but over time becomes a 'Monstrous Humanoid'
- Ocular Adept - humanoid clerics to the Deity of Beholders, who have a Beholder eye grafted into their forehead & gain one type of Beholder eye ray each level
- Snake Servant - servants to Medusas & their Deity, who over time becomes a 'Monstrous Humanoid'
- Sphere Minion - slaves to Beholders & their Deity who grow eye-stalks that can shoot magical rays & over time becomes a 'Monstrous Humanoid'

Disciples of Archdevils

- Disciple of Asmodeus - servant of the Archdevil who specializes in learning secrets and domineering people.
- Disciple of Baalzebul - servant of the Archdevil who specializes in lying & ambush.
- Disciple of Dispaten - servant of the Archdevil who specializes in war & metal.
- Disciple of Mammon - servant of the Archdevil who specializes in lies & theft.
- Disciple of Mephistopheles - servant of the Archdevil who specializes in fire.

Thralls of Demon Princes

- Thrall of Demogorgon - servant of the Demon Prince who specializes in madness & touch attacks.
- Thrall of Graz'zt - servant of the Demon Prince who specializes in guile & betrayal.
- Thrall of Juiblex - servant of the Demon Prince who specializes in slime.
- Thrall of Orcus - servant of the Demon Prince who specializes in undead.

Other

- Flame Steward - follower of the Sacred Flame, which is revered by non-evil deities

Weapon Specialists

Non-Weapon Specific

- Dwarven Thane - a dwarf who specializes in two-weapon fighting & overcoming opponents channeling the power of the earth
- Duelist - armorless, nimble swashbuckler who is trained in one-handed piercing weapons
- Exotic Weapon Master - so good with exotic weapons, you can use them all
- Keshen Blademaster - trained to fight with any two slashing weapons
- Occult Slayer - trained to fight spell-casters & those that use spell-like abilities, including doing extra damage with a bonded weapon
- Shinning Blade of Heironeous - specialty priest/templar of the Deity of Righteous Warfare
- Tempest - master of fighting with two weapons
- Weapon Master - specialist with a specific weapon

Bow Specific

- Arcane Archer - spell-casters who can attach spells to arrows
- Deepwood Sniper - bow & arrow specialist
- Order of the Bow Initiate - master of the bow
- Heartseeker - arcane spell caster archers who specialize in effects that can be used against Dragons
- Peerless Archer - expert archer & fletcher who can make magical arrows even if he/she is not a spellcaster

Weapon Specific

- Bloodsister - Drow combat sisterhood that specializes in fighting with Short Swords & Daggers, and Hand Crossbows
- Forest Master - specialty priest of the Deity of the Wilds, who also can magically enhance his/her Maul
- Glaive of Azharadian - templar knights of the Order of the Golden Sun that fight with battleaxes and/or longswords for the Deity of Honorable Combat
- Green Hunter - specialty templars of the Deity of Jungles, who specialize in tracking through heavy terrain & fighting with Spiked Gauntlets

Those Who Hunt

Non-Specific

- Bloodhound - hunts down a designated mark & won't stop until he is done
- Foe Hunter - specially trained to fight & kill one type of enemy
- Justicar - bounty hunters specializing in bringing people back alive

Creature-Specific

Drow

- Ancestral Avenger - elf specialized in hunting & killing drow and their allies
- Deep Avenger - warriors specialized in fighting drow who in time gain poison resistance, rage ability, etc.
- Gloomblade - rogues trained to fight underground, particularly against drow
- Gray Sage - spellcasters mystically modified to function in the dark & battle other spellcasters, typically drow

Dragons

- Heartseeker - arcane spell caster archers who specialize in effects that can be used against Dragons
- Knight of the Scale - a mounted knight specializing in leading attacks on dragons
- Vengeance Sworn - one who tries to defeat dragons through pure rage, giving them bonuses & immunities against dragon abilities

Giants

- Giant-Killer - skilled in tracking and fighting Giants
- Gnome Giant-Killer - specialized in fighting Giants & using their size to their advantage

Others

- Darkwood Stalker - elf / half-elf practiced in hunting & killing orcs
- Fiend Slayer - dedicated to destroying all evil outsiders
- Hordebreaker - skilled in fighting & understanding the local humanoid hordes
- Hunter of the Dead - specialists is combating the restless dead

- Invisible Blade – weapon specialist who ‘feints’ and sneak attacks with daggers, punching daggers, and kukri.
- Knight of the Chase - templars of the Deity of Retribution & Liberty, who gain special dog & hawk companions over time to help them hunt tyrants, free slaves, etc.
- Lasher - whip master
- Master of Chains - expert with a spiked chain
- Master Samurai - bastard sword (i.e., katana) specialist that has extensive training in beating one or many opponents)
- Orc Blademaster - expert with a bastard sword who also gains spell-like abilities
- Reaper's Child - Order of Monks dedicated to the Reaper Deity, who specialize in the scythe.
- Stormlord - specialty priests for the Deity of Storms, who enhance their spears & javelins
- Sword Dancer - specialty priest of the Deity of Dance & Swords, who are able to imbue extra magical abilities into her sword

Unarmed Specific

- Acolyte of the Fist - unarmed combat specialists who through dedication learn to channel supernatural effects through their fists
- Brawler - expert in fighting with improvised weapons against groups of people
- Fierce Grappler - grappling specialist
- Monk of the Enabled Hand - martial artists who learn many special unarmed strike techniques
- Reaping Mauler - expert at grappling, eventually learning some effective ‘finishing moves’
- Sacred Fist - temple protectors who vow to not use weapons

Non-Standard Weapon Specific

- Siege Master - expert with using rams, catapults, ballista, & other siege equipment

- Knight of the Chalice - specialized in defeating demons
- Mortal Hunter - an Outsider who is specially trained at stalking & hunting all forms of mortals
- Psi-Hunter - trained to track down & defeat psionists using specialized arcane magics
- Sacred Exorcist - one who searches for and combats possession by undead & outsiders

Class-Specific

- Arcanopath Monk - martial artist who is specialized in fighting spell-casters
- Mage-Killer - arcane casters focused on killing other casters
- Occult Slayer - trained to fight spell-casters & those that use spell-like abilities, including doing extra damage with a bonded weapon

Religion-Specific

- Church Inquisitor - priests tasked with finding subtle evils, including infiltration
- Consecrated Harrier - person who hunts down enemies of the church, no matter where they hide
- Justicar of Taiia - templars of the Sun Deity who bring those who offend the church to ‘justice’

Other Hunters

- Ghostwalker - hunter of the mysterious
- Truth Seeker - a psionic who is trained to work in pairs to discover hidden truths
- Vigilante - focuses on solving crime
- Watch Detective - specially trained to solve crimes

Classes that change the Creature-Type

Dragon

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

Elemental

Elemental Archon of Air – specialty priest of the Deity of Air, who eventually becomes an ‘Elemental’
 Elemental Archon of Earth – specialty priest of the Deity of Earth, who eventually becomes an ‘Elemental’
 Elemental Archon of Fire – specialty priest of the Deity of Fire, who eventually becomes an ‘Elemental’
 Elemental Archon of Water – specialty priest of the Deity of Water, who eventually becomes an ‘Elemental’
 Elemental Savant – a caster who wishes to become more in tune with one of the four elements, eventually becoming an ‘Elemental’

Fey

Heartwarder – specialty priest or templar of the Deity of Beauty, who eventually becomes a ‘Fey’

Monstrous Humanoid

Deep Thrall – minion to a Kraken, who in effect is its ‘familiar’ & emissary and over time becomes a ‘Monstrous Humanoid’
 Illithidkin – slaves to Mind Flayers & their Deity, who gain psionics, but over time becomes a ‘Monstrous Humanoid’
 Shoal Servant – humanoid specialty priest of the Deity of the Kuo-Toa, who over time becomes a ‘Monstrous Humanoid’
 Snake Servant – servants to Medusas & their Deity, who over time becomes a ‘Monstrous Humanoid’

Organizations

Arcane Organizations

Guild Wizard of Waterdeep - guild mage
 Mage of the Arcane Order - guild mage
 Red Wizard - highly specialized arcane caster from the country of Thay
 War Wizard of Cormyr - battle field wizard who eventually learn to enlarge area-of-effects ‘on the fly’
 Wayfarer Guide - teleport specialist

Harpers

Harper Mage - member of the Harpers who is an arcane caster
 Harper Priest - member of the Harpers who is a divine caster
 Harper Scout - member of the Harpers who locates and acquires objects and people

Sphere Minion – slaves to Beholders & their Deity who grow eye-stalks that can shoot magical rays & over time becomes a ‘Monstrous Humanoid’
 Waker of the Beast – Apocalypse Cult member dedicated to waking the Tarrasque, who over time becomes a ‘Monstrous Humanoid’

Ooze

Oozemaster – a spellcaster who starts secreting oozes until finally becoming one himself

Outsider

Acolyte of the Skin - bond a skin of a fiend to your own, becoming more and more fiendish, eventually becoming an ‘Outsider’
 Alienist - mage who studies & summons creatures beyond normal understanding, eventually becoming an ‘Outsider’.
 Divine Agent - direct spokesman for a deity, who eventually becomes an ‘Outsider’
 Tiger Mask - agent & guard to a Rakshasa, who over time becomes an ‘Outsider’

Plant

Verdant Lord – specialist in plants who eventually becomes a ‘Plant’

Shapeshifter

Faceless One - agent to the Doppelgangers who learn to take the place of others & over time becomes a ‘Shapeshifter’
 Shifter - expert in shape changing who eventually can take the form of Plants, Constructs, & even Undead and in the end changes into a ‘Shapeshifter’

Factions in Sigil

Athar - Faction that works to discredit all deities, gaining ability to resist & thwart clerics
 Cipher - Faction that believes in doing, not talking; though the “doing” often involves destroying things
 Sensate - Faction who believes that experience is power
 Sinker - Faction who supports entropy and even helps it along
 Taker - Faction that believes in survival of the fittest
 Xaostict - Faction that lives for chaos

Rogue Organizations

Guild Thief - a thief who has advanced in the guild
 Nightsong Enforcer - thief trained to work in a team
 Nightsong Infiltrator - thief trained to break in anywhere

Prestige Classes related to Base Classes

Monks May Freely Crossclass

Arcanopath Monk - martial artist who is specialized in fighting spell-casters
 Poison Fist - ninja assassins who specialize in poison
 Red Avenger - masters of using strength from within
 Weapon Master - specialist with a specific weapon
 Weightless Foot - warriors who learn to ignore gravity
 Zerth Cenobite - martial artists trained to perceive time, allowing them to look a little forward

Paladins May Freely Crossclass

Glaive of Azharadian - templar knights of the Order of the Golden Sun that fight with battleaxes and/or longswords for the Deity of Honorable Combat
 Hospitaler - someone who converts to being a priest that protects others
 Knight of the Middle Circle - warriors, protectors, messengers, & scouts
 Shinning Blade of Heironeous - specialty priest/templar of the Deity of Righteous Warfare

Paladin-like Classes for other Alignments

Blackguard - anti-paladins with better PR
 Holy Liberator - a chaotic good “paladin”, who can cast spells & summon a celestial companion
 Soldier of Light - a neutral good “paladin” of the Deity of Light, who can cast spells & summon a positive energy companion

Sneak Attack Bonuses

Arcane Trickster - thief with special arcane training.
 Assassin - a precise killer with spells at his disposal.
 Cancer Mage - a disease carrier that is so plague-ridden that it grows an intelligent tumor as a companion.
 Disciple of Baalzebul - servant of the Archdevil who specializes in lying & ambush.
 Divine Seeker - a person who “acquires things” for a patron deity.
 Fang of Lolth - a person who is transformed into a humanoid-spider hybrid by a magic item of Lolth’s.
 Flesh Eater - cannibalistic halfling pack-member that roams the woods, looking for someone to eat.
 Ghost-Faced Killer - ninja assassin who has ghost-like powers.
 Gloomblade - rogues trained to fight underground, particularly against drow.
 Guild Thief - a thief who has advanced in the guild.
 Invisible Blade – weapon specialist who ‘feints’ and sneak attacks with daggers, punching daggers, and kukri.
 Justicar - bounty hunters specializing in bringing people back alive.
 Justicar of Taiia - templars of the Sun Deity who bring those who offend the church to ‘justice’.
 Kabuki Warrior - a warrior & clown who keeps his opponents confused & off guard.
 Lasher - whip master.
 Nightsong Enforcer - thief trained to work in a team.
 Ninja of the Crescent Moon - monkish rogues who have supernatural abilities.
 Order of the Bow Initiate - master of the bow.
 Outlaw of the Crimson Road - popular criminal in conflict with “the law”, either as a good guy or a bad guy.
 Peerless Archer - expert archer & fletcher who can make magical arrows even if he/she is not a spellcaster.
 Poison Fist - ninja assassins who specialize in poison.
 Royal Herald - a magic-using spy.
 Splymaster - practiced at pretending to be other people for long periods of time without being detected.
 Strifeleader - specialty priest for the Deity of Intrigue, who eventually gains Sneak Attacks, Death Attacks, & additional Illusion spells onto his/her Cleric spell list.
 Temple Raider of Olidammara - specialty templar of the Deity of Theft

Bard-like Music Features

Virtuoso - a specialist with bardic music who learns advanced songs, like those that jamming spellcasting, keening weapons, etc.
 Windsinger - knows the songs of the sea, which allow control of the winds & water, and knowledge of things in contact with the sea

Ranger-like ‘Favored Enemy’ Features

Darkwood Stalker - elf / half-elf practiced in hunting & killing orcs
 Giant-Killer - skilled in tracking and fighting Giants
 Gnome Giant-Killer - specialized in fighting Giants & using their size to their advantage
 Hordebreaker - skilled in fighting & understanding the local humanoid hordes
 Knight-Errant of Silvermoon - elite knight, diplomat, & problem solver for the Silver Marches
 Planar Champion - warrior who fights on many different planes

Barbarian-like Rage Features

Bane of Infidels - a tribal shaman who can become temporarily more powerful by doing sacrifices
 Berserk - warriors who can enter battle furies that they cannot end & who eventually can shape-shift into their totem animal
 Deep Avenger - warriors specialized in fighting drow who in time gain poison resistance, rage ability, etc.
 Dragon Warrior - half-way between a barbarian (eventually gaining Rage) & a monk
 Eye of Gruumsh - templars of the Deity of Orcs who fight with Orc Double Axes even more wildly than Barbarians & inspire other to do so too
 Frenzied Berserker - make normal barbarians look weak & in control
 Primal Rager - a barbarian with more flexibility with his/her rages
 Rage Mage - magical berserker

Gains a Bonded ‘Helper’

Arachne - specialty priest of the Deity of Spiders who gains a wizard-like spider familiar & a paladin-like large spider mount
 Blackguard - anti-paladins with better PR
 Cancer Mage - a disease carrier that is so plague-ridden that it grows an intelligent tumor as a companion.
 Dancer of Sharess - specialty priests of the Deity of Dance & Cats
 Demonologist - expert in summoning and dealing with Chaotic Evil Outsiders
 Elemental Archon of Air - specialty priest of the Deity of Air, who eventually becomes an ‘Elemental’
 Elemental Archon of Earth - specialty priest of the Deity of Earth, who eventually becomes an ‘Elemental’
 Elemental Archon of Fire - specialty priest of the Deity of Fire, who eventually becomes an ‘Elemental’
 Elemental Archon of Water - specialty priest of the Deity of Water, who eventually becomes an ‘Elemental’
 Fiend Binder - creates fiendish animals as tools
 Holy Liberator - a chaotic good “paladin”, who can cast spells & summon a celestial companion
 Knight of the Chase - templars of the Deity of Retribution & Liberty, who gain special dog & hawk companions over time to help them hunt tyrants, free slaves, etc.
 Soldier of Light - a neutral good “paladin” of the Deity of Light, who can cast spells & summon a positive energy companion
 Shadowdancer - trained to step in and out of shadows, control them, & even get undead shadows as helpers
 Tamer of Beasts - special training with animal companions, who become more like familiars in their abilities
 Techsmith - specialty priest or templar of the Deity of Smithing
 Vermin Lord - expert in vermin who gains chitin armor, mandibles, wings, and vermin servants.
 Windrider - trained to ride any sort of creature, from Wyverns to Carrion Crawlers
 Zhentarim Skymage - a caster specialized in riding monstrous, flying creatures

Race-Specific Prestige Classes

Human

- Dweomer Keeper - specialty priest of the Deity of Magic
- Gnome Artificer - makes technology-based devices that are similar to magical ones, though easier to use and recharge
- Hathran - an Arcane & Divine caster who is part of the leadership of the Forgotten Realms country of Rashemi
- Knight Protector of the Great Kingdom - noble knight who protects the weak
- Red Wizard - highly specialized arcane caster from the country of Thay
- Thayan Knight - soldiers trained to protect Red Wizards
- Windwalker - specialty priest of the Deity of the Winds, who eventually gains the ability to walk on air & even fly

Elf / Half-Elf

- Ancestral Avenger - elf specialized in hunting & killing drow and their allies
- Arcane Archer - spell-casters who can attach spells to arrows
- Bladesinger - elven fighter / wizard
- Darkwood Stalker - elf / half-elf practiced in hunting & killing orcs
- Knight Protector of the Great Kingdom - noble knight who protects the weak
- Sword Dancer - specialty priest of the Deity of Dance & Swords, who are able to imbue extra magical abilities into her sword
- Windwalker - specialty priest of the Deity of the Winds, who eventually gains the ability to walk on air & even fly

Drow

- Arachne - specialty priest of the Deity of Spiders who gains a wizard-like spider familiar & a paladin-like large spider mount
- Bloodsister - Drow combat sisterhood that specializes in fighting with Short Swords & Daggers, and Hand Crossbows
- Darkmask - specialty priests of the Drow Deity of Thievery
- Nightshade - Drow infiltrators & scouts who gain spider-like abilities from the venom in their blood
- Sword Dancer - specialty priest of the Deity of Dance & Swords, who are able to imbue extra magical abilities into her sword

Dwarf

- Cave Stalker - guard dwarven communities from monsters
- Dwarven Defender - a dwarf who specializes in being a living wall
- Dwarven Thane - a dwarf who specializes in two-weapon fighting & overcoming opponents channeling the power of the earth
- Knight Protector of the Great Kingdom - noble knight who protects the weak
- Stonelord - dwarf with spell-like abilities effecting & using stone

Halfling

- Flesh Eater - cannibalistic halfling pack-member that roams the woods, looking for someone to eat
- Halfling Outrider - halfling light cavalry
- Lightbearer - paladin-like protectors of the smaller races
- Prairie Runner - fast-running halflings

Gnome

- Gnome Artificer - makes technology-based devices that are similar to magical ones, though easier to use and recharge

- Gnome Giant-Killer - specialized in fighting Giants & using their size to their advantage
- Gnome Trickster - illusionist / thief with special training to confuse enemies
- Lightbearer - paladin-like protectors of the smaller races

Orc / Half-Orc

- Blessed of Gruumsh - templar of the One-Eyed Deity of Orcs, who gain gaze powers at higher levels
- Eye of Gruumsh - templars of the Deity of Orcs who fight with Orc Double Axes even more wildly than Barbarians & inspire other to do so too
- Fiend Binder - creates fiendish animals as tools
- Orc Blademaster - expert with a bastard sword who also gains spell-like abilities
- Orc Scout - trained to do reconnaissance on enemies for extended periods of time

Humanoid / Monstrous Humanoid

- Faceless One - agent to the Doppelgangers who learn to take the place of others & over time becomes a 'Shapeshifter'
- Deep Thrall - minion to a Kraken, who in effect is its 'familiar' & emissary and over time becomes a 'Monstrous Humanoid'
- Illithidkin - slaves to Mind Flayers & their Deity, who gain psionics, but over time becomes a 'Monstrous Humanoid'
- Ocular Adept - humanoid clerics to the Deity of Beholders, who have a Beholder eye grafted into their forehead & gain one type of Beholder eye ray each level
- Snake Servant - servants to Medusas & their Deity, who over time becomes a 'Monstrous Humanoid'
- Sphere Minion - slaves to Beholders & their Deity who grow eye-stalks that can shoot magical rays & over time becomes a 'Monstrous Humanoid'
- Waker of the Beast - Apocalypse Cult member dedicated to waking the Tarrasque, who over time becomes a 'Monstrous Humanoid'

Beholder

- Beholder Mage - beholder who remove their center eye to become wizards

Dragon

- Dragon Mystic - dragons who specialize in the magically enhancing their breath weapon & spells

Outsider

- Mortal Hunter - an Outsider who is specially trained at stalking & hunting all forms of mortals

Anything but a Dragon / Half-Dragon

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

Anything but a Human, Dwarf, Elf, etc.

- Hexer - a shaman who can curse enemies by looking at them.
- Soul Eater - a living non-humanoid that with each touch drains some of the opponent's life force & strengthens its own
- Tribal Protector - village protector specialized in fighting on home-ground & attacking the village's enemy.

Classes with Blessings, Secrets, etc.

- Archmage - arcane caster who is so advanced, he/she can trade knowledge of spells for special spell abilities.
- Doomdreamer - specialty priests of the Deity of Madness & the Void.
- Geomancer - a hybrid arcane & divine spellcaster who gets the best of both worlds, but becomes more animal-like in the process.
- Harper Priest - member of the Harpers who is a divine caster.
- Hierophant - a master of divine magics who can gain mystic abilities not available to others.

- Loresmaster - caster who specializes in finding forgotten lore.
- Oozemaster - a spellcaster who starts secreting oozes until finally becoming one himself.
- Stonelord - dwarf with spell-like abilities effecting & using stone.
- Warrior of Darkness - villain who uses dark alchemy & ritualistic scarring to gain greater personal ability as a combatant.

Prestige Classes

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Acolyte of the Fist (unarmed combat specialists who through dedication learn to channel supernatural effects through their fists) (DR296 p72)	Alignment: LG, LN, LE. Jump: 8 ranks. Tumble: 8 ranks. Feats: Improved Unarmed Strike, Iron Will, Stunning Fist. Vow to not take a level in another class until all 10 levels of this class have been completed. Min Lvl: Mnk5, Rog6, Clr13, Ftr13, Pal13, Rgr13, Sor13, Wiz13.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: All Weap: Simple Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft. Wis: Listen, Profession. Con: Concentrate. Cha: Intimidate	1 st : Gain an additional unarmed attack every 4 levels, just like a Monk. Extra partial action, usable once per day per Class level. 2 nd : Jump checks are no longer limited by your height. If you have this ability from another class, such as Monk, gain a +5 Competence bonus to Jump checks. Gain <u>Feat: Fist of Iron</u> .
Acolyte of the Skin (bond a skin of a fiend to your own, becoming more and more fiendish, eventually becoming an 'Outsider') (T&B p43)	Alignment: LN, N, CN, LE, NE, CE. Know (the planes): 8 ranks. Must be able to cast 3 rd level Arcane spells. Must have made peaceful contact with an evil outsider. Min Lvl: Wiz5, Brd7, Sor13.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Int: Craft, Know (any), Scry, Spellcraft. Wis: Profession. Con: Concentrate. Cha: Intimidate	1 st : +1 Natural Armor. +2 Inherent bonus to Dexterity. 60' Darkvision. <i>Poison</i> (PH p236) @ 16 th level, once per day. 2 nd : +1 Caster Level. Fire resistance 20/–.
Alienist (mage who studies & summons creatures beyond normal understanding, eventually becoming an 'Outsider') (T&B p45)	Know (the planes): 8 ranks. Know (arcana): 8 ranks. Feats: Alertness. Able to cast a Divination spell. Able to cast a Summoning spell of 3 rd level or higher. Min Lvl: Wiz5, Brd7, Clr13, Drd13, Sor13, Rng13.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Craft, Know (any), Scry, Spellcraft. Wis: Profession. Con: Concentrate. Cha: Intimidate	1 st : +1 Caster Level. Any summoned creature may have the Pseudomatural Template applied to it. 2 nd : +1 Caster Level. +1 on all Saves. –2 on Wisdom.
Ancestral Avenger (elf specialized in hunting & killing drow and their allies) (DR279 p84)	Race: Elf or Half-Elf Base Attack Bonus: +5. Wilderness Lore: 3 ranks. Feats: Alertness, Iron Will, Track. Min Lvl: Rgr5, Bbn6, Ftr6, Pal6, Clr7, Brd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 10	Int: Search, Know (underdark). Wis: Intuit Direction, Listen, Profession, Sense Motive, Spot, Wilderness Lore. Con: Concentrate. Cha: Bluff, Intimidate.	1 st : You can track underground with no extra penalty. Hard surfaces are treated as firm surfaces for tracking. +1 attack bonus vs. drow. +1d6 damage bonus vs. drow. 2 nd : Add Class Level to saving throws vs. spider & drow poisons.
Apelord (Animal Lord specialized in apes, baboons, & monkeys) (MotW p43)	Alignment: NG, LN, N, CN, NE. Animal Empathy: 6 ranks. Wilderness Lore: 8 ranks. Climb: 2 ranks. Feats: Animal Defiance, Animal Control, Skill Focus (Climb). Able to cast <i>Detect Animals or Plants</i> , <i>Speak with Animals</i> , and <i>Animal Friendship</i> . Min Lvl: Drd6, Rgr6.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide. Int: Know (nature), Spellcraft. Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Animal Empathy, Handle Animal.	1 st : Apes, baboons, & monkeys are automatically friendly to you. Able to have twice your Class level in ape, baboon, & monkey companions. Sense apes, baboons, & monkeys within your Class level squared miles. Gain Wisdom-based Prepared Divine spells from the <u>Animal Lord Spell List</u> . 2 nd : Speak with apes, baboons, & monkeys at will. Gain <u>Feat: Brachia ion</u> .

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Arachne (specialty priest of the Deity of Spiders who gains a wizard-like spider familiar & a paladin-like large spider mount) (F&P p182)	Patron: Lolth. Race: Aranea, Choldrith, Deep Dragon, Drow, Half-Drow, Half-Fiend Draegloth. Gender: Female. Alignment: CE. Handle Animal: 3 ranks. Know (arcana): 4 ranks. Spellcraft: 4 ranks. Feats: Great Fortitude, Still Spell, Survivor, either Exotic Weapon Proficiency (hand crossbow) –or– Weapon Finesse (dagger). Must have the Spider Domain Able to cast 3 rd level Divine spells. Must have passed Lolth's Test (given at 6 th level). Able to speak Abyssal. Min Lvl: Clr9.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: – Armor: – Class Lvs: 10	Str: Climb. Dex: Balance, Ride. Int: Craft, Know (arcana), Know (religion), Scry, Spellcraft. Wis: Heal, Sense Motive. Con: Concentrate. Cha: Bluff, Diplomacy, Gather Info, Handle Animal, Intimidate.	1 st : +1 Divine Caster Level. Immune to the venom of all spiders & spider-like creatures. Able to communicate with spiders & spider-like creatures with an Intelligence of at least 1. Spiders will never attack you of their own volition. Gain a Hairy Spider Familiar, just as if you were a wizard. For purposes of determining your familiar's abilities, use your Class level. 2 nd : +1 Divine Caster Level. See & hear through your familiar's senses as long as it is within 400' + 40' per Divine Caster level.
Arachnemancer (caster who specializes in spider-magics) (DU84 p54) (DU85 p9)+	Alignment: LE, NE, CE. Know (nature): 4 ranks. Climb: 3 ranks. Able to cast <i>Spider Climb</i> , <i>Summon Monster II</i> , & <i>Web</i> . Must undergo ritual scarification. Min Lvl: Wiz3, Sor5.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Will Weap: Simple Armor: – Class Lvs: 10	Str: Climb, Jump. Dex: Hide, Move Silently. Int: Craft, Know(arcana), Know(nature), Spellcraft. Wis: Spot. Con: Concentrate.	1 st : Speak with all forms of spiders, including aranea, driders, etc. +1 Class bonus on saves vs. poison. Gain Intelligence-based Prepared Arcane spells from the Arachnemancer Spell List . 2 nd : <i>Polymorph Self</i> , into a Small, Medium, or Large Monstrous Spider(MM p210) only. Lasts for 10 minutes per Class Level, though the spider's size can be changed at will during that time. +2 Class bonus on saves vs. poison.
Arcane Archer (spell-casters who can attach spells to arrows) (DMG p28)	Race: Elf or Half-Elf. Base Attack Bonus: +6. Feats: Point Blank Shot, Precise Shot, Weapon Focus (any straight bow). Able to cast Arcane spells. Min Lvl: Brd8, Sor12, Wiz12.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Medium, Shields Class Lvs: 10	Dex: Hide, Move Silently, Use Rope, Ride. Int: Craft. Wis: Intuit Direction, Listen, Spot, Wilderness Lore.	1 st : Every non-magic arrow you fire becomes a +1 arrow for this attack. 2 nd : As a standard action, you can place an 'area' spell on your arrow and fire it. The spell goes off with its center wherever the arrow hits.
Arcane Devotee (dedicated arcane follower of a deity) (FR p40)	Know (religion): 8 ranks. Spellcraft: 8 ranks. Feats: Enlarge Spell. Able to cast 4 th level Arcane spells. Must have a patron deity. Min Lvl: Wiz7, Brd10, Sor13.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 5	Int: Alchemy, Craft, Scry, Know (any), Spellcraft. Wis: Profession. Con: Concentrate.	1 st : +1 Arcane Caster Level. You may apply the effect of the Feat: Enlarge Spell to any spell in an impromptu manner without it taking a full-round action or the level of the spell increasing. Usable 1 + Charisma bonus times per day. 2 nd : +1 Arcane Caster Level. +1 save vs. divine spells & all spell-like & supernatural abilities of outsiders. Choose one component of your patron deity's alignment. You now cast spells with that descriptor as if 1 level higher.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Arcane Trickster (thief with special arcane training) (T&B p47) (DR289 p118)+	Decipher Script: 7 ranks. Disable Device: 7 ranks. Escape Artist: 7 ranks. Know (arcana): 4 ranks. Able to cast <i>Mage Hand</i> . Able to cast an Arcane spell of 3 rd level or higher. Sneak Attack of 2d6 or better. Min Lvl: Wiz5 / Rog3.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Move Silently, Open Locks, Pick Pockets, Tumble, Hide, Use Rope. Int: Alchemy, Appraise, Craft, Scry, Decipher Script, Disable Device, Know (any), Spellcraft. Wis: Intuit Direction, Listen, Spot, Profession, Sense Motive. Con: Concentrate. Cha: Bluff, Diplomacy, Disguise, Gather Info. Speak Language.	1 st : +1 Caster Level. You may attempt the following skills at 30' once per day: Disable Device, Open Lock, Pick Pocket. The DC is 5 higher than normal & you cannot "Take 10". 2 nd : +1 Caster Level. +1d6 Sneak Attack.
Arcanopath Monk (martial artist who is specialized in fighting spell-casters) (DR281 p35)	Alignment: LG, LN, LE. Base Attack Bonus: +4. Know (arcana): 8 ranks. Feats: Improved Unarmed Strike, Deflect Arrows, Dodge, Mobility. Must find the Monastery of Finithamon in Limbo & be accepted by a sensei. Must have slain an Arcane spellcaster. Min Lvl: Mnk5, Clr9, Sor9, Wiz9, Dr 13, Ftr13, Pal13, Rgr13, Rog13.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref, Will Weap: Monk Armor: – Class Lvs: 10	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know (outer planes). Wis: Listen, Profession. Con: Concentrate. Cha: Perform, Diplomacy.	<u>Monks may freely crossclass.</u> 1 st : Progress in the Monk movement, unarmed damage, unarmed attack rate table by adding Class Level to Monk Level. If you do not have Monk levels, progress at your Class Level. Clap of Deafness, once per round, up to Class Level times per day. Designate an attack to include this power. If it hits, in addition to the damage, the target must make a Fortitude save vs. DC 10 + Class Level + Wisdom bonus. If the target fails, he is deaf for 1 round (20% chance of spell failure). Creatures immune to criticals or sonic attacks are immune to this power. 2 nd : Chop of Muteness, once per round, up to Class Level times per day. Designate an attack to include this power. If it hits, in addition to the damage, the target must make a Fortitude save vs. DC 10 + Class Level + Wisdom bonus. If the target fails, he is mute for 1 round. Creatures immune to criticals are immune to this power.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Archmage (arcane caster who is so advanced, he/she can trade knowledge of spells for special spell abilities) (FR p41)</p>	<p>Know (arcana): 15 ranks. Spellcraft: 15 ranks. Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic. Able to cast 7th level Arcane spells. Able to cast 5th level spells from at least 5 schools. Min Lvl: Wiz13, Sor14.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 5</p>	<p>Int: Alchemy, Craft, Scry, Know (any), Search, Spellcraft. Wis: Profession. Con: Concentrate.</p>	<p>1st: +1 Arcane Caster Level. High Arcana – Permanently give up a spell slot (i.e., a spell per day at a specified level) in exchange for a special power. <u>Lv. High Arcana</u> * <u>Spell-Like Ability</u> – Cast a spell as a ‘spell-like ability’ by sacrificing a slot of the matching level. The slot level can be raised to add meta-magics & set how many uses per day: +0 levels – 2 times per day. +3 levels – 4 times per day. +6 levels – 6 times per day. 5th <u>Spell Power +1</u> – +1 to DC & to overcoming SR. Stacks with Spell Power +2 & Spell Power +3. 6th <u>Mastery of Shaping</u> – You can leave a 5’ or larger hole in any spell that effects a burst, cone, cylinder, emanation, or spread. All these spells can now be shaped in units of 5’ (instead of 10’). 7th <u>Arcane Reach</u> – Touch spells can be used at 30’. This High Arcana may be taken a second time to increase the distance to 60’. 7th <u>Mastery of Counterspelling</u> – If a spell is counterspelled, it is reflected back on its caster as if <i>Spell Turning</i> was active. 7th <u>Spell Power +2</u> – +2 to DC & to overcoming SR. Stacks with Spell Power +1 & Spell Power +3. 8th <u>Mastery of Elements</u> – You can change a spells descriptor from acid, cold, fire, electricity, or sonic to any of the others at time of casting. 9th <u>Arcane Fire</u> – Trade in a spell for a bolt of arcane fire that does 1d6 per spell level cashed in + Class Level. 9th <u>Spell Power +3</u> – +3 to DC & to overcoming SR. Stacks with Spell Power +1 & Spell Power +2. 2nd: +1 Arcane Caster Level. Gain another High Arcana.</p>
<p>Assassin (a precise killer with spells at his disposal) (DMG p29)</p>	<p>Alignment: LE, NE, CE. Move Silently: 8 ranks. Hide: 8 ranks. Disguise: 4 ranks. Kill someone as part of the initiation. Min Lvl: Brd5, Mnk5, Rgr5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Sor13, Wiz13.</p>	<p>HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: Dagger, Crossbow, Dart, Rapier, Sap, Shortbow, Short Sword Armor: Light Class Lvs: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Tumble, Move Silently, Open Locks, Pick Pocket, Use Rope. Int: Craft, Decipher Script, Disable Device, Forgery, Read Lips, Search. Wis: Innuendo, Intuit Direction, Listen, Sense Motives, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Use Magic Device.</p>	<p>1st: Sneak attack +1d6. After 3 rounds of study, if you can make a successful melee sneak attack within the next 3 rounds, the target must make a Fortitude save vs. DC 10 + Class Level + your Intelligence bonus or die / be paralyzed (your choice). Penalization lasts Class Level + 1d6 rounds. You are trained to never accidentally poison yourself when applying it to a blade Gain Intelligence-based Prepared Arcane spells from the <u>Assassin Spell List</u>. 2nd: +1 save vs. poison. Retains Dexterity bonus to AC even if caught flat-footed or attacked by someone invisible.</p>
<p>Athar (Faction that works to discredit all deities, gaining ability to resist & thwart clerics) (DR287 p45)</p>	<p>Base Attack Bonus: +7. Base Will Save: +3. Know (religion): 10 ranks. Able to cast Divine spells. Must abandon all worship of deities (clerics loose spells & can no longer gain levels). Min Lvl: Clr10, Drd17, Rgr17.</p>	<p>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10</p>	<p>Int: Craft, Know (religion), Spellcraft. Wis: Listen, Innuendo, Profession. Con: Concentrate. Cha: Intimidate.</p>	<p>1st: Immune to the following spells: <i>Bestow Curse, Blasphemy, Doom, Holy Word, Geas/Quest</i>. 2nd: +2 Resistance bonus to saves vs. divine spells.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Auspician (specialty priest of a Deity of Luck, who gains the ability to grant good & bad luck) (F&P p184)	Alignment: CG, CN, CE. Base Save Bonuses: Fortitude +5, Reflex +2. Feats: Dodge, Great Fortitude, Iron Will, Lightning Reflexes. You must have access to the Luck Domain. Must take a special poison (DC 22, 2d6 Con, 1d6 Con + 1d6 Str) without any magical protections. Min Lvl: Clr10.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Swim. Dex: Balance, Escape Artist. Int: Disable Device, Search, Spellcraft, Tumble. Wis: Listen, Sense Motive, Spot. Con: Concentrate. Cha: Bluff.	1 st : +1 Caster Level. Gain access to the Fate Domain, including its special ability. As a Free Action, gain a +20 Luck bonus on an attack roll. Usable 1/day. 2 nd : +1 Caster Level. <i>Bestow Curse</i> on a single target within Close-range. Duration is 1 minute per level & Save DC is (10 + ½ Class level + Wisdom modifier). Usable 1/day.
Bane of Infidels (a tribal shaman who can become temporarily more powerful by doing sacrifices) (MotW p46)	Alignment: LN, N, CN, LE, NE, CE. Intimidate: 4 ranks. Know (religion –or– nature): 6 ranks. Feats: Iron Will, Leadership. Able to cast 3 rd level Divine spells. Min Lvl: Clr6, Drd6, Rgr11.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Swim. Int: Craft, Know (nature), Know (religion), Spellcraft. Wis: Heal, Intuit Direction, Profession, Sense Motive, Wilderness Lore. Con: Concentrate. Cha: Diplomacy, Animal Empathy, Handle Animal, Intimidate.	1 st : +1 Caster Level. Cause a follower of your religion to enter a Barbarian Rage, except that he only gains +2 Str, +2 Con, & +1 bonus to Will saves. Usable Class level times per day A desired 5' square area explodes with flames, doing 1d4 per Class level (RefNeg vs. DC (10 + Class level + Wis bonus). Usable 1/day. 2 nd : +1 Caster Level. Create a 'Hearth' of 5' per Class level radius by doing an 8 hour ritual. The Hearth has <i>Zone of Truth</i> in effect at all times, but you are immune to the effect. You may only have one Hearth at a time. By killing a humanoid with a 'coup de grace' within your Hearth, you gain +2 effective caster level for 1hr
Bearlord (Animal Lord specialized in black bears, brown bears, & polar bears) (MotW p43)	Alignment: NG, LN, N, CN, NE. Animal Empathy: 6 ranks. Wilderness Lore: 8 ranks. Intimidate: 2 ranks. Feats: Animal Defiance, Animal Control, Power Attack. Able to cast <i>Detect Animals or Plants</i> , <i>Speak with Animals</i> , and <i>Animal Friendship</i> . Min Lvl: Drd6, Rgr6.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide. Int: Know (nature), Spellcraft. Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Animal Empathy, Handle Animal.	1 st : Bears are automatically friendly to you. Able to have twice your Class level in bear companions. Sense bears within your Class level squared miles. Gain Wisdom-based Prepared Divine spells from the Animal Lord Spell List . 2 nd : Speak with bears at will. +2 Inherent bonus to Strength.
Berserk (warriors who can enter battle furies that they cannot end & who eventually can shape-shift into their totem animal) (D&D p201)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +5. Must be proficient with Medium Armor & Shields. Must be proficient with either battleaxes, longswords, or warhammers. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Rog7, Sor10, Wiz10.	HD: d12 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: Simple, Martial Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Wis: Listen, Spot, Wilderness Lore. Con: Concentrate. Cha: Animal Empathy, Intimidate.	1 st : Battle Fury, 1/day. +6 Strength, +6 Constitution, +3 Morale bonus on Will saves, -2 penalty to AC. Battle Fury takes a Standard Action to begin, it lasts for (3 + new Constitution modifier) rounds, & cannot be ended early. While in the fury, you cannot cast spells, use skills that require concentration, or make ranged attacks. Once a foe has been chosen, you will attack it until it or you is dead. To avoid attacking an ally or bystander, you must make a Will save vs. DC (15 + the number of round so far in this fury). If there are no targets to attack, you will fight trees & rocks. At the end of the Fury, you are Fatigued. +10' bonus to movement. 2 nd : Damage Reduction 1/–.
Beholder Mage (beholder who remove their center eye to become wizards) (MoF p21)	Race: Beholder. Must have their center 'anti-magic' eye removed. Min Lvl: n/a.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Appraise, Decipher Script, Know (any), Scry, Spellcraft. Con: Concentrate. Cha: Use Magic Device. Speak Language.	1 st : Gain Intelligence-based Prepared Wizard Spells, except that you do not need material components. 2 nd : +2 Resistance bonus to saves vs. divine spells.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Birdlord (Animal Lord specialized in eagles, hawks, owls, etc) (MotW p43)	Alignment: NG, LN, N, CN, NE. Animal Empathy: 6 ranks. Wilderness Lore: 8 ranks. Intuit Direction: 2 ranks. Feats: Animal Defiance, Animal Control, Improved Flight. Able to cast <i>Detect Animals or Plants, Speak with Animals</i> , and <i>Animal Friendship</i> . Min Lvl: Drd6, Rgr6.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide. Int: Know (nature), Spellcraft. Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Animal Empathy, Handle Animal.	1 st : Birds are automatically friendly to you. Able to have twice your Class level in bird companions. Sense birds within your Class level squared miles. Gain Wisdom-based Prepared Divine spells from the <u>Animal Lord Spell List</u> . 2 nd : Speak with birds at will. +2 Inherent bonus to Dexterity.
Blackguard (anti-paladins with better PR) (DMG p30) (DMGe)+	Alignment: LE, NE, CE. Base Attack Bonus: +6. Know (religion): 2 ranks. Hide: 5 ranks. Feats: Power Attack, Cleave, Sunder. Contact an evil outsider. Min Lvl: Rgr6, Bbn7, Ftr7, Pal8, Clr8, Drd8, Mnk8, Rog8, Brd9, Sor12, Wiz12.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Dex: Ride. Int: Craft, Know (religion). Wis: Heal, Profession. Con: Concentrate. Cha: Handle Animals, Diplomacy, Intimidate.	1 st : <i>Detect Good</i> (PH p193), at will. You are trained to never accidentally poison yourself when applying it to a blade Gain Wisdom-based Prepared Divine spells from the <u>Blackguard Spell List</u> . 2 nd : Add Charisma bonus to all Saving Throws. Smite Good – On a designated melee attack on a good opponent, add your Charisma bonus to the attack roll. If it hits, add your Class Level to the damage.
Bladesinger (elven fighter / wizard) (T&E p49) (T&Be p20)	Race: Elf or Half-Elf. Base Attack Bonus: +5. Feats: Combat Casting, Dodge, Expertise, Still Spell, Weapon Focus (longsword). Concentrate: 4 ranks. Perform: 3 ranks (must include Dance & Sing). Tumble: 3 ranks. Must be able to cast 1 st level Arcane Spells. Min Lvl: Wiz10, Brd12, Sor15.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Ref, Will Weap: – Armor: Light Class Lvs: 10	Str: Jump. Dex: Balance, Tumble. Int: Know (arcana), Spellcraft. Con: Concentrate. Cha: Perform.	1 st : Gain Arcane Prepared Spells from the <u>Bladesinger Spell List</u> . If wielding a longsword in the primary hand & nothing in the off-hand, then you add your Intelligence bonus to your AC. You can be only wearing no more than Light Armor. 2 nd : Bonus Feat from the following list: any metamagic, Combat Reflexes, Improved Critical (longsword), Improved Disarm, Mobility, Quick Draw, Spring Attack, Whirlwind Attack.
Blessed of Gruumsh (templar of the One-Eyed Deity of Orcs, who gain gaze powers at higher levels) (DR282 p84)	Patron: Gruumsh Race: Orc or Half-Orc. Alignment: LN, N, CN, LE, NE, CE. Base Attack Bonus: +6. Know (religion): 3 ranks. Feats: Power Attack, Cleave, Exotic Weapon Proficiency (Orc Double-Axe). Must ritualistically remove one eye. Min Lvl: Ftr6, Rgr6, Bbn7, Brd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump. Int: Craft, Know (religion). Wis: Spot, Profession. Cha: Bluff, Intimidate.	1 st : +1 Luck bonus to AC. 2 nd : If a designated attack hits, it does +1d6 damage. Usable once per day.
Blighter (a fallen druid who has regained spells by destroying nature & eventually learns how to take the shape of undead animals & spread plagues) (MotW p48)	Alignment: LN, N, CN, LE, NE, CE. Must be an ex-Druid who could cast 3 rd level spells. Min Lvl: Drd5.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Swim. Int: Craft, Know (nature), Scry, Spellcraft. Wis: Heal, Intuit Direction, Profession (herbalist), Wilderness Lore. Con: Concentrate. Cha: Diplomacy, Animal Empathy, Handle Animal.	1 st : Deforestation - kill all non-sentient plant life in a 50' per Class level radius as a Full-Round Action. Dryad's trees, etc., must make a Fortitude save vs. DC (10 + Class level + Wisdom bonus) to survive. The deforested area will not regrow until <i>Hallow</i> is cast on it & the area is reseeded. Usable 1/day. Gain Wisdom-based Prepared Divine spells from the <u>Blighter Spell List</u> if you have used your 'Deforestation' ability within the last 24 hours. 2 nd : You no longer need food or water. Generate 1d4 fire damage in a 10' radius half-circle from your hands (Ref½). Usable as a Standard Action at will.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Bloodhound (hunts down a designated mark & won't stop until he is done) (MotW p49) (DR298 p110)+	Base Attack Bonus: +4. Gather Info: 4 ranks. Move Silently: 4 ranks. Wilderness Lore: 4 ranks. Feats: Run, Track. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd6, Clr6, Drd6, Mnk6, Rog6, Sor8, Wiz8.	HD: d10 Skill Points: 6 Attack: Fighter Good Save: Ref Weap: Simple, Martial Armor: Light, Shields Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Forgery, Hide, Move Silently, Open Lock, Ride, Use Rope. Int: Appraise, Search. Wis: Heal, Intuit Direction, Listen, Sense Motive, Spot, Wilderness Lore. Cha: Bluff, Diplomacy, Disguise, Gather Info, Intimidate.	1 st : Can use a normal melee weapon to do subdual damage without a penalty. By spending 10 minutes visually studying one or more humanoids or an unambiguous description of them, you may designate 1 of them per 2 Class levels (round up) as your 'Mark'. They must be designated as a group & a new designation can be done once per week, but if you choose a new Mark(s) without having 'defeated' all pending Marks, you loose the Mark's XP worth. When tracking down a Mark, gain an Insight bonus equal to your Class level to Gather Info, Spot, & Wilderness Lore checks. 2 nd : Track at normal movement speed without a -5 penalty. A normal melee attack that would be bring a Mark to negative hp can be retroactively changed to subdual damage. You cannot use this ability when Raging. You may prepare for a Mark who is currently Flat-Footed to execute an action up to a Full-Round Action within the next 10 minutes. If your Mark does the expected action, you gain an Attack of Opportunity on your Mark with any drawn melee or ranged weapon.
Bloodsister (Drow combat sisterhood that specializes in fighting with Short Swords & Daggers, and Hand Crossbows) (DR298 p90)	Race: Drow. Gender: Female. Alignment: LE, NE, CE. Base Attack Bonus: +6. Feats: Ambidexterity, Two-Weapon Fighting, Exotic Weapon Proficiency (Hand Crossbow). Min Lvl: Bbn6, Ftr6, Rgr6, Brd8, Clr8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Ref Weap: Simple, Martial Armor: Light, Medium Class Lvs: 10	Str: Climb, Jump. Dex: Balance, Use Rope. Wis: Innuendo, Listen, Spot. Cha: Intimidate.	1 st : Able to reload Hand Crossbows as a Free Action without generating an Attack of Opportunity. 2 nd : Trained in using poisons.
Blood Magus (arcane magic with your own blood) (T&B p50)	Alignment: NG, CG, N, CN, NE, CE. Feat: Toughness. Able to cast 3 rd level Arcane spells. Must have been dead for a while. Min Lvl: Wiz5, Sor6, Brd7.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort Weap: - Armor: - Class Lvs: 10	Int: Alchemy, Craft, Scry, Spellcraft. Wis: Heal. Con: Concentrate. Cha: Bluff.	1 st : You can use your own blood in place of material components. You take at least 1 hp damage, but the DC of the spell goes up by 1 too. Replacing costly components results in greater hp loss (5 hp for 1-50 gp, etc). If your hit points go negative, you automatically stabilize on the next round. 2 nd : +1 Caster Level. You can scribe spells into your own skin, which fade once cast. You are limited to 6 spells.
Brawler (expert in fighting with improvised weapons against groups of people) (DR295 p72)	Base Attack Bonus: +7. Intimidate: 5 ranks. Feat: Alertness, Combat Reflexes, Improved Unarmed Strike. Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Brd10, Clr10, Drd10, Mnk10, Rog10, Sor14, Wiz14.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: - Class Lvs: 5	Str: Climb, Jump, Swim. Dex: Balance, Ride. Int: Craft. Wis: Intuit Direction, Listen, Spot. Cha: Bluff, Intimidate.	1 st : Able to fight with Improvised Weapons without a -4 penalty. Weapons less than 5 lbs. do 1d4 damage (20/x2), while heavier ones do 1d6. Long ones even have reach. Improvised Weapons can be thrown with a Range Increment of 10'. +1 Morale bonus to attacks when threatened by 3 or more opponents at once. 2 nd : Gains <u>access</u> to the following feats (normal prerequisites still apply): Weapon Focus (Improved Weapon), Weapon Specialization (Improved Weapon), & Improved Critical (Improved Weapon).

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Cancer Mage (a disease carrier that is so plague-ridden that it grows an intelligent tumor as a companion) (BoVD p52)	Alignment: LE, NE, CE. Base Fortitude Save: +5. Heal: 3 ranks. Hide: 6 ranks. Know (nature): 2 ranks. Move Silently: 6 ranks. Feats: Great Fortitude, Poison Immunity, Toughness. Must have been poisoned & infected with a disease in the past. Min Lvl: Mnk6, Rgr6, Bbn9, Clr9, Drd9, Ftr9, Brd15, Rog15, Sor15, Wiz15.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Pick Pockets, Ride, Tumble, Use Rope. Int: Alchemy, Disable Device, Know (nature), Search. Wis: Heal, Intuit Direction, Listen, Profession, Sense Motive, Spot. Cha: Bluff, Disguise, Gather Info, Intimidate.	1 st : +1d6 Sneak Attack. Disease Carrier – immune to the negative effects of diseases, though the cosmetic effects still occur. Others can catch the disease. If targeted by a <i>Cure Disease</i> , you take 1d6/level (FortNeg). 2 nd : <i>Contagion</i> , usable Class level times per day. Spell DC is 13 + Caster's Wisdom bonus. Cancer Companion – an intelligent tumor grows inside the Cancer mage. The two can communicate telepathically, though a <i>Cure Disease</i> will suppress the companion for 1d10 days if the Cancer Mage does not save. At this level, the Cancer Companion grants Blindsight 30' (at higher levels, it grants Evasion, Uncanny Dodge, & even can cast its master's spells).
Candle Caster (arcane magic with candles) (T&B p52)	Feat: Great Fortitude. Craft (candles): 6 ranks. Able to cast 3 rd level Arcane spells. Min Lvl: Wiz5, Sor6, Brd7.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Craft, Know (any), Scry, Search, Spellcraft. Wis: Profession. Con: Concentrate.	1 st : +1 Caster Level. You may create candles that act as if they had a spell scribed into it (following the normal scribing rules). At this level, only you or another Candle Caster may use your empowered candle. 2 nd : +1 Caster Level. Your candles may be scribed as if you have the Extend Spell feat, though the spell in the candle takes up one level higher.
Catlord (Animal Lord specialized in cats, lions, tigers, etc.) (MotW p43)	Alignment: NG, LN, N, CN, NE. Animal Empathy: 6 ranks. Wilderness Lore: 8 ranks. Move Silently: 2 ranks. Feats: Animal Defiance, Animal Control, Weapon Finesse (any). Able to cast <i>Detect Animals or Plants</i> , <i>Speak with Animals</i> , and <i>Animal Friendship</i> . Min Lvl: Drd6, Rgr6.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide. Int: Know (nature), Spellcraft. Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Animal Empathy, Handle Animal.	1 st : Cats, lions, tigers, etc. are automatically friendly to you. Able to have twice your Class level in cat, lion, tiger, etc., companions. Sense cats, lions, tigers, etc., within your Class level squared miles. Gain Wisdom-based Prepared Divine spells from the <u>Animal Lord Spell List</u> . 2 nd : Speak with cats, lions, tigers, etc., at will. Gain <u>Skill Focus (Move Silently)</u> .
Cavalier (mounted knight) (S&F p12) (S&Fe)+	Alignment: LG, LN, LE. Base Attack Bonus: +8. Feats: Spirited Charge, Weapon Focus (lance), Weapon Focus (sword), Mounted Combat, Ride-by-Attack. Handle Animals: 4 ranks. Know (nobility): 4 ranks. Ride: 6 ranks. Equipment: Masterwork Heavy Armor & Masterwork Large Shield. Min Lvl: Ftr8, Pal12, Rog12, Clr18, Mnk18, Sor18, Wiz18.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 10	Int: Know (nobility), Profession. Dex: Ride. Cha: Intimidate, Diplomacy.	1 st : +1 on checks to keep mount from taking damage. +2 on Ride checks. +1 attack bonus with a lance while mounted. +2 on Know (nobility) checks. 2 nd : During a charge, do x3 damage with a melee weapon (x4 with a lance), once per day. +1 attack bonus with a sword while mounted.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Cave Stalker (guard dwarven communities from monsters) (DR292 p52)	Race: Dwarf Base Attack Bonus: +5. Craft (trapmaking): 5 ranks. Move Silently: 5 ranks. Wilderness Lore: 5 ranks. Feats: Blind-fight, Track. Min Lvl: Rgr5, Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rog7, Sor10, Wiz10	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: Simple Armor: Light, Medium Class Lvs: 5	Str: Climb, Swim. Dex: Hide, Use Rope. Con: Concentrate. Int: Craft (trapmaking), Know(nature). Wis: Intuit Direction, Listen, Profession, Spot, Wilderness Lore. Con: Concentrate.	1 st : +1 Caster Level. The Dwarven ‘Stonecunning’ ability is increased. +4 Racial bonus to find unusual stonework, traps, etc. Able to automatically detect unusual stonework at 20’. 2 nd : <i>Meld into Stone</i> , at class level, (1+Wisdom modifier) times per day.
Church Inquisitor (priests tasked with finding subtle evils, including infiltration) (DotF p51)	Alignment: LG, LN. Base Will Save: +3. Know (arcana): 8 ranks. Spellcraft: 8 ranks. Able to cast <i>Dispel Magic</i> as a Divine spell. Must be a member of a LG church or order, & must have uncovered corruption within it. Min Lvl: Clr5, Pal13	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple Armor: All Class Lvs: 10	Int: Scry, Know(arcana), Know (religion), Know(planes), Search, Spellcraft. Con: Concentrate. Cha: Diplomacy, Gather Info., Intimidate, Sense Motive.	1 st : +1 Divine Caster Level. <i>Detect Evil</i> (PH p192), at will. Gain the Prestige Domain Inquisition. 2 nd : +1 Divine Caster Level. Immune to all <i>Charm</i> spells & effects.
Cipher (Faction that believes in doing, not talking; though the “doing” often involves destroying things) (DR287 p47)	Balance: 5 ranks. Jump: 10 ranks. Know (religion): 10 ranks. Feats: Improved Initiative, Power Attack, Sunder. Min Lvl: Brd7, Bbn17, Clr17, Drd17, Ftr17, Mnk17, Pal17, Rgr17, Rog17, Sor17, Wiz17.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Ride, Move Silently, Tumble. Wis: Sense Motive. Con: Concentrate.	1 st : Gain Feat: <u>Improved Unarmed Strike</u> . If you make a full-round unarmed strike on an inanimate object & make a Concentrate check vs. DC 10 + the object’s hardness, then you can ignore the hardness this round. 2 nd : +1 Insight bonus to Initiative Rolls. Gain Evasion – No damage on a successful Reflex save.
Consecrated Harrier (person who hunts down enemies of the church, no matter where they hide) (DotF p52)	Alignment: LG, LN, LE. Base Attack Bonus: +5. Disguise: 5 ranks. Gather Info: 5 ranks. Profession (lawyer): 5 ranks. Feat: Track. Must successfully track down and destroy a target selected by his church. Min Lvl: Clr7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Will Weap: Simple, Martial Armor: All Class Lvs: 10	Int: Search. Wis: Profession. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate.	1 st : +2 Sacred bonus on Bluff, Listen, Sense Motive, Spot, & Wilderness Lore checks while tracking a church-assigned target. +2 Sacred bonus to attack & damage rolls a church-assigned target. <i>Detect Chaos</i> (PH p192), at will. Gain Wisdom-based Prepared Divine spells from the <u>Consecrated Harrier Spell List</u> . 2 nd : +4 bonus on save vs. illusions.
Contemplative (one who is dedicated to becoming one with his deity) (DotF p54)	Know (religion): 13 ranks. Direct contact with a representative of your deity. Min Lvl: Brd10, Clr10, Pal10, Wiz10.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Will Weap: Simple Armor: – Class Lvs: 10	Int: Craft, Know (religion), Scry, Spellcraft. Wis: Heal, Intuit Direction, Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy, Intimidate.	1 st : +1 Caster Level. Gain a Prestige Domain that is sponsored by your deity. Immune to all natural and magical diseases. 2 nd : +1 Caster Level. If you fail your save vs. an enchantment, then you get to make another save 1 round later.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Dancer of Sharess (specialty priests of the Deity of Dance & Cats) (DR290 p92)	Patron: Sharess Alignment: CG Base Attack Bonus: +3. Perform: 4 ranks (must include Dance). Know (religion): 9 ranks. Able to cast 3 rd level Divine spells. Clerics must have access to the Charm Domain. Min Lvl: Clr6, Rgr15.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Fort, Will. Weap: Simple Armor: – Class Lvs: 10	Str: Climb, Jump. Int: Know (religion), Spellcraft. Dex: Balance, Move Silently. Wis: Heal, Spot. Con: Concentrate. Cha: Diplomacy, Perform.	1 st : +1 Caster Level. Gain Low-Light Vision. Gain a cat familiar. Its abilities are based on your Class Level. 2 nd : +1 Caster Level. +2 bonus to Dexterity & Charisma checks. +2 bonus to Dexterity-based & Charisma-based skill checks. +2 bonus to Reflex saving throws.
Darkmask (specialty priests of the Drow Deity of Thievery) (LoD p33)	Patron: Vhaeraun Race: Drow or Half-Drow. Hide: 8 ranks. Move Silently: 6 ranks. Pick Pocket: 4 ranks. Wilderness Lore: 2 ranks. Feats: Daylight Adaptation (if Drow), Stealthy. Able to cast 2 nd level Divine spells. Successfully fought against clerics of Lolth. Min Lvl: Rgr8, Clr13.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will. Weap: – Armor: – Class Lvs: 5	Str: Climb, Jump. Int: Craft, Know (religion), Search. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Tumble, Use Rope. Wis: Heal, Intuit Direction, Listen, Profession, Spot, Wilderness Lore. Con: Concentrate. Cha: Bluff, Diplomacy, Disguise, Use Magic Device.	1 st : +1 Caster Level. <i>Darkfire</i> , usable once per day. <i>Pass without Trace</i> , usable once per day. 2 nd : +1 Caster Level. <i>Change Self</i> , usable once per day. Gain <u>Feat: Skill Focus (one Darkmask skill)</u> .
Darkwood Stalker (elf / half-elf practiced in hunting & killing orcs) (DR292 p58)	Race: Elf or Half-Elf. Base Attack Bonus: +5 Hide: 5 ranks. Listen: 5 ranks. Move Silently: 5 ranks. Spot: 5 ranks. Wilderness Lore: 5 ranks. Feats: Dodge, Track. Able to speak Orcish. Min Lvl: Rgr5, Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Ref, Will. Weap: Simple, Martial Armor: Light, Medium Class Lvs: 10	Str: Climb, Jump, Swim. Int: Craft, Know (nature), Search. Dex: Hide, Move Silently, Ride, Use Rope. Wis: Heal, Intuit Direction, Listen, Profession, Spot, Wilderness Lore.	1 st : +1 bonus on the following skill checks against orcs: Bluff, Listen, Sense Motive, Sport, & Wilderness Lore. Stacks with Ranger's Favored Enemy bonus. +1 damage against orcs in melee or with missile weapons within 30'. Stacks with Ranger's Favored Enemy bonus. 2 nd : Uncanny Dodge – retains Dexterity bonus to AC even when caught flat-footed or attacked by someone who is Invisible.
Deep Avenger (warriors specialized in fighting drow who in time gain poison resistance, rage ability, etc.) (DR298 p56)	Base Attack Bonus: +7. Feats: Blind-Fight, Power Attack. Must speak Undercommon. Must have had a loved-one killed by the Drow in the last 5 years. Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Brd10, Clr10, Drd10, Mnk10, Rog10, Sor14, Wiz14.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial. Armor: All Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Intuit Direction. Cha: Handle Animal.	1 st : At the start of each round you are fighting Drow, you may designate 1 attack roll –or– 1 damage roll to have a +1 bonus. Learn Drow Sign Language. 2 nd : Gain Darkvision 60'.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Deep Thrall (minion to a Kraken, who in effect is its 'familiar' & emissary and over time becomes a 'Monstrous Humanoid') (DR300 p59)	Race: Humanoid, Monstrous Humanoid. Alignment: NE. Sense Motive: 5 ranks. Swim: 8 ranks. Must speak Aquan. Must be accepted by a Kraken as its servant, which includes being ritualistic scarring. Min Lvl: Brd5, Rog5, Bbn7, Drd7, Ftr7, Rgr7, Clr13, Sor13, Wiz13.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 5	Str: Swim. Dex: Hide, Move Silently. Int: Craft, Know(nature), Search. Wis: Listen, Profession, Sense Motive, Spot, Wilderness Lore. Cha: Bluff, Diplomacy, Disguise, Gather Info, Intimidate, Perform.	1 st : Become amphibious, so you can now breath water at will as an Extraordinary ability. The Kraken you serve can see through your eyes & you know its location & emotional state. The two of you can communicate telepathically. This ability has a range of 500 miles. 2 nd : Cold Resistance 5.
Deepwood Sniper (bow & arrow specialist) (MotW p52)	Base Attack Bonus: +5. Feats: Far Shot, Point Blank Shot, Weapon Focus (any bow or crossbow). Hide: 4 ranks. Move Silently: 4 ranks. Spot: 4 ranks. Min Lvl: Ftr5, Bbn6, Pal6, Rgr6, Brd7, Clr7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Ref. Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently. Int: Craft (bowmaking), Know (nature). Wis: Intuit Direction, Listen, Spot, Wilderness Lore.	1 st : All bolts or arrows you fire are treated as if they were Keen (i.e., double threat range), though this does <u>not</u> stack with any other Keen effect. +10' per range increment per Class level. 2 nd : Subtract 10% from your target's Concealment miss chance, if any. <i>Magic Weapon</i> , cast at Class level. Usable once per day. Add 1 to the critical multiplier for your arrows or bolts. Combined with the 1 st level Keen effect, arrows are now 19-20/x4, while bolts are 17-20/x3.
Demonologist (expert in summoning and dealing with Chaotic Evil Outsiders) (BoVD p54)	Alignment: CE. Know (arcana): 4 ranks. Know (the planes): 8 ranks. Feats: Evil Brand, Sacrificial Mastery, Malign Spell Focus. Must be able to cast 6 Arcane Conjuraction spells, of which at least one must be 3 rd level. Min Lvl: Wiz6, Brd7, Sor13.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will. Weap: – Armor: – Class Lvs: 10	Dex: Ride. Int: Alchemy, Decipher Script, Forgery, Know (arcana), Know (the planes), Know (religion), Scry, Spellcraft. Wis: Sense Motive. Con: Concentrate. Cha: Bluff, Intimidate.	1 st : Gain Charisma-based Impromptu Arcane spells from the <u>Demonologist Spell List</u> . <i>Charm Demon</i> , 1/day. Has the same effect as <i>Charm Person</i> , except it can only target Chaotic Evil Outsiders. This effect by-passes Spell Resistance, though the demon does get a Will save vs. DC 11 + the caster's Charisma bonus. 2 nd : Gain a Quasit familiar. If the caster already has a familiar, the Quasit eats it (no XP loss).
Devoted Defender (trained bodyguard) (S&F p13) (S&Fe)+	Base Attack Bonus: +5. Feats: Alertness, Weapon Focus (any melee). Search: 4 ranks. Sense Motive: 4 ranks. Spot: 4 ranks. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Clr6, Drd6, Brd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Ref, Fort. Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump. Int: Profession, Search. Wis: Innuendo, Listen, Spot, Sense Motives	1 st : +1 AC to Devoted Defender & the person being protected. If within 5' of the person being protected, you may choose to become the target of the attack before it is rolled. 2 nd : You may make an attack of opportunity vs. any adjacent melee attacker of the person being protected.
Diabolist (made a deal with a devil for power, which includes adding unholy damage to spells) (BoVD p56)	Alignment: LE. Base Will Save: +5. Bluff: 3 ranks. Intimidate: 3 ranks. Know (the planes): 8 ranks. Feats: Evil Brand, Corrupt Spell. Able to cast <i>Shriveling</i> . Off up his/her soul to a powerful devil. Min Lvl: Wiz6, Clr13, Sor13.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will. Weap: – Armor: – Class Lvs: 10	Int: Know (arcana), Know (the planes), Scry, Spellcraft. Wis: Spot. Con: Concentrate. Cha: Bluff, Diplomacy, Intimidate.	1 st : +1 Caster Level. Once per day, the caster may choose a spell that effects a target or an area & add the [evil] descriptor to it & have it do +1d6 Unholy damage to any good creature in the area of effect. 2 nd : +1 Caster Level. Gain an Imp familiar. If the caster already has a familiar, the Imp eats it.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Disciple of Asmodeus (servant of the Archdevil who specializes in learning secrets and domineering people) (BoVD p57)	Alignment: LE, NE. Bluff: 4 ranks. Diplomacy: 5 ranks. Sense Motive: 4 ranks. Feats: Disciple of Darkness, Evil Brand, Leadership. Undergo the initiation ritual. Min Lvl: Brd6, Clr6, Drd6, Mnk6, Rog6, Bbn7, Ftr7, Rgr7, Sor7, Wiz7.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Will. Weap: – Armor: – Class Lvs: 10	Dex: Hide. Int: Decipher Script, Know (any), Scry, Search, Spellcraft. Wis: Innuendo, Listen, Sense Motive, Spot. Con: Concentrate. Cha: Bluff, Diplomacy, Gather Info.	1 st : +1 Caster Level. <i>Charm Person</i> , at Caster level, 1/day. +10 Competency bonus to Gather Information check, usable 1/week. 2 nd : <i>Command</i> , at Caster level, 1/day.
Disciple of Baalzebul (servant of the Archdevil who specializes in lying & ambush) (BoVD p58)	Alignment: LE, NE, CE. Bluff: 10 ranks. Diplomacy: 4 ranks. Gather Info.: 4 ranks. Feats: Disciple of Darkness. Undergo the initiation ritual. Min Lvl: Brd7, Rog7, Bbn17, Clr17, Drd17, Ftr17, Mnk17, Rgr17, Sor17, Wiz17.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will. Weap: Simple, Martial Armor: Light Class Lvs: 10	Str: Climb, Jump. Dex: Balance, Disable Device, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Ride. Int: Appraise, Decipher Script, Know (religion), Search. Wis: Innuendo, Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Disguise, Gather Info., Intimidate, Use Magical Device.	1 st : Add Intelligence bonus to all Bluff checks. 2 nd : +1d6 Sneak Attack.
Disciple of Dispatar (servant of the Archdevil who specializes in war & metal) (BoVD p60)	Alignment: LE, NE, CE. Base Attack Bonus: +6. Feats: Disciple of Darkness, Expertise, Power Attack. Undergo the initiation ritual. Min Lvl: Bbn6, Ftr6, Rgr6, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: All. Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump. Dex: Balance, Disable Device, Escape Artist, Hide, Move Silently, Ride. Int: Know (religion), Search. Wis: Innuendo, Listen, Profession, Spot. Cha: Disguise, Intimidate.	1 st : Can find traps as a Rogue. +2 Competence bonus on Disable Device where the device is mostly metal 2 nd : +3 Divine bonus to damage for 1 round, usable Constitution bonus times per day.
Disciple of Mammon (servant of the Archdevil who specializes in lies & theft) (BoVD p60)	Alignment: LE, NE, CE. Base Attack Bonus: +4. Appraise: 6 ranks. Open Lock: 4 ranks. Pick Pocket: 4 ranks. Feats: Disciple of Darkness. Undergo the initiation ritual. Min Lvl: Brd6, Rog6, Bbn9, Clr9, Drd9, Ftr9, Mnk9, Rgr9, Sor9, Wiz9.	HD: d6 Skill Points: 4 Attack: Fighter Good Save: Ref, Will. Weap: Simple, Martial Armor: – Class Lvs: 10	Dex: Balance, Disable Device, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket. Int: Appraise, Forgery, Know (any), Search. Wis: Innuendo, Listen, Profession, Spot. Cha: Disguise, Intimidate.	1 st : +2 Competence bonus on Bluff checks. Gain a Spell Resistance of 11 + Class level against spells that reveal falsehood, even when spell resistance is not normally allowed (such as with <i>Discern Lies</i>). 2 nd : <i>Cheat</i> @ 15 th level, usable Class level times per day.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Disciple of Mephistopheles (servant of the Archdevil who specializes in fire) (BoVD p62)	Alignment: LE, NE, CE. Base Attack Bonus: +6. Feats: Disciple of Darkness, Evil Brand. Undergo the initiation ritual. Min Lvl: Bbn6, Ftr6, Rgr6, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: All. Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump. Dex: Balance, Disable Device, Escape Artist, Hide, Move Silently, Ride. Int: Know (religion), Scry, Search. Wis: Innuendo, Listen, Profession, Spot. Cha: Disguise, Intimidate.	1 st : +1d6 fire damage on unarmed attacks. Any spell with the [fire] descriptor is cast at +1 level. 2 nd : Gain 'Resist Fire 10'.
Divine Agent (direct spokesman for a deity, who eventually becomes an 'Outsider') (MotP p24)	Base Attack Bonus: +4. Know (religion): 7 ranks. Able to cast 2 nd level Divine Spells. Must have acted as an agent of the deity on a task. Min Lvl: Clr6, Pal8, Rgr11.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Will. Weap: Simple Armor: All Class Lvs: 10	Int: Craft, Know (religion), Search, Spellcraft. Wis: Heal, Spot, Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy, Disguise, Gather Info., Intimidate, Use Magic Device.	1 st : Gain a Clerical Domain offered by your patron. 2 nd : +1 Caster Level. Your patron can contact you via dreams, visions, or however else it desires.
Divine Champion (a combatant who fights in the name of a deity) (DR280 p31) (FR p42)	Know (religion): 3 ranks. Feats: Weapon Focus (deity's favored weapon). Must dedicated himself to be a champion for the deity. Min Lvl: Pal1, Brd2, Bbn3, Clr3, Ftr3, Mnk3, Rgr3, Rog3, Sor3, Wiz3.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Ref. Weap: Simple, Martial Armor: Light, Medium, Shields Class Lvs: 5	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know (religion). Wis: Spot. Cha: Handle Animal.	1 st : Lay on Hands – Heal yourself or another follower of your deity by Class Level + Charisma bonus HP. 2 nd : Gain a Fighter Feat. +1 on all saves vs. Divine Spells and spell-like & supernatural abilities from Outsiders.
Divine Disciple (a priest who represent his/her deity) (FR p43)	Diplomacy: 5 ranks. Know (religion): 8 ranks. Able to cast 4 th level Divine spells. Dedicated to a patron deity. Min Lvl: Clr7, Pal14, Rgr14.	HD: d8 Skill Points: 2 Attack: Wizard Good Save: Fort, Will. Weap: – Armor: – Class Lvs: 5	Int: Craft, Know(arcana), Know (religion), Know(nature), Scry, Spellcraft. Wis: Heal, Profession, Wilderness Lore. Con: Concentrate. Cha: Diplomacy.	1 st : +1 Divine Caster Level. Gain access to a third Clerical Domain of your deity. Divine Emissary – you can telepathically communicate with any Outsider within 60' that serves your deity -or- shares your alignment. 2 nd : +1 Divine Caster Level. +1 on all saves vs. Divine Spells and spell-like & supernatural abilities from Outsiders.
Divine Oracle (a specialist in divination) (DotF p56)	Scry: 10 ranks. Feat: Skill Focus (Scry). Min Lvl: Brd7, Clr7, Drd7, Sor7, Wiz7.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Will Weap: Simple Armor: – Class Lvs: 10	Int: Craft, Know (religion), Scry, Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Intimidate.	1 st : +1 Caster Level. Gain the Divination Prestige Domain. +2 Sacred bonus to scrying. 2 nd : +1 Caster Level. Evasion - no damage on a successful Reflex save. Can be used no matter what armor is being worn.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features																
Divine Seeker (a person who “acquires things” for a patron deity) (FR p44)	Hide: 10 ranks. Know (religion): 3 ranks. Move Silently: 8 ranks. Spot: 5 ranks. Dedicated to a patron deity. Min Lvl: Brd7, Mnk7, Rgr7, Rog7, Clr17, Ftr17, Pal17, Sor17, Wiz17.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref. Weap: Simple Armor: Light Class Lvs: 5	Str: Climb, Jump. Dex: Tumble, Disable Device, Move Silently, Open Lock, Pick Pocket, Use Rope. Int: Craft, Decipher Script, Know (religion), Search. Wis: Intuit Direction, Listen, Profession, Spot. Cha: Bluff, Diplomacy.	1 st : <i>Sanctuary</i> , usable once per day. +4 bonus on all Search and Disable Device checks to locate, disable, or bypass magical glyphs, runes & symbols. 2 nd : Sneak Attack +1d6. +1 on all saves vs. Divine Spells and spell-like & supernatural abilities from Outsiders.																
Doomdreamer (specialty priests of the Deity of Madness & the Void) (T&B p55)	Patron Deity: Tharizdun. Know (arcana): 9 ranks. Know (religion): 9 ranks. Feats: Spell Focus (Necromancy). Able to cast 3 of the following spells: <i>Random Action, Tharizdun’s Touch, Rage, Confusion, Bolts of Bedevilment, Phantasmal Killer, Insanity, Tharizdun’s Maddening Scream, Weird, Mage Armor, Magic Missile, Blast of Force, Otiluke’s Resilient Sphere, Wall of Force, Repulsion, Forcecage, Otiluke’s Telekinetic Sphere, Annihilation.</i> Must have been visited by Tharizdun in a dream. Min Lvl: Clr6, Wiz7, Sor15, Brd16.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: – Armor: – Class Lvs: 5	Int: Alchemy, Know (religion), Scry, Spellcraft. Wis: Profession. Con: Concentrate. Cha: Intimidate.	1 st : Gain a single ‘secret’, which can be chosen from the following list if your Class Level + Intelligence bonus is greater than or equal to the ‘rank’ <table border="1"> <thead> <tr> <th>Rank</th> <th>Secret</th> </tr> </thead> <tbody> <tr> <td>1</td> <td><i>Lesser Planar Ally</i> summons a 10 HD demon.</td> </tr> <tr> <td>2</td> <td>+3 hp.</td> </tr> <tr> <td>3</td> <td>+2 to your Insanity score.</td> </tr> <tr> <td>4</td> <td>+1 Caster Level when casting Evil spells.</td> </tr> <tr> <td>5</td> <td>+1 DC on death effects.</td> </tr> <tr> <td>6</td> <td>Double your effective turning level when rebuking / commanding undead.</td> </tr> <tr> <td>7</td> <td>Any <i>Planar Ally</i> spell can be cast without payment, usable once per week.</td> </tr> </tbody> </table> 2 nd : As a standard action, tell a subject his “dark secret”, requiring him to make a Will save vs. DC 15 + Class Level. If the target fails, he is stunned for 1d3 rounds. Usable once per day.	Rank	Secret	1	<i>Lesser Planar Ally</i> summons a 10 HD demon.	2	+3 hp.	3	+2 to your Insanity score.	4	+1 Caster Level when casting Evil spells.	5	+1 DC on death effects.	6	Double your effective turning level when rebuking / commanding undead.	7	Any <i>Planar Ally</i> spell can be cast without payment, usable once per week.
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Doomguide (specialty priests of The Judge of the Dead, who are enemies of undead) (F&P p186)	Patron: Kelemvor. Alignment: LN. Diplomacy: 5 ranks. Know (the planes): 5 ranks. Feats: Extra Turning, Great Fortitude. Able to cast <i>Speak with Dead</i> as a Divine spell. Must be proficient with Bastard Swords. Must have helped destroy a 5HD+ undead. Min Lvl: Clr7.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 5	Int: Alchemy, Know (religion), Scry, Spellcraft. Wis: Profession. Con: Concentrate. Cha: Intimidate.	1 st : +1 Caster Level. Add your Class level to your Cleric level for purposes of Turning Undead. As a Standard Action, you may touch the corpse of a creature of 4HD or less. This body cannot be turned into an undead. Usable Class Level times per day. 2 nd : +1 Caster Level. When using <i>Speak with Dead</i> , you may ask one question per level (instead of the usual one question per 2 levels).																
Dragon Disciple (become more and more like the dragon of your dreams (natural armor, claw & bite attacks, breath weapons, wings, etc.) until finally becoming a Half-Dragon) (T&B p55) (DR289 p119)+	Race: Any non-dragon / half-dragon. Know (arcana): 8 ranks. Able to cast Impromptu Arcane spells. Min Lvl: Brd5, Sor5.	HD: lvs 1-3 – d6 lvs 4-6 – d8 lvs 7-10 – d10 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: – Armor: – Class Lvs: 10	Dex: Escape Artist. Int: Alchemy, Craft, Know (any), Scry, Spellcraft, Search. Wis: Listen, Profession., Spot. Con: Concentrate. Cha: Diplomacy, Gather Info. Speak Language.	1 st : Add 1 spell slot to any level you can cast. Once chosen, it cannot be changed. +1 Natural Armor. 2 nd : Add 1 more spell slot to any level you can cast. +2 Strength. Gain a bite attack (1d4 for Small, 1d6 for Medium, 1d8 for Large) & a claw attack (1d3 for Small, 1d4 for Medium, 1d6 for Large).																

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Dragon Mystic (dragons who specialize in the magically enhancing their breath weapon & spells) (DR296 p43)	Race: Dragon. Must be able to cast 3 rd level Arcane spells. Must consume 5,000 gp of diamonds. Min Lvl: n/a.	HD: d12 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 5	Int: Alchemy, Know (any), Scry, Spellcraft. Wis: Sense Motive. Con: Concentrate. Cha: Diplomacy, Intimidate, Use Magic Device.	1 st : +1 Caster Level. When you cast a spell that causes damage <u>and</u> has a saving throw, it does +1d6 per Class Level if the target fails its save. The damage is of the same type as your breath weapon. 2 nd : +1 Caster Level. +1 Charisma.
Dragon Scribe (specializing in dragon lore, gossip, etc., eventually learning to summon & bind them) (DR296 p29)	Diplomacy: 7 ranks. Know (arcana): 13 ranks. Feats: Spell Penetration, Iron Will. Speak Draconic. Must be able to cast 2 nd level spells from the Abjuration, Conjuraction, & Divination schools. Min Lvl: Brd10, Sor11, Wiz11.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Decipher Script, Know (any), Scry, Spellcraft. Wis: Sense Motive. Con: Concentrate. Cha: Gather Info, Use Magic Device.	1 st : +1 Caster Level. Make a Dragon Lore check (Class Level + Bard Level + Intelligence Modifier) to know things about dragons. Sample DC's: 10 – identify dragon type & age from a rough description; 20 – identify dragon's name, age & history after an encounter; 30 – location a dragon's lair from minimal clues. 2 nd : +1 Caster Level. +2 on <u>Caster check</u> to overcome the Spell Resistance of any Dragon. +2 to your spell's DC's when targeting a Dragon.
Dragon Warrior (half-way between a barbarian (eventually gaining Rage) & a monk) (DR298 p104)	Alignment: NG, N, NE. Base Attack Bonus: +6. Concentrate: 3 ranks. Know (religion): 3 ranks. Feats: Iron Will, Toughness, Weapon Focus (greatsword) Min Lvl: Bbn6, Ftr6, Rgr6, Brd9, Clr9, Rog9, Sor12, Wiz12.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Ride. Int: Know (religion). Con: Concentrate. Cha: Intimidate.	1 st : Add your Wisdom modifier to your hit points (just like it was Constitution) for all Dragon Warrior levels. Wearing <u>any</u> armor suppresses class abilities. 2 nd : Gain a Deflection bonus to your AC equal to your Wisdom modifier.
Dragonkith (a companion to a dragon who slowly gains scales, resistance to its breath weapon, & telepathy with it) (DR284 p68)	Base Attack Bonus: +6. Know (arcana): 4 ranks. Feats: Alertness, Endurance. Must speak Draconic. Must be chosen by a dragon of the same alignment. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 10	Int: Craft, Know (any), Search. Wis: Listen, Profession, Spot. Cha: Bluff, Diplomacy, Intimidate.	1 st : +1 Natural Armor. 2 nd : A designated attack does +1d6 damage if it hits. Usable once per day.
Dreadmaster (specialty priests of the Deity of Tyranny) (F&P p188) (DR287 p82)	Patron: Bane Alignment: LE. Base Attack Bonus: +4. Intimidate: 5 ranks. Sense Motive: 4 ranks. Feats: Leadership, Skill Focus (Intimidate), Skill Focus(Enchantment) Able to cast 3 rd level Divine spells. Clerics must have access to the Hatred -or- Tyranny Domains. Must have a Cohort of at least 6 th level. Min Lvl: Clr7, Rgr11.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple Armor: All Class Lvs: 10	Dex: Ride. Int: Craft, Know(arcana, geography, history, local, nobility, religion), Scry, Spellcraft. Wis: Profession, Sense Motive. Con: Concentrate. Cha: Bluff, Diplomacy, Gather Info., Intimidate. Speak Language.	1 st : +1 Caster Level. Immune to Fear effects. Enemies within 20' are at –4 morale penalty to saving throws vs. Fear. 2 nd : +1 Caster Level. +2 Circumstance bonus to Sense Motive. +2 Circumstance bonus to Gather Information.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Dread Pirate (ship's captain) (S&S p5)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +4. Feats: Quick Draw, Weapon Finesse (any). Appraise: 8 ranks. Profession (sailor): 8 ranks. Swim: 5 ranks. Use Rope: 5 ranks. Acquire a ship worth at least 10,000 gp. Min Lvl: Brd6, Rog6, Bbn13, Clr13, Drd13, Ftr13, Rgr13, Sor13, Wiz13.	HD: d8 Skill Points: 6 Attack: Fighter Good Save: Ref. Weap: Simple, Martial. Armor: Light, Medium. Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Pick Pockets, Tumble, Use Rope. Int: Appraise, Craft, Search. Wis: Innuendo, Intuit Direction, Listen, Profession, Sense Motive, Spot. Cha: Bluff, Gather Information, Intimidate.	1 st : When wearing Medium armor or less, you may fight with 2 weapons as if you had Ambidexterity & Two-Weapon Fighting. 2 nd : When recognized, you gain a +2 Circumstance bonus on Diplomacy checks, if you are an "honorable pirate", or +2 Circumstance bonus on Intimidate checks, if you are a "blood-thirsty pirate".
Drunken Master (fights as if / when drunk) (S&F p14) (S&Fe)+	Base Attack Bonus: +4. Feats: Great Fortitude, Dodge. Tumble: 6 ranks. Have the Evasion ability. Survive the initiation with the other masters. Min Lvl: Mnk6, Rog6.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Ref, Fort. Weap: Bottles & Tankards. Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft. Wis: Listen, Profession. Cha: Bluff, Perform.	1 st : 50' move. Unarmed damage: 1d8. Each 'drink' of alcohol reduces your Dexterity, Wisdom, & Intelligence by 1, but increases either your Strength –or– Constitution by 1 (Reflex saves, Tumble checks, & AC bonuses are not effected by the stat changes). Bonuses only last for the fight. 2 nd : During a 'charge', you no longer have to move in a straight line & can Tumble to avoid attacks of opportunity.
Duelist (armorless, nimble swashbuckler who is trained in one-handed piercing weapons) (DR275 p96) (S&F p17)+	Base Attack Bonus: +6. Feats: Dodge, Mobility, Ambidexterity. Perform: 3 ranks. Tumble: 5 ranks. Proficient with Rapier. Min Lvl: Ftr6, Bbn7, Pal7, Rgr7, Brd8, Rog8, Clr9, Mnk9, Sor12, Wiz12.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: Simple, Martial Armor: – Class Lvs: 10	Str: Jump. Dex: Balance, Escape Artist, Tumble. Wis: Innuendo, Listen, Spot, Sense Motive. Cha: Bluff, Perform.	1 st : Add Intelligence bonus to AC when not wearing armor & not flat-footed. 2 nd : Add +1d6 damage when using a one-handed piercing weapon against a target susceptible to criticals. No off-hand attack is allowed.
Dungeon Delver (specialist in underground tunnels & traps) (S&S p7)	Feats: Alertness, Blind-Fight. Climb: 10 ranks. Craft (stonemasonry): 5 rank Disable Device: 10 ranks. Hide: 5 ranks. Move Silently: 5 ranks. Open Locks: 10 ranks. Search: 5 ranks. Must either adventure alone in a dungeon, survive a cave-in, or live underground for a year. Min Lvl: Rog7, Bbn17, Brd17, Clr17, Drd17, Ftr17, Mnk17, Pal17, Rgr17, Sor17, Wiz17.	HD: d6 Skill Points: 8 Attack: Rogue Good Save: Fort, Ref Weap: Simple, Martial Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Open Lock, Tumble, Use Rope. Int: Craft, Disable Device, Wis: Intuit Direction, Listen, Spot. Cha: Use Magic Device.	1 st : +2 Insight bonus on Reflex saves vs. traps. +2 Dodge bonus to AC vs. traps. +4 Insight bonus on Spot checks to avoid being ambushed. 2 nd : Gain Blindsight in a 20' radius for 10 minutes. Standard action to activate.
Dwarven Defender (a dwarf who specializes in being a living wall) (DMG p32) (DMGe)+	Alignment: LG, LN, LE. Race: Dwarf. Base Attack Bonus: +7. Feats: Dodge, Endurance, Toughness. Min Lvl: Ftr7, Pal7, Rgr7, Clr10, Drd10, Mnk10, Rog10, Sor14, Wiz14.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 10	Int: Craft. Wis: Listen, Sense Motive, Spot.	1 st : Defensive Stance – Once per day, you can choose to defend an unmoving location. You gain +2 Str, +4 Con, +2 Resistance bonus to all saves, & +4 Dodge bonus to AC. The Defensive Stance lasts for 3 + new Constitution bonus rounds. Afterwards, you are at –2 Str for the rest of the encounter. 2 nd : Retains Dex bonus to AC even if caught flat-footed or attacked by someone invisible.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Dwarven Thane (a dwarf who specializes in two-weapon fighting & overcoming opponents by channeling the power of the earth) (DR299 p104)	Race: Dwarf. Base Attack Bonus: +6. Know (religion): 5 ranks. Feats: Ambidexterity, Two-Weapon Fighting, Weapon Focus (any axe), Weapon Focus (any hammer), Power Attack. Devote follower of a dwarven deity or earth spirit. Min Lvl: Ftr7, Rgr7, Bbn12, Pal12, Mnk15, Brd18, Clr18, Rog18, Sor18, Wiz18.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: – Armor: Light, Medium, Heavy Class Lvs: 5	Str: Climb, Jump, Swim Int: Know (religion). Cha: Intimidate.	1 st : When fighting with two weapons, you gain your full Strength modifier in damage on the off-hand weapon. 2 nd : You may make attempt a Stunning Attack with a thrown weapon your Class level times per day. This attack must be declared before the weapon is thrown. If it hits, the target must make a Fortitude save vs. DC (10 + ½ Class level + your Wisdom modifier). If not successful, the target is Stunned for 1 round.
Dweomer Keeper (specialty priest of the Deity of Magic) (F&P p189)	Patron: Mystra. Race: Human. Know (arcana): 8 ranks. Spellcraft: 8 ranks. Feats: any item creation feat, any metamagic feat, Exotic Weapon Proficiency (Shuriken), one of the following feats: Delay Spell, Persistent Spell, Twin Spell. Able to cast 2 nd level Arcane spells & 2 nd level Divine spells. Able to cast <i>Dispel Magic</i> . Must have either the Magic or Spell Domain. Must create a magic item. Must not have <u>Feat: Shadow Weave Magic</u> . Min Lvl: Wiz3 / Clr3.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Craft, Know (any), Scry, Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Diplomacy.	1 st : +1 Caster Level. +5 bonus to Caster check in Wild Magic areas. Gain one of the following feats for which you qualify: any item creation, any metamagic, Combat Casting, Innate Spell, Greater Spell Focus, Greater Spell Penetration, Improved Familiar, Magical Artisan, Skill Focus (Know (arcana)), Skill Focus (Spellcraft), Spell Focus, Spell Mastery, Spell Penetration, Weapon Focus (ray), Weapon Focus (energy missile), or Weapon Focus (touch attack). Can never take <u>Feat: Shadow Weave Magic</u> . 2 nd : +1 Caster Level. Gain Darkvision 60'. Cast <i>Nystul's Magical Aura</i> , 1/day.
Elder Druid (mystic peace-keepers from the Shannara books) (DR286 p40)	Alignment: LG, NG, CG, LN, N, CN. Know (arcana): 10 ranks. Know (history): 5 ranks. Feats: Skill Focus (Know (history)). Able to cast spells. Must be accepted and trained by another Elder Druid. Must forsake all other loyalties, including countries & deities (clerics will loose spells & be unable to gain levels). Min Lvl: Brd7, Clr7, Drd7, Sor7, Wiz7, Rgr17.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: Simple Armor: – Class Lvs: 10	Int: Alchemy, Appraise, Craft, Know (any), Search, Scry, Spellcraft.	1 st : +1 Caster Level. <i>Comprehend Languages</i> (PH p186), at will. <i>Tongues</i> (PH p265), at will. Uncanny Dodge – Retains Dex bonus to AC even if caught flat-footed or attacked by someone invisible. 2 nd : +1 Caster Level. Druid Fire – A half-circle of white flames is generated from your hand. Its range is 40' & can effect ethereal & incorporeal creatures. It does (1d6 per Class Level) + Wis bonus damage. Reflex save vs. DC 20 + Class Level for half damage & it automatically overcomes Spell Resistance. Usable once per day for each two Class Levels.
Eldritch Master (arcane casters who gain a breadth of knowledge from an otherworldly source) (DR280 p88)	Know (arcana): 8 ranks. Spellcraft: 6 ranks. Diplomacy: 2 ranks. Intimidation: 2 ranks. Must be able to cast Arcane spells Must have made a pact with an otherworldly entity. Min Lvl: Brd5, Sor5, Wiz5.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Know (any), Craft, Scry, Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. Con: Concentrate. Cha: Diplomacy, Intimidate.	1 st : <i>Detect Magic</i> (PH p193) at your Class Level. Usable at will. Add your Eldritch Master level to your Arcane spellcasting levels for determining the effective casting level of arcane spells. Impromptu Arcane casters (i.e., Sorcerers & Bards) know 3 more 1 st level spells. 2 nd : Gain a 0 th level spell that you can cast once per day. The specific spell must be set when this level is gained. Impromptu Arcane casters know 2 more 1 st level & 2 more 2 nd level spells.

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Elemental Archon of Air (specialty priest of the Deity of Air, who eventually becomes an 'Elemental') (F&P p190)	Patron: Akadi. Alignment: NG, LN, N, CN, NE. Know (nature): 8 ranks. Able to cast <i>Protection from Elements</i> as a Divine spell. Able to speak Auran. Min Lvl: Drd5, Rgr8, Clr13.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Swim. Int: Know (nature), Know (the planes), Scry, Spellcraft. Wis: Heal, Intuit Direction, Wilderness Lore. Con: Concentrate. Cha: Animal Empathy, Handle Animals.	1 st : +1 Caster Level. Gain up to 3 Mephit as toadying 'squires'. If one is slain, a new Mephit can be summoned the next day. You may have any combination of Air Mephits, Dust Mephits, & Ice Mephits. As you go up in level, your Mephits become tougher. <table border="1"> <thead> <tr> <th colspan="2"></th> <th>Bonus</th> <th>Natural</th> <th>Bonus</th> <th></th> </tr> <tr> <th>Lvl</th> <th>HD</th> <th>Armor</th> <th>Str</th> <th>Misc</th> <th></th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td>—</td> <td>—</td> <td>—</td> <td></td> <td>1 mile telepathic speech, gains master's base saves, Improved Evasion.</td> </tr> <tr> <td>3-5</td> <td>+2d8</td> <td>+2</td> <td>+1</td> <td></td> <td>+1 Morale bonus to master's attacks, damage, saves, & checks. Usable 1/day for 1 round per HD.</td> </tr> <tr> <td>6-8</td> <td>+4d8</td> <td>+4</td> <td>+2</td> <td></td> <td>20 mile telepathic speech.</td> </tr> <tr> <td>9-10</td> <td>+6d8</td> <td>+6</td> <td>+3</td> <td></td> <td>Damage from a killing blow is automatically transferred to a Mephit</td> </tr> </tbody> </table> 2 nd : +1 Caster Level. Gain a +2 Competence bonus on attack rolls against creatures with an 'Earth' sub-type & do +2d6 damage.			Bonus	Natural	Bonus		Lvl	HD	Armor	Str	Misc		1-2	—	—	—		1 mile telepathic speech, gains master's base saves, Improved Evasion.	3-5	+2d8	+2	+1		+1 Morale bonus to master's attacks, damage, saves, & checks. Usable 1/day for 1 round per HD.	6-8	+4d8	+4	+2		20 mile telepathic speech.	9-10	+6d8	+6	+3		Damage from a killing blow is automatically transferred to a Mephit
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Elemental Archon of Earth (specialty priest of the Deity of Earth, who eventually becomes an 'Elemental') (F&P p190)	Patron: Grumbar. Alignment: NG, LN, N, CN, NE. Know (nature): 8 ranks. Able to cast <i>Protection from Elements</i> as a Divine spell. Able to speak Terran. Min Lvl: Drd5, Rgr8, Clr13.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Swim. Int: Know (nature), Know (the planes), Scry, Spellcraft. Wis: Heal, Intuit Direction, Wilderness Lore. Con: Concentrate. Cha: Animal Empathy, Handle Animals.	1 st : +1 Caster Level. Gain up to 3 Mephit as toadying 'squires'. If one is slain, a new Mephit can be summoned the next day. You may have any combination of Earth Mephits & Salt Mephits. As you go up in level, your Mephits become tougher. <table border="1"> <thead> <tr> <th colspan="2"></th> <th>Bonus</th> <th>Natural</th> <th>Bonus</th> <th></th> </tr> <tr> <th>Lvl</th> <th>HD</th> <th>Armor</th> <th>Str</th> <th>Misc</th> <th></th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td>—</td> <td>—</td> <td>—</td> <td></td> <td>1 mile telepathic speech, gains master's base saves, Improved Evasion.</td> </tr> <tr> <td>3-5</td> <td>+2d8</td> <td>+2</td> <td>+1</td> <td></td> <td>+1 Morale bonus to master's attacks, damage, saves, & checks. Usable 1/day for 1 round per HD.</td> </tr> <tr> <td>6-8</td> <td>+4d8</td> <td>+4</td> <td>+2</td> <td></td> <td>20 mile telepathic speech.</td> </tr> <tr> <td>9-10</td> <td>+6d8</td> <td>+6</td> <td>+3</td> <td></td> <td>Damage from a killing blow is automatically transferred to a Mephit</td> </tr> </tbody> </table> 2 nd : +1 Caster Level. Gain a +2 Competence bonus on attack rolls against creatures with an 'Air' sub-type & do +2d6 damage.			Bonus	Natural	Bonus		Lvl	HD	Armor	Str	Misc		1-2	—	—	—		1 mile telepathic speech, gains master's base saves, Improved Evasion.	3-5	+2d8	+2	+1		+1 Morale bonus to master's attacks, damage, saves, & checks. Usable 1/day for 1 round per HD.	6-8	+4d8	+4	+2		20 mile telepathic speech.	9-10	+6d8	+6	+3		Damage from a killing blow is automatically transferred to a Mephit
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Elemental Archon of Fire (specialty priest of the Deity of Fire, who eventually becomes an 'Elemental') (F&P p190)	Patron: Kossuth. Alignment: NG, LN, N, CN, NE. Know (nature): 8 ranks. Able to cast <i>Protection from Elements</i> as a Divine spell. Able to speak Ignan. Min Lvl: Drd5, Rgr8, Clr13.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Swim. Int: Know (nature), Know (the planes), Scry, Spellcraft. Wis: Heal, Intuit Direction, Wilderness Lore. Con: Concentrate. Cha: Animal Empathy, Handle Animals.	1 st : +1 Caster Level. Gain up to 3 Mephit as toadying 'squires'. If one is slain, a new Mephit can be summoned the next day. You may have any combination of Fire Mephits, Magma Mephits, & Steam Mephits. As you go up in level, your Mephits become tougher. <table border="0"> <tr> <td colspan="2"></td> <td style="text-align: center;"><u>Bonus</u></td> <td style="text-align: center;"><u>Natural</u></td> <td style="text-align: center;"><u>Bonus</u></td> <td></td> </tr> <tr> <td style="text-align: center;"><u>Lvl</u></td> <td style="text-align: center;"><u>HD</u></td> <td style="text-align: center;"><u>Armor</u></td> <td style="text-align: center;"><u>Str</u></td> <td style="text-align: center;"><u>Misc</u></td> <td></td> </tr> <tr> <td style="text-align: center;">1-2</td> <td style="text-align: center;">—</td> <td style="text-align: center;">—</td> <td style="text-align: center;">—</td> <td style="text-align: center;">—</td> <td>1 mile telepathic speech, gains master's base saves, Improved Evasion.</td> </tr> <tr> <td style="text-align: center;">3-5</td> <td style="text-align: center;">+2d8</td> <td style="text-align: center;">+2</td> <td style="text-align: center;">+1</td> <td style="text-align: center;">+1</td> <td>+1 Morale bonus to master's attacks, damage, saves, & checks. Usable 1/day for 1 round per HD.</td> </tr> <tr> <td style="text-align: center;">6-8</td> <td style="text-align: center;">+4d8</td> <td style="text-align: center;">+4</td> <td style="text-align: center;">+2</td> <td style="text-align: center;">+2</td> <td>20 mile telepathic speech.</td> </tr> <tr> <td style="text-align: center;">9-10</td> <td style="text-align: center;">+6d8</td> <td style="text-align: center;">+6</td> <td style="text-align: center;">+3</td> <td style="text-align: center;">+3</td> <td>Damage from a killing blow is automatically transferred to a Mephit</td> </tr> </table> 2 nd : +1 Caster Level. Gain a +2 Competence bonus on attack rolls against creatures with a 'Water' sub-type & do +2d6 damage.			<u>Bonus</u>	<u>Natural</u>	<u>Bonus</u>		<u>Lvl</u>	<u>HD</u>	<u>Armor</u>	<u>Str</u>	<u>Misc</u>		1-2	—	—	—	—	1 mile telepathic speech, gains master's base saves, Improved Evasion.	3-5	+2d8	+2	+1	+1	+1 Morale bonus to master's attacks, damage, saves, & checks. Usable 1/day for 1 round per HD.	6-8	+4d8	+4	+2	+2	20 mile telepathic speech.	9-10	+6d8	+6	+3	+3	Damage from a killing blow is automatically transferred to a Mephit
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Elemental Archon of Water (specialty priest of the Deity of Water, who eventually becomes an 'Elemental') (F&P p190)	Patron: Istishia. Alignment: NG, LN, N, CN, NE. Know (nature): 8 ranks. Able to cast <i>Protection from Elements</i> as a Divine spell. Able to speak Aquan. Min Lvl: Drd5, Rgr8, Clr13.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Swim. Int: Know (nature), Know (the planes), Scry, Spellcraft. Wis: Heal, Intuit Direction, Wilderness Lore. Con: Concentrate. Cha: Animal Empathy, Handle Animals.	1 st : +1 Caster Level. Gain up to 3 Mephit as toadying 'squires'. If one is slain, a new Mephit can be summoned the next day. You may have any combination of Water Mephits & Ooze Mephits. As you go up in level, your Mephits become tougher. <table border="0"> <tr> <td colspan="2"></td> <td style="text-align: center;"><u>Bonus</u></td> <td style="text-align: center;"><u>Natural</u></td> <td style="text-align: center;"><u>Bonus</u></td> <td></td> </tr> <tr> <td style="text-align: center;"><u>Lvl</u></td> <td style="text-align: center;"><u>HD</u></td> <td style="text-align: center;"><u>Armor</u></td> <td style="text-align: center;"><u>Str</u></td> <td style="text-align: center;"><u>Misc</u></td> <td></td> </tr> <tr> <td style="text-align: center;">1-2</td> <td style="text-align: center;">—</td> <td style="text-align: center;">—</td> <td style="text-align: center;">—</td> <td style="text-align: center;">—</td> <td>1 mile telepathic speech, gains master's base saves, Improved Evasion.</td> </tr> <tr> <td style="text-align: center;">3-5</td> <td style="text-align: center;">+2d8</td> <td style="text-align: center;">+2</td> <td style="text-align: center;">+1</td> <td style="text-align: center;">+1</td> <td>+1 Morale bonus to master's attacks, damage, saves, & checks. Usable 1/day for 1 round per HD.</td> </tr> <tr> <td style="text-align: center;">6-8</td> <td style="text-align: center;">+4d8</td> <td style="text-align: center;">+4</td> <td style="text-align: center;">+2</td> <td style="text-align: center;">+2</td> <td>20 mile telepathic speech.</td> </tr> <tr> <td style="text-align: center;">9-10</td> <td style="text-align: center;">+6d8</td> <td style="text-align: center;">+6</td> <td style="text-align: center;">+3</td> <td style="text-align: center;">+3</td> <td>Damage from a killing blow is automatically transferred to a Mephit</td> </tr> </table> 2 nd : +1 Caster Level. Gain a +2 Competence bonus on attack rolls against creatures with a 'Fire' sub-type & do +2d6 damage.			<u>Bonus</u>	<u>Natural</u>	<u>Bonus</u>		<u>Lvl</u>	<u>HD</u>	<u>Armor</u>	<u>Str</u>	<u>Misc</u>		1-2	—	—	—	—	1 mile telepathic speech, gains master's base saves, Improved Evasion.	3-5	+2d8	+2	+1	+1	+1 Morale bonus to master's attacks, damage, saves, & checks. Usable 1/day for 1 round per HD.	6-8	+4d8	+4	+2	+2	20 mile telepathic speech.	9-10	+6d8	+6	+3	+3	Damage from a killing blow is automatically transferred to a Mephit
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Elemental Savant (a caster who wishes to become more in tune with one of the four elements, eventually becoming an 'Elemental') (T&B p57)	Know (arcana): 8 ranks. Know (the planes): 8 ranks Feat: Energy Substitution (acid, cold, electricity, or fire). Able to cast at least 3 spells with the above descriptor, at least one of which must be 3 rd level –or– able to cast 1 such spell and have access to one of the following Clerical Domains: Air, Earth, Fire, Water. Must have made peaceful contact with an appropriate elemental outsider. Min Lvl: Wiz5, Sor6, Brd7, Clr13, Drd13.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Craft, Know (any), Scry, Spellcraft. Wis: Profession. Con: Concentrate. Cha: Handle Animals. Speak Language.	1 st : +1 Caster Level. Immune to magical sleep effects. Choose a Preferred Element/Energy (must match your Energy Substitution feat): <table border="0"> <tr> <td style="text-align: center;"><u>Preferred</u></td> <td style="text-align: center;"><u>Opposing</u></td> </tr> <tr> <td>Air(Electricity)</td> <td>Earth(Acid)</td> </tr> <tr> <td>Earth(Acid)</td> <td>Air(Electricity)</td> </tr> <tr> <td>Fire(Fire)</td> <td>Water(Cold)</td> </tr> <tr> <td>Water(Cold)</td> <td>Fire(Fire)</td> </tr> </table> Gain Resistance 5 to your Preferred Energy type. You may not do Energy Substitution with your Opposing Energy. 2 nd : +1 Caster Level. Spells with your Preferred Energy have a +1 DC.	<u>Preferred</u>	<u>Opposing</u>	Air(Electricity)	Earth(Acid)	Earth(Acid)	Air(Electricity)	Fire(Fire)	Water(Cold)	Water(Cold)	Fire(Fire)																										
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Water(Cold)	Fire(Fire)																																							

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Entropist (specialty priest for 'Deity' of Entropy) (T&B p58)	Patron: Entropy (Tiamat). Alignment: LE. Concentrate: 5 ranks. Know (arcana): 5 ranks. Scry: 4 ranks. Feats: Education, Great Fortitude. Able to cast 4 th level Divine spells. Must have killed an elf, sorcerer, or wizard in combat or by burning. Min Lvl: Clr7.	HD: d8 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: – Armor: – Class Lvs: 5	Int: Craft, Know (arcana), Know (local), Know (religion). Scry, Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Diplomacy.	1 st : Control a <i>Sphere of Annihilation</i> as if you had a <i>Talisman of the Sphere</i> . Unaffected by effects that would destroy or totally change your body, such as <i>Disintegrate</i> , <i>Implosion</i> , <i>Flesh to Stone</i> , or <i>Polymorph</i> . Also immune to the touch of a <i>Sphere of Annihilation</i> . 2 nd : +1 Divine Caster Level. +2 on saves vs. Arcane spells.
Equinelord (Animal Lord specialized in horses, ponies, & mules) (MotW p43)	Alignment: NG, LN, N, CN, NE. Animal Empathy: 6 ranks. Wilderness Lore: 8 ranks. Jump: 2 ranks. Feats: Animal Defiance, Animal Control, Run. Able to cast <i>Detect Animals or Plants</i> , <i>Speak with Animals</i> , and <i>Animal Friendship</i> . Min Lvl: Drd6, Rgr6.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide. Int: Know (nature), Spellcraft. Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Animal Empathy, Handle Animal.	1 st : Horses, ponies, & mules are automatically friendly to you. Able to have twice your Class level in horse, pony, & mule companions. Sense horses, ponies, & mules within your Class level squared miles. Gain Wisdom-based Prepared Divine spells from the Animal Lord Spell List . 2 nd : Speak with horses, ponies, & mules at will. +10' movement.
Exotic Weapon Master (so good with exotic weapons, you can use them all) (MotW p53) (DR298 p110)+	Base Attack Bonus: +6. Feats: Exotic Weapon Proficiency (any 3). Able to Rage. Min Lvl: Bbn6.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 5	Int: Craft. Wis: Profession.	1 st : When using an Exotic Weapon that you are not proficient in, you attack with a –2 penalty instead of a –4 penalty. 2 nd : When using an Exotic Weapon that you are not proficient in, you attack with a –1 penalty.
Eye of Gruumsh (templars of the Deity of Orcs who fight with Orc Double Axes even more wildly than Barbarians & inspire other to do so too) (MotW p54)	Patron: Gruumsh Race: Orc or Half-Orc. Alignment: CE, CN, NE. Base Attack Bonus: +6. Feats: Exotic Weapon Proficiency (Orc Double Axe), Weapon Focus (Orc Double Axe). Must have right-eye ritualistically removed. Min Lvl: Bbn6, Ftr6, Rgr6, Brd8, Clr8, Sor12, Wiz12.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: Light, Medium, Shields Class Lvs: 10.	Str: Jump, Swim Dex: Ride. Cha: Intimidate.	1 st : Gain <u>Feat: Blind-Fight</u> . All non-good Orcs & Half-Orcs within 30' whose HD are lower than yours gain +2 Morale bonus on Will saves for 1 hour per Class level. Add your Class level to your Barbarian level (if any) to determine how often you can Rage per day. Therefore, a 1 st level Eye of Gruumsh with no Barbarian levels can Rage as a 1 st level Barbarian. 2 nd : When Raging, gain an additional +2 bonus to your Strength, but you generate an Attack of Opportunity when you attack.
Faceless One (agent to the Doppelgangers who learn to take the place of others & over time becomes a 'Shapeshifter') (DR300 p58)	Race: Humanoid, Monstrous Humanoid Alignment: LE, NE, CE. Bluff: 8 ranks. Disguise: 8 ranks Able to cast <i>Alter Self</i> . Must be accepted by the Faceless Ones by posing as an important person for 3 days without using magic. Min Lvl: Sor13, Wiz13.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: All Weap: – Armor: – Class Lvs: 5	Dex: Hide, Move Silently. Int: Craft, Forgery, Know(any). Wis: Innuendo, Listen, Profession, Sense Motives, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Perform.	1 st : <i>Detect Thoughts</i> @ 9 th , 1/day. 2 nd : <i>Change Self</i> @ 9 th , at will.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Fang of Lolth (a person who is transformed into a humanoid-spider hybrid by a magic item of Lolth's) (S&S p9)	Alignment: N, CN, NE, CE. Base Attack Bonus: +5. Use Magic Device: 10 ranks Access to a Fang Scarab & successfully using it (DC 25). Min Lvl: Rog7.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Tumble, Use Rope. Int: Craft, Decipher Script, Disable Device, Search. Wis: Listen, Profession, Sense Motives, Spot. Cha: Gather Info., Intimidate, Use Magic Device.	1 st : +2 Competence bonus on Climb & Jump checks. +4 Insight bonus on Use Magic Device checks. Your skin darkens. 2 nd : +1d6 sneak attack. Your limbs lengthen.
Fatespinner (arcane caster with influence over 'luck' (i.e., saving throws, etc.)) (T&B p58)	Know (arcana): 8 ranks. Know (any other): 8 ranks Able to cast 3 rd level Arcane spells. Must have avoided death by the machinations of fate. Min Lvl: Wiz5, Sor6, Brd7.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Appraise, Know (any), Craft. Wis: Intuit Direction, Profession, Scry, Search, Spellcraft. Con: Concentrate. Cha: Gather Info.	1 st : You can accumulate 'spin' by decreasing the DC of a meaningful saving throw. 'spin' can be used to increase the DC of other saves. Your total DC can only be your Class Level + your total caster levels. 2 nd : +1 Caster Level. Reroll a single roll, once per day. You must keep the second roll.
Fiend Binder (creates fiendish animals as tools) (DR292 p55)	Alignment: LE, NE, CE. Race: Orc, Half-Orc. Animal Empathy: 8 ranks Intimidate: 4 ranks Able to cast <i>Summon Monster I</i> or <i>Summon Nature's Ally I</i> . Min Lvl: Drd5	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 5	Dex: Ride Int: Know (nature), Spellcraft. Con: Concentrate. Cha: Animal Empathy, Handle Animal, Intimidate.	1 st : <i>Dominate Animal</i> , cast as a 10 th level Druid, once per day. DC to resist is 13 + Charisma modifier. Add the Fiendish Template to an animal of 3HD or less permanently. You must have used <i>Dominate Animal</i> on the target within the last day & it must be confined. The ritual takes 8 hours. You may have your HD in Fiendish Animal Companions. This is in addition to any normal Animal Companions you are qualified to have. 2 nd : +1 Caster Level. Communicate telepathically with animal companions within 1 mile.
Fiend Slayer (dedicated to destroying all evil outsiders) (DR287 p84)	Alignment: LN, N, CN. Base Attack Bonus: +4. Know (arcana): 5 ranks Know (planes): 2 ranks Able to cast <i>Protection from Evil</i> . Must have a Favored Enemy of an Evil Outsider type (devil, demon, etc.) –or– be a paladin who willingly trades away one level of Paladin for 1 st level of Fiend Slayer. Min Lvl: Pal7.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump. Dex: Hide, Move Silently. Int: Know (arcana), Know (religion), Know (the planes). Wis: Heal, Intuit Direction, Profession, Search, Sense Motives, Spot, Wilderness Lore. Con: Concentrate. Cha: Bluff.	1 st : Gain Favored Enemy Fiends, which stacks with any current Favored Enemy bonuses. +1 natural armor. Gain Charisma-based Impromptu Arcane spells from the Fiend Slayer Spell List . 2 nd : Detect Evil Outsiders at will. Use <i>Detect Undead</i> spell for the effect using your Class Level as the Caster Level. See in magical & non-magical darkness 30', usable at will.
Fierce Grappler (grappling specialist) (DR295 p72)	Base Attack Bonus: +6. Feats: Power Attack, Improved Unarmed Strike, Stunning Fist. Escape Artist: 5 ranks. Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: – Armor: Light, Medium Class Lvs: 5	Str: Climb, Jump, Swim. Dex: Escape Artist, Tumble. Int: Craft. Wis: Heal. Cha: Intimidate	1 st : Your unarmed attack can do either normal or subdual damage without penalty. 2 nd : Unarmed attacks do 1d4 subdual damage if Medium-sized & 1d3 subdual damage if Small-sized. You may 'hold' & 'pin' opponents that are up to 2 size categories larger than you.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Fist of Hextor (templars of the Deity of Battle) (S&F p18)	Patron: Hextor. Alignment: LE, LN, NE. Base Attack Bonus: +5. Feats: Power Attack, Cleave. Proficient with Spiked Gauntlet. Intimidate: 4 ranks. Spot: 4 ranks. Know (religion): 4 ranks. Min Lvl: Bbn5, Ftr5, Rgr6, Brd7, Clr7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb. Dex: Ride. Int: Profession, Know (religion). Wis: Spot, Sense Motives. Cha: Intimidate	1 st : Add +1 to one attack roll or damage roll each round. 2 nd : Once per day, add +4 to Strength for 4 + Class level rounds.
Flame Steward (follower of the Sacred Flame, which is revered by non-evil deities) (DR283 p84)	Alignment: LG, NG, CG, LN, N, CN. Heal: 8 ranks. Know (religion): 5 ranks. Know (arcana): 5 ranks. Feats: Endurance, Power Attack. Min Lvl: Clr5, Drd7, Pal7, Rgr7, Bbn13, Brd13, Ftr13, Mnk13, Rog13, Sor13, Wiz13.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple Armor: All Class Lvs: 10	Int: Craft, Know (any), Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Diplomacy.	1 st : +1 Inherit bonus to Str. +3 hit points. Gain Wisdom-base Prepared Divine spells from the Flame Steward Spell List . 2 nd : <i>Burning Hands</i> (PH p181), though half the damage is divine instead of fire, & the flames will only injure those you wish.
Fleet Runner of Ehlonna (specialty priest of the Deity of the Hunt) (DR283 p44)	Patron: Ehlonna. Alignment: NG. Base Will Save: +3. Know (religion): 3 ranks. Know (nature): 11 ranks. Wilderness Lore: 5 ranks. Feat: Dodge, Mobility, Run. Able to cast Divine spells. Min Lvl: Clr8, Rgr9.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 10	Dex: Hide, Move Silently. Int: Know(nature), Know(religion). Wis: Heal, Intuit Direction, Wilderness Lore. Con: Concentrate.	1 st : +1 Spell Slot, to a level of your choice. +10' movement when in Medium Armor or lighter. +8 instead of +4 when you use Feat: Mobility . Gain Ehlonna's 3 rd Domain if you are a Cleric. 2 nd : +2 Spell Slots, only 1 of which can go on your highest level. Evasion – on a successful Reflex save, take no damage instead of half.
Flesh Eater (cannibalistic halfling pack-member that roams the woods, looking for someone to eat) (DR300 p68)	Race: Halfling. Alignment: CE. Hide: 8 ranks. Move Silently: 8 ranks. Feat: Improved Unarmed Strike, Evil Brand, Willing Deformity. Must have sharpened teeth to points. Min Lvl: Brd6, Rgr6, Rog6, Bbn13, Clr13, Ftr13, Sor13, Wiz3.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: Simple, Martial Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble, Use Rope. Int: Alchemy, Craft, Search. Wis: Intuit Direction, Listen, Spot, Wilderness Lore. Con: Bluff.	1 st : +1d6 Sneak Attack. Unarmed damage is 1d6. 2 nd : On a successful Unarmed Attack, you may being a Grapple immediately without generating an Attack of Opportunity. When resolving the grapple, you take no penalty for your size.
Foe Hunter (specially trained to fight & kill one type of enemy) (MotW p56)	Base Attack Bonus: +7. Feat: Weapon Focus (any), Track. Must have a Favored Enemy & speak its language (if applicable). Min Lvl: Rgr7.	HD: d10 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Ride. Wis: Listen, Spot, Wilderness Lore. Cha: Intimidate.	1 st : Choose a Hated Enemy from your Favored Enemy list. You do +1d6 damage to that enemy on your 1 st attack each round even if it is immune to critical hits. 2 nd : Gain Damage Reduction 3/- against each of your Hated Enemy's attacks.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Forest Master (specialty priest of the Deity of the Wilds, who also can magically enhance his/her Maul) (F&P p193)	Patron: Silvanus. Intuit Direction: 4 ranks. Know (nature): 8 ranks. Wilderness Lore: 13 ranks. Feat: Alertness, Endurance, Power Attack, Skill Focus (Wilderness Lore). Able to cast <i>Entangle</i> , <i>Plant Growth</i> , and <i>Control Plants</i> . Proficient with Mauls (does not break a druid's oath). Peaceful contact with a Treant. Min Lvl: Rgr11, Clr(plant)12, Drd12.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Dex: Hide, Move Silently. Int: Know(nature), Know(religion). Wis: Heal, Intuit Direction, Wilderness Lore. Con: Concentrate.	1 st : +1 Divine Caster Level. <i>Tree Shape</i> , 1/day. Able to perfectly identify plants & animals, and determine if water is safe to drink. 2 nd : +1 Divine Caster Level. Able to Rebuke / Control Plant Creatures at Class level, 3 + Charisma modifier times per day. If you have this special ability from the Plant Domain, then those levels stack with your Class levels. Any maul you wield is treated as a +2 Shock Maul or +2 Icy Maul (you may choose between Shock or Icy each round). If your maul is already enchanted, you <u>also</u> receive any existing benefits, including an Enhancement bonus higher than +2.
Forsaker (magic haters) (MotW p57) (DR298 p110)+	Feat: Great Fortitude, Iron Will, Lightning Reflexes. Must have been almost (or actually) killed by magic. Min Lvl: Bbn6, Brd6, Clr6, Drd6, Ftr6, Mnk6, Pal6, Rgr6, Rog6, Sor6, Wiz6.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Ride, Tumble. Int: Craft. Wis: Handle Animals, Heal, Intuit Direction, Listen, Sense Motive, Wilderness Lore. Cha: Intimidate.	1 st : You must forsake the use of magic & magic items, including spell casting ability. This applies to receiving spells too. +1 Inherent bonus to any ability score. Note that no ability score can have an Inherent bonus of greater than +5. Heal 1hp/round, up to 10 hp per day. Gain Spell Resistance 11. 2 nd : If you destroy a magic item of at least 300 gp, you gain Damage Reduction 3/+1 for 24 hours. +1 Inherent bonus to any ability score. Gain Spell Resistance 12.
Frenzied Berserker (make normal barbarians look weak & in control) (MotW p59)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +6. Feats: Power Attack, Cleave, Destructive Rage, Intimidating Rage. Must be able to Rage. Min Lvl: Bbn9.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Ride. Cha: Intimidate.	1 st : Gain <u>Feat: Remain Conscious</u> . Frenzy (1/day) – Gain +6 Str, +6 Con, & an extra attack each round at highest bonus (which doesn't stack with <i>Haste</i>) for 3 + new Constitution bonus rounds. During this time, you have a –4 penalty to AC & take 2 subdual damage per round. While Frenzying, you must attack if at all possible (including allies if there are no enemies left). To end a Frenzy early requires a Will save vs. DC 20. At the end of the Frenzy, you are Fatigued for the rest of the encounter. If you take damage from an attack, trap, spell, etc., you must make a Will save vs. DC (10 + damage taken since your last round) to <u>avoid</u> entering Frenzy if you have any left on your next round. Frenzying is a Free Action & its bonuses stack with those from Raging. 2 nd : You may take your once-per-round 5' step in the middle of a Cleave or Great Cleave.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Gatecrasher (people trained to open <i>Portals</i> like a locked door) (MotP p26)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +4. Know (the planes): 4 ranks. Use Magic Device: 8 ranks. Must have visited 2 planes of existence other than your native one. Min Lvl: Brd6, Rog6.	HD: d6 Skill Points: 8 Attack: Rogue Good Save: Ref, Will Weap: Simple Armor: Light Class Lvs: 10	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Tumble, Use Rope. Int: Alchemy, Appraise, Craft, Decipher Script, Disable Device, Forgery, Know (any), Read Lips, Search. Wis: Innuendo, Intuit Direction, Listen, Profession, Sense Motives, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Perform, Use Magic Device. Speak Language.	1 st : Cast <i>Analyze Portal</i> at Class Level, usable Class Level times per day. Gain 1 language spoken in the planes, such as Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. 2 nd : +2 Insight bonus on Decipher Script & Use Magic Device checks. +2 Insight bonus when searching for or disabling magic traps.
Geomancer (a hybrid arcane & divine spellcaster who gets the best of both worlds, but becomes more animal-like in the process) (MotW p60)	Know (arcana): 6 ranks. Know (nature): 6 ranks. Able to cast 2 nd level Arcane spells & 2 nd level Divine spells. Min Lvl: Wiz3 / Clr3.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Swim. Int: Alchemy, Craft, Know (arcana), Know (nature), Scry, Spellcraft. Wis: Heal, Intuit Direction, Wilderness Lore. Con: Concentrate. Cha: Diplomacy, Animal Empathy, Handle Animal.	1 st : +1 Caster Level. Spell Versatility 0 – you may blend Arcane & Divine aspects of your 0 th level spells on-the-fly, such as no longer having an Arcane Failure chance, using the best of your appropriate ability bonuses on the spell's save DC, converting Arcane spells in for healing (assuming your Divine class is Cleric), etc. Drift (stage 1) – gain a minor, non-game effecting animal trait, such as a tail, fur, scales, feathers, etc. 2 nd : +1 Caster Level. Spell Versatility 1 – you may blend Arcane & Divine aspects of your 1 st level spells on-the-fly. Choose one of the following terrains – aquatic, desert, forest, hills, marsh, mountains, or plains. When in that terrain, your effective caster level for <u>all</u> spells is at +1. Drift (stage 1) – gain another minor trait.
Ghost-Faced Killer (ninja assassin who has ghost-like powers) (DR289 p49)	Alignment: LE, NE, CE. Base Attack Bonus: +5. Hide: 6 ranks. Concentrate: 4 ranks. Intimidate: 4 ranks. Move Silently: 6 ranks. Feats: Death Blow, Improved Initiative, Power Attack, Quickdraw. Min Lvl: Bbn9, Brd9, Clr9, Drd9, Ftr9, Mnk9, Rgr9, Rog9, Sor10, Wiz10.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide, Open Lock, Move Silently, Tumble. Int: Search. Wis: Listen, Spot. Cha: Bluff, Iaijutsu Focus, Intimidate.	1 st : Cast <i>Invisibility (self only)</i> as a move-equivalent action at Class Level, usable once per day. 2 nd : Sneak attack +1d6.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Ghostwalker (hunter of the mysterious) (S&F p20) (S&Fe)+	Alignment: LG, LE, CG, CE, N. Base Attack Bonus: +6. Feats: Endurance, Iron Will, Toughness. Intimidate: 4 ranks. Move Silently: 4 ranks. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: Light, Medium, Shields Class Lvs: 10	Dex: Move Silently. Int: Know(law). Wis: Intuit Direction, Profession, Spot, Listen, Sense Motives Cha: Bluff, Diplomacy, Gather Info.	1 st : Painful Reckoning +1 – If you survive an attack that does 50% or more damage, you get +1 to AC, Attack bonus, & Damage rolls vs. that specific attacker. Add your Class level to Intimidate checks. If your enemy knows your identity, then you cannot use your other Class powers against him. 2 nd : Painful Reckoning +2. Feign Death for 10 rounds per Class level, once per day.
Gladiator (duelist who specializes in dirty fighting & crowd pleasing) (S&F p21)	Base Attack Bonus: +5. Perform –or– Intimidate: 4 ranks. Feats: any 2 feats on the Fighter list. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump. Dex: Ride, Tumble. Int: Craft. Cha: Bluff, Handle Animals, Intimidate, Perform.	1 st : Make a Bluff vs. Sense Motive check on your opponent as a partial action. If you succeed, then he loses his Dex bonus against you on the next round. 2 nd : +1 AC if you do an all-out defense against someone who has done a melee attack on you.
Glave of Azharadian (templar knights of the Order of the Golden Sun that fight with battleaxes and/or longswords for the Deity of Honorable Combat) (DR293 p95)	Patron: Heironeous. Alignment: LG, LN. Base Attack Bonus: +6. Handle Animal: 3 ranks. Know (religion): 3 ranks. Ride: 6 ranks. Feats: Leadership, Weapon Focus (battleaxe or longsword). Speak Old Oeridian. Must have done ‘great deeds’. Pass the Order of the Golden Sun’s tests. Min Lvl: Ftr6, Pal6, Rgr6, Clr9, Mnk9, Rog9, Sor12, Wiz12.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort, Will. Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump. Dex: Ride. Int: Know (history), Know (religion). Wis: Handle Animals, Heal. Cha: Diplomacy.	<u>Paladins may freely crossclass.</u> 1 st : +1 Morale bonus on attacks made with battleaxe and/or longsword, as long as you have Weapon Focus for that weapon. Pledged to follow the tenants of the Order of the Golden Sun. 2 nd : When between –1 & –9 hp, you gain a +2 Enhancement bonus to Constitution for Class level rounds. Usable once per day.
Giant-Killer (skilled in tracking and fighting Giants) (SM p109)	Base Attack Bonus: +5. Hide: 2 ranks. Wilderness Lore: 4 ranks. Feats: Dodge, Mobility, Toughness. Must have helped slay a giant Min Lvl: Ftr5, Bbn6, Pal6, Rgr6, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort. Weap: Simple, Martial Armor: – Class Lvs: 10	Str: Climb, Jump. Dex: Hide, Move Silently, Tumble. Wis: Wilderness Lore.	1 st : +1 bonus on any skill check that is related to Giants. When using <u>Feat: Mobility</u> , gain a +8 dodge bonus to AC instead of +4. Smite Big Folk – Gain your Wisdom modifier as a bonus to a melee attack & your Class level as a bonus to damage when attacking a creature of Large size or greater on a single attack, usable once per day. 2 nd : Gain Damage Reduction 1/–.
Gloomblade (rogues trained to fight underground, particularly against drow) (DR298 p57)	Feats: Alertness, Blind-Fight. Hide: 10 ranks. Move Silently: 10 ranks. Must speak Undercommon. Min Lvl: Brd7, Mnk7, Rgr7, Rog7, Bbn17, Clr17, Drd17, Ftr17, Pal17, Sor17, Wiz17.	HD: d6 Skill Points: 8 Attack: Rogue Good Save: Ref Weap: Simple, Martial Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pockets, Tumble. Int: Appraise, Craft, Disable Device, Forgery, Search. Wis: Innuendo, Intuit Direction, Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info, Intimidate, Use Magic Device.	1 st : +1d6 Sneak Attack. Learn Drow Sign Language. 2 nd : As a Full-Round Action, you can use Tremorsense for 1 round in a 30’ radius. Anything touching the ground in that area & moving is sensed by you. Usable 3 times per day.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Gnome Artificer (makes technology-based devices that are similar to magical ones, though easier to use and recharge) (MoF p23)	Race: Gnome or Human. Alchemy: 3 ranks. Any Artificer Craft (i.e., armorsmith, blacksmith, gemcutting, locksmith, metalworking, trapmaking, weaponsmith): 8 ranks 2 nd Artificer Craft: 4 ranks 3 rd Artificer Craft: 4 ranks Disable Device: 2 ranks Know (architecture): 4 ranks Know (engineering): 4 ranks Profession (apothecary, engineer, or siege engineer): 3 ranks. Feats: Lightning Reflexes, Skill Focus (any Artificer Craft). Must be able to cast 1 st level Illusion spells. Min Lvl: Brd5, Clr5, Drd5, Rgr5, Sor5, Wiz5.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: Simple Armor: Light, Medium, Shields. Class Lvs: 10	Dex: Use Rope. Int: Alchemy, Craft, Disable Device, Know (architecture), Know (engineering), Search. Wis: Appraise, Listen, Profession. Con: Concentrate.	1 st : Able to build Artificer Devices. These use non-magical technology to mimic spell effects. You may only build items that have powers on the <u>Gnome Artificer Device Powers List</u> . The cost to create these devices is (Power Level * Artificer Level * Charges * 20gp). Maximum number of charges is 50 and minimum is 5. Devices take up one appropriate body location (i.e., gloves for <i>Bull's Strength</i>) plus either the 'belt' or 'back' for fuel. If the device's cost is doubled, it only takes up a single location. Recharging the device costs is the same as above, except only times 10gp (i.e., half the cost per charge). 2 nd : Build a single Artificer Device for free.
Gnome Giant-Killer (specialized in fighting Giants & using their size to their advantage) (DR291 p84)	Race: Gnome. Base Attack Bonus: +5. Escape Artist: 3 ranks. Tumble: 3 ranks. Hide: 3 ranks. Feats: Dodge, Mobility, Spring Attack. Must Speak Giant. Min Lvl: Ftr5, Bbn6, Pal6, Rgr6, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: Light, Medium, Shields Class Lvs: 10	Str: Climb, Jump. Dex: Escape Artist, Hide, Move Silently, Tumble, Use Rope. Int: Craft. Cha: Intimidate.	1 st : Favored Enemy (giant) +1 – Gain a +1 bonus on Bluff, Listen, Sense Motive, Sport, & Wilderness Lore checks made vs. Giants. Also do +1 damage on any melee attack & any ranged attack within 30'. This stacks with any Ranger bonuses. 2 nd : Gain Wisdom bonus as a Dodge bonus to AC when fighting Giants & ½ Wisdom bonus when fighting any other creature 2 size categories larger.
Gnome Trickster (illusionist / thief with special training to confuse enemies) (DR-A5 p80)	Race: Gnome. Feats: Expertise. Bluff: 7 ranks. Pick Pockets: 5 ranks. Hide: 3 ranks. Must be able to cast 1 st level Illusion spells. Min Lvl: Brd4, Sor11, Wiz11.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: Simple Armor: – Class Lvs: 10	Dex: Balance, Escape Artist, Hide, Move Silently, Pick Pockets, Tumble. Wis: Innuendo, Listen, Sense Motive, Spot. Cha: Bluff, Perform.	1 st : As a free action, force an enemy that can see you with an Intelligence greater than 2 & that is within 10' to make a Will save vs. DC 10 + Class Level. If the target fails, it is considered flat-footed until its next action. Usable once per day. 2 nd : +2 on Escape Artist & Tumble checks. Use Character Level instead of Spellcaster Level when casting spells from the Illusion school.
Goldeye (specialty priests of the Deity of Trade & Wealth) (F&P p194)	Patron: Waukeen. Alignment: N. Appraise: 4 ranks. Diplomacy: 4 ranks. Innuendo: 2 ranks. Profession: 4 ranks. Feats: Alertness, Exotic Weapon Proficiency (nunchaku), Skill Focus (Diplomacy). Able to cast 3 rd level Divine spells. Able to speak 2 human languages from different regions. Acquired 5,000 gp of investments or hard assets. Min Lvl: Clr5, Rgr11.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref. Weap: – Armor: – Class Lvs: 10	Dex: Open Lock. Int: Appraise, Forgery, Know (geography), Know (history), Know (local), Know (nobility), Know (religion), Read Lips. Wis: Innuendo, Listen, Profession. Con: Concentrate. Cha: Bluff, Diplomacy, Gather Info., Intimidate, Sense Motive.	1 st : +1 Caster Level. Gain Language Abyssal. By listening to an unknown language for 1 minute & making a Wisdom check vs. DC 15, you gain a basic understanding of the language (enough to do trade) for 1 day. You gain a +2 bonus to refamiliarize yourself with a language you learned within the last month. 2 nd : +1 Caster Level. When conversing with a creature, you may use <i>Detect Thoughts</i> on that creature. You can use this supernatural ability 1 minute per level, though each minute may be used separately.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Gray Sage (spellcasters mystically modified to function in the dark & battle other spellcasters, typically drow) (DR298 p58)	Feats: Blind-Fight, Silent Spell, Spell Penetration. Must speak Undercommon. Must be able to cast 4 th level Conjuraction spells. Min Lvl: Clr7, Drd7, Wiz7, Sor8, Brd10, Pal14, Rgr14.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Craft, Know (any), Scry, Spellcraft. Wis: Intuit Direction, Profession. Con: Concentrate.	1 st : +1 Caster Level. Gain Feat: Improved Counterspell . +2 bonus on Spellcraft checks to identify <i>Dancing Lights</i> , <i>Darkness</i> , and <i>Faerie Fire</i> . Learn to read in total darkness with your finger-tips. This is typically used with spellbooks & scrolls. 2 nd : +1 Caster Level. Due to mystic surgery, you become blind, but gain Blindsight 30'. Your sight can be magically restored, but then you loose the Blindsight & can no longer advance in this class.
Green Hunter (specialty templars of the Deity of Jungles, who specialize in tracking through heavy terrain & fighting with Spiked Gauntlets) (DR294 p69)	Patron: Thard Harr. Alignment: LG, NG, CG. Base Attack Bonus: +4. Know (nature): 5 ranks. Wilderness Lore: 5 ranks. Feats: Track. Able to cast Divine Spells. Min Lvl: Rgr4, Drd6, Clr7, Pal7.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Martial. Armor: Light, Shields. Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Use Rope. Int: Craft, Search, Know (geography), Know (nature). Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore. Con: Concentrate. Cha: Intimidate.	1 st : +1 Divine Caster Level Druids gain Spiked Gauntlet as a class-weapon. While traveling in terrain that slows movement (such as jungle), you gain +10' movement to compensate. 2 nd : Feat: Weapon Focus (Spiked Gauntlet) .
Guild Thief (a thief who has advanced in the guild) (FR p45)	Gather Information: 3 ranks. Hide: 8 ranks. Intimidate: 3 ranks. Move Silently: 3 ranks. Membership in a thieves' guild. Min Lvl: Brd5, Mnk5, Rgr5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Pal13, Sor13, Wiz13.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref. Weap: Simple Armor: Light Class Lvs: 5	Str: Climb, Jump. Dex: Disable Device, Move Silently, Open Lock, Pick Pocket, Use Rope. Int: Craft, Forgery, Know (local), Search. Wis: Innuendo, Listen, Profession, Spot. Cha: Diplomacy, Intimidate, Sense Motive.	1 st : Sneak Attack +1d6. +4 bonus on all Bluff, Diplomacy, and Innuendo checks. 2 nd : Uncanny Dodge (Dex bonus to AC). Bonus Feat from the following list: Alertness, Blind-Fight, Cosmopolitan, Education, Exotic Weapon Proficiency (hand crossbow), Leadership, Lightning Reflexes, Track, Skill Focus (any Guild Thief class skill), Still Spell, Street Smart, Weapon Finesse, Weapon Focus.
Guild Wizard of Waterdeep (guild mage) (MoF p26)	Alignment: LG, NG, CG, LN, N, CN. Alchemy: 4 ranks Know (arcana): 8 ranks. Scry: 4 ranks. Spellcraft: 8 ranks Feats: Scribe Scroll, one other metamagic feat, either Spell Penetration or Spell Focus. Able to cast 3 rd level Arcane spells. Join the Watchful Order of Magists and Protectors at a cost of 1,000 gp. Min Lvl: Wiz5, Sor6.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Craft, Know (any), Scry, Spellcraft. Wis: Profession. Con: Concentrate.	1 st : +1 Caster Level. Guild Membership, which includes a research library, lab, and a spell component store. Devotion of personal time and energy to the Order (this equates to a 10% XP penalty). 2 nd : +1 Caster Level. Access to the Guild Spellpool. By taking a full-round action, you can fill an unused slot with a 1 st -3 rd level spell of your choice, though it fades in 1 minute per level. You may access a total number of spell levels equal to half your caster level per day, but to a total debt of 3 times your caster level. The chance of a given spell being available is (65 - 5*level)%. All spell levels you take from the Spell Pool must returned by depleting a spell.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Halfling Outrider (halfling light cavalry) (S&F p22) (S&Fe)+</p>	<p>Race: Halfling. Base Attack Bonus: +5. Feats: Mounted Combat, Mounted Archery. Listen: 4 ranks. Ride: 6 ranks. Spot: 4 ranks. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd9, Clr9, Drd9, Mnk9, Rog9, Sor10, Wiz10.</p>	<p>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: Light, Shield. Class Lvs: 10</p>	<p>Dex: Ride. Int: Search. Wis: Listen, Animal Empathy, Spot. Cha: Handle Animal.</p>	<p>1st: +2 to Listen, Spot, & Ride checks. +1 AC when mounted. 2nd: Defensive Ride, once per day. The rider gains +2 Dex & +4 AC. The mount gains x2 speed, +2 to Will saves, & 4 AC. The Defensive Ride lasts 3 + new Dex modifier rounds. At the end of the ride, both are at –2 Str until they rest for 10 minutes.</p>
<p>Harper Mage (member of the Harpers who is an arcane caster) (MoF p28)(MoFe)+</p>	<p>Alignment: LG, NG, CG, LN, N, CN. Concentration: 4 ranks. Knowledge (arcana): 8 ranks. Knowledge (local): 5 ranks. Know (any other): 4 ranks. Scry: 4 ranks. Sense Motive: 2 ranks. Spellcraft: 8 ranks. Feats: Extend Spell, Alertness Able to cast 3rd level Arcane spells Sponsorship by a member of the Harpers & approval of the High Harpers. Min Lvl: Wiz5, Sor6, Brd7.</p>	<p>HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weapons: Simple Armor: - Class Levels: 5</p>	<p>Dex: Hide, Move Silently, Ride. Int: Alchemy, Craft, Decipher Script, Know (any), Scry, Spellcraft. Wis: Heal, Innuendo, Listen, Profession, Sense Motive, Spot. Con: Concentrate. Cha: Bluff, Diplomacy, Disguise, Gather Info, Perform. Speak Language.</p>	<p>1st: +1 Caster Level. Bardic Knowledge. Gain Feat: Skill Focus (Know (any)). 2nd: +1 Caster Level. Gain Feat: Skill Focus (Know(arcana)) –or– Feat: Skill Focus (Spellcraft).</p>
<p>Harper Priest (member of the Harpers who is a divine caster) (MoF p29)</p>	<p>Alignment: LG, NG, CG, LN, N, CN. Diplomacy: 4 ranks. Knowledge (arcana): 4 ranks. Know (religion): 8 ranks. Spellcraft: 8 ranks. Feats: Alertness, Iron Will. Able to cast 3rd level Divine spells Sponsorship by a member of the Harpers & approval of the High Harpers. Patron Deity must be compatible with the Harper's philosophy. Min Lvl: Clr5, Drd13, Pal13, Rgr13.</p>	<p>HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weapons: Simple Armor: All Class Levels: 5</p>	<p>Str: Swim. Int: Craft, Know (any), Scry, Spellcraft. Wis: Heal, Intuit Direction, Listen, Profession, Sense Motive, Spot, Wilderness Lore. Con: Concentrate. Cha: Animal Empathy, Diplomacy, Handle Animals, Perform.</p>	<p>1st: +1 Caster Level. Bardic Knowledge. Gain a single 'Blessing', which can be chosen from the following list if your Class Level + Wis bonus is greater than or equal to the 'rank' Rank Blessing 1 <i>Create Water</i>, once per day. 2 Gain Feat: Weapon Focus (Quarterstaff). 3 +2 Holy bonus on saves vs. glyphs, runes, and symbols. 4 +1 Holy bonus on all Charisma-based skill checks 5 +10' movement when in medium armor or lighter. 6 +2 Holy bonus on saves vs. compulsion and fear effects. 7 Gain Feat: Skill Focus (Know (any)). 8 Gain Low-Light Vision (or double range of current low-light vision). 9 +2 Insight bonus on saves vs. magical effects. 10 +2 Luck bonus to 1 save per day, though it can added after the roll. 2nd: +1 Caster Level. Gain another Blessing.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Harper Scout (member of the Harpers who locates and acquires objects and people) (FR p46)</p>	<p>Alignment: LG, NG, CG, LN, N, CN. Bluff: 4 ranks. Diplomacy: 8 ranks. Know (local): 4 ranks. Perform: 5 ranks. Sense Motive: 2 ranks. Wilderness Lore: 2 ranks: Feats: Alertness, Iron Will. Sponsorship by a member of the Harpers & approval of the High Harpers. Min Lvl: Brd5, Mnk5, Rog5, Clr7, Drd7, Pal7, Bbn13, Ftr13, Rgr13, Sor13, Wiz13.</p>	<p>HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: Simple Armor: Light Class Lvs: 5</p>	<p>Str: Climb, Jump, Swim. Dex: Escape Artist, Hide, Move Silently, Pick Pocket, Tumble. Int: Appraise, Craft, Know (any). Wis: Intuit Direction, Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Info, Perform. Speak Language.</p>	<p>1st: Bardic Knowledge. +1 bonus vs. a favored enemy (just like a ranger). The enemy must be chosen from the following list: Church of Bane, Cult of the Dragon, Iron Throne, Red Wizards, or the Zhentarim. Gain Charisma-based Impromptu Arcane spells from the <u>Harper Scout Spell List</u>. 2nd: +2 Holy bonus on saving throws vs. glyphs, runes, and symbols. Gain <u>Feat: Skill Focus (Perform)</u> and <u>Feat: Skill Focus</u> in any other class skill.</p>
<p>Hathran (an Arcane & Divine caster who is part of the leadership of the Forgotten Realms country of Rashemi) (FR p46)</p>	<p>Patron: Chautea, Mielikki, or Mystra. Alignment: LG, NG, LN. Race: Human female of Rashemi descent. Feats: Ethran. Able to cast 2nd level Arcane spells and 2nd level Divine spells. Min Lvl: Wiz3 / Clr3.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weapon: Whip Armor: - Class Lvs: 5</p>	<p>Str: Swim. Int: Alchemy, Craft, Know (any), Scry, Spellcraft. Wis: Intuit Direction, Profession, Wilderness Lore. Con: Concentrate. Cha: Animal Empathy, Perform. Speak Language.</p>	<p>1st: +1 Caster Level. Add spells on the <u>Hathran Supplemental Spell List</u> to the Arcane spells available to be learned. Gain a free cohort as if <u>Feat: Leadership</u> was taken. The cohort is either a Rashemi female with the Ethran Feat or a Rashemi male with at least one level of barbarian. When in the country of Rashemen, you do not need to prepare your Arcane or Divine spells. As a full-round action, you may cast any spell on your Arcane or Divine spell lists, though they consume the normal spell slot. 2nd: +1 Caster Level.</p>
<p>Heartseeker (arcane spell caster archers who specialize in effects that can be used against Dragons) (DR286 p31)</p>	<p>Base Attack Bonus: +4. Concentration: 8 ranks. Know (arcana): 8 ranks. Listen: 5 ranks. Spot: 5 ranks. Feats: Combat Casting, Spell Penetration, Weapon Focus (any straight bow). Able to cast Arcane spells. Min Lvl: Brd7, Sor9, Wiz9.</p>	<p>HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weapon: - Armor: - Class Lvs: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Ride. Int: Know (any), Spellcraft. Wis: Listen, Spot, Wilderness Lore. Con: Concentrate.</p>	<p>1st: +2 on checks to overcome a dragon's Spell Resistance. 2nd: +1 Arcane Caster Level. Once per day, imbue an arrow with the ability to suppress a target's natural or magical flying for 1 round per 2 Class levels. Fortitude save to resist vs. DC (15 + Class level + Charisma bonus).</p>
<p>Heartwarder (specialty priest or templar of the Deity of Beauty, who eventually becomes a 'Fey') (F&P p196) (DR300 p110)+</p>	<p>Patron: Sune. Alignment: CG. Base Reflex Save Bonus: +2. Bluff: 3 ranks. Diplomacy: 6 ranks. Feats: Dodge, Mobility, Spell Focus (Enchantment), Exotic Weapon Proficiency (Whip). Able to speak Sylvan. Able to cast 3rd level spells. Min Lvl: Brd7, Clr9, Sor9, Wiz9, Rgr11.</p>	<p>HD: d4 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weapon: - Armor: - Class Lvs: 10</p>	<p>Int: Craft, Know (religion), Spellcraft. Wis: Heal, Innuendo, Profession, Sense Motive. Con: Concentrate. Cha: Animal Empathy, Bluff, Diplomacy, Disguise, Gather Info, Perform.</p>	<p>1st: +1 Caster Level. +1 Inherent bonus to Charisma. 2nd: +1 Caster Level. +2 bonus on all Charisma-base skill checks.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Hexer (a shaman who can curse enemies by looking at them) (MotW p63)</p>	<p>Race: Monstrous Humanoid, Giant, Goblinoid, Orc, etc. Alignment: LN, N, CN, LE, NE, CE. Know (arcana): 10 ranks. Spellcraft: 8 ranks. Wilderness Lore: 10 ranks. Able to cast <i>Lightning Bolt</i> as a Divine spell. Min Lvl: Clr(thunder)17.</p>	<p>HD: d6 Skill Points: 2 Attack: Fighter Good Save: Will Weapon: - Armor: - Class Lvs: 10</p>	<p>Int: Alchemy, Craft, Know (any), Scry, Spellcraft. Wis: Heal, Profession, Wilderness Lore. Con: Concentrate. Cha: Handle Animals.</p>	<p>1st: +1 Caster Level. Hex, usable 1/day. When activated as a Standard Action, you may make 1 gaze attack per round for 1 round per Class level. To use your gaze, you must make eye contact with someone within 30'. The target must make a Will save vs. (10 + Class level + your Wisdom bonus) or receive a permanent –4 Enhancement penalty to attacks, saving throws, ability checks, & skill checks. A Hex can only be removed by <i>Remove Curse</i>, <i>Break Enchantment</i>, or a <i>Wish</i>-class spell. It does not effect Undead, but can be reflected back at its caster. 2nd: +1 Caster Level. Hex, usable 2/day. Add 1 spell from the Wizard/Sorcerer list to your spell list. It can be prepared at its normal level.</p>
<p>Hierophant (a master of divine magics who can gain mystic abilities not available to others) (FR p48) (FRe)+</p>	<p>Know (religion –or– nature): 15 ranks. Feats: any metamagic. Able to cast 7th level Divine spells Min Lvl: Clr13, Drd13.</p>	<p>HD: d8 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: – Armor: – Class Lvs: 5</p>	<p>Int: Craft, Know(arcana), Know(religion), Scry, Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Diplomacy</p>	<p>1st: Although Caster Level does not increase with a new level of Hierophant, you may add your Class Level to your Caster Level to increase the effectiveness of the spells you do get. Gain a Special Ability from the following list: <u>Blast Infidel</u> – When using a “negative energy” spell (i.e., any <i>Inflict Wounds</i>, <i>Circle of Doom</i>, etc.) on a follow of a different deity, treat the spell as if it were Maximized. <u>Divine Reach</u> – Touch spells may be used on targets 30’ away. This Special Ability may be taken a second time to increase the distance to 60’. <u>Faith Healing</u> – Any healing spell used on followers of your deity is treated as if they are Maximized. <u>Gift of the Divine</u> – You may transfer one or more of your turnings (or rebukes) to a willing creature. The transfer lasts 1-10 days, during which time your turnings are decreased by the appropriate amount. Turnings are done at your Cleric Level, but uses the target’s Charisma bonus. <u>Master of Energy</u> – +4 to Turning/Rebuking checks & damage. <u>Metamagic Feat</u> – Gain a metamagic feat. <u>Power of Nature</u> – You may transfer one or more of your Druidic abilities to a willing creature, including one or more uses of your Wild Shape ability. <u>Spell Power +2</u> – +2 on the DC of all Divine spells & for overcoming Spell Resistance. This Special Ability may be taken multiple times. <u>Spell-Like Ability</u> – Cast a spell as a ‘spell-like ability’ by sacrificing a slot of the matching level. The slot level can be raised to add metamagics & set how many times usable per day (base 2/day): +3 levels – 4/day; +6 levels – 6 /day. 2nd: Gain another Special Ability.</p>
<p>Holy Liberator (chaotic good “paladin”, who can cast spells & summon a celestial companion) (DotF p57)</p>	<p>Alignment: CG. Base Attack Bonus: +5. Diplomacy: 5 ranks. Feat: Iron Will. Min Lvl: Bbn7, Brd7, Clr7, Ftr7, Rgr7, Rog7, Sor10, Wiz10.</p>	<p>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 10</p>	<p>Dex: Ride. Int: Craft, Know (religion). Wis: Heal, Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy, Handle Animals, Intimidate.</p>	<p>1st: <i>Detect Evil</i>, at will. +2 Morale bonus on saves vs. Enchantments. Gain Wisdom-based Prepared Divine spells from the <u>Holy Liberator Spell List</u>. 2nd: Add Charisma bonus to all saving throws. <i>Smite Evil</i> – On a melee attack vs. an evil target, you can choose to add your Charisma bonus to the attack roll. If it succeeds, you then add your level to the damage. Usable once per day.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Hordebreaker (skilled in fighting & understanding the local humanoid hordes) (SM p110)	Base Attack Bonus: +5. Know (local): 5 ranks. Spot: 4 ranks. Feats: Power Attack, Cleave, Great Cleave. Min Lvl: Bbn7, Brd7, Clr7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort. Weap: – Armor: – Class Lvs: 5	Str: Climb, Jump, Swim. Dex: Move Silently. Int: Know (local), Search. Wis: Spot, Wilderness Lore. Cha: Intimidate.	1 st : Horde Knowledge – you are able to make an Intelligence check with a bonus of your Class level to know some specific information about the local hordes (DC 8 for Common knowledge, 13 for Uncommon, 18 for Obscure, etc.). Horde Enemy – choose a local horde creatures from the following list: Bugbears, Gnolls, Goblins, Hobgoblins, Kobolds, or Orcs. You gain +1 on Bluff, Listen, Sense Motives, Spot, & Wilderness Lore checks vs. your horde enemy, and also +1 damage. This stacks with a Ranger’s favored enemy bonus. 2 nd : Anyone Charging into your Threatened Area gives you an Attack of Opportunity.
Horned Harbinger (templar of the Deity of Bones) (F&P p197)	Patron: Myrkul. Alignment: LE, NE, CE. Know (the planes): 8 ranks. Must have touched the <i>Crown of Horns</i> , the artifact that holds Myrkul’s essence. Min Lvl: Brd5, Wiz5, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Rgr13, Rog13, Sor13.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Int: Craft, Know (arcana), Know (religion), Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Intimidate.	1 st : Grow horns, which can be used as a 1d6 weapon (x2 damage when charging). Rebuke / Control Undead as a Cleric of your Class level. This stacks with any current Cleric levels. Gain access to the Death Domain & its granted power at your Class level, plus any Cleric levels. 2 nd : <i>Deathwatch</i> , always on. <i>Animate Dead</i> , 1/day. Your caster level is equal to your Class level + your Charisma modifier + levels in any other class that grants you <i>Animate Dead</i> .
Hospitaler (someone who converts to being a priest that protects others) (DotF p60) (DR286 p97)+	Alignment: LG, NG, LN, N, LE, NE. Base Attack Bonus: +4. Handle Animal: 5 ranks. Ride: 5 ranks. Feats: Mounted Combat, Ride-By Attack. Min Lvl: Bbn4, Ftr4, Pal4, Rgr4, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor8, Wiz8.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Dex: Ride. Int: Craft, Know (religion). Wis: Heal, Profession. Con: Concentrate. Cha: Diplomacy, Handle Animals.	<u>Paladins may freely crossclass.</u> 1 st : +1 Caster Level. Casts spells as a Cleric, gaining two of the following Domains (which supercede any current Domains): Healing, Protection, War, Glory (if channels positive energy) –or– Domination (if channels negative energy). Your Cleric lvl is added to your caster lvl. Lay on Hands – can heal (Class Level x Charisma bonus) hit-points total per day. Paladin level can be added to Class Level. 2 nd : +1 Caster Level.
Hunter of the Dead (specialists is combating the restless dead) (DR276 p80) (DotF p62)	Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +5. Know (undead): 5 ranks. Must be able to Turn Undead. Must have lost a level or ability score due to an undead attack. Min Lvl: Clr7, Pal7.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Dex: Ride. Int: Search, Know (religion), Know(undead) Wis: Heal, Profession. Con: Concentrate.	1 st : <i>Detect Undead</i> (PH p194), at will. Gain Wisdom-base Prepared Divine spells from the <u>Hunter of the Dead Spell List</u> . 2 nd : Smite Undead, once per day. Add your Wisdom bonus to your melee attack, & if you hit, add your Class Level to your damage.
Illithidkin (slaves to Mind Flayers & their Deity, who gain psionics, but over time becomes a ‘Monstrous Humanoid’) (DR296 p48)	Patron: Illsensine Race: Humanoid or Monstrous Humanoid Alignment: LE Know (psionics): 8 ranks. Concentrate: 4 ranks. Must willingly consume the brain of a sentient creature. Min Lvl: Wiz5, Clr13, Ftr13, Mnk13, Rgr13, Rog13, Sor13.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Will Weap: – Armor: – Class Lvs: 5	Str: Swim. Dex: Hide, Move Silently. Int: Craft, Know (psionics), Search. Wis: Listen, Profession, Spot. Con: Concentrate. Cha: Bluff, Intimidate.	1 st : Gain Psionics. +3 Psionic power points. Gain 1 Psionic combat mode. +2 bonus to saving throws against all mind-affecting effects. 2 nd : +5 Psionic power points. Communicate mentally with any creature within 30’ that has a language.
Incantatrix (arcane caster specialized in dealing summoned creatures and the ethereal plane) (MoF p31)(MoFe)+	Concentration: 4 ranks. Know (arcana): 8 ranks. Know (the planes): 8 ranks. Spellcraft: 4 ranks. Feats: Iron Will, any metamagic. Able to cast 3 rd level Arcane spells. Min Lvl: Wiz5, Sor6, Brd7.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Craft, Know (religion), Know (planes), Scry, Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Intimidate.	1 st : +1 Caster Level. If not specialized in Abjuration, you must immediately become so. You may no longer learn spells from your newly prohibited school, though you can still cast those you already know. Gain a metamagic feat. 2 nd : +1 Caster Level. +2 bonus on Dispel checks or overcoming the Spell Resistance of Outsiders.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Invisible Blade (weapon specialist who 'feints' and sneak attacks with daggers, punching daggers, and kukri) (DR303 p43)	Bluff: 8 ranks. Sense Motive: 5 ranks. Feats: Point Blank Shot, Far Shot, Weapon Focus (dagger –or– punching dagger –or– kukri). Must defeat an opponent of the same toughness in single combat armed only with daggers, punching daggers, or kukri. Min Lvl: Brd6, Rog6, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Pal13, Rgr13, Sor13, Wiz13.	HD: d6 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: – Armor: – Class Lvs: 5	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft. Wis: Innuendo, Listen, Profession, Sense Motives, Spot. Cha: Bluff, Perform.	1 st : 'Dagger' Sneak Attack – +1d6 Sneak Attack, only usable when wielding a dagger, punching dagger, or a kukri. Gain your Intelligence modifier as a bonus to your AC when not wearing armor & only armed with daggers, punching daggers, or kukri. 2 nd : On a successful 'Dagger' Sneak Attack (see above), you may choose not do +1d6 damage in order to make 'Bleeding Wound', which bleeds for 1hp per round until stopped by magical healing or a Heal check vs. DC 15.
Justicar (bounty hunters specializing in bringing people back alive) (DR290 p90)	Alignment: LG, LN, LE. Base Attack: +6. Wilderness Lore: 5 ranks. Gather Info.: 5 ranks. Search: 5 ranks. Feats: Track, Skill Focus (Gather Info.). Min Lvl: Ftr7, Pal7, Rgr7, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Will Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Open Locks, Ride, Use Rope. Int: Search. Wis: Heal, Innuendo, Intuit Direction, Listen, Sense Motives, Spot, Wilderness Lore. Cha: Bluff, Disguise, Gather Info., Intimidate.	1 st : Can make a melee weapon do subdual damage at no penalty. Subdual Strike – +1d6 Sneak Attack, only usable when doing subdual damage. 2 nd : Gain <u>Feat: Improved Grapple</u> . On a successful 'Subdual Strike', also do 1 Str damage.
Justicar of Taiia (templars of the Sun Deity who bring those who offend the church to 'justice') (D&D p205)	Patron: Taiia Alignment: LN, N, CN, LE, NE, CE. Base Attack: +4. Know (religion): 6 ranks. Min Lvl: Brd6, Clr6, Wiz8, Bbn9, Drd9, Ftr9, Mnk9, Rgr9, Rog9, Sor9.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: – Armor: – Class Lvs: 10	Dex: Hide, Move Silently. Int: Know (religion), Search, Spellcraft. Wis: Listen, Sense Motive, Spot. Con: Concentrate. Cha: Diplomacy, Gather Info., Intimidate.	1 st : Gain <u>Feat: Simple Weapon Proficiency</u> , <u>Feat: Martial Weapon Proficiency (any one)</u> , or <u>Feat: Exotic Weapon Proficiency (any one)</u> . Gain Wisdom-base Prepared Divine spells from the <u>Justicar of Taiia Spell List</u> . Sneak Attack +1d6. 2 nd : +2 Insight bonus on attacks & AC vs. a single designated opponent in battle.
Kabuki Warrior (a warrior & clown who keeps his opponents confused & off guard) (DR298 p103)	Base Attack Bonus: +5. Bluff: 5 ranks. Perform: 5 ranks. Tumble: 3 ranks. Feats: Dodge, Expertise, Mobility, Spring Attack. Able to cast 3 Illusion spells. Min Lvl: Brd9, Sor9, Wiz9.	HD: d10 Skill Points: 2 Attack: Rogue Good Save: Ref, Will Weap: Martial Armor: – Class Lvs: 10	Str: Jump. Dex: Balance, Escape Artist, Tumble. Int: Alchemy, Craft. Wis: Sense Motive. Con: Concentrate. Cha: Bluff, Perform.	1 st : Add Intelligence bonus to AC when not wearing armor & not flat-footed. +2 Competence bonus to Bluff, Perform, & Tumble checks. 2 nd : +1d6 Sneak Attack.
Keshen Blademaster (trained to fight with any two slashing weapons) (DU97 p114)	Base Attack Bonus: +6. Jump: 6 ranks. Tumble: 3 ranks. Craft (weaponsmith): 3 ranks. Feats: Dodge, Expertise, Mobility, Lightning Reflexes. Trained by another Keshen Blademaster. Min Lvl: Ftr6, Bbn9, Brd9, Clr9, Drd9, Mnk9, Pal9, Rgr9, Rog9, Sor12, Wiz12.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Ride, Tumble. Int: Craft. Cha: Handle Animal.	1 st : When in Light or no armor, you may fight with two slashing weapons as if you had <u>Feat: Ambidexterity</u> and <u>Feat: Two-Weapon Fighting</u> . 2 nd : +1d6 damage on a successful critical with a slashing weapon.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
King/Queen of the Desert (master of the living in the desert & dealing with its inhabitants) (MotW p65)	Base Fortitude Save: +4. Hide: 4 ranks. Intuit Direction: 4 ranks. Wilderness Lore: 8 ranks. Spot: 4 ranks. Feats: Endurance, Track. Must live in or near a desert. Min Lvl: Bbn5, Drd5, Rgr5, Brd12, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Simple Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Int: Craft. Wis: Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Handle Animal.	1 st : +2 Insight bonus on Wilderness Lore & Spot checks while in the desert. 2 nd : Gain 'Endure Fire 5'. Travel speed through the desert is the same as traveling through a plain.
King/Queen of the Forest (master of the living in the forest & dealing with its inhabitants) (MotW p65)	Base Fortitude Save: +4. Hide: 4 ranks. Intuit Direction: 4 ranks. Wilderness Lore: 8 ranks. Climb: 4 ranks. Feats: Endurance, Track. Must live in or near a forest. Min Lvl: Bbn5, Drd5, Rgr5, Brd12, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Simple Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Int: Craft. Wis: Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Handle Animal.	1 st : +2 Insight bonus on Wilderness Lore & Climb checks while in the forest. 2 nd : Gain 'Endure Fire 5'. Travel speed through the forest is the same as traveling through a plain.
King/Queen of the Hills (master of the living in the hills & dealing with its inhabitants) (MotW p65)	Base Fortitude Save: +4. Hide: 4 ranks. Intuit Direction: 4 ranks. Wilderness Lore: 8 ranks. Climb: 4 ranks. Feats: Endurance, Track. Must live in or near a hill. Min Lvl: Bbn5, Drd5, Rgr5, Brd12, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Simple Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Int: Craft. Wis: Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Handle Animal.	1 st : +2 Insight bonus on Wilderness Lore & Climb checks while in the hills. 2 nd : Gain 'Endure Cold 5'. Travel speed through the hills is the same as traveling through a plain.
King/Queen of the Marsh (master of the living in a marsh & dealing with its inhabitants) (MotW p65)	Base Fortitude Save: +4. Hide: 4 ranks. Intuit Direction: 4 ranks. Wilderness Lore: 8 ranks. Swim: 4 ranks. Feats: Endurance, Track. Must live in or near a marsh. Min Lvl: Bbn5, Drd5, Rgr5, Brd12, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Simple Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Int: Craft. Wis: Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Handle Animal.	1 st : +2 Insight bonus on Wilderness Lore & Swim checks while in a marsh. 2 nd : Gain 'Endure Acid 5'. Can swim through marshes at ½ land movement.
King/Queen of the Mountains (master of the living in the mountains & dealing with its inhabitants) (MotW p65)	Base Fortitude Save: +4. Hide: 4 ranks. Intuit Direction: 4 ranks. Wilderness Lore: 8 ranks. Climb: 4 ranks. Feats: Endurance, Track. Must live in or near a mountain. Min Lvl: Bbn5, Drd5, Rgr5, Brd12, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Simple Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Int: Craft. Wis: Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Handle Animal.	1 st : +2 Insight bonus on Wilderness Lore & Climb checks while in the mountains. 2 nd : Gain 'Endure Cold 5'. Travel speed through the mountains is the same as traveling through a plain.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
King/Queen of the Plains (master of the living in the plains & dealing with its inhabitants) (MotW p65)	Base Fortitude Save: +4. Hide: 4 ranks. Intuit Direction: 4 ranks. Wilderness Lore: 8 ranks. Move Silently: 4 ranks. Feats: Endurance, Track. Must live in or near the plains. Min Lvl: Bbn5, Drd5, Rgr5, Brd12, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Simple Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Int: Craft. Wis: Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Handle Animal.	1 st : +2 Insight bonus on Wilderness Lore & Move Silently checks while in the plains. 2 nd : Gain 'Endure Electricity 5'.
King/Queen of the Sea (master of the living in the water & dealing with its inhabitants) (MotW p65)	Base Fortitude Save: +4. Hide: 4 ranks. Intuit Direction: 4 ranks. Wilderness Lore: 8 ranks. Swim: 4 ranks. Feats: Endurance, Track. Must live in or near a lake, the sea, etc. Min Lvl: Bbn5, Drd5, Rgr5, Brd12, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Simple Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Int: Craft. Wis: Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Handle Animal.	1 st : +2 Insight bonus on Wilderness Lore & Swim checks while in the water. 2 nd : Gain 'Endure Cold 5'.
King/Queen of the Skies (master of the living beneath the open sky & dealing with its inhabitants) (MotW p65)	Base Fortitude Save: +4. Hide: 4 ranks. Intuit Direction: 4 ranks. Wilderness Lore: 8 ranks. Balance: 4 ranks. Feats: Endurance, Track. Must live under the open skies. Min Lvl: Bbn5, Drd5, Rgr5, Brd12, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Simple Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Int: Craft. Wis: Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Handle Animal.	1 st : +2 Insight bonus on Wilderness Lore & Balance checks while in the air. 2 nd : Gain 'Endure Electricity 5'.
King/Queen of Underground (master of the living underground & dealing with its inhabitants) (MotW p65)	Base Fortitude Save: +4. Hide: 4 ranks. Intuit Direction: 4 ranks. Wilderness Lore: 8 ranks. Escape Artist: 4 ranks. Feats: Endurance, Track. Must live underground. Min Lvl: Bbn5, Drd5, Rgr5, Brd12, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Simple Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Int: Craft. Wis: Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Handle Animal.	1 st : +2 Insight bonus on Wilderness Lore & Escape Artist checks while underground. 2 nd : Gain 'Endure Sonics 5'.
Knight-Errant of Silvermoon (elite knight, diplomat, & problem solver for the Silver Marches) (SM p112)	Alignment: LG, NG, CG. Base Attack Bonus: +5. Intuit Direction: +2. Know (Silvermoon or The North): 4 ranks. Ride: 4 ranks. Spot: 4 ranks. Feats: Mounted Combat, Ride-By Attack, Survivor, Weapon Focus (any lance). Gain a commission. Min Lvl: Ftr5, Bbn9, Pal9, Rgr9, Brd12, Clr12, Mnk12, Rog12, Sor12, Wiz12.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump. Dex: Hide, Move Silently, Ride. Int: Know (any). Wis: Intuit Direction, Listen, Sense Motive, Spot, Wilderness Lore. Cha: Bluff, Diplomacy, Handle Animal, Intimidate.	1 st : Receive a Badge of Office, which acts like a Brooch of Resistance +1. Sworn Enemy – choose a group that is a threat to the Silver Marches, such as The People of Black Blood, The Church of Bane, Orcs of the Heart Taker Tribe, Orcs of the Dark Arrow Keep, etc. You gain +1 on Bluff, Listen, Sense Motives, Spot, & Wilderness Lore checks vs. your sworn enemy, and also +1 damage. This stacks with a Ranger's favored enemy bonus. 2 nd : Gain 1 feat from the Fighter List. Marches Knowledge – you are able to make an Intelligence check with a bonus of your Class level on specific knowledge about the Silver Marches.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Knight of the Chalice (specialized in defeating demons) (DotF p63)	Alignment: LG. Base Attack Bonus: +8. Know (religion): 10 ranks. Know (the planes): 5 ranks. Must be able to cast divine spells, including <i>Protection from Evil</i> . Must own magic full plate armor. Has demons as a favored enemy & has vanquished one. Min Lvl: Pal8, Clr11.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 10	Int: Craft, Know (religion), Know (planes). Wis: Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy, Intimidate.	1 st : +1 Competence bonus to attack Demons. +1d6 damage on hitting a Demon. +1 Competence bonus to Intimidate, Listen, Sense Motive, & Spot checks used against Demons. +1 Will save vs. Demon powers. +1 on any contested skill check vs. a Demon. Censure Demons – you are able to effect demons similarly to how Clerics turn undead. Gain Wisdom-based Prepared Divine spells from the Knight of the Chalice Spell List (§0) . 2 nd : Immune to fear effects generated by Demons. All allies within 10' gain +4 Morale bonus to saves vs. fear generated by Demons.
Knight of the Chase (templars of the Deity of Retribution & Liberty, who gain special dog & hawk companions over time to help them hunt tyrants, free slaves, etc.) (DR297 p92)	Patron: Trithereon Alignment: CG. Base Attack Bonus: +6. Handle Animal: 4 ranks. Ride: 4 ranks. Feat: Weapon Focus (Longsword). Must Vow to follow 'The Code of the Chase'. Min Lvl: Bbn6, Ftr6, Rgr6, Brd8, Clr8, Mnk8, Rog8, Sor12, Wiz12.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Swim. Dex: Ride. Int: Craft, Know (religion). Wis: Intuit Direction, Profession, Wilderness Lore. Con: Concentrate. Cha: Handle Animal.	1 st : Gain Feat: Track . If you already has this feat, gain a +2 Synergy bonus on associates skill checks. Gain Wisdom-based Prepared Divine spells from the Cleric spell list. You cannot spontaneously convert them into healing spells. 2 nd : +1 Insight bonus on attack rolls when using a Longsword or a Shortsword.
Knight of the Middle Circle (warriors, protectors, messengers, & scouts) (DotF p65)	Alignment: LG, NG. Base Attack Bonus: +6. Handle Animal: 7 ranks. Gather Info.: 4 ranks. Innuendo: 4 ranks. Min Lvl: Bbn6, Pal6, Rgr6, Drd8, Ftr8, Brd11, Clr11, Mnk11, Rog11, Sor12, Wiz12.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Will Weap: Simple, Martial Armor: All Class Lvs: 10	Dex: Ride. Int: Know (arcana). Wis: Heal, Innuendo, Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy, Handle Animals.	Paladins may freely crossclass. 1 st : Gain Feat: Blindfight . Against a designated opponent, gain a +2 Insight bonus to attacks & AC. Usable once per combat. Gain Wisdom-based Prepared Divine spells from the Knight of the Middle Circle Spell List . 2 nd : Tongues (PH p265), usable Class Level + Charisma bonus times per day.
Knight of the Scale (a mounted knight specializing in leading attacks on dragons) (DR296 p30)	Alignment: LG, NG, CG. Base Attack Bonus: +6. Know (arcana): 4 ranks. Ride: 9 ranks. Feats: Mounted Combat, Weapon Focus (heavy lance) Must help slay a young-adult dragon (or older) & have armor made from its scales. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd15, Clr15, Mnk15, Rog15, Sor15, Wiz15.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Ride. Int: Know (any). Wis: Heal. Con: Concentrate. Cha: Diplomacy, Handle Animals.	1 st : Immune to the Fearful Aura of Dragons. All allies within 10' gain a +4 Morale bonus on saves vs. fear. If you are also a Paladin with Aura of Courage, all allies within 10' are immune to the Fearful Aura. Detect Dragons (as <i>Detect Evil</i> , but can't be stunned), at will. 2 nd : +2 Sacred bonus to saving throws vs. a dragon's spells & supernatural abilities (including dragon breath).
Knight Protector of the Great Kingdom (noble knight who protects the weak) (S&F p24)	Race: Human, Half-Elf, Elf, or Dwarf. Alignment: LG, LN, LE. Base Attack Bonus: +4. Feats: Power Attack, Cleave, Great Cleave, Mounted Combat. Diplomacy: 6 ranks. Proficiency with Heavy Armor. Min Lvl: Clr9, Ftr9, Pal9, Rgr15, Rog18, Sor18, Wiz18.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Will Weap: Simple, Martial Armor: All Class Lvs: 10	Dex: Ride. Int: Know (nobility). Wis: Spot. Cha: Intimidate, Diplomacy.	1 st : When protecting a weaker creature, gain +2 on Attack rolls & Weapon damage. All allies within 10' gain +4 Moral bonus vs. fear effects. 2 nd : Gain Feat: Iron Will . Get +2 on a skill check, once per day

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features																						
Lasher (whip master) (S&F p25) (S&Fe)+	Base Attack Bonus: +5. Feat: Weapon Focus (Whip). Rope Use: 2 ranks. Craft (leatherworking): 2 ranks. Proficiency with Whip. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Ref Weap: – Armor: – Class Lvs: 10	Str: Jump. Dex: Balance, Escape Artist, Use Rope. Int: Craft. Wis: Spot. Cha: Intimidate	1 st : +1d6 whip sneak attack. You can do non-subdual damage with a whip. Can make an Attack of Opportunity vs. foes within 5' as a melee weapon. 2 nd : Act as if you have the Feat: Improve Trip when using a whip or whip-dagger. Use the whip as a 3 rd hand.																						
Life Drinker (specially trained vampires who can store & use the life energy of their kills) (BoVD p63) (DR288 p64)	Must have the vampire template. Alignment: LE, NE, CE. Know (arcana): 6 ranks Spellcraft: 6 ranks. Min Lvl: n/a.	HD: d12 Skill Points: 4 Attack: Rogue Good Save: All Weap: – Armor: – Class Lvs: 10	Dex: Hide, Move Silently. Int: Know(arcana), Search, Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff.	1 st : Lifewell – For every Constitution point drained, add 1 to your Lifewell. For every Negative Level bestowed, add 2. You Lifewell can hold up to 3 points per Class Level. For 1 Lifewell point, gain 1d6 temporary hit points. Temporary hit points don't stack & fade if not used at sunrise. 2 nd : For 4 Lifewell points, apply Feat: Empower Spell to a single spell for no other cost.																						
Lightbearer (paladin-like protectors of the smaller races) (DR285 p70)	Race: Gnome or Halfling Alignment: LG, NG, CG. Know (religion): 8 ranks. Know (local): 4 ranks. Diplomacy: 4 ranks. Feats: Alertness. Min Lvl: Brd5, Clr5, Pal5, Wiz5, Bbn13, Drd13, Ftr13, Mnk13, Rgr13, Sor13.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: All Weap: – Armor: – Class Lvs: 10	Int: Craft, Know (religion), Know (local), Spellcraft. Wis: Heal, Listen, Profession, Spot, Wilderness Lore. Con: Concentrate. Cha: Intimidate, Diplomacy.	1 st : <i>Detect Evil</i> (PH p192) at Class Level. Usable at will. <i>Light</i> (PH p222) at Class Level. Usable at will. 2 nd : <i>Resist Elements</i> (PH p246) at Class Level. Usable once per day.																						
Loremaster (caster who specializes in finding forgotten lore) (DMG p34) (DMGe)+	Know (any): 10 ranks. Know (any other): 10 ranks. Feats: Skill Focus (Know (any)), 3 metamagic or item creation feats. Able to cast 7 Divination spells, with at least one being 3 rd level. Min Lvl: Brd7, Wiz7, Clr9, Drd17, Pal17, Rgr178, Sor17.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Appraise, Decipher Script, Know (any), Scry, Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Gather Info., Handle Animals, Perform, Use Magic Item. Speak Language.	1 st : +1 Caster Level. Gain a single 'secret', which can be chosen from the following list if your Class Level + Intelligence bonus is greater than or equal to the 'rank' <table border="1"> <thead> <tr> <th>Rank</th> <th>Secret</th> </tr> </thead> <tbody> <tr><td>11</td><td>4 ranks in a new skill</td></tr> <tr><td>12</td><td>+3 hp</td></tr> <tr><td>13</td><td>+1 to Will saves</td></tr> <tr><td>14</td><td>+1 to Fortitude saves</td></tr> <tr><td>15</td><td>+1 to Reflex saves</td></tr> <tr><td>16</td><td>+1 to attacks</td></tr> <tr><td>17</td><td>+1 to AC</td></tr> <tr><td>18</td><td>Any one feat</td></tr> <tr><td>19</td><td>1 extra 1st level spell</td></tr> <tr><td>20</td><td>1 extra 2nd level spell</td></tr> </tbody> </table> 2 nd : +1 Caster Level. Bardic Knowledge(PH p29). Add Class Level to all Knowledge checks.	Rank	Secret	11	4 ranks in a new skill	12	+3 hp	13	+1 to Will saves	14	+1 to Fortitude saves	15	+1 to Reflex saves	16	+1 to attacks	17	+1 to AC	18	Any one feat	19	1 extra 1 st level spell	20	1 extra 2 nd level spell
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Mage of the Arcane Order (guild mage) (T&B p60)	Know (arcana): 8 ranks. Feats: Cooperative Spell, one other metamagic feat. Able to cast 2 nd level Prepared Arcane spells. Join the Arcane Order. Min Lvl: Wiz5.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Craft, Scry, Know (any), Spellcraft. Wis: Profession. Con: Concentrate. Speak Language.	1 st : +1 Caster Level. Guild Membership, which includes a research library, lab, and 'job board'. Access to the Guild Spellpool. By taking a full-round action, you can fill an unused slot with a 1 st -3 rd level spell of your choice, though it fades in 1 minute per level. You may access a total number of spell levels equal to half your caster level, but to a total debt of 3 times your caster level. All spell levels you take from the Spell Pool must returned by depleting a spell. 2 nd : +1 Caster Level. Gain a bonus metamagic feat.																						

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Mage-Killer (arcane casters focused on killing other casters) (MoF p32)	Spellcraft: 10 ranks. Feats: Great Fortitude, Lightning Reflexes, Combat Casting, Martial Weapon Proficiency (any). Able to cast 4 th level spells, including 3 that require Reflex saves & 3 that require Fortitude saves (damage spells with no saves also count). Min Lvl: Clr8, Drd9, Sor9, Wiz9, Brd10.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Craft, Know (any), Scry, Spellcraft. Con: Concentrate. Cha: Gather Info, Intimidate.	1 st : +1 Caster Level. +1 Fortitude & Reflex save vs. spells. 2 nd : +1 Caster Level. Gain Feat: Augment Summoning .
Marinelord (Animal Lord specialized in whales, sharks, porpoises, octopuses, crocodiles, etc) (MotW p43)	Alignment: NG, LN, N, CN, NE. Animal Empathy: 6 ranks. Wilderness Lore: 8 ranks. Swim: 2 ranks. Feats: Animal Defiance, Animal Control, Skill Focus (Swim). Able to cast <i>Detect Animals or Plants</i> , <i>Speak with Animals</i> , and <i>Animal Friendship</i> . Min Lvl: Drd6, Rgr6.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide. Int: Know (nature), Spellcraft. Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Animal Empathy, Handle Animal.	1 st : Sea creatures are automatically friendly to you. Able to have twice your Class level in sea creature companions. Sense sea creatures within your Class level squared miles. Gain Wisdom-based Prepared Divine spells from the Animal Lord Spell List . 2 nd : Speak with sea creatures at will. Breath water at will.
Mask of Johydee (templar of the Deity of Mischief) (DR302 p34)	Patron: Johydee. Alignment: NG. Base Attack Bonus: +5. Disguise: 6 ranks. Gather Info: 6 ranks. Spot: 4 ranks. Feats: Alertness, Skill Focus (Bluff –or– Diplomacy –or– Gather Info). Able to speak Old Oeridian Min Lvl: Brd7, Rog7, Bbn9, Clr9, Ftr9, Rgr9, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: crossbow (light, hand), dagger, dart, handaxe, light mace, sap, shortbow, short sword, sling, throwing axe, rapier. Armor: Light, Shields Class Lvs: 10	Str: Climb. Dex: Disable Device, Hide, Move Silently, Open Lock Int: Appraise, Decipher Script, Read Lips. Wis: Innuendo, Listen, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info.	1 st : Gain Wisdom-based Prepared Divine spells from the Mask of Johydee Spell List . Bonus Language: Ferral. 2 nd : —
Master Alchemist (learns to make potions with spells higher than 3 rd level) (MoF p34)	Alchemy: 10 ranks. Spellcraft: 10 ranks. Feats: Brew Potion, Magical Artisan (potions), Skill Focus (Alchemy). Able to cast 4 th level spells. Min Lvl: Wiz7, Sor8, Drd10, Clr17, Drd17, Pal17, Rgr17.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Craft, Know (arcana), Scry, Spellcraft. Wis: Profession. Con: Concentrate.	1 st : +1 Caster Level. Able to brew 2 potions in one day as long as their total value is as most 1,000 gp. 2 nd : +1 Caster Level. Able to brew potions based on 4 th level spells at a cost of 50 gp * Spell Level * Potion Caster Level.
Master of Chains (expert with a spiked chain) (S&F p27)	Alignment: LN, N, CN, LE, NE, CE. Feats: Expertise, Improved Trip, Improved Disarm, Weapon Focus (spiked chain), Weapon Specialization (spiked chain). Escape Artist: 6 ranks. Open Lock: 4 ranks. Intimidate: 4 ranks. Min Lvl: Ftr9.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: – Armor: – Class Lvs: 10	Str: Climb. Dex: Balance, Escape Artist, Hide, Open Lock. Int: Craft (metalwork). Cha: Intimidate	1 st : <i>Fear</i> (PH p203) by rattling his chains as a standard action at Class level, once per day. 2 nd : You can fight while climbing a chain or rope with no penalty & no advantage to your opponent. If you can swing, you gain a +2 AC bonus.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Master of Shrouds (a divine caster who specializes in controlling undead) (DotF p66)	Alignment: LN, N, CN, LE, NE, CE. Base Will Save: +5. Concentrate: 10 ranks. Spellcraft: 10 ranks. Able to cast Divine spells. Access to Death, Evil, or Protection Clerical Domains, or at least a spell from one of them. Able to channel negative energy. Min Lvl: Clr7.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Will Weap: Simple Armor: All Class Lvs: 10	Int: Craft, Know(arcana), Know(religion), Scry, Spellcraft. Wis: Profession. Con: Concentrate. Cha: Diplomacy.	1 st : +1 Divine Caster Level. Gain access to the Death, Evil, & Protection Clerical Domains. Gain <u>Feat: Extra Turning</u> . Add the spells on the <u>Master of Shrouds Supplemental Spell List</u> to the Divine spells available to be prepared. 2 nd : +1 Divine Caster Level.
Master of the Secret Sound (spellcasters who learn to use mystic sounds in offensive & defensive ways) (DR297 p78)	Know (arcana): 5 ranks. Listen: 5 ranks. Perform: 8 ranks. Spellcraft: 5 rank. Feat: Alertness. Must be able to cast 5 th level spells, at least 5 of which must be [sonic] or [language-dependant]. Min Lvl: Brd13, Clr13, Drd13, Sor13, Wiz13.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Know (arcana), Scry, Spellcraft. Wis: Innuendo, Listen, Profession. Con: Concentrate. Cha: Perform.	1 st : +1 Caster Level. Sound of Stunning – as a Standard Action, Stun a target within 30' for 1d4 rounds (Will save vs. DC (10 + Class level + Charisma modifier) to negate). Usable once per day for each 3 Class levels. 2 nd : Any damage spell you cast does an additional 1d6 sonic damage.
Master Samurai (bastard sword (i.e., katana) specialist that has extensive training in beating one or many opponents) (S&F p29) (S&Fe)+	Base Attack Bonus: +5 Feats: Power Attack, Improved Initiative, Mounted Archery, Mounted Combat, Weapon Focus (bastard sword), Cleave. Know (nobility): 4 ranks. Ride: 4 ranks. Intimidate: 4 rank. Min Lvl: Ftr6, Bbn15, Pal15, Rgr15, Brd18, Clr18, Mnk18, Rog18, Sor18, Wiz18.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Ref, Will Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Jump. Dex: Ride, Tumble. Int: Know (code of honor), Know (nobility) Cha: Intimidate	1 st : +2 on Tumble checks. Gain <u>Feat: Great Cleave</u> . 2 nd : You can take a 5' step before doing a Cleave or Great Cleave. If you delay until after your opponent has attack you in melee, you gain +2 on Attack & Damage rolls against him.
Mighty Contender of Kord (specialty priest of the Deity of Strength) (DR283 p46)	Patron: Kord. Alignment: CG. Base Fort Save: +4. Know (religion): 9 ranks. Feat: Endurance, Power Attack. Able to cast Divine spells (Strength Domain is pretty much necessary too). Min Lvl: Clr6, Rgr15.	HD: d10 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 10	Int: Craft, Know (religion), Spellcraft, Scry. Wis: Heal, Intuit Direction, Profession, Sense Motive. Con: Concentrate. Cha: Intimidate, Diplomacy.	1 st : Damage reduction 5/- vs. subdual damage. When using the Strength Domain ability 'Feat of Strength', add your Class Level to your Cleric Level to determine the effect. You are now able to use the power base (Str bonus) times per day. 2 nd : +1 Divine Caster Level.
Mindbender (specialized in arcane & mundane influencing of people) (T&B p63)	Bluff: 4 ranks. Diplomacy: 4 ranks. Intimidate: 4 ranks. Sense Motive: 4 ranks. Feat: Leadership. Able to cast 3 rd level Arcane spells. Min Lvl: Sor6, Wiz6, Brd7.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Int: Scry, Know (any), Spellcraft. Wis: Innuendo, Profession, Sense Motive. Con: Concentrate. Cha: Animal Empathy, Bluff, Diplomacy, Intimidate.	1 st : +1 Caster Level. Gain the ability to communicate telepathically with any intelligent being within 100'. You can distribute +6 bonus across 1 or more of the following skills: Bluff, Diplomacy, Intimidate, & Sense Motive. 2 nd : <u>Suggestion</u> (PH p257) on a creature up to size Large within 100', Will save vs. DC 17 to resist. The effect lasts until 2 sentences command is done, or 6 hours. Up to twice per day.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features								
Monk of the Enabled Hand (martial artists who learn many special unarmed strike techniques) (DR299 p48)	Alignment: LG, LN, LE. Base Unarmed Attack Bonus: +4 / +1. Feats: Improved Unarmed Strike, Deflect Arrows, Expertise, Improved Disarm. Must be accepted by the Order. Min Lvl: Mnk6.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: All Weap: – Armor: – Class Lvs: 5	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana). Wis: Listen, Profession. Con: Concentrate. Cha: Diplomacy, Perform.	1 st : Class levels stack with Monk levels for calculating Base Unarmed Attack Bonus, Base Movement, & AC bonus. 'Mind over Hand' strike, Class level times per day, but no more than once per round. Make a normal unarmed strike, but use the target's touch AC. If successful, do normal damage. 2 nd : Your unarmed strike is treated as being +1 with regards to Damage Reduction.								
Mortal Hunter (an Outsider who is specially trained at stalking & hunting all forms of mortals) (BoVD p64)	Type: Outsider Alignment: LE, NE, CE. Base Attack Bonus: +5. Move Silently: 3 ranks. Wilderness Lore: 5 ranks. Feats: Alertness, Mortalbane, Track. Able to speak Common. Min Lvl: n/a.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump. Dex: Hide, Move Silently. Int: Know(arcana), Know(religion), Know(the planes), Search. Wis: Intuit Direction, Listen, Sense Motive, Spot, Wilderness Lore. Con: Concentrate. Cha: Bluff, Disguise.	1 st : Gain Charisma-base Impromptu Arcane spells from the <u>Mortal Hunter Spell List</u> . Mortal Hunting +1 – Against mortals, gain a +1 on attacks, damage (including ranged if within 30'), & the following skill checks: Bluff, Listen, Sense Motive, Spot, & Wilderness Lore. Stacks with any appropriate 'Favored Enemy' bonus. Mortal Skin – <i>Polymorph Self</i> in a humanoid form only. A piece of mortal skin must be used as a material component & determines the spell's duration (though the effect can be ended by the caster at any time): <table border="0"> <tr> <td><u>Skin Sample</u></td> <td><u>Duration</u></td> </tr> <tr> <td>Same as humanoid polymorphing into</td> <td>Permanent</td> </tr> <tr> <td>A different humanoid</td> <td>1 hour</td> </tr> <tr> <td>Non-humanoid</td> <td>10 minutes</td> </tr> </table> 2 nd : Detect Mortals, at will – As <i>Detect Undead</i> , but applies to mortals. Cast @ 15 th level. Gain Feat: <u>Boost Spell-Like Ability</u> .	<u>Skin Sample</u>	<u>Duration</u>	Same as humanoid polymorphing into	Permanent	A different humanoid	1 hour	Non-humanoid	10 minutes
<u>Skin Sample</u>	<u>Duration</u>											
Same as humanoid polymorphing into	Permanent											
A different humanoid	1 hour											
Non-humanoid	10 minutes											
Mystic (arcane researchers) (DR274 p49)	Know (arcana): 10 ranks. Know (religion): 10 ranks Spellcraft: 10 ranks. Feats: Spell Penetration, Spell Focus, one metamagic feat, one item creation feat. Min Lvl: Wiz7, Brd9, Clr9, Brd17, Pal17, Rgr17, Sor17.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Craft, Know (any), Scry, Spellcraft. Con: Concentrate.	1 st : Add 2 spells slots to any spell level you can currently cast. They don't have to go to the same level, but your highest level can only get one. Permanently modify one spell with one of the following feats: Empower Spell, Enlarge Spell, Extend Spell, Still Spell, or Silent Spell. The spell's level does not change. 2 nd : Gain 1 language. Add 3 more spells slots (as above).								
Mystic Wanderer (divine casters who wander to do their work) (MoF p35)	Alignment: NG, CG, N, CN, NE, CE. Alchemy: 3 ranks. Diplomacy: 8 ranks Know (nature): 3 ranks. Perform: 3 ranks. Profession (herbalist): 3 ranks Feats: Iron Will. Able to cast 2 nd level Divine spells. Min Lvl: Clr5, Drd5, Rgr13.	HD: d8 Skill Points: 2 Attack: Wizard Good Save: Will, Ref Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Craft, Know (any), Scry, Spellcraft. Con: Concentrate.	1 st : +1 Divine Caster Level. Gain a Sacred bonus to AC equal to your Charisma bonus when wearing no armor. <i>Sleep</i> , cast at Class Level + highest Divine Caster Level. Usable once per day. You must be wearing light or no armor. 2 nd : +1 Divine Caster Level. Gain a familiar as if you were a sorcerer / wizard. +2 Competence bonus to Profession (herbalist) and Know (nature) checks.								

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Nightcloak (specialty priests of the Deity of Night) (DR286 p82) (F&P p198)	Patron: Shar Alignment: NE. Base Attack Bonus: +4. Bluff: 2 ranks. Move Silently: 2 ranks. Perform: 4 ranks. Feats: Iron Will, Shadow Weave Magic, Tenacious Magic –or– Pernicious Magic, Spell Focus (Enchantment –or– Illusion –or–Necromancy). Able to cast 2 nd level Divine spells. Clerics must have access to the Darkness Domain. Min Lvl: Clr9, Rgr9.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple Armor: All Class Lvs: 10	Int: Craft, Know(arcana, history, the planes, religion), Scry, Spellcraft. Wis: Heal, Intuit Direction, Profession, Sense Motive. Con: Concentrate. Cha: Bluff, Diplomacy.	1 st : +1 Caster Level. Darkness Domain spells can be prepared as a normal Divine spell of the same level. 2 nd : +1 Caster Level. Darkvision 60'. Can see 10' in magical darkness. Cannot be blinded by magical effects. Eyes become totally black.
Nightshade (Drow infiltrators & scouts who gain spider-like abilities from the venom in their blood) (DR298 p92)	Race: Drow. Alignment: LE, NE, CE. Move Silently: 7 ranks. Feats: Point Blank Shot. Must be able to cast Arcane spells. Must survive the initiation ceremony of being repeatedly bitten by monstrous spiders. Min Lvl: Brd4, Sor11, Wiz11.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: Simple, + Sap, Rapier, & Short bow. Armor: Light Class Lvs: 10	Dex: Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Tumble. Int: Decipher Script, Disable Device, Read Lips, Search. Wis: Innuendo, Listen, Sense Motive, Spot. Cha: Bluff, Disguise, Gather Info, Intimidate, Use Magical Device.	1 st : Gain Feat: <u>Daylight Adaptation</u> . Move through natural & magical webs unhindered. 2 nd : Able to walk on walls.
Nightsong Enforcer (thief trained to work in a team) (DR293 p84)	Base Attack Bonus: +5. Move Silently: 10 ranks. Hide: 10 ranks. Feats: Improved Initiative, Quick Draw. Go through 3 months of special training. Min Lvl: Brd7, Mnk7, Rgr7, Rog7, Bbn17, Clr17, Drd17, Ftr17, Pal17, Sor17, Wiz17.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Tumble. Int: Decipher Script, Disable Device, Profession, Read Lips, Search. Wis: Innuendo, Intuit Direction, Listen, Spot. Cha: Disguise, Intimidate, Use Magical Device.	1 st : Tithe 10% of earnings to the Guild. Access to the Guild's training area & "job board". +1d6 sneak attack. 2 nd : Always succeed at Spot checks to see hidden allies in the area.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Nightsong Infiltrator (thief trained to break in anywhere) (DR294 p66)	Open Lock: 10 ranks. Move Silently: 6 ranks. Disable Device: 4 ranks. Pick Pocket: 5 ranks. Feats: Alertness. Go through 3 months of special training. Min Lvl: Rog7, Brd17, Clr17, Drd17, Ftr17, Mnk17, Pal17, Rgr17, Sor17, Wiz17.	HD: d6 Skill Points: 8 Attack: Rogue Good Save: Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Ride, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Profession, Search. Wis: Innuendo, Listen, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info, Use Magical Device.	1 st : Tithe 10% of earnings to the Guild. Access to the Guild's training area & "job board". Detect traps as a Rogue does. When climbing, you do not loose your Dexterity bonus to AC & opponents do not get +2 to attack you. Reduce the penalty of any action attempted while climbing (such as opening a locked window) by your Dex bonus (min penalty of 0). 2 nd : After studying a small area up-close for 1 hour, gain a Competence bonus equal to your Wisdom bonus for 24 hour within that area to the following skills: Bluff, Climb, Disable Device, Disguise, Hide, Move Silently, Open Lock, & Search. The bonus always applies to your permanent home base.
Ninja of the Crescent Moon (monkish rogues who have supernatural abilities) (S&F p30) (S&Fe)+	Base Attack Bonus: +6 Feats: Improved Unarmed Strike, Deflect Arrows, Quick-Draw. Move Silently: 10 ranks. Hide: 10 ranks. Must have the Evasion ability. Min Lvl: Mnk8, Rog8.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Alchemy, Craft. Wis: Listen.	1 st : When wearing no armor or shield, you get the AC bonus just like a Monk, plus your Wisdom bonus. +1d6 sneak attack. 2 nd : Improved Evasion – On a successful Reflex save, take no damage; on a failed save, take half damage. By making hand-gestures, you may cast <i>Hypnotic Patterns</i> (PH p215) that effects 2d4 + Class level hit dice. Target must make a Will save vs. DC 12 + Charisma bonus. The effect lasts as long as the gestures continue, plus 1 round. Usable once per day per Class Level.
Occult Slayer (trained to fight spell-casters & those that use spell-like abilities, including doing extra damage with a bonded weapon) (DR303 p44)	Base Attack Bonus: +5 Know (arcana): 4 ranks. Spellcraft: 3 ranks. Feats: Improved Initiative, Weapon Focus (any). Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 5	Int: Craft, Know(arcana), Spellcraft. Wis: Innuendo, Listen, Profession, Sense Motive. Cha: Gather Info.	1 st : +2 bonus on all saving throws vs. all spells & magical effects. Bond with one specific masterwork weapon. This weapon does +1d6 damage when it hits opponents who are spell casters or who have spell-like abilities. If the weapon is lost or destroyed, you may bond with a new one of the same type. 2 nd : When you ready an action to disrupt a spell, your attack does double damage if successful. <i>Spell Turning</i> , 1/day. Caster level is Class level + 5. Used as a Free Action.
Ocular Adept (humanoid clerics to the Deity of Beholders, who have a Beholder eye grafted into their forehead & gain one type of Beholder eye ray each level) (F&P p200) (DR300 p110)+	Patron: The Great Mother. Race: Humanoid or Monstrous Humanoid. Alignment: LE, NE. Base Fortitude Save: +4. Concentrate: 8 ranks. Feats: Endurance. Survive a ritual where a Beholder graft's the eye of an Eyeball Beholderkin into your forehead. Min Lvl: Clr5, Drd5, Mnk5, Rgr5, Brd12, Sor12, Wiz12, Bbn13, Ftr13, Rog13.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Int: Know (religion), Scry, Spellcraft. Wis: Heal, Spot. Con: Concentrate. Cha: Diplomacy, Disguise, Gather Info.	1 st : Become a cleric of the Deity of Beholders, including choosing 2 Domains from the following list: Evil, Hatred, Law, Strength, Tyrant. Note that characters who were Clerics to a different deity before renouncing it to being following The Great Mother are a special case discussed on (FR p200). Gain the Beholder's Language. +4 bonus on Spot checks. <i>Charm Person</i> ray, 2/day. The eye must 'rest' for 1 full round after each use. The ray takes a Standard Action to use, has a range of 100', a save DC of (10 + ½ Class level + Charisma modifier). 2 nd : <i>Sleep</i> ray, 2/day. The eye must 'rest' for 1 full round after each use. The ray takes a Standard Action to use, has a range of 100', a save DC of (10 + ½ Class level + Charisma modifier), & only effects 1 target.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features										
Oozemaster (a spellcaster who starts secreting oozes until finally becoming one himself) (MotW p67)	Alchemy: 4 ranks. Swim: 4 ranks. Feats: Great Fortitude. Able to cast 3 rd level spells. Min Lvl: Clr5, Drd5, Wiz5, Sor6, Brd7, Pal11, Rgr11.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort Weap: – Armor: – Class Lvs: 10	Str: Swim. Int: Alchemy, Craft, Know (nature), Spellcraft. Wis: Heal, Profession, Wilderness Lore. Con: Concentrate. Cha: Disguise.	1 st : At will, you may secrete one type of ooze (chosen from the list below). You gain immunity to that type of ooze. As a Full-Round Action, you may make a melee touch attack while generating ooze: <table border="0"> <tr> <td><u>Ooze</u></td> <td><u>Effect</u></td> </tr> <tr> <td>Brown Mold</td> <td>1d6+Class level cold subdual damage to flesh</td> </tr> <tr> <td>Gray Ooze</td> <td>1d6+Class level acid damage to flesh, metal, or wood</td> </tr> <tr> <td>Ochre Jelly</td> <td>1d4+Class level acid damage & 1d4 subdual damage to flesh only</td> </tr> <tr> <td>Phosphorescent Fungus</td> <td>Touched area glows in a 30' radius until cleaned off</td> </tr> </table> 2 nd : +1 Caster Level. –1 Charisma. +(Class level) bonus to Disguise checks. You can throw the ooze you secrete, usable 1/day. It is a ranged touch attack with a 10' range increment. The target takes the damage listed above & everything within 5' takes 1 point of appropriate damage.	<u>Ooze</u>	<u>Effect</u>	Brown Mold	1d6+Class level cold subdual damage to flesh	Gray Ooze	1d6+Class level acid damage to flesh, metal, or wood	Ochre Jelly	1d4+Class level acid damage & 1d4 subdual damage to flesh only	Phosphorescent Fungus	Touched area glows in a 30' radius until cleaned off
<u>Ooze</u>	<u>Effect</u>													
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Phosphorescent Fungus	Touched area glows in a 30' radius until cleaned off													
Orc Blademaster (expert with a bastard sword who also gains spell-like abilities) (DR299 p106)	Race: Orc, Half-Orc. Base Attack Bonus: +6. Know (religion): 5 ranks. Feats: Dodge, Mobility, Exotic Weapon Proficiency (bastard sword), Expertise, Spring Attack. Min Lvl: Ftr7, Bbn12, Pal12, Rgr12, Brd15, Clr15, Mnk15, Rog15, Sor15, Wiz15.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 5	Str: Climb, Jump. Dex: Balance, Move Silently, Tumble. Int: Know (religion). Cha: Intimidate.	1 st : When attacking a creature susceptible to critical hits with a Bastard Sword, add your Class level to any damage done. Note that you may not use shield or an off-hand weapon to get this benefit. 2 nd : <i>Invisibility</i> for up to (Class level + Charisma modifier) minutes, 1/day. This effect renders you scentless.										
Orc Scout (trained to do reconnaissance on enemies for extended periods of time) (SM p114)	Race: Orc, Half-Orc, Tanarukk. Base Attack Bonus: +5. Move Silently: 6 ranks. Wilderness Lore: 4 ranks. Feats: Alertness, Endurance, Stealthy. Min Lvl: Rgr6, Brd7, Mnk7, Rog7, Bbn9, Clr9, Drd9, Ftr9, Pal9, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: Simple, Martial Armor: Light Class Lvs: 5	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Use Rope. Int: Craft, Search. Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore.	1 st : While scouting, you gain +1 bonus to the following checks: Climb, Heal, Hide, Intuit Direction, Listen, Move Silently, Search, Spot, & Wilderness Lore. As an expert in camouflage, if you spend 1 minute while unobserved in the wilderness, you gain a +10 Competence bonus to your Hide checks as long as you stay in one place & don't move. 2 nd : Gain one of the following Feats: Blooded, Forester, Resist Poison, Survivor, Toughness, or Treetopper. Your base movement goes up to 40'.										
Order of the Bow Initiate (master of the bow) (S&F p32)	Base Attack Bonus: +5. Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (straight bow), Weapon Specialization (straight bow). Know (religion): 2 ranks. Proficiency with a straight bow. Min Lvl: Ftr5.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Ref, Will Weap: – Armor: – Class Lvs: 10	Str: Swim. Dex: Ride. Int: Craft (bows), Know (religion). Wis: Spot.	1 st : +1d6 ranged sneak attack. 2 nd : Can fire a bow while in a threatened hex and not generate an Attack of Opportunity.										

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Outlaw of the Crimson Road (popular criminal in conflict with “the law”, either as a good guy or a bad guy) (S&S p10)	Base Attack Bonus: +4. Feats: Expertise, Improved Initiative. Bluff: 5 ranks. Disguise: 5 ranks. Gather Info.: 5 ranks. Intimidate: 5 ranks. Ride: 5 ranks. Must be hunted by “the law”. Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor8, Wiz8.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref Weap: Simple, one Martial, & Net Armor: Light Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Ride, Tumble, Use Rope. Int: Appraise, Craft, Forgery, Search. Wis: Innuendo, Intuit Direction, Listen, Sense Motives, Spot, Wilderness Lore. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Use Magic Device.	1 st : +1d6 ambush (like ‘sneak attack’, but only usable on a surprised opponent, <u>not</u> a flanked one). Pledge yourself to an Outlaw Code, which usually defines who you will leave alone (the poor, your own race, etc.). This group will idolize you and secretly help you. If you break your pledge, you loose access to this class’ features (and the group’s support) until you atone. 2 nd : Gain one of the following feats for which you qualify: Alertness, Improved Disarm, Improved Trip, Mounted Archery, Mounted Combat, Quick Draw, Ride-By Attack, Spirited Charge, Trample, Weapon Finesse, or Whirlwind Attack.
Pale Master (arcane undead wanna-be) (T&B p65)	Alignment: LN, N, CN, LE, NE, CE. Know (religion): 8 ranks. Feat: Skill Focus (Know (religion)). Able to cast 3 rd level Arcane spells. Spend 3 days in a crypt with an undead. Min Lvl: Wiz5, Sor6, Brd7.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Dex: Hide, Move Silently. Int: Alchemy, Craft, Scry, Know (any), Spellcraft. Wis: Listen, Profession Con: Concentrate. Cha: Diplomacy.	1 st : +1 Caster Level. +2 Natural Armor. 2 nd : <i>Animate Dead</i> (PH p174), once per day.
Peerless Archer (expert archer & fletcher who can make magical arrows even if he/she is not a spellcaster) (SM p115)	Base Attack Bonus: +7. Craft (bowmaking): 10 ranks. Feats: Point Blank Shot, Precise Shot, Far Shot, Quick Draw. Proficiency with a straight bow. Min Lvl: Ftr7, Bbn9, Pal9, Rgr9, Brd10, Clr12, Mnk12, Rog12, Sor14, Wiz14.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide. Int: Craft(bowmaking). Wis: Spot, Wilderness Lore.	1 st : +1d6 ranged sneak attack. +3 bonus to Craft (bowmaking) checks. 2 nd : Reduce an opponent’s Cover or Concealment category by 1 step (does not apply to Full Cover). Able to manufacture +1 arrows.
Planar Champion (warrior who fights on many different planes) (MotP p28)	Base Attack Bonus: +6. Know (the planes): 4 ranks. Feat: Weapon Specialization. Must have visited 2 planes of existence other than your native one. Min Lvl: Ftr6.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know (the planes), Search. Wis: Intuit Direction, Listen, Profession, Spot, Wilderness Lore. Cha: Handle Animals, Intimidate. Speak Language.	1 st : Designate a plane & its natives to be your focus. Against a native of that specific plane, gain +1 on Bluff, Diplomacy, Gather Information, Listen, Sense Motive, Spot, & Wilderness Lore checks. Do +1 damage if within 30’ & the target is susceptible to critical hits. Gain +1 on Intuit Direction checks on your favored plane. Bonuses stacks with ranger’s favored enemy bonuses. 2 nd : <i>See Invisible</i> , at will.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features																
Planesifter (an arcane caster who specializes in traveling from plane to plane) (MotP p30)	Concentration: 10 ranks. Know (the planes): 4 ranks. Spellcraft: 10 ranks. Feat: Craft Wondrous Item. Able to cast 5 th level Arcane spells. Must have visited 1 plane of existence other than your native one. Min Lvl: Wiz9, Sor10, Brd13.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Fort Weap: – Armor: – Class Lvs: 10	Str: Swim. Dex: Ride. Int: Alchemy, Craft, Know (any), Scry, Search, Spellcraft. Wis: Intuit Direction, Profession. Con: Concentrate. Cha: Diplomacy, Gather Info., Intimidate, Perform. Speak Language.	1 st : <i>Plane Shift</i> , at Character Level. Usable once per day. 2 nd : +1 Arcane Caster Level. Cast <i>Analyze Portal</i> at Highest Caster Level, usable Class Level times per day.																
Prairie Runner (fast-running halflings) (DR292 p56)	Race: Halfling. Intuit Direction: 4 ranks. Wilderness Lore: 8 ranks. Feat: Endurance, Run. Travel 3 days alone in the prairie. Min Lvl: Bbn5, Drd5, Rgr5, Brd13, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 5	Str: Jump, Swim. Dex: Move Silently, Tumble. Wis: Heal, Intuit Direction, Listen, Wilderness Lore. Con: Concentrate. Cha: Diplomacy.	1 st : +10' movement when in Medium armor or lighter & not heavily encumbered. Double movement for 10 minutes per Class level. Usable once per day. Must be in Medium armor or lighter & not heavily encumbered. 2 nd : +10 Insight bonus to Wilderness Lore checks for determining the fastest, most direct route. You can 'hustle' for Constitution modifier + Class level hours. Each hour after that you make a Constitution check vs. DC 10 + (the number of previous checks). The 1 st time you fail, take 1 subdual damage. The 2 nd time you fail, take 2 subdual damage. The 3 rd time, take 4 subdual damage, and so on. While in this trance, you do not need to eat or sleep & only require the typical amount of food & sleep when it is over.																
Psi-Hunter (trained to track down & defeat psionists using specialized arcane magics) (DR281 p84)	Base Attack Bonus: +5. Know (psionics): 5 ranks. Feats: Track, Iron Will. Must be able to cast Arcane spells. Min Lvl: Brd7, Wiz7, Sor10.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Will Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump. Int: Craft, Know (psionics), Search, Spellcraft. Wis: Spot, Profession, Wilderness Lore. Cha: Intimidate	1 st : Detect Psionics, at will. Gain Intelligence-base Prepared Arcane spells from the Psi-Hunter Spell List . Gain 1 point of Mental Hardness. Gain +1 Luck bonus on saves vs. psionic powers. 2 nd : Generate psychic static in a 30' radius (use the <i>Catapsi</i> field rules)																
Poison Fist (ninja assassins who specialize in poison) (DR289 p47)	Alignment: LN, N, CN, LE, NE, LE. Base Attack Bonus: +3. Hide: 8 ranks. Intimidate: 5 ranks. Move Silently: 8 ranks. Feats: Dodge, Improved Unarmed Strike, Great Fortitude, Mobility, Stunning Fist –or– monk's stunning attack. Min Lvl: Mnk7, Brd12, Rgr12, Rog12, Clr13, Drd13, Ftr13, Sor13, Wiz13.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: All Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Disable Device, Escape Artist, Hide, Open Lock, Move Silently, Tumble. Int: Craft, Forgery, Know (local), Read Lips, Search. Wis: Innuendo, Listen, Sense Motive, Spot. Cha: Bluff, Disguise, Gather Info., Intimidate.	<u>Monks may freely crossclass.</u> 1 st : Choose which clan of the Poison Fists you are joining. That determines some of your future abilities: <table border="1"> <tr> <td>Clan</td> <td>Form@1st</td> <td>Poison@4th</td> <td>Spell Ability@6th</td> </tr> <tr> <td>Snake</td> <td>Tiny Viper</td> <td>1d2 Con</td> <td>Cobra's Breath</td> </tr> <tr> <td>Scorpion</td> <td>Tiny Scorp.</td> <td>1d4 Str</td> <td>Ray of Enfeeble.</td> </tr> <tr> <td>Spider</td> <td>Tiny Spider</td> <td>1d4 Str</td> <td>Spider Climb</td> </tr> </table> Gain Poison Training Able to Clan Form 1/day for 10 + Class Level minutes. You may switch between your natural form and the clan form as a free action at any time during the duration. 2 nd : +1d6 Sneak Attack.	Clan	Form@1 st	Poison@4 th	Spell Ability@6 th	Snake	Tiny Viper	1d2 Con	Cobra's Breath	Scorpion	Tiny Scorp.	1d4 Str	Ray of Enfeeble.	Spider	Tiny Spider	1d4 Str	Spider Climb
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Primal Rager (a barbarian with more flexibility with his/her rages) (DR295 p70)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +8 Feats: Improved Unarmed Strike, Iron Will. Wilderness Lore: 5 ranks. Able to Rage 2/day. Min Lvl: Bbn8.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: – Armor: Light, Medium Class Lvs: 5	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Handle Animal, Intimidate.	1 st : Unarmed attacks do 1d4 subdual damage if Medium-sized & 1d3 subdual damage if Small-sized. At the start of a Rage, you may chose to decrease the Rage's duration by up to 1 round per Barbarian + Primal Rager level. For each sacrificed round, gain +1 Strength & +1 Constitution to this Rage. Note that the new Constitution does not effect the duration. 2 nd : You may suppress a Rage for up to Wisdom modifier rounds. While suppressed, you are not fatigued. You have the option of ending a suppressed Rage, but then the fatigue takes effect normally.																

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Purple Dragon Highknight (heroic knights of Cormyr who specialize in protecting castles) (DR-A5 p62)	Alignment: LG, NG, CG. Base Attack Bonus: +8 Feats: Dodge, Endurance, Great Fortitude. Min Lvl: Bbn8, Ftr8, Pal8, Rgr8, Brd11, Clr11, Drd11, Mnk11, Rog11, Sor16, Wiz16.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Dex: Balance, Move Silently. Wis: Listen, Sense Motive, Spot. Con: Concentrate. Cha: Diplomacy.	1 st : When you guard a familiar, enclosed area due to following orders, you gain +2 Str, +2 Con, +2 Resistance bonus to all saves, & +4 AC. These bonuses end when you move or stop fighting. 2 nd : Does not loose Dex bonus to AC when caught flat-footed.
Purple Dragon Knight (heroic knights of Cormyr who lead troops in battle) (FR p49)	Alignment: LG, NG, LN, N. Base Attack Bonus: +4. Diplomacy –or– Intimidate: 1 rank. Listen: 2 ranks. Ride: 2 ranks. Spot: 2 ranks. Feats: Leadership, Mounted Combat. Membership in the Purple Dragons. Min Lvl: Bbn6, Brd6, Clr6, Drd6, Ftr6, Mnk6, Pal6, Rgr6, Rog6, Sor8, Wiz8.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple Armor: Light, Medium, Shields Class Lvs: 5	Str: Climb, Jump, Swim. Dex: Ride. Cha: Diplomacy, Intimidate.	1 st : Rally Cry – all allies within 60' gain +1 Morale bonus on their next attack & gain 5' on their movement until your next turn. Usable 3 times per day. When using the Aid Another action, give your ally +4 Circumstance bonus to AC instead of the normal +2. 2 nd : Inspire Courage – by inspiring allies with a one round or longer speech, all allies within haring distance gain +2 Morale bonus on saves vs. charm or fear effects – and– +1 Morale bonus on attacks & weapon damage. The effect lasts 5 rounds after you stop speaking, and you can continue it while you fight (but not while casting spells). Usable once per day.
Radiant Servant of Pelor (specialty priest of the Deity of Light & Mercy) (DR283 p42)	Patron: Pelor. Alignment: NG. Base Will Save: +5. Know (religion): 9 ranks. Know (undead): 3 ranks. Heal: 5 ranks. Feat: Extra Turning. Able to cast Divine spells. Min Lvl: Clr6.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 10	Int: Craft, Know(arcana), Know(religion), Spellcraft, Scry. Wis: Heal, Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy.	1 st : +1 Caster Level. Any spells you cast with the Light descriptor have twice the radius & are considered to be cast by someone 1 level higher. When turning undead, add your Class Level to determine its effect. If you have access to the Sun Domain, you may do a Greater Turning (Sun Domain special power) 3 + Charisma bonus times per day instead of 1. 2 nd : +1 Caster Level. Any Healing Domain spell you cast is treated as if it were under the effect of <u>Feat: Empower Spell</u> , though it doesn't take a higher level slot. You are immune to all diseases.
Rage Mage (magical berserker) (DR277 p98)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +5. Feat: Combat Casting. Must be able to cast 1 st level Arcane spells. Must be able to Rage. Min Lvl: Bbn5 / Wiz1.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Will Weap: Simple, Martial Armor: – Class Lvs: 10	Int: Know (arcana), Spellcraft. Wis: Profession. Con: Concentrate.	1 st : Spell Rage, for 3 + Con bonus rounds, once per day: a) -2 AC; b) Spells from the Abjuration, Conjunction, Evocation, Necromancy, & Transmutation schools are cast with +2 effective levels & adding the Class Level to spell's DC; and c) At the end of the Spell Rage, you are Fatigued. Gain Charisma-base Impromptu Arcane spells from the <u>Rage Mage Spell List</u> . 2 nd : While in a Spell Rage, use Character level instead of Arcane Caster level for determining the effective level of spells from the schools listed above.
Ravager (templars of the Deity of Slaughter) (S&F p33)	Alignment: CE, CN, NE. Base Attack Bonus: +5. Feats: Dirty Fighting, Power Attack, Sunder. Intimidate: 3 ranks. Know (religion): 3 ranks. Wilderness Lore: 4 ranks. Must survive the initiation. Min Lvl: Ftr5, Bbn6, Rgr6, Brd7, Clr7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Dex: Ride, Move Silently. Int: Know (religion), Profession. Cha: Intimidate	1 st : Once per day, either a) make a touch attack that does 1d8 +1/Class Level; –or– b) make a melee attack that does weapon damage + 1d4 + 1/Class Level 2 nd : Enemies within 10' receive a –2 moral penalty to all saving throws for one round, once per day.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Reaper's Child (Order of Monks dedicated to the Reaper Deity, who specialize in the scythe) (DR299 p47)	Patron: Nerull. Alignment: LE. Base Unarmed Attack Bonus: +4 / +1. Feats: Improved Unarmed Strike, Deflect Arrows, Dodge. Know (religion): 4 ranks. Survive the initiation ceremony. Min Lvl: Mnk6.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: All Weap: Monk, Scythe. Armor: - Class Lvs: 5	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(religion). Wis: Listen, Profession. Con: Concentrate. Cha: Bluff, Intimidate, Perform.	1 st : When fighting with a Scythe, you may use your Unarmed Attack rate (just like nunchaku, etc). Class levels stack with Monk levels for calculating Base Unarmed Attack Bonus, Base Movement, & AC bonus. +1 Insight bonus to AC. 2 nd : Immune to Mind-Affecting spells, spell-like abilities, etc.
Reaping Mauler (expert at grappling, eventually learning some effective 'finishing moves') (DR303 p46)	Base Attack Bonus: +5. Escape Artist: 8 ranks. Tumble: 5 ranks. Feats: Improved Unarmed Strike, Clever Wrestling. Must defeat 3 opponents who are at least 1 size larger than you with your bare hands. Min Lvl: Brd7, Mnk7, Rog7, Bbn13, Clr13, Drd13, Ftr13, Pal13, Rgr13, Sor13, Wiz13.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Ref Weap: - Armor: Light Class Lvs: 5	Str: Climb, Jump, Swim. Dex: Escape Artist, Tumble. Int: Craft. Wis: Profession Cha: Intimidate	1 st : When wearing light or no armor, gain <u>Feat: Mobility</u> . On a successful unarmed strike, you may initiate a grapple as a Free Action without generating an attack of opportunity. Your grapple damage can be normal (instead of subdual) without a penalty. 2 nd : When wearing light or no armor, gain a +1 bonus on all opposed Grapple checks, opposed Strength checks, & opposed Dexterity checks.
Red Avenger (masters of using strength from within) (S&F p34) (S&Fe)+	Base Attack Bonus: +5. Feats: Improved Unarmed Strike, Stunning Fist. Listen: 8 ranks. Tumble: 8 ranks. Min Lvl: Brd7, Monk 7, Rog7, Bbn13, Clr13, Drd13, Ftr13, Pal13, Rgr13, Sor13, Wiz13.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: All Weap: Simple Armor: Light, Medium, Shields. Class Lvs: 10	Dex: Balance, Hide, Move Silently, Tumble. Wis: Listen, Spot. Cha: Gather Information.	<u>Monks may freely crossclass.</u> 1 st : As a standard action, make a sonic attack in a cone 30' long. All targets in the cone are Stunned unless they make a Fortitude save vs. DC 15 + Wisdom bonus. 2 nd : Add your Wisdom bonus to any one save, usable Class Level times per day.
Red Wizard (highly specialized arcane caster from the country of Thay) (FR p50) (DR288 p96)+	Alignment: LN, N, CN, LE, NE, CE. Race: Human from Thay. Spellcraft: 8 ranks. Feats: Tattoo Focus, plus 3 metamagic or item creation feats. Able to cast 3 rd level arcane spells. You must be Specialized in an Arcane School (this is a prerequisite of Tattoo Focus). Min Lvl: Wiz5.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: - Armor: - Class Lvs: 10	Int: Alchemy, Craft, Scry, Know (any), Spellcraft. Wis: Innuendo, Profession. Con: Concentrate. Cha: Intimidate	1 st : +1 Arcane Caster Level. You must take extra prohibited Arcane Schools to support your focus in your Specialized School. It takes the same amount of Prohibited Schools as it did at 1 st Level (when the Specialization was originally chosen). You may learn no additional spells from the newly Prohibited School(s), though you can still cast the ones you already know. +1 on any save against spells from your Specialized School. 2 nd : +1 Arcane Caster Level. When casting spells from your Specialized School, add 1 to the spell's DC & add 1 to attempts to overcome Spell Resistance.
Royal Herald (a magic-using spy) (DR-A5 p82)	Base Attack Bonus: +4. Bluff: 4 ranks. Diplomacy: 6 ranks. Gather Information: 6 ranks. Sense Motive: 4 ranks. Must be able to speak 3 languages. Min Lvl: Brd6, Rog6, Bbn9, Clr9, Drd9, Ftr9, Mnk9, Pal9, Rgr9, Sor9, Wiz9.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: Simple Armor: Light Class Lvs: 10	Dex: Hide, Move Silently, Open Lock. Int: Forgery, Decipher Script, Know (any), Read Lips, Search, Scry. Wis: Innuendo, Listen, Spot, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform. Speak Language.	1 st : Gain Charisma-based Arcane Impromptu Spells from the <u>Royal Herald Spell List</u> . When someone attempts to detect your alignment, you can make a Will save vs. DC of 10 + spell level + caster's ability mod. If successful, you can make your alignment be perceived as any you wish. 2 nd : Sneak attack +1d6.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Royal Explorer (member of an explorer society, who adapts to any area he spends time in) (S&S p13)	Decipher Script: 5 ranks. Intuit Direction: 8 ranks. Profession (cartographer): 8 ranks. Wilderness Lore: 5 ranks. Feats: Alertness, Endurance. Submit a report of a significant exploration to the Society's Review Council. Min Lvl: Brd7, Rog7.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref Weap: Any one Exotic Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Ride, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Know (geography), Search. Wis: Intuit Direction, Listen, Profession, Sense Motive, Spot, Wilderness Lore. Cha: Diplomacy, Gather Information, Handle Animals, Use Magic Device. Speak Language.	1 st : Gain 1 language. Bardic knowledge, based on Class level + Intelligence bonus. 2 nd : Gain Feat: Track. When you travel to a new culture, or at least every month, make a Know (geography) check vs. DC 15. If you succeed, gain a +4 circumstance bonus on Diplomacy checks for that culture until your next check. At higher class levels, this check provides bonuses to additional skills.
Runicaster (a divine caster specialized in creating runes) (FR p51)	Spellcraft: 8 ranks. Craft (metal-working, calligraphy, gem-cutting, stone-carving, wood-carving, etc.): 8 ranks Feats: Inscribe Rune. Able to cast 3 rd level Divine Spells. Min Lvl: Clr5, Drd5, Pal13, Rgr13.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Int: Craft, Know(arcana), Know(religion), Scry, Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Diplomacy.	1 st : +1 Divine Caster Level. +1 on your Craft checks to create runes. 2 nd : +1 Divine Caster Level. +1 on your rune's DC's; vs. attempts to erase, dispel, or disable; and for attempting to overcome Spell Resistance.
Sacred Exorcist (one who searches for and combats possession by undead & outsiders) (DotF p68)	Alignment: LG, NG, CG. Know (the planes): 7 ranks. Know (religion): 10 ranks. Able to cast <i>Dismissal</i> or <i>Dispel Evil</i> . Must be sanctioned by the church. Min Lvl: Wiz9, Brd10, Clr11, Pal14.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: Simple Armor: – Class Lvs: 10	Int: Craft, Know (arcana, the planes, religion), Scry, Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Intimidate.	1 st : +1 Caster Level. Gain access to the Exorcism Clerical Domain. Able to turn undead as a cleric. You must choose to specialize in either Undead or Outsiders. Against your chosen foe, gain +1 competence bonus on Bluff, Intimidate, Listen, Sense Motive, & Spot checks, and to attempts to overcome Spell Resistance. 2 nd : +1 Caster Level. <i>Detect Evil</i> , usable at will. +4 sacred bonus to saving throws vs. possession (i.e., <i>Magic Jar</i> , ghost's malevolence, etc.). +2 sacred bonus on attempts to dispel possession. +2 sacred bonus on saves vs. charm & compulsions cast by outsiders or undead.
Sacred Fist (temple protectors who vow to not use weapons) (DotF p70) (DR286 p97)+	Base Attack Bonus: +4. Feats: Alertness, Combat Reflexes, Improved Unarmed Strike. Able to cast Divine Spells. Min Lvl: Clr6, Drd6, Pal6, Rgr6.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Ref Weap: – Armor: – Class Lvs: 10	Str: Jump. Dex: Balance, Escape Artist, Tumble. Wis: Heal, Profession. Con: Concentrate.	1 st : Vow to only use light armor and no weapons. Unarmed combat damage is 1d6 if Medium-sized, or 1d4 if Small. This goes up as levels are gained. Gain an additional Clerical Domain from your deity's list. Flurry Attack – you have the option of doing an extra attack at your highest attack bonus, but all your attacks this round (including the extra one) are at –2 to hit. With regards to damage reduction, your fists are considered +1 weapons. Gain Wisdom-based Prepared Divine spells from the Sacred Fist Spell List. 2 nd : Evasion – on a successful Reflex save, take no damage instead of half. Gain Feat: Combat Casting.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Sensate (Faction who believes that experience is power) (DR287 p48)	Intuit Direction: 5 ranks. Spot: 7 ranks. Listen: 7 ranks. Feats: Alertness, Skill Focus (Know (any)). Min Lvl: Rgr4, Rog7, Bbn11, Brd11, Clr1, Drd11, Ftr11, Mnk11, Pal11, Rgr11, Sor11, Wiz11.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Will Weap: Simple Armor: Light Class Lvs: 10	Str: Swim. Dex: Balance, Ride, Tumble. Int: Craft, Know (any), Spellcraft. Wis: Heal, Listen, Spot. Con: Concentrate. Cha: Animal Empathy, Bluff, Disguise, Gather Info., Handle Animals, Perform.	1 st : Gain Darkvision 60'. +5 competence bonus to Intuit Direction, Listen, Sense Motive, Spot, and Wilderness Lore checks. You can also always "take 10" on any of these checks at any time. 2 nd : <i>Enthrall</i> (PH p200), at Character Level, except with only a verbal component. Usable Class Level times per day.
Shadow Adept (one who learns how to cast magic with the Shadow Weave) (FR p52)	Alignment: LN, N, CN, LE, NE, CE. Know (arcana): 8 ranks. Spellcraft: 8 ranks. Feats: Shadow Weave Magic, plus a metamagic feat. Able to cast 3 rd level Arcane or Divine Spells. Min Lvl: Clr5, Wiz5, Sor6, Brd7, Drd13, Rgr13.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Dex: Hide. Int: Craft, Know (any), Scry, Spellcraft. Wis: Profession. Con: Concentrate. Cha: Bluff, Disguise.	1 st : +1 Caster Level. Gain Feat: Insidious Magic, Feat: Pernicious Magic, and Feat: Tenacious Magic. 2 nd : +1 Caster Level. Gain Low-Light Vision. +1 on your saves vs. spell from the Enchantment, Illusion, and Necromancy schools, and any spell with the 'Darkness' descriptor.
Shadowdancer (trained to step in and out of shadows, control them, & even get undead shadows as helpers) (DMG p34) (DMGe)+	Move Silently: 8 ranks. Hide: 10 ranks. Perform: 5 ranks. Feats: Dodge, Mobility, Combat Reflexes. Min Lvl: Brd7, Rgr7, Rog7, Bbn17, Clr17, Ftr17, Pal17, Sor17, Wiz17.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: Club, Crossbow (hand, light, & heavy), dagger, dart, mace, morningstar, quarterstaff, rapier, sap, shortbow, short sword. Armor: Light Class Lvs: 10	Str: Jump. Dex: Balance, Escape Artist, Hide, Tumble, Move Silently, Pick Pocket, Use Rope. Int: Decipher Script, Search. Wis: Listen, Profession, Spot. Cha: Bluff, Diplomacy, Disguise, Perform.	1 st : Can make a Hide check even when being observed & in the open as long as there are shadows within 10'. 2 nd : Uncanny Dodge – Retains Dex bonus to AC even if caught flat-footed or attacked by someone invisible. <i>Darkvision</i> (PH p190), at will. Evasion – No damage on a successful Reflex save.
Shifter (expert shape-changer who eventually can take the form of Plants, Constructs, & even Undead and in the end changes into a 'Shapeshifter') (MotW p68) (DR298 p112)+	Feats: Alertness, Endurance. Able to cast 3 rd level spells. Able to change form via <i>Wild Shape, Alter Self, Polymorph Self</i> , etc. Min Lvl: Drd5, Wiz5, Sor6, Rgr14.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Swim. Dex: Hide. Int: Craft, Know (nature). Wis: Listen, Spot, Wilderness Lore. Con: Concentrate. Cha: Animal Empathy, Diplomacy, Disguise, Handle Animals.	1 st : <i>Greater Wild Shape</i> (1/day) – You may use this spell-like ability to polymorph yourself into the form of a Small or Medium-sized Humanoid whose base form does not have more hit dice than you, gaining its extraordinary abilities. Stacks with a Druid's <i>Wild Shape</i> . 2 nd : Your <i>Greater Wild Shape</i> form can now also be an Animal or Monstrous Humanoid.
Shinning Blade of Heironeous (specialty priest/templar of the Deity of Righteous Warfare) (DR283 p40)	Patron: Heironeous. Alignment: LG. Base Attack Bonus: +7. Base Will Save: +3. Know (religion): 7 ranks. Able to cast Divine spells. Min Lvl: Pal9, Clr10, Rgr11.	HD: d10 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 10	Int: Craft, Know (religion), Spellcraft, Scry. Wis: Heal, Profession. Con: Concentrate. Cha: Diplomacy.	<u>Paladins may freely crossclass.</u> 1 st : <i>Detect Evil</i> (PH p192), at will. Smite Evil, once per day – on a melee attack, add your Cha bonus to hit. If you are successful, then add your Class Level to damage. 2 nd : +1 Caster Level. Shock Blade, once per day – as a standard action, you can cause a slashing or piercing melee weapon to become 'shocking', doing +1d6 electrical damage on a hit. This effect lasts for your Class Level + Cha Bonus rounds.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Shoal Servant (humanoid specialty priest of the Deity of the Kuo-Toa, who over time becomes a 'Monstrous Humanoid') (DR300 p61)	Patron: Blibdoolpoolp. Alignment: NE. Base Attack Bonus: +5. Feats: Great Fortitude. Able to cast Divine spells. Must pass the initiation & be blessed by a Kuo-Toa Cleric. Min Lvl: Rgr5, Clr7, Drd7.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple Armor: – Class Lvs: 5	Str: Swim. Dex: Escape Artist, Move Silently. Int: Craft, Know(arcana), Know(nature), Know(religion), Scry, Search, Spellcraft. Wis: Profession, Spot, Wilderness Lore. Con: Concentrate. Cha: Bluff, Diplomacy.	1 st : Skin becomes smooth, slippery, & changes color with your moods. +4 Circumstance bonus to Escape Artist & Swim checks as long as you are not wearing armor and not carrying a heavy load. +4 Resistance bonus to save vs. poison or paralysis. 2 nd : +1 Divine Caster Level. Become Amphibious, so you can now breath water at will as an Extraordinary ability.
Siege Master (expert with using rams, catapults, ballista, & other siege equipment) (DR295 p76)	Craft (siege weaponry): 4 ranks. Know (architecture & engineering): 4 ranks. Profession (siege engineer): 8 ranks. Spot: 4 ranks. Feats: Skill Focus (Profession (siege engineer)) Min Lvl: Brd5, Clr5, Drd5, Mnk5, Pal5, Rgr5, Rog5, Sor5, Wiz5, Bbn13, Ftr13.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 5	Str: Climb, Jump, Swim. Int: Craft, Disable Device, Know (architecture & engineering). Wis: Profession, Spot, Use Rope. Cha: Handle Animal.	1 st : By succeeding on a Profession (siege engineer) check vs. DC 20, use the 6°-10° Deviation Diagram on DMG p68. Add 10% to the maximum range of a siege weapon you are firing. 2 nd : Do +1d6 damage with your choice of heavy catapult, light catapult, ballista, ram, etc.
Silverstar (specialty priests of the Deity of the Moon) (DR285 p84) (F&P p201)	Patron: Selûne Alignment: CG. Base Attack Bonus: +4. Intuit Direction: 2 ranks. Sense Motive: 2 ranks. Feats: Blind-Fight, Dodge, Mobility, Spring Attack. Able to cast 2 nd level Divine spells. Clerics must have access to the Moon Domain. Min Lvl: Clr6, Rgr9.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: All Weap: Simple Armor: All Class Lvs: 10	Int: Craft, Know(arcana, geography, local, nature, the planes, religion), Scry, Spellcraft. Wis: Heal, Intuit Direct., Profession, Sense Motive, Wild Lore. Con: Concentrate. Cha: Diplomacy.	1 st : +1 Caster Level. Moon Domain spells can be prepared as a normal Divine spell of the same level. 2 nd : +1 Caster Level. Gain Low-Light vision.
Sinker (Faction who supports entropy and even helps it along, eventually gaining arcane spells of the Sinker Spell List) (DR287 p49)	Base Attack Bonus: +5. Disable Device: 5 ranks. Know (architecture & engineering): 3 ranks. Feats: Great Fortitude, Power Attack, Sunder. Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Int: Disable Device, Know (architecture & engineering). Wis: Innuendo, Sense Motive. Cha: Bluff, Disguise.	1 st : Entropic Blow – A designated attack gains your Charisma bonus to hit. If successful, add 2 times your Class Level to your damage. Against non-living targets, including constructs & undead, add 4 times your Class Level. Usable once per day. 2 nd : By examining the remains of an object or creatures, you can learn about it. The amount of detail depends on the number of consecutive rounds spent in study. 1 round identifies the object or creature type, while 3 rounds gives an image of it before it was destroyed. If 5 rounds is spent, then you will learn how it was destroyed.
Snake Servant (servants to Medusas & their Deity, who over time becomes a 'Monstrous Humanoid') (DR296 p50)	Patron: Shekenster Race: Humanoid or Monstrous Humanoid Alignment: LE Base Attack Bonus: +5. Bluff: 5 ranks. Disguise: 5 ranks. Must survive a ritual where you are poisoned to Str 0. Min Lvl: Clr7, Drd7, Ftr7, Mnk7, Rgr7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Will Weap: Simple, all Straight Bows Armor: – Class Lvs: 5	Str: Climb. Dex: Hide, Move Silently. Int: Craft. Wis: Listen, Profession, Spot. Cha: Bluff, Disguise, Intimidate.	1 st : Immune to the gaze attack of a Medusa. 2 nd : Reduce the stat drain done by poison by 1.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Snakelord (Animal Lord specialized in snakes) (MotW p43) (DR298 p110)+	Alignment: NG, LN, N, CN, NE. Animal Empathy: 6 ranks. Wilderness Lore: 8 ranks. Escape Artist: 2 ranks. Feats: Animal Defiance, Animal Control, Resist Poison. Able to cast <i>Detect Animals or Plants, Speak with Animals</i> , and <i>Animal Friendship</i> . Min Lvl: Drd6, Rgr6.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide. Int: Know (nature), Spellcraft. Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Animal Empathy, Handle Animal.	1 st : Snakes are automatically friendly to you. Able to have twice your Class level in snake companions. Sense snakes within your Class level squared miles. Gain Wisdom-based Prepared Divine spells from the Animal Lord Spell List . 2 nd : Speak with snakes at will. Gain Feat: Clever Wrestling .
Soldier of Light (a neutral good “paladin” of the Deity of Light, who can cast spells & summon a positive energy companion) (D&D p208)	Patron: Elishar Alignment: NG. Base Attack Bonus: +5. Know (religion): 4 ranks. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Int: Craft, Know (religion), Spellcraft. Wis: Heal, Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy.	1 st : <i>Detect Undead</i> , at will. Gain Wisdom-based Prepared Divine spells from the Soldier of Light Spell List . Prepared Divine spells from any list can be converted to healing spells. Able to turn Undead. 2 nd : Add your Charisma modifier to all saving throws. Smite Undead, 1/day – a designated attack against an Undead gain an attack bonus of your Wisdom modifier & a damage bonus of your Class level.
Soul Eater (a living <u>non-humanoid</u> that with each touch drains some of the opponent’s life force & strengthens its own) (BoVD p66)	Type: Living Non-Humanoid (Monstrous Humanoid is acceptable). Alignment: LE, NE, CE. Base Attack Bonus: +5. Know (arcana): 3 ranks. Feats: Alertness, Weapon Focus (natural weapon). Undergo a profane ritual. Min Lvl: n/a.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Use Rope. Int: Search, Spellcraft. Wis: Listen, Profession, Spot. Con: Concentrate. Cha: Intimidate.	1 st : Energy Drain - natural attack now bestows 1 Negative Level. 2 nd : When you have used ‘Energy Drain’, you gain a +4 Enhancement bonus to Strength for 24 hours.
Spelldancer (a caster who has combined spells with dancing) (MoF p37) (MoFe)+	Concentration: 4 ranks. Perform: 6 ranks (must include Dance). Tumble: 4 ranks. Feats: Combat Casting, Dodge, Endurance, Mobility. Able to cast 3 rd level spells. Min Lvl: Brd7, Clr9, Drd9, Sor9, Wiz9, Pal11, Rgr11.	HD: d6 Skill Points: 4 Attack: Wizard Good Save: Ref, Will Weap: – Armor: – Class Lvs: 5	Str: Jump, Swim. Dex: Tumble. Int: Craft, Know (arcana), Scry, Spellcraft. Wis: Profession. Con: Concentrate. Cha: Perform.	1 st : +1 Caster Level. Spelldance – This supernatural ability allows you to apply your metamagic feats to your spells without increasing the spell’s level. Instead, spend one full-round action per level the spell would be increased dancing and make a Perform check vs. DC 10 + the increased spell level. Note that the feats Still Spell and Quicken Spell cannot be applied. Also, spelldancing cannot be used on spells from the schools of Evocation or Necromancy. Finally, you can only spelldance without penalty for Constitution bonus + Class level rounds total per day. 2 nd : +1 Caster Level. Gain Evasion – No damage on a successful Reflex save. Cast <i>Enthrall</i> by dancing. DC to resist is 10 + Class Level + Charisma bonus. The effect lasts as long as the dance is maintained. Usable once per day.
Spellfire Channeler (a person born with Spellfire ability who has been trained in its use) (MoF p38)(MoFe)+	Concentration: 8 ranks. Know (arcana): 2 ranks. Spellcraft: 2 ranks. Feats: Endurance, Spellfire Wielder. Min Lvl: Brd5, Clr5, Mnk5, Pal5, Rgr5, Sor5, Wiz5, Bbn13, Ftr13, Rog13.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: Simple Armor: – Class Lvs: 10	Int: Craft, Know (arcana), Spellcraft. Wis: Heal, Profession, Sense Motive, Wilderness Lore. Con: Concentrate. Cha: Bluff, Disguise, Intimidate.	1 st : Spellfire storage capacity is doubled, though if more than your Constitution of levels is stored, your eyes glow and the energy can discharge when you are touched by spells, magic items, or even people. As a standard action, you can drain the magic from a potion, scroll, or a charge from a magic item. This magic is absorbed as a single Spellfire level. 2 nd : Each Spellfire level used to heal does 1d4+1 hp instead of 2 hp.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Spellword (arcane fighter) (T&B p67)	Base Attack Bonus: +4. Know (any): 6 ranks. Able to cast 2 nd level Arcane spells. Proficient in all Simple & Martial Weapons, and all Armor. Defeat a foe without spells. Min Lvl: Wiz3 / Ftr3.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump. Int: Scry, Know (any), Spellcraft. Wis: Listen, Profession, Spot. Con: Concentrate.	1 st : As a free action, cast a 1 st level spell through your melee or ranged weapon while you attack. Usable once per day. 2 nd : +1 Caster Level. Ignore 10% failure due to armor.
Sphere Minion (slaves to Beholders & their Deity who grow eye-stalks that can shoot magical rays & over time becomes a 'Monstrous Humanoid') (DR296 p47)	Patron: The Great Mother Race: Humanoid or Monstrous Humanoid Alignment: LE Know (arcana): 8 ranks. Spot: 4 ranks. Feats: Alertness, Weapon Focus (ray). Min Lvl: Clr5, Mnk5, Sor5, Wiz5, Ftr13, Rgr13, Rog13.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Will Weap: – Armor: – Class Lvs: 5	Int: Craft, Know (arcana), Search. Wis: Listen, Profession, Spot. Con: Concentrate. Cha: Bluff, Intimidate.	1 st : Grow one eye-stalk, which has <u>one</u> of the following rays, usable once per day. The effect's caster level is 5 + Class level, the range is 50', & the DC is 10 + Class level + Charisma modifier: <i>Charm Person</i> – As the spell (WillNeg) <i>Inflict Light Wounds</i> – 1d8+5 damage (Will½) <i>Sleep</i> – Single target with HD up to your Character level (WillNeg). 2 nd : Gain all-around vision. +2 Circumstance bonus to Spot & Search checks. Cannot be flanked.
Spur Lord (templar for the Deity of Intrigue) (LoD p11)	Patron: Cyric Base Attack Bonus: +4. Bluff: 3 ranks. Concentration: 3 ranks. Know (religion): 3 ranks. Sense Motive: 3 ranks. Tumble: 5 ranks. Feats: Iron Will, Leadership, Lightning Reflexes, Quick Draw. Min Lvl: Ftr7, Bbn9, Brd9, Clr9, Mnk9, Rgr9, Rog9, Sor9, Wiz9.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Longsword, one other Simple or Martial weapon Armor: – Class Lvs: 5	Str: Climb, Jump, Swim. Dex: Move Silently, Ride, Tumble. Int: Craft, Know (religion). Wis: Profession, Sense Motive. Con: Concentrate. Cha: Bluff, Diplomacy, Disguise, Intimidate.	1 st : Immune to harmful effects originating from the power of Cyric, such as <i>Glyphs</i> . 2 nd : Able to magically hide a single object, & then later retrieve it as a Free Action.
Spymaster (practiced at pretending to be other people for long periods of time without being detected) (S&S p14)	Base Attack Bonus: +5. Bluff: 5 ranks. Gather Information: 5 ranks. Innuendo: 5 ranks. Any 2 of the following: Diplomacy: 5 ranks. Disguise: 5 ranks. Forgery: 5 ranks. Sense Motive: 5 ranks. Feats: Skill Focus (Bluff). Min Lvl: Rog7.	HD: d8 Skill Points: 8 Attack: Rogue Good Save: Ref, Will Weap: Simple, Martial Armor: Light, Medium Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Tumble, Use Rope. Int: Appraise, Decipher Script, Disable Device, Forgery, Read Lips, Scry, Search. Wis: Innuendo, Listen, Sense Motives, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Use Magic Device. Speak Language.	1 st : +1d6 sneak attack. Cover Identity – Spend 1 week creating / practicing for a cover identity. When portraying that person, gain +4 Circumstance bonus on Disguise, & +2 Circumstance bonus on Bluff & Gather Information. At this level, you may only have one cover identity at a time. You must spend at least 2 skill points on a Craft, Profession, or Knowledge relating to one of your cover identities. 2 nd : <i>Undetectable Alignment</i> , always on. You must spend at least 2 skill points on a Craft, Profession, or Knowledge relating to one of your cover identities.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Stonelord (dwarf with spell-like abilities effecting & using stone) (DR278 p92)	Race: Dwarf. Base Attack Bonus: +5. Craft (stoneworking): 6 ranks Spellcraft: 3 ranks. Feats: Endurance. Language: Terran. Must choose a totem gemstone during the initiation ritual. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Clr6, Brd7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple Armor: – Class Lvs: 10	Dex: Climb. Int: Craft, Know (any). Wis: Spot, Profession.	1 st : Heal 1d8 + Class Level hit points with a clump of mud. Usable once per day. 2 nd : Choose one of the following powers upon gaining this level. Each is usable once per day: - <i>Bull's Strength</i> for one hour. - <i>Endurance</i> for one hour. - <i>Hold Monster</i> at Class Level, against a target standing on the ground. - <i>Slow</i> at Class Level. -Apply <u>Feat: Maximize Spell</u> on any spell whose level is no greater than your Class Level. -Create a figment of a medium sized earth elemental in a flanking position as a free action. -For one round, gain +2 to hit & +2d6 damage in melee. - <i>Stoneskin</i> at Class Level. - <i>Summon Monster III</i> (earth elemental only) at Class Level.
Stormlord (specialty priests for the Deity of Storms, who enhance their spears & javelins) (F&P p203)	Patron: Talos. Base Fortitude Save: +4. Feats: Endurance, Great Fortitude, Weapon Focus (any spear or javelin). Able to cast 3 rd level Divine spells. Must have been struck by natural or magical lightning & survived. Min Lvl: Clr6, Drd6, Rgr11.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Swim. Int: Know (nature), Know (religion). Wis: Wilderness Lore. Con: Concentrate. Cha: Disguise, Gather Info, Intimidate.	1 st : +1 Divine Caster Level. Gain Electricity Resistance 10. 2 nd : +1 Divine Caster Level. Any spear or javelin you use gains the <i>Shock</i> ability, doing +1d6 electrical damage on each hit. If you stop touching the weapon (drop or throw), it loses the special ability after 1 round.
Strifeleader (specialty priest for the Deity of Intrigue, who eventually gains Sneak Attacks, Death Attacks, & additional Illusion spells onto his/her Cleric spell list) (F&P p204)	Patron: Cyric Bluff: 4 ranks. Disguise: 8 ranks. Intimidate: 4 ranks. Feats: Iron Will, Spell Focus (Illusion), Weapon Focus (Longsword). Able to cast 3 rd level Divine spells. Able to speak Abyssal. Must have single-handedly slain an Illusionist, a Cleric of Cyric, etc. Min Lvl: Clr(trickery)9, Rgr13.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Dex: Hide. Int: Know (religion). Wis: Innuendo, Sense Motive. Con: Concentrate. Cha: Bluff, Diplomacy, Disguise, Gather Info, Intimidate.	1 st : +1 Divine Caster Level. Trained in poison use. Immune to Fear effects. Enemies within 20' receive a –2 Morale penalty on saving throws vs. Fear effects. 2 nd : +1 Divine Caster Level. +2 bonus on Bluff & Intimidate checks. +4 bonus on saves vs. <i>Discern Lies & Zone of Truth</i> .
Sword Dancer (specialty priest of the Deity of Dance & Swords, who are able to imbue extra magical abilities into her sword) (F&P p205)	Patron: Eilistraee. Race: Elf, Drow, Half-Elf, Half-Drow. Gender: Female. Base Attack Bonus: +5. Diplomacy: 5 ranks. Perform: 5 ranks (must include Dance & Singing). Feats: Dodge, Expertise, Skill Focus (Perform), Weapon Focus (any sword). Able to cast 2 nd level Divine spells. Able to speak Elvish & Undercommon. Must have spent one full month living on the surface. Min Lvl: Rgr9, Clr12.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Ref Weap: – Armor: – Class Lvs: 10	Dex: Balance, Hide, Move Silently, Tumble. Int: Craft, Know (history), Know (local), Know (nature), Know (religion). Wis: Listen, Wilderness Lore. Con: Concentrate. Cha: Diplomacy, Perform.	1 st : +1 Caster Level. Class-specific special abilities can only be used in Light or No Armor. In Light Armor, an Arcane Spell Failure check must be made. Gain Low-Light Vision. By spending 10 days becoming attuned to your longsword (magic or normal), it gains the ability to 'sing' for each day for (Class level + Charisma modifier) rounds. While the sword is singing, you gain a +2 Morale bonus to attack & damage & a +3 Morale bonus on saving throws against mind-affecting spells & effects. You may only have one attuned sword at a time. 2 nd : +1 Caster Level. <i>Dancing Lights</i> , at will. The lights cannot move more than 5' from you & you get 1 light per Class level.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Tainted Spellcaster (a spellcaster who use a link to a Devil, Demon, or Yugoloth to gain power) (DR302 p39)	Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +2. Base Will Save: +1. Have <u>no</u> levels in the Tainted Warrior Prestige Class. Able to cast spells. Must be tainted with the essence of a Demon, Devil, or Yugoloth. The path the tainted character takes is based on the specific Fiend with which it is 'bonded'. Min Lvl: Brd3, Clr3, Drd3, Pal4, Rgr4, Sor4, Wiz4.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Will Weap: – Armor: – Class Lvs: 10	Str: Jump, Climb. Dex: Hide, Move Silently, Ride. Int: Know(arcana), Know(religion), Know(the planes), Search, Spellcraft. Wis: Listen, Spot. Con: Concentrate. Cha: Bluff, Disguise, Intimidate.	1 st : +1 Caster Level. Can no longer cast spells with the [good] descriptor. Clerics that channel positive energy (i.e., can spontaneously cast healing spells) now have the option of spontaneously casting damaging spells for the cost of 1 Fiend Point. Paladins have the option of having their 'lay on hands' ability cause damage, their <i>Cure Disease</i> be used as a <i>Contagion</i> spell, etc. Gain Darkvision 60'. +2 Competence bonus on Intimidate checks. Gain a pair of 'black orb' tattoos on your chest (known as 'eyes of the fiend'). If visible, you gain a +2 Circumstance bonus on Intimidate checks. Gain 3-7 Fiend Points (specific value based on alignment, evil deeds, etc.). Every time you use a power gained from this prestige class, you must make a Fiend Point check (Will save with the DC being the current number of Fiend Points). Failure means you gain another Fiend Point (Natural 1 → gain 1d4, Natural 20 → loose 1). If your Fiend Points are double your Wisdom, your alignment changes to that of the Fiend that tainted you 2 nd : Every time you sleep, make a Fiend Point check. Failure means you are <u>Shaken</u> until you defeat a foe in combat, make another Fiend Point check, etc. You do <u>not</u> gain a Fiend Point on a failure, though you do <u>lose one</u> on a Natural 20. Gain 'Power I' for the Fiend that tainted you from the <u>Tainted Powers Table see §0).</u>
Tainted Warrior (anyone who uses a link to a Devil, Demon, or Yugoloth to gain power) (DR302 p33)	Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +2. Base Will Save: +1. Have <u>no</u> levels in the Tainted Spellcaster Prestige Class. Must be tainted with the essence of a Demon, Devil, or Yugoloth. The path the tainted character takes is based on the specific Fiend with which it is 'bonded'. Min Lvl: Bbn3, Brd3, Clr3, Drd3, Ftr3, Mnk3, Pal3, Rgr3, Rog3, Sor4, Wiz4.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 10	Str: Jump, Climb. Dex: Hide, Move Silently, Ride. Int: Know(arcana), Know(religion), Know(the planes), Search, Spellcraft. Wis: Listen, Spot. Con: Concentrate. Cha: Bluff, Disguise, Intimidate.	1 st : Can no longer cast spells with the [good] descriptor. Clerics that channel positive energy (i.e., can spontaneously cast healing spells) now have the option of spontaneously casting damaging spells for the cost of 1 Fiend Point. Paladins have the option of having their 'lay on hands' ability cause damage, their <i>Cure Disease</i> be used as a <i>Contagion</i> spell, etc. Gain Darkvision 60'. +2 Competence bonus on Intimidate checks. Gain a pair of 'black orb' tattoos on your chest (known as 'eyes of the fiend'). If visible, you gain a +2 Circumstance bonus on Intimidate checks. Gain 3-7 Fiend Points (specific value based on alignment, evil deeds, etc.). Every time you use a power gained from this prestige class, you must make a Fiend Point check (Will save with the DC being the current number of Fiend Points). Failure means you gain another Fiend Point (Natural 1 → gain 1d4, Natural 20 → loose 1). If your Fiend Points are double your Wisdom, your alignment changes to that of the Fiend that tainted you 2 nd : Every time you sleep, make a Fiend Point check. Failure means you are <u>Shaken</u> until you defeat a foe in combat, make another Fiend Point check, etc. You do <u>not</u> gain a Fiend Point on a failure, though you do <u>lose one</u> on a Natural 20. Gain 'Power I' for the Fiend that tainted you from the <u>Tainted Powers Table see §0).</u>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Taker (Faction that believes in survival of the fittest) (DR287 p51)	Base Attack Bonus: +5. Bluff: 5 ranks. Diplomacy: 5 ranks. Intimidate: 5 ranks. Feats: Skill Focus (Bluff, Diplomacy, or Intimidate) Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: Simple Armor: Light, Shields. Class Lvs: 10	Int: Appraise, Forgery, Know (any), Read Lips, Search. Wis: Innuendo, Listen, Profession, Sense Motive, Wilderness Lore. Con: Concentrate. Cha: Bluff, Diplomacy, Gather Info., Intimidate.	1 st : A non-exclusive skill chosen when this level is gained always has a Competence bonus equal to your Class Level. Gain Charisma-based Impromptu Arcane spells from the <u>Taker Spell List</u> . 2 nd : <i>Righteous Might</i> (PH p246), cast at Character Level. Usable once per day.
Tamer of Beasts (special training with animal companions, who become more like familiars in their abilities) (MotW p70) (DR298 p110)+	Animal Empathy: 10 ranks. Feats: Skill Focus (Animal Empathy). Able to cast <i>Animal Friendship</i> . Min Lvl: Drd7, Rgr7.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide, Ride. Int: Craft, Know (nature), Scry, Spellcraft. Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore. Con: Concentrate. Cha: Animal Empathy, Diplomacy, Handle Animal.	1 st : The total HD of Animal Companions you may have at one time is 2 x (Class level + level in any class that grants you <i>Animal Friendship</i>), though no single animal may have more HD than you Character level. Your Animal Companions gain an Intelligence of 4 & are considered 'Magical Beasts'. You may teach your Animal Companions 3 'tricks' per point of Intelligence. 2 nd : Telepathically communicate with your Animal Companions who are within 1 mile. The communications are as if you had <i>Speak with Animals</i> in effect.
Techsmith (specialty priest or templar of the Deity of Smithing) (F&P p206)	Patron: Gond. Craft (armorsmithing, blacksmithing, metalworking, or weaponsmithing): 9 ranks. Feats: Craft Wondrous Item, Skill Focus (armorsmithing, blacksmithing, metalworking, or weaponsmithing). Able to cast <i>Minor Creation</i> . Min Lvl: Sor6, Wiz7, Clr(craft)7.	HD: d6 Skill Points: 4 Attack: Wizard Good Save: Fort, Will Weap: Simple, Firearms Armor: - Class Lvs: 10	Int: Alchemy, Appraise, Craft, Disable Device, Know (arcana), Know (architecture & engineering), Know (religion), Scry, Spellcraft. Con: Concentrate.	1 st : +1 Caster Level. Create a 'Gondsman', a Small or Medium-sized Construct that is bonded to you like a familiar & is useful as an assistant & bodyguard. It has (your Class level + 3) Hit Dice, and gets more powerful as you go up in level. If destroyed, you can make another. 2 nd : +1 Caster Level. When working with mechanics, technology, or explosives, gain a +2 Competence bonus to Alchemy, Appraise, Craft, Disable Device, Knowledge, & Open Lock checks.
Tempest (master of fighting with two weapons) (MotW p72)	Base Attack Bonus: +9. Feats: Dodge, Mobility, Spring Attack, (Ambidexterity & Two-Weapon Fighting) –or– Ranger Two-Weapon style, Weapon Finesse (any) –or– Weapon Focus (any). Min Lvl: Ftr9, Rgr9, Bbn15, Brd15, Clr15, Drd15, Mnk15, Pal15, Rog15, Sor18, Wiz18.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Dex: Ride. Wis: Listen, Wilderness Lore. Cha: Intimidate.	1 st : Gain Feat: <u>Improved Two-Weapon Fighting</u> when wearing no armor or light armor & fighting with two weapons (i.e., not a double weapon). This feat gives a 2 nd off-hand attack at -5. 2 nd : Gain Feat: <u>Off-Hand Parry</u> . This feat gives +2 dodge bonus to AC if you do not attack with your off-hand weapon, but still take the attack penalty for two-weapon fighting.
Templar (defender of a patron deity's temples) (DotF p72)	Base Attack Bonus: +5. Know (religion): 8 ranks. Feats: Endurance, Weapon Focus (patron deity's favored weapon) Min Lvl: Pal5, Brd7, Clr7, Wiz10, Bbn13, Ftr13, Mnk13, Rgr13, Rog13, Sor13.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump, Swim. Int: Craft, Know (religion). Wis: Heal, Profession. Con: Concentrate.	1 st : Gain Feat: <u>Weapon Specialization (patron deity's favored weapon)</u> . If you make a Will save against a spell whose description says "Will partial" or a Fortitude save that says "Fortitude half", actually take no effect at all (i.e., 'evasion' for Will & Fortitude) Gain Wisdom-based Prepared Divine spells from the <u>Templar Spell List</u> . 2 nd : Smite – Make an attack at +4 to hit. If successful, add Class Level to the damage. Usable once per day.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Temple Raider of Olidammara (specialty templar of the Deity of Theft) (S&S p16)	Patron: Olidammara Alignment: CG, CN, CE. Base Attack Bonus: +5. Disable Device: 4 ranks. Open Lock: 4 ranks. Search: 8 ranks. Min Lvl: Rgr5, Rog7, Bbn13, Brd13, Clr13, Ftr13, Sor13, Wiz13.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: Simple + Rapier Armor: Light, Medium Class Lvs: 10	Str: Climb, Jump. Dex: Hide, Move Silently, Open Lock, Tumble, Use Rope. Int: Appraise, Craft, Disable Device, Search. Wis: Listen, Spot. Cha: Use Magic Device.	1 st : Gain a rogues' ability with traps, such as being able to detect & disarm magical ones. Gain Wisdom-based Prepared Divine spells from the <u>Temple Raider of Olidammara Spell List</u> . Choose two of Olidammara's domains (Chaos, Luck, & Trickery). You may prepare 1 of the domain spells for every level you can cast. You do <u>not</u> gain the domain's granted power. 2 nd : Sneak attack +1d6.
Thayan Knight (soldiers trained to protect Red Wizards) (LoD p64)	Race: Human from Thay Base Attack Bonus: +5. Intimidate: 2 ranks. Know (arcana): 8 ranks. Know (Thay): 2 ranks. Feats: Iron Will, Weapon Focus (Longsword). Must have sworn allegiance to the Red Wizards. Cannot be a slave. Min Lvl: Brd7, Clr7, Mnk7, Wiz10, Bbn13, Ftr13, Pal13, Rog13, Sor13.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 5	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know (arcana), Know (Thay). Wis: Innuendo, Profession, Spot. Char: Bluff, Gather Info., Handle Animal, Intimidate.	1 st : +2 Morale bonus on saves vs. Fear effects <u>not</u> cast by a Red Wizard. +1 Morale bonus on saves vs. Charm effects <u>not</u> cast by a Red Wizard. Receives a tattoo on the forehead or back which gives +2 Resistance bonus on Reflex saves, but causes you to fail all saves vs. mind-related spells cast by a Red Wizard. If visible, this tattoo gives a +2 Morale bonus on Intimidate skill checks. 2 nd : +2 Morale bonus on attacks & damage against anyone that has attacked a Red Wizard.
Thief-Acrobat (thief specially trained in tightropes, etc.) (S&S p18)	Alignment: NG, CG, N, CN, NE, CE. Balance: 8 ranks. Climb: 8 ranks. Jump: 8 ranks. Tumble: 8 ranks. Have the Evasion ability. Member in good standing of a thief's guild. Min Lvl: Mnk5, Rog5.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Fort Weap: Simple Armor: – Class Lvs: 10	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Tumble, Use Rope. Int: Appraise, Craft, Disable Device, Search. Wis: Innuendo. Cha: Perform.	1 st : You cannot use the special abilities listed in armor heavier than "light". You may stand-up from being prone as a free-action. Your jumping distance is no longer limited by your height. 2 nd : You may go your full movement while making balance checks. Gain Feat: <u>Improved Trip</u> .
Thrall of Demogorgon (servant of the Demon Prince who specializes in madness & touch attacks) (BoVD p67)	Alignment: CE. Base Attack Bonus: +5. Know (arcana): 2 ranks. Know (religion): 2 ranks. Know (any other): 2 ranks. Feats: Thrall to Demon, Willing Deformity. Able to cast 1 st level spells -or- +1d6 Sneak Attack. Undergo the initiation ritual. Min Lvl: Rgr5, Brd7, Clr7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Use Rope. Int: Know (any), Search. Wis: Intuit Direction, Profession, Sense Motive, Spot. Con: Concentrate. Cha: Bluff, Intimidate.	1 st : +1 Caster Level -or- a Bonus Feat. +1 Natural Armor. <i>Hypnotism</i> , except treated as a Gaze attack with a range of 30'. Will save vs. DC 10 + Class level + Charisma modifier to resist. Usable once per day. 2 nd : <i>Cause Fear</i> , except as a touch attack. Will save vs. DC 10 + Class level + Charisma modifier to resist. Usable three times per day.
Thrall of Graz'zt (servant of the Demon Prince who specializes in guile & betrayal) (BoVD p68)	Alignment: LE, NE, CE. Know (arcana): 5 ranks. Bluff: 2 ranks. Diplomacy: 2 ranks. Feats: Thrall to Demon, Violate Spell. Able to cast 3 rd level spells with the 'evil' descriptor. Undergo the initiation ritual. Min Lvl: Clr5, Wiz5, Sor6, Brd7, Drd9.	HD: d6 Skill Points: 4 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Dex: Hide, Move Silently, Open Lock, Pick Pocket. Int: Decipher Script, Know (any), Scry, Search, Spellcraft. Wis: Innuendo, Listen, Sense Motive, Spot. Con: Concentrate. Cha: Bluff, Diplomacy, Gather Info., Perform, Use Magical Device.	1 st : +1 Caster Level. <i>Charm Person</i> , at Class level. 2 nd : When casting a damage-dealing spell on any/all target that is Flat-Footed, the target takes +1d6 damage.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Thrall of Juiblex (servant of the Demon Prince who specializes in slime) (BoVD p70)	Alignment: LE, NE, CE. Base Fort Save: +6. Escape Artist: 5 ranks. Feats: Thrall to Demon, Willing Deformity. Must have been polymorphed or shapechanged (willing or otherwise) at least once. Undergo the initiation ritual. Min Lvl: Mnk6, Bbn7, Clr7, Drd7, Ftr7, Rgr7, Brd15, Rog15, Sor15, Wiz15.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: All Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump. Dex: Escape Artist, Move Silently. Int: Know (religion). Wis: Listen, Spot. Cha: Disguise, Intimidate.	1 st : Can coat your body with a layer of smelly slime at will. All creates with a sense of smell within 5' of you must make a Fortitude save vs. DC 10 + Class level + Constitution modifier or receive a –1 Circumstance penalty on attacks & skill checks while in the area. 2 nd : +2d6 Acid damage on an unarmed attack, 3/day. Once secreted, the slimy acid remains until used. The attack is considered armed.
Thrall of Orcus (servant of the Demon Prince who specializes in undead) (BoVD p71)	Alignment: LE, NE, CE. Base Attack Bonus: +4. Know (arcana): 2 ranks. Know (religion): 2 ranks. Feats: Thrall to Demon, Lichloved. Able to cast Necromancy spells. Undergo the initiation ritual. Min Lvl: Rgr4, Brd6, Clr6, Drd6, Sor8, Wiz8.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 10	Dex: Hide, Move Silently. Int: Craft, Know(any), Scry. Wis: Profession, Spot. Con: Concentrate. Cha: Bluff, Intimidate.	1 st : +1 Caster Level -or- a Bonus Feat. Can a cloud of stench at will. All creates with a sense of smell within 10' of you must make a Fortitude save vs. DC 10 + Class level + Constitution modifier or receive a –2 penalty on attacks, damage, ability checks, & skill checks for 1 round per Class level. Mindless undead within the cloud believe you are also undead. 2 nd : Cause Fear @ 10 th , usable 3/day.
Tiger Mask (agent & guard to a Rakshasa, who over time becomes an 'Outsider') (DR300 p64)	Alignment: LE. Diplomacy: 5 ranks. Gather Info: 8 ranks. Able to cast 2 nd level spells. Must speak Infernal. Must be accepted by a Rakshasa & survive the initiation ritual. Min Lvl: Clr13, Rgr13, Sor13, Wiz13.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 5	Dex: Hide, Move Silently. Int: Appraise, Craft. Wis: Listen, Profession, Sense Motive, Spot. Con: Concentrate. Cha: Bluff, Diplomacy, Disguise, Gather Info, Intimidate.	1 st : Arrow magnet – any arrow or bolt aimed at a target within 20' of you has a 50% of being aimed at you instead (ranged attack is resolved normally). This ability is negated if you have 50% or more Cover. Damage Reduction 5/+1 vs. arrows & bolts. 2 nd : +1 Caster Level. +2 bonus to Bluff & Disguise checks.
Tribal Protector (village protector specialized in fighting on home-ground & attacking the village's enemy) (S&F p35)	Race: Any <u>except</u> human, dwarf, elf, half-elf, gnome, or halfling. Base Attack: +5. Feats: Power Attack, Cleave, Great Cleave. Wilderness Lore: 4 ranks. Min Lvl: Ftr5, Bbn6, Pal6, Rgr6, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Ref. Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump. Dex: Hide, Move Silently. Int: Craft. Wis: Intuit Direction, Sense Motives, Wilderness Lore. Cha: Bluff, Intimidate.	1 st : Bonus Fighter Feat. You now have special training against your tribe's primary enemy. You receive +3 on Bluff & Sense Motive checks against them & +3 damage (under the same conditions as a Ranger's Favored Enemy). In your homeland, gain +2 to Hide, Intuit Direction, Move Silently, & Wilderness Lore checks. 2 nd : You may make an extra attack each round at your highest base by taking –2 on all attacks.
True Necromancer (a multi-classed arcane necromancer / divine follower of death) (T&B p69)	Alignment: LN, N, CN, LE, NE, CE. Know (arcana): 8 ranks. Know (religion): 8 ranks. Must have access to a Death Domain. Able to cast Divine spells, including <i>Animate Dead</i> . Able to cast Arcane spells, including <i>Spectral Hand</i> and <i>Vampiric Touch</i> . Min Lvl: Clr5 / Wiz3.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Int: Alchemy, Craft, Scry, Know (any), Search, Spellcraft. Wis: Profession. Con: Concentrate.	1 st : +1 Caster Level. Add Class Level to Cleric Level for purposes of Rebuking & Commanding Undead. Add <u>all</u> Caster Levels together for determining level of Necromancy & Death Domain spells. 2 nd : +1 Caster Level. <i>Desecrate</i> (PH p192) in a 20' radius around you at all times.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Truth Seeker (a psionic who is trained to work in pairs to discover hidden truths) (DR281 p40)	Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +5. Diplomacy: 8 ranks. Sense Motive: 4 ranks. Feats: Improved Unarmed Strike, Combat Reflexes, Dual Strike. Min Lvl: Pal5, Brd7, Clr7, Drd7, Mnk7, Rog7, Bbn13, Ftr13, Rgr13, Sor13, Wiz13.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: Simple Armor: – Class Lvs: 10	Int: Forgery, Know (local), Know (nobility), Know (psionics), Psicraft. Wis: Listen, Sense Motive. Con: Concentrate. Cha: Disguise, Diplomacy.	1 st : Progress in the unarmed damage & unarmed attack rate table by adding Class Level to Monk Level. If you do not have Monk levels, progress at your Class Level. Psionics – Clairsentient & Telepathic powers. <i>Lesser Mind Link</i> , Class Level times per day for 1 minute per Class Level. Moral bonuses & penalties bleed through the connection. 2 nd : When using <i>Lesser Mind Link</i> , gain a +1 Insight bonus to AC.
Ur-Priest (hate deities, but know how to 'steal' clerical spells from them) (BoVD p72)	Alignment: LE, NE, CE. Base Fort Save: +3. Base Will Save: +3. Bluff: 5 ranks. Know (arcana): 5 ranks. Know (religion): 8 ranks. Know (the planes): 5 ranks. Spellcraft: 8 ranks. Feats: Iron Will, Malign Spell Focus. Must renounce (i.e., forever loose) any divine spell-casting ability. Trained by an Ur-Priest. Min Lvl: Clr7, Brd9, Wiz9, Bbn13, Drd13, Ftr13, Mnk13, Rgr13, Rog13, Sor13.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: Simple Armor: – Class Lvs: 10	Int: Craft, Know(arcana), Know(religion), Know(the planes), Scry, Spellcraft. Wis: Profession. Con: Concentrate. Cha: Bluff.	1 st : Gain Prepared Wisdom-based Divine spells from the Cleric spell-list. These spells are 'taken', not prayed-for. An Ur-Priest goes not gain Domains & cannot spontaneously convert spells for healing or damage. Spells are cast at Class level + ½ other caster levels (not counting any Cleric levels). 2 nd : Rebuke/Command Undead, at Class level.
Vengeance Sworn (one who tries to defeat dragons through pure rage, giving them bonuses & immunities against dragon abilities) (DR296 p33)	Base Attack Bonus: +6. Intimidate: 5 ranks. Know (arcana): 5 ranks. Search: 8 ranks. Wilderness Lore: 5 ranks. Feats: Ambidexterity, Two-Weapon Fighting, Expertise. Able to Rage. Able to cast 1 st level Divine spells. A dragon must have killed someone close to you. Min Lvl: Rgr5 / Bbn1.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: Light, Medium Class Lvs: 10	Str: Climb, Jump. Dex: Hide, Ride. Int: Craft, Know (any). Wis: Intuit Direction, Listen, Wilderness Lore. Cha: Handle Animal, Intimidate.	1 st : Immune to the Fearful Aura of Dragons. All allies within 10' gain a +4 Morale bonus on saves vs. fear. If you have the Paladin ability 'Aura of Courage', all allies within 10' are immune to the Fearful Aura. 2 nd : +1 Divine Caster Level.
Verdant Lord (specialist in plants who eventually becomes a 'Plant') (MotW p73)	Alignment: LG, NG, CG, LN, N, CN. Prof. (herbalist): 8 ranks. Wilderness Lore: 8 ranks. Feats: Plant Control, Plant Defiance. Able to cast <i>Detect Animals and Plants</i> , <i>Speak with Plants</i> , & <i>Control Plants</i> . Min Lvl: Drd7, Rgr11, Clr(plant)13.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10	Str: Climb, Swim. Dex: Hide. Int: Craft, Know (nature), Scry, Spellcraft. Wis: Heal, Intuit Direction, Listen, Wilderness Lore. Con: Concentrate. Cha: Animal Empathy, Diplomacy, Disguise, Handle Animal.	1 st : +1 Caster Level. Gain Feat: Create Infusion . 2 nd : +1 Caster Level. May automatically identify the spell & level of any Infusion. Gain +(Class level) bonus to Profession (herbalist) & Wilderness Lore checks related to plants. Can substitute 4 hours of sunlight for food, but still needs water.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Vermin Lord (expert in vermin who gains chitin armor, mandibles, wings, and vermin servants) (BoVD p73)	Alignment: LE, NE, CE. Hide: 3 ranks. Know (nature): 2 ranks. Move Silently: 3 ranks. Feats: Verminfriend. Must be able to cast <i>Giant Vermin</i> . Must be 'ordained' by an intelligent evil pseudo-vermin creature, such as a drider, etc. Min Lvl: Clr7, Drd7.	HD: d6 Skill Points: 4 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Str: Climb. Dex: Hide, Move Silently, Pick Pocket. Int: Know(nature), Search, Spellcraft. Wis: Listen, Spot. Con: Concentrate. Cha: Bluff, Perform.	1 st : +1 Caster Level. +1 Natural Armor. Gain a 1HD Vermin Familiar, in addition to any other familiar you may already have. 2 nd : Grow mandibles at will. On a successful bite attack (which does 1hp damage), you may start a grapple without generating an attack of opportunity. If successful, you may drink 2d6 hp of blood from you opponent each round that the grapple is maintained.
Vigilante (focuses on solving crime) (S&S p20)	Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +4. Gather Info.: 8 ranks. Intimidate: 8 ranks. Search: 8 ranks. Sense Motive: 8 ranks. Feats: Alertness. Min Lvl: Brd6, Rog6, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Pal13, Rgr13, Sor13, Wiz13.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: Simple, Martial, Net Armor: – Class Lvs: 10	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Tumble, Use Rope. Int: Craft, Disable Device, Search. Wis: Innuendo, Sense Motive. Cha: Disguise, Intimidate, Perform.	1 st : <i>Detect Evil</i> , at will. Gain Charisma-based Impromptu Arcane spells from the Vigilante Spell List . 2 nd : You get an automatic Search check when passing within 5' of a clue to a crime you know about as long as it is no more than a week old. On your "home turf", gain a +2 Circumstance bonus to Innuendo & Gather Info checks. It takes one month to make a new area your "home turf" (which negates your old one).

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Virtuoso (a specialist with bardic music who learns advanced songs, like those that jamming spellcasting, keening weapons, etc.) (S&S p23)	Perform: 10 ranks. Intimidate –or– Diplomacy: 6 ranks. Able to cast 0 th level Arcane spells. Min Lvl: Brd7, Sor17, Wiz17.	HD: d6 Skill Points: 4 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Str: Jump. Dex: Balance, Escape Artist, Tumble. Int: Craft, Spellcraft. Con: Concentrate. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Perform.	1 st : +1 Caster Level. Bardic Music – Able to do 1 magical musical effect per level per day (stacks with Bard levels). Each has a minimum number of ranks in Perform needed to make the effect, which are: – Inspire Courage (min Perform 3 ranks) – +1 Morale bonus to attack & weapon damage & +2 Morale bonus on saves vs. Charm & Fear effects. Lasts for duration of performance + 5 rounds. – Countersong (min Perform 3 ranks) – Any ally within 30’ of the Bard may use the higher of their own saving throw or the Bard’s Perform check vs. Sonic or Language-Dependant spell effects. Lasts for duration of performance up to 10 rounds. – Fascinate (min Perform 3 ranks) – 1 target within 90’ who can see & hear the Bard must make an opposed Will save vs. the Bard’s Performance check. If it fails, the target quietly enjoys the performance while the Bard concentrates on it, up to 1rnd/lvl. During the performance, the target has a –4 penalty on Spot & Listen checks. Any actions that might concern the target allow it a new contested roll, while out-right threatening situations break the effect. – Inspire Competence (min Perform 6 ranks) – One ally within 30’ gains a +2 Competence bonus on a skill check. Lasts for the duration of the performance, up to 2 minutes. – Suggestion (min Perform 9 ranks) – A target under the effect of ‘Fascinate’ can be given a suggestion that it will follow if it fails a Will save vs. DC 13 + the Bard’s Charisma modifier. This does not count against the Bard’s uses per day. – Inspire Greatness (min Perform 12 ranks) – 1 ally + 1 per 3 (Bard + Virtuoso) levels above 9 th within 30’ can be inspired by listening for a Full Round. Each receives +2HD (2d10+Con modifier temporary hit points), +2 Competence bonus on attacks, & +1 Competence bonus on Fortitude saves. Lasts for the duration of the performance + 5 rounds. – Sustaining Song (min Perform 11 ranks) – All allies within hearing distance who are at negative hit points stop losing hp (though that don’t stabilize). Lasts for the duration of the performance, up to 5 minutes. Bardic Knowledge – Make a Intelligence modifier + (Bard + Virtuoso) level check to remember stories & gossip on a given topic. DC’s are 10 for common knowledge up to 30 for something extremely obscure. 2 nd : +1 Caster Level.
Waker of the Beast (Apocalypse Cult member dedicated to waking the Tarrasque, who over time becomes a ‘Monstrous Humanoid’) (DR296 p51)	Race: Humanoid or Monstrous Humanoid Alignment: LE, NE, CE. Base Attack Bonus: +7. Feats: Power Attack, Toughness. Min Lvl: Bbn7, Ftr7, Rgr7, Brd10, Clr10, Drd10, Mnk10, Rog10, Sor14, Wiz14.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 5	Str: Climb. Int: Craft. Wis: Listen, Spot, Wilderness Lore. Cha: Intimidate.	1 st : +1 Natural Armor. Learn where the Tarrasque is sleeping during your dreams & become drawn to it. When within 1 mile of its sleeping place, you can chant, which has a Class level percent chance per month of awaking the Tarrasque. Multiple Wakers of the Beast can join hands during the chant to combine their chances of waking the beast. 2 nd : +2 Strength. –2 Intelligence.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features																
War Wizard of Cormyr (battle field wizard who eventually learn to enlarge spells on-the-fly) (MoF p40)	Alignment: LG, NG, LN, N. Spellcraft: 10 ranks. Feats: Enlarge Spell, Widen Spell, Martial Weapon Proficiency (any). Able to cast 4 th level Arcane Spells. Min Lvl: Wiz7, Sor8, Brd10.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: – Armor: – Class Lvs: 5	Int: Craft, Know (any), Scry, Spellcraft. Wis: Profession. Con: Concentrate.	1 st : +1 Caster Level. Gain <u>Feat: Weapon Focus (martial weapon of choice)</u> . 2 nd : +1 Caster Level. Gain a Metamagic Feat.																
Warmaster (trained general) (S&F p37)	Alignment: LG, NG, LN, N. Base Attack: +7. Feats: Leadership, Weapon Specialization (any). Proficiency in any Martial weapon. Diplomacy: 5 ranks. Min Lvl: Ftr7.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvs: 10	Dex: Ride. Int: Craft, Know (any). Wis: Profession. Cha: Bluff, Diplomacy, Intimidate, Sense Motives	1 st : +4 on Diplomacy checks with other Warmasters. Gain 1 effective level with regards to your <u>Feat: Leadership</u> . 2 nd : Use <i>Inspire Courage</i> (PH p28) for Charisma bonus rounds, Class Level times per day.																
Warpriest (a cleric trained to lead soldiers into battle) (DotF p74)	Base Attack Bonus: +5. Diplomacy: 5 ranks. Sense Motive: 5 ranks. Feats: Combat Casting, Leadership. Access to at least one of the following Clerical Domains: Destruction, Protection, Strength, or War. Able to channel positive or negative energy. Min Lvl: Clr7.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Swim. Dex: Ride. Int: Craft, Know (war), Spellcraft. Wis: Sense Motive. Con: Concentrate. Cha: Diplomacy, Handle Animals.	1 st : Gain the Glory Prestige Domain, if you channel positive energy, or the Domination Prestige Domain, if you channel negative energy. As a standard action, all allies within 60' who are under a Fear effect gain a new saving throw, with a Morale bonus equal to your Class Level. Cannot be used if you are under a Fear effect. 2 nd : +1 Divine Caster Level. By making a 5 minute speech before battle, all listeners gain a +2 Morale bonus for Saving Throws against Fear & Charm effects. Lasts for 5 minutes + 1 per Class Level. You also get the bonus.																
Warrior of Darkness (villain who uses dark alchemy & ritualistic scarring to gain greater personal ability as a combatant) (BoVD p75)	Alignment: LE, NE, CE. Base Attack Bonus: +5. Alchemy: 3 ranks. Know (arcana): 3 ranks. Spellcraft: 1 rank. Feats: Iron Will. Must be able to speak Abyssal or Infernal. Must research and perform the initiation ritual alone. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvs: 10	Str: Climb, Jump. Dex: Hide, Move Silently, Ride. Int: Alchemy, Know(arcana), Know(the planes), Scry, Spellcraft. Con: Concentrate. Cha: Bluff.	1 st : Through alchemical experimentation, gain a single ability, which can be chosen from the following list if your Class Level + Charisma modifier is greater than or equal to the 'rank' <table border="0"> <tr> <td><u>Rank</u></td> <td><u>Secret</u></td> </tr> <tr> <td>2-</td> <td>Gain <u>Feat: Blind-Fight</u>.</td> </tr> <tr> <td>3-4</td> <td>Gain <u>Feat: Combat Reflexes</u>.</td> </tr> <tr> <td>5-6</td> <td>+1 Natural Armor.</td> </tr> <tr> <td>7-8</td> <td>+1 Inherent bonus to Strength, Constitution, or Dexterity.</td> </tr> <tr> <td>9</td> <td>+10' Inherent bonus to movement.</td> </tr> <tr> <td>10</td> <td>+2d6 damage against good creatures, 3/day.</td> </tr> <tr> <td>11+</td> <td>Able to take a Full-Round action <u>and</u> a Move-Equivalent action in the same round, 3/day</td> </tr> </table> 2 nd : By spending 3 rounds applying a 50gp substance to a weapon, it gain a bonus for 1 hour per Class level, but only usable by the caster. If non-magical, the weapon gains a +1 Enhancement bonus. Otherwise, it gain one a +1 equivalent weapon bonus, such as 'Keen', 'Ghost-Touch', or 'Flaming'. A weapon may only have one bonus at a time.	<u>Rank</u>	<u>Secret</u>	2-	Gain <u>Feat: Blind-Fight</u> .	3-4	Gain <u>Feat: Combat Reflexes</u> .	5-6	+1 Natural Armor.	7-8	+1 Inherent bonus to Strength, Constitution, or Dexterity.	9	+10' Inherent bonus to movement.	10	+2d6 damage against good creatures, 3/day.	11+	Able to take a Full-Round action <u>and</u> a Move-Equivalent action in the same round, 3/day
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Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Watch Detective (specially trained to solve crimes) (MotW p75)</p>	<p>Alignment: LG, NG, CG, LN, N, CN. Gather Info.: 4 ranks. Know (any): 4 ranks. Search: 8 ranks. Feats: Track. Must Vow to follow the 'Rules of Evidence'. Min Lvl: Rgr5, Rog5, Bbn13, Brd13, Clr13, Drd13, Ftr13, Mnk13, Pal13, Sor13, Wiz13.</p>	<p>HD: d8 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: Simple Armor: Light Class Lvs: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Open Lock, Ride, Use Rope. Int: Appraise, Craft, Disable Device, Forgery, Know (any), Search. Wis: Heal, Innuendo, Intuit Direction, Listen, Profession, Sense Motives, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate.</p>	<p>1st: +2 Insight bonus to Listen, Search, Sense Motive, & Spot checks. 2nd: Gain Feat: <u>Expertise</u>. Designate a Knowledge skill (such as Know (nature)). From now on, you gain a +Class level bonus to all checks with that skill. By interviewing witnesses & making a Gather Information check vs. DC 15, you can create a profile of the perpetrator. This allows you try to draw the perpetrator (assuming the witnesses got a good enough look) by making a Craft (painting) check, and you gain a +2 Insight bonus on Gather Information checks when dealing with other witnesses & people who know the perpetrator.</p>
<p>Waveservant (specialty priest of the evil Deity of the Sea, who gains features of sea creatures, such a jellyfish poison & a shark's nose for blood, as he goes up in level) (F&P p209)</p>	<p>Patron: Umberlee. Base Attack Bonus: +5. Intimidate: 4 ranks. Intuit Direction: 3 ranks. Know (nature): 4 ranks. Swim: 4 ranks. Feats: Endurance, Weapon Focus (Trident). Clerics must have access to the Ocean Domain. Able to cast 2nd level Divine spells. Peaceful contact with a representative of the watery realms. Min Lvl: Clr7, Rgr8.</p>	<p>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: – Armor: – Class Lvs: 10</p>	<p>Str: Swim. Dex: Ride. Int: Craft, Know (war), Spellcraft. Wis: Sense Motive. Con: Concentrate. Cha: Diplomacy, Handle Animals.</p>	<p>1st: +1 Divine Caster Level. All Ocean Domain spells are added to your Divine spell list at the same level. Gain Waterbreathing. Swim speed 30', able to 'run' when swimming, gain a +8 bonus on Swim checks, & can always 'Take 10'. When Rebuking / Controlling undead who are at least half immersed in water -or- if you are half immersed in water, gain a +4 on your 'Turning Damage' roll. 2nd: +1 Divine Caster Level. When in water, you are treated as having <i>Freedom of Movement</i> with regards to moving, attacking, & spellcasting.</p>
<p>Wayfarer Guide (teleport specialist) (T&B p70)</p>	<p>Know (arcana): 10 ranks. Know (geography): 10 ranks. Feats: Sanctum Spell, Skill Focus (Know (geography)). Able to cast <i>Teleport</i>. Join the Wayfarers' Union. Min Lvl: Wiz9, Clr(portal,travel)17, Sor17.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 3</p>	<p>Int: Alchemy, Craft, Know (any), Scry, Spellcraft. Wis: Profession. Con: Concentrate. Speak Language.</p>	<p>1st: +1 Caster Level. You can now <i>Teleport</i> 100 pounds per level, instead of 50. 2nd: One extra <i>Teleport</i> per day.</p>
<p>Weapon Master (specialist with a specific weapon) (S&F p38) (S&Fe)+</p>	<p>Base Attack: +5. Feats: Dodge, Mobility, Combat Reflexes, Expertise, Weapon Focus (preferred weapon), Whirlwind Attack. Intimidate: 4 ranks. Own a Masterwork version of your preferred weapon. Min Lvl: Ftr6, Bbn15, Brd15, Clr15, Drd15, Mnk15, Pal15, Rgr15, Rog15, Sor15, Wiz15.</p>	<p>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Ref Weap: – Armor: – Class Lvs: 10</p>	<p>Int: Know (weaponry). Wis: Listen, Spot, Sense Motives. Cha: Intimidate</p>	<p><u>Monks may freely crossclass.</u> 1st: On a successful attack with your preferred weapon, do maximum normal damage. Usable once a day per Class Level. 2nd: Increase the critical multiplier for your preferred weapon by 1. Usable once per day.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Wearer of Purple (ruling cadre of the Cult of the Dragon, who are responsible for wooing dragons and turning them into dracoliches) (F&P p210)	Alignment: LE, NE, CE. Base Will Save: +5. Alchemy: 5 ranks. Diplomacy: 4 ranks. Know (arcana): 8 ranks. Know (local): 3 ranks. Feats: Iron Will, Spell Focus (Necromancy). Able to cast a Necromancy spell. Able to speak Draconic. Made contact with an Evil Dragon or a Dracolich. Min Lvl: Brd6, Sor6, Wiz6, Clr7, Drd13, Rgr15.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Will Weap: – Armor: – Class Lvs: 10	Dex: Ride. Int: Appraise, , Know (arcana), Scry. Cha: Diplomacy, Gather Info.	1 st : +1 Caster Level. Gain Energy Resistance 5 to one energy type (Acid, Cold, Electricity, Fire, or Sonic). 2 nd : +1 Caster Level. Able to ride dragons without the standard penalty for a 'non-standard' mount.
Weightless Foot (warriors who learn to ignore gravity) (DR289 p51)	Alignment: LG, NG, LN, N. Base Attack: +4. Base Reflex Save: +2. Balance: 8 ranks. Climb: 4 ranks. Concentration: 4 ranks. Jump: 6 ranks. Feats: Dodge, Iron Will, Mobility, Point Blank Shot. Must have the Evasion ability Min Lvl: Mnk9, Rog9.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Ref, Will Weap: Simple, Martial. Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Search. Wis: Listen, Spot. Con: Concentrate. Cha: Diplomacy, Taijutsu Focus.	<u>Monks may freely crossclass.</u> 1 st : Jumping distance is no longer limited by height. Slow Fall (20') – You can negate 20' of falling as long as you are within arm's length of a wall. This does <u>not</u> stack with the monk ability of the same name. 2 nd : Gain <u>Feat: Spring Attack</u> . +10 Competence bonus on Move Silent checks & can always 'take 10' on Move Silent checks.
Wild Scout (outdoorsman that learns everything about his "home turf", which gets larger as he gains levels) (SM p117)	Base Attack: +5. Hide: 8 ranks. Intuit Direction: 4 ranks. Know (nature): 4 ranks. Move Silently: 4 ranks. Feats: Endurance, Track. Min Lvl: Rgr5, Brd7, Clr(trick)7, Mnk7, Rog7, Bbn13, Drd13, Ftr13, Pal13, Sor13, Wiz13.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort Weap: Simple, Martial. Armor: Light, Shields Class Lvs: 10	Str: Climb, Jump. Dex: Hide, Move Silently. Wis: Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Animal Empathy, Handle Animal.	1 st : You have no penalty to track at normal speed. Designate a 10 mile by 10 mile area as your "home turf". While in this area, you have a +4 bonus on Animal Empathy, Hide, Intuit Direction, Move Silently, & Wilderness Lore checks. Gain one of the following feats: Forester, Resist Poison, Stealthy, Survivor, Toughness, Treetopper. 2 nd : Overland travel at 150% of you or your mount's base movement within your "home turf". Class level * Charisma modifier (min 1) others can benefit from this ability. <i>Nondetection</i> , at will within your "home turf" & in a rural area.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features																				
<p>Windrider (trained to ride any sort of creature, from Wyverns to Carrion Crawlers) (MotW p77)</p>	<p>Base Attack: +5. Handle Animal: 8 ranks. Know (nature): 6 ranks. Ride: 8 ranks. Feats: Mounted Combat. Must have a mount. Min Lvl: Rgr5, Bbn9, Ftr9, Pal9, Brd13, Clr13, Drd13, Mnk13, Rog13, Sor13, Wiz13.</p>	<p>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial. Armor: All Class Lvs: 10</p>	<p>Str: Jump. Dex: Balance, Ride. Int: Craft, Know (nature). Wis: Heal, Profession. Con: Concentrate. Cha: Diplomacy, Handle Animals.</p>	<p>1st: No penalty for riding an unusual mount of 4HD or less. Able to train <u>any</u> creature with an Intelligence of 2 or less as a mount by making a Handle Animal check vs. DC 25 + the creature's HD. Gain Wisdom-based Prepared Divine spells from the <u>Windrider Spell List</u>. Able to compare two mounts of the same type and determine which is "better". After spending three days bonding with a willing mount, it gains the following benefits base on the Class level:</p> <table border="1"> <thead> <tr> <th>Lvl</th> <th>Bonus HD</th> <th>Natural Armor</th> <th>Bonus Str</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>+2d8</td> <td>+4</td> <td>+2</td> </tr> <tr> <td>4-6</td> <td>+4d8</td> <td>+6</td> <td>+2</td> </tr> <tr> <td>7-9</td> <td>+6d8</td> <td>+8</td> <td>+4</td> </tr> <tr> <td>10</td> <td>+8d8</td> <td>+10</td> <td>+4</td> </tr> </tbody> </table> <p>Also gain an 'empathic link' with the mount. If the mount is released, it loses all bonuses. +2 Competence bonus on Ride checks to avoid being unseated. 2nd: Each round as a Standard Action, you may help your mount by: a) making an attack vs. DC 10 to give +4 attack; b) making an attack vs. DC 10 to give a +4 AC bonus; c) making a skill check vs. DC 10 to give a +4 bonus on the mount's check vs. that skill; d) making an ability check vs. DC 10 to give a +4 bonus on the mount's check vs. that ability; or e) giving it a +10' Competence bonus to movement. After a month of training, the mount gains a bonus feat that it qualifies for from the following list: Alertness, Blind-Fight, Combat Reflexes, Dodge, Dragon's Toughness, Dwarf's Toughness, Endurance, Flyby Attack, Giant's Toughness, Great Fortitude, Hover, Improved Critical, Improved Flight, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Run, Snatch, Toughness, Weapon Finesse, Weapon Focus, Wingover. Optionally: Blind-Sight 5' radius, Close Quarter Fighting, Dirty Fighting, Dual Strike, Improved Overrun, Power Lunge, Dash, Extra Smiting?, & Fleet of Foot.</p>	Lvl	Bonus HD	Natural Armor	Bonus Str	1-3	+2d8	+4	+2	4-6	+4d8	+6	+2	7-9	+6d8	+8	+4	10	+8d8	+10	+4
Lvl	Bonus HD	Natural Armor	Bonus Str																					
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4-6	+4d8	+6	+2																					
7-9	+6d8	+8	+4																					
10	+8d8	+10	+4																					
<p>Windsinger (knows the songs of the sea, which allow control of the winds & water, and knowledge of things in contact with the sea) (DR294 p52)</p>	<p>Perform: 10 ranks (must include Song, Ballad, or Chant). Know (nature): 5 ranks. Able to cast 0th level Arcane spells. Must have survived a great trial at sea, such as being marooned. Min Lvl: Brd7, Sor17, Wiz17.</p>	<p>HD: d8 Skill Points: 4 Attack: Fighter Good Save: Will Weap: Martial Armor: Light Class Lvs: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Ride, Use Rope. Int: Craft, Know (geography), Know (nature). Wis: Intuit Direction, Profession, Sense Motive, Spot. Con: Concentrate. Cha: Diplomacy, Perform.</p>	<p>1st: Windsongs – Able to do 1 windsong use per level per day (stacks with Bard levels). Each song has a minimum number of ranks in Perform needed to make the effect. – Bolster the Wind (min Perform 11 ranks) – The winds within 1,000' are increased by one category (light→moderate→strong, etc.) & can be adjusted by 90 degrees in either direction. Lasts for duration of performance + 30 minutes. Consumes 3 uses. 2nd: – Sailor's Fate (min Perform 12 ranks) – Cast <i>Divination</i> at (Class + Bard) level. Target must be aboard a ship. Requires 10 minutes of performing to activate. Consumes 3 uses. Can only be sung once per day.</p>																				

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Windwalker (specialty priest of the Deity of the Winds, who eventually gains the ability to walk on air & even fly) (F&P p212)	Patron: Shaundakul. Race: Human, Half-Elf, Air Genasi. Base Attack Bonus: +5. Hide: 5 ranks. Intuit Direction: 5 ranks. Move Silently: 5 ranks. Wilderness Lore: 5 ranks. Feats: Lightning Reflexes, Weapon Focus(Greatsword), Track. Able to cast Divine spells. Clerics must have access to the Air or Travel Domains. Must have flown for at least 1 hour (by magic, mount, etc.). Min Lvl: Rgr5, Clr9.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Will Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride. Int: Know (nature), Know (religion), Search. Wis: Heal, Intuit Direction, Spot, Wilderness Lore. Con: Concentrate. Cha: Diplomacy.	1 st : +1 Divine Caster Level. Spells on the Air & Travel Domain list are added to your Divine spell list at the same level. <i>Feather Fall (self only)</i> , as needed. 2 nd : +1 Divine Caster Level. Gain Cold Resistance 5.
Wolflord (Animal Lord specialized in dogs & wolves) (MotW p43)	Alignment: NG, LN, N, CN, NE. Animal Empathy: 6 ranks. Wilderness Lore: 8 ranks. Hide: 2 ranks. Feats: Animal Defiance, Animal Control, Expertise. Able to cast <i>Detect Animals or Plants, Speak with Animals</i> , and <i>Animal Friendship</i> . Min Lvl: Drd6, Rgr6.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref Weap: – Armor: – Class Lvs: 10	Str: Climb, Jump, Swim. Dex: Hide. Int: Know (nature), Spellcraft. Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore. Cha: Animal Empathy, Handle Animal.	1 st : Dogs & wolves are automatically friendly to you. Able to have twice your Class level in dog & wolf companions. Sense dogs & wolves within your Class level squared miles. Gain Wisdom-based Prepared Divine spells from the <u>Animal Lord Spell List</u> . 2 nd : Speak with dogs & wolves at will. Gain the Scent special ability.
Xaostict (Faction that lives for chaos) (DR287 p52)	Alignment: CG, CN, CE. Base Attack Bonus: +4. Base Fortitude Save: +2. Base Reflex Save: +2. Base Will Save: +2. Min Lvl: Bbn6, Brd6, Clr6, Drd6, Ftr6, Rgr6, Rog6, Sor8, Wiz8.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Ref Weap: Simple, Martial Armor: All Class Lvs: 10	Int: Craft, Decipher Script, Forgery, Know (any), Read Lips, Search. Wis: Innuendo, Sense Motive. Cha: Bluff, Diplomacy, Gather Info., Intimidate, Use Magical Device.	1 st : <i>Nondetection</i> (PH p232), at Character Level. Applies only to Lawful casters. Usable at will. Immune to Illusion (Pattern) spells. +3 on saves vs. spells with the “Lawful” designator. <i>Random Action</i> (PH p242), as a touch attack. Subject gets a Will save vs. DC 10 + Class Level + Charisma bonus. Effect anything (including undead) not protected by <i>Protection from Chaos</i> . Usable 3 + Charisma bonus times per day. 2 nd : All sounds within 10’ are garbled, preventing spells from being cast, sonic attacks from causing damage, etc. There is no saving throw & no Spell Resistance check. Usable 3 + Charisma bonus times per day.
Zerth Cenobite (martial artists trained to perceive time, allowing them to look a little forward) (DR281 p33)	Alignment: LG, LN, LE. Base Attack Bonus: +5. Know (the planes): 8 ranks Feats: Improved Unarmed Strike, Deflect Arrows, Dodge, Mobility. Must find the Monastery of Zerth’Ad’Lum in Limbo & be accepted by a sensei. Min Lvl: Wiz9, Clr13, Drd13, Ftr13, Mnk13, Pal13, Rgr13, Rog13, Sor13.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref, Will Weap: Monk Armor: – Class Lvs: 10	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know (outer planes). Wis: Listen, Profession. Con: Concentrate. Cha: Diplomacy, Perform.	<u>Monks may freely crossclass.</u> 1 st : Progress in the Monk movement, unarmed damage, unarmed attack rate table by adding Class Level to Monk Level. If you do not have Monk levels, progress at your Class Level. You may reroll one roll per day, though you must keep the second roll. 2 nd : +1 Insight bonus to attacks.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features																						
Zhentarim Skymage (a caster specialized in riding monstrous, flying creatures) (LoD p102)	<p>Diplomacy: 2 ranks. Handle Animal: 2 ranks. Know (geography): 2 ranks. Ride: 2 ranks. Scry: 3 ranks. Spellcraft: 4 ranks. Feats: Combat Casting, Iron Will, Mounted Combat. Able to cast <i>Detect Thoughts</i>, <i>Invisibility</i>, and <i>Suggestion</i>, plus a <i>Summon Monster</i> spell of 3rd level or higher. Must be a member in good standing with the Zhentarim. Min Lvl: Wiz5, Sor6, Brd7.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort. Weap: – Armor: – Class Lvs: 5</p>	<p>Dex: Balance, Ride. Int: Craft, Scry, Know (arcana), Know (geography), Spellcraft. Wis: Innuendo, Intuit Direction, Listen, Profession, Wilderness Lore. Con: Concentrate. Cha: Diplomacy, Handle Animal.</p>	<p>1st: +1 Caster Level. 2 spells on scrolls of any castable level. Gain a flying mount whose HD are no more than your Class Level + Charisma Bonus + 1: <table border="1"> <thead> <tr> <th>HD</th> <th>Mount</th> </tr> </thead> <tbody> <tr> <td>3</td> <td>Hippogriff</td> </tr> <tr> <td>4</td> <td>Dire Bat, Giant Eagle, Giant Owl, Sinister, Spider Eater</td> </tr> <tr> <td>5</td> <td>Peryton</td> </tr> <tr> <td>6</td> <td>Manticore, Nightmare</td> </tr> <tr> <td>7</td> <td>Griffon, Wyvern</td> </tr> <tr> <td>9</td> <td>Chimera, Dragonne, Hieracosphinx</td> </tr> <tr> <td>10</td> <td>Criosphinx</td> </tr> <tr> <td>12</td> <td>Yrthak</td> </tr> <tr> <td>18</td> <td>Roc</td> </tr> <tr> <td>varies</td> <td>Dragon</td> </tr> </tbody> </table> <p>2nd: +1 Caster Level. Gain Feat: <u>Craft Wand</u>. Gain one of the following feats: Flyby Attack, Mounted Archery, Ride-By Attack, Spirited Charge, or Trample</p> </p>	HD	Mount	3	Hippogriff	4	Dire Bat, Giant Eagle, Giant Owl, Sinister, Spider Eater	5	Peryton	6	Manticore, Nightmare	7	Griffon, Wyvern	9	Chimera, Dragonne, Hieracosphinx	10	Criosphinx	12	Yrthak	18	Roc	varies	Dragon
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10	Criosphinx																									
12	Yrthak																									
18	Roc																									
varies	Dragon																									

Prestige Class Spell Lists

Animal Lord Spell List

Prepared Divine spells based on Wisdom. (MotW p45)

Spells per Day by Level

Lv	1 st	2 nd	3 rd	4 th
1:	0	–	–	–
2:	1	–	–	–
3:	1	0	–	–
4:	1	1	–	–
5:	1	1	0	–
6:	1	1	1	–
7:	2	1	1	0
8:	2	1	1	1
9:	2	2	1	1
10:	2	2	2	1

1st Level

Alarm(PH p172) – Wards an area for 2 hours per level.

Animal Trick(MotW p82) – Animal companion performs a trick.

Calm Animals(PH p182) – Calms 2d4 +1 per level animals, beasts, and magical beasts.

Camouflage(MoF p83)(MotW p85) – +10 bonus on Hide checks.

Cure Light Wounds(PH p190) – Cures 1d8 +1/level damage (max +5).

Detect Animals or Plants(PH p192) – Detects species of animals or plants.

Pass without Trace(PH p234) – One subject per level leaves no tracks or scent trail for 10 min/level.

Purify Food and Drink(PH p241) – Purifies 1 cubic foot per level of food or water.

Speak with Animals(PH p254) – You may communicate with natural animals.

2nd Level

Adrenaline Surge(MotW p82) – Grants each of your summoned creatures +4 Str.

Animal Reduction(MotW p82) – Animal shrinks in size.

Cure Moderate Wounds(PH p190) – Cures 2d8 +1 per level (max. +10).

Animal Trance(PH p173) – Fascinates 2d6 HD of animals.

Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.

Hold Animal(PH p214) – Holds one animal helpless for 1 round per level.

Invisibility to Animals(PH p218) – Animals can't perceive one subject per level.

Nature's Favor(MotW p92) – Target animal gains attack and damage bonus of +1/two levels.

3rd Level

Cure Serious Wounds(PH p190) – Cures 3d8 + 1 per level (max. +15).

Embrace the Wild(MotW p87) – The caster gains an animal's senses and skills.

Lesser Restoration(PH p222) – Dispels magic ability penalty or repairs 1d4 ability damage.

Neutralize Poison(PH p232) – Detoxifies venom in or on subject.

Protection from Elements(PH p240) – Absorb 12 damage per level from on kind of energy.

Remove Disease(PH p244) – Cures all diseases affecting subject.

4th Level

Awaken(PH p177) – Animal or tree gains human intellect.

Note: Can be used with specialized animal only.

Animal Growth(PH p173) – One animal per two levels doubles in size & HD.

Note: Can be used with specialized animal only.

Commune with Nature(PH p186) – Learn about terrain for one mile per level.

Cure Critical Wounds(PH p190) – Cures 4d8 + 1 per level (max. +20).

Freedom of Movement(PH p207) – Subject moves normally despite impediments.

Arachnemancer Spell List

Prepared Arcane spells based on Intelligence. (DU84 p55)

1st Level

Cause Fear(PH p182) – One creature flees for 1d4 rounds.

Spider Climb(PH p255) – Grants ability to walk on walls & ceilings.

Spider Friendship(DU84 p55) – As *Animal Friendship*(PH p173), except it only works on monstrous spiders, and the spider's Int score is increased to 2 for the duration of the spell.

Summon Monstrous Spider I(DU84 p55) – As *Summon Monster I*(PH p258), except a Small Monstrous Spider is conjured and the duration is doubled to 2 rounds per level.

2nd Level

Spiderskin(DU84 p55) – As *Barkskin*(PH p177).

Summon Monstrous Spider II(DU84 p55) – As *Summon Monster II*(PH p258), except a Medium-size Monstrous Spider is conjured and the duration is doubled to 2 rounds per level.

Summon Spider Swarm(DU84 p55) – As *Summon Swarm*(PH p261), except conjured insects are spiders and cannot fly.

Web(PH p271) – Fills 10' cube per level with sticky spider webs.

3rd Level

Giant Vermin(PH p209) – Turns insects into giant vermin.

Neutralize Poison(PH p232) – Detoxifies venom in or on subject.

Poison(PH p236) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

Summon Monstrous Spider III(DU84 p55) – As *Summon Monster III*(PH p258), except a Large Monstrous Spider is conjured and the duration is doubled to 2 rounds per level.

4th Level

Spider Plague(DU84 p55) – As *Insect Plague*(PH p217), except conjured insects are spiders and cannot fly.

Summon Monstrous Spider IV(DU84 p55) – As *Summon Monster IV*(PH p258), except a Huge Monstrous Spider is conjured and the duration is doubled to 2 rounds per level.

Wall of Webs(DU84 p55) – As *Wall of Iron*(PH p270) (including hardness and hp), except the wall is twice as thick and made of non-flammable, concentrated webbing.

Assassin Spell List

Prepared Arcane spells based on Intelligence. (DMG p32) (MoF p68)+ (S&S p88)+ (BoVD p79)+

1st Level

Addiction(BoVD p84) – Subject becomes addicted to a drug.
Angry Ache(BoVD p85) – Subject takes –2 penalty on attack rolls.
Black Bag(BoVD p86) – Creates extradimensional bag filled with torture tools.
Change Self(PH p183) – Changes your appearance in basic ways (add or lose 1' of height, switch between fat & thin, etc.) for up to 10 min/level. Gives a +10 bonus on Disguise checks.
Death Grimace(BoVD p91) – Caster leaves a magical “calling card” on a corpse.
Detect Poison(PH p193) – Detects poison in one creature or small object.
Ghost Sound(PH p209) – Figment sounds.
Low-Light Vision(MoF p106) – See twice as far under current light.
Obscuring Mists(PH p233) – Fog surrounds you.
Silent Portal(MoF p117) – Negates sound from door or window.
Spider Climb(PH p255) – Grants ability to walk on walls & ceilings.
Spring Sheath(S&S p95) – For 10 minutes per level a touched sheath or strap can be released as a Free Action.
Stupor(BoVD p106)
 <Ench[mind], SM(puffball mushroom), 1Min, Touch, 1hr/lvl, FortNeg>
 – A Helpless target is put into a clouded, confused state where it will take no actions except following along where it is lead.

2nd Level

Alter Self(PH p172) – As *Change Self*, plus more drastic changes.
Darklight(BoVD p91) – Creates 5' radius area where all can see without light.
Darkness(PH p190) – 20' radius of supernatural darkness.
Getaway(S&S p92) – A pursuer who loses sight of you must make a Will save or have a 50% chance of going the wrong way. Lasts for 10 minutes per level in a 1 block per level area.
Pass without Trace(PH p234) – One subject per level leaves no tracks or scent trail for 10 min/level.
Sacrificial Skill(BoVD p103) – Caster gains +5 bonus to Knowledge (religion) checks made during a sacrifice.
Undetectable Alignment(PH p267) – Conceals alignment for 24 hours.

3rd Level

Absorb Weapon(S&S p89) – Effectively transform a weapon into a blotch on your arm for up to 1 hour per level. It can be restored as a weapon drawing action.
Deeper Darkness(PH p191) – Object sheds absolute darkness in 60' radius.
Invisibility(PH p217) – Subject is invisible for 10 minutes per level or until it attacks.

Masochism(BoVD p99) – For every 10 hp damage caster takes, he gains +1 on attacks, saves, and checks.
Misdirection(PH p230) – Misleads divinations for 1 creature or object.
Sadism(BoVD p103) – For every 10 hp damage caster deals, he gains +1 on attacks, saves, and checks.
Spider Poison(MoF p123) – Touch deals 1d6 Str damage, repeats in 1 minute.

4th Level

Dimension Door(PH p195) – Teleports you and up to 500 pounds to a location within 400' + 40' per level.
Flesh Armor(BoVD p96) – Caster gains DR 10/+1.
Freedom of Movement(PH p207) – Subject moves normally despite impediments.
Improved Invisibility(PH p217) – As *Invisibility*, but subject can attack and stay invisible.
Poison(PH p236) – Touch deals 1d10 Con damage, repeats in 1 minute.
Sniper's Eye(S&S p95) – For 1 round per level & within a 5' area, you gain the following abilities: *Darkvision*, able to do Ranged Sneak Attacks at up to 60', Death Attack with ranged weapons at up to 30', & a +15 competence bonus on Spot checks.
Stop Heart(BoVD p106) – Subject drops to –8 hp immediately.

Blackguard Spell List

Prepared Divine spells based on Wisdom. (DMG p32) (MoF p68)+ (BoVD p79)+

1st Level

Boneblast(BoVD p86) – 1d3 Con damage to subject. Only castable by an Undead.
Cause Fear(PH p182) – One creature flees for 1d4 rounds.
Cure Light Wounds(PH p190) – Cures 1d8 +1/level damage (max +5).
Death Grimace(BoVD p91) – Caster leaves a magical “calling card” on a corpse.
Demonflesh(BoVD p92) – Caster gains +1 natural armor per 5 caster levels.
Doom(PH p198) – One subject suffers –2 penalty on attacks, damage, saves, and checks.
Faith Healing(MoF p93) – Cures 8 hp +1/level damage (max +5) to worshiper of your patron.
Inflict Light Wounds(PH p217) – Touch, 1d8 +1/level (max +5).
Magic Weapon(PH p225) – Weapon gains +1 bonus.
Strategic Charge(MoF p125) – You gain the benefits of the Mobility feat.
Summon Monster I(PH p258) – Summons an Outsider to fight for you.

2nd Level

Bone Blade(BoVD p86) – Turns a bone into a magic weapon. Caster must be an Undead.
Bull's Strength(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.
Cure Moderate Wounds(PH p190) – Cures 2d8 +1/level damage (max +10).

Darkness(PH p190) – 20' radius of supernatural darkness.
Demoncall(BoVD p91) – Caster gains +10 on one Knowledge (the planes), Knowledge (arcana), or Knowledge (religion) check.
Death Knell(PH p191) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.
Devil's Eye(BoVD p92) – Caster can see in even magical darkness, up to 30'.
Hand of Divinity(MoF p98) – Gives +2 sacred or profane bonus on worshipers of your patron.
Inflict Moderate Wounds(PH p217) – Touch attack, 2d8 +1/level (max +10).
Shatter(PH p250) – Sonic vibration damages objects or crystalline creatures.
Summon Monster II(PH p258) – Summons an Outsider to fight for you.

3rd Level

Abyssal Might(BoVD p86) – Caster gains +2 to Str, Con, Dex, and SR. Caster must be a Demon.
Contagion(PH p187) – Infects subject with chosen disease.
Cure Serious Wounds(PH p190) – Cures 3d8 +1/level damage (max +15).
Demon Wings(BoVD p91) – Caster flies as his land speed.
Hell's Power(BoVD p97) – Caster gains n+2 AC and +1 to existing DR. Only castable by a Devil.

Inflict Serious Wounds(PH p217) – Touch attack, 3d8 +1 / level (max +15).
Know Greatest Enemy(MoF p103) – Determines relative power level of creatures within the area.
Masochism(BoVD p99) – For every 10 hp damage caster takes, he gains +1 on attacks, saves, and checks.
Protection from Elements(PH p240) – Absorb 12 damage/level from one kind of energy.
Summon Monster III(PH p259) – Summons an Outsider to fight for you.

4th Level

Claws of the Savage(BoVD p88) – Subject gains claws that deal damage based on size.
Cure Critical Wounds(PH p190) – Cures 4d8 +1/level damage (max +20).
Freedom of Movement(PH p207) – Subject moves normally despite impediments.
Inflict Critical Wounds(PH p217) – Touch attack, 4d8 +1/level (max +20).
Poison(PH p236) – Touch deals 1d10 Con damage, repeats in 1 minute.
Summon Monster IV(PH p259) – Calls an Outsider to fight for you.
Vile Lance(BoVD p108) – Creates a +2 Shortsword that deals Vile Damage.
Weapon of the Deity(MoF p132) – Gives your weapon magical powers appropriate to your patron.

Bladesinger Spell List

Prepared Arcane spells based on Intelligence. (T&E p50) (T&Be p21)

1st Level

Expeditious Retreat(PH p202) – Doubles your speed.
Mage Armor(PH p223) – Gives subject +4 armor bonus.
Magic Weapon(PH p225) – Weapon gains +1 enchantment bonus.
Shield(PH p251) (DR280 p107)+ (DR282 p106)+ – Invisible disc gives +7 AC cover bonus against half the battlefield, and blocks *Magic Missiles*.
True Strike(PH p267) – Add +20 insight bonus to your next attack roll.

2nd Level

Blur(PH p181) – Attacks miss subject 20% of the time.
Bull's Strength(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.

Cat's Grace(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.
Mirror Image(PH p229) – Creates decoy duplicates of you (1d4 + 1 per 3 levels (max 8)).
Protection from Arrows(PH p239) – Subject immune to most ranged attacks.

3rd Level

Displacement(PH p197) – Attacks miss subject 50% of the time.
Greater Magic Weapon(PH p210) – Enchants a weapon be +1 per 3 levels (max +5).
Haste(PH p212) – Extra partial action and +4 AC.
Keen Edge(PH p219) – Doubles normal weapon's threat range.

4th Level

Dimension Door(PH p195) – Teleports you and up to 500 pounds to a location within 400' + 40' per level.
Fire Shield(PH p204) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).
Improved Invisibility(PH p217) – As *Invisibility*, but subject can attack and stay invisible.
Stoneskin(PH p257) – Stops blows, cuts, stabs, & slashes.

Blighter Spell List

Prepared Divine spells based on Wisdom. (MotW p49)

Spells per Day by Level

LV	0 th	1 st	2 nd	3 rd	4 th	5 th	6 th
1:	2	1	0	–	–	–	–
2:	2	2	1	0	–	–	–
3:	3	2	2	0	–	–	–
4:	3	3	2	1	0	–	–
5:	4	3	3	2	0	–	–
6:	4	4	3	3	1	0	–
7:	5	4	4	3	2	0	–
8:	5	5	4	4	2	1	0
9:	6	5	5	4	3	2	1
10:	6	6	5	5	3	2	2

0th Level

Darkseed(MotW p86) – Slow-kills plants.
Detect Magic(PH p193) – Detects spells and magic items within 60'.
Detect Poison(PH p193) – Detects poison in one creature or small object.
Flare(PH p206) – Dazzles one creature (-1 attack).
Ghost Sound(PH p209) – Figment sounds.
Inflict Minor Wounds(PH p217) – Touch attack, 1 point of damage.
Read Magic(PH p243) – Read scrolls and spellbooks.

1st Level

Bane(PH p177) – Enemies suffer –1 morale penalty on attacks & –1 morale penalty on saves vs. fear.
Burning Hands(PH p181) – 1d4 fire damage per level (max 5d4).
Curse Water(PH p190) – Makes Unholy Water.
Decomposition(MotW p87) – Wounded creatures suffer 1 extra hp/round.
Detect Undead(PH p194) – Reveals undead within 60'.
Doom(PH p198) – One subject suffers –2 morale penalty on attacks, damage, saves, and checks.
Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.
Inflict Light Wounds(PH p217) – Touch, 1d8 +1/level (max +5).
Invisibility to Animals(PH p218) – Animals can't perceive one subject per level.

Ray of Enfeeblement(PH p242) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).

2nd Level

Chill Metal(PH p183) – Cold metal damages those who touch it.
Chill Touch(PH p183) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.
Darkness(PH p190) – 20' radius of supernatural darkness.
Death Knell(PH p191) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.
Fire Trap(PH p203) – Opened object deals 1d4 + 1 per level damage.
Flaming Sphere(PH p206) – Rolling ball of fire, 2d6 damage, lasts 1 round per level.
Heat Metal(PH p213) – Hot metal damages those who touch it.
Inflict Moderate Wounds(PH p217) – Touch attack, 2d8 +1/level (max +10).
Miasma(MotW p91) – Gas cloud suffocates target.
Produce Flame(PH p238) – 1d4 + 1 per 2 levels damage, touch or thrown.
Resist Elements(PH p246) – Ignores first 12 damage from one energy type each round.
Warp Wood(PH p271) – Bends wood (shaft, handle, door, plank).

3rd Level

Contagion(PH p187) – Inflicts subject with chosen disease.
Deeper Darkness(PH p191) – Object sheds absolute darkness in 60' radius.
Desecrate(PH p192) – Fills area with negative energy, making undead stronger.
Diminish Plants(PH p195) – Reduces size or blights growth of normal plants.
Dispel Magic(PH p196) – Cancels magical spells and effects.
Inflict Serious Wounds(PH p217) – Touch attack, 3d8 +1 / level (max +15).
Poison(PH p236) – Touch deals 1d10 Constitution damage, repeats in 1 minute.
Protection from Elements(PH p240) – Absorb 12 damage per level from on kind of energy.

Stinking Cloud(PH p256) – Nauseating vapors, 1 round per level.
Vampiric Touch(PH p268) – Touch deals 1d6 per 2 caster levels (max 10d6); caster gains damage as hit points.

4th Level

Antiplant Shell(PH p175) – Keeps animated plants at bay.
Animate Dead(PH p174) – Creates undead skeletons and zombies.
Blight(DotF p81)(MotW p84) – Deal 1d6 per level to plant creatures, or blight a 100' spread.
Death Ward(PH p191) – Grants immunity to all death spells and effects.
Flame Strike(PH p205) – Smites foes with divine fire (1d6 / level).
Inflict Critical Wounds(PH p217) – Touch attack, 4d8 + 1/level (max +20).
Kiss of Death(MotW p89) – Creates reusable poison, delivered by touch attack.
Languor(MotW p89) – Causes short-term Strength loss and slowing.
Repel Vermin(PH p245) – Insects stay 10' away.
Rusting Grasp(PH p247) – Your touch corrodes iron and alloys.
Transmute Mud to Rock(PH p266) – Transforms two 10' cubes per level.
Transmute Rock to Mud(PH p266) – Transforms two 10' cubes per level.
Unhallow(PH p268) – Designates location as unholy.
Wall of Fire(PH p269) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.

5th Level

Acid Fog(PH p172) – Fog deals acid damage.
Anilife Shell(PH p174) – 10' field hedges out living creatures.
Circle of Death(PH p184) – Kills 1d4 HD per level (max 20d4).
Contagious Touch(MotW p86) – Infects one touched creature / round with chosen disease.
Create Undead(PH p189) – Create ghouls, shadows, ghaists, wights, or wraiths.

Firestorm(PH p205) – Deals 1d6 fire damage per level.
Forbiddance(PH p206) – Denies area to creatures of another alignment.
Greater Dispelling(PH p210) – As *Dispel Magic*, but up to +20 on the check.
Protection from All Elements(MotW p92) – Reduces the effects of all elemental spells.
Repel Wood(PH p245) – Pushes away wooden objects.

6th Level

Antipathy(PH p175) – Object or location affected by spell repels certain creatures.
Control Undead(PH p188) – Undead don't attack you while under your command.
Earthquake(PH p198) – Intense tremor shakes 5' per level radius.
Epidemic(MotW p88) – Infects subject with chosen disease, and subject can infect others.

Finger of Death(PH p203) – Kills one subject.
Foresight(PH p207) – “Sixth sense” warns of impending danger.
Horrid Wilting(PH p215) – Deals 1d8 damage per level (max 25d8) within 30'.
Invulnerability to Elements(MotW p89) – Grants immunity to energy damage.

Consecrated Harrier Spell List

Prepared Divine spells based on Wisdom. (DotF p54)

1st Level

Alter Self(PH p172) – As *Change Self*, plus more drastic changes.
Animate Rope(PH p174) – Makes a rope move at your command.
Calm Emotions(PH p182) – Calms 1d6 subjects per level, negating emotion effects.
Command(PH p185) – One subject obeys one-word command for 1 round.
Doom(PH p198) – One subject suffers –2 on attacks, damage, saves, and checks.

2nd Level

Charm Person(PH p183) – Make one person your friend.

Daylight(PH p191) – 60' radius of bright light.
Detect Thoughts(PH p194) – Allows listening to surface thoughts.
Hold Person(PH p214) – Holds one person helpless for 1 round per level.

3rd Level

Death Ward(PH p191) – Grants immunity to death spells and effects.
Discern Lies(PH p195) – Reveals deliberate falsehoods.
Dismissal(PH p196) – Forces a creature to return to its native plane.
Legend Lore(PH p219) – Learn tales about a person, place, or thing.

4th Level

Dominate Person(PH p197) – Controls humanoid telepathically.
Mark of Justice(PH p225) – Designates action that will trigger *Bestow Curse*(PH p177) on subject.

5th Level

Antimagic Field(PH p175) – Negates magic within 10'.
Banishment(PH p177) – Banishes 2 HD per level extraplanar creatures.

Demonologist Spell List

Impromptu Arcane spells based on Charisma. (BoVD p55)

1st Level

Bane(PH p177) – Enemies suffer –1 morale penalty on attacks & –1 morale penalty on saves vs. fear.
Demonflesh(BoVD p92) – Caster gains +1 natural armor per 5 caster levels.
Doom(PH p198) – One subject suffers –2 on attacks, damage, saves, and checks.
Protection from Evil(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against evil, counters mind control, & hedges out Elementals & Outsiders.
Protection from Good(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against good, counters mind control, & hedges out Elementals & Outsiders.
Spores of the Vrock(BoVD p105) – All within 5' take 1d8 damage and 1d2 damage each round thereafter for 10 rounds.
Summon Monster I(PH p258) – Summons an Outsider to fight for you.
Unnerving Gaze(BoVD p108) – Subject takes –1 penalty on attacks for 1d3 rounds.

2nd Level

Bestow Curse(PH p177) – –6 on one ability; –4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

Dance of Ruin(BoVD p90) – Nondemons take 2d20 damage.
Demoncall(BoVD p91) – Caster gains +10 on one Knowledge (the planes), Knowledge (arcana), or Knowledge (religion) check.
Magic Circle against Evil(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
Magic Circle against Good(PH p223) – As *Protection from Good*, but 10' radius and 10 minutes per level.
Protection from Elements(PH p240) – Absorbs 12 damage per level from one kind of energy.
Stunning Screech(BoVD p106) – All within 30' are stunned for 1 round.
Summon Monster II(PH p258) – Summons an Outsider to fight for you.

3rd Level

Abyssal Might(BoVD p84) – Caster gains +2 to Str, Con, Dex, and SR.
Call Dretch Horde(BoVD p86) – Summon 2d3 dretches.
Demon Wings(BoVD p91) – Caster flies as his land speed.
Bread Word(BoVD p93) – 1d3 Charisma drain on one target.

Dimensional Anchor(PH p195) – Bars extradimensional movement.
Lesser Planar Binding(PH p221) – Traps an Outsider until it performs a task.
Summon Monster III(PH p259) – Summons an Outsider to fight for you.

4th Level

Bestow Greater Curse(BoVD p85) – Subject takes –6 penalty to two abilities; –8 penalty on attacks, saves, and checks; or 75% chance of taking no action.
Call Nightmare(BoVD p87) – Summon a nightmare.
Cloud of the Achaierai(BoVD p88) – Cloud deals 2d6 damage plus *Confusion*.
Dismissal(PH p196) – Forces a creature to return to native plane.
Impotent Possessor(BoVD p98) – Subject that can possess creatures is rendered powerless.
Imprison Possessor(BoVD p98) – Subject that can possess creatures is trapped in current body.
Planar Binding(PH p235) – As *Lesser Planar Binding*, but up to 16 HD.
Summon Monster IV(PH p259) – Calls an outsider to fight for you.

Fiend Slayer Spell List

Impromptu Arcane spells based on Charisma. All spells on the list are available. (DR287 p85)

1st Level

Detect Evil(PH p192) – Reveals evil creatures, spells, or objects.

Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.

Magic Weapon(PH p225) – Weapon gains +1 enhancement bonus.

Protection from Evil(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against evil, counters mind control, & hedges out Elementals & Outsiders.

Remove Fear(PH p245) – +4 morale bonus on saves vs. fear for one subject +1/four levels.

Summon Monster I(PH p258) – Summons an Outsider to fight for you.

2nd Level

Bull's Strength(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.

Cat's Grace(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.

Endurance(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.

Resist Elements(PH p246) – Ignores first 12 damage from one energy type each round.

See Invisibility(PH p248) – Reveals invisible creatures or objects.

Summon Monster II(PH p258) – Summons an Outsider to fight for you.

3rd Level

Dispel Magic(PH p196) – Cancels magical spells and effects.

Magic Vestment(PH p225) – Armor, shield, or clothes gain +1 enhancement per 3 levels.

Protection from Elements(PH p240) – Absorbs 12 damage per level from one kind of energy.

Searing Light(PH p248) – Ray deals 1d8 per two levels, more against undead.

Summon Monster III(PH p259) – Summons an Outsider to fight for you.

4th Level

Banishment(PH p177) – Banishes 2 HD per level extraplanar creatures.

Freedom of Movement(PH p207) – Subject moves normally despite impediments.

Greater Magic Weapon(PH p210) – +1 bonus per three levels (max +5).

Summon Monster IV(PH p259) – Summons an Outsider to fight for you.

Flame Steward Spell List

Prepared Divine spells based on Wisdom. (DR283 p85)

1st Level

Bless(PH p180) – Allies gain +1 morale bonus to attacks & saves vs. fear.

Cure Light Wounds(PH p190) – Cures 1d8 +1/level damage (max +5).

Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.

Light(PH p222) – Object shines like a torch.

Summon Monster I (fire only)(PH p258) – Summons a Fire Outsider to fight for you.

2nd Level

Consecrate(PH p187) – Fills area with positive energy, making undead weaker.

Continual Flame(PH p188)(DR276 p107)+ – Makes a permanent, heatless torch.

Cure Moderate Wounds(PH p190) – Cures 2d8 +1/level damage (max +10).

Resist Elements(PH p246) – Ignores 12 damage/round from one energy type.

Summon Monster II (fire only)(PH p258) – Summons a fire outsider to fight for you.

3rd Level

Cure Serious Wounds(PH p190) – Cures 3d8 +1/level damage (max +15).

Protection from Elements(PH p240) – Absorb 12 damage/level from one kind of energy.

Remove Blindness/Deafness(PH p244) – Cures normal or magical conditions.

Remove Disease(PH p244) – Cures all diseases affecting subject.

Summon Monster III(PH p258) – Summons evil outsider to fight for you.

4th Level

Cure Critical Wounds(PH p190) – Cures 4d8 +1/level damage (max +20).

Quench(PH p241) – Extinguishes nonmagical fires or one magic item.

Searing Light(PH p248) – Ray deals 1d8 per two levels, more against undead.

Summon Monster IV (fire only)(PH p258) – Summons evil outsider to fight for you.

5th Level

Fire Shield(PH p204) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).

Healing Circle(PH p213) – Cures 1d8 + 1/level (max +20) damage in all directions.

Summon Monster V (fire only)(PH p258) – Summons a fire outsider to fight for you.

Wall of Fire(PH p269) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.

Gnome Artificer Device Powers List

Powers that can be built into Gnome Artificer Devices. (MoF p25)

Any power marked with an † requires 'Shadow Effect Ability', which is not available until 9th level Artificer.

Device Powers Per Level					
Lv	0 th	1 st	2 nd	3 rd	4 th
1:	4	2	–	–	–
2:	5	2	–	–	–
3:	5	3	1	–	–
4:	6	3	2	–	–
5:	6	4	2	1	–
6:	7	4	3	2	–
7:	7	5	3	2	1
8:	8	5	4	3	2
9:	8	5	4	3	2
10:	9	5	5	4	3

0th Level

Acid Splash(MoF p76) – Missile deals 1d3 acid damage.

Detect Poison(PH p193) – Detects poison in one creature or small object.

Electric Jolt(MoF p91) – Ranged touch attack deals 1d3 electrical damage.

Flare(PH p206) – Dazzles one creature (-1 attack).

Horizikaul's Cough(MoF p101) – Target takes 1 point of sonic damage and are deafened for 1 round.

Launch Bolt(MoF p105) – Launches a crossbow bolt as if from a light crossbow up to 100' + 10' per level.

Light(PH p222) – Object shines like a torch.

Mage Hand(PH p223) – 5 pound telekinesis.

Ray of Frost(PH p243) – Ray deals 1d3 cold damage.

1st Level

Burning Hands(PH p181) – 1d4 fire damage per level (max 5d4).

Detect Undead(PH p194) – Reveals undead within 60'.

Corrosive Grasp(MoF p85) – 1 touch per level deals 1d6+1 acid damage.

Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.

Expeditious Retreat(PH p202) – Doubles your speed.

Feather Fall(PH p203) – Objects or creatures fall slowly.

Grease(PH p210) – Makes 10' square or 1 object slippery.

Horizikaul's Boom(MoF p100) – Target takes 1d4 sonic damage per 2 levels (max 5d4), plus deafness.

Jump(PH p219) – Subject gets +30 on Jump checks.

Kaupae's Skittish Nerves(MoF p103) – Target gains +5 bonus on initiative checks.

Launch Item(MoF p105) – Hurls Fine-sized item (10 pounds or less) up to 400' + 40' per level.

Low-Light Vision(MoF p106) – See twice as far under current light.

Obscuring Mists(PH p233) – Fog surrounds you.

Shocking Grasp(PH p251) – Touch delivers 1d8 + 1 per level (max +20) of electricity damage.

Spider Climb(PH p255) – Grants ability to walk on walls & ceilings.

2nd Level

Battering Ram(MoF p80) – Deals 1d6 damage plus bull rush.

Bull's Strength(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.

Cat's Grace(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.

Darkvision(PH p190) – See 60' in total darkness.

Daylight(PH p191) – 60' radius of bright light.

Flame Dagger(MoF p94) – Touch attack deals 1d4 + 1 per level (max +10) fire damage.

Fog Cloud(PH p206) – Fog obscures vision.

Glitterdust(PH p209) – Blinds creatures, outlines invisible creatures.

Melf's Acid Arrow(PH p227) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).

See Invisibility(PH p248) – Reveals invisible creatures or objects.

Shatter(PH p250) – Sonic vibration damages objects or crystalline creatures.

Speed Swim(MoF p121) – Target gains swim speed 30'.

3rd Level

Flame Arrow(PH p205) – Either cause 1 arrow per level to catch fire, doing +1 fire damage per 2 levels (max +10), -or- ranged touch attack with one fiery bolt per 4 levels that does 4d6 fire damage.

Fly†(PH p206) – Subject flies at a speed of 90'.

Gust of Wind(PH p212) – Blows away or knocks down smaller creatures.

Haste†(PH p212) – Extra partial action and +4 AC.

Lightning Bolt(PH p222) – Electricity deals 1d6 damage per level (max 10d6).

Shatterfloor(MoF p116) – Deals 1d4 sonic damage per level (max 10d4), plus damages floor surfaces 6" deep.

Sleet Storm†(PH p253) – Hampers vision and movement.

Stinking Cloud(PH p256) – Nauseating vapors, 1 round per level.

Water Breathing(PH p271) – Subject can breathe underwater.

4th Level

Ice Storm†(PH p216) – Hail deals 5d6 damage in cylinder 40' across.

Quench(PH p241) – Extinguishes nonmagical fires or one magic item.

Rusting Grasp(PH p247) – Your touch corrodes iron and alloys.

Shout(PH p252) – Deafens all within cone and deals 2d6 damage.

Solid Fog(PH p253) – Blocks vision and slows movement.

Wall of Fire†(PH p269) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.

Wall of Ice†(PH p270) – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.

Harper Scout Spell List

Impromptu Arcane spells based on Charisma. (FR p46)

1st Level

Camouflage(MoF p83) – +10 bonus on Hide checks.

Change Self(PH p183) – Changes your appearance in basic ways (add or loose 1" of height, switch between fat & thin, etc.) for up to 10 min/level.

Gives a +10 bonus on Disguise checks.

Charm Person(PH p183) – Make one person your friend.

Comprehend Languages(PH p186) – Understand all spoken and written languages.

Erase(PH p200) – Mundane or magical writing vanishes.

Feather Fall(PH p203) – Objects or creatures fall slowly.

Handfire(MoF p98) – Your hand glows and can make a touch attack dealing 1d4 +1/level, more against undead.

Herald's Call(MoF p100) – Shout dazes those within 30'.

Jump(PH p219) – Subject gets +30 on Jump checks.

Light(PH p222) – Object shines like a torch.

Low-Light Vision(MoF p106) – See twice as far under current light.

Message(PH p227) – Whispered conversation at a distance.

Mount(PH p231) – Summons riding horse for 2 hours per level.

Read Magic(PH p243) – Read scrolls and spellbooks.

Scatterspray(FR p73) – Targeted items scatter in a burst dealing 1d8 normal or subdual damage.

Sleep(PH p252) – Put 2d4 HD of creatures into comatose slumber.

Spider Climb(PH p255) – Grants ability to walk on walls & ceilings.

2nd Level

Cat's Grace(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.

Darkvision(PH p190) – See 60' in total darkness.

Detect Thoughts(PH p194) – Allows listening to surface thoughts.

Eagle's Splendor(FR p68)(T&B p87) – Subject gains 1d4+1 Charisma for 1 hour per level.

Easy Trail(MoF p91) – Makes a trail easier to track.

Invisibility(PH p217) – Subject is invisible for 10 minutes per level or until it attacks.

Knock(PH p219) – Opens locked or magically sealed door.

Locate Object(PH p223)(DR276 p107)+ – Senses direction toward object (specific or type).

Magic Mouth(PH p224) – Speaks once when triggered.

Misdirection(PH p230) – Misleads divinations for 1 creature or object.

See Invisibility(PH p248) – Reveals invisible creatures or objects.

Shadow Mask(FR p73) – Shadows hide your face and protect against darkness, light, and gazes.

3rd Level

Clairaudience/Clairvoyance(PH p184) – Hear or see at a distance for 1 minute per level.

Living Prints(MoF p106) – You perceive tracks as if they had just been made.

Mass Camouflage(MoF p106) – As *Camouflage*, but affects all in range.

Nondetection(PH p232) – Hides subject from divination, scrying.

Suggestion(PH p257) – Compels subject to follow stated course of action.

Tongues(PH p265) – Speak any language.

Undetectable Alignment(PH p267) – Conceals alignment for 24 hours.

Hathran Supplemental Spell List

Arcane spells that are added to the available list from which Arcane spells can be learned. (FR p48) (MoF p72)

0th Level

Necromancy

Naturewatch(MoF p110) – As *Deathwatch*, but only for animals and plants.

1st Level

Abjuration

Low-Light Vision(MoF p106) – See twice as far under current light.

Evocation

Handfire(MoF p98) – Your hand glows and can make a touch attack dealing 1d4 +1/level (max +5), more against undead.

Transmutation

Scatterspray(FR p73) – Targeted items scatter in a 10' burst dealing 1d8 normal or subdual damage.

2nd Level

Evocation

Flame Dagger(MoF p94) – Touch attack deals 1d4 + 1 per level (max +10) fire damage.

Moonbeam(FR p73) – Moveable beam of light that penetrates darkness and forces lycanthropes to change shape.

Transmutation

One with the Land(MoF p111) – Link with nature gives a +2 bonus on nature-related skill checks.

3rd Level

Evocation

Flashburst(FR p70) – Flash of light dazzles and blinds in a 20' burst.

Moon Blade(FR p72) – Touch attack deals 1d8 +1 per 2 levels, more to undead, plus scrambles spellcasting.

4th Level

Abjuration

Land Womb(MoF p104) – You and one creature/level hide within the earth.

Evocation

Moon Path(FR p72) – Form a bridge of moonlight

Holy Liberator Spell List

Prepared Divine spells based on Wisdom. (DoF p59)

1st Level

Bless(PH p180) – Allies gain +1 morale bonus to attacks & saves vs. fear.

Bless Weapon(PH p180) – Weapon gains +1 bonus.

Cure Light Wounds(PH p190) – Cures 1d8 +1/level damage (max +5).

Detect Poison(PH p193) – Detects poison in one creature or small object.

Detect Undead(PH p194) – Reveals undead within 60'.

Divine Favor(PH p197) – You gain attack & damage bonus of +1/three levels.

Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.

Magic Weapon(PH p225) – Weapon gains +1 enhancement bonus.

Remove Fear(PH p245) – +4 morale bonus on saves vs. fear for one subject +1/four levels.

Resistance(PH p245) – Subject gains +1 resistance bonus on saving throws for 1 minute.

Virtue(PH p269) – Subject gains 1 temporary hp.

2nd Level

Aid(PH p172) – +1 attack & +1 saves vs. fear and +1d8 temporary hp.

Bull's Strength(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.

Calm Emotions(PH p182) – Calms 1d6 subjects per level, negating emotion effects.

Cure Moderate Wounds(PH p190) – Cures 2d8 +1/level (max +10).

Delay Poison(PH p191) – Stops poison from harming subject for 1 hour per level.

Remove Paralysis(PH p245) – Frees one or more creatures from paralysis, hold, or *Slow*.

Resist Elements(PH p246) – Ignores 12 damage/round from one energy type.

Shield Other(PH p251) – You take half of subject's damage.

3rd Level

Cure Serious Wounds(PH p190) – Cures 3d8 + 1/level damage (max +15).

Discern Lies(PH p195) – Reveals deliberate falsehoods.

Dispel Magic(PH p196) – Cancels magical spells and effects.

Greater Magic Weapon(PH p210) – +1 bonus per three levels (max +5).

Magic Circle against Evil(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

Prayer(PH p238) – Allies gain +1 luck bonus on most rolls, enemies suffer –1 luck penalty.

Remove Curse(PH p244) – Frees object or person from curse.

4th Level

Cure Critical Wounds(PH p190) – Cures 4d8 + 1/level damage (max +20).

Death Ward(PH p191) – Grants immunity to death spells and effects.

Dispel Evil(PH p196) – +4 bonus vs. evil attackers.

Freedom of Movement(PH p207) – Subject moves normally despite impediments.

Holy Sword(PH p215) – Weapon becomes +5, does double damage against evil.

Neutralize Poison(PH p232) – Detoxifies venom in or on subject.

Hunter of the Dead Spell List

Prepared Divine spells based on Wisdom. (DR276 p81) (DoF p63s)

1st Level

Cure Light Wounds(PH p190) – Cures 1d8 +1/level damage (max +5).

Invisibility to Undead(PH p218) – Undead can't perceive one subject per level.

Magic Weapon(PH p225) – Weapon gains +1 enhancement bonus.

Remove Fear(PH p245) – +4 morale bonus on saves vs. fear for one subject +1/four levels.

2nd Level

Bull's Strength(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.

Continual Flame(PH p188)(DR276 p107)+ – Makes a permanent, heatless torch.

Cure Moderate Wounds(PH p190) – Cures 2d8 +1/level (max +10).

Darkvision(PH p190) – See 60' in total darkness.

3rd Level

Cure Serious Wounds(PH p190) – Cures 3d8 + 1/level damage (max +15).

Halt Undead(PH p212) – Immobilizes undead for 1 round per level.

Protection from Elements(PH p240) – Absorbs 12 damage per level from one kind of energy.

Searing Light(PH p248) – Ray deals 1d8 per two levels, more against undead.

4th Level

Cure Critical Wounds(PH p190) – Cures 4d8 + 1/level damage (max +20).

Death Ward(PH p191) – Grants immunity to death spells and effects.

Freedom of Movement(PH p207) – Subject moves normally despite impediments.

Justicar of Taiia Spell List

Prepared Divine spells based on Wisdom. (D&D p206)

1st Level

Bane(PH p177) – Enemies suffer –1 morale penalty on attacks & –1 morale penalty on saves vs. fear.

Cause Fear(PH p182) – One creature flees for 1d4 rounds.

Command(PH p185) – One subject obeys one-word command for 1 round.

Deathwatch(PH p191) – See how wounded subjects within 30' are.

Divine Favor(PH p197) – You gain attack & damage bonus of +1/three levels.

Doom(PH p198) – One subject suffers –2 morale penalty on attacks, damage, saves, and checks.

Magic Weapon(PH p225) – Weapon gains +1 enhancement bonus.

2nd Level

Aid(PH p172) – +1 morale bonus to attack & saves vs. fear and +1d8 temporary hp.

Bull's Strength(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.

Entrhall(PH p200) – Captivates all within 100' + 10' per level.

Hold Person(PH p214) – Holds one person helpless for 1 round per level.

Spiritual Weapon(PH p256) – Magical weapon attacks on its own.

Zone of Truth(PH p274) – Subjects within range cannot lie.

3rd Level

Bestow Curse(PH p177) – –6 on one ability; –4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

Blindness/Deafness(PH p180) – Makes subject blind or deaf.

Contagion(PH p187) – Infects subject with chosen disease.

Magic Vestment(PH p225) – Armor, shield, or clothes gain +1 enhancement per 3 levels.

Prayer(PH p238) – Allies gain +1 luck bonus on most rolls, enemies suffer –1 luck penalty.

Searing Light(PH p248) – Ray deals 1d8 per two levels, more against undead.

4th Level

Commune(PH p186) – Deity answers one yes-or-no question per level.

Discern Lies(PH p195) – Reveals deliberate falsehoods.

Divine Power(PH p197) – You gain attack bonus, 18 Strength, and 1 hp per level.

Greater Magic Weapon(PH p210) – +1 bonus per three levels (max +5).

Knight of the Chalice Spell List

Prepared Divine spells based on Wisdom. (DotF p65)

1st Level

Bless Water(PH p180) – Makes Holy Water.

Bless Weapon(PH p180) – Weapon gains +1 bonus.

Detect Chaos(PH p192) – Reveals chaotic creatures, spells, or objects.

Detect Evil(PH p192) – Reveals evil creatures, spells, or objects.

Divine Favor(PH p197) – You gain attack & damage bonus of +1/three levels.

Doom(PH p198) – One subject suffers –2 on attacks, damage, saves, and checks.

Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.

Magic Weapon(PH p225) – Weapon gains +1 enhancement bonus.

Protection from Evil(PH p240) – +2 AC & saves against evil, counters mind control, & hedges out elements & outsiders.

Remove Fear(PH p245) – +4 morale bonus on saves vs. fear for one subject +1/four levels.

Summon Monster I(PH p258) – Summons an Outsider to fight for you.

2nd Level

Aid(PH p172) – +1 attack & +1 saves vs. fear and +1d8 temporary hp.

Bull's Strength(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.

Consecrate(PH p187) – Fills area with positive energy, making undead weaker.

Endurance(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.

Resist Elements(PH p246) – Ignores 12 damage/round from one energy type.

Sound Burst(PH p254) – Deals 1d8 sonic damage to subjects; may stun them.

Spiritual Weapon(PH p256) – Magical weapon attacks on its own.

Summon Monster II(PH p258) – Summons an Outsider to fight for you.

Undetectable Alignment(PH p267) – Conceals alignment for 24 hours.

Zeal(DotF p92) – You gain +4 AC against attacks of opportunity, move through enemies.

3rd Level

Dispel Magic(PH p196) – Cancels magical spells and effects.

Invisibility Purge(PH p218) – Dispels invisibility within 5' per level.

Magic Circle against Evil(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

Magic Vestment(PH p225) – Armor, shield, or clothes gain +1 enhancement per 3 levels.

Prayer(PH p238) – Allies gain +1 luck bonus on most rolls, enemies suffer –1 luck penalty.

Protection from Elements(PH p240) – Absorbs 12 damage per level from one kind of energy.

Searing Light(PH p248) – Ray deals 1d8 per two levels, more against undead.

Shout(PH p252) – Deafens all within cone and deals 2d6 damage.

Summon Monster III(PH p259) – Summons an Outsider to fight for you.

4th Level

Dimensional Anchor(PH p195) – Bars extradimensional movement.

Discern Lies(PH p195) – Reveals deliberate falsehoods.

Dismissal(PH p196) – Forces a creature to return to its native plane.

Dispel Evil(PH p196) – +4 bonus vs. evil attackers.

Holy Smite(PH p214) – Damages and blinds evil creatures.

Greater Magic Weapon(PH p210) – +1 bonus per three levels (max +5).

Lesser Aspect of the Deity(DotF p87) – Your form becomes more like your deity's.

Lesser Planar Ally(PH p221) – Exchange services with an 8 HD Outsider.

Weapon of the Deity(DotF p92) – +1 to your weapon's attack and damage, plus a special ability.

Knight of the Middle Circle Spell List

Prepared Divine spells based on Wisdom. (DotF p66)

1st Level

Bless(PH p180) – Allies gain +1 morale bonus to attacks & saves vs. fear.
Bless Weapon(PH p180) – Weapon gains +1 bonus.
Cure Light Wounds(PH p190) – Cures 1d8 +1/level damage (max +5).
Detect Poison(PH p192) – Detects poison in once creature or object.
Detect Undead(PH p194) – Reveals undead within 60'.
Divine Favor(PH p197) – You gain attack & damage bonus of +1/three levels.
Magic Weapon(PH p225) – Weapon gains +1 enhancement bonus.

Protection from Evil(PH p240) – +2 AC & saves against evil, counters mind control, & hedges out elements & outsiders.
Read Magic(PH p243) – Read scrolls and spellbooks.

2nd Level

Augury(PH p177) – Leans whether an action will be good or bad.
Shield Other(PH p251) – You take half of subject's damage.
Undetectable Alignment(PH p267) – Conceals alignment for 24 hours.

3rd Level

Cure Moderate Wounds(PH p190) – Cures 2d8 +1/level (max +10).
Discern Lies(PH p195) – Reveals deliberate falsehoods.
Dispel Magic(PH p196) – Cancels magical spells and effects.
Greater Magic Weapon(PH p210) – +1 bonus per three levels (max +5).
Prayer(PH p238) – Allies gain +1 luck bonus on most rolls, enemies suffer –1 luck penalty.

Mask of Johydee Spell List

Prepared Divine spells based on Wisdom. (DR302 p100)

1st Level

Change Self(PH p183) – Changes your appearance in basic ways (add or lose 1' of height, switch between fat & thin, etc.) for up to 10 min/level. Gives a +10 bonus on Disguise checks.
Comprehend Languages(PH p186) – Understand all spoken and written languages.
Detect Chaos(PH p192) – Reveals chaotic creatures, spells, or objects.
Detect Evil(PH p192) – Reveals evil creatures, spells, or objects.
Detect Good(PH p193) – Reveals good creatures, spells, or objects.
Detect Law(PH p193) – Reveals lawful creatures, spells, or objects.
Detect Undead(PH p194) – Reveals undead within 60'.
Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.
Obscuring Mists(PH p233) – Fog surrounds you.
Protection from Chaos(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against chaos, counters mind control, & hedges out Elementals & Outsiders.
Protection from Evil(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against evil, counters mind control, & hedges out Elementals & Outsiders.
Protection from Good(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against good, counters mind control, & hedges out Elementals & Outsiders.
Protection from Law(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against law, counters mind control, & hedges out Elementals & Outsiders.
Sanctuary(PH p247) – Opponents can't attack you and you can't attack.
Shield of Faith(PH p251) – Aura grants +2 (or higher) deflection bonus.

2nd Level

Aid(PH p172) – +1 morale bonus to attack & saves vs. fear and +1d8 temporary hp.
Alter Self(PH p172) – As *Change Self*, plus more drastic changes.
Augury(PH p177) – Leans whether an action will be good or bad.
Find Traps(PH p203) – Notice traps as a rogue does.
Invisibility(PH p217) – Subject is invisible for 10 minutes per level or until it attacks.
Resist Elements(PH p246) – Ignores 12 damage per round from one energy type.
Shield Other(PH p251) – You take half of subject's damage.
Undetectable Alignment(PH p267) – Conceals alignment for 24 hours.
Zone of Truth(PH p274) – Subjects within range cannot lie.

3rd Level

Dispel Magic(PH p196) – Cancels magical spells and effects.
Glyph of Warding(PH p209) – Inscription harms those who pass it.
Locate Object(PH p223)(DR276 p107)+ – Senses direction toward object (specific or type).
Magic Circle against Chaos(PH p223) – As *Protection from Chaos*, but 10' radius and 10 minutes per level.
Magic Circle against Evil(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
Magic Circle against Good(PH p223) – As *Protection from Good*, but 10' radius and 10 minutes per level.
Magic Circle against Law(PH p223) – As *Protection from Law*, but 10' radius and 10 minutes per level.
Magic Vestment(PH p225) – Armor, shield, or clothes gain +1 enhancement per 3 levels.
Nondetection(PH p232) – Hides subject from divination, scrying.

Obscure Object(PH p232) – Masks object against divination.
Protection from Elements(PH p240) – Absorbs 12 damage per level from one kind of energy.

4th Level

Confusion(PH p186) – Makes subject behave oddly for 1 round per level.
Discern Lies(PH p195) – Reveals deliberate falsehoods.
Divination(PH p197) – Provides useful advice for specific proposed actions.
Freedom of Movement(PH p207) – Subject moves normally despite impediments.
Holy Smite(PH p214) – Damages and blinds evil creatures.
Repel Vermin(PH p245) – Insects stay 10' away.
Sending(PH p248) – Delivers short message anywhere instantly.
Spell Immunity(PH p255) – Subject is immune to one spell per four levels.
Status(PH p256) – Monitors condition & position of allies.

5th Level

Break Enchantment(PH p181) – Frees subject from enchantments, alterations, curses, and petrification.
Commune(PH p186) – Deity answers one yes-or-no question per level.
Dispel Evil(PH p196) – +4 deflection bonus vs. evil attackers, can send Evil Outsiders back to their home plane, or can dispel a evil spell.
False Vision(PH p202) – Fools scrying with an illusion.
Scrying(PH p247) – Spies on subject from a distance.
Spell Resistance(PH p255) – Subject gains +12 + 1 / level SR.
True Seeing(PH p267) – See all things as they really are.

Master of Shrouds Supplemental Spell List

Divine spells that are added to the Master of Shrouds available spell list. (DotF p68)

1st Level

Disrupt Undead(PH p197) – Deals 1d6 damage to one undead.
Chill Touch(PH p183) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.
Ray of Enfeeblement(PH p242) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).

2nd Level

Ghoul Touch(PH p209) – Paralyzes one subject, who exudes stench (-2 penalty) nearby.
Scare(PH p247) – Panics creatures up to 5 HD within a 15' radius.

Spectral Hand(PH p254) – Creates disembodied glowing hand to deliver touch attacks.

3rd Level

Contagion(PH p187) – Infects subject with chosen disease.
Gentle Repose(PH p208) – Preserves one corpse.
Halt Undead(PH p212) – Immobilizes undead for 1 round per level.
Vampiric Touch(PH p268) – Touch deals 1d6 per 2 caster levels (max 10d6); caster gains damage as hit points.

4th Level

Enervation(PH p199) – Subject gains 1d4 negative levels.
Fear(PH p203) – Subjects within cone flee for 1 round per level.

5th Level

Magic Jar(PH p224) – Enables possession of another creature.

Mortal Hunter Spell List

Impromptu Arcane spells based on Charisma. (BoVD p66)

1st Level

Cause Fear(PH p182) – One creature flees for 1d4 rounds.
Charm Person(PH p183) – Make one person your friend.
Detect Good(PH p193) – Reveals good creatures, spells, or objects.
Heartache(BoVD p97) – Subject helpless for 1 round.
Protection from Good(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against good, counters mind control, & hedges out Elementals & Outsiders.
Sleep(PH p252) – Put 2d4 HD of creatures into comatose slumber.
Unnerving Gaze(BoVD p108) – Subject takes -1 penalty on attacks for 1d3 rounds.

2nd Level

Detect Thoughts(PH p194) – Allows “listening” to surface thoughts.
Evil Eye(BoVD p94) – Subject takes -4 penalty on attacks, saves, and checks.

Hold Person(PH p214) – Holds one person helpless for 1 round per level.

Magic Circle against Good(PH p223) – As *Protection from Good*, but 10' radius and 10 minutes per level.

See Invisibility(PH p248) – Reveals invisible creatures or objects.

Web(PH p271) – Fills 10' cube per level with sticky spider webs.

Wither Limb(BoVD p110) – Caster reduces subject's speed to 5' or makes it impossible for subject to use objects or caster somatic spells.

3rd Level

Flesh Ripper(BoVD p96) – Black claw deals 1d8 damage per level and critical hits deal bleeding damage.

Mirror Sending(BoVD p99) – Caster sends her image to a mirror and can see and speak through it.

Nondetection(PH p232) – Hides subject from divination, scrying.

Scrying(PH p247) – Spies on subject at a distance.

Suggestion(PH p257) – Compels subject to follow stated course of action.

Vile Lance(BoVD p108) – Creates a +2 Shortspear that deals **Vile Damage**.

Wrack(BoVD p110) – Blinds subject and renders it helpless for 1 round per level, then -2 on attacks, saves, and checks for 3d10 minutes.

4th Level

Arcane Eye(PH p175) – Invisible floating eye moves 30' per round.

Call Dretch Horde(BoVD p86) – Summon 2d3 dretches.

Locate Creature(PH p223) – Indicates direction to familiar creature.

Morality Undone(BoVD p99) – Subject becomes evil.

Phantasmal Killer(PH p235) – Fearsome illusion kill subject or deals 3d6 damage.

Resonating Resistance(BoVD p102) – Foes must check spell resistance twice against caster.

Psi-Hunter Spell List

Prepared Arcane spells based on Intelligence. (DR281 p85)

1st Level

Alarm(PH p172) – Wards an area for 2 hours per level.
Cause Fear(PH p182) – One creature flees for 1d4 rounds.
Command(PH p185) – One subject obeys one-word command for 1 round.
Doom(PH p198) – One subject suffers –2 morale penalty on attacks, damage, saves, and checks.
Hypnotism(PH p215) – Fascinates 2d4 HD of creatures.
Magic Weapon(PH p225) – Weapon gains +1 enchantment bonus.
Obscuring Mists(PH p233) – Fog surrounds you.
True Strike(PH p267) – Add +20 insight bonus to your next attack roll.
Shield(PH p251) (DR280 p107)+ (DR282 p106)+ – Invisible disc gives +7 AC cover bonus against half the battlefield, and blocks *Magic Missiles*.

2nd Level

Blur(PH p181) – Attacks miss subject 20% of the time.
Bull's Strength(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.
Cat's Grace(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.
Detect Thoughts(PH p194) – Allows “listening” to surface thoughts.
Endurance(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.

Hypnotic Pattern(PH p215) – Fascinates 2d4+1 HD per level of creatures.

Locate Object(PH p223)(DR276 p107)+ – Senses direction toward object (specific or type).

See Invisibility(PH p248) – Reveals invisible creatures or objects.

3rd Level

Dispel Magic(PH p196) – Cancels magical spells and effects.

Note: When cast by a Psi-Hunter, this spells applies to Psionic effects too.

Freedom of Movement(PH p207) – Subject moves normally despite impediments.

Greater Magic Weapon(PH p210) – +1 bonus per three levels (max +5).

Hold Person(PH p214) – Holds one person helpless for 1 round per level.

Minor Globe of Invulnerability(PH p228) – Stops 1st – 3rd level spell effects in a 10' radius around you for 1 round per level.

Note: When cast by a Psi-Hunter, this spells applies to Psionic effects too.

Nondetection(PH p232) – Hides subject from divination, scrying.

Spell Immunity(PH p255) – Subject is immune to one spell per four levels.

Note: When cast by a Psi-Hunter, this spells applies to Psionic effects too.

4th Level

Emotion(PH p199) – Arouses strong emotion in subject.

Detect Scrying(PH p193) – Alerts you to magical eavesdropping.

Note: When cast by a Psi-Hunter, this spells applies to Psionic effects too.

Dimensional Anchor(PH p195) – Bars extradimensional movement.

Discern Lies(PH p195) – Reveals deliberate falsehoods.

Haste(PH p212) – Extra partial action and +4 AC.

Locate Creature(PH p223) – Indicates direction to familiar creature.

Scrying(PH p247) – Spies on subject at a distance.

5th Level

Antimagic Field(PH p175) – Negates magic within 10'.

Globe of Invulnerability(PH p209) – Stops 1st – 4th level spell effects in a 10' radius around you for 1 round per level.

Note: When cast by a Psi-Hunter, this spells applies to Psionic effects too.

Magic Jar(PH p224) – Enables possession of another creature.

Mind Fog(PH p228) – Subjects in fog get –10 Wisdom, Wisdom checks.

Rary's Telepathic Bond(PH p242) – Link lets allies communicate.

True Seeing(PH p267) – See all things as they really are.

Rage Mage Spell List

Impromptu Arcane spells based on Charisma. (DR277 p99)

1st Level

Animate Rope(PH p174) – Makes a rope move at your command.
Burning Hands(PH p181) – 1d4 fire damage per level (max 5d4).
Cause Fear(PH p182) – One creature flees for 1d4 rounds.
Chill Touch(PH p183) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.
Enlarge(PH p200) – Object or creature grows +10% per level (max +50%).
Erase(PH p200) – Mundane or magical writing vanishes.
Feather Fall(PH p203) – Objects or creatures fall slowly.
Grease(PH p210) – Makes 10' square or 1 object slippery.
Hold Portal(PH p214) – Holds one door shut.
Jump(PH p219) – Subject gets +30 on Jump checks.
Mage Armor(PH p223) – Gives subject +4 armor bonus.
Magic Missile(PH p224) – 1d4+1 damage; +1 missile per two levels above 1st (max 5 missiles).
Magic Weapon(PH p225) – Weapon gains +1 enchantment bonus.
Mount(PH p231) – Summons riding horse for 2 hours per level.
Obscuring Mists(PH p233) – Fog surrounds you.
Protection from Evil(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against evil, counters mind control, & hedges out Elementals & Outsiders.
Protection from Good(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against good, counters mind control, & hedges out Elementals & Outsiders.
Protection from Law(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against law, counters mind control, & hedges out Elementals & Outsiders.
Ray of Enfeeblement(PH p242) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).
Reduce(PH p243) – Object or creature shrinks 10% per level (max 50%).
Shield(PH p251) (DR280 p107)+ (DR282 p106)+ – Invisible disc gives +7 AC cover bonus against half the battlefield, and blocks *Magic Missiles*.
Shocking Grasp(PH p251) – Touch delivers 1d8 + 1 per level (max +20) of electricity damage.
Spider Climb(PH p255) – Grants ability to walk on walls & ceilings.
Summon Monster I(PH p258) – Summons an Outsider to fight for you.
Unseen Servant(PH p268) – Creates invisible force that obeys your commands.

2nd Level

Alter Self(PH p172) – As *Change Self*, plus more drastic changes.
Blindness/Deafness(PH p180) – Makes subject blink or deaf.
Bull's Strength(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.
Cat's Grace(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.

Darkness(PH p190) – 20' radius of supernatural darkness.
Darkvision(PH p190) – See 60' in total darkness.
Daylight(PH p191) – 60' radius of bright light.
Endurance(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.
Flaming Sphere(PH p206) – Rolling ball of fire, 2d6 damage, lasts 1 round per level.
Fog Cloud(PH p206) – Fog obscures vision.
Ghoul Touch(PH p209) – Paralyzes one subject, who exudes stench (-2 penalty) nearby.
Glitterdust(PH p209) – Blinds creatures, outlines invisible creatures.
Knock(PH p219) – Opens locked or magically sealed door.
Levitate(PH p222) – Subject moves up and down at your direction.
Melf's Acid Arrow(PH p227) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).
Obscure Object(PH p232) – Masks object against divination.
Protection from Arrows(PH p239) – Subject immune to most ranged attacks.
Pyrotechnics(PH p241) – Turns fire into blinding light or choking smoke.
Scare(PH p247) – Panics creatures up to 5 HD within a 15' radius.
Shatter(PH p250) – Sonic vibration damages objects or crystalline creatures.
Spectral Hand(PH p254) – Creates disembodied glowing hand to deliver touch attacks.
Summon Monster II(PH p258) – Summons an Outsider to fight for you.
Summon Swarm(PH p261) – Summons swarm of small crawling or flying creatures.
Web(PH p271) – Fills 10' cube per level with sticky spider webs.

3rd Level

Blink(PH p180) – You randomly vanish and reappear for 1 round per level.
Dispel Magic(PH p196) – Cancels magical spells and effects.
Fireball(PH p203) – 1d6 fire damage per level (max 10d6), 20' radius.
Flame Arrow(PH p205) – Either cause 1 arrow per level to catch fire, doing +1 fire damage per 2 levels (max +10), -or- ranged touch attack with one fiery bolt per 4 levels that does 4d6 fire damage.
Fly(PH p206) – Subject flies at a speed of 90'.
Gaseous Form(PH p207) – Subject becomes insubstantial and can fly at a speed of 10'.
Greater Magic Weapon(PH p210) – Enchants a weapon be +1 per 3 levels (max +5).
Gust of Wind(PH p212) – Blows away or knocks down smaller creatures.
Halt Undead(PH p212) – Immobilizes undead for 1 round per level.
Haste(PH p212) – Extra partial action and +4 AC.
Keen Edge(PH p219) – Doubles normal weapon's threat range.

Magic Circle against Chaos(PH p223) – As *Protection from Chaos*, but 10' radius and 10 minutes per level.
Magic Circle against Evil(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
Magic Circle against Good(PH p223) – As *Protection from Good*, but 10' radius and 10 minutes per level.
Magic Circle against Law(PH p223) – As *Protection from Law*, but 10' radius and 10 minutes per level.
Nondetection(PH p232) – Hides subject from divination, scrying.
Phantom Steed(PH p235) – Magical horse appears for 1 hour per level.
Sleet Storm(PH p253) – Hampers movement.
Slow(PH p253) – One subject per level takes only partial actions, -2 AC, -2 melee rolls.

4th Level

Bestow Curse(PH p177) – -6 on one ability; -4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.
Contagion(PH p187) – Infects subject with disease.
Dimension Door(PH p195) – Teleports you and up to 500 pounds to a location within Long Range.
Dimensional Anchor(PH p195) – Bars extradimensional movement.
Enervation(PH p199) – Subject gains 1d4 negative levels.
Evard's Black Tentacles(PH p201) – 1d4 + 1 per level tentacles grapple randomly within 15'.
Fear(PH p203) – Subjects within cone flee for 1 round per level.
Fire Shield(PH p204) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).
Ice Storm(PH p216) – Hail deals 5d6 damage in cylinder 40' across.
Minor Globe of Invulnerability(PH p228) – Stops 1st – 3rd level spell effects in a 10' radius around you for 1 round per level.
Otiluke's Resilient Sphere(PH p233) – Force globe protects but traps one subject.
Polymorph Other(PH p236)(T&B p94 or DR280 p45) – Gives one subject a new form permanently.
Polymorph Self(PH p237)(T&B p94) – You assume a new form.
Shout(PH p252) – Deafens all within cone and deals 2d6 damage.
Solid Fog(PH p253) – Blocks vision and slows movement.
Stoneskin(PH p257) – Stops blows, cuts, & stabs
Summon Monster IV(PH p259) – Calls an outsider to fight for you.
Wall of Fire(PH p269) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.
Wall of Ice(PH p270) – Creates either an ice plane with 15 hp + 1 per level, or a hemisphere which can trap creatures inside.

Royal Herald Spell List

Impromptu Arcane spells based on Charisma. (DR-A5 p87)

0th Level

Dancing Lights(PH p190)(DR277 p119)+ – Lights that resemble torches.
Daze(PH p191) – Creature loses next action.
Distract(DR-A5 p87) – Target gets a –10 penalty on Spot or Listen checks for 1 round.
Ghost Sound(PH p209) – Figment sounds.
Guidance(PH p211) – +1 competence bonus on one roll, save, or check.
Know Direction(PH p219) – You discern north.
Light(PH p222) – Object shines like a torch.
Mage Hand(PH p223) – 5 pound telekinesis.
Open/Close(PH p233) – Opens or closes small or light things.
Prestidigitation(PH p238) – Performs minor tricks.

1st Level

Alarm(PH p172) – Wards an area for 2 hours per level.
Change Self(PH p183) – Changes your appearance in basic ways (add or lose 1' of height, switch between fat & thin, etc.) for up to 10 min/level. Gives a +10 bonus on Disguise checks.
Charm Person(PH p183) – Make one person your friend.
Comprehend Languages(PH p186) – Understand all spoken and written languages.
Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.
Detect Secret Doors(PH p193) – Reveals hidden doors within 60'.
Glib Tongue(DR-A5 p87) – +4 competence bonus on Diplomacy and Bluff checks. Bonus goes up by +2 every odd Class Level (+6 at 3rd, etc.) (max +16).
Message(PH p227) – Whispered conversation at a distance.

Sleep(PH p252) – Put 2d4 HD of creatures into comatose slumber.
Spider Climb(PH p255) – Grants ability to walk on walls & ceilings.

2nd Level

Arcane Lock(PH p176) – Magically locks a portal or chest.
Cat's Grace(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.
Darkness(PH p190) – 20' radius of supernatural darkness.
Detect Thoughts(PH p194) – Allows "listening" to surface thoughts.
Invisibility(PH p217) – Subject is invisible for 10 minutes per level or until it attacks.
Knock(PH p219) – Opens locked or magically sealed door.
Locate Object(PH p223)(DR276 p107)+ – Senses direction toward object (specific or type).
Lord's Charisma(DR-A5 p87) – Subject gains 1d4+1 Charisma for 1 hour/level.
Silence(PH p252) – Negate sound in 15' radius.
Suggestion(PH p257) – Compels subject to follow stated course of action.

3rd Level

Clairaudience/Clairvoyance(PH p184) – Hear or see at a distance for 1 minute per level.
Darkvision(PH p190) – See 60' in total darkness.
Detect Scrying(PH p193) – Alerts you to magical eavesdropping.
Eagle Eyes(DR-A5 p87) – +20 bonus on Search and Spot checks for 10 minutes per level.
Hold Person(PH p214) – Holds one person helpless for 1 round per level.

Illusory Script(PH p216) – Only intended reader can decipher.
Leomund's Tiny Hut(PH p220) – Creates shelter for 10 creatures.
Nondetection(PH p232) – Hides subject from divination, scrying.
Shrink Item(PH p252) – Object shrinks to 1/12th its normal size.
Tongues(PH p265) – Speak any language.

4th Level

Discern Lies(PH p195) – Reveals deliberate falsehoods.
Dimension Door(PH p195) – Teleports you and up to 500 pounds to a location within 400' + 40' per level.
Dominate Person(PH p197) – Controls humanoid telepathically.
Freedom of Movement(PH p207) – Subject moves normally despite impediments.
Legend Lore(PH p219) – Learn tales about a person, place, or thing.
Modify Memory(PH p230) – Changes 5 minutes of subject's memories.
Scrying(PH p247) – Spies on subject from a distance.
Sending(PH p248) – Delivers a short message anywhere, instantly.
Speak with Dead(PH p254) – Corpse answer one question per two levels.
Sudden Mastery(DR-A5 p87) – +20 competence bonus to a single skill available to you for 10 minutes per level.

Sacred Fist Spell List

Prepared Divine spells based on Wisdom. (DotF p71)(DR286 p97)+. The specific sub-set of these spells available is based on the Sacred Fist's faith.

1st Level

Bless Water(PH p180) – Makes Holy Water.
Burial Blessing(DotF p83) – Prevents a corpse from rising as undead.
Comprehend Languages(PH p186) – Understand all spoken and written languages.
Cure Light Wounds(PH p190) – Cures 1d8 +1/level damage (max +5).
Curse Water(PH p190) – Makes Unholy Water.
Divine Favor(PH p197) – You gain attack & damage bonus of +1/three levels.
Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.
Entropic Shield(PH p200) – Ranged attacks against you suffer 20% miss chance.
Inflict Light Wounds(PH p217) – Touch, 1d8 +1/level (max +5).
Invisibility to Undead(PH p218) – Undead can't perceive one subject per level.
Magic Weapon(PH p225) – Weapon gains +1 enhancement bonus.
Protection from Chaos(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against chaos, counters mind control, & hedges out elements & outsiders.
Protection from Evil(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against evil, counters mind control, & hedges out elements & outsiders.
Protection from Good(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against good, counters mind control, & hedges out elements & outsiders.
Protection from Law(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against law, counters mind control, & hedges out elements & outsiders.
Sanctuary(PH p247) – Opponents can't attack you and you can't attack.
Shield of Faith(PH p251) – Aura grants +2 (or higher) deflection bonus.

2nd Level

Aid(PH p172) – +1 attack & +1 saves vs. fear and +1d8 temporary hp.
Augury(PH p177) – Leans whether an action will be good or bad.
Brambles(DotF p82) – Blunt wooden weapon +1 attack & +1/level damage (max +10).
Bull's Strength(PH p181) – Subject gains 1d4+1 Str for 1 hr/level.
Cure Moderate Wounds(PH p190) – Cures 2d8 +1/level (max +10).

Death Knell(PH p191) – Kills dying creature; you gain 1d8 temporary hp, +2 Str, and 1 level.
Delay Poison(PH p191) – Stops poison from harming subject for 1 hour per level.
Endurance(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.
Gentle Repose(PH p208) – Preserves one corpse.
Inflict Moderate Wounds(PH p217) – Touch attack, 2d8 +1/level (max +10).
Lesser Restoration(PH p222) – Dispels magic ability penalty or repairs 1d4 ability damage.
Resist Elements(PH p246) – Ignores 12 damage/round from one energy type.
Speak with Animals(PH p254) – You may communicate with natural animals.
Undetectable Alignment(PH p267) – Conceals alignment for 24 hours.

3rd Level

Bestow Curse(PH p177) – -6 on ability; -4 on attacks, saves, and skill checks; or 50% chance of losing each action.
Chain of Eyes(DotF p84) – Scrying sensor passed along by touch.
Contagion(PH p187) – Infects subject with chosen disease.
Continual Flame(PH p188)(DR276 p107)+ – Makes a permanent, heatless torch.
Cure Serious Wounds(PH p190) – Cures 3d8 +1/level damage (max +15).
Curse of the Brute(DotF p84) – Up to +1 per level to Str, Dex, or Con, but both Int and Cha go down by the same amount.
Daylight(PH p191) – 60' radius of bright light.
Deeper Darkness(PH p191) – Object sheds absolute darkness in 60' radius.
Flame of Faith(DotF p86) – Normal or masterwork weapon becomes a temporary *Flaming Burst* weapon.
Glyph of Warding(PH p209) – Inscription harms those who pass it.
Inflict Serious Wounds(PH p217) – Touch attack, 3d8 +1 / level (max +15).
Invisibility Purge(PH p218) – Dispels invisibility within 5' per level.
Magic Circle against Chaos(PH p223) – As *Protection from Chaos*, but 10' radius and 10 minutes / level.
Magic Circle against Evil(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes / level.
Magic Circle against Good(PH p223) – As *Protection from Good*, but 10' radius and 10 minutes /level.

Magic Circle against Law(PH p223) – As *Protection from Law*, but 10' radius and 10 minutes / level.
Magic Vestment(PH p225) – Armor, shield, or clothes gain +1 enhancement per 3 levels.
Meld into Stone(PH p226) – You and your gear merge with stone.
Negative Energy Protection(PH p231) – Subject resists level and ability drains.
Obscure Object(PH p232) – Masks object against divination.
Protection from Elements(PH p240) – Absorbs 12 damage per level from one kind of energy.
Remove Curse(PH p244) – Frees object or person from curse.
Speak with Plants(PH p254) – You can talk to normal plants and plant creatures.
Spikes(DotF p90) – As *Brambles*(DotF p82), but +2 attack and lasts longer.
Stone Shape(PH p257) – Sculpts stone in any form.
Water Breathing(PH p271) – Subjects can breathe underwater.
Water Walk(PH p271) – Subject walks on water.

4th Level

Air Walk(PH p172) – Subject treads on air as if solid.
Beast Claws(DotF p81) – Your hands become slashing weapons (1d6).
Cure Critical Wounds(PH p190) – Cures 4d8 +1/level damage (max +20).
Death Ward(PH p191) – Grants immunity to death spells and effects.
Divination(PH p197) – Provides useful advice for specific proposed actions.
Divine Power(PH p197) – You gain attack bonus, 18 Str, and 1 hp per level.
Freedom of Movement(PH p207) – Subject moves normally despite impediments.
Imbue with Spell Ability(PH p216) – Transfer spells to subject.
Inflict Critical Wounds(PH p217) – Touch attack, 4d8 +1/level (max +20).
Neutralize Poison(PH p232) – Detoxifies venom in or on subject.
Poison(PH p236) – Touch deals 1d10 Con damage, repeats in 1 min.
Restoration(PH p246) – Restores level and ability score drains.
Status(PH p256) – Monitors allies condition/position.
Tongues(PH p265) – Speak any language.
Unfailing Endurance(DotF p91) – +4 bonus against weakness or fatigue, endurance bonuses.

Sinker Spell List

Prepared Arcane spells based on Charisma. (DR287 p50)

1st Level

Chill Touch(PH p183) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.
Doom(PH p198) – One subject suffers –2 morale penalty on attacks, damage, saves, and checks.
Erase(PH p200) – Mundane or magical writing vanishes.

Inflict Light Wounds(PH p217) – Touch, 1d8 +1/level (max +5).

True Strike(PH p267) – Add +20 insight bonus to your next attack roll.

2nd Level

Blindness/Deafness(PH p180) – Makes subject blind or deaf.

Death Knell(PH p191) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.
Inflict Moderate Wounds(PH p217) – Touch attack, 2d8 +1/level (max +10).
Shatter(PH p250) – Sonic vibration damages objects or crystalline creatures.

Soldier of Light Spell List

Prepared Divine spells based on Wisdom. (D&D p209)

1st Level

Bless(PH p180) – Allies gain +1 morale bonus to attacks & saves vs. fear.
Bless Water(PH p180) – Makes Holy Water.
Bless Weapon(PH p180) – Against an evil opponent, all “threats” become criticals, damage reduction is negated, and it can hit incorporeal enemies as if it had a +1 enhancement bonus.
Cure Light Wounds(PH p190) – Cures 1d8 +1/level damage (max +5).
Detect Evil(PH p192) – Reveals evil creatures, spells, or objects.
Invisibility to Undead(PH p218) – Undead can't perceive one subject per level.
Magic Weapon(PH p225) – Weapon gains +1 enhancement bonus.
Protection from Evil(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against evil, counters mind control, & hedges out Elementals & Outsiders.
Shield of Faith(PH p251) – Aura grants +2 (or higher) deflection bonus.

2nd Level

Aid(PH p172) – +1 morale bonus to attack & saves vs. fear and +1d8 temporary hp.
Consecrate(PH p187) – Fills area with positive energy, making undead weaker.
Cure Moderate Wounds(PH p190) – Cures 2d8 +1/level (max +10).
Daylight(PH p191) – 60' radius of bright light.
Lesser Restoration(PH p222) – Dispels magic ability penalty or repairs 1d4 ability damage.
Make Whole(PH p225) – Repairs an object.
Shield Other(PH p251) – You take half of subject's damage.

3rd Level

Cure Serious Wounds(PH p190) – Cures 3d8 + 1/level damage (max +15).
Greater Magic Weapon(PH p210) – +1 bonus per three levels (max +5).
Magic Circle against Evil(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

Negative Energy Protection(PH p231) – Subject resists level and ability drains.
Prayer(PH p238) – Allies gain +1 luck bonus on most rolls, enemies suffer –1 luck penalty.
Remove Disease(PH p244) – Cures all diseases affecting subject.
Searing Light(PH p248) – Ray deals 1d8 per two levels, more against undead.

4th Level

Cure Critical Wounds(PH p190) – Cures 4d8 + 1/level damage (max +20).
Death Ward(PH p191) – Grants immunity to death spells and effects.
Holy Smite(PH p214) – Damages and blinds evil creatures.
Holy Sword(PH p215) – Weapon becomes +5, does double damage against evil.
Lesser Planar Ally(PH p221) – Exchange services with an 8 HD Outsider.
Restoration(PH p246) – Restores level and ability score drains.

Taker Spell List

Impromptu Arcane spells based on Charisma.

The entire list is available to the caster, but all spells are treated as having range of ‘personal’ (i.e., they cannot be cast on others).(DR287 p52)

1st Level

Cure Light Wounds(PH p190) – Cures 1d8 +1/level damage (max +5).
Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.
Enlarge(PH p200) – Object or creature grows +10% per level (max +50%).
Expeditious Retreat(PH p202) – Doubles your speed.
Jump(PH p219) – Subject gets +30 on Jump checks.
Sanctuary(PH p247) – Opponents can't attack you and you can't attack.
True Strike(PH p267) – Add +20 insight bonus to your next attack roll.

Cat's Grace(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.

Cure Moderate Wounds(PH p190) – Cures 2d8 +1/level (max +10).

Darkvision(PH p190) – See 60' in total darkness.

Endurance(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.

Lesser Restoration(PH p222) – Dispels magic ability penalty or repairs 1d4 ability damage.

Resist Elements(PH p246) – Ignores 12 damage/round from one energy type.

3rd Level

Cure Serious Wounds(PH p190) – Cures 3d8 + 1 per level (max. +15).

Haste(PH p212) – Extra partial action and +4 AC.

Protection from Elements(PH p240) – Absorb 12 damage per level from one kind of energy.

Nondetection(PH p232) – Hides subject from divination, scrying.

Remove Disease(PH p244) – Cures all diseases affecting subject.

Tongues(PH p265) – Speak any language.

4th Level

Cure Critical Wounds(PH p190) – Cures 4d8 + 1/level damage (max +20).

Neutralize Poison(PH p232) – Detoxifies venom in or on subject.

Remove Curse(PH p244) – Frees object or person from curse.

Restoration(PH p246) – Restores level and ability score drains.

Stoneskin(PH p257) – Stops blows, cuts, stabs, & slashes.

Templar Spell List

Prepared Divine spells based on Wisdom. (DotF p73)

1st Level

Bless(PH p180) – Allies gain +1 morale bonus to attacks & saves vs. fear.
Cause Fear(PH p182) – One creature flees for 1d4 rounds.
Command(PH p185) – One subject obeys one-word command for 1 round.
Divine Favor(PH p197) – You gain attack & damage bonus of +1/three levels.
Entropic Shield(PH p200) – Ranged attacks against you suffer 20% miss chance.
Magic Weapon(PH p225) – Weapon gains +1 enhancement bonus.
Mount(PH p231) – Summons riding horse for 2 hours per level.
Shield of Faith(PH p251) – Aura grants +2 (or higher) deflection bonus.

2nd Level

Aid(PH p172) – +1 morale bonus to attack & saves vs. fear and +1d8 temporary hp.

Bull's Strength(PH p181) – Subject gains 1d4+1 Strength for 1 hour per level.
Calm Emotions(PH p182) – Calms 1d6 subjects per level, negating emotion effects.
Endurance(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.
Enthrall(PH p200) – Captivates all within 100' + 10' per level.
Hold Person(PH p214) – Holds one person helpless for 1 round per level.
Shield Other(PH p251) – You take half of subject's damage.
Spiritual Weapon(PH p256) – Magical weapon attacks on its own.

3rd Level

Blindness/Deafness(PH p180) – Makes subject blind or deaf.
Daylight(PH p191) – 60' radius of bright light.
Dispel Magic(PH p196) – Cancels magical spells and effects.

Invisibility Purge(PH p218) – Dispel invisibility within 5' per level.

Magic Vestment(PH p225) – Armor, shield, or clothes gain +1 enhancement per 3 levels.
Negative Energy Protection(PH p231) – Subject resists level and ability drains.
Prayer(PH p238) – Allies gain +1 luck bonus on most rolls, enemies suffer –1 luck penalty.
Searing Light(PH p248) – Ray deals 1d8 per two levels, more against undead.

4th Level

Divine Power(PH p197) – You gain attack bonus, 18 Strength, and 1 hp per level.
Freedom of Movement(PH p207) – Subject moves normally despite impediments.
Greater Magic Weapon(PH p210) – +1 bonus per three levels (max +5).
Status(PH p256) – Monitors condition & position of allies.

Temple Raider of Olidammara Spell List

Prepared Divine spells based on Wisdom. (S&S p18)

1st Level

Cure Light Wounds(PH p190) – Cures 1d8 +1/level damage (max +5).
Detect Chaos(PH p192) – Reveals chaotic creatures, spells, or objects.
Detect Evil(PH p192) – Reveals evil creatures, spells, or objects.
Detect Good(PH p193) – Reveals good creatures, spells, or objects.
Detect Law(PH p193) – Reveals lawful creatures, spells, or objects.
Detect Secret Doors(PH p193) – Reveals hidden doors within 60'.
Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.
Entropic Shield(PH p200) – Ranged attacks against you suffer 20% miss chance.
Inflict Light Wounds(PH p217) – Touch, 1d8 +1/level (max +5).
Invisibility to Undead(PH p218) – Undead can't perceive one subject per level.
Obscuring Mists(PH p233) – Fog surrounds you.
Protection from Evil(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against evil, counters mind control, & hedges out Elementals & Outsiders.
Protection from Good(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against good, counters mind control, & hedges out Elementals & Outsiders.
Protection from Law(PH p240) – +2 deflection bonus to AC & +2 resistance bonus to saves against law, counters mind control, & hedges out Elementals & Outsiders.
Random Action(PH p242) – One creature acts randomly for one round.
Remove Fear(PH p245) – +4 morale bonus on saves vs. fear for one subject +1/four levels.
Sanctuary(PH p247) – Opponents can't attack you and you can't attack.

Shield of Faith(PH p251) – Aura grants +2 (or higher) deflection bonus.
Spider Climb(PH p255) – Grants ability to walk on walls & ceilings.

2nd Level

Augury(PH p177) – Leans whether an action will be good or bad.
Cat's Grace(PH p182) – Subject gains 1d4+1 Dexterity for 1 hour per level.
Cure Moderate Wounds(PH p190) – Cures 2d8 +1/level (max +10).
Darkness(PH p190) – 20' radius of supernatural darkness.
Darkvision(PH p190) – See 60' in total darkness.
Delay Poison(PH p191) – Stops poison from harming subject for 1 hour per level.
Fog Cloud(PH p206) – Fog obscures vision.
Hold Person(PH p214) – Holds one person helpless for 1 round per level.
Inflict Moderate Wounds(PH p217) – Touch attack, 2d8 +1/level (max +10).
Knock(PH p219) – Opens locked or magically sealed door.
Lesser Restoration(PH p222) – Dispel magic ability penalty or repairs 1d4 ability damage.
Misdirection(PH p230) – Misleads divinations for 1 creature or object.
Resist Elements(PH p246) – Ignores 12 damage per round from one energy type.
Silence(PH p252) – Negate sound in 15' radius.
Undetectable Alignment(PH p267) – Conceals alignment for 24 hours.

3rd Level

Blindness/Deafness(PH p180) – Makes subject blind or deaf.
Cure Serious Wounds(PH p190) – Cures 3d8 +1/level damage (max +15).

Dispel Magic(PH p196) – Cancels magical spells and effects.

Inflict Serious Wounds(PH p217) – Touch attack, 3d8 +1 / level (max +15).

Locate Object(PH p223)(DR276 p107)+ – Senses direction toward object (specific or type).

Magic Circle against Evil(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

Magic Circle against Good(PH p223) – As *Protection from Good*, but 10' radius and 10 minutes per level.

Magic Circle against Law(PH p223) – As *Protection from Law*, but 10' radius and 10 minutes per level.

Magic Vestment(PH p225) – Armor, shield, or clothes gain +1 enhancement per 3 levels.

Negative Energy Protection(PH p231) – Subject resists level and ability drains.

Protection from Elements(PH p240) – Absorbs 12 damage per level from one kind of energy.

Remove Curse(PH p244) – Frees object or person from curse.

4th Level

Air Walk(PH p172) – Subject treads on air as if solid (climb at 45° angle).

Cure Critical Wounds(PH p190) – Cures 4d8 +1/level damage (max +20).

Freedom of Movement(PH p207) – Subject moves normally despite impediments.

Inflict Critical Wounds(PH p217) – Touch attack, 4d8 +1/level (max +20).

Neutralize Poison(PH p232) – Detoxifies venom in or on subject.

Restoration(PH p246) – Restores level and ability score drains.

Spell Immunity(PH p255) – Subject is immune to one spell per four levels.

Vigilante Spell List

Impromptu Arcane spells based on Charisma. (S&S p20)

Spells per Day / Spells Known

Lv	1 st	2 nd	3 rd	4 th
1:	0/2	–	–	–
2:	1/2	–	–	–
3:	1/3	0/1	–	–
4:	1/3	1/2	–	–
5:	1/4	1/2	0/1	–
6:	2/4	1/3	1/2	–
7:	2/5	1/3	1/2	0/1
8:	2/5	2/4	1/3	1/2
9:	2/5	2/5	2/4	1/2
10:	3/5	2/5	2/4	2/3

1st Level

Cause Fear(PH p182) – One creature flees for 1d4 rounds.

Change Self(PH p183) – Changes your appearance in basic ways (add or loose 1' of height, switch between fat & thin, etc.) for up to 10 min/level. Gives a +10 bonus on Disguise checks.

Detect Magic(PH p193) – Detects spells and magic items within 60'.

Detect Secret Doors(PH p193) – Reveals hidden doors within 60'.

Identify(PH p216) – Determines a single features of a magic item.

Light(PH p222) – Object shines like a torch.

Obscuring Mists(PH p233) – Fog surrounds you.

2nd Level

Darkvision(PH p190) – See 60' in total darkness.

Daylight(PH p191) – 60' radius of bright light.

Detect Thoughts(PH p194) – Allows "listening" to surface thoughts.

Locate Object(PH p223)(DR276 p107)+ – Senses direction toward object (specific or type).

Scare(PH p247) – Panics creatures up to 5 HD within a 15' radius.

See Invisibility(PH p248) – Reveals invisible creatures or objects.

Zone of Truth(PH p274) – Subjects within range cannot lie.

3rd Level

Clairaudience/Clairvoyance(PH p184) – Hear or see at a distance for 1 minute per level.

Discern Lies(PH p195) – Reveals deliberate falsehoods.

Dispel Magic(PH p196) – Cancels magical spells and effects.

Emotion(PH p199) – Arouses strong emotion in subject.

Magic Circle against Evil(PH p223) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

Speak with Dead(PH p254) – Corpse answer one question per two levels.

Tongues(PH p265) – Speak any language.

4th Level

Arcane Eye(PH p175) – Invisible floating eye moves 30' per round.

Detect Scrying(PH p193) – Alerts you to magical eavesdropping.

Dimensional Anchor(PH p195) – Bars extradimensional movement.

Fear(PH p203) – Subjects within cone flee for 1 round per level.

Locate Creature(PH p223) – Indicates direction to familiar creature.

Scrying(PH p247) – Spies on subject at a distance.

Windrider Spell List

Prepared Divine spells based on Wisdom. (MotW p79)

Spells per Day by Level

Lv	1 st	2 nd	3 rd	4 th
1:	0	–	–	–
2:	1	–	–	–
3:	1	0	–	–
4:	1	1	–	–
5:	1	1	0	–
6:	1	1	1	–
7:	2	1	1	0
8:	2	1	1	1
9:	2	2	1	1
10:	2	2	2	1

1st Level

Alarm(PH p172) – Wards an area for 2 hours per level.

Animal Trick(MotW p82) – Animal companion performs a trick.

Calm Animals(PH p182) – Calms 2d4 +1 per level animals, beasts, and magical beasts.

Detect Poison(PH p193) – Detects poison in one creature or small object.

Endure Elements(PH p199) – Ignore 5 damage/round from one energy type.

Know Direction(PH p219) – You discern north.

Remove Fear(PH p245) – +4 morale bonus on saves vs. fear for one subject +1/four levels.

Resistance(PH p245) – Subject gains +1 resistance bonus on saving throws.

Speak with Animals(PH p254) – You can communicate with natural animals.

2nd Level

Bottle of Smoke(MotW p84) – Creates a steed made of smoke.

Delay Poison(PH p191) – Stops poison from harming subject for 1 hour per level.

Endurance(PH p199) – Gain 1d4+1 Constitution for 1 hour per level.

Resist Elements(PH p246) – Ignores 12 damage per round from one energy type.

Magic Fang(PH p223) – One natural weapon of subject creature gets +1 enhancement bonus to attack and damage.

Mage Armor(PH p223) – Gives subject +4 armor bonus.

Nature's Favor(MotW p92) – Target animal gains attack and damage bonus of +1/two levels.

Protection from Arrows(PH p239) – Subject immune to most ranged attacks.

Shield Other(PH p251) – You take half of subject's damage.

3rd Level

Heal Mount(PH p213) – As *Heal* on war-horse or other mount.

Neutralize Poison(PH p232) – Detoxifies venom in or on subject.

Pass without Trace(PH p234) – One subject per level leaves no tracks or scent trail for 10 min/level.

Phantom Steed(PH p235) – Magical horse appears for 1 hour per level.

Protection from Elements(PH p240) – Absorb 12 damage per level from one kind of energy.

4th Level

Freedom of Movement(PH p207) – Subject moves normally despite impediments.

Greater Magic Fang(PH p210) – One natural weapon of subject creature gets +1 enhancement bonus to attack and damage per 3 caster levels (max. +5).

Greater Magic Weapon(PH p210) – +1 bonus per three levels (max +5).

Repel Vermin(PH p245) – Insects stay 10' away.

Tainted Powers Table

Powers & physical changes gained by Tainted Spellcasters and Tainted Warriors. (DR302 p39)

Fiend	Power I	Minor Change	Power II	Mod. Change	Power III	Major Change	Power IV
Succubus (MM p43)	<i>Change Self</i> , Class levels times per day (max 5).	Grow vestigial bat wings.	<i>Polymorph Self (humanoid only)</i> , 3/day.	+2 Charisma.	Able to speak & understand any language.	Claws do 1d4. Grow wings that fly at 50' with average maneuverability.	<i>Charm Monster</i> , 2/day.
Bebilith (MM p44)	<i>Protection from [Chaos, Evil, Good, Law]</i> , Class level times per day (max 5).	Limbs sprout barbs.	<i>Web</i> , 4/day from barbs. Webbing is non-magical, has 30' range.	Barbs enlarge, resulting in +1d6 piercing damage on unarmed attacks	+8 Racial bonus to Climb checks & a 20' climb movement.	Grow wings that fly at 50' with average maneuverability.	<i>Plane Shift</i> , 2/day.
Vrock (MM p45)	<i>Darkness</i> , 1/day. <i>Mirror Image</i> , 1/day.	Nose curves beak-like.	Gain Vrock spore attack, 3/day.	Grow wings that fly at 50' with average maneuverability.	<i>Teleport without Error</i> (self + 50 pounds), 1/day.	Gain beak that does 1d6. Screech stuns all within 30' for 1rnd (For17), 1/hour.	By dancing for 3 rounds, all non-demons within 100' take 2d20 damage (Ref½ DC 15).
Hezrou (MM p45)	<i>Stench</i> , 1/combat. Any within 10' receive a –2 Morale penalty to attacks for 1 min (Fort DC17).	Body covered with warts.	<i>Summon Swarm</i> , 2/day. <i>Gaseous Form</i> , 2/day.	+3 Natural Armor.	<i>Gaseous Form</i> , 3/day	Bite does 4d4.	<i>Blasphemy</i> , 2/day.
Glabrezu (MM p45)	<i>Charm Person</i> , 1/day. <i>Enlarge</i> , 1/day.	Eyes become violet.	<i>Confusion</i> , 2/day. <i>Deeper Darkness</i> , 2/day.	Hands become crab-like claws that do 2d4 dmg	<i>Reverse Gravity</i> , 1/day.	+7 Natural Armor.	<i>Chaos Hammer</i> , 5/day.
Nalfeshnee (MM p46)	<i>Detect [Chaos, Evil, Good, Law]</i> , Class level times per day.	Lower canine teeth enlarge into tusks.	All within 60' around caster take 15 hp (Ref½ DC18), 2/day	+2 Strength	<i>Call Lightning</i> , 1/day. <i>Feeblemind</i> , 1/day.	+2 Constitution. +2 additional Strength.	<i>See Invisibility</i> , always on.
Marilith (MM p46)	Gain <u>Two-Weapon Fighting</u> and <u>Ambidexterity</u> .	Skin becomes green & scaly.	<i>Animate Dead</i> , 2/day. <i>Inflict Serious Wounds</i> , 2/day	Grow a 3 rd arm. Gain <u>Multi-Weapon Fighting</u> and <u>Multi-Dexterity</u> .	<i>Teleport without Error</i> (self + 50 pounds), 1/day.	Legs replaced by a tail that can slam for 1d6 & constricts for 4d6.	<i>Bestow Curse</i> , 5/day.
Balor (MM p46)	<i>See Invisible</i> , 2/day	Skin becomes red.	<i>Greater Dispelling</i> , 1/day.	+3 Natural Armor.	<i>Firestorm</i> , 1/day.	Grow wings that fly at 90' with good maneuverability.	Body surrounded by flames for Class lvl rnds that do 4d6 to any grappler, 1/day.
Osyluth (MM p50)	<i>Fear</i> , 5' radius around caster, 2/day. DC is 13 + Charisma modifier.	Body becomes emaciated.	<i>Fly</i> , 1/day. <i>Wall of Ice</i> , 1/day.	Grow a scorpion-like tail, that stings for 2d4 damage.	Stinger produces (1d4 Str / 2d4 Str, DC14) poison.	+5 Natural Armor. +2 DC on <i>Fear</i> .	<i>Know Alignment</i> , always on.
Kyton (MM p51)	Gain <u>Exotic Weapon Proficiency (Spiked Chain)</u> .	Eyes glow yellow. Hair falls out.	Climb chains at standard move. Touched chains can lengthen 10'	Can fuse chains to body as a Full-Round Action, gaining +3 Natural Armor bonus.	Opponents seeing face receive a –1 Morale penalty to attacks for 1d3 rnds (Will vs. 15)	Fused chains now give +9 Natural Armor bonus.	A welded Spiked Chain gets an additional attack at the highest attack bonus.
Hellcat (MM p51)	+4 Competence bonus on Listen checks.	Hair grows quickly, but becomes translucent.	When charging, can make a Full-Round Attack.	+6 Circumstance bonus to Hide checks due to translucent body	On a grapple, you can rake with back feet for 1d4 dmg.	<i>Invisible</i> , in well lit areas. In the dark, visible at 30'.	Gain the Scent special quality.
Barbazu (MM p51)	Barbarian Rage, 1/day	Grows a long, snake-like beard	<i>Magic Weapon</i> , 3/day. <i>Produce Flame</i> , 3/day.	Beard is diseased. Grappled opponent makes a Fort save vs. DC 14 to avoid Devil Chills.	Barbarian Rage, 1/day, but with no ill after-effects.	Gain Cold Resistance 20 & Acid Resistance 20.	<i>Fear</i> , by touch.
Erinyes (MM p52)	<i>Charm Person</i> , Class levels times per day (max 5).	Grow vestigial bird wings.	<i>Suggestion</i> , 3/day.	Grow wings that fly at 50' with average maneuverability.	<i>Animate Rope</i> , at will.	+4 Charisma.	<i>Charm Monster</i> , 5/day.
Hamatula (MM p52)	<i>Hold Person</i> , 1/day <i>Produce Flame</i> , 1/day	Body sprouts small barbs.	<i>Doom</i> , 2/day. <i>Major Image</i> , 2/day.	Grow wings that fly at 50' with average maneuverability.	Improved Grab with claws.	Body barbs now do 3d4 extra dmg on a grapple.	<i>Order's Wrath</i> , 2/day. <i>Unholy Blight</i> , 2/day.
Cornugon (MM p52)	<i>Detect Thoughts</i> , 2/day	Gains a short tail.	<i>Dispel Chaos</i> , 1/day.	Tail does 1d3 dmg. +2 Natural Armor.	Tail attack Stuns for 1 rnd (Fort vs. DC 17).	+4 Strength.	<i>Fireball</i> , 3/day. <i>Lightning Bolt</i> , 3/day.
Gelugon (MM p53)	<i>Slow</i> (due to cold) for 1d6 rnds, 1/day by a touch or melee attack. Will save vs. DC 13 + Cha mod.	Mouth changes into mandibles.	<i>Cone of Cold</i> , 1/day.	Mandibles can now bite for 2d4 damage.	<i>Teleport without Error</i> (self + 50 pounds), 1/day.	Every bite requires the target to make a Will save vs. DC 13 + Cha mod or be <i>Slow</i> for 1d6 rounds.	<i>Fly</i> , 3/day. <i>Suggestion</i> , 3/day.
Pit Fiend (MM p53)	Grapple checks to damage do an extra 2d4 damage.	Teeth drip a foul liquid.	<i>Wall of Fire</i> , 1/day.	Grow a tail that does 2d4 dmg.	<i>Teleport without Error</i> (self + 50 pounds), 1/day.	Bite inflicts (1d4 Con / 1d4 Con, DC21) poison.	<i>Unholy Aura</i> , 1/day.
Canoloth (MotP p185)	Gain <u>Blind-Fight</u> .	Tongue becomes long & rough.	Gain Blind-Sight ability.	Tongue does 1d4 slashing & gains Improved Grab.	<i>Detect Good</i> , at will. <i>Detect Magic</i> , at will.	+5 Natural Armor. Movement on all-fours is +20'.	Tongue attack paralyzes for 1 min (Fort DC15)
Mezzoloth (MotP p186)	<i>See Invisible</i> , 2/day	Eyes glow red when angry.	<i>Dispel Magic</i> , 3/day.	+3 Natural Armor.	<i>Cloudkill</i> , 2/day.	Gain Damage Reduction 15/+1	Gain SR of 10 + Class level.
Nycaloth (MotP p186)	<i>Invisibility</i> , 2/day	Grow 2 vestigial arms.	<i>Fear</i> , 1/day. <i>Deeper Darkness</i> , 1/day.	Additional arms grow full-size. Gain <u>Multi-Weapon Fighting</u> and <u>Multi-Dexterity</u> .	<i>Teleport without Error</i> (self + 50 pounds), 1/day.	Grow wings that fly at 90' with good maneuverability.	Grow claws that do 1d6+Wounding.
Ultroloth (MotP p188)	<i>Alter Self</i> , 1/day <i>Hypnotic Pattern</i> , 1/day	Eyes change color at random.	<i>Prying Eyes</i> , 1/day.	+2 Inherent bonus to Intelligence.	<i>Screaming</i> , 3/day.	+4 additional bonus to Intelligence.	<i>Geas/Quest</i> , 1/day. <i>Mass Suggestion</i> , 1/day.

Prestige Class Availability

Barbarian

In-Class Skills – Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Intuit Direction, Listen, Wilderness Lore. Cha: Handle Animals, Intimidate.
Weapons – All Simple & Martial.

Level	Feats	Special	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	Rage	1	2	0	0	4	2.0	
2	1	–	2	3	0	0	5	2.5	
3	2	–	3	3	1	1	6	3.0	Divine Champion, Tainted Warrior
4	2	–	4	4	1	1	7	3.5	Hospitaler
5	2	–	5	4	1	1	8	4.0	Berserk, Bloodhound, Devoted Defender, Fist of Hextor, Gladiator, Halfling Outrider, Lasher, King/Queen of the Desert, King/Queen of the Forest, King/Queen of the Hills, King/Queen of the Marsh, King/Queen of the Mountains, King/Queen of the Plains, King/Queen of the Sea, King/Queen of the Skies, King/Queen of Underground, Occult Slayer, Prairie Runner, Soldier of Light, Stonelord, Warrior of Darkness
6	3	–	6	5	2	2	9	4.5	Ancestral Avenger, Bloodsister, Deepwood Sniper, Disciple of Dispatser, Disciple of Mephistopheles, Dragon Warrior, Dragonkith, Exotic Weapon Master, Eye of Gruumsh, Forsaker, Ghostwalker, Giant-Killer, Gnome Giant-Killer, Knight of the Chase, Knight of the Middle Circle, Knight of the Scale, Purple Dragon Knight, Ravager, Tribal Protector, Xaostict
7	3	–	7	5	2	2	10	5.0	Blackguard, Blessed of Gruumsh, Brawler, Cave Stalker, Darkwood Stalker, Deep Avenger, Deep Thrall, Disciple of Asmodeus, Duelist, Fierce Grappler, Holy Liberator, Hordebreaker, Outlaw of the Crimson Road, Sinker, Taker, Thrall of Juiblex, Waker of the Beast
8	3	–	8	6	2	2	11	5.5	Primal Rager, Purple Dragon Highknight
9	4	–	9	6	3	3	12	6.0	Cancer Mage, Disciple of Mamon, Frenzied Berserker, Ghost-Faced Killer, Justicar of Taiia, Keshen Blademaster, Knight-Errant of Silverymoon, Mask of Johydee, Orc Scout, Peerless Archer, Royal Herald, Spur Lord, Windrider
10	4	–	10	7	3	3	13	6.5	
11	4	–	11	7	3	3	14	7.0	Sensate
12	5	–	12	8	4	4	15	7.5	Dwarven Thane, Orc Blademaster
13	5	–	13	8	4	4	16	8.0	Assassin, Dread Pirate, Flame Steward, Flesh Eater, Guild Thief, Harper Scout, Horned Harbinger, Invisible Blade, Lightbearer, Ocular Adept, Poison Fist, Red Avenger, Siege Master, Spellfire Channeler, Templar, Temple Raider of Olidammara, Reaping Mauler, Thayan Knight, Truth Seeker, Ur-Priest, Vigilante, Watch Detective, Wild Scout
14	5	–	14	9	4	4	17	8.5	
15	6	–	15	9	5	5	18	9.0	Master Samurai, Tempest, Weapon Master
16	6	–	16	10	5	5	19	9.5	
17	6	–	17	10	5	5	20	10.0	Cipher, Disciple of Baalzebul, Divine Seeker, Dungeon Delver, Gloomblade, Nightsong Enforcer, Nightsong Infiltrator, Shadowdancer
18	7	–	18	11	6	6	21	10.5	
19	7	–	19	11	6	6	22	11.0	
20	7	–	20	12	6	6	23	11.5	

Barbarian

Never: Acolyte of the Fist, Acolyte of the Skin, Alienist, Apelord, Arachne, Arachnemancer, Arcane Archer, Arcane Devotee, Archmage, Arcane Trickster, Arcanopath Monk, Athar, Auspician, Bane of Infidels, Bearlord, Beholder Mage, Birdlord, Bladesinger, Blighter, Blood Magus, Candle Caster, Catlord, Cavalier, Church Inquisitor, Consecrated Harrier, Contemplative, Dancer of Sharness, Darkmask, Demonologist, Diabolist, Divine Agent, Divine Disciple, Divine Oracle, Doomedreamer, Doomguide, Dragon Disciple, Dragon Mystic, Dragon Scribe, Dreadmaster, Drunken Master, Dwarven Defender, Dweomer Keeper, Elder Druid, Elemental Archon of Air, Elemental Archon of Earth, Elemental Archon of Fire, Elemental Archon of Water, Eldritch Master, Elemental Savant, Entropist, Equinelord, Faceless One, Fatespinner, Fang of Lolth, Fiend Binder, Fiend Slayer, Fleet Runner of Ehlonna, Foe Hunter, Forest Master, Gatecrasher, Geomancer, Glaive of Azharadian, Gnome Artificer, Gnome Trickster, Goldeye, Gray Sage, Green Hunter, Guild Wizard of Waterdeep, Harper Mage, Harper Priest, Hathran, Heartseeker, Heartwarder, Hexer, Hierophant, Hunter of the Dead, Illithidkin, Incantatrix, Justicar, Kabuki Warrior, Knight of the Chalice, Knight Protector of the Great Kingdom, Life Drinker, Loremaster, Mage of the Arcane Order, Mage-Killer, Marinelord, Master Alchemist, Master of Chains, Master of the Secret Sound, Master of Shrouds, Mighty Contender of Kord, Mindbender, Monk of the Enabled Hand, Mystic, Mystic Wanderer, Nightcloak, Nightshade, Ninja of the Crescent Moon, Oozemaster, Order of the Bow Initiate, Pale Master, Planar Champion, Planeshifter, Psi-Hunter, Radiant Servant of Pelor, Rage Mage, Reaper's Child, Red Wizard of Thay, Royal Explorer, Runecaster, Sacred Exorcist, Sacred Fist, Shadow Adept, Shifter, Shinning Blade of Heironeous, Shoal Servant, Silverstar, Snakelord, Snake Servant, Spelldancer, Spellsword, Sphere Minion, Spymaster, Stormlord, Strifeleader, Sword Dancer, Tainted Spellcaster, Tamer of Beasts, Techsmith, Thief-Acrobat, Thrall of Demogorgon, Thrall of Graz'zt, Thrall of Orcus, Tiger Mask, True Necromancer, Vengeance Sworn, Verdant Lord, Vermin Lord, Virtuoso, Warmaster, Warpriest, War Wizard of Cormyr, Waveservant, Wayfarer Guide, Wearer of Purple, Weightless Foot, Windsinger, Windwalker, Wolflord, Zerth Cenobite, Zhentarim Skymage

Barbarian

Bard

In-Class Skills – Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Pick Pocket, Tumble. Int: Alchemy, Appraise, Craft, Decipher Script, Know(any), Scry, Spellcraft. Wis: Intuit Direction, Listen, Profession, Sense Motive. Con: Concentration. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device.

Weapons – Simple + one of the following: longbow, longsword, rapier, sap, shortbow, shortsword, whip.

Level	Feats	Special	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	A0	0	0	2	2	4	2.0	
2	1	A1	1	0	3	3	5	2.5	Divine Champion
3	2	A1	2	1	3	3	6	3.0	Tainted Spellcaster, Tainted Warrior
4	2	A2	3	1	4	4	7	3.5	Gnome Trickster, Nightshade.
5	2	A2	3	1	4	4	8	4.0	Assassin, Deep Thrall, Dragon Disciple, Eldritch Master, Gnome Artificer, Guild Thief, Harper Scout, Horned Harbinger, Lightbearer, Siege Master, Spellfire Channeler
6	3	A2	4	2	5	5	9	4.5	Bloodhound, Disciple of Asmodeus, Disciple of Mamon, Dread Pirate, Flesh Eater, Forsaker, Gatecrasher, Invisible Blade, Justicar of Taiia, Purple Dragon Knight, Royal Herald, Thrall of Orcus, Xaostict, Vigilante, Wearer of Purple
7	3	A3	5	2	5	5	10	5.0	Acolyte of the Skin, Alienist, Ancestral Avenger, Berserk, Blood Magus, Candle Caster, Cave Stalker, Cipher, Darkwood Stalker, Deepwood Sniper, Demonologist, Devoted Defender, Disciple of Baalzebul, Divine Oracle, Divine Seeker, Elder Druid, Elemental Savant, Fatespinner, Fist of Hextor, Giant-Killer, Gladiator, Gloomblade, Gnome Giant-Killer, Guild Wizard, Harper Mage, Heartseeker, Heartwarder, Holy Liberator, Hordebreaker, Hospitaler, Incantatrix, Lasher, Loremaster, Mask of Johydee, Mindbender, Nightsong Enforcer, Occult Slayer, Oozemaster, Orc Scout, Outlaw of the Crimson Road, Pale Master, Psi-Hunter, Ravager, Reaping Mauler, Red Avenger, Royal Explorer, Shadow Adept, Shadowdancer, Sinkler, Soldier of Light, Spelldancer, Stonelord, Taker, Templar, Thayan Knight, Thrall of Demogorgon, Thrall of Graz'zt, Tribal Protector, Truth Seeker, Virtuoso, Warrior of Darkness, Wild Scout, Windsinger, Zhentarim Skymage
8	3	A3	6	2	6	6	11	5.5	Arcane Archer, Blessed of Gruumsh, Bloodsister, Disciple of Dispater, Disciple of Mephistopheles, Dragonkith, Duelist, Eye of Gruumsh, Fierce Grappler, Ghostwalker, Knight of the Chase
9	4	A3	6	3	6	6	12	6.0	Blackguard, Dragon Warrior, Halfling Outrider, Kabuki Warrior, Keshen Blademaster, Mystic, Ghost-Faced Killer, Spur Lord, Ur-Priest
10	4	A4	7	3	7	7	13	6.5	Arcane Devotee, Brawler, Contemplative, Deep Avenger, Dragon Scribe, Gray Sage, Mage-Killer, Master Alchemist, Peerless Archer, Sacred Exorcist, Waker of the Beast, War Wizard of Cormyr
11	4	A4	8	3	7	7	14	7.0	Knight of the Middle Circle, Purple Dragon Highknight, Sensate
12	5	A4	9	4	8	8	15	7.5	Bladesinger, King/Queen of the Desert, King/Queen of the Forest, King/Queen of the Hills, King/Queen of the Marsh, King/Queen of the Mountains, King/Queen of the Plains, King/Queen of the Sea, King/Queen of the Skies, King/Queen of Underground, Knight-Errant of Silverymoon, Ocular Adept, Poison Fist
13	5	A5	9	4	8	8	16	8.0	Flame Steward, Master of the Secret Sound, Planeshifter, Prairie Runner, Temple Raider of Olidammara, Watch Detective, Windrider
14	5	A5	10	4	9	9	17	8.5	
15	6	A5	11	5	9	9	18	9.0	Cancer Mage, Knight of the Scale, Orc Blademaster, Tempest, Thrall of Juiblex, Weapon Master
16	6	A6	12	5	10	10	19	9.5	Doomdreamer
17	6	A6	12	5	10	10	20	10.0	Dungeon Delver, Nightsong Infiltrator
18	7	A6	13	6	11	11	21	10.5	Dwarven Thane, Master Samurai
19	7	A6	14	6	11	11	22	11.0	
20	7	A6	15	6	12	12	23	11.5	

Bard

Never: Acolyte of the Fist, Apelord, Arachne, Arachnemancer, Archmage, Arcane Trickster, Arcanopath Monk, Athar, Auspician, Bane of Infidels, Bearlord, Beholder Mage, Birdlord, Blighter, Catlord, Cavalier, Church Inquisitor, Consecrated Harrier, Dancer of Sharess, Darkmask, Diabolist, Divine Agent, Divine Disciple, Doomguide, Dragon Mystic, Dreadmaster, Drunken Master, Dwarven Defender, Dweomer Keeper, Elemental Archon of Air, Elemental Archon of Earth, Elemental Archon of Fire, Elemental Archon of Water, Entropist, Equinelord, Exotic Weapon Master, Faceless One, Fang of Lolth, Fiend Binder, Fiend Slayer, Fleet Runner of Ehlonna, Foe Hunter, Forest Master, Frenzied Berserker, Geomancer, Glaive of Azharadian, Goldeye, Green Hunter, Harper Priest, Hathran, Hexer, Hierophant, Hunter of the Dead, Illithidkin, Justicar, Knight of the Chalice, Knight Protector of the Great Kingdom, Life Drinker, Mage of the Arcane Order, Marinelord, Master of Chains, Master of Shrouds, Mighty Contender of Kord, Monk of the Enabled Hand, Mystic Wanderer, Nightcloak, Ninja of the Crescent Moon, Order of the Bow Initiate, Planar Champion, Primal Rager, Radiant Servant of Pelor, Rage Mage, Reaper's Child, Red Wizard, Runecaster, Sacred Fist, Shifter, Shinning Blade of Heironeous, Shoal Servant, Silverstar, Snakelord, Snake Servant, Spellsword, Sphere Minion, Spymaster, Stormlord, Strifeleader, Sword Dancer, Tamer of Beasts, Techsmith, Thief-Acrobat, Tiger Mask, Vengeance Sworn, Verdant Lord, Vermin Lord, Warpriest, Waveservant, Wayfarer Guide, Weightless Foot, Windwalker, Wolflord, Zerth Cenobite

Bard

Cleric

In-Class Skills – Int: Craft, Know (arcana, religion), Scry, Spellcraft. Wis: Heal, Profession. Con: Concentration. Cha: Diplomacy.
Weapons – Simple.

Level	Feats	Special	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	Turn D1	0	2	0	2	4	2.0	
2	1	D1	1	3	0	3	5	2.5	
3	2	D2	2	3	1	3	6	3.0	Divine Champion, Tainted Spellcaster, Tainted Warrior
4	2	D2	3	4	1	4	7	3.5	
5	2	D3	3	4	1	4	8	4.0	Church Inquisitor, Flame Steward, Gnome Artificer, Goldeye, Harper Priest, Lightbearer, Mystic Wanderer, Ocular Adept, Oozemaster, Runecaster, Shadow Adept, Sphere Minion, Siege Master, Spellfire Channeler, Thrall of Graz'zt
6	3	D3	4	5	2	5	9	4.5	Bane of Infidels, Bloodhound, Dancer of Sharess, Devoted Defender, Disciple of Asmodeus, Divine Agent, Doomdreamer, Forsaker, Justicar of Taiia, Mighty Contender of Kord, Purple Dragon Knight, Radiant Servant of Pelor, Sacred Fist, Silverstar, Stormlord, Thrall of Orcus, Xaostict
7	3	D4	5	5	2	5	10	5.0	Ancestral Avenger, Berserk, Cave Stalker, Consecrated Harrier, Darkwood Stalker, Deepwood Sniper, Divine Disciple, Divine Oracle, Doomguide, Dreadmaster, Elder Druid, Entropist, Fist of Hextor, Giant-Killer, Gladiator, Gnome Giant-Killer, Gray Sage, Green Hunter, Harper Scout, Holy Liberator, Hordebreaker, Hospitaler, Hunter of the Dead, Lasher, Master of Shrouds, Occult Slayer, Outlaw of the Crimson Road, Ravager, Shoal Servant, Sinkler, Snake Servant, Soldier of Light, Stonelord, Taker, Techsmith, Templar, Thayan Knight, Thrall of Demogorgon, Thrall of Juiblex, Tribal Protector, Truth Seeker, Ur-Priest, Vermin Lord, Warpriest, Warrior of Darkness, Waveservant, Wearer of Purple, Wild Scout
8	3	D4	6	6	2	6	11	5.5	Blackguard, Blessed of Gruumsh, Bloodsister, Disciple of Dispatar, Disciple of Mephistopheles, Dragonkith, Eye of Gruumsh, Fierce Grappler, Fleet Runner of Ehlonna, Ghostwalker, Justicar, Knight of the Chase, Mage-Killer
9	4	D5	6	6	3	6	12	6.0	Arachne, Arcanopath Monk, Cancer Mage, Disciple of Mamon, Dragon Warrior, Duelist, Ghost-Faced Killer, Glaive of Azharadian, Halfling Outrider, Heartwarder, Keshen Blademaster, Knight Protector of the Great Kingdom, Loremaster, Mask of Johydee, Mystic, Nightcloak, Orc Scout, Royal Herald, Spelldancer, Spur Lord, Strifeleader, Windwalker
10	4	D5	7	7	3	7	13	6.5	Athar, Auspician, Brawler, Contemplative, Deep Avenger, Dwarven Defender, Shinning Blade of Heironeous, Waker of the Beast
11	4	D6	8	7	3	7	14	7.0	Knight of the Chalice, Knight of the Middle Circle, Purple Dragon Highknight, Sacred Exorcist, Sensate
12	5	D6	9	8	4	8	15	7.5	Forest Master, Knight-Errant of Silvermoon, Peerless Archer, Sword Dancer
13	5	D7	9	8	4	8	16	8.0	Acolyte of the Fist, Alienist, Assassin, Darkmask, Deep Thrall, Diabolist, Dread Pirate, Elemental Archon of Air, Elemental Archon of Earth, Elemental Archon of Fire, Elemental Archon of Water, Elemental Savant, Flesh Eater, Guild Thief, Hierophant, Horned Harbinger, Illithidkin, Invisible Blade, King/Queen of the Desert, King/Queen of the Forest, King/Queen of the Hills, King/Queen of the Marsh, King/Queen of the Mountains, King/Queen of the Plains, King/Queen of the Sea, King/Queen of the Skies, King/Queen of Underground, Master of the Secret Sound, Poison Fist, Prairie Runner, Reaping Mauler, Red Avenger, Temple Raider of Olidammara, Tiger Mask, Verdant Lord, Vigilante, Watch Detective, Windrider, Zerth Cenobite
14	5	D7	10	9	4	9	17	8.5	
15	6	D8	11	9	5	9	18	9.0	Knight of the Scale, Orc Blademaster, Tempest, Weapon Master
16	6	D8	12	10	5	10	19	9.5	
17	6	D9	12	10	5	10	20	10.0	Cipher, Disciple of Baalzebul, Divine Seeker, Dungeon Delver, Gloomblade, Hexer, Master Alchemist, Nightsong Enforcer, Nightsong Infiltrator, Shadowdancer, Wayfarer Guide
18	7	D9	13	11	6	11	21	10.5	Cavalier, Dwarven Thane, Master Samurai
19	7	D9	14	11	6	11	22	11.0	
20	7	D9	15	12	6	12	23	11.5	

Cleric

Never: Acolyte of the Skin, Apelord, Arachnemancer, Arcane Archer, Arcane Devotee, Archmage, Arcane Trickster, Bearlord, Beholder Mage, Birdlord, Bladesinger, Blighter, Blood Magus, Candle Caster, Catlord, Demonologist, Dragon Disciple, Dragon Mystic, Dragon Scribe, Drunken Master, Dweomer Keeper, Eldritch Master, Equinelord, Exotic Weapon Master, Faceless One, Fang of Lolth, Fatespinner, Fiend Binder, Fiend Slayer, Foe Hunter, Frenzied Berserker, Gatecrasher, Geomancer, Gnome Trickster, Guild Wizard of Waterdeep, Harper Mage, Hathran, Heartseeker, Incantatrix, Kabuki Warrior, Life Drinker, Mage of the Arcane Order, Marinelord, Master of Chains, Mindbender, Monk of the Enabled Hand, Nightshade, Ninja of the Crescent Moon, Order of the Bow Initiate, Pale Master, Planar Champion, Planeshifter, Primal Rager, Psi-Hunter, Rage Mage, Reaper's Child, Red Wizard, Royal Explorer, Shifter, Snakelord, Spellword, Spymaster, Tamer of Beasts, Thief-Acrobat, True Necromancer, Vengeance Sworn, Virtuoso, Warmaster, War Wizard of Cormyr, Weightless Foot, Windsinger, Wolford, Zhentarim Skymage

Cleric

Druid

In-Class Skills – Str: Swim. Int: Craft, Know (nature), Scry, Spellcraft. Wis: Heal, Intuit Direction, Listen, Profession, Wilderness Lore. Con: Concentration. Cha: Animal Empathy, Diplomacy, Handle Animal.
 Weapons – club, dagger, dart, halfspear, longspear, quarterstaff, scimitar, sickle, shortspear, sling.

Level	Feats	Special	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	D1	0	2	0	2	4	2.0	
2	1	D1	1	3	0	3	5	2.5	
3	2	D2	2	3	1	3	6	3.0	Tainted Spellcaster, Tainted Warrior
4	2	D2	3	4	1	4	7	3.5	
5	2	D3	3	4	1	4	8	4.0	Blighter, Elemental Archon of Air, Elemental Archon of Earth, Elemental Archon of Fire, Elemental Archon of Water, Fiend Binder, Gnome Artificer, King/Queen of the Desert, King/Queen of the Forest, King/Queen of the Hills, King/Queen of the Marsh, King/Queen of the Mountains, King/Queen of the Plains, King/Queen of the Sea, King/Queen of the Skies, King/Queen of Underground, Mystic Wanderer, Ocular Adept, Oozemaster, Prairie Runner, Runecaster, Shifter, Siege Master, Spellfire Channeler
6	3	D3	4	5	2	5	9	4.5	Apelord, Bane of Infidels, Bearlord, Birdlord, Bloodhound, Catlord, Devoted Defender, Disciple of Asmodeus, Equinelord, Forsaker, Green Hunter, Marinelord, Purple Dragon Knight, Sacred Fist, Snakelord, Stormlord, Thrall of Orcus, Wolflord, Xaostict
7	3	D4	5	5	2	5	10	5.0	Ancestral Avenger, Cave Stalker, Darkwood Stalker, Divine Oracle, Deep Thrall, Elder Druid, Flame Steward, Giant-Killer, Gladiator, Gnome Giant-Killer, Gray Sage, Harper Scout, Hordebreaker, Hospitaler, Occult Slayer, Outlaw of the Crimson Road, Shoal Servant, Sinkler, Snake Servant, Stonelord, Taker, Tamer of Beasts, Thrall of Jubilex, Tribal Protector, Truth Seeker, Verdant Lord, Vermin Lord, Warrior of Darkness
8	3	D4	6	6	2	6	11	5.5	Blackguard, Disciple of Dispater, Disciple of Mephistopheles, Dragonkith, Fierce Grappler, Ghostwalker, Justicar, Knight of the Middle Circle
9	4	D5	6	6	3	6	12	6.0	Cancer Mage, Disciple of Mamon, Ghost-Faced Killer, Halfling Outrider, Justicar of Taiia, Keshen Blademaster, Mage-Killer, Orc Scout, Royal Herald, Spelldancer, Thrall of Graz'zt
10	4	D5	7	7	3	7	13	6.5	Brawler, Deep Avenger, Dwarven Defender, Waker of the Beast
11	4	D6	8	7	3	7	14	7.0	Purple Dragon Highknight, Sensate
12	5	D6	9	8	4	8	15	7.5	
13	5	D7	9	8	4	8	16	8.0	Alienist, Arcanopath Monk, Assassin, Dread Pirate, Elemental Savant, Forest Master, Guild Thief, Harper Priest, Hierophant, Horned Harbinger, Invisible Blade, Lightbearer, Master of the Secret Sound, Poison Fist, Reaping Mauler, Red Avenger, Shadow Adept, Ur-Priest, Vigilante, Watch Detective, Wearer of Purple, Wild Scout, Windrider, Zerth Cenobite
14	5	D7	10	9	4	9	17	8.5	
15	6	D8	11	9	5	9	18	9.0	Tempest, Weapon Master
16	6	D8	12	10	5	10	19	9.5	
17	6	D9	12	10	5	10	20	10.0	Athar, Cipher, Disciple of Baalzebul, Dungeon Delver, Gloomblade, Loremaster, Master Alchemist, Mystic, Nightsong Enforcer, Nightsong Infiltrator, Shadowdancer
18	7	D9	13	11	6	11	21	10.5	
19	7	D9	14	11	6	11	22	11.0	
20	7	D9	15	12	6	12	23	11.5	

Druid
 Never: Acolyte of the Fist, Acolyte of the Skin, Arachne, Arachnemancer, Arcane Archer, Arcane Devotee, Archmage, Arcane Artificer, Arcane Trickster, Auspician, Berserk, Beholder Mage, Bladesinger, Blessed of Gruumsh, Bloodsister, Blood Magus, Candle Caster, Cavalier, Church Inquisitor, Consecrated Harrier, Contemplative, Dancer of Sharess, Darkmask, Deepwood Sniper, Demonologist, Diabolist, Divine Agent, Divine Champion, Divine Disciple, Divine Seeker, Doomdreamer, Doomguide, Dragon Disciple, Dragon Mystic, Dragon Warrior, Dragon Scribe, Dreadmaster, Drunken Master, Duelist, Dwarven Thane, Dweomer Keeper, Eldritch Master, Entropist, Exotic Weapon Master, Eye of Gruumsh, Fatespinner, Faceless One, Fang of Lolth, Fiend Slayer, Fist of Hextor, Fleet Runner of Ehlonna, Flesh Eater, Foe Hunter, Frenzied Berserker, Gatecrasher, Geomancer, Glaive of Azharadian, Gnome Trickster, Goldeye, Guild Wizard of Waterdeep, Harper Mage, Hathran, Heartseeker, Heartwarder, Hexer, Holy Liberator, Hunter of the Dead, Illithidkin, Incantatrix, Kabuki Warrior, Knight-Errant of Silverymoon, Knight of the Chalice, Knight of the Chase, Knight of the Scale, Knight Protector of the Great Kingdom, Lasher, Life Drinker, Mage of the Arcane Order, Mask of Johydee, Master of Chains, Master Samurai, Master of Shrouds, Mighty Contender of Kord, Mindbender, Monk of the Enabled Hand, Nightcloak, Nightshade, Ninja of the Crescent Moon, Orc Blademaster, Order of the Bow Initiate, Pale Master, Peerless Archer, Planar Champion, Planeshifter, Primal Rager, Psi-Hunter, Radiant Servant of Pelor, Rage Mage, Ravager, Reaper's Child, Red Wizard, Royal Explorer, Sacred Exorcist, Shinning Blade of Heironeous, Silverstar, Soldier of Light, Spur Lord, Spellsworn, Sphere Minion, Spymaster, Strifeleader, Sword Dancer, Techsmith, Templar, Temple Raider of Olidammara, Thayan Knight, Thrall of Demogorgon, Thief-Acrobat, Tiger Mask, True Necromancer, Vengeance Sworn, Virtuoso, Warmaster, Warpriest, War Wizard of Cormyr, Waveservant, Wayfarer Guide, Weightless Foot, Windsinger, Windwalker, Zhentarim Skymage.

Druid

Fighter

In-Class Skills – Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal.
Weapons – All Simple & Martial.

Level	Feats	Special	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1+1	–	1	2	0	0	4	2.0	
2	1+2	–	2	3	0	0	5	2.5	
3	2+2	–	3	3	1	1	6	3.0	Divine Champion, Tainted Warrior
4	2+3	–	4	4	1	1	7	3.5	Hospitaler
5	2+3	–	5	4	1	1	8	4.0	Berserk, Bloodhound, Deepwood Sniper, Devoted Defender, Fist of Hextor, Giant-Killer, Gladiator, Gnome Giant-Killer, Halfling Outrider, Knight-Errant of Silvermoon, Lasher, Occult Slayer, Order of the Bow Initiate, Ravager, Soldier of Light, Stonelord, Tribal Protector, Warrior of Darkness
6	3+4	–	6	5	2	2	9	4.5	Ancestral Avenger, Blessed of Gruumsh, Bloodsister, Disciple of Dispater, Disciple of Mephistopheles, Dragon Warrior, Dragonkith, Duelist, Eye of Gruumsh, Forsaker, Ghostwalker, Glaive of Azharadian, Keshen Blademaster, Knight of the Chase, Knight of the Middle Circle, Knight of the Scale, Master Samurai, Planar Champion, Purple Dragon Knight, Weapon Master, Xaostict
7	3+4	–	7	5	2	2	10	5.0	Blackguard, Brawler, Cave Stalker, Consecrated Harrier, Darkwood Stalker, Deep Avenger, Deep Thrall, Disciple of Asmodeus, Dwarven Defender, Dwarven Thane, Fierce Grappler, Holy Liberator, Hordebreaker, Justicar, Orc Blademaster, Outlaw of the Crimson Road, Peerless Archer, Sinker, Snake Servant, Spur Lord, Taker, Thrall of Juiblex, Waker of the Beast, Warmaster
8	3+5	–	8	6	2	2	11	5.5	Cavalier, Purple Dragon Highknight
9	4+5	–	9	6	3	3	12	6.0	Cancer Mage, Disciple of Mamon, Justicar of Taiia, Knight Protector of the Great Kingdom, Mask of Johydee, Master of Chains, Orc Scout, Royal Herald, Ghost-Faced Killer, Tempest, Windrider
10	4+6	–	10	7	3	3	13	6.5	
11	4+6	–	11	7	3	3	14	7.0	Sensate
12	5+7	–	12	8	4	4	15	7.5	
13	5+7	–	13	8	4	4	16	8.0	Acolyte of the Fist, Arcanopath Monk, Assassin, Dread Pirate, Flame Steward, Flesh Eater, Guild Thief, Harper Scout, Horned Harbinger, Illithidkin, Invisible Blade, King/Queen of the Desert, King/Queen of the Forest, King/Queen of the Hills, King/Queen of the Marsh, King/Queen of the Mountains, King/Queen of the Plains, King/Queen of the Sea, King/Queen of the Skies, King/Queen of Underground, Lightbearer, Ocular Adept, Poison Fist, Prairie Runner, Reaping Mauler, Red Avenger, Siege Master, Spellfire Channeler, Sphere Minion, Templar, Temple Raider of Olidammara, Thayan Knight, Truth Seeker, Ur-Priest, Vigilante, Watch Detective, Wild Scout, Zerth Cenobite
14	5+8	–	14	9	4	4	17	8.5	
15	6+8	–	15	9	5	5	18	9.0	
16	6+9	–	16	10	5	5	19	9.5	
17	6+9	–	17	10	5	5	20	10.0	Cipher, Disciple of Baalzebul, Divine Seeker, Dungeon Delver, Gloomblade, Nightsong Enforcer, Nightsong Infiltrator, Shadowdancer
18	7+10	–	18	11	6	6	21	10.5	
19	7+10	–	19	11	6	6	22	11.0	
20	7+11	–	20	12	6	6	23	11.5	

Fighter

Never: Acolyte of the Skin, Alienist, Apelord, Arachne, Arachnemancer, Arcane Archer, Arcane Devotee, Archmage, Arcane Trickster, Athar, Auspician, Bane of Infidels, Bearlord, Beholder Mage, Birdlord, Bladesinger, Blighter, Blood Magus, Candle Caster, Catlord, Church Inquisitor, Contemplative, Dancer of Sharess, Darkmask, Demonologist, Diabolist, Divine Agent, Divine Disciple, Divine Oracle, Doomdreamer, Doomguide, Dragon Disciple, Dragon Mystic, Dragon Scribe, Dreadmaster, Drunken Master, Dweomer Keeper, Elder Druid, Eldritch Master, Elemental Archon of Air, Elemental Archon of Earth, Elemental Archon of Fire, Elemental Archon of Water, Elemental Savant, Equinelord, Exotic Weapon Master, Fatespinner, Faceless One, Fang of Loth, Fiend Binder, Fiend Slayer, Fleet Runner of Ehlonna, Foe Hunter, Forest Master, Frenzied Berserker, Gatecrasher, Geomancer, Gnome Artificer, Gnome Trickster, Goldeye, Gray Sage, Green Hunter, Guild Wizard, Harper Mage, Harper Priest, Hathran, Heartseeker, Heartwarder, Hexer, Hierophant, Hunter of the Dead, Incantatrix, Kabuki Warrior, Knight of the Chalice, Life Drinker, Loremaster, Mage of the Arcane Order, Mage-Killer, Marinelord, Master Alchemist, Master of the Secret Sound, Master of Shrouds, Mighty Contender of Kord, Mindbender, Monk of the Enabled Hand, Mystic, Mystic Wanderer, Nightcloak, Nightshade, Ninja of the Crescent Moon, Oozemaster, Pale Master, Planeshifter, Primal Rager, Psi-Hunter, Radiant Servant of Pelor, Rage Mage, Reaper's Child, Red Wizard, Royal Explorer, Runecaster, Sacred Exorcist, Sacred Fist, Shadow Adept, Shifter, Shinning Blade of Heironeous, Shoal Servant, Silverstar, Snakelord, Spelldancer, Spellsword, Spymaster, Stormlord, Strifeleader, Sword Dancer, Tamer of Beasts, Techsmith, Thrall of Demogorgon, Thrall of Graz'zt, Thrall of Orcus, Thief-Acrobat, Tiger Mask, True Necromancer, Vengeance Sworn, Verdant Lord, Vermin Lord, Virtuoso, Warpriest, War Wizard of Cormyr, Waveservant, Wayfarer Guide, Wearer of Purple, Weightless Foot, Windsinger, Windwalker, Wolflord, Zhentarim Skymage

Fighter

Monk

In-Class Skills – Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know (arcana). Wis: Listen, Profession. Con: Concentration. Cha: Diplomacy, Perform.

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

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

Level	Feats	Special	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1+1	evasion impro. unarm strike stun attack	0	2	2	2	4	2.0	
2	1+2	Deflect arrows	1	3	3	3	5	2.5	
3	2+2		2	3	3	3	6	3.0	Divine Champion, Tainted Warrior
4	2+2		3	4	4	4	7	3.5	
5	2+2		3	4	4	4	8	4.0	Acolyte of the Fist, Arcanopath Monk , Assassin, Guild Thief, Harper Scout, Ocular Adept, Siege Master, Spellfire Channeler, Sphere Minion, Thief-Acrobat.
6	3+3	Impro. trip	4	5	5	5	9	4.5	Bloodhound, Cancer Mage, Disciple of Asmodeus, Drunken Master, Forsaker, Monk of the Enabled Hand, Purple Dragon Knight, Reaper's Child, Thrall of Jubilex
7	3+3		5	5	5	5	10	5.0	Ancestral Avenger, Cave Stalker, Consecrated Harrier, Darkwood Stalker, Deepwood Sniper, Devoted Defender, Divine Seeker, Fist of Hextor, Giant-Killer, Gladiator, Gloomblade, Gnome Giant-Killer, Hordebreaker, Hospitaler, Lasher, Nightsong Enforcer, Occult Slayer, Orc Scout, Outlaw of the Crimson Road, Poison Fist , Reaping Mauler, Red Avenger , Shadowdancer, Sinkler, Snake Servant, Stonelord, Taker, Thayan Knight, Tribal Protector, Truth Seeker, Warrior of Darkness, Wild Scout
8	3+3		6	6	6	6	11	5.5	Blackguard, Blessed of Gruumsh, Bloodsister, Disciple of Dispater, Disciple of Mephistopheles, Dragonkith, Fierce Grappler, Ghostwalker, Justicar, Knight of the Chase, Ninja of the Crescent Moon
9	4+3		6	6	6	6	12	6.0	Disciple of Mamon, Duelist, Ghost-Faced Killer, Glaive of Azharadian, Halfling Outrider, Justicar of Taia, Keshen Blademaster, Royal Herald, Spur Lord, Weightless Foot
10	4+3		7	7	7	7	13	6.5	Brawler, Deep Avenger, Dwarven Defender, Waker of the Beast
11	4+3		8	7	7	7	14	7.0	Knight of the Middle Circle, Purple Dragon Highknight, Senseate
12	5+3		9	8	8	8	15	7.5	Knight-Errant of Silverymoon, Peerless Archer
13	5+3		9	8	8	8	16	8.0	Flame Steward, Horned Harbinger, Illithidkin, Invisible Blade, King/Queen of the Desert, King/Queen of the Forest, King/Queen of the Hills, King/Queen of the Marsh, King/Queen of the Mountains, King/Queen of the Plains, King/Queen of the Sea, King/Queen of the Skies, King/Queen of Underground, Lightbearer, Prairie Runner, Templar, Ur-Priest, Vigilante, Watch Detective, Windrider, Zerth Cenobite
14	5+3		10	9	9	9	17	8.5	
15	6+3		11	9	9	9	18	9.0	Dwarven Thane, Knight of the Scale, Orc Blademaster, Tempest, Weapon Master
16	6+3		12	10	10	10	19	9.5	
17	6+3		12	10	10	10	20	10.0	Cipher, Disciple of Baalzebul, Dungeon Delver, Nightsong Infiltrator
18	7+3		13	11	11	11	21	10.5	Cavalier, Master Samurai
19	7+3		14	11	11	11	22	11.0	
20	7+3		15	12	12	12	23	11.5	

Monk
 Never: Acolyte of the Skin, Alienist, Apelord, Arachne, Arachnemancer, Arcane Archer, Arcane Devotee, Archmage, Arcane Trickster, Athar, Auspician, Bearlord, Berserk, Beholder Mage, Bane of Infidels, Birdlord, Bladesinger, Blighter, Blood Magus, Candle Caster, Catlord, Church Inquisitor, Contemplative, Dancer of Sharness, Darkmask, Deep Thrall, Demonologist, Diabolist, Divine Agent, Divine Disciple, Divine Oracle, Doomdreamer, Doomguide, Dragon Disciple, Dragon Mystic, Dragon Scribe, Dragon Warrior, Dreadmaster, Dread Pirate, Dweomer Keeper, Elder Druid, Eldritch Master, Elemental Archon of Air, Elemental Archon of Fire, Elemental Archon of Water, Elemental Savant, Entropist, Equinelord, Exotic Weapon Master, Eye of Gruumsh, Faceless One, Fang of Lolth, Fatespinner, Fiend Binder, Fiend Slayer, Fleet Runner of Ehlonna, Flesh Eater, Foe Hunter, Forest Master, Frenzied Berserker, Gatecrasher, Geomancer, Gnome Artificer, Gnome Trickster, Goldeye, Gray Sage, Green Hunter, Guild Wizard of Waterdeep, Harper Mage, Harper Priest, Hathran, Heartseeker, Heartwarder, Hexer, Hierophant, Holy Liberator, Hunter of the Dead, Incantatrix, Kabuki Warrior, Knight of the Chalice, Knight Protector of the Great Kingdom, Life Drinker, Loremaster, Mage of the Arcane Order, Mage-Killer, Marinelord, Master Alchemist, Mask of Johydee, Master of Chains, Master of the Secret Sound, Master of Shrouds, Mighty Contender of Kord, Mindbender, Mystic, Mystic Wanderer, Nightcloak, Nightshade, Oozemaster, Order of the Bow Initiate, Pale Master, Planar Champion, Planeshifter, Primal Rager, Psi-Hunter, Radiant Servant of Pelor, Rage Mage, Ravager, Red Wizard, Royal Explorer, Runecaster, Sacred Exorcist, Sacred Fist, Shifter, Shadow Adept, Shinning Blade of Heironeous, Shoal Servant, Silverstar, Snakelord, Soldier of Light, Spelldancer, Spellsword, Spymaster, Stormlord, Strifeleader, Sword Dancer, Tamer of Beasts, Techsmith, Temple Raider of Olidammara, Thrall of Demogorgon, Thrall of Graz'zt, Thrall of Orcus, Tiger Mask, True Necromancer, Vengeance Sworn, Verdant Lord, Vermin Lord, Virtuoso, Warmaster, Warpriest, War Wizard of Cormyr, Waveservant, Wayfarer Guide, Wearer of Purple, Windsinger, Windwalker, Wolflord, Xaostic, Zhentarim Skymage.

Monk

Paladin

In-Class Skills – Dex: Ride. Int: Craft, Know (religion). Wis: Heal. Con: Concentration. Cha: Diplomacy, Handle Animal.
Weapons – All Simple & Martial.

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

Level	Feats	Special	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	Channel Positive	1	2	0	0	4	2.0	Divine Champion
2	1	–	2	3	0	0	5	2.5	
3	2	Turn Undead	3	3	1	1	6	3.0	<u>Tainted Warrior</u>
4	2	D1	4	4	1	1	7	3.5	Hospitaler , <u>Tainted Spellcaster</u>
5	2	D1	5	4	1	1	8	4.0	Bloodhound, Devoted Defender, Gladiator, Halfling Outrider, Lasher, Lightbearer, Occult Slayer, Siege Master, Spellfire Channeler, Stonelord, Templar, Truth Seeker
6	3	D1	6	5	2	2	9	4.5	Ancestral Avenger, Deepwood Sniper, Dragonkith, Forsaker, Ghostwalker, Giant-Killer, Glaive of Azharadian , Gnome Giant-Killer, Knight of the Middle Circle , Knight of the Scale, Purple Dragon Knight, Sacred Fist, Tribal Protector
7	3	D1	7	5	2	2	10	5.0	<u>Blackguard</u> , Brawler, Cave Stalker, Consecrated Harrier, Darkwood Stalker, Deep Avenger, Duelist, Dwarven Defender, Fiend Slayer, Fierce Grappler, Flame Steward, Green Hunter, Harper Scout, Hordebreaker, Hunter of the Dead, Justicar, Outlaw of the Crimson Road, Sinkler, Taker
8	3	D2	8	6	2	2	11	5.5	Divine Agent, Knight of the Chalice, Purple Dragon Highknight
9	4	D2	9	6	3	3	12	6.0	Keshen Blademaster, Knight-Errant of Silverymoon, Knight Protector of the Great Kingdom, Orc Scout, Peerless Archer, Royal Herald, Shinning Blade of Heironeous , Windrider
10	4	D2	10	7	3	3	13	6.5	Contemplative
11	4	D3	11	7	3	3	14	7.0	Oozemaster, Sensate, Spelldancer
12	5	D3	12	8	4	4	15	7.5	Cavalier, Dwarven Thane, Orc Blademaster
13	5	D3	13	8	4	4	16	8.0	Acolyte of the Fist, Arcanopath Monk, Church Inquisitor, <u>Guild Thief</u> , Harper Priest, Invisible Blade, King/Queen of the Desert, King/Queen of the Forest, King/Queen of the Hills, King/Queen of the Marsh, King/Queen of the Mountains, King/Queen of the Plains, King/Queen of the Sea, King/Queen of the Skies, King/Queen of Underground, Prairie Runner, Reaping Mauler, Red Avenger, Runecaster, <u>Thayan Knight</u> , Vigilante, Watch Detective, Wild Scout, Zerth Cenobite
14	5	D4	14	9	4	4	17	8.5	Divine Disciple, Gray Sage, Sacred Exorcist
15	6	D4	15	9	5	5	18	9.0	Master Samurai, Tempest, Weapon Master
16	6	D4	16	10	5	5	19	9.5	
17	6	D4	17	10	5	5	20	10.0	Cipher, Divine Seeker, Dungeon Delver, Gloomblade, Loremaster, Master Alchemist, Mystic, Nightsong Enforcer, Nightsong Infiltrator, Shadowdancer
18	7	D4	18	11	6	6	21	10.5	
19	7	D4	19	11	6	6	22	11.0	
20	7	D4	20	12	6	6	23	11.5	

Paladin

Never: Acolyte of the Skin, Alienist, Apelord, Arachne, Arachnemancer, Arcane Archer, Arcane Devotee, Archmage, Arcane Trickster, Assassin, Athar, Auspician, Bane of Infidels, Berserk, Bearlord, Beholder Mage, Birdlord, Bladesinger, Blessed of Gruumsh, Blighter, Bloodsister, Blood Magus, Cancer Mage, Candle Caster, Catlord, Dancer of Sharess, Darkmask, Deep Thrall, Demonologist, Diabolist, Disciple of Asmodeus, Disciple of Baalzebul, Disciple of Dispater, Disciple of Mammon, Disciple of Mephistopheles, Divine Oracle, Doomdreamer, Doomguide, Dragon Disciple, Dragon Mystic, Dragon Scribe, Dragon Warrior, Dreadmaster, Dread Pirate, Drunken Master, Dweomer Keeper, Elder Druid, Eldritch Master, Elemental Archon of Air, Elemental Archon of Earth, Elemental Archon of Fire, Elemental Archon of Water, Elemental Savant, Entropist, Equinelord, Exotic Weapon Master, Eye of Gruumsh, Faceless One, Fang of Lolth, Fatespinner, Fiend Binder, Fist of Hextor, Fleet Runner of Ehlonna, Flesh Eater, Foe Hunter, Forest Master, Frenzied Berserker, Gatecrasher, Geomancer, Ghost-Faced Killer, Gnome Artificer, Gnome Trickster, Goldeye, Guild Wizard of Waterdeep, Harper Mage, Hathran, Heartseeker, Heartwarder, Hexer, Hierophant, Holy Liberator, Horned Harbinger, Illithidkin, Incantatrix, Justicar of Taiia, Kabuki Warrior, Knight of the Chase, Life Drinker, Mage of the Arcane Order, Mage-Killer, Marinelord, Mask of Johydee, Master of Chains, Master of the Secret Sound, Master of Shrouds, Mighty Contender of Kord, Mindbender, Monk of the Enabled Hand, Mystic Wanderer, Nightcloak, Nightshade, Ninja of the Crescent Moon, Ocular Adept, Order of the Bow Initiate, Pale Master, Planar Champion, Planeshifter, Primal Rager, Psi-Hunter, Poison Fist, Radiant Servant of Pelor, Rage Mage, Ravager, Reaper's Child, Red Wizard, Royal Explorer, Shadow Adept, Shifter, Shoal Servant, Silverstar, Snakelord, Snake Servant, Soldier of Light, Spur Lord, Spellsword, Sphere Minion, Spymaster, Stormlord, Strifeleader, Sword Dancer, Tamer of Beasts, Techsmith, Temple Raider of Olidammara, Thrall of Demogorgon, Thrall of Graz'zt, Thrall of Juiblex, Thrall of Orcus, Thief-Acrobat, Tiger Mask, Ur-Priest, Vengeance Sworn, Verdant Lord, Vermin Lord, Virtuoso, Waker of the Beast, Warpriest, Warrior of Darkness, War Wizard of Cormyr, Waveservant, Wayfarer Guide, Wearer of Purple, Weightless Foot, Windsinger, Windwalker, Wolflord, Xaostic, Zhentarim Skymage

Paladin

Ranger

In-Class Skills – Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know (nature), Search. Wis: Heal, Intuit Direction, Listen, Profession, Spot, Wilderness Lore. Con: Concentration. Cha: Animal Empathy, Handle Animal.
Weapons – All Simple & Martial.

Level	Feats	Special	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	Track	1	2	0	0	4	2.0	
2	1	–	2	3	0	0	5	2.5	
3	2	–	3	3	1	1	6	3.0	Divine Champion, Tainted Warrior
4	2	D1	4	4	1	1	7	3.5	Green Hunter, Hospitaler, Sensate, Tainted Spellcaster, Thrall of Orcus
5	2	D1	5	4	1	1	8	4.0	Ancestral Avenger, Assassin, Berserk, Bloodhound, Cave Stalker, Darkwood Stalker, Devoted Defender, Fiend Binder, Gladiator, Gnome Artificer, Guild Thief, Halfing Outrider, Lasher, King/Queen of the Desert, King/Queen of the Forest, King/Queen of the Hills, King/Queen of the Marsh, King/Queen of the Mountains, King/Queen of the Plains, King/Queen of the Sea, King/Queen of the Skies, King/Queen of Underground, Occult Slayer, Ocular Adept, Prairie Runner, Shoal Servant, Siege Master, Soldier of Light, Spellfire Channeler, Stonelord, Temple Raider of Olidammara, Thrall of Demogorgon, Warrior of Darkness, Watch Detective, Wild Scout, Windrider, Windwalker
6	3	D1	6	5	2	2	9	4.5	Apelord, Bearlord, Birdlord, Blackguard, Blessed of Gruumsh, Bloodsister, Cancer Mage, Catlord, Deepwood Sniper, Disciple of Dispater, Disciple of Mephistopheles, Dragon Warrior, Dragonkith, Equinelord, Eye of Gruumsh, Fist of Hextor, Flesh Eater, Forsaker, Ghostwalker, Giant-Killer, Glaive of Azharadian, Gnome Giant-Killer, Knight of the Chase, Knight of the Middle Circle, Knight of the Scale, Marinelord, Orc Scout, Purple Dragon Knight, Ravager, Sacred Fist, Snakelord, Tribal Protector, Wolflord, Xaostict
7	3	D1	7	5	2	2	10	5.0	Brawler, Consecrated Harrier, Deep Avenger, Deep Thrall, Disciple of Asmodeus, Divine Seeker, Duelist, Dwarven Defender, Dwarven Thane, Fierce Grappler, Flame Steward, Foe Hunter, Gloomblade, Hordebreaker, Holy Liberator, Justicar, Nightsong Enforcer, Outlaw of the Crimson Road, Shadowdancer, Sinkler, Snake Servant, Taker, Tamer of Beasts, Thrall of Juiblex, Waker of the Beast
8	3	D2	8	6	2	2	11	5.5	Darkmask, Elemental Archon of Air, Elemental Archon of Earth, Elemental Archon of Fire, Elemental Archon of Water, Purple Dragon Highknight, Waveservant
9	4	D2	9	6	3	3	12	6.0	Disciple of Mamon, Fleet Runner of Ehlonna, Ghost-Faced Killer, Justicar of Taiia, Keshen Blademaster, Knight-Errant of Silvermoon, Mask of Johydee, Nightcloak, Peerless Archer, Royal Herald, Silverstar, Spur Lord, Sword Dancer, Tempest
10	4	D2	10	7	3	3	13	6.5	
11	4	D3	11	7	3	3	14	7.0	Bane of Infidels, Divine Agent, Dreadmaster, Goldeye, Forest Master, Heartwarder, Oozemaster, Shinning Blade of Heironeous, Spelldancer, Stormlord, Verdant Lord
12	5	D3	12	8	4	4	15	7.5	Knight Protector of the Great Kingdom, Orc Blademaster, Poison Fist
13	5	D3	13	8	4	4	16	8.0	Acolyte of the Fist, Alienist, Arcanopath Monk, Dread Pirate, Harper Priest, Harper Scout, Horned Harbinger, Illithidkin, Invisible Blade, Lightbearer, Mystic Wanderer, Reaping Mauler, Red Avenger, Runcaster, Shadow Adept, Sphere Minion, Strifeleader, Templar, Thayan Knight, Tiger Mask, Truth Seeker, Ur-Priest, Vigilante, Zerth Cenobite
14	5	D4	14	9	4	4	17	8.5	Divine Disciple, Gray Sage, Shifter
15	6	D4	15	9	5	5	18	9.0	Cavalier, Dancer of Sharess, Master Samurai, Mighty Contender of Kord, Weapon Master, Wearer of Purple
16	6	D4	16	10	5	5	19	9.5	
17	6	D4	17	10	5	5	20	10.0	Athar, Cipher, Disciple of Baalzebul, Dungeon Delver, Elder Druid, Loremaster, Master Alchemist, Mystic, Nightsong Infiltrator
18	7	D4	18	11	6	6	21	10.5	
19	7	D4	19	11	6	6	22	11.0	
20	7	D4	20	12	6	6	23	11.5	

Ranger

Never: Acolyte of the Skin, Arachne, Arachnemancer, Arcane Archer, Arcane Devotee, Archmage, Arcane Trickster, Auspician, Beholder Mage, Bladesinger, Blighter, Blood Magus, Candle Caster, Church Inquisitor, Contemplative, Demonologist, Diabolist, Divine Oracle, Doomdreamer, Doomguide, Dragon Disciple, Dragon Mystic, Dragon Scribe, Drunken Master, Dweomer Keeper, Eldritch Master, Elemental Savant, Entropist, Exotic Weapon Master, Faceless One, Fang of Lolth, Fatespinner, Fiend Slayer, Frenzied Berserker, Gatecrasher, Geomancer, Gnome Trickster, Guild Wizard of Waterdeep, Harper Mage, Hathran, Heartseeker, Hexer, Hierophant, Hunter of the Dead, Incantatrix, Kabuki Warrior, Knight of the Chalice, Life Drinker, Mage-Killer, Mage of the Arcane Order, Master of Chains, Master of the Secret Sound, Master of Shrouds, Mindbender, Monk of the Enabled Hand, Nightshade, Nightsong Infiltrator, Ninja of the Crescent Moon, Order of the Bow Initiate, Pale Master, Planar Champion, Planeshifter, Primal Rager, Psi-Hunter, Radiant Servant of Pelor, Rage Mage, Reaper's Child, Red Wizard, Royal Explorer, Sacred Exorcist, Spellsword, Spymaster, Techsmith, Thief-Acrobat, Thrall of Graz'zt, True Necromancer, Vengeance Sworn, Vermin Lord, Virtuoso, Warmaster, Warpriest, War Wizard of Cormyr, Wayfarer Guide, Weightless Foot, Windsinger, Zhentarim Skymage

Ranger

Rogue

In-Class Skills – Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Tumble. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Read Lips, Search. Wis: Innuendo, Intuit Direction, Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magic Device.

Weapons – crossbow (light & hand), dart, mace (light), sap, shortbow, shortsword.
If Medium, club, crossbow (heavy), mace (heavy), morningstar, quarterstaff, rapier.

Level	Feats	Special	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1		0	0	2	2	4	2.0	
2	1	evasion	1	0	3	3	5	2.5	
3	2		2	1	3	3	6	3.0	Divine Champion, Tainted Warrior
4	2		3	1	4	4	7	3.5	
5	2		3	1	4	4	8	4.0	Assassin, Deep Thrall, Guild Thief, Harper Scout, Siege Master, Thief-Acrobat, Watch Detective
6	3		4	2	5	5	9	4.5	Acolyte of the Fist, Bloodhound, Disciple of Asmodeus, Disciple of Mamon, Dread Pirate, Drunken Master, Flesh Eater, Forsaker, Gatecrasher, Invisible Blade, Purple Dragon Knight, Royal Herald, Vigilante, Xaostict
7	3		5	2	5	5	10	5.0	Ancestral Avenger, Berserk, Cave Stalker, Consecrated Harrier, Darkwood Stalker, Deepwood Sniper, Devoted Defender, Disciple of Baalzebul, Divine Seeker, Dungeon Delver, Fang of Lolth, Fist of Hextor, Giant-Killer, Gladiator, Gloomblade, Gnome Giant-Killer, Holy Liberator, Hordebreaker, Hospitaler, Lasher, Mask of Johydee, Nightsong Enforcer, Nightsong Infiltrator, Occult Slayer, Orc Scout, Outlaw of the Crimson Road, Ravager, Reaping Mauler, Red Avenger, Royal Explorer, Sensate, Shadowdancer, Sinker, Snake Servant, Soldier of Light, Spymaster, Stonelord, Taker, Temple Raider of Olidammara, Thrall of Demogorgon, Tribal Protector, Truth Seeker, Warrior of Darkness, Wild Scout
8	3		6	2	6	6	11	5.5	Blackguard, Blessed of Gruumsh, Bloodsister, Disciple of Dispaten, Disciple of Mephistopheles, Dragonkith, Duelist, Eye of Gruumsh, Fierce Grappler, Ghostwalker, Justicar, Knight of the Chase, Ninja of the Crescent Moon
9	4		6	3	6	6	12	6.0	Dragon Warrior, Ghost-Faced Killer, Glaive of Azharadian, Halfling Outrider, Justicar of Taiia, Keshen Blademaster, Spur Lord, Weightless Foot
10	4		7	3	7	7	13	6.5	Brawler, Deep Avenger, Dwarven Defender, Waker of the Beast
11	4		8	3	7	7	14	7.0	Knight of the Middle Circle, Purple Dragon Highknight
12	5		9	4	8	8	15	7.5	Cavalier, Knight-Errant of Silverymoon, Peerless Archer, Poison Fist
13	5		9	4	8	8	16	8.0	Arcanopath Monk, Flame Steward, Horned Harbinger, Illithidkin, King/Queen of the Desert, King/Queen of the Forest, King/Queen of the Hills, King/Queen of the Marsh, King/Queen of the Mountains, King/Queen of the Plains, King/Queen of the Sea, King/Queen of the Skies, King/Queen of Underground, Lightbearer, Ocular Adept, Prairie Runner, Spellfire Channeler, Sphere Minion, Templar, Thayan Knight, Ur-Priest, Windrider, Zerth Cenobite
14	5		10	4	9	9	17	8.5	
15	6		11	5	9	9	18	9.0	Cancer Mage, Knight of the Scale, Knight Protector of the Great Kingdom, Orc Blademaster, Tempest, Thrall of Juiblex, Weapon Master
16	6		12	5	10	10	19	9.5	
17	6		12	5	10	10	20	10.0	Cipher
18	7		13	6	11	11	21	10.5	Dwarven Thane, Master Samurai
19	7		14	6	11	11	22	11.0	
20	7		15	6	12	12	23	11.5	

Rogue

Never: Acolyte of the Skin, Alienist, Apelord, Arachne, Arachnemancer, Arcane Archer, Arcane Devotee, Archmage, Arcane Trickster, Athar, Auspician, Bane of Infidels, Bearlord, Beholder Mage, Birdlord, Bladesinger, Blighter, Blood Magus, Candle Caster, Catlord, Church Inquisitor, Contemplative, Dancer of Sharess, Darkmask, Demonologist, Diabolist, Divine Agent, Divine Disciple, Divine Oracle, Doomsdreamer, Doomguide, Dragon Disciple, Dragon Mystic, Dragon Scribe, Dreadmaster, Dweomer Keeper, Elder Druid, Eldritch Master, Elemental Archon of Air, Elemental Archon of Earth, Elemental Archon of Fire, Elemental Archon of Water, Elemental Savant, Entropist, Equinelord, Exotic Weapon Master, Faceless One, Fatespinner, Fiend Binder, Fiend Slayer, Fleet Runner of Ehlonna, Foe Hunter, Frenzied Berserker, Geomancer, Gnome Artificer, Gnome Trickster, Goldeye, Gray Sage, Green Hunter, Guild Wizard, Harper Mage, Harper Priest, Hathran, Heartseeker, Heartwarder, Hexer, Hierophant, Hunter of the Dead, Incantatrix, Kabuki Warrior, Knight of the Chalice, Life Drinker, Loremaster, Mage of the Arcane Order, Mage-Killer, Marinelord, Master Alchemist, Master of Chains, Master of the Secret Sound, Master of Shrouds, Mighty Contender of Kord, Mindbender, Monk of the Enabled Hand, Mystic, Mystic Wanderer, Nightcloak, Nightshade, Order of the Bow Initiate, Oozemaster, Pale Master, Planar Champion, Planeshifter, Primal Rager, Psi-Hunter, Radiant Servant of Pelor, Rage Mage, Reaper's Child, Red Wizard, Runecaster, Sacred Exorcist, Sacred Fist, Shadow Adept, Shifter, Shinning Blade of Heironeous, Shoal Servant, Silverstar, Snakelord, Spelldancer, Spur Lord, Spellsword, Stormlord, Strifeleader, Sword Dancer, Tamer of Beasts, Techsmith, Thrall of Graz'zt, Thrall of Orcus, Tiger Mask, True Necromancer, Vengeance Sworn, Verdant Lord, Vermin Lord, Virtuoso, Warmaster, Warpriest, War Wizard of Cormyr, Waveservant, Wayfarer Guide, Wearer of Purple, Windsinger, Windwalker, Wolflord, Zhentarim Skymage.

Rogue

Sorcerer

In-Class Skills – Int: Alchemy, Craft, Know (arcana), Scry, Spellcraft. Wis: Profession. Con: Concentration.
Weapons – All Simple.

Level	Feats	Special	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	A1	0	0	0	2	4	2.0	
2	1	A1	1	0	0	3	5	2.5	
3	2	A1	1	1	1	3	6	3.0	Divine Champion
4	2	A2	2	1	1	4	7	3.5	Tainted Spellcaster, Tainted Warrior
5	2	A2	2	1	1	4	8	4.0	Arachnemancer, Dragon Disciple, Eldritch Master, Gnome Artificer, Siege Master, Spellfire Channeler, Sphere Minion
6	3	A3	3	2	2	5	9	4.5	Blood Magus, Candle Caster, Elemental Savant, Fatespinner, Forsaker, Guild Wizard of Waterdeep, Harper Mage, Incantatrix, Mindbender, Oozemaster, Pale Master, Shadow Adept, Shifter, Techsmith, Thrall of Graz'zt, Wearer of Purple, Zhentarim Skymage
7	3	A3	3	2	2	5	10	5.0	Disciple of Asmodeus, Divine Oracle, Elder Druid, Psi-Hunter
8	3	A4	4	2	2	6	11	5.5	Bloodhound, Gray Sage, Hospitaler, Master Alchemist, Outlaw of the Crimson Road, Purple Dragon Knight, Thrall of Orcus, War Wizard of Cormyr, Xaostict
9	4	A4	4	3	3	6	12	6.0	Arcanopath Monk, Disciple of Mamon, Heartseeker, Heartwarder, Justicar of Taiia, Kabuki Warrior, Mage-Killer, Royal Herald, Spelldancer, Spur Lord
10	4	A5	5	3	3	7	13	6.5	Ancestral Avenger, Berserk, Cave Stalker, Consecrated Harrier, Darkwood Stalker, Deepwood Sniper, Devoted Defender, Fist of Hextor, Ghost-Faced Killer, Giant-Killer, Gladiator, Gnome Giant-Killer, Halfling Outrider, Holy Liberator, Hordebreaker, Lasher, Mask of Johydee, Occult Slayer, Orc Scout, Planeshifter, Ravager, Sinker, Snake Servant, Soldier of Light, Stonelord, Taker, Thrall of Demogorgon, Tribal Protector, Warrior of Darkness
11	4	A5	5	3	3	7	14	7.0	Dragon Scribe, Gnome Trickster, Nightshade, Sensate
12	5	A6	6	4	4	8	15	7.5	Arcane Archer, Blackguard, Blessed of Gruumsh, Bloodsister, Disciple of Dispat, Disciple of Mephistopheles, Dragon Warrior, Dragonkith, Duelist, Eye of Gruumsh, Fierce Grappler, Ghostwalker, Glaive of Azharadian, Justicar, Keshen Blademaster, Knight-Errant of Silvermoon, Knight of the Chase, Ocular Adept, Knight of the Middle Circle
13	5	A6	6	4	4	8	16	8.0	Acolyte of the Fist, Acolyte of the Skin, Alienist, Arcane Devotee, Assassin, Deep Thrall, Demonologist, Diabolist, Dread Pirate, Faceless One, Flame Steward, Flesh Eater, Guild Thief, Harper Scout, Horned Harbinger, Illithidkin, Invisible Blade, King/Queen of the Desert, King/Queen of the Forest, King/Queen of the Hills, King/Queen of the Marsh, King/Queen of the Mountains, King/Queen of the Plains, King/Queen of the Sea, King/Queen of the Skies, King/Queen of Underground, Lightbearer, Master of the Secret Sound, Poison Fist, Prairie Runner, Reaping Mauler, Red Avenger, Templar, Temple Raider of Olidammara, Thayan Knight, Tiger Mask, Truth Seeker, Vigilante, Ur-Priest, Watch Detective, Wild Scout, Windrider, Zerth Cenobite
14	5	A7	7	4	4	9	17	8.5	Archmage, Brawler, Deep Avenger, Dwarven Defender, Peerless Archer, Waker of the Beast
15	6	A7	7	5	5	9	18	9.0	Bladesinger, Cancer Mage, Doomdreamer, Knight of the Scale, Orc Blademaster, Thrall of Juiblex, Weapon Master
16	6	A8	8	5	5	10	19	9.5	Purple Dragon Highknight
17	6	A8	8	5	5	10	20	10.0	Cipher, Disciple of Baalzebul, Divine Seeker, Dungeon Delver, Gloomblade, Loremaster, Mystic, Nightsong Enforcer, Nightsong Infiltrator, Sacred Exorcist, Shadowdancer, Virtuoso, Wayfarer Guide, Windsinger
18	7	A9	9	6	6	11	21	10.5	Cavalier, Dwarven Thane, Knight Protector of the Great Kingdom, Master Samurai, Tempest
19	7	A9	9	6	6	11	22	11.0	
20	7	A9	10	6	6	12	23	11.5	

Sorcerer

Never: Apelord, Arachne, Arcane Trickster, Athar, Auspician, Bane of Infidels, Bearlord, Beholder Mage, Birdlord, Blighter, Catlord, Church Inquisitor, Contemplative, Dancer of Sharess, Darkmask, Divine Agent, Divine Disciple, Doomguide, Dragon Mystic, Dreadmaster, Drunken Master, Dweomer Keeper, Elemental Archon of Air, Elemental Archon of Earth, Elemental Archon of Fire, Elemental Archon of Water, Entropist, Equinelord, Exotic Weapon Master, Fang of Lolth, Fiend Binder, Fiend Slayer, Fleet Runner of Ehlonna, Foe Hunter, Frenzied Berserker, Gatecrasher, Geomancer, Goldeye, Green Hunter, Harper Priest, Hathran, Hexer, Hierophant, Hunter of the Dead, Knight of the Chalice, Life Drinker, Mage of the Arcane Order, Marinelord, Master of Chains, Master of Shrouds, Mighty Contender of Kord, Monk of the Enabled Hand, Mystic Wanderer, Nightcloak, Ninja of the Crescent Moon, Order of the Bow Initiate, Planar Champion, Primal Rager, Radiant Servant of Pelor, Rage Mage, Reaper's Child, Red Wizard, Runecaster, Sacred Fist, Shinning Blade of Heironeous, Shoal Servant, Silverstar, Snakelord, Spellsword, Spymaster, Stormlord, Strifeleader, Sword Dancer, Tamer of Beasts, Thief-Acrobat, Vengeance Sworn, Verdant Lord, Vermin Lord, Warmaster, Warpriest, Waveservant, Weightless Foot, Windwalker, Wolflord.

Sorcerer

Wizard

In-Class Skills – Int: Alchemy, Craft, Know (any), Scry, Spellcraft. Wis: Profession. Con: Concentration.
 Weapons – club, dagger, crossbow (light & heavy), quarterstaff.

Level	Feats	Special	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1 + Scribe Scroll	A1	0	0	0	2	4	2.0	
2	1+1	A1	1	0	0	3	5	2.5	
3	2+1	A2	1	1	1	3	6	3.0	Arachnemancer, Divine Champion
4	2+1	A2	2	1	1	4	7	3.5	Tainted Spellcaster, Tainted Warrior
5	2+2	A3	2	1	1	4	8	4.0	Acolyte of the Skin, Alienist, Blood Magus, Candle Caster, Eldritch Master, Elemental Savant, Fatespinner, Gnome Artificer, Guild Wizard of Waterdeep, Harper Mage, Horned Harbinger, Incantatrix, Illithidkin, Lightbearer, Mage of the Arcane Order, Oozemaster, Pale Master, Red Wizard, Shadow Adept, Sphere Minion, Siege Master, Shifter, Spellfire Channeler, Thrall of Graz'zt, Zhentarim Skymage
6	3+2	A3	3	2	2	5	9	4.5	Demonologist, Diabolist, Forsaker, Mindbender, Techsmith, Wearer of Purple
7	3+2	A4	3	2	2	5	10	5.0	Arcane Devotee, Disciple of Asmodeus, Divine Oracle, Doomdreamer, Elder Druid, Gray Sage, Loremaster, Master Alchemist, Mystic, War Wizard of Cormyr
8	3+2	A4	4	2	2	6	11	5.5	Bloodhound, Hospitaler, Outlaw of the Crimson Road, Purple Dragon Knight, Thrall of Orcus, Xaostict
9	4+2	A5	4	3	3	6	12	6.0	Arcanopath Monk, Disciple of Mamon, Heartseeker, Heartwarder, Justicar of Taiia, Kabuki Warrior, Mage-Killer, Planeshifter, Royal Herald, Sacred Exorcist, Spelldancer, Spur Lord, Ur-Priest, Wayfarer Guide, Zerth Cenobite
10	4+3	A5	5	3	3	7	13	6.5	Ancestral Avenger, Berserk, Bladesinger, Cave Stalker, Consecrated Harrier, Contemplative, Darkwood Stalker, Deepwood Sniper, Devoted Defender, Fist of Hextor, Ghost-Faced Killer, Giant-Killer, Gladiator, Gnome Giant-Killer, Halfling Outrider, Holy Liberator, Hordebreaker, Lasher, Mask of Johydee, Occult Slayer, Orc Scout, Psi-Hunter, Ravager, Sinker, Snake Servant, Soldier of Light, Stonelord, Taker, Templar, Thayan Knight, Thrall of Demogorgon, Tribal Protector, Warrior of Darkness
11	4+3	A6	5	3	3	7	14	7.0	Dragon Scribe, Gnome Trickster, Nightshade, Sensate
12	5+3	A6	6	4	4	8	15	7.5	Arcane Archer, Blackguard, Blessed of Gruumsh, Bloodsister, Disciple of Dispat, Disciple of Mephistopheles, Dragon Warrior, Dragonkith, Duelist, Eye of Gruumsh, Fierce Grappler, Ghostwalker, Glaive of Azharadian, Justicar, Knight-Errant of Silverymoon, Keshen Blademaster, Knight of the Chase, Knight of the Middle Circle, Ocular Adept
13	5+3	A7	6	4	4	8	16	8.0	Acolyte of the Fist, Archmage, Assassin, Deep Thrall, Dread Pirate, Faceless One, Flame Steward, Flesh Eater, Guild Thief, Harper Scout, Invisible Blade, King/Queen of the Desert, King/Queen of the Forest, King/Queen of the Hills, King/Queen of the Marsh, King/Queen of the Mountains, King/Queen of the Plains, King/Queen of the Sea, King/Queen of the Skies, King/Queen of Underground, Master of the Secret Sound, Poison Fist, Prairie Runner, Reaping Mauler, Red Avenger, Temple Raider of Olidammara, Tiger Mask, Truth Seeker, Vigilante, Watch Detective, Wild Scout, Windrider
14	5+3	A7	7	4	4	9	17	8.5	Brawler, Deep Avenger, Dungeon Delver, Dwarven Defender, Peerless Archer, Waker of the Beast
15	6+4	A8	7	5	5	9	18	9.0	Cancer Mage, Knight of the Scale, Orc Blademaster, Thrall of Juihex, Weapon Master
16	6+4	A8	8	5	5	10	19	9.5	Purple Dragon Highknight
17	6+4	A9	8	5	5	10	20	10.0	Cipher, Disciple of Baalzebul, Divine Seeker, Gloomblade, Nightsong Enforcer, Nightsong Infiltrator, Shadowdancer, Virtuoso, Windsinger
18	7+4	A9	9	6	6	11	21	10.5	Cavalier, Dwarven Thane, Knight Protector of the Great Kingdom, Master Samurai, Tempest
19	7+4	A9	9	6	6	11	22	11.0	
20	7+5	A9	10	6	6	12	23	11.5	

Wizard

Never: Apelord, Arachne, Arcane Trickster, Athar, Auspician, Bane of Infidels, Bearlord, Beholder Mage, Birdlord, Blighter, Catlord, Church Inquisitor, Dancer of Shares, Darkmask, Divine Agent, Divine Disciple, Doomguide, Dragon Disciple, Dragon Mystic, Dreadmaster, Drunken Master, Dweomer Keeper, Elemental Archon of Air, Elemental Archon of Earth, Elemental Archon of Fire, Elemental Archon of Water, Entropist, Equinelord, Exotic Weapon Master, Fang of Loith, Fiend Binder, Fiend Slayer, Fleet Runner of Ehlonna, Foe Hunter, Frenzied Berserker, Gatecrasher, Geomancer, Goldeye, Green Hunter, Harper Priest, Hathran, Hexer, Hierophant, Hunter of the Dead, Knight of the Chalice, Life Drinker, Marinelord, Master of Chains, Master of Shrouds, Might Contender of Kord, Monk of the Enabled Hand, Mystic Wanderer, Nightcloak, Ninja of the Crescent Moon, Order of the Bow Initiate, Planar Champion, Primal Rager, Radiant Servant of Pelor, Rage Mage, Reaper's Child, Runecaster, Sacred Fist, Shinning Blade of Heironeous, Shoal Servant, Silverstar, Snakelord, Spellsword, Spymaster, Stormlord, Strifeleader, Sword Dancer, Tamer of Beasts, Thief-Acrobat, Vengeance Sworn, Verdant Lord, Vermin Lord, Warmaster, Warpriest, Waveservant, Weightless Foot, Windwalker, Wolflord.

Wizard

Appendix

Revision History

- October 24, 2001 – Initial release of the Prestige Class Index.
Contains Dungeon Master's Guide, Sword and Fist, Defenders of the Faith, Tome and Blood, Forgotten Realms Campaign Setting, Magic of Faerûn, Manual of the Planes, Dragon Magazines from #267 - #288, Dragon Magazine Annual #5, and Dungeon Magazine #82 - #89.
- April 2, 2002 – Added Cross-Reference by Class.
Added Dragon Magazine #289 - #293, Dungeon Magazine #90 - #91, Ravenloft, Song & Silence, Lords of Darkness, and half of Masters of the Wild.
- August 24, 2002 – Added Magic of Faerûn errata.
Added Dragon Magazine #294 - #298 & Dungeon Magazine #92 - #93.
Added the remainder of Masters of the Wild.
Added Deities and Demigods, Faiths and Pantheons, & Silver Marches.
- December 1, 2002 – Added Dragon Magazine #299 - #302.
Added Dungeon Magazine #94 - #95.
Added the Book of Vile Darkness.
Fixed some errors.
- March 15, 2003 – Added Dragon Magazine #303 - #305.
Added Dungeon Magazine #96 - #97.

Total # of Prestige Classes: 258.

Key to Sourcebooks

PH	– Player's Handbook	– TRS 11550
DMG	– Dungeon Master's Guide	– TSR 11551
DMGe	– Dungeon Master's Guide errata	– http://shadow.wizards.com/dnd/files/DMGErrata.pdf
MM	– Monster Manual	– TSR 11552
MM2	– Monster Manual II	– 882680000
MotP	– Manual of the Planes	– WTC11850
D&D	– Deities and Demigods	– 881650000
BoVD	– Book of Vile Darkness	– 881610000
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– http://www.wizards.com/dnd/files/SnFErrataV2.pdf
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
T&Be	– Tome and Blood errata	– http://www.wizards.com/dnd/files/TB_Enh.zip
S&S	– Song and Silence	– WTC 11857
MotW	– Masters of the Wild	– 881640000
FR	– Forgotten Realms Campaign Book	
FRe	– Forgotten Realms Campaign Book errata	– http://www.wizards.com/dnd/files/FRCSErrata.pdf
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
MoFe	– Magic of Faerûn errata	– http://www.wizards.com/dnd/files/MoFerrataV3012002.zip
F&P	– Faiths and Pantheons	
LoD	– Lords of Darkness	
SM	– Silver Marches	
RL	– Ravenloft	– WW 15099
RTEE	– Return to the Temple of Elemental Evil	– WTC 11843
DR###	– Dragon Magazine (with issue number)	
DR-A#	– Dragon Magazine Annual (with issue number)	
DU##	– Dungeon Magazine (with issue number)	

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