

Dungeons & Dragons 3.5 Edition Index – Prestige Classes

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April 1, 2005

Changes from 3rd Edition to 3.5 Edition are marked in **Blue**.

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Revised Prestige Classes

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Acolyte of the Skin (bond a skin of a fiend to your own, becoming more and more fiendish, eventually becoming an ‘Outsider’) (CArc p19)	Alignment: LN, N, CN, LE, NE, CE. Know (the planes): 6 & 8 ranks. Caster level 5 th with spells or spell-like abilities. Must be able to cast 3rd level Arcane spells. Must have made peaceful contact with an Evil Outsider Must go through the Ritual of Bonding. Min Lvl: Brd5, Clr5, Wiz5, Drd9, Sor9, Rgr10.	HD: d8 d4 Skill Points: 2 Attack: Rogue Wizard Good Save: Fort, Will Weap: — Armor: — Class Lvs: 10	Con: Concentrate. Int: Craft, Know (any), Know (arcana), Know (the planes), Spellcraft. Wis: Profession. Cha: Intimidate	1 st : Wear Fiend – gain the following bonuses: +1 Natural Armor; +2 Inherent bonus to Dexterity; & Darkvision 60’. Poison at 8th 16th level, once per day. 2 nd : +1 Caster Level. Fire Resistance 10 20 .
Alienist (mage who studies & summons creatures beyond normal understanding, eventually becoming an ‘Outsider’) (CArc p21)	Alignment: NG, CG, N, CN, NE, CE. Know (the planes): 8 ranks. Know (arcana): 8 ranks. Feats: Augment Summoning, Alertness. Able to cast a Divination spell. Able to cast a Summoning spell of 3 rd level or higher. Must have made peaceful contact with an Alienist or a Pseudonatural Creature. Min Lvl: Clr5, Wiz5, Brd7, Drd13, Rgr13, Sor13.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvs: 10	Con: Concentrate. Int: Craft, Know (any), Spellcraft. Wis: Listen, Profession, Spot. Cha: Gather Info., Intimidate	1 st : +1 Caster Level. Class levels stack for purposes of determining the abilities of your Familiar. When using <i>Summon Monster</i> to summon a Fiendish or Celestial creature, instead summon a creature with the Pseudonatural Template. 2 nd : +1 Caster Level. Alien Blessing: +1 Insight bonus on all Saves –2 on Wisdom.
Arcane Archer (spell-casters who can attach spells to arrows) (DMG p176)	Race: Elf or Half-Elf. Base Attack Bonus: +6. Feats: Point Blank Shot, Precise Shot, Weapon Focus (any straight bow). Able to cast 1 st lvl 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 Epic Lvs: 10 (ELH p17)	Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft. Wis: Listen, Spot, Survival.	1 st : Every non-magic arrow you fire gains a +1 Enhancement bonus 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) (PGF p48) (PGFe)+	Know (religion): 5 ranks. Spellcraft: 8 ranks. Feats: Enlarge Spell. Able to cast 4 th level Arcane spells. Must have a patron deity. Min Lvl: Wiz7, Sor8, Brd10.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvs: 5	Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession. Con: Concentrate.	1 st : +1 Arcane Caster Level. Reach of the Holy – 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 modifier times per day. 2 nd : +1 Arcane Caster Level. +1 save vs. Divine spells, and all spell-like / supernatural abilities of Outsiders. Choose one component of your patron deity’s alignment. You now cast spells with that descriptor +1 lvl.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Arcane Trickster (thief with special arcane training) (DMG p177)	Alignment: NG, CG, N, CN, NE, CE. 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: Rog3 / Wiz5.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (3.Sup p12)	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Locks, Sleight of Hand, Tumble, Hide, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Know (any), Search, Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. 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, or Sleight of Hand . The DC is 5 higher than normal & you cannot "Take 10". Usable 1/day. 2 nd : +1 Caster Level. +1d6 Sneak Attack.
Archmage (arcane caster who is so advanced, he/she can trade knowledge of spells for special spell abilities) (DMG p178)	Know (arcana): 15 ranks. Spellcraft: 15 ranks. Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic. Able to cast 7 th level Arcane spells. Able to cast 5 th + level spells from at least 5 schools. Min Lvl: Wiz13, Sor14.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Int: Craft(alchemy), Know (any), Search, Spellcraft. Wis: Profession. Con: Concentrate.	1 st : +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. Lv. <u>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 metamagics & set how many uses per day: +0 levels – 2 times per day. +3 levels – 4 times per day. +6 levels – 6 times per day. 5 th <u>Spell Power +1</u> – +1 to DC & to overcoming SR. Stacks with Spell Power +2 & Spell Power +3. 6 th <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'). 7 th <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'. 7 th <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. 7 th <u>Spell Power +2</u> – +2 to DC & to overcoming SR. Stacks with Spell Power +1 & Spell Power +3. 8 th <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. 9 th <u>Arcane Fire</u> – Trade in a spell for a bolt of arcane fire that does 1d6 per spell level cashed in + Class Level. 9 th <u>Spell Power +3</u> – +3 to DC & to overcoming SR. Stacks with Spell Power +1 & Spell Power +2. 2 nd : +1 Arcane Caster Level. Gain another High Arcana.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Assassin (a precise killer with spells at his disposal) (DMG p178)	Alignment: LE, NE, CE. Disguise: 4 ranks. Hide: 8 ranks. Move Silently: 8 ranks. Kill someone as part of the initiation. Min Lvl: Brd5, Mnk5, Rgr5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Sor13, Wiz13.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: Dagger, Crossbow, Dart, Rapier, Sap, Shortbow, Short Sword Armor: Light Class Lvl: 10 Epic Lvl: 10 (ELH p18) (3.5sup p12)+	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Locks, Sleight of Hand, Tumble, Use Rope. Int: Craft, Decipher Script, Disable Device, Forgery, Search. Wis: Listen, Sense Motives, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Use Magic Device.	1 st : 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 modifier or die / be paralyzed (your choice). Paralyzation 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 Assassin Spell List . 2 nd : +1 save vs. poison. Uncanny Dodge - Retains Dexterity modifier to AC even if caught flat-footed or attacked by someone invisible.
Black Flame Zealot (templar of the Deity of Fire, who improves at sneak attacks, gains a death attack, and eventually can immolate his/her opponents) (CDiv p21)	Patron: Kossuth. Alignment: LN, N, CN, LE, NE, CE. Hide: 8 ranks. Know (religion): 8 ranks. Move Silently: 8 ranks. Feats: Exotic Weapon Proficiency (kukri), Iron Will. Sneak Attack of +1d6. Able to cast 2 nd level Divine spells. Kill an enemy of the faith as part of the initiation. Min Lvl: Clr3 / Rog3.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Con: Concentrate. Int: Craft, Know(religion), Search, Spellcraft. Wis: Listen, Profession, Spot.	1 st : Immune to magic & normal fear effects. After 3 rounds of study, if you can make a successful melee sneak attack within the next 3 rounds, the target must make a Fortitude save vs. DC 10 + Class Level + your Intelligence modifier or die. 2 nd : +1 Divine Caster Level. Trained in the use of poisons (i.e., no chance of accidental self-poisoning).
Blackguard (anti-paladins with better PR) (DMG p181)	Alignment: LE, NE, CE. Base Attack Bonus: +6. Hide: 5 ranks. Know (religion): 2 ranks. Feats: Power Attack, Cleave, Improved Sunder. Contact an Evil Outsider. Min Lvl: Rgr6, Bbn7, Ftr7, Brd8, Pal8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvl: 10 Epic Lvl: 10 (ELH p19) (3.5sup p12)+	Dex: Hide, Ride. Int: Craft, Know (religion). Wis: Heal, Profession. Con: Concentrate. Cha: Diplomacy, Handle Animals, Intimidate.	1 st : <i>Detect Good</i> , at will. Categorized as a 'cleric' for purposes of being noticed by <i>Detect Evil</i> . You are trained to never accidentally poison yourself when applying it to a blade Gain Wisdom-based Prepared Divine spells from the Blackguard Spell List . 2 nd : Add Charisma modifier to all Saving Throws. Smite Good – On a designated melee attack on a good opponent, add your Charisma modifier to the attack roll. If it hits, add your Class Level to the damage. Usable 1/day.
Bladesinger (elven fighter / wizard) (F&B p49) (F&B p20) (RoF p179) (CWar p17)	Race: Elf or Half-Elf. Base Attack Bonus: +5. Feats: Combat Casting, Combat Expertise, Dodge, Weapon Focus (Longsword) –or– Weapon Focus (Rapier), Still Spell . Balance: 2 ranks. Concentrate: 4 ranks. Perform: 3 ranks (must include Dance & Sing). Perform (dance): 2 ranks. Perform (sing): 2 ranks. Tumble: 3 2 ranks. Must be able to cast 1 st level Arcane Spells. Min Lvl: Brd9, Sor10, Wiz10	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Ref, Will Weap: — Armor: Light Class Lvl: 10	Str: Jump. Dex: Balance, Tumble. Int: Know (arcana), Spellcraft. Con: Concentrate. Cha: Perform.	1 st : +1 Arcane Caster Level. Gain Arcane Prepared Spells from the Bladesinger Spell List . If wielding a Longsword or Rapier in the primary hand & nothing in the off-hand, add your Class level (up to your Intelligence modifier) to your AC as a Dodge bonus. You can be only wearing no more than Light Armor. 2 nd : If wielding a Longsword or Rapier in one hand & nothing in the off-hand, you may "Take 10" when making a Concentration check to 'cast defensively'. Bonus Feat from the following list: any metamagic, Combat Reflexes, Improved Critical (longsword), Improved Disarm, Mobility, Quick Draw, Spring Attack, Whirlwind Attack.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Blighter (a fallen druid who has regained spells by destroying nature) (<i>MotW</i> p48) (<i>CDiv</i> p23)	Alignment: LN, N, CN, LE, NE, CE. Base Attack Bonus: +4. 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 Lvl: 10	Str: Swim. Con: Concentrate. Int: Craft, Know (nature), Spellcraft. Wis: Heal, Listen, Profession(herbalist), Survival. Cha: Diplomacy, Handle Animal.	1 st : Deforestation – kill all non-sentient plant life in a 20' 50' per Class level radius as a Full-Round Action. Dryad's trees, etc., must make a Fortitude save (DC is Wisdom-based) to survive. The deforested area will not regrow until <i>Hallow</i> is cast on it & the area is reseeded. Usable 1/day. Gain Wisdom-based Prepared Divine spells from the <i>Blighter Spell List</i> if you have used your 'Deforestation' ability within the last 24 hours. 2 nd : Sustenance – You no longer need food or water. Blightfire – Generate 5d6 4d4 Fire damage in a 10' radius half circle from your hands (Ref½, DC is Wisdom-based). Usable as a Standard Action at will.
Blood Magus (arcane magic with your own blood) (<i>CArc</i> p26)	Alignment: NG, CG, LN, N, CN, LE, NE, CE. Concentration: 4 ranks. Feat: Great Fortitude, Toughness. Able to cast 3rd level Arcane spells. Arcane Caster level 5 th . Must have been dead for a while. Min Lvl: Brd5, Sor5, Wiz5.	HD: d6 d4 Skill Points: 2 Attack: Wizard Good Save: Fort Weap: — Armor: — Class Lvl: 10	Int: Craft, Spellcraft. Wis: Heal. Con: Concentrate. Cha: Bluff.	1 st : +1 Arcane Caster Level. Blood Component – You can use your own blood in place of material components. You take at least 1 hp damage, but the DC of the spell goes up by 1 too. Replacing costly components results in greater hp loss (5 hp for 1-50 gp, etc). Stanch – If your hit points go negative, you automatically stabilize on the next round. Durable Casting – When you make a Concentration check due to having taken damage, subtract your Class level from the damage taken for purposes of determining the DC only. 2 nd : +1 Arcane Caster Level. Scarification – You can scribe spells into your own skin, which fade once cast. You are limited to 6 spells.
Cavalier (mounted knight) (<i>S&F</i> p12) (<i>S&F</i>)= (<i>CWar</i> p19)	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. Min Lvl: Ftr8, Pal9, Rgr9, Clr12, Mnk12, Rog12, Sor16, Wiz16.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvl: 10	Dex: Ride. Int: Know (nobility). Wis: Profession. Cha: Diplomacy, Handle Animal, Intimidate.	<u>Paladins may freely cross-class.</u> 1 st : Class levels are added to Paladin levels for determining the abilities of your special mount (if any). +2 Competence bonus on Ride checks. +1 Competence bonus on attack rolls with a Lance while mounted. Competence bonus equal to Class level when making Know (nobility) checks. 2 nd : During a charge, do x3 damage with a melee weapon (x4 with a Lance), once per day. +1 Competence bonus on attack rolls with a Sword while mounted.
Church Inquisitor (priests tasked with finding subtle evils, including infiltration) (<i>DotF</i> p51) (<i>CDiv</i> p26)	Alignment: LG, LN. Base Will Save: +3. Know (arcana): 4 8 ranks. Know (religion): 4 ranks. Spellcraft: 4 8 ranks. Able to cast <i>Zone of Truth</i> Dispel Magic as a Divine spell. Must be a member of a LG church or order, & must have uncovered corruption within it. Min Lvl: Clr5, Pal9	HD: d8 Skill Points: 4 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Int: Decipher Script , Know (arcana), Know (local) , Know (religion), Know (planes), Search, Spellcraft, Spot . Con: Concentrate. Cha: Bluff , Diplomacy, Gather Info., Intimidate, Sense Motive.	1 st : +1 Divine Caster Level. <i>Detect Evil</i> , at will as a spell-like ability. Gain the Inquisition Domain. 2 nd : +1 Divine Caster Level. Immune to all Enchantment(charm) spells & effects.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Consecrated Harrier (person who hunts down enemies of the church, no matter where they hide) (DotF p52) (CDiv p28)	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 Lvl: 10	Str: Climb. Dex: Ride, Use Rope. Int: Know (local), Search. Wis: Profession. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate.	1 st : Blessing of Scripture – +2 Sacred bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks while tracking a church-assigned target. +2 Sacred bonus to attack & damage rolls a church-assigned target. <i>Detect Chaos</i> , at will. Gain Wisdom-based Prepared Divine spells from the Ranger Spell List plus spells from the Consecrated Harrier Supplemental Spell List . 2 nd : Sanctified Sight – +4 bonus on save vs. Illusions.
Contemplative (one who is dedicated to becoming one with his deity) (DotF p54) (CDiv p30)	Know (religion): 13 ranks. Able to cast 1 st level Divine spells. 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 Lvl: 10	Con: Concentrate. Int: Craft, Know (religion), Spellcraft. Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Intimidate.	1 st : +1 Divine Caster Level. Gain an additional Domain that is sponsored by your Deity. Divine Health – Immune to all natural and magical diseases. 2 nd : +1 Divine Caster Level. Slippery Mind – If you fail your save vs. Enchantment, then you get to make another save 1 round later.
Darkwood Stalker (elf / half-elf practiced in hunting & killing orcs, who gains Sneak Attacks & eventually Death Attacks) (DR292-p58) (CWar p23)	Race: Elf or Half-Elf. Base Attack Bonus: +5 Hide: 5 ranks. Listen: 5 ranks. Move Silently: 5 ranks. Spot: 5 ranks. Survival: 5 ranks. Speak Language (Orc). Feats: Dodge, Track. Min Lvl: Rgr5, Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Ref. Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Int: Craft, Know (nature), Search. Dex: Hide, Move Silently, Ride, Use Rope. Wis: Heal, Listen, Profession, Spot, Survival.	1 st : +2 bonus on the following skill checks against Orcs: Bluff, Listen, Sense Motive, Spot, & Survival. Stacks with Ranger's Favored Enemy bonus (if any). +2 damage against Orcs in melee or with missile weapons within 30'. Stacks with Ranger's Favored Enemy bonus (if any). 2 nd : Uncanny Dodge – retains Dexterity modifier to AC even when caught flat-footed or attacked by someone who is Invisible. If you already have the Uncanny Dodge class ability, gain Improved Uncanny Dodge instead.
Divine Champion (a combatant who fights in the name of a deity) (DR280-p31) (FR p42) (PGF p49) (PGF+)	Base Attack Bonus: +7. Know (religion): 3 ranks. Feats: Weapon Focus (deity's favored weapon). Must dedicated himself to be a champion for the deity. 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: — Light, Med., Shields Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know (religion). Wis: Spot. Cha: Handle Animal, Intimidate	1 st : Lay on Hands – Heal yourself or another follower of your deity by (Class Level x Charisma modifier) hit-points per day total. 2 nd : Gain a Fighter Feat that you qualify for from the following list: Blind-Fight, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency, Improved Critical, Improved Initiative, Improved Turning, Quick Draw, or Weapon Focus. Sacred Defense – +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) (PGF p51)	Diplomacy: 5 ranks. Know (religion): 8 ranks. Able to cast 4 th level Divine spells. Dedicated to a patron deity. Min Lvl: Clr7, Drd7, Pal14, Rgr14.	HD: d8 Skill Points: 2 Attack: Wizard Good Save: Fort, Will. Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Know(arcana), Know (history), Know(nature), Know (religion), Know (the planes), Spellcraft. Wis: Heal, Profession, Survival 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. Gain a bonus equal to your Class level on Charisma-based skill or ability checks when dealing with these Outsiders. 2 nd : +1 Divine Caster Level. Sacred Defense – +1 on all saves vs. Divine Spells and spell-like & supernatural abilities from Outsiders.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Divine Oracle (a specialist in divination) (DotF p56) (CDiv p34)	Know (religion): 8 ranks. Feat: Skill Focus (Know (religion)). Able to cast 2 Divination spells Sery: 10 ranks. Feat: Skill Focus (Sery). Min Lvl: Brd5, Clr5, Drd5, Pal5, Rgr5, Sor5, Wiz5.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Simple Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know (arcana), Know (religion), Spellcraft. Wis: Heal, Profession. Cha: Intimidate .	1 st : +1 Caster Level. Gain the Oracle Domain Divination Prestige Domain . +1 +2 Sacred bonus to the DC of Divination (scrying) spells. 2 nd : +1 Caster Level. Prescient Sense – if an attack / spell normally allows a Reflex save for ½ damage, you take no damage on a successful save. This ability can be used in any armor Trap Sense +1 – +1 bonus on saves to avoid traps and/or +1 AC to avoid being hit by a trap.
Divine Seeker (a person who “acquires things” for a patron deity) (FR p44) (PGF p52)	Hide: 40 8 ranks. Know (religion): 3 ranks. Move Silently: 8 10 ranks. Spot: 5 ranks. Dedicated to a patron deity. Min Lvl: Brd7, Mnk7, Rgr7, Rog7, Clr17, Drd17, Ftr17, Pal17, Sor17, Wiz17.	HD: d6 Skill Points: 6 4 Attack: Rogue Good Save: Ref, Will. Weap: Simple Armor: Light Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Hide, Disable Device , Move Silently, Open Lock , Pick Pocket , Tumble , Use Rope. Int: Craft, Decipher Script , Know (geography), Know (religion), Search. Wis: Listen, Profession, Spot, Survival . Cha: Bluff , Diplomacy.	1 st : Sacred Stealth , usable once per day. Sacred Stealth – for a total of 1 minute per Charisma modifier (minimum 1 minute), gain a +10 Sacred (or Profane) bonus on Hide & Move Silently checks. Activating this ability is a Standard Action & deactivating it is a Free Action. Thwart Magic Trap – +4 +3 bonus on all Search and Disable Device checks to locate, disable, or bypass magical traps. 2 nd : Sneak Attack +1d6. Sacred Defense – +1 on all saves vs. Divine Spells and spell-like & supernatural abilities from Outsiders.
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) (DMG p183)	Race: Any non-Dragon / Half-Dragon. Know (arcana): 8 ranks. Able to cast Impromptu Arcane spells. Able to speak Draconic . Min Lvl: Brd5, Sor5.	HD: d12 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (3.Sup p13)	Dex: Escape Artist. Int: Craft, Know (any), Search, Spellcraft. 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. Chose a type of Chromatic or Metallic Dragon. This is the type of dragon that you will start becoming. The choice 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).
Drunken Master (fights as if / when drunk) (S&F p14) (S&F e)+ (CWar p27)	Base Attack Bonus: +4. Feats: Dodge, Great Fortitude, Improved Unarmed Strike. Tumble: 8 ranks. Have the Evasion ability and the Flurry of Blows ability. Survive the initiation with the other masters. Min Lvl: Mnk5, Rog6 .	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref, Fort. Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft. Wis: Listen, Profession. Cha: Bluff, Perform.	<u>Monks may freely cross-class.</u> 1 st : As a Move Action, you may drink a tankard of ale, a bottle of wine, etc. Each ‘drink’ of alcohol reduces your Intelligence & Wisdom by 2, but increases either your Strength –or– Constitution by 2. You may only benefit from (Class level) drinks Bonuses & penalties last for (Class level +3) rounds. You gain proficiency with Improvised Weapons, which do your Unarmed Damage + 1d4. 50² move. 2 nd : During a Charge, you no longer have to move in a straight line. Also, by making a Tumble check vs. DC 15 at the start of the charge, you do not generate attacks of opportunity.
Duelist (armorless, nimble swashbuckler who is trained in one-handed piercing weapons) (DMG p185)	Base Attack Bonus: +6. Feats: Dodge, Mobility, Weapon Finesse . Perform: 3 ranks. Tumble: 5 ranks. Proficiency with Rapier . Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: Simple, Martial Armor: — Class Lvl: 10 Epic Lvl: 10 (3.Sup p13)	Str: Jump. Dex: Balance, Escape Artist, Tumble. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Perform.	1 st : Add Intelligence modifier to AC (limited to +1 per Class level) when not wearing armor, using a shield, and not flat-footed. 2 nd : +2 bonus to Initiative checks. Add +1d6 damage when using a one-handed piercing weapon against a target susceptible to criticals. No off-hand attack is allowed.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features										
<p>Dwarven Defender (a dwarf who specializes in being a living wall) (DMG p186)</p>	<p>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.</p>	<p>HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvl: 10 Epic Lvl: 10 (ELH p20) (3.5sup p13)+</p>	<p>Int: Craft. Wis: Listen, Sense Motive, Spot.</p>	<p>1st: 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 up to 3 + new Constitution modifier rounds. Afterwards, you are at –2 Str for the rest of the encounter. 2nd: Uncanny Dodge – Retains Dex bonus to AC even if caught flat-footed or attacked by someone invisible.</p>										
<p>Elemental Savant (a caster who wishes to become more in tune with one of the four elements, eventually becoming an ‘Elemental’) (CArc p32)</p>	<p>Know (arcana): 8 ranks. Know (the planes): 4 & 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 3rd 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: Clr5, Drd5, Wiz5, Sor6, Brd7.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Craft, Know(any), Know(arcana), Know(the planes), Spellcraft. Wis: Profession. Cha: Handle Animals. Speak Language.</p>	<p>1st: +1 Caster Level. Immune to magical sleep effects. Elemental Specialty – choose a Preferred Element / Energy (must match your Energy Substitution feat): <table border="0"> <tr> <td><u>Preferred</u></td> <td><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> Any spell you cast that does energy damage automatically changes to your Preferred Energy type. Gain Resistance 5 to your Preferred Energy type. You may not do Energy Substitution with your Opposing Energy. 2nd: +1 Caster Level. Spells with your Preferred Energy have a +1 DC. Immune to magical sleep effects.</p>	<u>Preferred</u>	<u>Opposing</u>	Air(Electricity)	Earth(Acid)	Earth(Acid)	Air(Electricity)	Fire(Fire)	Water(Cold)	Water(Cold)	Fire(Fire)
<u>Preferred</u>	<u>Opposing</u>													
Air(Electricity)	Earth(Acid)													
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Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Exotic Weapon Master (learn special tricks with your exotic weapon) <i>(MotW p53)</i> <i>(DR298 p140)+</i> <i>(CWar p30)</i></p>	<p>Base Attack Bonus: +6. Craft (weaponsmith): 3 ranks Feats: <u>Exotic Weapon Proficiency (any)</u>, <u>Weapon Focus (any exotic weapon)</u>. <u>Note</u>: Racial weapon familiarity of an Exotic weapon qualifies. <u>Able to Rage</u>. Min Lvl: Bbn6, Ftr6, Rgr6, Pal6, Brd8, Clr8, Mnk8, Rog8, Sor12, Wiz12.</p>	<p>HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 3</p>	<p>Int: Craft. Wis: Profession. Cha: Intimidate.</p>	<p>1st: When using an Exotic Weapon that you are not proficient in, you attack with a –2 penalty instead of a –4 penalty. Choose one Exotic Weapon Stunt, which applies to every Exotic Weapon with which you have Weapon Focus (& is appropriate). - <u>Double Weapon Defense</u> – +1 Shield bonus to AC when wielding a double Exotic Weapon. - <u>Close-Quarters Ranged Combat</u> – does not generate an Attack of Opportunity with Exotic Ranged Weapons. - <u>Exotic Reach</u> – when wielding an Exotic Weapon with Reach, you can take Attacks of Opportunity against opponents that have <u>Cover</u> (but not <u>Total Cover</u>) (normally, opponents with Cover are immune to Attacks of Opportunity). - <u>Exotic Sunder</u> – do +1d6 damage when attempting to Sunder with an Exotic Weapon. - <u>Flurry of Strikes</u> – when wielding a Double Exotic Weapon or a Spiked Chain, you may make an extra attack at your highest value as part of a Full Round Action, though all attacks are at –2. - <u>Ranged Disarm</u> – you may attempt to Disarm with a Ranged Exotic Weapon (which is considered a Light weapon). - <u>Show Off</u> – as a Standard Action, make an Intimidate check + BAB vs. your opponent’s level check. Opponent must be within 30’ & looking at you. If successful, your opponent is <u>Shaken</u> for 1 round per Class level. - <u>Stunning Blow</u> – if you have the Feat: <u>Stunning Blow</u>, you may use it while wielding an Exotic Melee Weapon. - <u>Throw Exotic Weapon</u> – you may throw an Exotic Weapon with no penalty and a range increment of 10’. - <u>Twin Exotic Weapon Fighting</u> – when wielding the same Light Exotic Weapon in each hand, you are treated as having the Feat: <u>Two Weapon Fighting</u>. If you actually have the feat, then the penalty is reduced from –2 to –1 on each hand. - <u>Trip Attack</u> – you may make Trip attacks with your non-Light Exotic Melee Weapon. If the weapon already allowed trips, the action has a +2 bonus. - <u>Uncanny Blow</u> – when wielding a One-Handed Exotic Weapon with two hands, you do 2x Str modifier damage (instead of 1½x Str modifier). 2nd: When using an Exotic Weapon that you are not proficient in, you attack with a –1 penalty. Choose another Exotic Weapon Stunt.</p>
<p>Eye of Groomsh (templars of the Deity of Orcs who fight with Orc Double Axes even more wildly than Barbarians & inspire other to do so too) <i>(MotW p54)</i> <i>(CWar p31)</i></p>	<p>Patron: Groomsh Race: Orc or Half-Orc. Alignment: CE, CN, NE. Base Attack Bonus: +6. Feats: <u>Exotic Weapon Proficiency (Orc Double Axe)</u>, <u>Weapon Focus (Orc Double Axe)</u>. Must have right-eye ritualistically removed. Min Lvl: Bbn6, Ftr6, Rgr6, Brd8, Clr8, Rog8, Sor12, Wiz12.</p>	<p>HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10.</p>	<p>Str: <u>Climb</u>, <u>Jump</u>, <u>Swim</u> Dex: <u>Ride</u>. Wis: <u>Survival</u>. Cha: Intimidate.</p>	<p>1st: Gain Feat: <u>Blind-Fight</u>. Missing eye causes no penalties. 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 while following your orders. Add your Class level to your Barbarian level (if any) to determine how often you can Rage per day. Therefore, a 1st level Eye of Groomsh with no Barbarian levels can Rage as a 1st level Barbarian. 2nd: When Raging, gain an additional +2 bonus to your Strength, but you generate an Attack of Opportunity when you attack your AC is lowered by an extra –2.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Fatespinner (arcane caster with influence over 'luck' (i.e., saving throws, etc.)) (T&B p58) (CArc p37)	Know (arcana): 10 ranks. Profession (gambler): 8 ranks Able to cast 4 th level Arcane spells, including at least one Divination of at least 1 st lvl. Min Lvl: Wiz7, Sor8, Brd10.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvs: 5	Dex: Sleight of Hand Con: Concentrate. Int: Appraise, Craft, Know(any); Know(arcana); Spellcraft. Wis: Profession. Cha: Gather Info.	1 st : +1 Caster Level. Spin Fate – You may increase the DC of any spell you cast by up to your Class level per day. The total for a given day equals your Class level. This pool is replenished when you meditate for spells. 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. Fickle Finger of Fate – Once per day as an Immediate Action, you may cause one enemy or ally (but not yourself) within line of sight to reroll a roll he/she just made. The target keeps the new roll, whether better or worse. Reroll a single roll, once per day. You must keep the second roll.
Frenzied Berserker (make normal barbarians look weak & in control) (MotW p59) (CWar p34)	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 Feat: Remain Conscious Feat: Dichard . Frenzy (1/day) – Gain +6 Str, +6 Con , & an extra attack each round at highest bonus when making a Full Round Attack (which doesn't stack with <i>Haste</i>) for 3 + Constitution modifier 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. If you take damage from an attack, trap, spell, etc., you must make a Will save vs. DC (10 + damage taken since your last round) to avoid entering Frenzy if you have any left on your next round. Frenzying is a Free Action & its bonuses can stack with those from Raging. At the end of the Frenzy, you are Fatigued for the rest of the encounter. If you also Raged, then when both are over, you are Exhausted. 2 nd : You may take your once-per-round 5' step in the middle of a Cleave or Great Cleave.
Geomancer (a hybrid arcane & divine spellcaster who gets the best of both worlds, but becomes more animal-like in the process) (MotW p60) (CDiv p41)	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: Climb, Swim. Con: Concentrate. Int: Craft, Know(arcana), Know(geography) , Know (nature), Spellcraft. Wis: Heal, Survival. Cha: Diplomacy, Handle Animal.	1 st : +1 Caster Level to one of your spellcasting classes. 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 to one of your spellcasting classes. Spell Versatility 1 – you may blend Arcane & Divine aspects of your 1 st level spells on-the-fly. Ley Lines +1 – Choose one of the following terrains: aquatic, desert, forest, hills, marsh, mountains, or plains. When in that terrain, your effective caster level for all spells is at +1. Drift (stage 1) – gain another minor trait.
Gnome Giant-Slayer (specialized in fighting Giants & using their size to their advantage) (DR291 p84) (CWar p34)	Race: Gnome. Base Attack Bonus: +5. Escape Artist: 3 ranks. Tumble: 3 ranks. Hide: 3 ranks. Speak Language (Giant). Feats: Dodge, Mobility, Spring Attack. 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) +2 – Gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks made vs. Giants. Also do +2 damage on any melee attack & any ranged attack within 30'. This stacks with any Ranger bonuses. 2 nd : Gain Wisdom modifier as a +4 Dodge bonus to AC when fighting Giants & 1/2 Wisdom +2 Dodge bonus when fighting any other creature 2 size categories larger.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Halfling Outrider (halfling light cavalry) (S&F p22) (S&F)+ (CWar p38)</p>	<p>Race: Halfling. Base Attack Bonus: +5. Listen: 3 ranks. Ride: 6 ranks. Spot: 3 ranks. Feats: Mounted Combat, Mounted Archery. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd9, Clr9, Drd9, Mnk9, Rog9, Sor10, Wiz10.</p>	<p>HD: d10 d8 Skill Points: 2 Attack: Fighter Good Save: Fort Ref Weap: — Armor: — Class Lvl: 10</p>	<p>Dex: Ride. Int: Search. Wis: Listen, Spot, Survival. Cha: Handle Animal.</p>	<p>1st: +2 to Listen, Spot, & Ride checks. +1 Dodge bonus to AC when mounted. Gain Feat: <u>Alertness</u>. Gain a Competence bonus to Ride checks equal to your Class level. 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. Defensive Ride – By spending a round riding without attacking, the rider gains +2 bonus to Reflex saves & a +4 Dodge bonus to AC -and- the mount gains +20' to movement, +2 bonus to Will saves, & +4 Dodge bonus to AC.</p>
<p>Hathran (an Arcane & Divine caster who is part of the leadership of the Forgotten Realms country of Rashemi) (FR p47) (PGF p59)</p>	<p>Patron: Chautea, Mielikki, or Mystra. Alignment: LG, NG, LN. Gender: Female. Race: Human of Rashemi descent. Feats: Ethran, <u>Leadership</u>. Able to cast 4th lvl Arcane –or– Divine spells. May <u>not</u> possess any Item Creation feats other than <u>Scribe Scroll</u>. Min Lvl: Clr7, Drd7, Wiz7, Sor8, Brd10, Pal14, Rgr14.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weapon: Whip Armor: — Class Lvl: 5 10 Epic Lvl: 10 (www.WotC) (PGF p128)</p>	<p>Str: Swim. Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession, Survival. Cha: <u>Diplomacy</u>, Perform. Speak Language.</p>	<p>1st: +1 Caster Level. Add spells on the <u>Hathran Supplemental Spell List</u> to the spells available to any spell list where you can cast 4th level spells. Gain a free cohort as if Feat: Leadership was taken. Gain a +2 bonus on your Leadership score for purposes of gaining a cohort that is either a Rashemi female with the Ethran Feat or a Rashemi male with at least one level of barbarian. It is taboo for a Hathran to take an Item Creation feat other than Scribe Scroll. When in the country of Rashemen, you do not need to prepare your Arcane or Divine spells. As a full-round action, you may cast any spell on your Arcane or Divine spell lists, though they consume the normal spell slot. 2nd: +1 Caster Level. Able to speak with any creature that has the 'spirit' subtype and gains a +2 bonus on Charisma-based skill & ability checks with such a creature.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Hierophant (a master of divine magics who can gain mystic abilities not available to others) (DMG p188)	Know (religion or nature): 15 ranks. Feats: any metamagic. Able to cast 7 th level Divine spells Min Lvl: Clr13, Drd13 .	HD: d8 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: — Armor: — Class Lvl: 5	Int: Craft, Know(arcana), Know(religion), Scry, Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Diplomacy	1 st : 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>Infect Wounds</i> , etc.) on a creature of the opposite alignment , 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 creatures of the same alignment 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 from 1 to 7 days, during which time your turnings are decreased by the appropriate amount. Turnings are done at your Cleric Level, but uses the target’s Charisma modifier. <u>Master of Energy</u> – +4 to Turning/Rebuking checks & damage against Undead. <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. The transfer lasts up to 7 days. <u>Spell Power</u> – +1 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. 2 nd : Gain another Special Ability.
Holy Liberator (chaotic good “paladin”, who can cast spells & summon a celestial companion) (DotF p57) (CDiv p45)	Alignment: CG. Base Attack Bonus: +5. Diplomacy: 5 ranks. <u>Sense Motives: 5 ranks.</u> Feat: Iron Will. Min Lvl: Bbn7, Brd7, Clr7, Ftr7, Pal7, Rgr7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvl: 10	Dex: Ride. Con: Concentrate. Int: Craft, Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animals, Intimidate.	1 st : <u>Detect Evil</u> , at will. +2 Morale bonus on saves vs. Enchantments. <u>Smite Evil</u> – On a melee attack vs. an evil target, you can choose to add your Charisma modifier to the attack roll. If it succeeds, you then add your level to the damage. Usable once per day. Gain Wisdom-based Prepared Divine spells from the <u>Paladin Spell List</u> (except those of with the [law] subtype & the <u>Holy Liberator Supplemental Spell List</u> . <u>Aura of Good</u> – you have an aura similar to that of a Cleric or Paladin. 2 nd : Add Charisma modifier to all saving throws. <u>Remove Fatigue</u> – As a Standard Action, remove Fatigue from touched subject. Usable as a Standard Action, (3 + Charisma modifier) times per day.
Hospitaler (a divine caster who focuses on protecting others) (DotF p60) (DR286 p97) (CDiv p48)	Alignment: LG, NG, LN, N, LE, NE. Base Attack Bonus: +5 +4. Handle Animal: 5 ranks. Ride: 5 ranks. Feats: Mounted Combat, Ride-By Attack. <u>Able to cast 1st level Divine spells.</u> Min Lvl: Pal5, Rgr5, Clr7, Drd7.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvl: 10	Dex: Ride. Con: Concentrate. Int: Craft, Know (religion). Wis: Heal, Profession. Cha: Diplomacy, Handle Animals.	<u>Paladins may freely cross-class.</u> 1 st : +1 Caster Level. Casts spells as a Cleric, gaining two of the following Domains (which supersede 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. <u>Lay on Hands</u> – can heal (Class Level x Charisma modifier) hit-points total per day. Stacks with any other Lay on Hands ability. <u>Gain a Bonus Fighter Feat.</u> 2 nd : +1 <u>Divine Caster Level.</u>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Hunter of the Dead (specialists is combating the restless dead) <i>(DR276-p80)</i> <i>(DotF-p62)</i> <i>(CWar p42)</i></p>	<p>Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +5. Know (undead religion): 5 ranks. Must be able to Turn Undead. Must have lost a level or ability score due to an undead attack. Min Lvl: Pal5, Clr7.</p>	<p>HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10</p>	<p>Dex: Ride. Int: Know (religion), Know(undead), Search Wis: Heal, Profession. Con: Concentrate.</p>	<p>1st: <i>Detect Undead</i>, at will. Gain Wisdom-base Prepared Divine spells from the <u>Hunter of the Dead Spell List</u>. 2nd: Smite Undead, once per day. Add your Wisdom modifier to your melee attack, & if you hit, add your Class Level to your damage.</p>
<p>Incantatrix (arcane caster specialized in applying metamagics & spells in unusual ways, such as using his/her metamagic on someone else's spell, taking over Concentration for someone else's spell, applying a metamagic to a wand, etc.) <i>(MoF-p31)(MoFe)+</i> <i>(PGF p61)</i> <i>(PGFe)+</i></p>	<p>Concentration: 4 ranks. Know (arcana): 8 ranks. Know (the planes): 8 ranks. Spellcraft: 4 8 ranks. Feats: Iron Will, any Metamagic. Able to cast 3rd level Arcane spells. May not have Abjuration as a prohibited school of magic. Min Lvl: Wiz5, Sor6, Brd7.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 <i>(wwWotC)</i> <i>(PGF p129)</i></p>	<p>Con: Concentrate. Int: Craft, Know (religion), Know (the planes), Spellcraft. Wis: Heal, Profession. Cha: Intimidate.</p>	<p>1st: +1 Arcane Caster Level. <u>Focused Studies</u> – choose a new prohibited school other than Abjuration or Divination. A specialized Wizard will now have three prohibited schools. 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. 2nd: +1 Arcane Caster Level. +2 bonus on Dispel checks or overcoming the Spell Resistance of Outsiders. <u>Cooperative Metamagic</u> – you become able to apply one of your Metamagics to a spell cast by an allied spellcaster as a Standard Action that must be Readied. To succeed, you must make a Spellcraft check vs. (18 + (3 x modified spell level)). Usable (3 + Intelligence modifier) times per day. Note: You may not use this ability with Silent Spell, Still Spell, or Quicken Spell, and you provoke an Attack of Opportunity.</p>
<p>Invisible Blade (weapon specialist who 'feints' and sneak attacks with daggers, punching daggers, and kukri) <i>(DR203-p43)</i> <i>(CWar p44)</i></p>	<p>Bluff: 8 ranks. Sense Motive: 6 ranks. Feats: Point Blank Shot, Far Shot, Weapon Focus (Dagger) –or– Weapon Focus (Kukri) –or– Weapon Focus (Punching Dagger). Must defeat an opponent of the same toughness in single combat armed only with daggers, punching daggers, or kukri. Min Lvl: Brd6, Rog6, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Pal13, Rgr13, Sor13, Wiz13.</p>	<p>HD: d6 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: — Armor: — Class Lvl: 5</p>	<p>Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft. Wis: Listen, Profession, Sense Motives, Spot. Cha: Bluff, Perform.</p>	<p>1st: 'Dagger' Sneak Attack – +1d6 Sneak Attack, only usable when wielding a Dagger, Punching Dagger, or a Kukri. Gain your <u>Class level (up to your Intelligence modifier)</u> as a bonus to your AC when not wearing armor & only armed with Daggers, Punching Daggers, or Kukri. 2nd: On a successful 'Dagger' Sneak Attack (see above), you may choose not do +1d6 damage in order to make 'Bleeding Wound', which bleeds for 1hp per round until stopped by magical healing or a Heal check vs. DC 15. Bleeding Wounds stacks, so an opponent with 2 Bleeding Wounds takes 2hp per round.</p>
<p>Justicar (bounty hunters specializing in bringing people back alive) <i>(DR290-p90)</i> <i>(CWar p47)</i></p>	<p>Alignment: LG, LN, LE. Base Attack: +6. Gather Info.: 5 ranks. Search: 5 ranks. Survival: 5 ranks. Feats: Track, Skill Focus (Gather Info.). Min Lvl: Ftr7, Pal7, Rgr7, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.</p>	<p>HD: d10 Skill Points: 4 Attack: Fighter Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Open Locks, Ride, Use Rope. Int: <u>Know (any)</u>, Search. Wis: Heal, Listen, Sense Motives, Spot, Survival. Cha: Bluff, Disguise, Gather Info., Intimidate.</p>	<p><u>Paladins may freely cross-class.</u> 1st: Can make a melee weapon do subdual damage at no penalty. Subdual Strike – +1d6 Sneak Attack, only usable when doing subdual damage. 2nd: Gain <u>Feat: Improved Grapple</u>. On a successful 'Subdual Strike', also do 1 point of Strength damage.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features																						
<p>Knights of the Chalice (specialized in defeating Evil Outsiders & Demons in particular) <i>(DotF p63)</i> <i>(CWar p53)</i></p>	<p>Alignment: LG. Base Attack Bonus: +8. Know (religion): 5 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.</p>	<p>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10</p>	<p>Int: Craft, Know (religion), Know (the planes). Wis: Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy, Intimidate.</p>	<p><u>Paladins may freely cross-class.</u> 1st: Gain Wisdom-based Prepared Divine spells from the <u>Knights of the Chalice Spell List</u>. +1 Competence bonus to attack Demons Evil Outsiders. +1d6 damage on hitting an Demon Evil Outsider. +1 Competence bonus to Intimidate, Listen, Sense Motive, & Spot checks used against Demons Evil Outsiders. Stacks with any Favored Enemy bonuses. +1 Will save vs. Demons Evil Outsiders powers. +1 on any contested skill check vs. an Demon Evil Outsider. Censure Demons—you are able to effect demons similarly to how Clerics turn undead. 2nd: Immune to Fear effects generated by Demons Evil Outsiders. Censure Demons, 1/day – all Demons within 30’ must make a Will save (DC = 10 + Class level + Charisma modifier) or be Stunned. Demons with HD greater or equal to 2 x Class level are only Stunned for 1 round, Demons with less HD are Stunned for 2 x Class level rounds & must make a 2nd Will save or be <i>Dismissed</i>. Only one Demon may be dismissed with each Censure. If multiple fail the 2nd save, the one with the fewest HD is sent back to the Abyss. All allies within 10’ gain +4 Morale bonus to saves vs. fear generated by Demons.</p>																						
<p>Knights Protector (was ‘Knight Protector of the Great Kingdom’ – noble knight who protects the weak) <i>(S&F p24)</i> <i>(CWar p55)</i></p>	<p>Race: Human, Half Elf, Elf, or Dwarf. Alignment: LG, LN, LE. Base Attack Bonus: +5. Diplomacy: 6 ranks. Know (nobility): 4 ranks. Ride: 6 ranks. Feats: Armor Proficiency (heavy), Power Attack, Cleave, Great Cleave, Mounted Combat. Min Lvl: Clr9, Ftr9, Pal9, Rgr12, Rog15, Sor18, Wiz18.</p>	<p>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Will Weap: — Armor: Tower Shields Class Lvl: 10</p>	<p>Dex: Ride. Int: Know (nobility). Wis: Spot. Cha: Diplomacy, Intimidate.</p>	<p><u>Paladins & Samurai may freely cross-class.</u> 1st: Defensive Stance +2 – When protecting an ally with fewer HD within 5’, gain +2 on Attack rolls & Weapon damage transfer up to 2 AC to your ally from yourself. This value is set at the start of each turn. All allies within 10’ gain +4 Moral bonus vs. Fear effects (as long as you are not Helpless). 2nd: Gain Feat: Iron Will. Best Effort +2 – Receive a +2 on one skill check, usable once per day. Must be designated before the check is made.</p>																						
<p>Loresmaster (caster who specializes in finding forgotten lore) <i>(DMG p191)</i></p>	<p>Know (any): 10 ranks. Know (any other): 10 ranks. Feats: Skill Focus (Know (any)), 3 metamagic or item creation feats. Able to cast 7 Divination spells, with at least one being 3rd level. Min Lvl: Wiz7, Brd9, Clr9, Pal11, Rgr11, Drd17, Sor17.</p>	<p>HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 <i>(ELH p20)</i> <i>(3.Sup p14)+</i></p>	<p>Int: Appraise, Craft(alchemy), Decipher Script, Know (any), Spellcraft. Wis: Heal, Profession. Con: Concentrate. Cha: Gather Info., Handle Animals, Perform, Use Magic Item. Speak Language.</p>	<p>1st: +1 Caster Level. Gain a single ‘secret’, which can be chosen from the following list if your Class Level + Intelligence modifier is greater than or equal to the ‘rank’</p> <table border="1"> <thead> <tr> <th>Rank</th> <th>Secret</th> </tr> </thead> <tbody> <tr><td>1</td><td>4 ranks in a new skill</td></tr> <tr><td>2</td><td>+3 hp</td></tr> <tr><td>3</td><td>+2 bonus to Will saves</td></tr> <tr><td>4</td><td>+2 to Fortitude saves</td></tr> <tr><td>5</td><td>+2 to Reflex saves</td></tr> <tr><td>6</td><td>+1 to attack rolls</td></tr> <tr><td>7</td><td>+1 Dodge bonus to AC</td></tr> <tr><td>8</td><td>Any one feat</td></tr> <tr><td>9</td><td>1 extra 1st level spell</td></tr> <tr><td>10</td><td>1 extra 2nd level spell</td></tr> </tbody> </table> <p>2nd: +1 Caster Level. Gain the Bardic Lore ability.</p>	Rank	Secret	1	4 ranks in a new skill	2	+3 hp	3	+2 bonus to Will saves	4	+2 to Fortitude saves	5	+2 to Reflex saves	6	+1 to attack rolls	7	+1 Dodge bonus to AC	8	Any one feat	9	1 extra 1 st level spell	10	1 extra 2 nd level spell
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Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Mage of the Arcane Order (guild mage) (F&B p66) (CArc p48)	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	Con: Concentrate. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession. Speak Language.	1 st : +1 Arcane Caster Level. Guild Member – access to lodging, a research library, lab, and ‘job board’. Spell Pool I – Access to the Guild Spellpool. By taking a Full Round action, you can fill an unused slot with a 1 st -3 rd level spell of your choice, though it fades in 1 minute per Caster level. You may access a total number of spell levels equal to half your Caster level, up to a total debt of 3 times your Caster level. All spell levels you take from the Spell Pool must be returned by depleting a similar number of spell levels within one day per Class level or access is lost. 2 nd : +1 Arcane Caster Level. Gain a bonus Metamagic feat.
Mindbender (specialized in arcane & mundane influencing of people) (F&B p63) (CArc p54)	Alignment: LN, N, CN, LE, NE, CE. Bluff: 4 ranks. Diplomacy: 4 ranks. Intimidate: 4 ranks. Sense Motive: 4 ranks. Feat: Leadership. Able to cast 3 rd level Arcane spells. Able to use Charm Person as a spell, spell-like ability, or an invocation. Arcane Caster level 5 th . Min Lvl: Brd5, Sor5, Wiz5.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Fort, Will Weap: — Armor: — Class Lvs: 10	Con: Concentrate. Int: Know (any), Spellcraft. Wis: Profession, Sense Motive. Cha: Bluff, Diplomacy, Intimidate.	1 st : +1 Arcane Caster Level. Telepathy – gain the ability to communicate telepathically with any creature within 100’ that has a language. You can distribute +6 bonuses across 1 or more of the following skills: Bluff, Diplomacy, Intimidate, & Sense Motive. 2 nd : Push the Weak Mink, 1/day – Suggestion on a creature up to size Large within 100’, WillNeg (DC 13 + Primary Spellcasting Ability modifier), duration is up to 5 hours + 1 per Class level. This is a Supernatural ability. Skill Boost – gain a Competence bonus equal of ½ Class level to Bluff, Diplomacy, Intimidate, & Sense Motives.
Occult Slayer (a warrior who specialized in resisting, disrupting, & slaying spellcasters) (DR303 p44) (CWar p66)	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: Listen, Profession, Sense Motive. Cha: Bluff, Gather Info.	1 st : +1 bonus on saving throws vs. spells & spell-like abilities. You must ‘bond’ with a specific weapon of at least masterwork quality. The bonded weapon hereafter does +1d6 damage when you strike opponents that cast spells or use spell-like abilities. If lost or destroyed, it takes Class level days to bond with a new weapon of the same type. 2 nd : When you ready an action to disrupt a spellcaster, you do double damage if you hit. Spell Turning at a Caster level of (Class level + 5). Usable one per day as a Free Action.
Order of the Bow Initiate (expert at ambushing with a bow & shooting while in melee) (S&F p32) (CWar p68)	Base Attack Bonus: +5. Craft (bowmaking): 5 ranks. Know (religion): 2 ranks. Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (any straight bow), Weapon Specialization (straight bow). Min Lvl: Ftr5, Rgr6, Bbn9, Brd9, Pal9, Rog9, Clr12, Mnk12, Sor12, Wiz12.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Ref, Will Weap: — Armor: — Class Lvs: 10	Str: Climb, Swim. Dex: Ride. Int: Craft, Know (religion). Wis: Spot.	1 st : +1d6 ranged sneak attack. Ranged Precision +1d8 – As a Standard Action, you may make a single ranged attack at a target within 30’ that does +1d8 damage. This extra damage is under the same limitations as a Sneak Attack (i.e., must be vulnerable to criticals, can be stopped by Fortification, etc.) except that the target does not need to be Flat-Footed. Stacks with Sneak Attack damage, if appropriate. Bonus damage applies to any ranged weapon that you have Weapon Focus in. 2 nd : Can fire a bow use a ranged weapon while in a threatened hex and not generate an Attack of Opportunity.
Pious Templar (defender of a patron deity’s temples) (DotF p72) (CDiv p50)	Base Attack Bonus: +5. Know (religion): 4 & 8 ranks. Feats: Endurance, True Believer, Weapon Focus (patron deity’s favored weapon) Min Lvl: Bbn5, Pal5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: — Simple, Martial Armor: — All Class Lvs: 10	Str: Climb, Jump, Swim. Con: Concentrate. Int: Craft, Know (religion). Wis: Heal, Profession.	1 st : Gain Feat: Weapon Specialization (patron deity’s favored weapon). Mettle – 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 Paladin Spell List or the Blackguard Spell List . 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
Purple Dragon Knight (heroic knights of Cormyr who lead troops in battle) (FR p49) (CWar p70)	Alignment: LG, NG, LN, N. Base Attack Bonus: +5 Diplomacy –or– Intimidate: 1 rank. Listen: 2 ranks. Ride: 2 ranks. Spot: 2 ranks. Feats: Leadership , Mounted Combat, Negotiator . Membership in the Purple Dragons. Min Lvl: Bbn5, Ftr5, Pal5, Rgr7, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: Tower Shields Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Ride. Int: Know (local) . Cha: Diplomacy, Handle Animals , Intimidate.	<u>Paladins may freely cross-class.</u> 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 hearing 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.
Purple Dragon Knight’ (heroic knights of Cormyr who lead troops in battle) (FR p49) (PGF p68)	Alignment: LG, NG, LN, N. Base Attack Bonus: +4. Diplomacy –or– Intimidate: 1 rank. Listen: 2 ranks. Ride: 2 ranks. Spot: 2 ranks. Feats: Leadership, Mounted Combat. Must be from the Cormyr region –or– have 8 ranks in Know (local – Cormyr). Membership in the Purple Dragons. Min 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 Lvl: 5	Str: Climb, Jump, Swim. Dex: Ride. Int: Know(local – Cormyr), Know(tactics) . 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. Heroic Shield – 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 hearing 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) (CDiv p52)	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 & have access to the Sun Domain. Min Lvl: Clr6.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession, Sense Motive. Cha: Diplomacy.	1 st : +1 Divine Caster Level. Radiance – Any spell you cast with the Light descriptor has twice the radius & is considered to be cast by someone 1 level higher one Spell Level higher, which effects the [darkness] spells it can suppress, DC, etc. When turning Undead, add your Class level to your Cleric level determine its effect. If you have access to the Sun Domain You may do a Greater Turning (Sun Domain special power) 3 + Charisma modifier times per day instead of 1. 2 nd : +1 Divine Caster Level. Empowered Healing – any Healing Domain spell you cast is treated as if it were under the effect of Feat: Empower Spell , but it doesn’t take a higher level slot. Divine Health – You are immune to all diseases.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Rage Mage (magical berserker) (DR277 p98) (CWar p72)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +4 Feat: Combat Casting. Must be able to cast 2 nd level Arcane spells. Must be able to Rage or Frenzy. Min Lvl: Brd4 / Bbn1, Sor4 / Bbn2, Wiz3 / Bbn3.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Fort Weap: — Armor: — Class Lvl: 10	Int: Know (arcana), Spellcraft. Wis: Profession, Survival. Con: Concentrate.	1 st : Spell Rage, for 3 + Constitution modifier rounds, once per day. While in Spell Rage, you receive the following advantages & disadvantages: a) –2 penalty to 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 at Character level; c) Cannot attempt Intelligence-based, Charisma-base, or Dexterity-base skills (except for Balance, Escape Artist, Intimidate, & Ride); and d) At the end of the Spell Rage, you are Fatigued. Gain Charisma-base Impromptu Arcane spells from the Rage Mage Spell List. 2 nd : +1 Arcane Caster Level. The Arcane Failure chance of any Light or Medium armor that you are wearing is decreased by 10%. 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) (CWar p73)	Alignment: CE, CN, NE. Base Attack Bonus: +5. Feats: Dirty Fighting, Power Attack, Improved Sunder. Intimidate: 3 ranks. Know (religion): 3 ranks. Survival: 4 ranks. Must survive the initiation. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Drd7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Dex: Ride, Move Silently. Int: Know (religion). Wis: Profession. Cha: Intimidate	1 st : Once per day, either a) make a touch attack that does 1d8 +1 per Class level; –or– b) make a melee attack that does weapon damage + 1d4 + 1 per Class Level. 2 nd : Opponents within 10' receive a –2 Morale penalty to all saving throws for one round 3 + Class level rounds, usable once per day. The penalty ends if the enemy leaves your 10' radius Emanation.
Reaping Mauler (expert at grappling, eventually learning some effective 'finishing moves') (DR303 p46) (CWar p75)	Base Attack Bonus: +5. Escape Artist: 5 ranks. Tumble: 5 ranks. Feats: Improved Unarmed Strike, Clever Wrestling. Must defeat 3 opponents who are at least 1 size larger than you with your bare hands. Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rog7, Rgr7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Escape Artist, Tumble. Int: Craft. Wis: Profession Cha: Intimidate, Perform.	1 st : When wearing Light or no armor, gain Feat: Mobility and Feat: Improved Grapple. 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 Wizard (highly specialized arcane caster from the country of Thay) (DMG p193)	Alignment: LN, N, CN, LE, NE, CE. Race: Human. Spellcraft: 8 ranks. Feats: Tattoo Focus, plus 3 metamagic or item creation feats. Able to cast 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 Lvl: 10 Epic Lvl: 10 (3.Sup p14)	Int: Craft, Know(any), Spellcraft. Wis: Profession. Con: Concentrate. Cha: Bluff, Intimidate.	1 st : +1 Arcane Caster Level. You must take one (or more) prohibited Arcane School to support your focus in your Specialized School. The number of additional prohibited schools is the same as the number prohibited at 1 st level. You may learn no additional spells from the newly Prohibited School(s), though you can still cast the ones you already know. +1 bonus 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 effective caster level & add 1 to attempts to overcome Spell Resistance.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Runecaster (a divine caster specialized in creating runes) (FR p51) (DR306 p112)+ (PGF p69)	Craft (metalworking, calligraphy, gemcutting, stonemasonry, woodcarving, etc.): 8 ranks Spellcraft: 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 Lvl: 10 Epic Lvl: 10 (PGF p131)	Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession. 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) (CDiv p56)	Alignment: LG, NG, CG. Know (religion): 10 ranks. Know (the planes): 7 ranks. Able to cast <i>Dismissal</i> or <i>Dispel Evil</i> . Must be sanctioned by the church. Min Lvl: Clr7, Wiz9, Pal14, Sor17.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: Simple Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know (arcana), Know (religion), Know (the planes), Spellcraft. Wis: Heal, Profession. Cha: Intimidate.	1 st : +1 Caster Level. Gain access to the Exorcism Clerical Domain. Class levels stack with Cleric levels for purposes of Turning Undead. Non-Clerics can Turn Undead at Class level. 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. As a Full Round Action, you may force a possessing spirit out of a target's body by a (Class level + Charisma modifier) check (DC = 10 + possessing creature's HD + possessing creature's Charisma modifier). If the check fails, you may attempt it again in 24 hours. 2 nd : +1 Caster Level. Detect Evil, usable at will. Resist Possession – gain the following: +4 Sacred bonus to saving throws vs. possession (i.e., <i>Magic Jar</i> , a Ghost's Malevolence, etc.). +2 Sacred bonus on attempts to Dispel possession. +2 Sacred bonus on saves vs. charm & compulsions cast by Evil Outsiders and Undead.
Sacred Fist (monk-like temple protectors who vow to not use weapons) (DotF p70) (DR286 p97)+ (CDiv p59) (DR324 p103)+	Base Attack Bonus: +4. Know (religion): 8 ranks. Feats: Alertness , Combat Casting , Combat Reflexes , Improved Unarmed Strike , Stunning Fist . Able to cast 1 st level Divine spells. Min Lvl: Clr9, Pal9, Drd13, Rgr13.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 10	Str: Jump. Dex: Balance, Escape Artist, Tumble. Con: Concentrate. Wis: Heal, Profession.	1 st : +1 Divine Caster Level. Vow to only use Light or Medium armor and use no weapons. +1 Dodge bonus to AC, even if Flat-Footed. Class levels stack with Monk levels for determining Unarmed Strike damage. 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 : +1 Divine Caster Level. 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
Shadow Adept (one who learns how to cast magic with the Shadow Weave) (FR p52) (PGF p72)	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 Lvl: 10 Epic Lvl: 10 (PGF p132)	Dex: Hide. Con: Concentrate. Int: Craft, Know (any), Spellcraft. Wis: Profession. Cha: Bluff, Disguise.	1 st : +1 Caster Level. Gain Feat: <u>Insidious Magic</u> , Feat: <u>Pernicious Magic</u> , and Feat: <u>Tenacious Magic</u> . 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.
Shadow Dancer (trained to step in and out of shadows, control them, & even get undead shadows as helpers) (DMG p194)	Hide: 10 ranks. Move Silently: 8 ranks. Perform(dance): 5 ranks. Feats: Dodge, Mobility, Combat Reflexes. Min Lvl: Brd7, Mnk7, Rgr7, Rog7, Bbn17, Clr17, Drd17, 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 Lvl: 10 Epic Lvl: 10 (ELH p21) (3.Sup p14)+	Str: Jump. Dex: Balance, Escape Artist, Hide, Tumble, Move Silently, Slight of Hand, Use Rope. Int: Decipher Script, Search. Wis: Listen, Profession, Spot. Cha: Bluff, Diplomacy, Disguise, Perform.	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> , at will. Evasion – No damage on a successful Reflex save.
Shinning Blade of Heironeous (specialty priest/templar of the Deity of Righteous Warfare) (DR283 p40) (CDiv p63)	Patron: Heironeous. Alignment: LG. Base Attack Bonus: +7. Base Will Save: +3. Know (religion): 7 ranks. Able to cast 1 st level Divine spells. Min Lvl: Pal9, Clr10, Rgr11.	HD: d10 Skill Points: 2 Attack: Rogue Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvl: 10	Con: Concentrate. Int: Craft, Know (religion), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Paladins may freely cross-class. 1 st : Shock Blade, 2/day – a Slashing or Piercing weapon that you are holding does +1d6 Electrical damage. Activated as a Standard Action and lasts for (Class Level + Charisma modifier) rounds. Ends immediately if you release the weapon. Detect Evil, 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 Divine 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.
Spellsword (arcane fighter that can cast spells more easily while in armor) (F&B p67) (CWar p79)	Base Attack Bonus: +4. Know (any): 6 ranks. Know (arcana): 6 ranks. Able to cast 2 nd lvl Arcane spells Proficient in all Simple & Martial Weapons, and all Armors. Defeat a foe without spells. Min Lvl: Brd4 / Ftr1, Sor4 / Ftr2, Wiz3 / Ftr3.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Int: Know (any), Spellcraft. Wis: Listen, Profession, Spot . Con: Concentrate.	1 st : As a free action, cast a 1st level spell through your melee or ranged weapon while you attack. Usable 1 per day. +1 Caster Level. Ignore 10% Arcane Spell Failure due to armor & shield. 2 nd : +1 Caster Level. Ignore 10% failure due to armor. Gain a bonus feat from the Metamagics list –or– the Fighter list.

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) (CWar p81)	Race: Dwarf. Base Attack Bonus: +5. Craft (stoneworking): 6 ranks Spellcraft: 3 ranks. Speak Language (Terran). Feats: Endurance. Must choose a totem gemstone during the initiation ritual & consume 1,000gp of it. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Clr6, Brd7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Dex: Climb. Int: Craft, Know (any). Wis: Profession, Spot, Survival. Con: Concentrate.	1 st : Heal 1d8 + Class Level hit points with a clump of mud as a Standard Action. Usable once per day. 2 nd : Choose one of the following powers <u>upon gaining this level</u> . Effect is at Class level: - <u>Earthgrip</u> (Sp) [Standard Action] [1/day] Hold Monster, against a target touching the ground. Save DC is Constitution-based. - <u>Earth Magic</u> (Su) [Free Action] [1/day] Apply Feat: Maximize Spell on any spell whose level is no greater than your Class Level. - <u>Earth's Endurance</u> (Sp) [Standard Action] [1/day] Bear's Endurance for one hour. - <u>Earth's Strength</u> (Sp) [Standard Action] [1/day] Bull's Strength for one hour. - <u>Earth Power</u> (Su) [Free Action] [1/day] For one round, +2 to hit & +2d6 damage in melee. - <u>Earth Shadows</u> (Su) [Free Action] [Class level / day] Create a Figment of a Medium-sized Earth Elemental in a flanking position to the opponent adjacent to you. Lasts 1 round. - <u>Gravity</u> (Sp) [Standard Action] [1/day] Slow. Save DC is Constitution-based. - <u>Stoneskin</u> (Sp) [Standard Action] [1/day] Stoneskin, though using this power consumes 250gp diamond & a piece of granite. - <u>Summon Earth Elemental</u> (Sp) [Std Action] [1/day] Summon Monster (Earth Elemental only). Size is Class level based: 1 st – 3 rd : Small; 4 th – 6 th : Medium; 7 th – 9 th : Large; 10 th : Huge.
Stormlord (specialty priests for the Deity of Storms, who enhance their spears & javelins) (F&P-p203) (CDiv p65)	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 Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (wwWotC)	Str: Swim. Con: Concentrate. Int: Know (nature), Know (religion). Wis: Survival. Cha: Disguise, Gather Info, Intimidate.	1 st : +1 Divine Caster Level. Gain Electricity Resistance 5 +0. Any Javelin you throw is treated as being a +1 magical weapon. 2 nd : +1 Divine Caster Level. Any Spear or Javelin you use gains the Shock 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.
Temple Raider of Olidammara (specialty templar of the Deity of Theft) (S&S-p16) (CDiv p67)	Patron: Olidammara Alignment: CG, CN, CE. Base Attack Bonus: +5. Disable Device: 4 ranks. Know (religion): 1 rank. Open Lock: 4 ranks. Search: 8 ranks. Must be invited to join by at least three current members. Min Lvl: Rgr5, Rog7, Bbn13, Brd13, Clr13, Ftr13, Sor13, Wiz13.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: Simple + Rapier Armor: Light, Medium Class Lvl: 10	Str: Climb, Jump. Dex: Hide, Move Silently, Open Lock, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Know(religion), Search. Wis: Listen, Spot. Cha: Use Magic Device.	1 st : Gain Wisdom-based Prepared Divine spells from the Temple Raider of Olidammara Spell List. 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 not gain the domain's granted power. Trapfinding – Able to use Search to find traps with a DC of 20 or higher, and are able to use Disable Device to disarm magical traps. Trap Sense +1 – gain a +1 Dodge bonus to AC to avoid being hit by traps –and– a +1 bonus to Reflex saves to avoid traps. 2 nd : Sneak attack +1d6.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Thayan Knight (soldiers trained to protect Red Wizards) (LoD p64) (CWar p85)	Alignment: LN, N, CN, LE, NE, CE. Race: Human Base Attack Bonus: +5. Intimidate: 2 ranks. Know (arcana): 2 ranks. Know (local - Thay): 2 ranks. Feats: Iron Will, Weapon Focus (Longsword). Must have sworn allegiance to the Red Wizards. Cannot be a slave. Min Lvl: Bbn5, Ftr5, Rgr5, Brd7, Clr7, Mnk7, Rog7, Wiz10, Sor10, Pal13.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: Tower Shields Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know (arcana), Know (local - Thay) Wis: Profession, Spot. Char: Bluff, Gather Info., Handle Animal, Intimidate.	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 a +2 Resistance bonus on Reflex saves, but causes you to fail all saves vs. mind-affecting spells cast by a Red Wizard. If visible, this tattoo gives a +2 Morale bonus on Intimidate skill checks. 2 nd : +2 Morale bonus on attacks & damage against any creature that you have seen attack a Red Wizard.
Ur-Priest (hate deities, but know how to 'steal' clerical spells from them) (BoVD p72) (CDiv p70)	Alignment: LE, NE, CE. Base Fort Save: +3. Base Will Save: +3. Bluff: 6 5 ranks. Know (arcana): 5 ranks. Know (the planes): 5 ranks. Know (religion): 8 ranks. Spellcraft: 8 ranks. Feats: Iron Will, Spell Focus (evil) , Malign Spell Focus . Must renounce (i.e., forever loose) any Divine spell-casting ability. Trained by another Ur-Priest. Min Lvl: Brd9, Clr9, Wiz9, Bbn13, Drd13, Ftr13, Mnk13, Rgr13, Rog13, Sor13.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: Simple Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(the planes), Know(religion), Spellcraft. Wis: Profession. 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.
Warpriest (a cleric trained to lead soldiers into battle) (DotF p74) (CDiv p74)	Base Attack Bonus: +5. Diplomacy: 8 5 ranks. Sense Motive: 5 ranks. Feats: Combat Casting, Leadership . Access to cast at least one Divine spell from one of the following Clerical Domains: Destruction, Protection, Strength, or War. Able to Turn or Rebuke Undead Min Lvl: Clr7.	HD: d10 d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvl: 10	Str: Swim. Dex: Ride. Con: Concentrate. Int: Craft, Know(history), Know(war) , Spellcraft. Wis: Sense Motive. Cha: Diplomacy, Handle Animals.	1 st : Gain the Glory Domain, if you Turn Undead, or the Domination Domain, if you Rebuke Undead. Rally – All allies within 60' who are under a Fear effect gain a new saving throw, with a Morale bonus equal to your Class Level. Usable as a Standard Action. You cannot be a Fear effect when you use this ability. Your Class levels stack with your Cleric / Paladin levels when Turning / Rebuking Undead. 2 nd : +1 Divine Caster Level. Inflame – By making a Full Round Action 5-minute speech before battle, all listeners (including you) gain a +2 Morale bonus for Saving Throws against Fear & Charm effects. Lasts for (5 + 1 per Class lvl) minutes.
Wayfarer Guide (teleport specialist) (F&B p70) (CArc p65)	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.	HD: d6 d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 3	Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession. Speak Language.	1 st : +1 Caster Level. Enhanced Capacity – you can <i>Teleport one extra Medium-sized creature (or the equivalent) per Class level 100 pounds per level, instead of 50.</i> Improved Range – any spell you cast with the [teleport] subtype has its maximum distance increased by 50%. 2 nd : Extra Teleportation – gain an extra 5 th level spell slot which can only be used for <i>Teleport</i> .

Newly Indexed Prestige Classes

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Anointed Knight (a virtuous warrior that uses purification ceremonies to augment himself/herself and a relic weapon) (BoED p49)	Alignment: LG, NG, CG. Base Attack Bonus: +5. Craft (alchemy): 5 ranks. Know (arcana): 3 ranks. Spellcraft: 3 ranks. Feats: Ancestral Relic. Min Lvl: Pal5, Rgr5, Brd7, Clr7, Drd7, Sor10, Wiz10.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: Light, Medium, Heavy, Shields Class Lvl: 10	Str: Climb, Jump. Dex: Ride. Con: Concentrate. Int: Craft(alchemy), Know(arcana), Know(religion), Know(the planes), Spellcraft. Wis: Heal.	1 st : Anoint Self – Through a special ceremony, gain a single ability, which can be chosen from the following list if your Class Level + Charisma modifier is less than or equal to the ‘rank’ <u>Rank</u> <u>Secret</u> up to 2 <u>Feat: Alertness.</u> 3-4 <u>Feat: Combat Reflexes.</u> 5-6 <u>Damage Reduction 3 / —</u> 7-8 +1 bonus to Intelligence, Wisdom, or Charisma. 9 +3 bonus to attack when charging, 3/day. 10 +2d6 damage, 3/day. 11+ Make an extra attack at full attack bonus during a Full Round Attack, 3/day 2 nd : Anoint Ancestral Weapon – Through a special ceremony, your Ancestral Weapon gains a new ability, which can be chosen from the following list if your Class Level + Charisma modifier is less than or equal to the ‘rank’ <u>Rank</u> <u>Secret</u> up to 3 Becomes Good-aligned & any Evil creature that holds it takes 1d6 damage per round. 4-6 Weapon gains +10 Hardness. 7-8 Evil creatures hit with the weapon are afflicted with Unicorn Blood(BoED p35) (FortNeg DC17) 9 Weapon gains +50 hp. 10+ Weapon gains Sentience.
Apostle of Peace (dedicated to peace & able to cool anger with a touch) (BoED p51)	Alignment: LG, NG, CG. Base Will Save: +5. Concentration: 10 ranks. Diplomacy: 6 ranks. Feats: Sacred Vow, Vow of Nonviolence, Vow of Peace, Vow of Poverty. Min Lvl: Brd9, Clr9, Drd9, Mnk9, Sor9, Wiz9, Bbn15, Ftr15, Pal15, Rgr15, Rog15.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Dex: Escape Artist. Con: Concentrate. Int: Craft, Know(any), Search, Spellcraft. Wis: Heal, Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info., Handle Animal, Perform. Speak Language.	1 st : May not wear armor without loosing spellcasting ability for 24 hours. Casts Wisdom-based Prepared Divine spells from the <u>Apostle of Peace Spell List</u> . Effective caster level is Class level + ½ other Caster levels. Able to Turn / Destroy Undead as a Cleric of the same level. Add Class level to Cleric / Paladin levels when Turning Undead. 2 nd : Pacifying Touch – <i>Calm Emotion</i> , by touch (no save, no SR). This effect only suppresses negative emotions, not positive ones. If the touched creature is having violent emotions due to a spell, make a Caster check to dispel the effect.
Argent Savant (specialist in force spells) (CArc p24)	Know (arcana): 6 ranks. Spellcraft: 12 ranks. Able to cast at least five spells with the [force] descriptor, including at least one of 5 th level. Min Lvl: Wiz9, Sor10.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession.	1 st : Force Specialization – when using a [force] spell to attack, receive a +2 Competence bonus on attack rolls and add +1 hp of damage to each die (+1 hp if the spell doesn’t express damage in “dice”). 2 nd : +1 Arcane Caster level. Force Armor – if you cast a [force] spell that grants an Armor or Shield bonus to AC, the bonus is increased by +2.
Beloved of Valarian (female templars of the Deity of Unicorns, who ride Unicorns & defend the forests from evil magical beasts) (BoED p53)	Gender: Female Alignment: LG, NG, CG. Base Attack Bonus: +7. Know (nature): 5 ranks. Ride: 10 ranks. Feats: Mounted Combat, Sacred Vow, Vow of Chastity Must meditate & fast in a Druid’s grove until she saves the life of an animal. Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Drd10, Brd17, Clr17, Mnk17, Rog17, Sor17, Wiz17	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: Light, Small Shields Class Lvl: 10	Dex: Ride. Con: Concentrate. Int: Know(nature). Wis: Heal, Sense Motive, Survival. Cha: Diplomacy, Handle Animal.	1 st : Casts Wisdom-based Prepared Divine spells from the <u>Beloved of Valarian Spell List</u> . Gains a Unicorn as a mount & companion. You may communicate telepathically with your Unicorn as long as it is within (100 + Class level) miles. As long as you remain faithful to Valarian & your Unicorn continues to serve you (i.e., you remain Good & chaste, and do not get it killed), you age at the same slow rate as your Unicorn (in effect, your aging stops) 2 nd : <i>Ethereal Jaunt</i> at Class level, 1/day. If riding Unicorn Mount, it is effected too.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Battle Howler of Groomsh (a bard who follows the Deity of the Orcs and gains the ability to Rage like a Barbarian) (DR311 p69)	Patron Deity: Groomsh. Alignment: CG, CN, CE. Know (religion): 2 ranks. Perform: 8 ranks. Feats: Cleave, Power Attack. Min Lvl: Brd5.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: Light, Medium, Heavy, Shields Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Balance, Ride. Con: Concentrate. Int: Appraise, Craft, Know(any), Search, Spellcraft. Wis: Listen, Sense Motive, Spot, Survival. Cha: Handle Animal, Intimidate, Perform.	1 st : +1 Bard Caster level. Class levels stack with Bardic Music ability. 2 nd : +1 Bard Caster level. +1 Rage per day.
Bear Warrior (in the heat of battle, you can become a bear) (CWar p16)	Base Attack Bonus: +7. Feats: Power Attack. Able to Rage or Frenzy. Min Lvl: Bbn7.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Ride. Wis: Listen, Survival. Cha: Handle Animal, Intimidate	1 st : While in Rage or Frenzy, you may polymorph yourself into a Black Bear. Instead of the normal ability bonuses you gain from Rage / Frenzy, you instead gain +8 Strength, +2 Dexterity, & +4 Constitution, plus other features of being a Black Bear. Usable once per day. 2 nd : —.
Bowman Charger (a mounted archer whose bounded mount fight as one) (DR325 p80)	Base Attack Bonus: +6. Handle Animal: 8 ranks. Ride: 8 ranks. Feats: Mounted Archery, Mounted Combat, Ride-By Attack, Weapon Focus (composite shortbow). Min Lvl: Ftr6, Bbn9, Brd9, Pal9, Rgr9, Rog9, Clr12, Mnk12, Sor12, Wiz12.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Ref Weap: Simple, Martial Armor: Light, Medium, Bucklers Class Lvl: 10	Dex: Ride. Int: Craft. Wis: Spot, Survival. Cha: Handle Animal, Intimidate	1 st : Two as One – You and your Mount spend two weeks together in the wilderness in order to attune. You may only have one attuned Mount at a time, but it can be replaced. You receive your Class level as a bonus on Handle Animal checks with your Mount. Burst of Speed – Your Mount can travel up to 2x its normal distance on a Charge action. If this ability is used more than once per day, you must “push” your Mount with a Handle Animal check. If successful, you may do another Burst of Speed, but afterwards your Mount is <u>Fatigued</u> (no save) and takes 2d6 damage (FortNeg DC20). 2 nd : Two as One (riding mastery) – You receive your Class level as a bonus on Ride checks with your Mount.
Branch Dancer (good at fighting on or around trees) (DR310 p70)	Alignment: LG, NG, CG, LN, N, CN. Balance: 5 ranks. Climb: 5 ranks. Know (nature): 5 ranks. Feats: Track. Must receive a blessing from a Treant. Min Lvl: Brd2, Bbn7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor7, Wiz7.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: Simple, all Bows Armor: Light Class Lvl: 5	Str: Climb, Jump. Dex: Balance, Hide, Move Silently. Int: Craft, Know(nature). Wis: Listen, Spot, Survival.	1 st : While fighting within 5’ of a tree, you may use parts of the tree as 1d8 bludgeoning weapons (or even double weapon). Also, the tree provides you with <u>Cover</u> . 2 nd : <i>Speak with Plants (trees only)</i> , 2/day for 1 minute. Instant Fletching – you may pull all-wooden arrows (treated as normal arrows) from an adjacent tree as a Free Action. For every 20 arrows created this way, the tree loses 1 year of age.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Celebrant of Sharess (specialty templar of the Deity of Passion) (PGF p178)	Alignment: CG. Diplomacy: 7 ranks. Perform (any): 7 ranks. Feats: Sacred Vow, Vow of Purity Min Lvl: Brd4, Rog4, Bbn11, Clr11, Ftr11, Rgr11, Sor11, Wiz11.	HD: d6 Skill Points: 6 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Jump. Dex: Sleight of Hand, Tumble. Con: Concentrate. Int: Craft, Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Info., Perform.	1 st : Casts Charisma-based Impromptu Arcane spells from the <u>Celebrant of Sharess Spell List</u> . Option of gaining a Cat familiar. Use (2 x Class level) to determine its familiar abilities. Note that a character can only have one familiar at a time. Flirtation – you receive (Class level) flirtations per day. These are consumed by ‘Fascinate’ and other abilities that are gained at higher levels (similar to Bardic Music). Fascinate – By using one of your ‘Flirtations’, you may fascinate one creature plus one per three levels after 1 st . All must be visible & paying attention, and must be within 90’. The targets are allowed a Will save whose DC is your Perform check to resist. The effect lasts as long as you continue to perform & maintain concentration, up to 1 round per level. A fascinated creature is at a –4 penalty on Spot & Listen checks, though obvious threats negate this ability. This power is an Enchantment (compulsion)[mind] effect. 2 nd : Fury of the Tigress, 1/day – same as Barbarian Rage.
Celestial Mystic (a follower of a Lawful Good Deity, who gains some abilities like a Celestial while advancing in spell-casting) (BoED p55)	Alignment: LG. Know (arcana): 4 ranks. Know (religion): 6 ranks. Know (the planes): 4 ranks. Spellcraft: 6 ranks. Feats: Sacred Vow, Vow of Abstinence, Servant of the Heavens Able to cast 4 th level spells. Min Lvl: Clr7, Wiz7, Sor9, Pal14, Rgr14.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know (religion), Know(the planes), Spellcraft. Wis: Heal. Cha: Diplomacy.	1 st : Gain Electricity Resistance 10. +2 Sacred bonus on saves vs. disease, poison, & petrification. <i>Magic Circle against Evil</i> , always on at Character level. 2 nd : +1 Caster level. Able to cast spells reserved for Celestials and/or Archons.
Champion of Gwynharwyf (follower of the Deity of Good Barbarians, who is effectively a Barbarian / Paladin hybrid) (BoED p56)	Alignment: CG. Base Attack Bonus: +6. Intimidate: 9 ranks. Feats: Knight of Stars, Righteous Wrath. Must be able to Rage (requirement for the feat ‘Righteous Wrath’) Min Lvl: Bbn6.	HD: d12 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	1 st : Casts Wisdom-based Prepared Divine from the <u>Champion of Gwynharwyf Spell List</u> . Add Class level to Barbarian level (if any) to determine the number of Rages per day, if they are “Greater”, “Tireless”, and/or “Mighty”. <i>Detect Evil</i> , at will. Usable while Raging. Smite Evil, 1/day – Gain a bonus to attack roll equal to your Charisma modifier & a bonus to damage equal to your Class level. 2 nd : Gain a bonus equal to your Charisma modifier to all saving throws. Furious Casting – you are able to cast spell from the <u>Champion of Gwynharwyf Spell List</u> while raging.
Chimeric Champion of Garl Glittergold (specialty priest of the Deity of Gnomes and Illusions, who can create Illusion-based magic like an Arcane caster) (DR328 p23)	Patron: Garl Glittergold. Race: Gnome. Base Will Save: +5. Craft (alchemy): 3 ranks. Know (arcana): 10 ranks. Feats: Brew Potion, Scribe Scroll. Able to cast Divine spells of at least 3 rd level. Min Lvl: Clr17, Pal17.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	1 st : +1 Divine Caster level. Sense Illusion – gain an automatic saving throw to disbelieve when within 10’ of an illusion. If you fail, you gain the normal saving throw when you interact with the illusion. Scribe Illusion – you may scribe any Arcane spell from the School of Illusion whose spell level is one less than the highest Divine spell level you can cast. You may use any such scroll you scribe. 2 nd : +1 Divine Caster level.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Crane Shen (unarmed combatant that mimics a crane by moving fast & blocking attacks, and eventually gaining a hybrid battle form) (DR319 p70)	Base Attack Bonus: +5. Balance: 5 ranks. Jump: 5 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Feats: Combat Expertise, Dodge, Improved Unarmed Strike. Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature). Wis: Listen, Sense Motive, Spot, Survival. Cha: Bluff.	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2 nd : Ki Strike (silver) – your unarmed strikes are treated as if they were ‘silver’ for purposes of overcoming Damage Reduction. Gain Feat: Deflect Arrows..
Dark Hunter (battles creatures that hunt underground) (CWar p21)	Base Attack Bonus: +5. Craft (trap making): 5 ranks. Know (dungeoneering): 2 ranks. Move Silently: 2 ranks. Survival: 2 ranks. Feats: Blind-Fight, Track. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: — Armor: — Class Lvl: 5	Str: Climb, Swim. Dex: Hide, Move Silently, Use Rope. Int: Craft, Disable Device, Know (dungeoneering). Wis: Listen, Profession, Spot, Survival. Con: Concentrate.	1 st : Gain ‘Stonecunning’, just like a Dwarf. If you already have Stoncunning, the bonus goes from +2 to +4. 2 nd : +30’ to natural Darkvision (or gain 30’ Darkvision if you do not have any).
Darkwater Knight (spellcaster tasked with guarding the underground seas, who eventually gains the ‘aquatic’ subtype) (DR314 p44)	Patron: any nature deity Know (nature): 6 ranks. Survival: 6 ranks. Swim: 6 ranks. Feats: Skill Focus (swim), Water Focus. Able to speak Auran. Able to cast at least 3 spells with the [water] subtype, with one being 2 nd lvl. Min Lvl: Drd3, Rgr8, Brd9, Clr9, Pal9, Sor9, Wiz9.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Swim. Dex: Move Silently. Con: Concentrate. Int: Craft, Know(arcana), Know(nature), Know(religion), Spellcraft. Wis: Profession, Survival.	1 st : +1 Caster level. Favored Enemy (aquatic) – gain favored enemy bonuses on any creature with the [aquatic] subtype. This bonus stacks with all other favored enemy bonuses. 2 nd : +1 Caster level. Gain Darkvision 60’, or +60’ if you already have Darkvision.
Defender of Sealtiel (follower of the Patron Deity of Protectors) (BoED p58)	Alignment: LG. Base Attack Bonus: +7. Listen 5 ranks. Feats: Diehard, Endurance, Servant of the Heavens. Min Lvl: Ftr7, Pal7, Rgr7, Clr10, Mnk10, Rog10, Sor14, Wiz14.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: — Armor: — Class Lvl: 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 up to 3 + new Constitution modifier rounds. Afterwards, you are at –2 Str for the rest of the encounter. <i>Shield of Faith</i> , 3/day at Class level. 2 nd : <i>Magic Circle against Evil</i> , always on at Class level. <i>Shield Other</i> , 1/day at Class level..

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Dervish (specialized in a dance with blades (often Scimitars) that can cut through a large group of creatures) (CWar p25)	Base Attack Bonus: +5. Perform (dance): 5 ranks. Tumble: 3 ranks. Feats: Combat Expertise, Dodge, Mobility, Weapon Focus (any slashing melee weapon). Min Lvl: Ftr7, Bbn9, Brd9, Clr9, Drd9, Mnk9, Pal9, Rgr9, Rog9, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Jump, Swim. Dex: Balance, Escape Artist, Tumble. Int: Craft. Wis: Listen, Profession. Cha: Perform.	1 st : Gain a +1 bonus to AC as long as you are in no heavier than Light armor, are not using a shield, & are no more than lightly encumbered. This bonus applies when you are Flat-Footed & also to touch attacks. Dervish Dance, 1/day. You can make a Full Round Attack with slashing melee weapon(s) and still move up to your movement. Between each attack, you must move at least 5' (but not back to the hex you were just in). You gain +1 bonus to your attack & damage rolls. The Dervish Dance lasts 1 round per 2 ranks in Perform (dance). You are still susceptible to Attacks of Opportunity while moving, but you are allowed to use Tumble. You may combine Bardic music with your Dervish Dance, but not Rage / Frenzy. You cannot have on more than Light armor. At the end of your Dervish Dance, you become Fatigued for the duration of the encounter. You can "Take 10" on the following checks at any time: Jump, Perform (dance), & Tumble. Treat Scimitars as if they were Light weapons when fighting with one in each hand. 2 nd : Gain +5' Enhancement bonus to movement as long as you are in no heavier than Light armor, are not using a shield, & are no more than lightly encumbered
Divine Crusader (a religious warrior dedicated to a specific deity) (CDiv p33)	Same alignment as your Patron Deity Base Attack Bonus: +7 Know (religion): 2 ranks. Feat: Weapon Focus (deity's favored weapon). Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Brd10, Clr10, Drd10, Mnk10, Rog10, Sor14, Wiz14.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Ride. Con: Concentrate. Int: Craft, Know(religion). Cha: Diplomacy, Intimidate.	1 st : Casts Wisdom-based Prepared Divine spells from one of your Patron Deity's Domains (chosen when this class is taken). Gain an alignment aura (similar to a Cleric) at your Class level + your Cleric & Paladin levels. 2 nd : —
Dragon Shen (unarmed combatant that mimics a dragon by imbuing his/her fists with acid,cold, electricity, or fire, and eventually gaining a hybrid battle form) (DR319 p71)	Base Attack Bonus: +5. Concentrate: 4 ranks. Intimidate: 3 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Feat: Improved Unarmed Strike, Weapon Focus (unarmed strike). Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature). Wis: Listen, Sense Motive, Spot, Survival. Cha: Diplomacy, Intimidate.	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2 nd : Ki Strike (silver) – your unarmed strikes are treated as if they were 'silver' for purposes of overcoming Damage Reduction. Gain Feat: Great Fortitude.
Dragonmark Heir (member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities) (EB p73)	any two skills: 7 ranks. Feat: Favored in House, Least Dragonmark. Min Lvl: Bbn4, Brd4, Clr4, Drd4, Ftr4, Mnk4, Pal4, Rgr4, Rog4, Sor4, Wiz4.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 5	Dex: Ride. Int: Appraise, Know(arcana), Know(royalty), Spellcraft. Wis: Sense Motive. Cha: Bluff, Diplomacy, Intimidate, Perform. Speak Language.	1 st : Gain Feat: Lesser Dragonmark. House Status – you receive your Class level as a bonus on all Charisma-related check when dealing with member of the same house. 2 nd : Improved Least Dragonmark – either gain an additional use per day of your Least Dragonmark ability –or– gain one of the other abilities (i.e., spells) of your Dragonmark. Additional Action Points – gain +2 Action Points per level.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Earthshaker (a caster who is in tune with the earth, allowing him/her to detect the steps of others, cause the ground to shake, and eventually to cause earthquakes) (DR314 p57)</p>	<p>Know (dungeoneering): 6 ranks. Know (nature): 12 ranks. Able to speak Terran. Able to cast <i>Soften Earth and Stone</i>. Min Lvl: Drd9.</p>	<p>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb. Dex: Balance. Con: Concentrate. Int: Craft, Know(dungeon), Know(nature), Spellcraft. Wis: Survival.</p>	<p>1st: +1 Caster level. Gain the Earth Domain ability (Rebuking / Commanding Earth creatures and/or Turning / Destroying Air creatures at Cleric level + Class level) and the bonus spells. If you are not a Cleric, you gain +1 spell per spell level you can cast that must be chosen from the Earth Domain spell list. Tremorsense 5'. 2nd: +1 Caster level. Tremor – As a Standard Action, cause the ground to shake around you in a 10' radius for 1d4 rounds. Any creature touching the ground in the area of effect must make a Balance check vs. DC (10 + Class level) or fall Prone. Standing creatures must make the check as long as they are in the area of effect. The area also counts as Vigorous Motion with regards to Concentration checks. This ability may be used (Class level / 2) times per day.</p>
<p>Effigy Master (a caster trained to create Constructs that look & act like Animals) (CArc p30)</p>	<p>Craft(leatherworking) –or– Craft(metalworking) –or– Craft(woodworking): 10 ranks Know(arcana): 5 ranks. Spellcraft: 5 ranks. Use Magic Device: 2 ranks. Feat: Craft Wondrous Item. Must have <i>Simulacrum</i> on your class spell list. Min Lvl: Sor7, Wiz7.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5</p>	<p>Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession.</p>	<p>1st: Craft Effigy – You can create Effigies, which are Constructs made with the form and abilities of Animals (i.e., a Template). Unlike other casters, you do not need the Craft Construct feat to create an Effigy and do not need Know (architecture & engineering) to repair them. 2nd: +1 Caster level.</p>
<p>Eldeen Ranger – Ashbound (follower of the druidic teachings that say that Arcane magic is 'evil') (Eb p74)</p>	<p>Base Attack Bonus: +5. Know (nature): 6 ranks. Survival: 8 ranks. Feat: Track. Class Feature: Favored Enemy Train with other Eldeen Rangers of the Ashbourn Min Lvl: Rgr5.</p>	<p>HD: d8 Skill Points: 6 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Shield Class Lvl: 5</p>	<p>Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride. Int: Craft, Know(dungeon.), Know(geography), Know(nature). Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal</p>	<p>1st: Resist the Arcane – gain a +2 bonus on saves vs. Arcane spells. 2nd: Hated Foe – Before making an attack on one of your Favored Enemies, you may trade in an Action point. If you attack hits, you do double damage. 3rd: Ferocity – You may continue to fight without penalty even while Disabled or Dying. 4th: Favored Enemy – Gain a new Favored Enemy as a Ranger does, including a +2 bonus vs. one Enemy. 5th: Spell Resistance – Gain Spell Resistance 20.</p>
<p>Eldeen Ranger – Children of Winter (follower of the druidic teachings that say that the time of civilization is over & it should be purged) (Eb p74)</p>	<p>Alignment: LN, N, CN, LE, NE, CE. Base Attack Bonus: +5. Know (nature): 6 ranks. Survival: 8 ranks. Feat: Track. Class Feature: Favored Enemy Train with other Eldeen Rangers of the Children of Winter Min Lvl: Rgr5.</p>	<p>HD: d8 Skill Points: 6 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Shield Class Lvl: 5</p>	<p>Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride. Int: Craft, Know(dungeon.), Know(geography), Know(nature). Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal</p>	<p>1st: Resist Poison – gain a +2 bonus on saves vs. poison. 2nd: Hated Foe – Before making an attack on one of your Favored Enemies, you may trade in an Action point. If you attack hits, you do double damage. 3rd: Resist Corruption – You become immune to disease & gain a +2 bonus on saves vs. mind-affecting spells & abilities (including charms, compulsions, phantasms patterns, and morale effects). 4th: Favored Enemy – Gain a new Favored Enemy as a Ranger does, including a +2 bonus vs. one Enemy. 5th: Touch of Contagion – <i>Contagion</i>, 3/day.</p>
<p>Eldeen Ranger – Gatekeepers (follower of the druidic teachings that protected the world of Eberron from an invasion of Aberrations long ago) (Eb p74)</p>	<p>Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +5. Know (nature): 6 ranks. Survival: 8 ranks. Feat: Track. Class Feature: Favored Enemy Train with other Eldeen Rangers of the Gatekeepers. Min Lvl: Rgr5.</p>	<p>HD: d8 Skill Points: 6 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Shield Class Lvl: 5</p>	<p>Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride. Int: Craft, Know(dungeon.), Know(geography), Know(nature). Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal</p>	<p>1st: Resist Corruption – gain a +2 bonus on saves vs. the spell-like abilities, supernatural abilities, & psionics of Aberrations. 2nd: Hated Foe – Before making an attack on one of your Favored Enemies, you may trade in an Action point. If you attack hits, you do double damage. 3rd: Darkvision – Gain Darkvision 60'. If you already had Darkvision, it improves by +30'. 4th: Favored Enemy – Gain a new Favored Enemy as a Ranger does, including a +2 bonus vs. one Enemy. 5th: Slippery Mind – If you fail a save vs. an Enchantment, get a new save 1 round later.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Eldeen Ranger – Greensingers (follower of the druidic teachings that say the Fey are there allies) (Eb p74)	Alignment: CG, CN, CE. Base Attack Bonus: +5. Know (nature): 6 ranks. Survival: 8 ranks. Feat: Track. Class Feature: Favored Enemy Train with other Eldeen Rangers of the Greensingers. Min Lvl: Rgr5.	HD: d8 Skill Points: 6 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Shield Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride. Int: Craft, Know(dungeon.), Know(geography), Know(nature). Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal	1 st : Resist Nature's Law – gain a +4 bonus on saves vs. the spell-like abilities of Fey. 2 nd : Hated Foe – Before making an attack on one of your Favored Enemies, you may trade in an Action point. If you attack hits, you do double damage. 3 rd : Unearthly Grace – Add your Charisma modifier (if any) to all your saving throws. 4 th : Favored Enemy – Gain a new Favored Enemy as a Ranger does, including a +2 bonus vs. one Enemy. 5 th : Gain Damage Reduction 3 / cold iron.
Eldeen Ranger – Wardens of the Woods (follower of the druidic teachings that say the great woods must be protected at all costs) (Eb p74)	Alignment: LG, NG, CG, LN, N, CN. Base Attack Bonus: +5. Know (nature): 6 ranks. Survival: 8 ranks. Feat: Track. Class Feature: Favored Enemy Train with other Eldeen Rangers of the Wardens of the woods. Min Lvl: Rgr5.	HD: d8 Skill Points: 6 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Shield Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride. Int: Craft, Know(dungeon.), Know(geography), Know(nature). Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal	1 st : Nature Sense – gain a +2 bonus on Know (nature) and Survival checks. 2 nd : Hated Foe – Before making an attack on one of your Favored Enemies, you may trade in an Action point. If you attack hits, you do double damage. 3 rd : Improved Critical – Gain Feat: Improved Critical with one thrown or ranged weapon of your choice. 4 th : Favored Enemy – Gain a new Favored Enemy as a Ranger does, including a +2 bonus vs. one Enemy. 5 th : Smite Evil, 1/day – Declare that you are using this ability before making your attack. You receive your Charisma modifier (if any) as a bonus on the attack roll. If you hit, do +1 point of damage per Class lvl.
Eldritch Knight (a combination arcane spell caster & fighter) (DMG p187)	Must be proficient with all Martial Weapons. Able to cast 3 rd level Arcane spells. Min Lvl: Wiz5 / Ftr1, Sor6 / Ftr1, Brd7 / Ftr1.	HD: d6 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (3.5up p13)	Str: Jump, Swim. Dex: Ride. Int: Craft, Decipher Script, Know(arcana), Know(nobility & royalty), Spellcraft. Wis: Sense Motive. Con: Concentrate.	1 st : Gain one Feat for which you quality off the Fighter Feat list. 2 nd : +1 Arcane Caster Level.
Emissary of Barachiel (follower of the Deity of Heralds, who can use the Words of Creation to effects large numbers of people and help convert his/her opponent to Lawful Good) (BoED p59)	Alignment: LG. Base Will Save: +5 Diplomacy: 8 ranks. Know (the planes): 4 ranks. Feats: Servant of the Heavens, Words of Creation. Minimum Intelligence: 15. Minimum Charisma: 15. Min Lvl: Clr6, Mnk6, Sor13, Wiz13, Ftr15, Pal15, Rgr15, Rog15.	HD: d6 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Diplomacy, Gather Info., Perform, Use Magic Device.	1 st : Casts Charisma-based Impromptu Divine spells from the <u>Emissary of Barachiel Spell List</u> . You may use your 'Words of Creation' to effect all Humanoids who can hear you within 30', Class level times per day. This is a Ench(comp)[mind][language] effect whose DC is equal to your Diplomacy check. You take 3d4 hp of non-lethal damage on each use & all targets are effected based on their alignment: LG – +2 Morale bonus on attack rolls, saving throws, skill checks, ability checks, & damage for 10 min. NG, CG – +1 Morale bonus on attack rolls & saves vs. fear for 10 minutes. LN – <i>Entrhall</i> for as long as you speak + 1d3 rounds. N, CN – <i>Entrhall</i> for as long as you speak + 1d3 rounds & –1 penalty on attack rolls, saving throws, skill checks, & ability checks for 10 minutes. LE, NE, CE – Stunned for 1 round & –2 penalty on attack rolls, saving throws, skill checks, ability checks, & damage for 10 minutes. 2 nd : —

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Enlightened Fist (a hybrid monk / arcane caster who can channel his/her stunning fist ability into making his/her hands be covered with flame or electricity) (CArc p34)	Concentration: 8 ranks. Know (arcana): 5 ranks. Spellcraft: 5 ranks. Feats: Combat Casting, Improved Unarmed Strike, Stunning Fist. Arcane Caster level 3 rd . Min Lvl: Brd6, Sor6, Wiz6.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Listen, Profession, Spot.	<u>Monks may freely cross-class. The Arcane Caster class that qualified you for this class can also be freely cross-classed with Monk.</u> 1 st : Add your Class level to your Monk levels to determine your AC bonus, Unarmed Strike Damage, Speed bonus, & the number of times you can use Stunning Fist per day. Ki Strike (magic) – Your Unarmed Attack are treated as ‘magic’ for purposes of overcoming Damage Reduction. 2 nd : +1 Arcane Caster Level. Fist of Energy – As a Free Action, you may cause your Unarmed Attacks to do +1d6 Fire or +1d6 Electrical damage (chosen at activation time) for 1 round. This consumes one of your daily uses of Stunning Fist.
Entropomancer (specialty priest of the Deity of the Void) (CDiv p36)	Alignment: LN, N, CN, LE, NE, CE. Concentration: 5 ranks. Know (arcana): 5 ranks. Feats: Great Fortitude, Magical Aptitude. Able to cast 4 th level Divine spells Min Lvl: Clr7, Rgr14.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(local), Know(religion), Spellcraft. Wis: Heal, Profession. Cha: Intimidate.	1 st : Shard of Entropy, 2/day – as a Standard Action, you summon a shard of nothingness for 1 round per Class level. Touching the shard does 3d6 damage to objects (bypassing Hardness) or 3d6 damage to creatures (Fort½, DC is 12 + Wisdom modifier). When summoned, it appears next to you. The shard has a move of 30’, can be moved to a new hex as a Move Action, or can target a creature as a Standard Action. Any creature going through a hex with a shard takes damage. 2 nd : +1 Divine Caster Level.
Evangelist (the mouth-piece of a deity who can effect followers and foes similarly to how a bard works) (CDiv p39)	Same alignment as your Patron Deity Bluff: 8 ranks. Gather Information: 5 ranks. Know (religion): 5 ranks. Perform (oratory): 6 ranks. Sense Motive: 5 ranks. Feats: Negotiator –or– Persuasive. Min Lvl: Brd5, Rog7, Sor9, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Pal13, Rgr13, Wiz13.	HD: d6 Skill Points: 6 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Int: Craft, Know(any). Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Intimidate, Perform. Speak Language.	1 st : Great Orator – Usable Class level times per day. Inspire Hope (Good & Neutral alignment only) – requires 9 ranks in Perform (oratory). All allies within 30’ gain a +4 Sacred bonus on Will saves. Takes a Takes a Full Round to activate and lasts as long as you maintain Concentration + 3 rounds. Inspire Dread (Evil alignment only) – requires 9 ranks in Perform (oratory). All foes within 30’ receive a –4 penalty on Will saves. Takes a Full Round to activate and lasts as long as you maintain Concentration + 3 rounds. 2 nd : Fast Talk – you may make a Diplomacy check as a Full Round Action with only a –5 penalty.
Evereskan Tomb Guardian (dedicated guardian of a tomb in the Evereska Region of the Forgotten Realms) (PGF p53)	Race: Elf Base Attack Bonus: +4 Hide: 5 ranks. Listen: 2 ranks Move Silently: 5 ranks Spot: 2 ranks. Survival: 5 ranks. Feats: Alertness, Track. Class Ability: 2 nd level Arcane spells. Min Lvl: Brd7, Sor8, Wiz8.	HD: d4 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Craft, Decipher Script, Disable Device, Know(geography), Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Gather Info., Intimidate.	1 st : +1 Arcane Caster Level. Sacred Duty – If within the Forgotten Realms region of Evereska, you gain a +2 Sacred bonus on Gather Info., Hide, Move Silently, & Survival checks. If within an actual Evereskan tomb, gain a +2 Sacred bonus on attack rolls & +(Class level) Sacred bonus to damage. 2 nd : +1 Arcane Caster level. Devoted Pursuit – you retain your bonuses from your ‘Sacred Duty’ (see above) when tracking down someone who has robbed and Evereskan tomb & attacking them. Gain a +1 Dodge bonus to AC while wearing Light armor or no armor.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Exalted Arcanist (a Sorcerer or Bard who casts “good” spells & has access to some clerical spells as arcane spells) (BoED p61)	Alignment: LG, NG, CG. Base Will Save: +5 Know (arcana): 9 ranks. Know (religion): 4 ranks. Feats: Consecrate Spell, Purify Spell. Able to cast Impromptu Arcane spells of at least 3 rd level. Min Lvl: Sor6, Brd7.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Decipher Script, Know(arcana), Know(religion), Spellcraft. Wis: Profession, Sense Motive. Cha: Diplomacy, Perform, Use Magic Device.	1 st : Add 1 st – 3 rd level spells from the <u>Exalted Arcanist Spell List</u> to list of spells you can choose to learn. Learn two new spells of any level you can currently cast. 2 nd : +1 Arcane Caster level. Add 4 th – 5 th level spells from the <u>Exalted Arcanist Spell List</u> to list of spells you can choose to learn. You can apply <u>Feat: Consecrate Spell</u> to your spells without extending the casting time to a Full Round.
Exorcist of the Silver Flame (specialty priest of the Silver Flame, with the ability to drive off Evil Outsiders and make a person weapon more effective against Outsiders) (Eb p77)	Patron: The Silver Flame Alignment: LG, NG, CE. Base Attack Bonus: +3. Know(religion): 8 ranks. Know(the planes): 3 ranks. Spot: 4 ranks Class Ability: 1 st lvl Divine spells. Min Lvl: Clr5, Pal5, Rgr5.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(the planes), Know(religion), Spellcraft Wis: Profession, Sense Motive. Cha: Intimidate.	1 st : Flame of Censure – you may attempt to Stun / Banish Evil Outsiders as a Cleric Turns / Destroys Undead. The most powerful Outsider to be effected is calculated with your Character level, but your ‘Turning Damage’ is calculated with your Class level. Usable 3 + Charisma modifier times per day. Weapon of the Exorcist – choose a weapon with which you have proficiency that has been in your possession for at least 24 hours. This weapon now has a +1 Sacred bonus on damage & is considered ‘magic’ for purposes of overcoming Damage Reduction. You may only have one ‘Weapon of the Exorcist’ at a time 2 nd : +1 Divine Caster level. Weapon of Silver – your ‘Weapon of the Exorcist’ is consider to be ‘silver’ for purposes of overcoming Damage Reduction.
Extreme Explorer (one who gets past problems with speed, wit, and lots of Action Points) (Eb p79)	Base Attack Bonus: +4. Know(dungeoneering): 4 ranks. Survival: 4 ranks. Feats: Action Boost. Min Lvl: Rgr4, Bbn5, Ftr5, Pal5, Brd6, Clr6, Drd6, Mnk6, Rog6, Sor8, Wiz8.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Open Lock, Ride, Tumble, Use Rope. Int: Decipher Script, Disable Device, Know(arcana), Know(dungeoneer), Know(history). Wis: Listen, Survival Cha: Use Magic Device. Speak Language.	1 st : +2 Action points per level. Trap Sense +1 – gain a +1 Dodge bonus to AC to avoid being hit by traps –and– a +1 bonus to Reflex saves to avoid traps. 2 nd : Evasion – on a Reflex save for half damage, take no damage no a successful save. You cannot be wearing more than Light armor. If you already have Evasion, gain Improved Evasion (½ damage on a failed save). +1 Dodge bonus to AC when wearing Light armor (or less), not using a Shield, & no more than Lightly encumbered. Extreme Hustle – trade in 1 Action Point to gain a Move Action. Usable up to once per round as a Free Action
Eye of Horus-Re (specialty priest of Deity of the Sun) (PGF p54)	Alignment: LG Know(religion): 9 ranks. Spot: 4 ranks Feats: Alertness, Extra Turning. Class Ability: 3 rd lvl Divine spells & access to the Sun Domain Min Lvl: Clr6.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p127)	Con: Concentrate. Int: Know(any), Spellcraft Wis: Heal, Profession, Spot. Cha: Diplomacy.	1 st : Add your Class level to your Cleric levels when attempting to Turn Undead. You may use the Greater Turning power of the Sun Domain (3 + Charisma modifier) times per day. When you cast a spell with the [light] subtype, it generates twice the radius of light & can Cancel any [darkness] spell up to one level greater than itself. 2 nd : +1 Cleric Caster level. Gain Low-Light Vision & Darkvision 60’.
Firestorm Berserker (a barbarian who literally is on fire inside, allowing him/her to breath out fire & to rage longer at the cost of Constitution) (DR314 p60)	Alignment: CG, CN, CE. Base Attack Bonus: +8. Intimidate: 6 ranks. Feats: Iron Will, Great Fortitude, Toughness. Class Ability: Rage, 3/day. Min Lvl: Bbn8.	HD: d12 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Int: Craft Wis: Survival. Cha: Intimidate.	1 st : Add Class levels to Barbarian level to determine your Rage ability. Kindling – you can being your Rage at any time, even on the turns of others in response to their actions (e.g., to gain the bonus on Will saves, etc.). 2 nd : Inner Flame – when Raging, you gain Cold Resistance equal to your Class level + you Constitution modifier.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Force Missile Mage (specialist in <i>Magic Missile</i>) (DR328 p50)	Concentration: 9 ranks. Spellcraft: 9 ranks. Feat: Combat Casting. Able to cast <i>Magic Missile</i> . Min Lvl: Clr(force)9, Sor9, Wiz9.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Know(arcana), Spellcraft. Wis: Profession.	1 st : Bonus Missile – when you cast <i>Magic Missile</i> , it produces one extra missile, even if this exceeds the spell's limit. Still Missile – the spell <i>Magic Missile</i> no longer has a Somatic component for you. 2 nd : +1 Caster level. Energy Missile – when you cast <i>Magic Missile</i> , you have the option of adding the [acid], [cold], [electricity], or [fire] energy descriptor to the spell, doing the appropriate type of damage. Swift Shield – you may cast <i>Shield</i> once per day as Immediate Action. This spell is in addition of your normal allotment of spells and is cast at Class level.
Fist of Raziel (follower of the Deity of Holy Warfare, who gain special advantages to their 'Smite Evil' ability) (BoED p62)	Alignment: LG. Base Attack Bonus: +6 Diplomacy: 5 ranks. Know (religion): 5 ranks. Feats: Power Attack, Servant of the Heavens. Able to cast <i>Divine Favor</i> . Min Lvl: Pal6, Clr8.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial. Armor: All Class Lvl: 10	Con: Concentrate. Int: Craft, Know(religion), Know(the planes). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy.	1 st : <i>Magic Circle against Evil</i> , always on at Character level. Smite Evil +1 per day (i.e., stacks with any Smite Evil uses from your Paladin levels) – against an Evil opponent, gain a bonus to an attack equal to your Charisma modifier & damage equal to your (Class level + Paladin level (if any)). In addition, the weapon is considered to be Good aligned for purposes of overcoming Damage Reduction. 2 nd : +1 Divine Caster level.
Geometer (wizard who specializes in runes, who can cast, locate, and bypass <i>Glyph of Warding</i>) (CArc p39)	Decipher Script: 9 ranks. Disable Device: 4 ranks. Know (arcana): 9 ranks. Search: 4 ranks. Feat: Scribe Scroll. Able to cast 3 rd level Prepared Arcane spells. Min Lvl: Wiz6.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Decipher Script, Disable Device, Know(any), Search, Spellcraft. Wis: Profession.	1 st : +1 Arcane Caster level. Add <i>Glyph of Warding</i> to your spellbook as a 3 rd level Arcane spell. Spellglyph – you may create a special parchment which you may use to substitute for the Verbal <u>and</u> Material components of a spell. Each parchment is specific to a particular spell, takes 1 hour to create, and consumes inks that cost 25gp per spell level + the cost of the Material component if more than 1 gp. 2 nd : +1 Arcane Caster level. Book of Geometry – You can now use a Geometer-specific coding system for your spellbook. Each spell only takes up one page, though each page takes 24 hours to scribe and costs 100 gp in ink. +5 DC for non-Geometers to decipher your spellbook.
Green Star Adept (by consuming very rare, very hard, & very green Starmetal, your body turns more metal-like (and green-tinted) until you ultimately become a Construct) (CArc p41)	Base Attack Bonus: +4. Decipher Script: 2 ranks. Know (arcana): 8 ranks. Know (architecture & engineering): 2 ranks. Know (geography): 2 ranks. Know (history): 2 ranks. Feat: Combat Casting. 1 st level Arcane spell caster. Consume 2 ounces of Starmetal as part of a special mixture that cost 1,000 gp and 1 week to make. Min Lvl: Brd6, Sor9, Wiz9, Ftr4 / Sor1, Ftr2 / Sor5.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Will Weap: Simple Armor: — Class Lvl: 10	Con: Concentrate. Int: Appraise, Craft, Decipher Script, Know(arcana), Know(arch&eng), Know(geography), Know(history), Spellcraft. Wis: Profession.	1 st : Gain Damage Reduction (Class level) / adamantite. Improved Caster Level – Although you only gain additional Arcane spells every other level, add your Class level to your Arcane Caster level for your effective caster level. Starmetal Rigor I – gain +1 Strength & Natural Armor, but loose -1 from Dexterity. Starmetal Dependency – do not gain the benefits of 2 nd level until you again drink a mixture with 2 ounces of Star Metal that costs 1,000 gp & 1 week to make. 2 nd : +1 Arcane Caster level. Natural Attack – gain a Slam attack that does 1d6 + 1 ½ Strength modifier damage (for Medium size). Unnatural Metabolism +2 – gain a +2 bonus on saves vs. Poison, Sleep effects, Paralysis, Stunning Disease, Death Effects, and Necromancy effects. Starmetal Dependency – do not gain the benefits of 3 rd level until you again drink a mixture with 2 ounces of Star Metal that costs 1,000 gp & 1 week to make.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Green Whisperer (a combination bard & druid whose music is especially effective against animals & eventually plants) (DR311 p70)	Alignment: NG, LN, N, CN, NE. Know (nature): 8 ranks. Perform: 8 ranks. Survival: 5 ranks. Min Lvl: Brd7, Drd13.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Balance, Ride. Con: Concentrate. Int: Craft, Know(nature), Search, Spellcraft. Wis: Listen, Sense Motive, Spot, Survival. Cha: Handle Animal, Perform.	1 st : +1 Bard Caster level –and– +1 Druid Caster level. Class levels stack with Bardic Music ability & Bardic Knowledge checks. 2 nd : +1 Bard Caster level –and– +1 Druid Caster level.
Hammer of Moradin (specialty priest of Deity of the Forge, who imbues his warhammer with special abilities) (PGF p56)	Patron Deity: Moradin Race: Dwarf Craft(weapons): 10 ranks. Feats: Iron Will, Weapon Focus (warhammer). Class Ability: 2 nd lvl Divine spells. Must join the Hammers of Moradin Min Lvl: Clr7, Pal8, Rgr8.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Will Weap: Simple, Martial Armor: All Class Lvl: 10 Epic Lvl: 10 (PGF p128) (PGFe)+	Con: Concentrate. Int: Craft, Know(arcana), Know(history), Know(local), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession.	1 st : Aura of Courage – You are immune to Fear effects. All allies within 10’ gain a +4 Morale bonus on saves vs. Fear effects. You may use a Warhammer as a thrown weapon with a 20’ range increment. 2 nd : Goblin Killer – your Warhammer becomes ‘Goblin Bane’, granting +2 to hit & +2d6 damage. Usable once per day for (Charisma modifier) minutes, . If you throw your Warhammer, it returns to the location from where it was thrown at the start of your next turn.
Harper Agent (a ‘field operative’ for The Harpers) (PGF p58)	Alignment: LG, NG, CG, LN, N, CN. Diplomacy: 8 ranks. Know (local): 4 ranks. Sense Motive: 2 ranks. Survival: 2 ranks. Sponsorship by a member of the Harpers & receive approval of the High Harpers. Min Lvl: Brd5, Clr5, Drd5, Mnk5, Pal5, Rog5, Bbn13, Ftr13, Rgr13, Sor13, Wiz13.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Will Weap: Simple Armor: Light Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Int: Appraise, Craft, Know (any). Wis: Listen, Profession, Sense Motive, Survival. Cha: Bluff, Diplomacy, Disguise, Gather Info, Perform. Speak Language.	1 st : Harper Knowledge – similar to Bardic Knowledge, but the bonus is Class level + Intelligence modifier. If you have a Lore ability from being a Bard, Loremaster, etc., then your Class levels stack with that class ability. 2 nd : +1 Caster level (if any). +3 Sacred bonus on saving throws vs. glyphs, runes, and symbols. +2 Sacred bonus on saving throws vs. compulsions & fear effects.
Harper Paragon (a member of The Harpers dedicated to opposing evil) (PGF p181)	Alignment: LG, NG, CG. Diplomacy: 8 ranks. Perform: 5 ranks. Sense Motive: 4 ranks. Survival: 2 ranks. Feats: Sacred Vow, Vow of Obedience. Class Ability: Have an enemy of the Harpers as a Favored Enemy. Min Lvl: Rgr13.	HD: d10 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Int: Appraise, Craft, Know (any). Wis: Listen, Sense Motive, Survival. Cha: Bluff, Diplomacy, Disguise, Gather Info, Perform. Speak Language.	1 st : +1 Caster level. Harper Knowledge – similar to Bardic Knowledge, but the bonus is Class level + Intelligence modifier. If you have a Lore ability from being a Bard, Loremaster, etc., then your Class levels stack with that class ability. <i>Detect Evil</i> , at will. Aura of Good – <i>Detect Good</i> detects you as if you were a Cleric of your Class level. 2 nd : +1 Caster level. Favored Enemy (evil) – gain a +1 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks and damage against Evil creatures. This bonus stacks with any other Favored Enemy bonuses.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Heartfire Fanner (a caster whose music can inspire his/her allies to fight better or to cast spells better) (DR314 p23)	Diplomacy: 10 ranks. Perform: 10 ranks. Feats: Negotiator, Skill Focus (perform). Class Ability: Able to cast 1 st level spells. Must be member of an organization that inspires as part of its dogma. Min Lvl: Brd7, Clr17, Drd17, Pal17, Rgr17, Sor17, Wiz17.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Will, Ref Weap: — Armor: — Class Lvl: 5	Int: Craft, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info, Intimidate, Perform. Speak Language.	1 st : +1 Caster level. Class levels stack with Bardic Music ability. If you have no levels in Bard, you function as a 5 th lvl Bard. Inspired Fight (1 feat) – if you have at least 11 ranks in Perform, you may inspire ally per 3 Character level within 30'. The targets receive the use of one Feat that either is known by you or is on the Fighter Feat list. Each target must meet the feat's requirements to use it. The feat lasts as long as you continue to play, plus 5 rounds. You cannot use this ability on yourself. This power consume 1 daily use of your Bardic Music. 2 nd : +1 Caster level. Magic Flare (1 level) – if you have at least 12 ranks in Perform, you can empower one spellcaster within 30' after 1 round of playing. The target spellcaster has one round per Class level to use the single-use 'Magic Flare'. It allows the target spellcaster to use a +1 level Metamagic feat that he/she knows without the spell level increasing or the spell requiring a Full-Round action to cast. This power consume 1 daily use of your Bardic Music.
Heir of Siberys (member of an Eberron Dragonmark house who focuses on improving his/her standing and abilities) (EB p73)	Race: Human, Dwarf, Elf, Half-Elf, Half-Orc, Halfling, Gnome. any two skills: 15 ranks. Feat: Heroic Spirit. May <u>not</u> have the feats Aberrant Dragonmark or Least Dragonmark. Min Lvl: Bbn12, Brd12, Clr12, Drd12, Ftr12, Mnk12, Pal12, Rgr12, Rog12, Sor12, Wiz12.	HD: d6 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 3	any class skill you have form a prior class is a class skill for this class.	1 st : Gain one of the following feats: Action Boost, Action Surge, Favored in House, Pursue, or Spontaneous Casting. Additional Action Points – gain +2 Action Points per level. 2 nd : Siberys Mark – gain the Siberys Mark of your Dragonmark House with its associated ability. The caster level is 15 & the DC (if any) is 10 + spell level + Charisma modifier. +1 Caster level –or– 1 Bonus Feat for which you have the prerequisites.
Horizon Walker (masters living & fighting in different types of terrain, including those on other planes of existence) (DMG p189)	Know (geography): 15 ranks. Feats: Endurance. Min Lvl: Brd12, Rgr12, Wiz12.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: – Armor: – Class Lvl: 10 Epic Lvl: 10 (3.5sup p14)	Str: Climb. Dex: Balance, Hide, Move Silently, Ride. Int: Know(geography). Wis: Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal. Speak Language.	1 st : Gains 'Mastery' in one type of terrain (<u>Planar Terrains are only available at 6th+ level</u>). You retain all bonuses even when not in that terrain. When fighting creatures from a Mastered terrain, gain a +1 Insight bonus on attacks & damage. <u>Aquatic</u> – +4 Competence bonus on Swim checks (or +10' to Swim speed if you have one). <u>Desert</u> – Immunity to <u>Fatigue</u> . If something would cause you to become immediately <u>Exhausted</u> , become <u>Fatigued</u> instead. <u>Forest</u> – +4 Competence bonus on Hide checks. <u>Hills</u> – +4 Competence bonus on Listen checks. <u>Marsh</u> – +4 Competence bonus on Move Silently checks. <u>Mountains</u> – +4 Competence bonus on Climb checks (or +10' to Climb speed if you have one). <u>Plains</u> – +4 Competence bonus on Spot checks. <u>Underground</u> – Gain Darkvision 60' (or Darkvision 120' if you already have Darkvision). <u>Fiery (Planar)</u> – Gain Fire Resistance 20. <u>Weightless (Planar)</u> – +30' bonus to Fly speed on planes with 'no gravity' or 'subjective gravity'. <u>Cold (Planar)</u> – Gain Cold Resistance 20. <u>Shifting (Planar)</u> – <i>Dimension Door</i> , once per 4 rounds <u>Aligned (Planar)</u> – Incur none of the penalties of having an alignment in opposition to the current plane's alignment. <u>Cavernous (Planar)</u> – Gain Tremorsense 30'. 2 nd : Gain Terrain Mastery in another type of terrain.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Icesinger (a bard who has suffered enough anguish that he/she becomes attuned to sorrow and cold) (DR314 p59)	Alignment: LN, N, CN, LE, NE, CE. Concentration: 9 ranks. Perform (any): 9 ranks. Feats: Iron Will, Skill Focus (Concentration) –or– Skill Focus (Perform (any)). Class Ability: Bardic Music. Min Lvl: Brd6.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Dex: Hide, Move Silently. Con: Concentrate. Int: Craft, Spellcraft. Wis: Profession. Cha: Bluff, Disguise, Intimidate, Perform.	1 st : +1 Bard Caster level. Frostbitten – gain Cold Resistance equal to Class level. Haunting Lament – a use of Bardic Music that is like <i>Fascinate</i> except that it effects all listeners within 90' & it lasts for (Charisma modifier) rounds after you finish singing. 2 nd : +1 Bard Caster level. Cold Spell – add a spell of your choice that has the [cold] subtype to your Known Spell list. The target spell can come from any class' Spell List.
Itinerant Warder of Yondala (specialty priest of the Deity of Halflings) (DR328 p26)	Patron Deity: Yondala. Race: Halfling. Base Will Save: +5. Diplomacy: 10 ranks. Tumble: 4 ranks. Feats: Dodge, Mobility. Able to cast Divine spells. Min Lvl: Clr7, Drd7, Pal15, Rgr15.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10	Dex: Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(local), Know(religion), Spellcraft. Wis: Heal, Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Perform.	1 st : Comforts of Home – by concentrating for 10 minutes, you can locate the closest nourishment, whether it is a berry bush, small game, or a safe tavern. You also know if any food or drink within 10' is dangerous. Evasion – on a Reflex save for half damage, take no damage no a successful save. You must be wearing no more than Light Armor. 2 nd : +1 Divine Caster level. Uncanny Dodge - Retains Dexterity modifier to AC even if caught flat-footed or attacked by someone invisible.
Initiate of Pistis Sophia (a holy monk who follows the Deity of Good Monks, who gains vows & resistances, and eventually becomes an Outsider) (BoED p64)	Alignment: LG. Base Fortitude Save: +5. Base Reflex Save: +5. Base Will Save: +5. Concentration: 7 ranks. Know (religion): 5 ranks. Feats: Improved Unarmed Strike, Sacred Vow, Sanctify Ki Strike, Servant of the Heavens. Class Ability: Ki Strike (lawful). Minimum Charisma: 15. Min Lvl: Mnk10.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Tumble. Con: Concentrate. Int: Craft, Know(religion), Know(the planes). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	1 st : Add your Class level to your Monk levels to determine your AC bonus, Unarmed Strike Damage, Flurry of Blows, Speed bonus, & Ki Strike ability. Gain Feat: <u>Fist of the Heavens</u> , even if you do not qualify. 2 nd : <i>Detect Evil</i> , at will. Smite Evil, 1/day – when using your Unarmed Strike against an Evil opponent, gain +4 bonus to the attack roll & a damage bonus equal to your Class level.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Initiate of the Sevenfold Veil (an expert with Abjuration magics who can create a ward based on a layer of a Prismatic Wall, with one color learned each level) (CArc p44)</p>	<p>Know (arcana): 12 ranks. Know (nature): 4 ranks. Spellcraft: 12 ranks Feats: Spell Focus (abjuration), Greater Spell Focus (abjur.), Skill Focus (Spellcraft). Able to cast at least 5 Abjuration spells, including at least two of 4th level or higher. Min Lvl: Sor9, Wiz9, Brd10.</p>	<p>HD: d4 Skill Points: 2 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 7</p>	<p>Con: Concentrate. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.</p>	<p>1st: +1 Arcane Caster Level. Unimpeachable Abjuration – add your Class level to the DC of any attempt to dispel an Abjuration cast by you. Red Veil – any Warding (see below) you create may be based on the Red Veil, which does the following: - 20 hp of Fire damage when crossed (Ref½); - blocks nonmagical ranged attacks; - equivalent to a 4th level spell; & - is destroyed if targeted with a <i>Cone of Cold</i>. Warding, 1/day – you may create one of 3 types of Wardings base on any Veil you know: - Personal – you are surrounded by a sphere that moves with you & grants the following: > any creature striking you with a Melee or Natural weapon is effected the chosen Veil. > you have Concealment to those looking in, but you can see you without hindrance. > lasts 1 minute per level (unless Dismissed). - Area – you are surrounded by a 15’ diameter sphere that moves with you & grants the following to you and those within the sphere: > any creature entering the sphere is effected by the chosen Veil. > Concealment to those looking in, but those looking out are not hindered. > lasts 1 minute per level (unless Dismissed). - Wall – you create a wall up to 5’ high per Class level and 10’ long per Class level. The wall must begin within 30’ of you. The wall is immobile. You have the option of making it save to walk through the wall in one direction (you may always pass though safely): > any creature crossing through the wall is effected by the chosen Veil. > Concealment to those looking through it. > lasts 10 minute per level (unless Dismissed). 2nd: +1 Arcane Caster Level. Unanswerable Strike – you receive a +2 bonus on Caster checks to Counter or Dispel Abjuration spells. Orange Veil – any Warding (see above) you create may be based on the Orange Veil: - 40 hp of Acid damage when crossed (Ref½); - blocks magical ranged attacks (such as <i>Melf’s Acid Arrows</i>, <i>Disintegrate</i>, Beholder eye rays, etc.) but <u>not</u> magical effects that do not have an attack roll (such as <i>Magic Missile</i>); - equivalent to a 5th level spell; & - is destroyed if targeted with a <i>Gust of Wind</i>.</p>
<p>Jobber (the ‘face’ of a Halfling community, who job it is to talk with, check out, barter with, and “deal with” the neighboring humanoids) (DR310 p72)</p>	<p>Race: Halfling. Base Attack Bonus: +3. Appraise: 4 ranks. Diplomacy: 6 ranks. Gather Info.: 4 rank. Feats: Alertness. Must be chosen by the Halfling community for the position & accept a <i>Mark of Justice</i> that guarantees that you will work in the best interest of the community. Must be literate. Min Lvl: Brd4, Rog4, Clr5, Drd5, Mnk5, Pal5, Ftr9, Rgr9, Sor9, Wiz9.</p>	<p>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: Simple, Martial Armor: Light, Medium, Shields. Class Lvl: 5</p>	<p>Str: Climb, Jump. Dex: Disguise, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Ride, Tumble, Use Rope. Int: Appraise, Decipher Script, Forgery, Search. Wis: Listen, Profession, Sense Motives, Spot. Cha: Bluff, Diplomacy, Gather Info, Perform.</p>	<p>1st: Favored Mark – gain a +2 bonus when making one of the following skill checks against your ‘favored’ Humanoid race: Appraise, Bluff, Diplomacy, Gather Info., Sense Motive. +5 Competence bonus on Diplomacy checks to alter an NPC’s attitude. 2nd: +1d6 Sneak Attack. You may make a Hide check while being observed as long as you are in natural terrain. Gather Information check only take 1 hour (instead of 1d4+1 hours) and you may do 3 in one night without arousing suspicion.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Justice Hammer of Moradin (specialty priest of the Deity of Dwarves and the Forge) (DR328 p28)	Patron: Moradin. Race: Dwarf. Base Attack Bonus: +5. Concentration: 5 ranks. Know(local): 3 rank. Feats: Iron Will, Power Attack Able to cast Divine spells. Min Lvl: Pal5, Rgr5, Clr7.	HD: d10 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	1 st : <i>Detect Chaos</i> , at will. Mark of War – gain the War Domain’s granted power and domain spells. Runic Hammer – any Warhammer you wield does +1d4 Fire damage (does not stack with ‘flaming’, etc.). 2 nd : +1 Divine Caster Level.
Justiciar of Tyr (specialty priest / templar of the Deity of Justice, which has some Paladin-like abilities focused against Chaos) (PGF p63)	Patron: Tyr. Alignment: LG. Base Attack Bonus: +5. Diplomacy: 7 ranks. Know(local): 4 rank. Know(religion): 6 rank. Class Ability: 2 nd level Divine spells. Min Lvl: Clr7, Pal8, Rgr13.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: Simple, Martial Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p129)	Con: Concentrate. Int: Craft, Know(arcana), Know(local), Know(religion), Know(the planes), Spellcraft. Wis: Heal. Cha: Diplomacy.	<u>Paladins may freely cross-class.</u> 1 st : +1 Divine Caster Level. <i>Detect Chaos</i> , at will. Smite Anarchy, 1/day – on a designated attack against a Chaotic opponent, receive your Charisma modifier as an attack bonus & if you hit, add your Class level to the damage. 2 nd : +1 Divine Caster Level. Bureaucratic Knowledge – add your class level to any Knowledge or Gather Information skill check associated with legal issues and any Charisma-based skill or ability check made to argue legal matters.
Kensai (master of combat with a signature weapon of your choice) (CWar p49)	Alignment: LG, LN, LE. Base Attack Bonus: +5. Concentration: 5 ranks. Diplomacy: 5 ranks. Ride: 5 ranks. Feats: Combat Expertise, Weapon Focus (any). Must complete an oath of service to either an overlord or an ideal Min Lvl: Pal5, Clr7, Drd7, Ftr7, Mnk7, Rgr7, Rog7, Sor10, Wiz10.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Will Weap: — Armor: — Class Lvl: 10	Str: Jump. Dex: Balance, Ride. Int: Craft, Know(local), Know(nobility). Wis: Sense Motive. Con: Concentrate. Cha: Diplomacy, Intimidate.	<u>Paladins, Monks, & Samurai may freely cross-class.</u> 1 st : Signature Weapon –choose a weapon with which you have Weapon Focus (including natural weapons). By spending 24 uninterrupted hours meditating with the weapon, it gains a +1 Enhancement at the cost of 40XP. At higher levels, you can grant out signature weapon greater enhancements & even special abilities (though these cost more XP). Enhancing both sides of a double weapon costs double & enhancing natural weapons costs 100% + 10% per natural weapon. 2 nd : Power Surge – by making a Concentration check vs. DC 15 as a Move Action, you gain a +8 bonus to Strength for (1/2 Class level) rounds. Each additional attempt to ‘Power Surge’ in a 24 hour period causes the DC to increase by +5.
Lion of Talisid (follower of the Celestial Lion, many of whose abilities stack with those of a Druid or Ranger) (BoED p65)	Alignment: NG. Base Attack Bonus: +4. Know (nature): 9 ranks. Survival: 9 ranks. Feat: Favored of the Companions. Class Ability: Animal Companion. Able to cast <i>Summon Nature’s Ally II</i> . Min Lvl: Drd6, Rgr8.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Str: Swim Dex: Ride. Con: Concentrate. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Sense Motive, Spot. Cha: Diplomacy, Handle Animal.	1 st : +1 Divine Caster level. Add your Class level to your effective Druid level to determine the capabilities of your Animal Companion Immune to Fear effects. +4 Sacred bonus on Will saves vs. Mind-affecting spells & effects 2 nd : +1 Divine Caster level. Gain the Scent special quality.
Magic Filcher (an arcane caster who gains arcane spells & can emulate an arcane caster) (DR310 p73)	Disable Device: 8 ranks. Know (arcana): 8 ranks. Spellcraft: 5 ranks. Use Magic Device: 5 ranks. Must be able to cast Arcane spells Min Lvl: Brd13, Sor13, Wiz13.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft(alchemy), Disable Device, Decipher Script, Know(arcana), Search, Spellcraft. Wis: Listen, Spot. Con: Concentrate. Cha: Bluff, Use Magic Device.	1 st : +1 Caster level. <i>Detect Magic</i> at Class level, 3/day. 2 nd : Wizard Mimic – +5 bonus to Use Magical Device checks when using Arcane spell or Wizard-specific items.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Maiden of Pain (specialty priestess of the Deity of Pain) (PGF p182)	Patron: Loviatar. Gender: Female. Intimidate: 4 ranks. Feat: Violate Spell. Able to cast <i>Masochism</i> and <i>Sadism</i> as Divine spells. Must use the drug Agony. Min Lvl: Clr5.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: Whip Armor: — Class Lvl: 10	Dex: Use Rope. Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Profession, Sense Motive. Cha: Bluff, Diplomacy, Gather Info., Intimidate, Perform.	1 st : Gain access to the Pain Domain if you do not already have it. If you do, you gain access to another of Loviatar's Domains. Pain Touch, 1/day – by making a melee touch attack, your opponent is Stunned for 1 round (WillNeg DC = 10 + Class level + Wisdom modifier). Lasher – you may cast 'touch' range spells & your Pain Touch ability through your Whip (giving you 15' range). At your option, you may make a melee attack to do damage & the effect –or– just do a touch attack to do the effect. Agony Addition – you are permanently addicted to the drug Agony, though its effects on you are lessened. 2 nd : +1 Cleric Caster level.
Mantis Shen (unarmed combatant that mimics a Praying Mantis with excellent grappling, disarming, & tripping, and eventually gaining a hybrid battle form) (DR319 p71)	Base Attack Bonus: +5. Concentrate: 2 ranks. Escape Artist: 5 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Feat: Combat Expertise, Improved Trip, Improved Unarmed Strike. Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature). Wis: Listen, Sense Motive, Spot, Survival. Cha: Intimidate.	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2 nd : Ki Strike (silver) – your unarmed strikes are treated as if they were 'silver' for purposes of overcoming Damage Reduction. Gain Feat: Improved Grapple . If you already have this feat, the bonus when using it becomes +6 (instead of +4).
Martyred Champion of Ilmater (specialty priest / templar of the Deity of Suffering) (PGF p184)	Patron: Ilmater. Alignment: LG. Know (religion): 4 ranks. any one skill: 9 ranks. Feat: Endurance, Nimbus of Light. Must have died in heroic sacrifice and been returned to life. Min Lvl: Clr6, Ftr6, Mnk6, Pal6, Rgr6, Rog6, Sor6, Wiz6.	HD: d10 Skill Points: 2 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Str: Climb. Dex: Ride. Con: Concentrate. Int: Craft, Know(religion), Spellcraft. Wis: Heal, Profession.	1 st : Gain Feat: Diehard . Gain Feat: Improved Unarmed Strike . If Medium-size, your unarmed strike does 1d6. 2 nd : +1 Caster level –or– gain a bonus feat of your choice. You are immune to Fear, both magical & natural.
Master Inquisitive (a detective with magical abilities) (Eb p82)	Gather Information: 6 ranks. Sense Motive: 6 ranks. Search: 3 ranks. Feat: Investigate. Min Lvl: Brd3, Rog3, Bbn9, Clr9, Drd9, Ftr9, Mnk9, Pal9, Rgr9, Sor9, Wiz9.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 5	Str: Climb. Dex: Ride. Con: Concentrate. Int: Craft, Know(religion), Spellcraft. Wis: Heal, Profession.	1 st : <i>Zone of Truth</i> , 1/day as a spell-like ability. 2 nd : Contact (3 rd level NPC). Bonus Feat from the following list: Alertness, Deceitful, Heroic Spirit, Improved Initiative, Iron Will, Negotiator, Persuasive, Recognize Impostor, Research, Toughness, Track, Urban Tracking.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Master Thrower (a master with thrown weapons) (CWar p58)</p>	<p>Base Attack Bonus: +5. Sleight of Hand: 4 ranks. Feats: Point Blank Shot, Precise Shot, Weapon Focus (any thrown weapon). Min Lvl: Ftr5, Bbn6, Pal6, Rgr6, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.</p>	<p>HD: d8 Skill Points: 4 Attack: Fighter Good Save: Ref Weap: — Armor: — Class Lvl: 5</p>	<p>Str: Climb, Jump. Dex: Sleight of Hand, Tumble, Use Rope. Con: Concentrate. Int: Craft. Wis: Profession, Spot. Cha: Bluff, Perform.</p>	<p>1st: Gain <u>Feat: Quick Draw</u>. Gain one of the following Thrown Weapon Tricks. The trick can be used with any thrown weapon with which you have taken Weapon Focus. <u>Deadeye Shot</u> – The critical multiplier for the weapon increases by 1 (i.e., a hand axe becomes x4 vs. x3). <u>Defensive Throw</u> – Avoid generating Attacks of Opportunity with your throw for 1 round by making a Concentration check vs. DC (10 + number of threatening opponents). <u>Doubletoss</u> – As a Standard Action, throw two weapons either at the same target or two within 30’ of each other. Your full Strength modifier applies to the damage of each. Normal penalties for fighting with two weapons apply. <u>Palm Throw</u> – Each attack with little thrown weapons (i.e., daggers, shuriken, & darts) can be with two of the weapons. Do not apply your Strength modifier to the damage of either. <u>Sneaky Shot</u> – As a Move Action just before a ranged throw attack, make a Sleight of Hand check opposed by your opponent’s Spot check to deny your opponent of his/her Dexterity. <u>Trip Shot</u> – On a successful thrown weapon attack, you can make a Trip Attack in <u>addition</u> to the damage. Make a Dexterity check with a +4 bonus opposed by your the opponent’s Strength or Dexterity check (whichever is better). Advantages such as ‘Stability’ apply. Bonus from <u>Feat: Improved Trip</u> do not apply. <u>Tumbling Toss</u> – At any point in a Tumble move, you may make a single thrown attack as a Standard Action. If you make a Tumble check vs. DC 25, no Attack of Opportunity is generated. You cannot be wearing more than Medium armor. <u>Two with One Blow</u> – You may attack two adjacent opponents with a single throw by taking a –4 penalty on the attack. You make a single attack roll & compare it to each AC to determine how many opponents were hit. Resolve damage & threatened criticals separately. <u>Weak Spot</u> – When attacking an opponent of your size or larger, you may make a Ranged Touch Attack (instead of a Normal Ranged Attack), though you may not apply your Strength modifier to the damage. You may only take this trick as a 5th level Master Thrower. 2nd: Evasion – on a Reflex save for half damage, take no damage no a successful save. You cannot be wearing more than Light armor. If you already have Evasion, gain Improved Evasion (½ damage on a failed save).</p>
<p>Master of the East Wind (hybrid monk / arcane casters that protect from outer plane attacks) (DR314 p36)</p>	<p>Alignment: LG, LN. Climb: 10 ranks. Can cast 3rd lvl Arcane spells. Access to Ki Strike (magic). Min Lvl: Wiz5 / Mnk4, Sor6/Mnk4.</p>	<p>HD: d6 Skill Points: 4 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump. Dex: Balance, Hide, Move Silently. Con: Concentrate. Int: Know(arcana), Spellcraft. Wis: Listen, Profession, Spot. Cha: Diplomacy.</p>	<p>1st: +1 Arcane Caster Level. Add Class level to Monk levels (if any) to determine unarmed damage, AC bonus, and Movement bonus. 2nd: +1 Arcane Caster Level. Add (Class level / 2) to your Sorcerer / Wizard levels (if any) to determine the abilities of your Familiar. If you could not summon a Familiar before, you gain that ability at this level.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Master of the North Wind (hybrid druid / monks that patrol large areas and keep the peace through personal prowess) (DR314 p34)	Alignment: LN. Climb: 10 ranks. Can cast 3 rd lvl Divine spells. Access to Ki Strike (magic). Able to change shape into a flying creature. Min Lvl: Drd5 / Mnk4.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvls: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently. Con: Concentrate. Int: Know(nature), Spellcraft. Wis: Listen, Profession, Spot, Survival. Cha: Diplomacy.	1 st : +1 Divine Caster Level. Add Class level to Monk levels (if any) to determine unarmed damage, AC bonus, and Movement bonus. 2 nd : +1 Divine Caster Level. Add (Class level / 2) to Druid levels (if any) to determine Wild Shape ability.
Master of the South Wind (hybrid rogue / monks that try to bring peace through subterfuge, social engineering, and occasional targeted strikes) (DR314 p35)	Alignment: LG, LN. Climb: 10 ranks. Disguise: 10 ranks. Hide: 10 ranks. Move Silently: 10 ranks. Class Abilities: Uncanny Dodge, Ki Strike (magic). Succeed going through an obstacle course. Min Lvl: Rog4 / Mnk4.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvls: 10	Str: Climb, Jump. Dex: Balance, Hide, Move Silently, Open Lock, Tumble. Con: Concentrate. Int: Forgery, Disable Device, Search, Spellcraft. Wis: Listen, Profession, Spot. Cha: Bluff, Diplomacy, Disguise.	1 st : Casts Charisma-based Impromptu Arcane spells from the <u>Master of the South Wind spell list</u> . Add Class level to Monk levels (if any) to determine unarmed damage, AC bonus, and Movement bonus. 2 nd : +1d6 Sneak Attack.
Master of the Unseen Hand (able to use the spell <i>Telekinesis</i> in innovative ways as part of combat) (CWar p60)	Concentrate: 8 ranks. Able to cast <i>Telekinesis</i> as a spell, spell-like ability, or supernatural ability. Min Lvl: Wiz9, Sor10.	HD: d4 Skill Points: 2 Attack: Fighter Good Save: Will Weap: — Armor: — Class Lvls: 5	Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Con: Concentrate. Cha: Intimidate.	1 st : When using <i>Telekinesis</i> , add your Class level to your Caster lvl for determining your Effective Caster level. When using <i>Telekinesis</i> , you may switch between the 3 uses of the spell (Sustained Force, Combat Maneuver, & Violent Thrust) from round to round, though spell ends after the use of Violent Thrust. 2 nd : You may now wield weapons with <i>Telekinesis</i> as a Combat Maneuver. You may only make a single attack as a Standard Actions with a bonus of your Effective Caster level + your Primary Casting Trait. Weapon released feats (such as Power Attack) cannot be used. The weapon may move up to 20' before attacking. The weapon may be one that was disarmed Maintaining Sustained Force only requires a Move Action, as does simply keeping concentration to not drop your <i>Telekinesis</i> spell. You may even cast a new spell while maintaining <i>Telekinesis</i> , though you must make a Concentration check vs. the DC of <i>Telekinesis</i>
Master of the West Wind (hybrid cleric / monks that uphold the principles of the Order of the Four Winds) (DR314 p37)	Alignment: LG, LN. Climb: 10 ranks. Can cast 3 rd lvl Divine spells. Access to Ki Strike (magic). Able to Turn Undead. Min Lvl: Clr5 / Mnk4, Pal11 / Mnk4.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvls: 10	Str: Climb, Jump. Dex: Balance, Hide, Move Silently. Con: Concentrate. Int: Know(religion), Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy.	1 st : +1 Divine Caster Level. Add Class level to Monk levels (if any) to determine unarmed damage, AC bonus, and Movement bonus. 2 nd : +1 Divine Caster Level. Add (Class level / 2) when attempting to Turn Undead.
Master Transmogrifist (Specialist in polymorphing, who masters a few forms and gains more and more of their special abilities) (CArc p51)	Alignment: NG, CG, N, CN, NE, CE. Bluff: 2 ranks. Disguise: 2 ranks. Feats: Eschew Materials. Able to cast <i>Alter Self</i> and <i>Polymorph</i> . Min Lvl: Wiz7, Sor8.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvls: 10	Con: Concentrate. Int: Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff, Disguise.	1 st : Favored Shape – you may chose 3 shapes available to you when casting <i>Polymorph</i> to be 'Favored Shapes'. You may not choose a creature of the same type as yourself (typically Humanoid). Extended Change – When using <i>Alter Self</i> , <i>Polymorph</i> , <i>Polymorph Any Object</i> , or <i>Shapechange</i> to become one of your Favored Shapes, the duration is doubled. 2 nd : +1 Arcane Caster Level. Manifest Sense – When you take one of your Favored Shapes, you gain all of its senses, including (if appropriate) Blindsense, Blindsight, Darkvision, Low-Light Vision, Scent, and/or Tremorsense.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Memory Smith (a bard who follows the Deity of the Forge) (DR311 p68)</p>	<p>Patron Deity: Moradin. Alignment: LG, NG, CG. Craft (weaponsmith –or– armorsmith): 5 ranks. Know (religion): 3 ranks. Perform: 8 ranks. Use Magic Device: 5 ranks. Min Lvl: Brd5.</p>	<p>HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Will Weap: Simple, all Martial Axes, Hammers, & Picks Armor: Light, Medium, Heavy, Shields Class Lvl: 5</p>	<p>Str: Climb. Dex: Open Lock. Con: Concentrate. Int: Appraise, Craft, Decipher Script, Disable Device, Know(any), Search, Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info., Perform, Use Magic Device. Speak Language.</p>	<p>1st: +1 Bard Caster level. Class levels stack with Bardic Music ability & Bardic Knowledge checks. Add the following spells to your Known Spell List as 1st level Arcane spells: <i>Endure Elements, Magic Weapon.</i> 2nd: +1 Bard Caster level. Add the following spells to your Known Spell List as 2nd level Arcane spells: <i>Align Weapon, Make Whole.</i></p>
<p>Mindspy (able to use the spell <i>Detect Thoughts</i> in innovative ways as part of combat) (CWar p62)</p>	<p>Base Attack Bonus: +3. Concentrate: 8 ranks. Able to cast <i>Detect Thoughts</i> as a spell, spell-like ability, or supernatural ability. Min Lvl: Brd5, Clr(knowledge)5, Sor6, Wiz6.</p>	<p>HD: d8 Skill Points: 2 Attack: Fighter Good Save: Will Weap: — Armor: — Class Lvl: 5</p>	<p>Int: Craft. Wis: Profession, Sense Motives. Con: Concentrate. Cha: Bluff, Intimidate.</p>	<p>1st: Anticipate – Against an opponent whose mind you are reading (requiring the opponent to have failed a Will save & been affected by <i>Detect Thoughts</i> for 3 rounds), you gain +1 per Class level (up to your Charisma modifier) as an Insight bonus to AC & attacks. If you are denied your Dexterity modifier to AC, you lose this AC bonus too. Combat Telepathy – You may maintain <i>Detect Thoughts</i> as a Free Action by making a Concentration check vs. a DC of (10 + damage taken last round). Casting a spell or using a spell-like ability ends <i>Detect Thoughts</i> Spherical Detect Thoughts – Your use of <i>Detect Thoughts</i> covers a sphere with the same radius as the original cone area of effect. 2nd: Faster Mindscan – The first round of <i>Detect Thoughts</i> lets you detect thoughts –and– determine Intelligence. On the second round, you may detect surface thoughts of one detected mind. This effects the ‘Anticipate’ ability (above).</p>
<p>Monk of the Long Death (one who studies death, poison, fear, and similar topics) (PGF p65)</p>	<p>Alignment: LN, N, CN, LE, NE, CE. Base Will Save Bonus: +5. Craft(alchemy): 5 ranks. Craft(poison making): 7 rank Heal: 3 rank. Know(arcana): 8 ranks. Go through the initiation ceremony. Min Lvl: Brd7, Mnk7, Sor10, Wiz10, Clr13, Drd13, Bbn15, Ftr15, Pal15, Rgr15, Rog15.</p>	<p>HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p130)</p>	<p>Str: Jump. Dex: Balance, Tumble. Con: Concentrate. Int: Craft, Decipher Script, Forgery, Know(arcana), Know(religion). Wis: Heal, Profession Cha: Bluff, Disguise, Intimidate. Speak Language</p>	<p>1st: Add Class level to Monk levels (if any) to determine unarmed damage, AC bonus, & unarmored speed bonus. Able to use poison without danger of an accident. Deathguard – +1 bonus on saves vs. [death] effects. 2nd: Macabre Shroud – Gather Information, Bardic Knowledge, etc., check to learn about you have their DC increased by your Class level.</p>
<p>Monkey Shen (a quarterstaff combatant that mimics a monkey by moving unexpectedly & jumping around easily, and eventually gaining a hybrid battle form) (DR319 p72)</p>	<p>Base Attack Bonus: +5. Balance: 5 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Tumble: 5 ranks. Feat: Improved Unarmed Strike, Weapon Focus (quarterstaff). Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rgr7, Rog7, Sor10, Wiz10.</p>	<p>HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature). Wis: Listen, Sense Motive, Spot, Survival. Cha: Bluff, Perform.</p>	<p>1st: Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2nd: Ki Strike (silver) – your unarmed strikes are treated as if they were ‘silver’ for purposes of overcoming Damage Reduction. You may jump up onto any object not taller than you <u>without</u> making a Jump check..</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Morninglord of Lathander (specialty priest of the Deity of Light) (PGF p66) (PGFe)+	Patron: Lathander Alignment: LG, NG, CG. Craft(any): 4 ranks. Diplomacy: 7 rank Know(religion): 8 ranks. Perform(any): 2 ranks. Feat: Improved Turning. Class Ability: 3 rd lvl Divine spells, including <i>Daylight</i> . Min Lvl: Clr5, Pal11.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p130)	Con: Concentrate. Int: Craft, Know(arcana), Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession Cha: Diplomacy, Perform.	1 st : +1 Divine Caster Level. Bane of the Restless – add your Class levels to your Cleric levels for purposes of Turning Undead. The area of effect of any spell with the [light] subtype is doubled. 2 nd : +1 Divine Caster Level. Creative Fire – gain a bonus equal to your Class level to all Craft & Perform checks.
Mourner (a bard who uses his/her songs against undead, helping put them to rest) (DR311 p67)	Diplomacy: 8 ranks. Know (religion): 5 ranks. Perform: 8 ranks. Must have the Bardic Music ability Min Lvl: Brd5.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 5	Dex: Hide, Move Silently. Con: Concentrate. Int: Craft, Decipher Script, Know(any), Search, Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Gather Info., Perform.	1 st : +1 Bard Caster level. Class levels stack with Bardic Music ability & Bardic Knowledge checks. 2 nd : +1 Bard Caster level. Add your Charisma modifier as a bonus to all saves vs. Necromancy spells & effects –and– the supernatural & spell-like abilities of Undead.
Mystic Keeper of Corellon Larethian (specialty priest of the Deity of Elves) (DR328 p30)	Patron: Correlon Larethian Race: Elf, Half-Elf. Base Attack Bonus: +5. Concentrate: 10 ranks. Perform(dance): 2 ranks. Feat: Still Spell, Weapon Finesse. Able to cast Divine spells. Min Lvl: Clr7, Pal7, Rgr7.	HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession Cha: Diplomacy, Perform.	1 st : Sacred Arcana – gain the Magic Domain’s granted power and domain spells. 2 nd : +1 Divine Caster Level. Intuition +1 – gain a +1 dodge bonus to AC when wielding a Longsword in combat while wearing Medium armor (or lighter).
Mystic Theurge (a combined arcane & divine spellcaster) (DMG p192)	Know (arcana): 6 ranks. Know (religion): 6 ranks. Able to cast 2 nd level Divine spells <u>and</u> 2 nd level Arcane spells. Min Lvl: Clr3 / Wiz3.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (3.5sup p14)	Int: Craft, Decipher Script, Know(arcana), Know(religion), Spellcraft. Wis: Profession, Sense Motive. Con: Concentrate.	1 st : +1 Arcane Caster Level <u>and</u> +1 Divine Caster Level. 2 nd : +1 Arcane Caster Level <u>and</u> +1 Divine Caster Level.
Mole (able to dig, meld into, shape, etc., with dirt & eventually stone) (DR310 p71)	Base Attack Bonus: +5. Appraise: 2 ranks. Hide: 3 ranks. Profession (miner): 1 rank Search: 3 ranks. Must have lived underground for 5 years or worked in a mine for 1 year. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Fort Weap: Simple, All Martial Picks. Armor: Light Class Lvl: 5	Str: Climb, Jump. Dex: Hide, Move Silently. Con: Concentrate. Int: Appraise, Know(architecture), Know(dungeoneer), Search Wis: Listen, Profession, Survival	1 st : +1d6 Sneak Attack. Gain Burrow speed 5’, when digging through dirt. 2 nd : <i>Meld into Stone</i> , 1/day at 12 th level. You may look through 1” of stone per Class level. This can be combined with <i>Meld into Stone</i> to let you see out.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Nature's Warrior (druids gains special abilities to combine with their Wild Shapes) (CWar p63)	Alignment: NG, LN, N, CN, NE. Base Attack Bonus: +4. Know (nature): 8 ranks. Know (the planes): 2 ranks. Survival: 8 ranks. Feats: Track. Class Ability: Wild Shape. Min Lvl: Drd6.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 5	Str: Jump, Swim. Int: Know(nature). Wis: Listen, Survival. Cha: Diplomacy, Handle Animal, Intimidate.	1 st : Add your Class level to your Druid / Ranger levels to determine your effective level for Wild Shape & Wild Empathy abilities. Nature's Armament: Choose one of the following abilities to be gained when you use Wild Shape. <u>Armor of the Crocodile</u> – +(Class level) bonus to your Natural Armor. <u>Blaze of Power</u> – When in Fire Elemental form, gain <i>Fire Shield (warm)</i> at (Druid level + Class level). <u>Claws of the Grizzly</u> – +3 damage with natural weapons. <u>Earth's Resilience</u> – Gain Damage Reduction 3 / —. <u>Nature's Weapon</u> – +1 Enhancement bonus on attacks with natural weapons & they are considered 'magic'. <u>Robe of Clouds</u> – When in Air Elemental form, gain <u>Concealment</u> that does not block your sight. <u>Serpent's Coils</u> – When in a form that normally has Improved Grapple, gain +4 bonus on Grapple checks & do 1d8+Strength Grapple damage. <u>Water's Flow</u> – As a Move Action, transform your body into water. You then make your normal movement without generating Attacks of Opportunity and reform at the end of the round. Only available if you can take the form of an Elemental. This ability <u>is</u> usable in your normal form. Usable three times per day. <u>Wild Growth</u> – Gain Fast Healing 1. <u>Wings of the Hurricane</u> – When in Avian or Air Elemental form, +30' flying speed & maneuverability improves by one category. 2 nd : +1 Divine Caster Level.
Oppressor (a thug that everyone know about, who gains sneak attacks & can intimidate a whole neighborhood) (DR312 p40)	Alignment: LE, NE, CE. Base Attack Bonus: +5. Intimidate: 8 ranks. Feats: Improved Unarmed Strike, Improved Grapple, Persuasive. Must have at least 1d6 Sneak Attack. Must have killed someone in public & be a known killer in at least one region. Min Lvl: Rog7.	HD: d8 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Use Rope. Int: Craft, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Gather Info., Intimidate.	1 st : Keep Awake – If your attack does enough damage to bring your opponent to negative hp (lethal or non-lethal), you can reduce the damage to bring your opponent to exactly 0 hp. +1d6 Sneak Attack. 2 nd : Brutal Grappler – Add your Sneak Attack damage to your unarmed grapple damage, though all the damage is non-lethal.
Panther Shen (unarmed combatant that mimics a panther by moving fast & striking quickly, and eventually gaining a hybrid battle form) (DR319 p93)	Base Attack Bonus: +5. Hide: 5 ranks. Know (nature): 2 ranks. Move Silently: 5 ranks. Survival: 3 ranks. Feat: Improved Initiative, Improved Unarmed Strike. Min Lvl: Rgr5, Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Pal7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature), Search. Wis: Listen, Sense Motive, Spot, Survival.	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2 nd : Ki Strike (silver) – your unarmed strikes are treated as if they were 'silver' for purposes of overcoming Damage Reduction. Add (Class level + 1) to Monk levels (if any) to determine bonus movement rate.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Poisoner (able to create non-standard poisons, plus can generate poison from own body, & eventually can exhale it or even poison with a glance) (DR312 p43)	Alignment: LE, NE, CE. Bluff: 5 ranks. Craft (poisonmaking): 8 ranks Sleight of Hand: 8 ranks. Feats: Exotic Weapon Proficiency (Blowgun). Must have killed someone with poison. Min Lvl: Brd5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Rgr13, Sor13, Wiz13.	HD: d6 Skill Points: 8 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Craft, Decipher Script, Forgery, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info., Intimidate.	1 st : <i>Detect Poison</i> , at will. Trained in poison use, so you never accidentally poison yourself. Poison Touch – You may generate Contact Poison from your body by spending 3 rounds concentrating. During this time, you may talk & move around, but you cannot fight, cast spells, activate magic items, etc. Once created, that poison is good for 3 rounds, after which it loses its potency. You may transfer it as a Touch Attack. The poison has a DC of 14 and can do 1d4 Str, 1d4 Dex, 1 Int, 1 Wis, -or- 1 Cha (chosen at time of creation). +1d6 Sneak Attack. 2 nd : +2 bonus on saves vs. poison. Blowgun Mastery - +1 bonus on attack rolls made with blowguns & the range is doubled. Poisoner's Art (Delay Onset) – When you make a poison using Craft (Poison-making), you may make it so that the initial save does not occur for up to 1 minute per Class level after the target is poisoned. This increases the cost of the poison by 50%.
Prophet of Erathaol (follower of the Seer of Celestia, who can “channel” a Celestial to get a variety of help) (BoED p66)	Alignment: LG. Know (arcana): 5 ranks. Spellcraft: 10 ranks. Feat: Sacred Vow, Servant of the Heavens, Spell Focus (Divination), Vow of Chastity. Able to cast 4 th level spells. Min Lvl: Wiz7, Clr9, Sor9, Pal17, Rgr17.	HD: d6 Skill Points: 2 Attack: Wizard Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Intimidate.	1 st : Class level times per day, you can enter a special mental state that allows a Celestial to control your mind and speech for 1 round. You may “request” one of the following, though the Celestial (i.e., the DM) gets the final decision of what to do: - any Knowledge check with a (Class level+5) bonus - Bardic knowledge check with a (Class level+5) bonus - <i>Divination</i> - <i>Detect Evil</i> - <i>Enthrall</i> , which you may continue - <i>Good Hope</i> - <i>Atonement</i> - <i>Commune</i> , though you still have to pay the 500 XP - equivalent of a Phylactery of Faithfulness, allowing you to identify an evil act before you do it. 2 nd : +1 Caster level.
Purebreath Devotee (so in-tune with the air that food & drink are no longer needed) (DR314 p61)	Base Attack Bonus: +5. Know (nature): 4 ranks. Feats: Endurance, Iron Will, Great Fortitude. Must go three days without eating, drinking, or using magic to avoid hunger & thirst. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd7, Clr7, Drd7, Mnk7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref, Will. Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Int: Craft Wis: Survival. Cha: Intimidate.	1 st : Casts Wisdom-based Impromptu Divine spells from the <u>Purebreath Devotee spell list</u> . Breatharian – you do not need to eat or drink as long as there is enough fresh air to breath. 2 nd : You can Rebuke, Command, & Bolster Air creatures, up to 3 + Charisma modifier times per day at Character level.
Rainbow Servant (arcane casters who learn the magic and abilities of Couatl) (CDiv p54)	Alignment: LG, NG, LN, N. Know (arcana): 4 ranks. Able to cast 3 rd level Arcane spells. Find the hidden jungle temples of the Couatls. Min Lvl: Wiz5, Sor6, Brd7.	HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(arcana), Know(the planes), Spellcraft. Wis: Profession, Sense Motive. Cha: Diplomacy.	1 st : <i>Detect Evil</i> , at will. Extra Domain (Good) – gain the Domain Ability from the Good Domain (+1 Caster level with [good] spells) and add the spells on the Good Domain list to those that can be learned by your Arcane caster class. 2 nd : +1 Arcane Caster level.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Replacement Killer (an assassin who specializes in disguising himself/herself as others to get close to the target) (DR312 p45)	Alignment: LE, NE, CE. Bluff: 8 ranks. Diplomacy: 5 ranks Disguise: 8 ranks. Know (nobility): 3 ranks. Sense Motive: 5 ranks. Feats: Deceitful, Skill Focus (Disguise). Min Lvl: Brd5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Rgr13, Sor13, Wiz13.	HD: d6 Skill Points: 8 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Craft, Disable Device, Forgery, Know(local), Know(royalty), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate.	1 st : Sneak attack +1d6. Death Attack – After 3 rounds of study, if you can make a successful melee sneak attack within the next 3 rounds, the target must make a Fortitude save vs. DC 10 + Class Level + your Intelligence modifier or die / be paralyzed (your choice). Paralyzation lasts (Class level + 1d6) rounds. You are trained to never accidentally poison yourself when applying it to a blade. 2 nd : Greater Paralyzing Attack – When using 'Death Attack' to paralyze, the DC is +1. Uncanny Dodge - Retains Dexterity modifier to AC even if caught flat-footed or attacked by someone invisible.
Ronin (a dishonored warrior) (CWar p77)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +6. Feats: Exotic Weapon Proficiency (bastard sword). Must have fled a battle or been exiled by one's lord. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Dex: Ride. Int: Craft, Know(history), Know(nobility). Wis: Sense Motive. Cha: Bluff, Disguise, Intimidate.	1 st : Infamy – Any person of authority who knows of your reported dishonor has an initial attitude one worse than normal & you receive a –4 Circumstance penalty on all Charisma-based checks with that person. Learning your background is typically a Gather Information or Knowledge (nobility & royalty) check vs. DC 10. Gain +1d6 Sneak Attack. 2 nd : Banzai Charge – When making a charge, you may take a penalty to your AC from –2 (the normal value) up to your BAB. This same value is added to your attack at the end of the charge.
Seeker of the Misty Isle (searchers for a lost elven island, who are masters of traveling, using skills quickly, and finding what they seek) (CDiv p61)	Race: Elf or Half-Elf. Know (religion): 4 ranks. Survival: 8 ranks. Able to cast 2 nd level Divine spells. Must be induced into the order by a current member. Min Lvl: Drd5, Rgr8, Clr13, Pal13.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref Weap: Simple, Martial. Armor: Light, Medium. Class Lvl: 10	Str: Climb, Jump. Dex: Balance, Hide, Move Silently, Ride Con: Concentrate. Int: Craft, Know(geography), Know(religion), Spellcraft. Wis: Listen, Sense Motive, Spot, Survival. Cha: Diplomacy. Speak Language.	1 st : +1 Divine Caser level. Gain the Travel Domain Ability and you add the Travel Domain spell to your Divine spell list. 2 nd : +1 Divine Caser level.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Seeker of the Song (gains new types of Bardic Music which can cause damage, is able to do more than one type of music at a time with the effects stacking, etc.) (CArc p56)</p>	<p>Know (arcana): 13 ranks. Perform (any one): 13 ranks. Feat: Skill Focus (Perform (any one)). Class Ability: Bardic Music. Must have heard Seeker Music from another Seeker of the Song. Min Lvl: Brd10.</p>	<p>HD: d6 Skill Points: 4 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Ride. Con: Concentrate. Int: Craft, Know(arcana), Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.</p>	<p>1st: Rapture of the Song – when using Bardic Music or Seeker Music, gain a +2 Insight bonus to AC. Class level stacks with Bard level when determining number of uses of Bardic Music and/or Seeker Music per day. Seeker Music – Consumes one use of Bardic Music to activate. If a Refrain is available for a given song, it can be activated as a Swift Action at the cost of another use of Bardic Music. The original song does not end when using a Refrain. - Burning Melody: Must have at least 14 ranks of Perform to use. You and all allies within 30’ who can hear the music gain Fire Resistance 15 as long as the song continues. - Burning Melody Refrain: You generate a 30’ Cone of Fire that does 6d6 damage (Ref½, DC = 10 + ranks in Perform). 2nd: Combine Songs – you may activate & maintain two types of Bardic Music and/or Seeker Music with a single Standard Action. Seeker Music – Song of Unmaking: Must have at least 15 ranks of Perform to use. All Constructs within a 30’ radius Burst take 1d8 damage per Class level (no save). This song is Instantaneous.</p>
<p>Sentinel of Bharrai (follower of the Celestial Bear, who can eventually change into a Bear / Dire Bear, call lightning, etc.) (BoED p69)</p>	<p>Alignment: LG, NG, CE. Know (arcana): 8 ranks. Know (nature): 8 ranks. Spellcraft: 8 ranks. Feat: Sacred Vow, Vow of Obedience. Min Lvl: Brd5, Wiz5, Bbn13, Clr13, Drd13, Ftr13, Mnk13, Pal13, Rgr13, Rog13, Sor13.</p>	<p>HD: d4 Skill Points: 4 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Craft(alchemy), Decipher Script, Know(any), Spellcraft. Wis: Heal, Profession, Survival Cha: Gather Info., Handle Animal, Use Magic Device. Speak Language.</p>	<p>1st: +1 Caster level. Gain <u>Feat: Track</u>. You have the option of having spells with the subtype of Acid, Cold, Electricity, or Fire do non-lethal damage against Plants & Animals in the spell’s area of effect. 2nd: +1 Caster level. Gain Energy Resistance 10 against one of the following (chosen when you get this level): Acid, Cold, Electricity, or Fire.</p>
<p>Shaaryan Hunter (expert at tracking and hunting while on horseback, from the Forgotten Realms region ‘The Shaar’) (PGF p71)</p>	<p>Region: The Shaar. Base Attack Bonus: +5. Handle Animal: 4 ranks. Ride: 6 ranks. Survival: 8 ranks. Feat: Animal Affinity, Mounted Archery, Mounted Combat, Track. Min Lvl: Rgr6, Bbn9, Drd9, Brd13, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.</p>	<p>HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10 Epic Lvl: 10 (PGF p131)</p>	<p>Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know(nature), Know(local-Shaar), Search. Wis: Heal, Listen, Profession, Spot, Survival Cha: Handle Animal.</p>	<p>1st: +2 Competence bonus on Ride checks. 2nd: Mounted Tracking – you may make Survival checks for purposes of tracking while your mount is moving half speed without taking a penalty.</p>
<p>Shadow Thief of Amn (specially trained member of the Shadow Thieves’ Guild) (PGF p74) (PGFe)+</p>	<p>Bluff: 3 ranks. Gather Information: 3 ranks. Hide: 8 ranks. Intimidate: 3 ranks. Move Silently: 3 ranks. Feat: Persuasive. Must be a member of the Shadow Thieves’ Guild. Min Lvl: Brd5, Mnk5, Rgr5, Rog5, Bbn13, Clr13, Drd13, Ftr13, Pal13, Sor13, Wiz13.</p>	<p>HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref Weap: Simple Armor: Light Class Lvl: 5</p>	<p>Str: Climb, Jump. Dex: Move Silently, Open Lock, Sleight of Hand, Use Rope. Int: Appraise, Craft, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot Cha: Bluff, Diplomacy, Intimidate.</p>	<p>1st: +1d6 Sneak Attack. Doublespeak – +2 bonus on Bluff & Diplomacy checks. 2nd: Uncanny Dodge – retain your Dex bonus to AC even if you are Flat-Footed or fighting an invisible opponent. If you already have Uncanny Dodge, gain Improved Uncanny Dodge. Bonus Feat – gain one of the following feats for which you have the prerequisites: Acrobatic, Agile, Alertness, Blind-Fight, Combat Expertise, Deceitful, Deft Hands, Exotic Weapon Proficiency (hand crossbow), Exotic Weapon Proficiency (shuriken), Improved Feint, Leadership, Lightning Reflexes, Negotiator, Nimble Fingers, Persuasive, Skill Focus (any in-class skill), Silent Spell, Stealthy, Still Spell, Track, Weapon Finesse, Weapon Focus (any).</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Shaper of Form (one who is inspired by the “spirits of form”, who teach how to permanently change objects and the caster himself) (DR326 p82)</p>	<p>Craft (alchemy): 5 ranks. Craft (any other): 8 ranks. Know (arcana): 5 ranks. Feat: Greater Fortitude, Spell Focus (transmutation). Know 6 spells from the School of Transmutation. Make contact with “the spirits of form”. Min Lvl: Brd5, Sor5, Wiz5, Clr7, Pal8, Rgr8.</p>	<p>HD: d6 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Dex: Escape Artist. Con: Concentrate. Int: Appraise, Craft, Disable Device, Know(arcana), Spellcraft. Wis: Heal, Profession.</p>	<p>1st: +1 Caster level. Like Begets Like – You may change a non-magical object of up to your size into another non-magical object of mostly the same material and within 50% of its initial size. Thus, Leather Armor could be changed into Studded Leather Armor, but not a Chain Shirt. You must touch the target item for a Full Round and this ability is usable 1/day. The change is Instantaneous and cannot be dispelled. Modify Self – When you gain 1st, 4th, 7th, & 10th level, you may make a single permanent change to yourself. Choose one of the following (each may be chosen multiple times): Prowess – +1 Inherent bonus to Strength, Dexterity, or Constitution. Quickness – +10’ increase to Land Speed. Resilience – +1 increase to Natural Armor. Toughness – +10 hit points. Renaissance – change your race, gender, and/or general appearance. You may choose any race that does not have a Level Adjustment (such as a Dwarf) No ability scores change as a result of the form change. 2nd: Fortify Item – A touched object has its Hardness permanently increased by 1. Usable 1/day. An object can only be targeted once by this ability. <i>Polymorph</i>, 1/day</p>
<p>Skylord (a rider of celestial flying creatures) (BoED p71)</p>	<p>Alignment: LG, NG, CE. Race: Elf, Half-Elf. Base Attack Bonus: +7. Handle Animal: 10 ranks. Ride: 10 ranks. Feat: Mounted Combat, Mounted Archery –or– Ride-By Attack, any one Exalted Feat. Meditate for 1 week on a mountain. Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Drd10, Brd17, Clr17, Mnk17, Rog17, Sor17, Wiz17.</p>	<p>HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: All Class Lvl: 10</p>	<p>Dex: Balance, Ride. Int: Know(any). Wis: Heal, Listen, Spot, Survival Cha: Handle Animal</p>	<p>1st: +4 Insight bonus on Spot checks. Call Flying Mount – after spending a week on top of a mountain, you can call one of the following into your service: Celestial Giant Eagle, Celestial Giant Owl, or a Celestial Pegasus. The mount remains with you until it is slain or dismissed. Calling a new mount requires another week on top of a mountain. The flying mount gains the following. <u>Class</u> <u>Natural</u> <u>Lvl</u> <u>HD</u> <u>Armor</u> <u>Str</u> <u>Special</u> 1-3 +2 +4 +1 Empathic Link, Share Spells, Improved Natural Attacks 4-6 +4 +6 +2 Fly +10’, +2d6 dmg charge 7-9 +6 +8 +3 SR (Class level +5), immune to <i>Hold</i>, paralysis, <i>Sleep</i>, charm, & compulsions 10 +8 +10 +4 Bonus Feat – Flyby Attack, Hover, Multiattack, Wingover 2nd: +1 Caster level. Ride the Wind – your ranged attacks receive two less penalty due to winds (no penalty up to Strong wind, –2 for Severe, –4 for Windstorms, –8 for Hurricanes). You and your mount do not receive any penalties to Listen check due to the wind. You and your mount can fly at normal speed in up to Windstorms and only have to fly at ½ speed in Hurricanes.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Slayer of Domiel (follower of the Archon of Mercy, who act as spies and assassins for the cause of good) (BoED p73)	Alignment: LG. Hide: 8 ranks. Move Silently: 8 ranks. Feat: Sanctify Martial Strike, Servant of the Heavens, Weapon Focus (any). Class Abilities: Evasion, +3d6 Sneak Attack. Minimum Charisma: 15. Min Lvl: Rog6.	HD: d6 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump. Dex: Balance, Hide, Move Silently, Open Lock, Tumble, Use Rope. Int: Craft, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Use Magic Device.	1 st : Casts Wisdom-based Prepared Divine spells from the <u>Slayer of Domiel Spell List</u> . +1d6 Sneak Attack. Death Touch, 1/day – by making a touch attack, you may use this [death] effect to kill an Evil creature. Roll 1d6 per Class level. If the total is equal to or greater than the touched target’s current hit-points, it dies. <i>Detect Evil</i> , at will. 2 nd : Divine Grace – gain a bonus on all saving throws equal to your Charisma modifier.
Slime Lord (specialty templar of the Drow Deity of Oozes) (PGF p186)	Patron: Ghaunadar. Alignment: LE, NE, CE. Base Attack Bonus: +5. Disguise: 6 ranks. Feat: Willing Deformity. Min Lvl: Brd7, Rog7, Bbn9, Clr9, Drd9, Ftr9, Mnk9, Rgr9, Sor10, Wiz10.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Dex: Escape Artist, Move Silently. Int: Appraise, Craft, Forgery, Know(dungeoneer). Wis: Survival. Cha: Bluff, Disguise, Intimidate.	1 st : Pseudopods, 1/day – as a Move Action, you can transform your hands into pseudopods for up to 1 round per Class level. You may make one natural attack as a Standard Action, or two natural attacks as a Full Round Action. Each attack does 1d6 damage & your opponent is Paralyzed for 1d4+1 rounds (FortNeg DC is Constitution based). 2 nd : —
Snake Shen (unarmed combatant that mimics a snake by attacking with Intelligence & making each strike hurt, and eventually gaining a hybrid battle form) (DR319 p73)	Base Attack Bonus: +5. Concentrate: 4 ranks. Heal: 2 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Feat: Improved Unarmed Strike, Stunning Fist. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Drd7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature). Wis: Heal, Listen, Profession, Sense Motive, Spot, Survival.	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2 nd : Ki Strike (silver) – your unarmed strikes are treated as if they were ‘silver’ for purposes of overcoming Damage Reduction. +1 use of Stunning Fist each day. The DC of your Stunning Fist attack may be calculated with your Intelligence modifier (if it is higher than your Wisdom modifier).
Spellguard of Silverymoon (part of the corps of Arcane casters who guard the Forgotten Realms city of Silverymoon and the Silver Marches region around it) (PGF p75) (PGF+)	Alignment: LG, NG, CG, LN, N, CN. Concentration: 8 ranks. Spellcraft: 5 ranks. Feat: Combat Casting, any one metamagic feat. Able to cast 4 th level Arcane spells. Must be accepted into the Spellguard. Must be from Silverymoon or the Silver Marches. Min Lvl: Wiz7, Sor8, Brd10.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Spot	1 st : +1 Arcane Caster Level. Obligation – must spend at least 2 days of every tenday guarding either Silverymoon or the Silver Marches. Token – you are granted an ADRATH Token, which lets you cast certain spells that are otherwise impossible to cast within Silverymoon. These include Conjurat[i]on(summoning), Evocat[i]on[fire], and any spell with [teleport] subtype. Ward Attunement – you are attuned to the Wards of Silverymoon, which let you cast certain spells at any time. These include <i>Feather Fall</i> , <i>Dispel Evil</i> , <i>Tongues</i> , and many other utility & combat spells. 2 nd : +1 Arcane Caster Level. Bonus Feat – gain one metamagic feat for which you have the prerequisites.
Stalker of Kharash (follower of the Celestial Wolf, who can actually smell evil) (BoED p75)	Alignment: NG. Hide: 8 ranks. Move Silently: 8 ranks. Feat: Alertness, Favored of the Companions, Track. Min Lvl: Rgr5, Brd6, Rog6, Bbn13, Clr13, Drd13, Ftr13, Sor13, Wiz13.	HD: d8 Skill Points: 6 Attack: Fighter Good Save: Ref Weap: Martial Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentrate. Int: Craft, Know(geography), Know(nature), Search. Wis: Heal, Listen, Spot, Survival. Cha: Handle Animal	1 st : +1 Ranger Caster level. If you do not have any Ranger levels, then you have the casting ability of a 1 st level Ranger (i.e., none until you reach 4 th level). Effective Caster level is half your Ranger levels + Class levels. Scent of Evil – you can detect evil opponents within 30’ by scent (60’ if up-wind, 15’ if down-wind). Anything with a Strong Evil aura can be smelled at twice the default range, while an Overwhelming aura can be smelled at triple the default range. You cannot determine what is generating the scent until you are within 5’ of it. 2 nd : +1 Ranger Caster level. Favored Enemy (evil) – gain a +1 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks and damage against Evil creatures. This bonus stacks with any other Favored Enemy bonuses.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features												
<p>Stoneface (a trained liar, who gains defenses against magical truth detection) (DR310 p74)</p>	<p>Alignment: NG, CG, N, CN, NE, CE. Bluff: 8 ranks. Concentration: 3 ranks. Feats: Persuasive, Skill Focus (Know (any)). Min Lvl: Brd5, Rog5, Sor5, Bbn13, Clr13, Drd13, Ftr13, Rgr13, Wiz13.</p>	<p>HD: d8 Skill Points: 8 Attack: Rogue Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Medium, Heavy, Shields Class Lvl: 5</p>	<p>Dex: Hide, Move Silently, Open Lock, Sleight of Hand. Int: Forgery, Know(any), Search. Wis: Listen, Sense Motive, Spot. Con: Concentrate. Cha: Bluff, Diplomacy, Disguise, Gather Info., Perform.</p>	<p>1st: Gain Feat: Investigator. +2 bonus on saves vs. Enchantment spells or effects. 2nd: +2 bonus on saves vs. Mind-Affecting spells or effects (stacks with above, when appropriate).</p>												
<p>Sublime Chord (a bard who gains spells up to 9th level, plus some new songs) (CArc p60)</p>	<p>Know (arcana): 13 ranks. Listen: 13 ranks. Perform (any one): 10 ranks. Profession (astrologer): 6 ranks. Spellcraft: 6 ranks. Class Ability: Bardic Music. Able to cast 3rd level Arcane spells. Min Lvl: Brd10.</p>	<p>HD: d6 Skill Points: 4 Attack: Rogue Good Save: Will Weap: — Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Craft, Decipher Script, Know(any), Search, Spellcraft. Wis: Listen, Profession, Spot. Cha: Diplomacy, Perform. Speak Language.</p>	<p>1st: Bardic Knowledge – your Class levels apply to your Bardic Knowledge checks. Bardic Music – gain ½ Class levels uses per day of Bardic Music. Gain 4th level Impromptu Arcane spells (and higher at later levels) from the Bard and/or Sorcerer spell list. 2nd: Song of Arcane Power (minimum Perform: 16 ranks) – By spending a daily use of Bardic Music as a Move Action, a spell you cast by the end of your next turn has its Caster level increased based your Perform check</p> <table border="1"> <thead> <tr> <th>Check</th> <th>Lvl</th> <th>Check</th> <th>Lvl</th> </tr> </thead> <tbody> <tr> <td>up to 9</td> <td>+0</td> <td>20–29</td> <td>+2</td> </tr> <tr> <td>10–19</td> <td>+1</td> <td>30+</td> <td>+4</td> </tr> </tbody> </table>	Check	Lvl	Check	Lvl	up to 9	+0	20–29	+2	10–19	+1	30+	+4
Check	Lvl	Check	Lvl													
up to 9	+0	20–29	+2													
10–19	+1	30+	+4													
<p>Suel Arcanamach (spellcaster trained to fight other spellcasters) (CArc p63)</p>	<p>Base Attack Bonus: +6. Concentration: 4 ranks. Jump: 4 ranks. Spellcraft: 5 ranks. Tumble: 4 ranks. Feat: Combat Casting, Iron Will. Able to speak Ancient Suloise Proficient with at least 4 Martial and/or Exotic weapons. Learn from the <i>Grimoire Arcanamacha</i>. Min Lvl: Bbn7, Ftr7, Pal7, Rgr7, Brd8, Mnk8, Rgr8, Sor15, Wiz15.</p>	<p>HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref, Will Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Climb, Jump, Swim. Dex: Escape Artist, Hide, Move Silently, Tumble, Use Rope. Con: Concentrate. Int: Craft, Know(arcana), Know(history), Know(the planes), Search, Spellcraft. Wis: Listen, Profession, Spot. Cha: Bluff, Disguise.</p>	<p>1st: Gain Charisma-base Impromptu Arcane Spells from the Abjuration, Divination, Illusion, & Transmutation school of the Sorcerer / Wizard Spell List. Tenacious Spells – attempts to dispel any magics you cast are at a +6 DC. Ignore 5% Arcane Spell Failure chance due to armor when casting Suel Arcanamarch spells. 2nd: Dispelling Strike, 1/day – in addition to its normal damage, a chose melee attack targets the opponent with <i>Greater Dispel Magic</i> (+Class level + 6).</p>												
<p>Swanmay (a pure female who can become a swan, has a magical connection to other creatures, and eventually becomes a ‘Fey’) (BoED p76)</p>	<p>Gender: Female. Alignment: LG, NG, CG. Know(nature): 8 ranks. Survival: 8 ranks. Feat: Sacred Vow, Vow of Purity. Class Feature: Wild Empathy, can cast <i>Speak with Animals</i>. Able to speak Sylvan. Must have done a service to another Swanmay, even if it was unknowingly. Min Lvl: Drd5, Rgr5.</p>	<p>HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10</p>	<p>Str: Swim. Dex: Hide, Ride. Con: Concentrate. Int: Craft, Know(geography), Know(nature), Search, Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal</p>	<p>1st: Wild Empathy – your Class levels are added to your Wild Empathy checks. Gain Spell Resistance (12 + Class level). Wild Shape (swan only), 1/day. 2nd: +1 Druid –or– Ranger Caster level. Favored Enemy – gain another favored enemy as if you were a Ranger. This enemy is usually common to a given group of Swanmays.</p>												

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Sword of Righteousness (a martial follower of one of the Pantheons of the Good outer planes who gains mastery of Exalted Feats) (BoED p77)	Alignment: LG, NG, CG. Base Attack Bonus: +6. Feat: Knight of Stars –or– Favored of the Companions –or– Servant of the Heavens, one other Exalted Feat. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort, Will. Weap: — Armor: — Class Lvl: 3	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know(nature), Know(religion). Wis: Profession, Sense Motive. Cha: Diplomacy, Handle Animal, Intimidate.	Paladins & Monks may freely cross-class. 1 st : Gain any one Exalted Feat. 2 nd : Gain any one Exalted Feat.
Sworn Slayer (one who has sworn to destroy all creatures of a specific type (such as Undead)) (DR324 p81)	Alignment: LG, NG, CG. Base Attack Bonus: +6. Know (appropriate for creature type): 4 ranks. Arcana – Constructs, Dragons, Magical Beasts Dungeoneering – Aberrations, Oozes Local – Humanoids Nature – Animals, Fey, Giants, Monstrous Humanoids, Plants, Vermin Religion – Undead The Planes – Elementals, Outsiders Sense Motive: 4. Must vow to destroy all creatures of your chosen type. Min Lvl: Bbn6, Ftr6, Pal6, Rgr6, Brd8, Clr8, Drd8, Mnk8, Rog8, Sor12, Wiz12.	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: Simple, Marital Armor: All Armor, Shields Class Lvl: 5	Dex: Move Silently. Int: Know(appropriate for creature type), Search. Wis: Listen, Sense Motive, Survival. Cha: Bluff, Gather Info.	1 st : Sworn Foe +1 – gain a +1 bonus on Bluff, Listen, Move Silently, Sense Motive, Spot, & Survival checks, and weapon damage against a creature of the type that is your sworn foe. Stacks with a Ranger’s Favored Enemy bonuses. 2 nd : Animosity +3 – you may choose a specific type of foe to gain an additional +3 against. For example, Sworn Slayer whose foe is Undead may choose to have Animosity against Mummies. Determination +2 – gain a +2 bonus on all saves against the special attacks, spells, and spell-like abilities of the creatures that are your sworn foe.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Tattooed Monk (the tattoos added to the body grant magic abilities) (CWar p82)	Alignment: LG, LN, LE. Base Attack Bonus: +3. Know (religion): 8 ranks. Feat: Endurance, Improved Grapple, Improved Unarmed Strike. Min Lvl: Mnk5, Clr6, Pal6, Wiz6, Ftr13, Rgr13, Rog13, Sor13.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(any). Wis: Listen, Profession. Con: Concentrate. Cha: Diplomacy, Perform.	<u>Monks may freely cross-class.</u> 1 st : Add Class level to Monk lvls to determine unarmed damage, AC bonus, & unarmored speed bonus. Gain one tattoo of your choice (another one each odd lvl). The effect of some tattoos are determine by your total number of magic tattoos (including that one): <u>Arrowroot</u> – Able to heal (Wisdom modifier x Class level) hit-point per day by touch. You may <u>not</u> heal yourself. Healing may be split up as desired. <u>Bamboo</u> – Add #tattoos to your Constitution as an Enhancement bonus for 1 round per Class level. Usable #tattoos times / day <u>Bat</u> – Add #tattoos to your Dexterity as an Enhancement bonus for 1 round per Class level. Usable #tattoos times per day. <u>Bellflower</u> – Add your Charisma modifier to any ability score of your choice as an Enhancement bonus for 1 round per Class level. Usable #tattoos times per day. <u>Butterfly</u> – Add #tattoos to your Wisdom as an Enhancement bonus for 1 round per Class level. Usable #tattoos times / day <u>Centipede</u> – ‘Shadow Walk’, 1/week. Min Class level is 5 th . <u>Chameleon</u> – <i>Alter Self</i> for 1 hour per Class level. Usable #tattoos times per day. <u>Crab</u> – Gain Damage Reduction (2 x #tattoos) / magic. <u>Crane</u> – Immunity to non-magical diseases. If you gain another tattoo, gain immunity to poisons. When yet another tattoo is gained, you do not take penalties from aging. <u>Chrysanthemum</u> – For each hour in direct sunlight, heal Class level hit-points. <u>Dragon</u> – Breath 4d6 Fire damage at a single target within 25’ (Ref½ DC13), up to 3 times within 1 hour. Usable 1 per day. <u>Dragonfly</u> – Gain a Dodge bonus to AC equal to #tattoos for 1 round per Class level. Usable 1/day. <u>Falcon</u> – Gain immunity to Fear effects. All allies within 10’ gain a Morale bonus to saves vs. fear equal to your Charisma modifier + #tattoos. <u>Lion</u> – By declaring a ‘smite’ before you attack, you gain +4 bonus to hit & Class level bonus to damage. Usable #tattoos times per day. <u>Monkey</u> – Gain +(#tattoos) Competence bonus to all Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Open Locks, Sleight of Hand, & Tumble checks. <u>Moon, Crescent</u> – <i>Ethereal Jaunt</i> , 1/day. Min Class level is 9 th . <u>Moon, Full</u> – Gain +2 Luck bonus on a single attack, skill check, or ability check. Only usable at night. Usable #tattoos times per day. <u>Mountain</u> – You cannot be moved for 1 round per Class level. Gain +4 bonus to Constitution & Wisdom & immunity to Bull Rush & Trip attacks. All Dexterity-based skill checks receive a –20 penalty. Can be ended as a Free Action. Usable #tattoos times per day <u>Nightingale</u> – Able to heal (2 x Class level) hit-points per day, either to yourself or others. May be split up as desired. <u>Ocean</u> – You do not need to eat, sleep, or drink. <u>Phoenix</u> – Gain SR of 15 + Class level. Min Class level is 7 th . <u>Pine</u> – Gain Feat: <u>Remain Conscious</u> . <u>Scorpion</u> – An opponent you are aware of must use his/her lowest ability score modifier (instead of Str or Dex) when attacking you this round. Usable #tattoos times per day. <u>Spider</u> – As a use of your Stunning Fist, instead your attack inflicts Contact Poison (2Con / 2Con / DC = 10 + Class level + Con modifier). <u>Sun</u> – Gain +2 Luck bonus on a single attack, skill check, or ability check. Only usable during the day. Usable #tattoos times per day. <u>Tiger</u> – +1 bonus to attacks & +1d6 damage for 1 round per Class level. Usable #tattoos times per day. <u>Tortoise</u> – Gain (Class level) ranks in a skill in which you have no ranks for 1 single check. Usable #tattoos times per day. <u>Unicorn</u> – Reroll one d20 roll per day, but keep the new roll. <u>Wasp</u> – <i>Haste</i> , for 1rnd/Class lvl. Usable #tattoos times per day. <u>White Mask</u> – Immune to <i>Detect Thoughts</i> , <i>Detect Lies</i> , & attempts to read alignment. +10 bonus on all Bluff checks. 2 nd : —

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Thaumaturgist (specialist in calling outsiders & making deals with them) (DMG p199)	Feat: Spell Focus(Conjuration). Able to cast <i>Lesser Planar Ally</i> . Min Lvl: Clr7.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Int: Craft, Know(religion), Know(the planes), Spellcraft. Wis: Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy. Speak Language.	1 st : +1 Caster Level. By making a Diplomacy check with a planar ally who shares at least one alignment aspect with you, you may reduce the cost of the deal by 50%. 2 nd : +1 Caster Level. Gain Feat: <u>Augment Summoning</u> .
Thrall of Pazuzu (follower of the Demon Prince of the Lower Aerial Kingdoms) (DR329 p61)	Alignment: CE. Bluff: 9 ranks. Diplomacy: 9 ranks. Know (the planes): 5 ranks. Sense Motive: 5 ranks. Feats: Persuasive, Thrall to Demon. Able to cast at least two spells that allow flight or upward movement in the air (i.e., <i>Levitate</i>) –or– able to fly naturally (including the Wildshape class ability, <i>Alter Self</i> , <i>Polymorph</i> , etc.). Must have convinced another creature to call upon Pazuzu's aide without having resorted to magic. Min Lvl: Brd7, Drd15, Sor15, Wiz15.	HD: d8 Skill Points: 4 Attack: Rogue Good Save: Ref Weap: — Armor: — Class Lvl: 10	Int: Forgery, Know(any). Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Gather Info., Intimidate.	1 st : Temptation – +2 Profane bonus on Bluff, Diplomacy, or Intimidate checks made to convince a creature to perform an action against its nature. When casting an Enchantment, gain a +1 bonus on the spell's DC and +2 bonus to penetrate Spell Resistance. Breath of Pazuzu I – “Exhale” a Locust Swarm that lasts for (Class level + Charisma modifier) rounds as a Standard Action, 1/day. The Locust Swarm must have at least one hex adjacent to you and can surround you if desired. You are not distracted or damaged by the Locust. 2 nd : Flight – grow black Raven wings, which grant you a Fly speed of 20' with Average maneuverability. If you already have wings, gain +20' movement (and your wings change to those of a black Raven). Speak with Avian – <i>Tongues</i> , with any creature that has a natural Fly speed, at will.
Tiger Shen (unarmed combatant that mimics a tiger by striking the correct location to paralyze & becoming immune to fear, and eventually gaining a hybrid battle form) (DR319 p74)	Base Attack Bonus: +5. Concentrate: 2 ranks. Intimidate: 4 ranks. Know (nature): 2 ranks. Survival: 3 ranks. Feat: Improved Unarmed Strike, Power Attack. Min Lvl: Bbn5, Ftr5, Pal5, Rgr5, Brd7, Clr7, Drd7, Rog7, Sor10, Wiz10.	HD: d8 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentrate. Int: Craft, Know(nature). Wis: Listen, Sense Motive, Spot, Survival. Cha: Intimidate.	1 st : Add Class level to Monk levels (if any) to determine unarmed damage, & AC bonus. 2 nd : Ki Strike (silver) – your unarmed strikes are treated as if they were ‘silver’ for purposes of overcoming Damage Reduction. Paralyzing Stroke – As a Full Round Action, you may make a single melee attack as a touch attack, which deals normal damage. If the target takes damage, it is Paralyzed for 1 round (FortNeg DC = 10 + Class level + Strength modifier). A Paralyzing Stroke must be declared before the attack is rolled & you may use the ability Class level times per day.
Troubadour of Stars (a musician who plays the music of the Court of Stars, gains new Bardic Music abilities, and eventually becomes an Outsider) (BoED p78)	Alignment: CG. Perform: 6 ranks. Feat: Knight of Stars. Able to cast 4 th level Impromptu Arcane spells. Min Lvl: Sor9, Brd10.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will. Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentrate. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Info., Perform, Use Magic Device. Speak Language.	1 st : Class levels stack with Bard levels for determining what Bardic Music abilities are available, how often they can be used, and the bonus granted by Bestow Courage. If you have no levels of Bard, you gain the music ability of a 1 st level Bard. <i>Detect Evil</i> , at will. 2 nd : +1 Arcane Caster Level. You are now able to cast spells on your spell list that are exclusive to Eladrin. You must still learn the spell to use it. Holy Cacophony – gain the use of this new Bardic Music ability when you have 8 ranks of Perform. All Evil creatures within 30' must make a Concentration check (DC 15 + spell level) in order to cast a spell or use a Spell-like ability. If combined with Feat: <u>Words of Creation</u> , the DC is 20 + spell level, but you take 8d4 non-lethal damage. This is a [sonic][mind] effect.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Vassal of Bahamut (follower of the Deity of Good Dragons, who gains special abilities to combat evil dragons) (BoED p80)	Alignment: LG. Base Attack Bonus: +7. Perform: 6 ranks. Craft (armor): 5 ranks. Diplomacy: 5 ranks. Feat: Sacred Vow, Vow of Obedience. Must have single-handedly slain a Red Dragon of at least Juvenile age. Min Lvl: Ftr9, Pal9, Rgr9, Clr10, Mnk10, Rog10, Sor14, Wiz14.	HD: d10 Skill Points: 2 Attack: Fighter Good Save: Fort Weap: Simple, Martial Armor: All Class Lvl: 10	Dex: Ride. Con: Concentrate. Int: Craft(armor), Craft(weapon), Know(nobility), Know(religion). Wis: Heal, Sense Motive. Cha: Bluff, Diplomacy, Intimidate.	1 st : When making a Charisma-based skill check against a Dragon or a Dragon-like creature (such as a Wyvern), gain a bonus equal to your Class level. Platinum Armor – you may forge armor out of the scales of a slain Red Dragon of at least Juvenile age. When completed, the scales change to platinum. You may only have one suit of Platinum Armor at a time & it corrodes away if anyone but you wears it. The armor has the following statistics: Armor bonus +8, max Dex bonus +4, Armor check penalty –1, 20% Arcane spell failure, no loss of movement, 25 pounds, considered Masterwork Light Armor for class abilities & enchanting. 2 nd : Gain Wisdom-based Prepared Divine spells from the <u>Vassal of Bahamut Spell List</u> . Dragon Senses – you are able to see 2x as far as a Human in normal light, 4x as far in Low-Light, and gain Darkvision 120'. Receive a one-time stipend of 200 platinum pieces.
Void Disciple (a spellcaster to can perceive and modify the surrounding reality) (CDiv p72)	Alignment: NG, LN, N, CN, NE. Spellcraft: 10 ranks. Feats: Heighten Spell, Spell Penetration. Able to cast 3 rd level Arcane or Divine spells. Min Lvl: Brd7, Clr7, Drd7, Sor7, Wiz7, Rgr17.	HD: d6 Skill Points: 3 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 13	Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	1 st : Sense Void, 1/day – Extend your mind & senses to examine a target of interest. To observe a target, make a Spellcraft check vs. its distance from you. Line of Sight: DC 5. 1 mile: DC 10. 10 miles: DC 15. 100 miles: DC 20. 1,000 miles: DC 25. 2 nd : +1 Caster level.
War Chanter (a Bard who sings combat-enhancing songs) (CWar p87)	Alignment: NG, CG, N, CN, NE, CE. Base Attack Bonus: +4. Perform(sing) –or– Perform(oratory): 6 ranks. Feats: Combat Expertise, Weapon Focus (any). Must have ‘Inspire Courage’ Bardic Music ability. Min Lvl: Brd6.	HD: d8 Skill Points: 4 Attack: Fighter Good Save: Fort Weap: — Armor: — Class Lvl: 10	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist. Int: Craft. Wis: Profession, Sense Motive. Con: Concentrate. Cha: Diplomacy, Gather Info., Intimidate, Perform.	1 st : Your Class levels stack with your Bard levels for determining how often you can use your Bardic Music (but you do not gain access to new Bard songs) Inspire Toughness – All allies that hear this Bardic Music gain +2hp per Class level for as long as they can still hear you + 5 rounds afterwards. Requires 9+ ranks in Perform (sing) or Perform (oratory). 2 nd : —
Warforged Juggernaut (a Warforged who is trying to be more like a Construct) (Eb p83) (EbErrata)+	Race: Warforged. Base Attack Bonus: +5. Feats: Adamantine Body, Improved Bull Rush, Power Attack. Min Lvl: Ftr5, Bbn6, Brd7, Pal6, Rgr6, Clr7, Rog7, Sor10, Wiz10.	HD: d12 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvl: 5	Str: Climb, Jump, Swim. Int: Craft. Wis: Survival. Cha: Intimidate.	1 st : Gain Armor Spikes that do 1d6 on a Grapple. Expert Bull Rush – add your Class level to Strength check when initiating a Bull Rush or Defending against one. Add your Class level when attempting to break down doors. Gain Feat: <u>Powerful Charge</u> . Reserved – receive a penalty equal to your Class level on the following skills: Bluff, Diplomacy, Gather Information, & Sense Motives. 2 nd : Receive a +1 bonus to attack rolls when making a Charge Extended Charge – when making a Charge, gain +5' movement. Construct Perfection I – you can not take Subdual damage –or– extra damage from Critical hits.

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
<p>Warshaper (able to use the spell or ability to <i>Polymorph</i> in innovative ways as part of combat) (CWar p89)</p>	<p>Base Attack Bonus: +4. Must be able to change shape in one of the following ways: 1. Shape-change as a Supernatural ability; 2. Shapechanger subtype; 3. <i>Polymorph</i> as a Spell-like ability; 4. Able to cast <i>Polymorph</i>; 5. Wild Shape or similar class feature. An 'Alternate Form' (as possessed by quasits, etc.) is not sufficient. Min Lvl: Drd6, Sor8, Wiz8.</p>	<p>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort Weap: — Armor: — Class Lvl: 5</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Escape Artist. Int: Craft. Con: Concentrate. Cha: Disguise.</p>	<p>1st: When using your shape-changing ability, gain immunity to Critical Hits & being Stunned. When using your shape-changing ability, you can grow natural weapons, such as claws, fangs, or horns as a Move Action. If the form you are in already has natural weapons, they do damage as if they were one size category larger. 2nd: When using your shape-changing ability, gain a +4 bonus to Strength & a +4 bonus to Constitution.</p>
<p>Weretouched Master (a Shifter who is becoming like his/her lycanthrope ancestors) (Eb p85)</p>	<p>Race: Shifter. Base Attack Bonus: +4. Know (nature): 5 ranks. Survival: 8 ranks. Feats: any Shifter feat. Min Lvl: Rgr5, Drd6, Bbn7, Brd13, Clr13, Ftr13, Mnk13, Pal13, Rog13, Sor13, Wiz13.</p>	<p>HD: d8 Skill Points: 2 Attack: Rogue Good Save: Fort, Ref Weap: — Armor: — Class Lvl: 5</p>	<p>Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently. Int: Know(nature). Wis: Listen, Spot, Survival. Cha: Handle Animal, Intimidate.</p>	<p>1st: Weretouched I – Choose one of the following to be your 'ancestor animal': Bear, Boar, Rat, Tiger, Wolf, or Wolverine. When Shifting, you receive benefits base on your 'ancestor animal': - your appearance becomes more like your 'ancestor animal', including fur and a tail. Bear or Tiger: - +2 bonus to Strength. - gain Claws that do 1d4 + 1 per 4 Character levels. If you have the Razorclaw subtype and/or the Improved Natural Attack Feat, your Claws improve their damage by one category. Boar or Wolverine: - +2 bonus to Constitution. - gain a Bite Attack that do 1d6 + 1 per 4 Character levels. If you have the Longtooth subtype and/or the Improved Natural Attack Feat, your Bite improve its damage by one category. Rat or Wolf: - +2 bonus to Dexterity. - gain Fangs that do 1d4 + 1 per 4 Character levels. If you have the Longtooth subtype and/or the Improved Natural Attack Feat, your Bite improve its damage by one category. 2nd: Bonus Shifter Feat. Wild Empathy – you may try to adjust the attitude of any Animal by making a Class level + Charisma modifier check after spending 1 minute interacting. Stacks with other Wild Empathy class abilities. Receive a +4 bonus if interacting with your 'ancestor animal'.</p>
<p>Wild Mage (an arcane spellcaster with some chaotic magical ability) (CArc p68)</p>	<p>Alignment: CG, CN, CE. Know (the planes): 4 ranks. Spellcraft: 8 ranks. Use Magic Device: 4 ranks. Feat: Magical Aptitude, any metamagic feat. Arcane Caster level 1st. Min Lvl: Brd5, Sor5, Wiz5.</p>	<p>HD: d4 Skill Points: 2 Attack: Wizard Good Save: Ref Weap: — Armor: — Class Lvl: 10</p>	<p>Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession. Cha: Bluff, Intimidate, Use Magical Device.</p>	<p>1st: +1 Arcane Caster level. Wild Magic – your effective Caster level is (Caster level – 3 + 1d6). 2nd: +1 Arcane Caster level. Random Deflector, 1/day – as an Immediate Action (which can be done when it is not your turn), all ranged attacks, ranged touched attacks, and individually targeted spells are deflected to a random creature within 20' of you. This effect lasts until the beginning of your next turn. All creatures in the 20' area (including you) have an equal chance to be the new target. Once the new target is determined, the normal attack roll is made, the target receives any appropriate saving throws, etc.</p>

Prestige Class	Minimum Requirements	Class Features	Skills	1 st Two Level Dependent Class Features
Wonderworker (a spellcasting follower of one of the Pantheons of the Good outer planes who gains mastery of Exalted Feats) (BoED p82)	Alignment: LG, NG, CG. Base Will Save: +5. Feat: Knight of Stars –or– Favored of the Companions –or– Servant of the Heavens, one other Exalted Feat. Able to cast 3 rd level spells. Min Lvl: Clr6, Drd6, Sor6, Wiz6, Brd7, Pal15, Rgr15.	HD: d6 Skill Points: 4 Attack: Wizard Good Save: Fort, Will. Weap: — Armor: — Class Lvl: 3	Con: Concentrate. Int: Craft, Know(arcana), Know(nature), Know(religion), Spellcraft. Wis: Heal, Profession, Sense Motive. Cha: Diplomacy.	1 st : Gain any one Exalted Feat. Bonus spell – Arcane casters gain 1 bonus spell per day, while Divine casters gain 2 bonus spells per day. The bonus spell is assigned to a level that you can currently cast & it cannot be changed. No more than one bonus spell can be added to your highest level. 2 nd : Gain any one Exalted Feat. Bonus spell – Arcane casters gain 2 bonus spells per day, while Divine caster gain 3 bonus spells per day.
World Speaker (a bard who learns to communicate with all types of people, animals, plants, elements, & even the dead) (DR311 p65)	Concentration: 8 ranks. Decipher Script: 8 ranks. Know (history): 4 ranks. Know (nature): 4 ranks. Must be able to speak, read, & write 3 languages that are not on the character's racial language list. Min Lvl: Brd5.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Fort, Ref, Will Weap: — Armor: — Class Lvl: 5	Con: Concentrate. Int: Craft, Decipher Script, Know(any), Search, Spellcraft. Wis: Listen, Sense Motive. Cha: Bluff, Diplomacy, Handle Animal, Gather Info., Perform. Speak Language.	1 st : +1 Bard Caster level. Class levels stack with Bardic Music ability & Bardic Knowledge checks. <i>Tongues</i> , 1/day as a 6 th level Sorcerer. 2 nd : +1 Bard Caster level. <i>Speak with Animals</i> , at will as a 5 th level Druid.
Yathrinshiee (specialty priest of the Drow Deity of Undeath & Revenge) (PGF p187)	Patron: Kiaransalee. Race: Drow. Gender: Female. Know (arcana): 7 ranks. Know (religion): 7 ranks. Perform (sing): 3 ranks. Feat: Lichloved, Spell Focus (Necromancy). Able to cast <i>Animate Dead</i> as a Divine spell –and– <i>Spectral Hand</i> as an Arcane spell. Min Lvl: Clr5 / Wiz3.	HD: d4 Skill Points: 2 Attack: Wizard Good Save: Will Weap: — Armor: — Class Lvl: 10	Con: Concentrate. Int: Craft, Know(any), Search, Spellcraft. Wis: Profession.	1 st : +1d6 Sneak Attack. When Rebuking & Controlling Undead, add your Class levels to your Cleric levels. Necromancer – when casting spells from the School of Necromancy, your effective Caster level is the total of <u>all</u> your caster levels. 2 nd : +1 Arcane Caster level –and– +1 Divine Caster level. Threnody, 1/day – while you sing, all Undead within 30' gain a Gaze attack. The opponent of each Undead sees it as a departed love one or a bitter foe & receives a –2 penalty on attack rolls for 1d3 rounds (WillNeg DC is Charisma-based).
Zhentarim Spy (a spy who can go undercover and be totally convincing in the new role) (PGF p77)	Alignment: LE, NE, CE. Base Attack Bonus: +5. Bluff: 5 ranks. Disguise: 5 ranks. Forgery: 5 ranks. Gather Information: 5 ranks. Feat: Deceitful. Min Lvl: Bbn7, Brd7, Clr7, Drd7, Ftr7, Mnk7, Rgr7, Rog7, Sor10, Wiz10.	HD: d6 Skill Points: 6 Attack: Rogue Good Save: Ref, Will Weap: Simple Armor: Light, Medium, Shield. Class Lvl: 5	Str: Climb, Jump. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Decipher Script, Disable Device, Forgery, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Intimidate, Use Magic Device. Speak Language.	1 st : +1d6 Sneak Attack. Cover Identity – you may have one fake identity for each Craft skill and/or Profession skill in which you have at least 2 ranks. Each identity must have a complete background, including a name, place of origin, etc. While operating under a cover identity, you receive a +4 Circumstance bonus on Disguise checks & a +2 bonus on Bluff & Gather Info. checks. Both bonuses are increased by +1 for each 2 ranks above 2 you have in the associated Craft / Profession. Cover Identities may be replaced by spending 1d4 tenday & 6d10 gp to put together the necessary background, paper work, etc. 2 nd : <i>Undetectable Alignment</i> , always on as an Extraordinary Ability (i.e., it is not detected by <i>Detect Magic</i> , cannot be dispelled, etc.).

Skipped Prestige Classes

Epic Prestige Classes

Epic Barbarian

(DMG p207)

Epic Bard

(DMG p207)

Epic Cleric

(DMG p208)

Epic Druid

(DMG p208)

Epic Fighter

(DMG p208)

Epic Monk

(DMG p208)

Epic Paladin

(DMG p208)

Epic Ranger

(DMG p208)

Epic Rogue

(DMG p208)

Epic Sorcerer

(DMG p209)

Epic Wizard

(DMG p209)

Netherese Arcanist

(the greatest human casters of the ancient Netheril empire)

(PGF p132) (PGFe)+

Spellfire Hierophant

(able to work with the raw magic of the Weave almost as well as the Deities themselves)

(PGF p133)

Non-Humanoid Prestige Classes

Black Blood Hunter

(lycanthrope who is a member of the People of the Black Blood, who hunt & eat sentients for sport)

(CWar p40)

Hulking Hurler

(a Large-sized (or bigger) creature who specializes in throwing boulders)

(CWar p40)

Ocular Master

(a Beholder who learns to combine multiple eye-beams into a new effect)

(DR313 p57)

Risen Martyr

(a person who has earned Exalted feats & comes back as a spirit to continue its work)

(BoED p69)

Unholy Abomination

(an Aberration that makes a pact with the dark powers, with increases its abilities, but making it horrid to look at)

(DR313 p58)

Psionic Prestige Classes

Cognition Thief

(psionic who is particularly good at messing with people's minds)

(PGF p174)

Mind Mage

(hybrid psionic & arcane caster)

(DR313 p50)

Based on Optional Rules

Tainted Sorcerer

(a spellcaster who has absorbed 'taint' from an Evil location, object, or act)

(UA p191)

Tainted Warrior

(a combatant who has absorbed 'taint' from an Evil location, object, or act)

(UA p191)

Prestige Class Spell Lists

Apostle of Peace spell list

Prepared Divine spells based on Wisdom. (BoED p52)

0th Level

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

1st Level

Bless(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.
Bless Water(PH p205) – Makes Holy Water.
Command(PH p211) – One subject obeys selected command for 1 round.
Comprehend Languages(PH p212) – You understand all spoken and written languages.
Cure Light Wounds(PH p215) – Cures 1d8 + 1 per level damage (max +5).
Detect Evil(PH p218) – Reveals evil creatures, spells, or objects.
Detect Undead(PH p220) – Reveals undead within 60'.
Endure Elements(PH p226) – Exist comfortably in hot or cold environments.
Entropic Shield(PH p227) – Ranged attacks against you suffer 20% miss chance.
Eyes of the Avoral(BoED p99) – Subject gets +8 on Spot checks.
Hide from Undead(PH p241) – Undead can't perceive one subject per level.
Obscuring Mist(PH p258) – Fog surrounds you.
Protection from Evil(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
Ray of Hope(BoED p105) – Subject gains +2 bonus on attacks, saves, and checks.
Remove Fear(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Sanctuary(PH p274) – Opponents can't attack you and you can't attack.
Shield of Faith(PH p278) – Aura grants +2 (or higher) deflection bonus.
Vision of Heaven(BoED p111) – Evil creature is Dazed for 1 round.

2nd Level

Aid(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)
Augury(PH p202) – Leans whether an action will be good or bad.
Bear's Endurance(PH p203) – Subject gains +4 Constitution for 1 minute per level.
Calm Emotions(PH p207) – Calms creatures, negating emotion effects.
Consecrate(PH p212) – Fills area with positive energy, making undead weaker.
Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).
Delay Poison(PH p217) – Stops poison from harming subject for 1 hour per level.
Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.
Ease Pain(BoED p97) – Remove lingering effects of pain.
Entrhall(PH p227) – Captivates all within 100' + 10' per level.
Glorious Raiment(BoED p99) – Wearer gains +1 Sacred bonus to AC per five caster levels and Damage Reduction 5 / evil.
Make Whole(PH p252) – Repairs an object.
Owl's Wisdom(PH p259) – Subject gains +4 Wisdom for 1 minute per level.
Remove Paralysis(PH p271) – Frees one or more creatures from paralysis, hold, or *Slow*.
Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
Restoration, Lesser(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.
Shield Other(PH p278) – You take half of subject's damage.
Silence(PH p279) – Negate sound in 15' radius.
Status(PH p284) – Monitors condition & position of allies.
Yoke of Mercy(BoED p112) – Target deals non-lethal damage.
Zone of Truth(PH p303) – Subjects within range cannot lie.

Apostle of Peace spell list (continued)3rd Level

Blessed Sight(BoED p92) – Evil auras become visible to you.
Create Food and Water(PH p214) – Feeds 3 humans (or 1 horse) per level.
Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).
Dispel Magic(PH p223)(PH3.5e)+ – Cancels magical spells and effects.
Helping Hand(PH p239) – Ghostly hand leads subject to you.
Magic Circle against Evil(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
Magic Vestment(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.
Meld into Stone(PH p252) – You and your gear merge with stone.
Prayer(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.
Protection from Energy(PH p266) – Absorb 12 damage per level from one kind of energy.
Refreshment(BoED p105) – Cures creatures of all non-lethal damage.
Remove Blindness/Deafness(PH p270) – Cures normal or magical conditions.
Remove Curse(PH p270) – Frees person or object from a curse.
Remove Disease(PH p271) – Cures all diseases affecting subject.
Remove Nausea(BoED p105) – Cure a Nauseated or Sickened creature.
Water Breathing(PH p300) – Subject can breathe underwater.
Water Walk(PH p300) – Subject treads on water as if solid.
Wind Wall(PH p302) – Deflects arrows, smaller creatures, and gases.

4th Level

Air Walk(PH p196) – Subject treads on air as if solid (climb at 45 degree angle).
Aspect of the Deity, Lesser(BoED p91) – Your form becomes more like your Deity's.
Blood of the Martyr(BoED 92) – You heal a target at range and take a like amount of damage.
Control Water(PH p214) – Raises, lowers bodies of water.
Cure Critical Wounds(PH p215) – Cures 4d8 + 1 per level (max. +20).
Death Ward(PH p217) – Grants immunity to death spells and negative energy effects.
Discern Lies(PH p221) – Reveals deliberate falsehoods.
Dismissal(PH p222) – Forces a creature to return to native plane.
Divination(PH p224) – Provides useful advice for specific proposed actions.
Freedom of Movement(PH p233) – Subject moves normally despite impediments.
Good Hope(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Imbue with Spell Ability(PH p243) – Transfer spells to subject.
Neutralize Poison(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.
Planar Ally, Lesser(PH p261) – Exchange services with a 6 HD extraplanar creature.
Remove Fatigue(BoED p105) – Removes effects of Fatigue as 8 hours of rest.
Repel Vermin(PH p271) – Insects, spiders, and other vermin stay 10' away.
Restoration(PH p272) – Restores level and ability score drains.
Sending(PH p275) – Delivers a short message anywhere, instantly.
Spell Immunity(PH p281) – Subject is immune to one spell per four levels.
Status, Greater(BoED p100) – As *Status*, but cast some spells through the bond.
Sustain(BoED p109) – Recipients need no food or drink for 6 hours per level.
Tongues(PH p294) – Speak any language.

5th Level

Atonement(PH p201) – Removes burden of misdeeds from subject.
Break Enchantment(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.
Command, Greater(PH p211) – As *Command*, but affects one subject per level.
Commune(PH p211) – Deity answers one yes-or-no question per level.
Cure Light Wounds, Mass(PH p216) – Cures 1d8 + 1 / level damage for many creatures.
Dispel Evil(PH p222) – +4 bonus against attacks by evil creatures.
Energetic Healing(BoED p98) – Target is immune to one energy type and gains 10% of the energy damage as healing.
Hallow(PH p238) – Designates location as Holy.
Mark of Justice(PH p252) – Designates action that will trigger cure on subject.
Plane Shift(PH p262) – As many as eight subjects travel to another plane.
Raise Dead(PH p268) – Restores life to subject who died up to 1 day per level ago.
Sacred Guardian(BoED p106) – You know the status of subject and an teleport or scry without error.
Scrying(PH p274)(PH3.5e)+ – Spies on subject from a distance.
Spell Resistance(PH p282) – Subject gains Spell Resistance of 12 + 1 per level.
Symbol of Sleep(PH p291) – Triggered rune puts nearby creatures into a catatonic slumber.
True Seeing(PH p296) – See all things as they really are.
Wall of Stone(PH p299) – Creates a stone wall that can be shaped.

Apostle of Peace spell list (continued)6th Level

Antilife Shell(PH p199) – 10' radius field hedges out living creatures.
Aspect of the Deity(BoED p91) – As *Lesser Aspect of the Deity*, but you get Celestial qualities.
Banishment(PH p202) – Banishes 2 HD per level of extraplanar creatures.
Bear's Endurance, Mass(PH p203) – As *Bear's Endurance*, affects one subject per level.
Celestial Blood(BoED p94) – Grant energy resistance, +4 on saves against poison, and Damage Reduction 10/evil.
Cure Moderate Wounds, Mass(PH p216) – Cures 2d8 damage +1 per level for many creatures.
Dispel Magic, Greater(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.
Eagle's Splendor, Mass(PH p225) – As *Eagle's Splendor*, affects one subject per level.
Forbiddance(PH p232) – Blocks planar travel, damages creatures of different alignment.
Geas/Quest(PH p234) – As *Lesser Geas*, plus it affects any creature.
Heal(PH p239) – Cures 10 points per level, all diseases and mental conditions.
Heroes' Feast(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.
Planar Ally(PH p261) – As *Planar Ally, Lesser*, but up to 12 HD.
Symbol of Persuasion(PH p290) – Triggered rune charms nearby creatures.
Wind Walk(PH p302) – You and your allies turn vaporous and travel fast.
Word of Recall(PH p303) – Teleports you back to a designated place.

7th Level

Bastion of Good(BoED p92) – Acts as *Minor Globe of Invulnerability* and double-strength *Magic Circle against Evil*.
Control Weather(PH p214) – Changes weather in local area.
Cure Serious Wounds, Mass(PH p216) – Cures 3d8 damage +1 per level for many creatures.
Ethereal Jaunt(PH p227) – You become ethereal for 1 round per level.
Refuge(PH p270) – Alters item to transport its possessor to you.
Regenerate(PH p270) – Subject's severed limbs grow back, cures 4d8 damage +1 per level (max +35).
Repulsion(PH p271) – Creatures can't approach you.
Restoration, Greater(PH p272) – As *Restoration*, plus restores all levels and ability scores.
Resurrection(PH p273) – Fully restore dead subject.
Scrying, Greater(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.
Shield of the Archons(BoED p107) – Protective shield dissipates targeted magical attacks and grants +4 bonus on saving throws against magical areas and effects

8th Level

Antimagic Field(PH p200) – Negates magic within 10'.
Cure Critical Wounds, Mass(PH p216) – Cures 4d8 damage +1 per level for many creatures.
Discern Location(PH p222) – Reveals the exact location of a creature or object.
Holy Aura(PH p241) – +4 to AC, +4 resistance, SR25 against good spells.
Planar Ally, Greater(PH p261) – As *Lesser Planar Ally*, but up to 18 HD.

9th Level

Aspect of the Deity, Greater(BoED p92) – As *Lesser Aspect of the Deity*, but gain wings, enhanced ability scores, and various resistances and immunities.
Astral Projection(PH p201) – Projects you and companions into the Astral Plane.
End to Strife(BoED p98) – Any attack made within 80' of caster causes attacker to take 1d6 of lethal or non-lethal damage per caster level (max 20d6).
Etherealness(PH p228) – Travel to Ethereal Plan with companions.
Gate(PH p234) – Connects two planes for travel or summoning.
Heal, Mass(PH p239) – As *Heal*, but with several subjects.
Miracle(PH p254) – Requests a deity's intercession.
True Resurrection(PH p296) – As *Resurrection*, plus remains aren't needed.

Assassin spell list

Prepared Arcane spells based on Intelligence. (DMG p181) (CWar p117)+ (PGF p82)+ (DR324 p71) (DR325 p72)+ (CArc p87)+

1st Level

Dead End(DR325 p71) – Illusions conceal the targets' trail.
Detect Poison(PH p219) – Detects poison in one creature or small object.
Disguise Self(PH p222) – Changes our appearance.
Feather Fall(PH p229) – Objects or creatures fall slowly.
Ghost Sound(PH p235) – Figment sounds.
Jump(PH p246) – Subject gains bonus on Jump checks.
Low-Light Vision(CArc p113) – See twice as far as a Human in poor illumination.
Obscuring Mist(PH p258) – Fog surrounds you.
Silent Portal(MoF p117) – Negates sound from door or window.
Serene Visage(DR325 p72) – Grants a bonus on Bluff checks.
Shock and Awe(DR325 p72) – Reduces a surprised creature's initiative roll.
Sleep(PH p280) – Puts 4HD of creatures into magical slumber.
True Strike(PH p296) – Add +20 insight bonus to your next attack roll.

2nd Level

Alter Self(PH p197) – Assume the form of a similar creature.
Cat's Grace(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.
Darkness(PH p216) – 20' radius of supernatural shadow.
Fire Shuriken(CArc p107) – Magical shuriken deal 3d6 Fire damage.
Fox's Cunning(PH p233) – Subject gains +4 Intelligence for 1 minute per level.
Ice Knife(CArc p112) – Magical shard of ice deals 2d8 cold damage.
Illusory Script(PH p243) – Only intended reader can decipher.
Invisibility(PH p245) – Subject is invisible for 1 minute per level or until it attacks.
Marked Man(DR325 p71) – Helps track a subject.
Pass without Trace(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.
Phantom Foe(DR324 p71) – Phantasm flanks subject.
Spider Climb(PH p283) – Grants ability to walk on walls & ceilings.
Undetectable Alignment(PH p297) – Conceals alignment for 24 hours.

3rd Level

Amorphous Form(Und p56) – Subject becomes puddle-like and can slip through cracks quickly.
Deep Slumber(PH p217) – Puts 10HD of creatures to sleep.
Deeper Darkness(PH p217) – Object sheds supernatural shadow in 60' radius.
False Life(PH p229) – Gain 1d10 temporary hp + 1 per level (max +10).
Magic Circle against Good(PH p250) – As *Protection from Good*, but 10' radius and 10 minutes per level.
Misdirection(PH p254) – Misleads divinations for one creature or object.
Nondetection(PH p257) – Hides subject from divination and scrying.
Spider Poison(MoF p123) – Touch deals 1d6 Str damage, repeats in 1 minute.

4th Level

Clairaudience/Clairvoyance(PH p209) – Hear or see at a distance for 1 minute per level.
Cursed Blade(CWar p117) – Wounds dealt by weapon can't be healed without *Remove Curse*.
Dimension Door(PH p221) – Teleports you a short distance.
Freedom of Movement(PH p233) – Subject moves normally despite impediments.
Glibness(PH p235) – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.
Greater Invisibility(PH p245) – As *Invisibility*, but subject can attack and stay invisible.
Heart Ripper(CArc p110) – Kills living creatures with less than 4HD.
Locate Creature(PH p249) – Indicates direction to familiar creature.
Modify Memory(PH p255) – Changes 5 minutes of subject's memories.
Poison(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

Beloved of Valarian spell list

Prepared Divine spells based on Wisdom. (BoED p54)

1st Level

Calm Animals(PH p207) – Calms (2d4 + level) HD of animals.

Charm Animal(PH p208) – Makes one animal your friend.

Cure Light Wounds(PH p215) – Cures 1d8 + 1 per level damage (max +5).

Delay Poison(PH p217) – Stops poison from harming subject for 1 hour per level.

Detect Snares and Pits(PH p220) – Reveals natural or primitive traps.

Entangle(PH p227) – Plants entangle everyone in a 40' radius.

Eyes of the Avoral(BoED p99) – Subject gets +8 on Spot checks.

Longstrider(PH p249) – Increases your speed.

Pass without Trace(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.

Speak with Animals(PH p281) – You can communicate with animals.

Summon Nature's Ally I(PH p288) – Calls creature to fight.

2nd Level

Barkskin(PH p202) – Grants +2 (or higher) enhancement to natural armor.

Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).

Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.

Ease Pain(BoED p97) – Remove lingering effects of pain.

Hold Animal(PH p241) – Paralyzes one animal for 1 round per level.

Owl's Wisdom(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

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

Remove Addiction(BoED p105) – Cures target of drug addiction.

Restoration, Lesser(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

Shield Other(PH p278) – You take half of subject's damage.

Summon Nature's Ally II(PH p288) – Calls creature to fight.

Zone of Truth(PH p303) – Subjects within range cannot lie.

3rd Level

Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).

Darkvision(PH p216) – See 60' in total darkness.

Discern Lies(PH p221) – Reveals deliberate falsehoods.

Heart's Ease(BoED p100) – Removes fear, despair, confusion, insanity, and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage.

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

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

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

Summon Nature's Ally III(PH p288) – Calls creature to fight.

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

4th Level

Blinding Beauty(BoED p92) – You become as beautiful as a nymph, and can blind humanoids who look at you.

Commune with Nature(PH p211) – Learn about terrain for one mile per level.

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

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

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

Nondetection(PH p257) – Hides subject from divination and scrying.

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

Spear of Valarian(BoED p107) – Transforms normal weapon into a +1 Silver Spear (+3 against Magical Beasts, which take +2d6 points of damage).

Summon Nature's Ally IV(PH p288) – Calls creature to fight.

Blackguard spell list

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

1st Level

Cause Fear(PH p208) – One creature of 5HD or less flees for 1d4 rounds.
Corrupt Weapon(DMG p182) – Weapon strikes true again good foes.
Cure Light Wounds(PH p215) – Cures 1d8 +1/level damage (max +5).
Divine Sacrifice(CDiv p163) – Sacrifice hit points for a damage bonus.
Doom(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Faith Healing(MoF p93) – Cures 8 hp +1/level damage (max +5) to worshiper of your patron.
Golden Barding(CDiv p166) – Your mount gets force armor.
Inflict Light Wounds(PH p244) – Touch deals 1d8 damage +1 per level (max +5).
Magic Weapon(PH p251) – Weapon gains +1 enhancement bonus.
Mark of the Outcast(Und p59) – Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.
Resurgence(CDiv p177) – You grant a subject a second chance at a saving throw.
Strategic Charge(MoF p125) – You gain the benefits of the Mobility feat.
Summon Monster I (evil only)(PH p285) – Summons an Evil extraplanar creature to fight for you.
Summon Undead I(PGF p114)(PGFe)+ – Summons an Undead to fight for you.
Traveler's Mount(CDiv p184) – Creature moves faster but can't attack.

2nd Level

Blessed Aim(CDiv p154) – +2 bonus of allies' ranged attacks.
Bull's Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.
Clarity of Mind(Und p57) – Grants +4 bonus on saves involving charm, compulsion, and glamor spells; reduces glamor miss chance by 10%.
Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).
Curse of Ill Fortune(CDiv p160) (MoF p86)(MoFe)+ – Subject suffers –3 penalty on attacks, saves, and checks.
Darkness(PH p216) – 20' radius of supernatural shadow.
Death Knell(PH p217) – Kills dying creature; you gain 1d8 temporary hp, +2 Strength, and 1 level.
Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.
Hand of Divinity(MoF p98) – Gives +2 sacred or profane bonus on worshipers of your patron.
Inflict Moderate Wounds(PH p244) – Touch attack, 2d8 +1 per level (max +10).
Shatter(PH p278) – Sonic vibration damages objects or crystalline creatures.
Summon Monster II (evil only)(PH p286) – Summons an Evil extraplanar creature to fight for you.
Summon Undead II(PGF p114)(PGFe)+ – Summons Undead to fight for you.
Wave of Grief(CDiv p188) – All in cone receive a –3 penalty on attacks, checks, and saves.
Zeal(CDiv p191) – You move through foes to attack the enemy you want.

3rd Level

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

4th Level

Cure Critical Wounds(PH p215) – Cures 4d8 + 1 per level (max. +20).
Freedom of Movement(PH p233) – Subject moves normally despite impediments.
Implacable Pursuer(CDiv p166) – You know where your prey is, as long as it's moving.
Inflict Critical Wounds(PH p244) – Touch attack, 4d8 + 1 per level (max +20).
Poison(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.
Revenance(CDiv p178)(MoF p113) – Restores dead creature to life for 1 minute per level.
Summon Monster IV (evil only)(PH p286) – Summons an Evil extraplanar creature to fight for you.
Summon Undead IV(PGF p114)(PGFe)+ – Summons Undead to fight for you.
Corrupt Sword(DMG p182) – Weapon becomes +5, deals +2d6 damage against good.
Weapon of the Deity(CDiv p188) – Gives your weapon magical powers appropriate to your patron deity.
Winged Mount(CDiv p190)(BoED p112) – Your mount sprouts wings and gains a fly speed of 60' (good).

Blighter spell list

Prepared Divine spells based on Wisdom. (CDiv p25)(CDivErrata)+

0th Level

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

1st Level

Bane(PH p203) – Enemies take –1 on attack rolls and saves against fear.
Burning Hands(PH p207) – 1d4 fire damage per level (max 5d4).
Curse Water(PH p216) – Makes Unholy Water.
Decomposition(CDiv p161) – Wounds deal 1 extra point of damage each round.
Detect Undead(PH p220) – Reveals undead within 60’.
Doom(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Endure Elements(PH p226) – Exist comfortably in hot or cold environments.
Inflict Light Wounds(PH p244) – Touch deals 1d8 damage +1 per level (max +5).
Hide from Animals(PH p241) – Animals can’t perceive one subject per level.
Ray of Enfeeblement(PH p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).

2nd Level

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

3rd Level

Contagion(PH p213) – Infects subject with chosen disease.
Deeper Darkness(PH p217) – Object sheds supernatural shadow in 60’ radius.
Desecrate(PH p218) – Fills area with negative energy, making undead stronger.
Diminish Plants(PH p221) – Reduces size or blights growth of normal plants.
Dispel Magic(PH p223)(PH3.5e)+ – Cancels magical spells and effects.
Inflict Serious Wounds(PH p244) – Touch attack, 3d8 +1 per level (max +15).
Poison(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.
Protection from Energy(PH p266) – Absorb 12 damage per level from one kind of energy.
Stinking Cloud(PH p284) – Nauseating vapors, 1 round per level.
Vampiric Touch(PH p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.

4th Level

Animate Dead(PH p198) – Creates undead skeletons and zombies.
Antiplant Shell(PH p200) – Keeps animated plants at bay.
Blight(PH p206) – Withers one plant or deals 1d6 per level damage to a plant creature.
Death Ward(PH p217) – Grants immunity to death spells and negative energy effects.
Flame Strike(PH p231) – Smites foes with divine fire (1d6 / level).
Inflict Critical Wounds(PH p244) – Touch attack, 4d8 + 1 per level (max +20).
Languor(CDiv p167) – Ray slows target and diminishes its Strength.
Repel Vermin(PH p271) – Insects, spiders, and other vermin stay 10’ away.
Rusting Grasp(PH p273) – Your touch corrodes iron and alloys.
Transmute Mud to Rock(PH p295) – Transforms two 10’ cubes per level.
Transmute Rock to Mud(PH p295) – Transforms two 10’ cubes per level.
Unhallow(PH p297) – Designates location as Unholy.
Wall of Fire(PH p298) – Deals 2d4 fire damage out to 10’ and 1d4 out to 20’. Passing through wall deals 2d6 + 1 per level.

Blighter spell list (continues)5th Level

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

6th Level

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

7th Level

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

8th Level

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

9th Level

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

Consecrated Harrier supplemental spell list

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

1st Level

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

2nd Level

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

3rd Level

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

4th Level

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

Celebrant of Sharess spell list

Charisma-based Impromptu Arcane Spells (PGF p181)

1st Level

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

2nd Level

Alter Self(PH p197) – Assume the form of a similar creature.
Calm Emotions(PH p207) – Calms creatures, negating emotion effects.
Cat's Grace(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.
Daze Monster(PH3.5 217) – Living creature up to 6HD or less loses next action.
Detect Thoughts(PH p220) – Allows “listening” to surface thoughts.
Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.
Ease Pain(BoED p97) – Remove lingering effects of pain.
Enthrall(PH p227) – Captivates all within 100' + 10' per level.
Faerinaal's Hymn(BoED p99) – Up to one creature per level cannot take attacks of opportunity.
Heroism(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.
Hold Person(PH p241) – Paralyzes one person for up to 1 round per level.
Hypnotic Pattern(PH p242) – Fascinates (2d4 + level) HD of creatures.
Rage(PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.
Scare(PH p274) – Panics creatures of less than 6HD.
Suggestion(PH p285) – Compels subject to follow stated course of action.
Tongues(PH p294) – Speak any language.
Yoke of Mercy(BoED p112) – Target deals non-lethal damage.

3rd Level

Charm Monster(PH p209) – Makes monster believe it is your ally.
Confusion(PH p212) – Makes subject behave oddly for 1 round per level.
Crushing Despair(PH p215) – Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Deep Slumber(PH p217) – Puts 10HD of creatures to sleep.
Fear(PH p229) – Subjects within cone flee for 1 round per level.
Geas, Lesser(PH p235) – Commands subject of 7 HD or less.
Glibness(PH p235)(PH3.5e)+ – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.
Good Hope(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Refreshment(BoED p105) – Cures all non-lethal damage on creatures in a 20' radius of the caster
Slow(PH p280) – One subject per level takes only one action per round, –2 AC and attack rolls.
Warcry(BoED p111) – Creatures within a 30' cone cower for 1d4 rounds.

4th Level

Blinding Beauty(BoED p92) – You become as beautiful as a nymph, and can blind humanoids who look at you.
Break Enchantment(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.
Dominate Person(PH p224) – Controls humanoid telepathically.
Hold Monster(PH p241) – As *Hold Person*, but can effect any creature.
Modify Memory(PH p255) – Changes 5 minutes of subject's memories.
Rainbow Pattern(PH p268) – Lights fascinate 24 HD of creatures.
Suggestion, Mass(PH p285) – As *Suggestion*, plus one subject per level.

Champion of Gwynharwyf spell list

Wisdom-based Prepared Divine Spells (BoED p57)

1st Level

Bless(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.
Bless Weapon(PH p205) – Weapon strikes true against evil foes.
Cure Light Wounds(PH p215) – Cures 1d8 + 1 per level damage (max +5).
Detect Poison(PH p219) – Detects poison in one creature or small object.
Detect Undead(PH p220) – Reveals undead within 60'.
Divine Favor(PH p224) – You gain +1 per three levels on attack and damage rolls.
Divine Sacrifice(BoED p97) – Sacrifice hit points for a damage bonus.
Endure Elements(PH p226) – Exist comfortably in hot or cold environments.
Magic Weapon(PH p251) – Weapon gains +1 enhancement bonus.
Protection from Evil(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
Read Magic(PH p269) – Reads scrolls and spellbooks.
Remove Fear(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Resistance(PH p272) – Subject gains +1 resistance bonus on all saving throws.
Restoration, Lesser(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.
Virtue(PH p289) – Subject gains 1 temporary hp.

2nd Level

Bull's Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.
Delay Poison(PH p217) – Stops poison from harming subject for 1 hour per level.
Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.
Owl's Wisdom(PH p259) – Subject gains +4 Wisdom for 1 minute per level.
Remove Paralysis(PH p271) – Frees one or more creatures from paralysis, hold, or *Slow*.
Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
Shield Other(PH p278) – You take half of subject's damage.
Warcry(BoED p111) – Creatures within a 30' cone cower for 1d4 rounds.

3rd Level

Blessed Sight(BoED p92) – Evil aura become visible to you.
Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).
Daylight(PH p216) – 60' radius of bright light.
Discern Lies(PH p221) – Reveals deliberate falsehoods.
Dispel Magic(PH p223)(PH3.5e)+ – Cancels magical spells and effects.
Magic Circle against Evil(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.
Prayer(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.
Remove Blindness/Deafness(PH p270) – Cures normal or magical conditions.
Remove Curse(PH p270) – Frees person or object from a curse.

4th Level

Blood of the Martyr(BoED p92) – You heal a target at range and take a like amount of damage.
Break Enchantment(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.
Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).
Death Ward(PH p217) – Grants immunity to death spells and negative energy effects.
Dispel Evil(PH p222) – +4 bonus against attacks by evil creatures.
Freedom of Movement(PH p233) – Subject moves normally despite impediments.
Glory of the Martyr(BoED p99) – As *Shield Other*, but with multiple targets.
Holy Sword(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.
Neutralize Poison(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.
Restoration(PH p272) – Restores level and ability score drains.
Sword of Conscience(BoED p109) – Evil creature confesses crime, takes Wisdom damage.

Emissary of Barachiel spell list

Impromptu Divine spells based on Charisma. (BoED p61)

1st Level

Charm Person(PH p209) – Make one person your friend.
Comprehend Languages(PH p212) – You understand all spoken and written languages.
Cure Light Wounds(PH p215) – Cures 1d8 + 1 per level damage (max +5).
Hypnotism(PH p242) – Fascinates 2d4 HD of creatures.
Magic Mouth(PH p251) – Speaks once when triggered.
Message(PH p253) – Whispered conversation at distance.
Protection from Chaos(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.
Protection from Evil(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
Ray of Hope(BoED p105) – Subject gains +2 Morale bonus on attacks, saves, & checks.
Sanctuary(PH p274) – Opponents can't attack you and you can't attack.
Sleep(PH p280) – Puts 4HD of creatures into magical slumber.
Ventriloquism(PH p298) – Throws voice for 1 minute per level.

2nd Level

Animal Messenger(PH p198) – Sends a Tiny animal to a specific place.
Blindness/Deafness(PH p206) – Makes subject blind or deaf.
Blur(PH p206) – Attacks miss subject 20% of the time.
Calm Emotions(PH p207) – Calms creatures, negating emotion effects.
Cat's Grace(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.
Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).
Detect Thoughts(PH p220) – Allows "listening" to surface thoughts.
Eagle's Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.
Elation(BoED p98) – Allies gain +2 Morale bonus to Strength & Dexterity, and +5' movement.
Enthrall(PH p227) – Captivates all within 100' + 10' per level.
Fox's Cunning(PH p233) – Subject gains +4 Intelligence for 1 minute per level.
Glitterdust(PH p236) – Blinds creatures, outlines invisible creatures.
Hold Person(PH p241) – Paralyzes one person for up to 1 round per level.
Hypnotic Pattern(PH p242) – Fascinates (2d4 + level) HD of creatures.
Silence(PH p279) – Negate sound in 15' radius.
Suggestion(PH p285) – Compels subject to follow stated course of action.
Tongues(PH p294) – Speak any language.
Whispering Wind(PH p301) – Sends a short message one mile per level.

3rd Level

Charm Monster(PH p209) – Makes monster believe it is your ally.
Clairaudience/Clairvoyance(PH p209) – Hear or see at a distance for 1 minute per level.
Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).
Daylight(PH p216) – 60' radius of bright light.
Deep Slumber(PH p217) – Puts 10HD of creatures to sleep.
Dispel Magic(PH p223)(PH3.5e)+ – Cancels magical spells and effects.
Good Hope(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Haste(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.
Geas, Lesser(PH p235) – Commands subject of 7 HD or less.
Refreshment(BoED p105) – Cures all non-lethal damage on creatures in a 20' radius of the caster.
Remove Curse(PH p270) – Frees person or object from a curse.
Scrying(PH p274) (PH3.5e)+ – Spies on subject from a distance.
See Invisibility(PH p275) – Reveals invisible creatures or objects.

4th Level

Atonement(PH p201) – Removes burden of misdeeds from subject.
Break Enchantment(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.
Cure Critical Wounds(PH p215) – Cures 4d8 + 1 per level (max. +20).
Dream(PH p225) – Sends message to anyone sleeping.
Heaven's Trumpet(BoED p101) – Blast of music paralyzes foes
Sending(PH p275) – Delivers a short message anywhere, instantly.

Exalted Arcanist supplemental spell list

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

1st Level

Bless(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.

Vision of Heaven(BoED p111) – Evil creature is dazed for 1 round.

2nd Level

Consecrate(PH p212) – Fills area with positive energy, making undead weaker.

Zone of Truth(PH p303) – Subjects within range cannot lie.

3rd Level

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

Searing Light(PH p275) – Ray deals 1d8 per two levels, more against undead.

4th Level

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

Holy Smite(PH p241) – Damages and blinds evil creatures.

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

Sword of Conscience(BoED p109) – Evil creature confesses crime, takes Wisdom damage.

5th Level

Crown of Flame(BoED p95) – Aura burns evil outsiders, undead, and fey for 2d6 points of damage per round.

Hallow(PH p238) – Designates location as Holy.

Heavenly Lightning(BoED p100) – Arcs of radiant lightning deal 3d6 damage to one target per two caster levels.

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

6th Level

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

Bolt of Glory(BoED p92) – Ray deals 5d8 damage (varies against other creature types).

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

7th Level

Heavenly Lightning Storm(BoED p100) – Arcs of radiant lightning deal 5d6 damage to one target per level.

Holy Word(PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects.

Righteous Smite(BoED p106) – Deals 1d6 damage per level (1d8 damage per level to Evil Outsiders) in a 20' radius and blinds Evil foes.

8th Level

Holy Aura(PH p241) – +4 to AC, +4 resistance, SR25 against evil spells.

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

9th Level

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

Hathran supplemental spell list

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

0th Level

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

1st Level

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

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

2nd Level

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.

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

3rd Level

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

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

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

5th Level

Planar Binding, Lesser(PH p261) – Traps an extraplanar creature of 6 HD or less until it performs a task.

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

6th Level

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

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

8th Level

Planar Binding, Greater(PH p261) – As *Lesser Planar Binding*, but up to 18 HD.

Holy Liberator supplemental spell list

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

1st Level

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

2nd Level

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

3rd Level

Magic Circle against Law(PH p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.

4th Level

Dispel Law(PH p222) – +4 bonus against attacks by lawful creatures.

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

Hunter of the Dead spell list

Prepared Divine spells based on Wisdom. (CWar p43)

1st Level

Cure Light Wounds(PH p215) – Cures 1d8 + 1 per level damage (max +5).

Hide from Undead(PH p241) – Undead can't perceive one subject per level.

Magic Stone(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.

Magic Weapon(PH p251) – Weapon gains +1 enhancement bonus.

Remove Fear(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

2nd Level

Bull's Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.

Continual Flame(PH p213) – Makes a permanent, heatless torch.

Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).

Darkvision(PH p216) – See 60' in total darkness.

Remove Paralysis(PH p271) – Frees one or more creatures from paralysis, hold, or *Slow*.

Restoration, Lesser(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

3rd Level

Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).

Daylight(PH p216) – 60' radius of bright light.

Halt Undead(PH p238) – Immobilizes undead for 1 round per level.

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

Searing Light(PH p275) – Ray deals 1d8 per two levels, more against undead.

Speak with Dead(PH p281) – Corpse answer one question per two levels.

4th Level

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

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

Disrupting Weapon(PH p223) – Melee weapon destroys undead.

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

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

Knight of the Chalice spell list

Prepared Divine spells based on Wisdom. (CWar p54)

1st Level

Bless Water(PH p205) – Makes Holy Water.

Bless Weapon(PH p205) – Weapon strikes true against evil foes.

Detect Chaos(PH p218) – Reveals chaotic creatures, spells, or objects.

Detect Evil(PH p218) – Reveals evil creatures, spells, or objects.

Divine Favor(PH p224) – You gain +1 per three levels on attack and damage rolls.

Doom(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

Endure Elements(PH p226) – Exist comfortably in hot or cold environments.

Magic Weapon(PH p251) – Weapon gains +1 enhancement bonus.

Protection from Evil(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

Remove Fear(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Summon Monster I(PH p285) – Summons an extraplanar creature to fight for you.

2nd Level

Aid(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)

Align Weapon(PH p197) – Weapon becomes good, evil, lawful, or chaotic.

Bear's Endurance(PH p203) – Subject gains +4 Constitution for 1 minute per level.

Bull's Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.

Consecrate(PH p212) – Fills area with positive energy, making undead weaker.

Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

Sound Burst(PH p281) – Deals 1d8 sonic damage to subjects; may stun them.

Spiritual Weapon(PH p283) – Magical weapon attacks on its own.

Summon Monster II(PH p286) – Summons an extraplanar creature to fight for you.

Undetectable Alignment(PH p297) – Conceals alignment for 24 hours.

3rd Level

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

Invisibility Purge(PH p245) – Dispel invisibility within 5' per level.

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

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

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

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

Searing Light(PH p275) – Ray deals 1d8 per two levels, more against undead.

Shout(PH p279) – Deafens all within cone and deals 5d6 damage.

Summon Monster III(PH p286) – Summons an extraplanar creature to fight for you.

4th Level

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

Dimensional Anchor(PH p221)(PH p250)+ – Bars extradimensional movement.

Discern Lies(PH p221) – Reveals deliberate falsehoods.

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

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

Holy Smite(PH p241) – Damages and blinds evil creatures.

Magic Weapon, Greater(PH p251) – +1 bonus per four levels (max +5).

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

Master of the South Wind spell list

Impromptu Arcane spells based on Charisma. (DR314 p35)

1st Level

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

2nd Level

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

3rd Level

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

4th Level

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

Purebreath Devotee spell list

Impromptu Divine spells based on Wisdom. (DR314 p62)

1st Level

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

2nd Level

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

3rd Level

Cure Serious Wounds(PH p216) – Cures 3d8 damage + 1 per level (max +15).
Dispel Magic(PH p223)(PH3.5e)+ – Cancels magical spells and effects.
Fly(PH p232) – Subject flies at a speed of 60'.
Gaseous Form(PH p234) – Subject becomes insubstantial and can fly slowly.
Gentle Repose(PH p234) – Preserves one corpse.
Gust of Wind(PH p238) – Blows away or knocks down smaller creatures.
Haste(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.
Remove Blindness/Deafness(PH p270) – Cures normal or magical conditions.
Remove Curse(PH p270) – Frees person or object from a curse.
Remove Disease(PH p271) – Cures all diseases affecting subject.
Water Breathing(PH p300) – Subject can breathe underwater.

4th Level

Air Walk(PH p196) – Subject treads on air as if solid (climb at 45 degree angle).
Atonement(PH p201) – Removes burden of misdeeds from subject.
Break Enchantment(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.
Control Winds(PH p214) – Change wind direction and speed.
Clairaudience/Clairvoyance(PH p209) – Hear or see at a distance for 1 minute per level.
Cure Critical Wounds(PH p215) – Cures 4d8 + 1 per level (max. +20).
Death Ward(PH p217) – Grants immunity to death spells and negative energy effects.
Freedom of Movement(PH p233) – Subject moves normally despite impediments.
Neutralize Poison(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.
Quench(PH p267) – Extinguishes nonmagical fires or one magic item.
Solid Fog(PH p281) – Blocks vision and slows movement.

Slayer of Domiel spell list

Prepared Divine spells based on Wisdom. (BoED p75)

1st Level

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

2nd Level

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

3rd Level

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

4th Level

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

Temple Raider of Olidammara spell list

Prepared Divine spells based on Wisdom. (CDiv p68)

1st Level

Detect Law(PH p219) – Reveals lawful creatures, spells, or objects.

Detect Secret Doors(PH p220) – Reveals hidden doors within 60’.

Disguise Self(PH p222) – Changes your appearance.

Hide from Undead(PH p241) – Undead can’t perceive one subject per level.

Obscuring Mist(PH p258) – Fog surrounds you.

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

2nd Level

Augury(PH p202) – Leans whether an action will be good or bad.

Cat’s Grace(PH 3.5 p208) – Subject gains +4 Dexterity for 1 minute per level.

Darkvision(PH p216) – See 60’ in total darkness.

Delay Poison(PH p217) – Stops poison from harming subject for 1 hour per level.

Invisibility(PH p245) – Subject is invisible for 1 minute per level or until it attacks.

Restoration, Lesser(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

Undetectable Alignment(PH p297) – Conceals alignment for 24 hours.

3rd Level

Locate Object(PH p249) – Senses direction toward object (specific or type).

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

Nondetection(PH p257) – Hides subject from divination and scrying.

Obscure Object(PH p258) – Masks object against scrying.

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

Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

See Invisibility(PH p275) – Reveals invisible creatures or objects.

4th Level

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

Confusion(PH p212) – Makes subject behave oddly for 1 round per level.

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

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

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

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

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

Vassal of Bahamut spell list

Prepared Divine spells based on Wisdom. (BoED p81)

1st Level

Bless(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.

Bless Weapon(PH p205) – Weapon strikes true against evil foes.

Divine Favor(PH p224) – You gain +1 per three levels on attack and damage rolls.

Endure Elements(PH p226) – Exist comfortably in hot or cold environments.

Lantern Light(BoED p101) – Ranged touch attacks deal 1d6 points of damage.

Protection from Evil(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

Shield of Faith(PH p278) – Aura grants +2 (or higher) deflection bonus.

2nd Level

Align Weapon(PH p197) – Weapon becomes good, evil, lawful, or chaotic.

Bear's Endurance(PH p203) – Subject gains +4 Constitution for 1 minute per level.

Bull's Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.

Disguise Self(PH p222) – Changes your appearance

Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

Shield Other(PH p278) – You take half of subject's damage.

Undetectable Alignment(PH p297) – Conceals alignment for 24 hours.

3rd Level

Discern Lies(PH p221) – Reveals deliberate falsehoods.

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

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

Refreshment(BoED p105) – Cures all non-lethal damage on creatures in a 20' radius of the caster

Searing Light(PH p275) – Ray deals 1d8 per two levels, more against undead.

4th Level

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

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

Divine Power(PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level.

Holy Sword(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.

Tongues(PH p294) – Speak any language.

Prestige Class Availability

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

Barbarian

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

Level	Feats	Class	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	
4	2	–	4	4	1	1	7	3.5	Dragonmark Heir, Purple Dragon Knight
5	2	–	5	4	1	1	8	4.0	Dark Hunter, Extreme Explorer, Halfling Outrider, Mole, Occult Slayer, Pious Templar, Ravager, Snake Shen, Stonelord, Thayan Knight, Tiger Shen
6	3	–	6	5	2	2	9	4.5	Champion of Gwynharwyf, Dragon Shen, Exotic Weapon Master, Eye of Gruumsh, Gnome Giant-Slayer, Master Thrower, Purebreath Devotee, Purple Dragon Knight', Ronin, Sword of Righteousness, Sworn Slayer, Warforged Juggernaut, Weretouched Master
7	3	–	7	5	2	2	10	5.0	Beloved of Valarian, Bear Warrior, Branch Dancer, Blackguard, Crane Shen, Darkwood Stalker, Divine Champion, Divine Crusader, Duelist, Holy Liberator, Mantis Shen, Monkey Shen, Panther Shen, Reaping Mauler, Skylord, Suel Arcanamach, Zhentarim Spy
8	3	–	8	6	2	2	11	5.5	Firestorm Berserker.
9	4	–	9	6	3	3	12	6.0	Bowman Charger, Dervish, Frenzied Berserker, Master Inquisitive, Order of the Bow Initiate, Shaaryan Hunter, Slime Lord
10	4	–	10	7	3	3	13	6.5	
11	4	–	11	7	3	3	14	7.0	Celebrant of Sharess
12	5	–	12	8	4	4	15	7.5	Heir of Siberys
13	5	–	13	8	4	4	16	8.0	Assassin, Evangelist, Harper Agent, Invisible Blade, Poisoner, Replacement Killer, Sentinel of Bharrai, Shadow Thief of Amn, Stalker of Kharash, Stoneface, Temple Raider of Olidammara, Ur-Priest
14	5	–	14	9	4	4	17	8.5	
15	6	–	15	9	5	5	18	9.0	Apostle of Peace, Monk of the Long Death
16	6	–	16	10	5	5	19	9.5	
17	6	–	17	10	5	5	20	10.0	Divine Seeker, Shadow Dancer
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 Skin, Alienist, Anointed Knight, Arcane Archer, Arcane Devotee, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Cavalier, Celestial Mystic, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Darkwater Knight, Defender of Sealtiel, Divine Disciple, Divine Oracle, Dragon Disciple, Drunken Master, Dwarven Defender, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Elemental Savant, Emissary of Barachiel, Enlightened Fist, Entropomancer, Evereskan Tomb Guardian, Exalted Arcanist, Exorcist of the Silver Flame, Eye of Horus-Re, Fatespinner, Fist of Raziel, Force Missile Mage, Geomancer, Geometer, Green Whisperer, Green Star Adept, Hammer of Moradin, Harper Paragon, Hathran, Heartfire Fanner, Hierophant, Horizon Walker, Hospitaler, Hunter of the Dead, Icesinger, Incantatrix, Initiate of Pistis Sophia, Itinerant Warder of Yondala, Initiate of the Sevenfold Veil, Jobber, Justicar, Justice Hammer of Moradin, Justiciar of Tyr, Kensai, Knight of the Chalice, Knight Protector, Lion of Talisid, Loremaster, Mage of the Arcane Order, Magic Filcher, Maiden of Pain, Martyred Champion of Ilmater, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifist, Memory Smith, Mindbender, Mindspy, Moringlord of Lathander, Mourner, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nature's Warrior, Oppressor, Prophet of Erathaol, Radiant Servant of Pelor, Rage Mage, Rainbow Servant, Red Wizard, Runecaster, Sacred Exorcist, Sacred Fist, Seeker of the Misty Isle, Seeker of the Song, Shadow Adept, Shaper of Form, Shinning Blade of Heironeous, Slayer of Domiel, Spellsworn, Spellguard of Silvermoon, Stormlord, Sublime Chord, Swanmay, Tattooed Monk, Thrall of Pazuzu, Thaumaturgist, Troubadour of Stars, Vassal of Bahamut, Void Disciple, War Chanter, Warpriest, Warshaper, Wayfarer Guide, Wild Mage, World Speaker, Wonderworker, Yathrinsee.

Barbarian

Bard

In-Class Skills – Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Con: Concentration. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device.
 Weapons – Simple + all of the following: longbow, longsword, rapier, sap, shortbow, shortsword, whip.

Level	Feats	Class	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	Branch Dancer
3	2	A1	2	1	3	3	6	3.0	Master Inquisitive
4	2	A2	3	1	4	4	7	3.5	Celebrant of Sharess, Dragonmark Heir, Jobber
5	2	A2	3	1	4	4	8	4.0	Acolyte of the Skin, Assassin, Battle Howler of Gruumsh, Blood Magus, Divine Oracle, Dragon Disciple, Evangelist, Harper Agent, Memory Smith, Mindbender, Mindspy, Mourner, Poisoner, Replacement Killer, Sentinel of Bharrai, Shadow Thief of Amn, Shaper of Form, Stoneface, Wild Mage, World Speaker
6	3	A2	4	2	5	5	9	4.5	Enlightened Fist, Extreme Explorer, Green Star Adept, Icesinger, Invisible Blade, Purple Dragon Knight', Stalker of Kharash, War Chanter
7	3	A3	5	2	5	5	10	5.0	Alienist, Anointed Knight, Crane Shen, Dark Hunter, Darkwood Stalker, Divine Seeker, Dragon Shen, Elemental Savant, Evereskan Tomb Guardian, Exalted Arcanist, Gnome Giant-Slayer, Green Whisperer, Heartfire Fanner, Holy Liberator, Incantatrix, Mantis Shen, Master Thrower, Mole, Monk of the Long Death, Monkey Shen, Occult Slayer, Panther Shen, Pious Templar, Purebreath Devotee, Purple Dragon Knight, Ravager, Rainbow Servant, Reaping Mauler, Shadow Adept, Shadow Dancer, Slime Lord, Snake Shen, Stonelord, Thayan Knight, Thrall of Pazuzu, Tiger Shen, Void Disciple, Warforged Juggernaut, Wonderworker, Zhentarim Spy
8	3	A3	6	2	6	6	11	5.5	Arcane Archer, Blackguard, Duelist, Exotic Weapon Master, Eye of Gruumsh, Ronin, Suel Arcanamach, Sword of Righteousness, Sworn Slayer
9	4	A3	6	3	6	6	12	6.0	Apostle of Peace, Bladesinger, Bowman Charger, Darkwater Knight, Dervish, Loremaster, Halfling Outrider, Order of the Bow Initiate, Ur-Priest
10	4	A4	7	3	7	7	13	6.5	Arcane Devotee, Divine Champion, Divine Crusader, Fatespinner, Hathran, Initiate of the Sevenfold Veil, Seeker of the Song, Spellguard of Silvermoon, Sublime Chord, Troubadour of Stars
11	4	A4	8	3	7	7	14	7.0	
12	5	A4	9	4	8	8	15	7.5	Heir of Siberys, Horizon Walker
13	5	A5	9	4	8	8	16	8.0	Magic Filcher, Shaaryan Hunter, Temple Raider of Olidammara, Weretouched Master
14	5	A5	10	4	9	9	17	8.5	
15	6	A5	11	5	9	9	18	9.0	
16	6	A6	12	5	10	10	19	9.5	
17	6	A6	12	5	10	10	20	10.0	Beloved of Valarian, Skylord
18	7	A6	13	6	11	11	21	10.5	
19	7	A6	14	6	11	11	22	11.0	
20	7	A6	15	6	12	12	23	11.5	

Bard
 Never: Arcane Archer, Arcane Trickster, Archmage, Argent Savant, Bear Warrior, Black Flame Zealot, Blighter, Cavalier, Celestial Mystic, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Defender of Sealtiel, Divine Disciple, Drunken Master, Dwarven Defender, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Emissary of Barachiel, Entropomancer, Exorcist of the Silver Flame, Eye of Horus-Re, Firestorm Berserker, Fist of Razi, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Hammer of Moradin, Harper Paragon, Hierophant, Hospitaler, Hunter of the Dead, Initiate of Pistis Sophia, Itinerant Warder of Yondala, Justicar, Justice Hammer of Moradin, Justiciar of Tyr, Kensai, Knight of the Chalice, Knight Protector, Lion of Talisid, Maiden of Pain, Mage of the Arcane Order, Martyred Champion of Ilmater, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifist, Morninglord of Lathander, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nature's Warrior, Oppressor, Prophet of Erathaol, Radiant Servant of Pelor, Rage Mage, Red Wizard, Runecaster, Sacred Exorcist, Sacred Fist, Seeker of the Misty Isle, Slayer of Dmiel, Shinning Blade of Heironeous, Spellsword, Stormlord, Swanmay, Tattooed Monk, Thaumaturgist, Vassal of Bahamut, Warpriest, Warshaper, Wayfarer Guide, Yathrinshiee.

Bard

Cleric

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

Level	Feats	Class	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	
4	2	D2	3	4	1	4	7	3.5	Dragonmark Heir
5	2	D3	3	4	1	4	8	4.0	Acolyte of the Skin, Alienist, Church Inquisitor, Divine Oracle, Elemental Savant, Exorcist of the Silver Flame, Harper Agent, Jobber, Maiden of Pain, Morninglord of Lathander, Runecaster, Shadow Adept
6	3	D3	4	5	2	5	9	4.5	Emissary of Barachiel, Extreme Explorer, Eye of Horus-Re, Force Missile Mage, Martyred Champion of Ilmater, Purple Dragon Knight*, Radiant Servant of Pelor, Stormlord, Tattooed Monk, Wonderworker
7	3	D4	5	5	2	5	10	5.0	Anointed Knight, Branch Dancer, Celestial Mystic, Crane Shen, Dark Hunter, Darkwood Stalker, Divine Disciple, Dragon Shen, Entropomancer, Gnome Giant-Slayer, Hammer of Moradin, Hathran, Holy Liberator, Hospitaler, Hunter of the Dead, Itinerant Warder of Yondala, Justice Hammer of Moradin, Justiciar of Tyr, Kensai, Mantis Shen, Master Thrower, Mole, Monkey Shen, Mystic Keeper of Corellon Larethian, Occult Slayer, Panther Shen, Pious Templar, Purebreath Devotee, Purple Dragon Knight, Ravager, Reaping Mauler, Sacred Exorcist, Shaper of Form, Snake Shen, Stonelord, Thaumaturgist, Thayan Knight, Tiger Shen, Void Disciple, Warforged Juggernaut, Warpriest, Zhentarim Spy
8	3	D4	6	6	2	6	11	5.5	Blackguard, Duelist, Exotic Weapon Master, Eye of Gruumsh, Fist of Raziel, Justicar, Ronin, Sword of Righteousness, Sworn Slayer
9	4	D5	6	6	3	6	12	6.0	Apostle of Peace, Darkwater Knight, Dervish, Halfling Outrider, Loremaster, Knight Protector, Master Inquisitive, Prophet of Erathaol, Sacred Fist, Slime Lord, Ur-Priest
10	4	D5	7	7	3	7	13	6.5	Contemplative, Defender of Sealtiel, Divine Champion, Divine Crusader, Dwarven Defender, Shinning Blade of Heironeous, Vassal of Bahamut
11	4	D6	8	7	3	7	14	7.0	Celebrant of Sharess, Knight of the Chalice
12	5	D6	9	8	4	8	15	7.5	Bowman Charger, Cavalier, Heir of Siberys, Order of the Bow Initiate
13	5	D7	9	8	4	8	16	8.0	Assassin, Evangelist, Hierophant, Invisible Blade, Monk of the Long Death, Poisoner, Replacement Killer, Seeker of the Misty Isle, Sentinel of Bharrai, Shaaryan Hunter, Shadow Thief of Amn, Stalker of Kharash, Stoneface, Temple Raider of Olidammara, Weretouched Master
14	5	D7	10	9	4	9	17	8.5	
15	6	D8	11	9	5	9	18	9.0	
16	6	D8	12	10	5	10	19	9.5	
17	6	D9	12	10	5	10	20	10.0	Beloved of Valarian, Chimeric Champion of Garl Glittergold, Divine Seeker, Heartfire Fanner, Shadow Dancer, Skylord, Wayfarer Guide
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	

Cleric

Never: Arcane Archer, Arcane Devotee, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Champion of Gwynharwyf, Dragon Disciple, Drunken Master, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Enlightened Fist, Evereskan Tomb Guardian, Exalted Arcanist, Fatespinner, Firestorm Berserker, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Green Whisperer, Harper Paragon, Horizon Walker, Icesinger, Initiate of Pistis Sophia, Initiate of the Sevenfold Veil, Incantatrix, Lion of Talisid, Mage of the Arcane Order, Magic Filcher, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifist, Memory Smith, Mindbender, Mindspy, Mourner, Mystic Theurge, Nature's Warrior, Oppressor, Rage Mage, Rainbow Servant, Red Wizard, Seeker of the Song, Slayer of Domiel, Spellguard of Silvermoon, Spellsword, Sublime Chord, Suel Arcanamach, Swanmay, Thrall of Pazuzu, Troubadour of Stars, War Chanter, Warshaper, Wild Mage, World Speaker, Yathrinshoe.

Cleric

Druid

In-Class Skills – Str: Swim. Dex: Ride. Int: Craft, Know (nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.

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

Level	Feats	Class	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	Darkwater Knight
4	2	D2	3	4	1	4	7	3.5	Dragonmark Heir
5	2	D3	3	4	1	4	8	4.0	Divine Oracle, Elemental Savant, Harper Agent, Jobber, Runecaster, Seeker of the Misty Isle, Swanmay
6	3	D3	4	5	2	5	9	4.5	Blighter, Extreme Explorer, Lion of Talisid, Nature's Warrior, Purple Dragon Knight', Stormlord, Warshaper, Weretouched Master, Wonderworker
7	3	D4	5	5	2	5	10	5.0	Anointed Knight, Branch Dancer, Crane Shen, Dark Hunter, Darkwood Stalker, Divine Disciple, Dragon Shen, Gnome Giant-Slayer, Hathran, Hospitaler, Itinerant Warder of Yondala, Kensai, Mantis Shen, Master Thrower, Mole, Monkey Shen, Occult Slayer, Panther Shen, Pious Templar, Purebreath Devotee, Purple Dragon Knight, Ravager, Reaping Mauler, Shaper of Form, Snake Shen, Stonelord, Tiger Shen, Void Disciple, Zhentarim Spy
8	3	D4	6	6	2	6	11	5.5	Blackguard, Duelist, Justicar, Ronin, Sword of Righteousness, Sworn Slayer
9	4	D5	6	6	3	6	12	6.0	Acolyte of the Skin, Apostle of Peace, Dervish, Earthshaker, Halfling Outrider, Master Inquisitive, Shaaryan Hunter, Slime Lord
10	4	D5	7	7	3	7	13	6.5	Beloved of Valarian, Divine Champion, Divine Crusader, Dwarven Defender, Evangelist, Skylord
11	4	D6	8	7	3	7	14	7.0	
12	5	D6	9	8	4	8	15	7.5	Heir of Siberys
13	5	D7	9	8	4	8	16	8.0	Alienist, Assassin, Green Whisperer, Invisible Blade, Monk of the Long Death, Poisoner, Replacement Killer, Sacred Fist, Sentinel of Bharrai, Shadow Adept, Shadow Thief of Amn, Stalker of Kharash, Stoneface
14	5	D7	10	9	4	9	17	8.5	
15	6	D8	11	9	5	9	18	9.0	Thrall of Pazuzu
16	6	D8	12	10	5	10	19	9.5	
17	6	D9	12	10	5	10	20	10.0	Divine Seeker, Heartfire Fanner, Loremaster, Shadow Dancer
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: Arcane Archer, Arcane Devotee, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Bladesinger, Blood Magus, Bowman Charger, Cavalier, Celebrant of Sharess, Celestial Mystic, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Defender of Sealtiel, Dragon Disciple, Drunken Master, Effigy Master, Eldeen Ranger, Eldritch Knight, Emissary of Barachiel, Enlightened Fist, Entropomancer, Evereskan Tomb Guardian, Exalted Arcanist, Exorcist of the Silver Flame, Eye of Horus-Re, Exotic Weapon Master, Eye of Gruumsh, Fatespinner, Firestorm Berserker, Fist of Raziel, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Hammer of Moradin, Harper Paragon, Hierophant, Holy Liberator, Horizon Walker, Hunter of the Dead, Icesinger, Incantatrix, Initiate of Pistis Sophia, Initiate of the Sevenfold Veil, Justice Hammer of Moradin, Justiciar of Tyr, Knight of the Chalice, Knight Protector, Magic Filcher, Maiden of Pain, Mage of the Arcane Order, Martyred Champion of Ilmater, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifist, Memory Smith, Mindbender, Mindspy, Morninglord of Lathander, Mourner, Mystic Keeper of Corellon Larethian, Mystic Theurge, Order of the Bow Initiate, Oppressor, Prophet of Erathaol, Radiant Servant of Pelor, Rage Mage, Rainbow Servant, Red Wizard, Sacred Exorcist, Sacred Fist, Seeker of the Song, Shinning Blade of Heironeous, Slayer of Domiel, Spellguard of Silverymoon, Spellword, Sublime Chord, Suel Arcanamach, Tattooed Monk, Temple Raider of Olidammara, Thaumaturgist, Thayan Knight, Troubadour of Stars, Ur-Priest, Vassal of Bahamut, War Chanter, Warforged Juggernaut, Warpriest, Wayfarer Guide, Wild Mage, World Speaker, Yathrinshiee.

Druid

Fighter

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

Level	Feats	Class	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	
4	2+3	–	4	4	1	1	7	3.5	Dragonmark Heir
5	2+3	–	5	4	1	1	8	4.0	Dark Hunter, Extreme Explorer, Gnome Giant-Slayer, Halfling Outrider, Master Thrower, Mole, Occult Slayer, Order of the Bow Initiate, Pious Templar, Purple Dragon Knight, Ravager, Snake Shen, Stonelord, Thayan Knight, Tiger Shen, Warforged Juggernaut
6	3+4	–	6	5	2	2	9	4.5	Bowman Charger, Dragon Shen, Exotic Weapon Master, Eye of Gruumsh, Martyred Champion of Illmater, Purebreath Devotee, Purple Dragon Knight', Ronin, Sword of Righteousness, Sworn Slayer
7	3+4	–	7	5	2	2	10	5.0	Beloved of Valarian, Branch Dancer, Blackguard, Crane Shen, Darkwood Stalker, Defender of Sealtiel, Dervish, Divine Champion, Divine Crusader, Duelist, Dwarven Defender, Holy Liberator, Justicar, Kensai, Mantis Shen, Monkey Shen, Panther Shen, Reaping Mauler, Skylord, Suel Arcanamach, Zhentarim Spy
8	3+5	–	8	6	2	2	11	5.5	Cavalier
9	4+5	–	9	6	3	3	12	6.0	Jobber, Knight Protector, Master Inquisitive, Slime Lord, Vassal of Bahamut
10	4+6	–	10	7	3	3	13	6.5	Assassin
11	4+6	–	11	7	3	3	14	7.0	Celebrant of Sharess
12	5+7	–	12	8	4	4	15	7.5	Heir of Siberys
13	5+7	–	13	8	4	4	16	8.0	Evangelist, Harper Agent, Invisible Blade, Poisoner, Replacement Killer, Sentinel of Bharrai, Shaaryan Hunter, Shadow Thief of Amn, Stalker of Kharash, Stoneface, Tattooed Monk, Temple Raider of Olidammara, Ur-Priest, Weretouched Master
14	5+8	–	14	9	4	4	17	8.5	
15	6+8	–	15	9	5	5	18	9.0	Apostle of Peace, Emissary of Barachiel, Monk of the Long Death
16	6+9	–	16	10	5	5	19	9.5	
17	6+9	–	17	10	5	5	20	10.0	Divine Seeker, Shadow Dancer
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, Anointed Knight, Arcane Archer, Arcane Devotee, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Celestial Mystic, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Darkwater Knight, Divine Disciple, Divine Oracle, Dragon Disciple, Drunken Master, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Elemental Savant, Enlightened Fist, Entropomancer, Evereskan Tomb Guardian, Exalted Arcanist, Exorcist of the Silver Flame, Eye of Horus-Re, Fatespinner, Firestorm Berserker, Fist of Raziel, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Green Whisperer, Hammer of Moradin, Harper Paragon, Hathran, Heartfire Fanner, Hierophant, Horizon Walker, Hospitaler, Hunter of the Dead, Icesinger, Incantatrix, Initiate of Pistis Sophia, Initiate of the Sevenfold Veil, Itinerant Warder of Yondala, Justice Hammer of Moradin, Justiciar of Tyr, Knight of the Chalice, Lion of Talisid, Loremaster, Mage of the Arcane Order, Magic Filcher, Maiden of Pain, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifist, Memory Smith, Mindbender, Mindspy, Morninglord of Lathander, Mourner, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nature's Warrior, Oppressor, Prophet of Erathaol, Radiant Servant of Pelor, Rage Mage, Rainbow Servant, Red Wizard, Runecaster, Sacred Exorcist, Sacred Fist, Seeker of the Misty Isle, Seeker of the Song, Shadow Adept, Shaper of Form, Shinning Blade of Heironeous, Slayer of Domiel, Spellguard of Silvermoon, Spellsworn, Stormlord, Sublime Chord, Swanmay, Thrall of Pazu, Thaumaturgist, Troubadour of Stars, Void Disciple, War Chanter, Warpriest, Warshaper, Wayfarer Guide, Wild Mage, World Speaker, Wonderworker, Yathrinshae.

Fighter

Monk

In-Class Skills – Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know (arcana, religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.
 Weapons – club, crossbow (light & heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, sling.

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

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1+1	evas. un-arm strike stun	0	2	2	2	4	2.0	
2	1+2	defl arrow	1	3	3	3	5	2.5	
3	2+2		2	3	3	3	6	3.0	
4	2+2		3	4	4	4	7	3.5	Dragonmark Heir
5	2+2		3	4	4	4	8	4.0	Assassin, Drunken Master , Harper Agent, Jobber, Shadow Thief of Amn, Tattooed Monk
6	3+3	imp trip	4	5	5	5	9	4.5	Emissary of Barachiel, Extreme Explorer, Martyred Champion of Ilmater, Purple Dragon Knight'
7	3+3		5	5	5	5	10	5.0	Branch Dancer, Crane Shen, Dark Hunter, Darkwood Stalker, Divine Seeker, Dragon Shen, Gnome Giant-Slayer, Kensai , Mantis Shen, Master Thrower, Mole, Monk of the Long Death, Monkey Shen, Occult Slayer, Panther Shen, Pious Templar, Purebreath Devotee, Purple Dragon Knight, Reaping Mauler, Shadow Dancer, Snake Shen, Stonelord, Thayan Knight, Tiger Shen, Zhentarim Spy
8	3+3		6	6	6	6	11	5.5	Blackguard, Duelist, Exotic Weapon Master, Justicar, <u>Ronin</u> , Suel Arcanamach, Sword of Righteousness, Sworn Slayer
9	4+3		6	6	6	6	12	6.0	Apostle of Peace, Dervish, Halfling Outrider, Master Inquisitive, Slime Lord
10	4+3		7	7	7	7	13	6.5	Defender of Sealtiel, Divine Champion, Divine Crusader, Dwarven Defender, Initiate of Pistic Sophia, Vassal of Bahamut
11	4+3		8	7	7	7	14	7.0	
12	5+3		9	8	8	8	15	7.5	Bowman Charger, Cavalier, Heir of Siberys, Order of the Bow Initiate
13	5+3		9	8	8	8	16	8.0	Evangelist, Invisible Blade, Poisoner, Sentinel of Bharrai, Shaaryan Hunter, Ur-Priest, Weretouched Master
14	5+3		10	9	9	9	17	8.5	
15	6+3		11	9	9	9	18	9.0	
16	6+3		12	10	10	10	19	9.5	
17	6+3		12	10	10	10	20	10.0	Beloved of Valarian, Skylord
18	7+3		13	11	11	11	21	10.5	
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, Anointed Knight, Arcane Archer, Arcane Devotee, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Celebrant of Sharess, Celestial Mystic, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Darkwater Knight, Divine Disciple, Divine Oracle, Dragon Disciple, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Elemental Savant, Enlightened Fist, Entropomancer, Evereskan Tomb Guardian, Exalted Arcanist, Exorcist of the Silver Flame, Eye of Horus-Re, Eye of Gruumsh, Fatespinner, Firestorm Berserker, Fist of Raziel, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Green Whisperer, Hammer of Moradin, Harper Paragon, Hathran, Heartfire Fanner, Hierophant, Holy Liberator, Horizon Walker, Hospitaler, Hunter of the Dead, Icesinger, Incantatrix, Initiate of the Sevenfold Veil, Itinerant Warder of Yondala, Justice Hammer of Moradin, Justiciar of Tyr, Knight of the Chalice, Knight Protector, Lion of Talisid, Loremaster, Mage of the Arcane Order, Magic Filcher, Maiden of Pain, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrist, Memory Smith, Mindbender, Mindspy, Morninglord of Lathander, Mourner, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nature’s Warrior, Oppressor, Prophet of Erathaol, Radiant Servant of Pelor, Rage Mage, Ravager, Rainbow Servant, Red Wizard, Runecaster, Sacred Exorcist, Sacred Fist, Seeker of the Misty Isle, Seeker of the Song, Shadow Adept, Shaper of Form, Shinning Blade of Heironeous, Slayer of Domiel, Spellguard of Silvermoon, Spellsword, Stalker of Kharash, Stoneface, Stormlord, Sublime Chord, Swanmay, Temple Raider of Olidammara, Thrall of Pazuzu, Thaumaturgist, Troubadour of Stars, Void Disciple, War Chanter, Warforged Juggernaut, Warpriest, Warshaper, Wayfarer Guide, Wild Mage, World Speaker, Wonderworker, Yathrinshae.

Monk

Paladin

In-Class Skills – Dex: Ride. Int: Craft, Know (nobility & royalty, religion). Wis: Heal, Sense Motive. 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	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1	–	1	2	0	0	4	2.0	
2	1	–	2	3	0	0	5	2.5	
3	2	Turn	3	3	1	1	6	3.0	
4	2	D1	4	4	1	1	7	3.5	Dragonmark Heir
5	2	D1	5	4	1	1	8	4.0	Anointed Knight, Dark Hunter, Divine Oracle, Exorcist of the Silver Flame, Extreme Explorer, Halfling Outrider, Harper Agent, Hospitaller, Hunter of the Dead, Jobber, Justice Hammer of Moradin, Kensai , Mole, Occult Slayer, Pious Templar, Purple Dragon Knight , Snake Shen, Stonelord, Tiger Shen
6	3	D1	6	5	2	2	9	4.5	Dragon Shen, Exotic Weapon Master, Fist of Raziel, Gnome Giant-Slayer, Martyred Champion of Ilmater, Master Thrower, Purebreath Devotee, Purple Dragon Knight', <u>Ronin</u> , Sword of Righteousness, Sworn Slayer, Tattooed Monk, Warforged Juggernaut
7	3	D1	7	5	2	2	10	5.0	Beloved of Valarian, Branch Dancer, Crane Shen, Darkwood Stalker, Defender of Sealtiel, Divine Champion, Divine Crusader, Divine Seeker, Duelist, Dwarven Defender, <u>Holy Liberator</u> , Justicar , Mantis Shen, Monkey Shen, Mystic Keeper of Corellon Larethian, Panther Shen, Reaping Mauler, Skylord, Suel Arcanamach
8	3	D2	8	6	2	2	11	5.5	<u>Blackguard</u> , Hammer of Moradin, Justiciar of Tyr, Knight of the Chalice , Shaper of Form
9	4	D2	9	6	3	3	12	6.0	Bowman Charger, Cavalier , Church Inquisitor, Darkwater Knight, Dervish, Knight Protector , Order of the Bow Initiate, Master Inquisitive, Sacred Fist, Shinning Blade of Heironeous, Vassal of Bahamut
10	4	D2	10	7	3	3	13	6.5	
11	4	D3	11	7	3	3	14	7.0	Loremaster, Morninglord of Lathander
12	5	D3	12	8	4	4	15	7.5	Heir of Siberys
13	5	D3	13	8	4	4	16	8.0	Contemplative, Evangelist, Invisible Blade, Runecaster, Seeker of the Misty Isle, Sentinel of Bharrai, Shaaryan Hunter, Shadow Thief of Amn, Weretouched Master
14	5	D4	14	9	4	4	17	8.5	Celestial Mystic, Divine Disciple, Hathran, Sacred Exorcist
15	6	D4	15	9	5	5	18	9.0	Apostle of Peace, Emissary of Barachiel, Itinerant Warder of Yondala, Monk of the Long Death, Wonderworker
16	6	D4	16	10	5	5	19	9.5	
17	6	D4	17	10	5	5	20	10.0	Chimeric Champion of Garl Glittergold, Heartfire Fanner, Prophet of Erathol, Shadow Dancer
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, Arcane Archer, Arcane Devotee, Arcane Trickster, Archmage, Argent Savant, Assassin, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Celebrant of Sharess, Champion of Gwynharwyf, Dragon Disciple, Drunken Master, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Elemental Savant, Enlightened Fist, Entropomancer, Evereskan Tomb Guardian, Exalted Arcanist, Eye of Horus-Re, Eye of Gruumsh, Fatespinner, Firestorm Berserker, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Green Whisperer, Harper Paragon, Hierophant, Horizon Walker, Icesinger, Incantatrix, Initiate of Pistis Sophia, Initiate of the Sevenfold Veil, Lion of Talisid, Mage of the Arcane Order, Magic Filcher, Maiden of Pain, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrist, Memory Smith, Mindbender, Mindspy, Mourner, Mystic Theurge, Nature's Warrior, Oppressor, Poisoner, Radiant Servant of Pelor, Rage Mage, Ravager, Rainbow Servant, Red Wizard, Replacement Killer, Seeker of the Song, Shadow Adept, Slayer of Domiell, Spellguard of Silvermoon, Slime Lord, Spellsword, Stalker of Kharash, Stoneface, Stormlord, Sublime Chord, Swanmay, Temple Raider of Olidammara, Thrall of Pazuzu, Thaumaturgist, Thayan Knight, Troubadour of Stars, Ur-Priest, Void Disciple, War Chanter, Warpriest, Warshaper, Wayfarer Guide, Wild Mage, World Speaker, Yathrinshiee, Zhentarim Spy.

Paladin

Ranger

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

Level	Feats	Class	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	
4	2	D1	4	4	1	1	7	3.5	Dragonmark Heir, Extreme Explorer
5	2	D1	5	4	1	1	8	4.0	Anointed Knight, Assassin, Dark Hunter, Darkwood Stalker, Divine Oracle, Eldeen Ranger – Ashbound, Eldeen Ranger – Children of Winter, Eldeen Ranger – Gatekeeper, Eldeen Ranger – Greensingers, Eldeen Ranger – Warden of the Woods, Exorcist of the Silver Flame, Halfling Outrider, Hospitaler, Justice Hammer of Moradin, Mole, Occult Slayer, Panther Shen, Pious Templar, Purple Dragon Knight, Ravager, Shadow Thief of Amn, Snake Shen, Stalker of Kharash, Stonelord, Swanmay, Temple Raider of Olidammara, Thayan Knight, Tiger Shen, Weretouched Master
6	3	D1	6	5	2	2	9	4.5	Blackguard, Dragon Shen, Exotic Weapon Master, Eye of Gruumsh, Gnome Giant-Slayer, Martyred Champion of Ilmater, Master Thrower, Order of the Bow Initiate, Purebreath Devotee, Purple Dragon Knight, Ronin, Shaaryan Hunter, Sword of Righteousness, Sworn Slayer, Warforged Juggernaut
7	3	D1	7	5	2	2	10	5.0	Beloved of Valarian, Branch Dancer, Crane Shen, Defender of Sealtiel, Divine Champion, Divine Crusader, Divine Seeker, Duelist, Dwarven Defender, Holy Liberator, Justicar, Kensai, Mantis Shen, Monkey Shen, Mystic Keeper of Corellon Larethian, Reaping Mauler, Shadow Dancer, Skylord, Suel Arcanamach, Zhentarim Spy
8	3	D2	8	6	2	2	11	5.5	Darkwater Knight, Lion of Talisid, Hammer of Moradin, Seeker of the Misty Isle, Shaper of Form
9	4	D2	9	6	3	3	12	6.0	Bowman Charger, Cavalier, Dervish, Jobber, Master Inquisitive, Slime Lord, Vassal of Bahamut
10	4	D2	10	7	3	3	13	6.5	Acolyte of the Skin
11	4	D3	11	7	3	3	14	7.0	Celebrant of Sharess, Loremaster, Shinning Blade of Heironeous, Stormlord
12	5	D3	12	8	4	4	15	7.5	Heir of Siberys, Horizon Walker, Knight Protector
13	5	D3	13	8	4	4	16	8.0	Alienist, Evangelist, Harper Agent, Harper Paragon, Invisible Blade, Justiciar of Tyr, Poisoner, Replacement Killer, Runecaster, Sacred Fist, Sentinel of Bharrai, Shadow Adept, Stoneface, Tattooed Monk, Ur-Priest
14	5	D4	14	9	4	4	17	8.5	Celestial Mystic, Divine Disciple, Entropomancer, Hathran
15	6	D4	15	9	5	5	18	9.0	Apostle of Peace, Emissary of Barachiel, Itinerant Warder of Yondala, Monk of the Long Death, Wonderworker
16	6	D4	16	10	5	5	19	9.5	
17	6	D4	17	10	5	5	20	10.0	Chimeric Champion of Garl Glittergold, Heartfire Fanner, Prophet of Erathaol, Void Disciple
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: Arcane Archer, Arcane Devotee, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Dragon Disciple, Drunken Master, Earthshaker, Effigy Master, Eldritch Knight, Elemental Savant, Enlightened Fist, Evereskan Tomb Guardian, Exalted Arcanist, Eye of Horus-Re, Fatespinner, Firestorm Berserker, Fist of Raziel, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Green Whisperer, Hierophant, Hunter of the Dead, Icesinger, Incantatrix, Initiate of Pistis Sophia, Initiate of the Sevenfold Veil, Knight of the Chalice, Mage of the Arcane Order, Magic Filcher, Maiden of Pain, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifist, Memory Smith, Mindbender, Mindspy, Morninglord of Lathander, Mourner, Mystic Theurge, Nature’s Warrior, Oppressor, Radiant Servant of Pelor, Rage Mage, Rainbow Servant, Red Wizard, Sacred Exorcist, Seeker of the Song, Slayer of Domiel, Spellguard of Silvermoon, Spellsworn, Sublime Chord, Thrall of Pazuzu, Thaumaturgist, Troubadour of Stars, War Chanter, Warpriest, Warshaper, Wayfarer Guide, Wild Mage, World Speaker, Yathrinshae.

Ranger

Rogue

In-Class Skills – Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magic Device.

Weapons – Simple, plus crossbow (light & hand), rapier, shortbow, & shortsword.

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill cc	Classes
1	1		0	0	2	2	4	2.0	
2	1	evas	1	0	3	3	5	2.5	
3	2		2	1	3	3	6	3.0	Master Inquisitive
4	2		3	1	4	4	7	3.5	Celebrant of Sharess, Dragonmark Heir, Jobber
5	2		3	1	4	4	8	4.0	Assassin, Harper Agent, Poisoner, Replacement Killer, Shadow Thief of Amn, Stoneface
6	3		4	2	5	5	9	4.5	Extreme Explorer, Invisible Blade, Martyred Champion of Ilmater, Purple Dragon Knight, Slayer of Domiel, Stalker of Kharash
7	3		5	2	5	5	10	5.0	Branch Dancer, Crane Shen, Dark Hunter, Darkwood Stalker, Divine Seeker, Dragon Shen, Evangelist, Gnome Giant-Slayer, Holy Liberator, Kensai, Mantis Shen, Master Thrower, Mole, Monkey Shen, Mystic Keeper of Corellon Larethian, Occult Slayer, Oppressor, Panther Shen, Pious Templar, Purebreath Devotee, Purple Dragon Knight, Ravager, Reaping Mauler, Shadow Dancer, Slime Lord, Snake Shen, Stonelord, Temple Raider of Olidammara, Thayan Knight, Tiger Shen, Warforged Juggernaut, Zhentarim Spy
8	3		6	2	6	6	11	5.5	Blackguard, Duelist, Exotic Weapon Master, Eye of Gruumsh, Justicar, Ronin, Suel Arcanamach, Sword of Righteousness, Sworn Slayer
9	4		6	3	6	6	12	6.0	Bowman Charger, Dervish, Halfling Outrider, Order of the Bow Initiate
10	4		7	3	7	7	13	6.5	Defender of Sealtiel, Divine Champion, Divine Crusader, Dwarven Defender, Vassal of Bahamut
11	4		8	3	7	7	14	7.0	
12	5		9	4	8	8	15	7.5	Cavalier, Heir of Siberys
13	5		9	4	8	8	16	8.0	Sentinel of Bharrai, Shaaryan Hunter, Tattooed Monk, Ur-Priest, Weretouched Master
14	5		10	4	9	9	17	8.5	
15	6		11	5	9	9	18	9.0	Apostle of Peace, Emissary of Barachiel, Knight Protector, Monk of the Long Death
16	6		12	5	10	10	19	9.5	
17	6		12	5	10	10	20	10.0	Beloved of Valarian, Skylord
18	7		13	6	11	11	21	10.5	
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, Anointed Knight, Arcane Archer, Arcane Devotee, Arcane Trickster, Archmage, Argent Savant, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Bladesinger, Blighter, Blood Magus, Celestial Mystic, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Darkwater Knight, Divine Disciple, Divine Oracle, Dragon Disciple, Drunken Master, Earthshaker, Effigy Master, Eldeen Ranger, Eldritch Knight, Elemental Savant, Enlightened Fist, Entropomancer, Evereskan Tomb Guardian, Exalted Arcanist, Exorcist of the Silver Flame, Eye of Horus-Re, Fatespinner, Firestorm Berserker, Fist of Raziel, Force Missile Mage, Frenzied Berserker, Geomancer, Geometer, Green Star Adept, Green Whisperer, Hammer of Moradin, Harper Paragon, Hathran, Heartfire Fanner, Hierophant, Horizon Walker, Hospitaler, Hunter of the Dead, Icesinger, Incantatrix, Initiate of Pistis Sophia, Initiate of the Sevenfold Veil, Itinerant Warder of Yondala, Justiciar of Tyr, Knight of the Chalice, Lion of Talisid, Loremaster, Mage of the Arcane Order, Magic Filcher, Maiden of Pain, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the Unseen Hand, Master of the West Wind, Master Transmogrifist, Memory Smith, Mindbender, Mindspy, Morninglord of Lathander, Mourner, Mystic Theurge, Nature's Warrior, Prophet of Erathaol, Radiant Servant of Pelor, Rage Mage, Rainbow Servant, Red Wizard, Runecaster, Sacred Exorcist, Seeker of the Misty Isle, Seeker of the Song, Shadow Adept, Shaper of Form, Shinning Blade of Heironeous, Spellguard of Silverymoon, Spellsworn, Stormlord, Sublime Chord, Swanmay, Thrall of Pazuzu, Thaumaturgist, Troubadour of Stars, Void Disciple, War Chanter, Warpriest, Warshaper, Wayfarer Guide, Wild Mage, World Speaker, Wonderworker, Yathrinshae.

Rogue

Sorcerer

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

Level	Feats	Class	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	
4	2	A2	2	1	1	4	7	3.5	Dragonmark Heir
5	2	A2	2	1	1	4	8	4.0	Blood Magus, Dragon Disciple, Divine Oracle, Mindbender, Shadow Adept, Shaper of Form, Stoneface, Wild Mage
6	3	A3	3	2	2	5	9	4.5	Elemental Savant, Enlightened Fist, Exalted Arcanist, Force Missile Mage, Incantatrix, Martyred Champion of Ilmater, Mindspy, Rainbow Servant, Wonderworker
7	3	A3	3	2	2	5	10	5.0	Branch Dancer, Effigy Master, Void Disciple
8	3	A4	4	2	2	6	11	5.5	Arcane Devotee, Evereskan Tomb Guardian, Extreme Explorer, Fatespinner, Hathran, Master Transmogrist, Purple Dragon Knight, Spellguard of Silverymoon, Warshaper
9	4	A4	4	3	3	6	12	6.0	Acolyte of the Skin, Apostle of Peace, Celestial Mystic, Darkwater Knight, Evangelist, Green Star Adept, Initiate of the Sevenfold Veil, Jobber, Master Inquisitive, Prophet of Erathaol, Troubadour of Stars
10	4	A5	5	3	3	7	13	6.5	Anointed Knight, Argent Savant, Bladesinger, Crane Shen, Dark Hunter, Darkwood Stalker, Dervish, Dragon Shen, Gnome Giant-Slayer, Halfling Outrider, Holy Liberator, Kensai, Mantis Shen, Master Thrower, Master of the Unseen Hand, Mole, Monk of the Long Death, Monkey Shen, Occult Slayer, Panther Shen, Pious Templar, Purebreath Devotee, Purple Dragon Knight, Ravager, Reaping Mauler, Slime Lord, Snake Shen, Stonelord, Thayan Knight, Tiger Shen, Warforged Juggernaut, Zhentarim Spy
11	4	A5	5	3	3	7	14	7.0	Celebrant of Sharess
12	5	A6	6	4	4	8	15	7.5	Arcane Archer, Blackguard, Bowman Charger, Duelist, Exotic Weapon Master, Eye of Gruumsh, Heir of Siberys, Justicar, Order of the Bow Initiate, Ronin, Sword of Righteousness, Sworn Slayer
13	5	A6	6	4	4	8	16	8.0	Alienist, Assassin, Emissary of Barachiel, Harper Agent, Invisible Blade, Magic Filcher, Poisoner, Replacement Killer, Sentinel of Bharrai, Shaaryan Hunter, Shadow Thief of Amn, Stalker of Kharash, Tattooed Monk, Temple Raider of Olidammara, Ur-Priest, Weretouched Master
14	5	A7	7	4	4	9	17	8.5	Archmage, Defender of Sealtiel, Divine Champion, Divine Crusader, Dwarven Defender, Vassal of Bahamut
15	6	A7	7	5	5	9	18	9.0	Suel Arcanamach, Thrall of Pazuzu
16	6	A8	8	5	5	10	19	9.5	Cavalier
17	6	A8	8	5	5	10	20	10.0	Beloved of Valarian, Divine Seeker, Heartfire Fanner, Loremaster, Sacred Exorcist, Shadow Dancer, Skylord, Wayfarer Guide
18	7	A9	9	6	6	11	21	10.5	Knight Protector
19	7	A9	9	6	6	11	22	11.0	
20	7	A9	10	6	6	12	23	11.5	

Sorcerer

Never: Arcane Trickster, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Blighter, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Divine Disciple, Drunken Master, Earthshaker, Eldeen Ranger, Eldritch Knight, Entropomancer, Exorcist of the Silver Flame, Eye of Horus-Re, Firestorm Berserker, Fist of Raziel, Frenzied Berserker, Geomancer, Geometer, Green Whisperer, Hammer of Moradin, Harper Paragon, Hierophant, Horizon Walker, Hospitaler, Hunter of the Dead, Icesinger, Initiate of Pistis Sophia, Itinerant Warder of Yondala, Justiciar of Tyr, Knight of the Chalice, Lion of Talisid, Maiden of Pain, Mage of the Arcane Order, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the West Wind, Memory Smith, Morninglord of Lathander, Mourner, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nature's Warrior, Oppressor, Radiant Servant of Pelor, Rage Mage, Red Wizard, Runecaster, Seeker of the Misty Isle, Seeker of the Song, Shinning Blade of Heironeous, Slayer of Domiel, Spellsworn, Stormlord, Sublime Chord, Swanmay, Thaumaturgist, War Chanter, Warpriest, World Speaker, Yathrinshae.

Sorcerer

Wizard

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

Level	Feats	Class	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	
4	2+1	A2	2	1	1	4	7	3.5	Dragonmark Heir
5	2+2	A3	2	1	1	4	8	4.0	Acolyte of the Skin, Alienist, Blood Magus, Divine Oracle, Elemental Savant, Mage of the Arcane Order, Mindbender, Rainbow Servant, Red Wizard, Sentinel of Bharrai, Shadow Adept, Shaper of Form, Wild Mage
6	3+2	A3	3	2	2	5	9	4.5	Enlightened Fist, Force Missile Mage, Geometer, Martyred Champion of Ilmater, Mindspy, Purple Dragon Knight, Tattooed Monk, Wonderworker
7	3+2	A4	3	2	2	5	10	5.0	Branch Dancer, Celestial Mystic, Effigy Master, Fatespinner, Hathran, Incantatrix, Loremaster, Master Transmogrifist, Prophet of Erathaol, Spellguard of Silvermoon, Void Disciple
8	3+2	A4	4	2	2	6	11	5.5	Evereskan Tomb Guardian, Extreme Explorer, Warshaper
9	4+2	A5	4	3	3	6	12	6.0	Apostle of Peace, Argent Savant, Darkwater Knight, Green Star Adept, Initiate of the Sevenfold Veil, Jobber, Master Inquisitive, Master of the Unseen Hand, Sacred Exorcist, Ur-Priest, Wayfarer Guide
10	4+3	A5	5	3	3	7	13	6.5	Anointed Knight, Crane Shen, Dark Hunter, Darkwood Stalker, Dervish, Gnome Giant-Slayer, Halfling Outrider, Holy Liberator, Kensai, Mantis Shen, Master Thrower, Mole, Monk of the Long Death, Monkey Shen, Occult Slayer, Panther Shen, Pious Templar, Purebreath Devotee, Purple Dragon Knight, Ravager, Reaping Mauler, Slime Lord, Snake Shen, Stonelord, Thayan Knight, Tiger Shen, Warforged Juggernaut, Zhentarim Spy
11	4+3	A6	5	3	3	7	14	7.0	Celebrant of Sharess
12	5+3	A6	6	4	4	8	15	7.5	Arcane Archer, Blackguard, Bowman Charger, Duelist, Exotic Weapon Master, Eye of Gruumsh, Heir of Siberys, Horizon Walker, Justicar, Order of the Bow Initiate, Ronin, Sword of Righteousness, Sworn Slayer
13	5+3	A7	6	4	4	8	16	8.0	Archmage, Assassin, Emissary of Barachiel, Evangelist, Harper Agent, Invisible Blade, Magic Filcher, Poisoner, Replacement Killer, Shaaryan Hunter, Shadow Thief of Amn, Stalker of Kharash, Stoneface, Temple Raider of Olidammara, Weretouched Master
14	5+3	A7	7	4	4	9	17	8.5	Defender of Sealtiel, Divine Champion, Divine Crusader, Dwarven Defender, Vassal of Bahamut
15	6+4	A8	7	5	5	9	18	9.0	Suel Arcanamach, Thrall of Pazuzu
16	6+4	A8	8	5	5	10	19	9.5	Cavalier
17	6+4	A9	8	5	5	10	20	10.0	Beloved of Valarian, Divine Seeker, Heartfire Fanner, Shadow Dancer, Skylord
18	7+4	A9	9	6	6	11	21	10.5	Knight Protector
19	7+4	A9	9	6	6	11	22	11.0	
20	7+5	A9	10	6	6	12	23	11.5	

Wizard

Never: Arcane Trickster, Battle Howler of Gruumsh, Bear Warrior, Black Flame Zealot, Blighter, Champion of Gwynharwyf, Chimeric Champion of Garl Glittergold, Church Inquisitor, Contemplative, Divine Disciple, Dragon Disciple, Drunken Master, Earthshaker, Eldritch Knight, Entropomancer, Exalted Arcanist, Exorcist of the Silver Flame, Eye of Horus-Re, Firestorm Berserker, Fist of Raziel, Frenzied Berserker, Geomancer, Green Whisperer, Hammer of Moradin, Harper Paragon, Hierophant, Hospitaler, Hunter of the Dead, Icesinger, Initiate of Pistis Sophia, Itinerant Warder of Yondala, Knight of the Chalice, Lion of Talisid, Maiden of Pain, Master of the East Wind, Master of the North Wind, Master of the South Wind, Master of the West Wind, Memory Smith, Morninglord of Lathander, Mourner, Mystic Keeper of Corellon Larethian, Mystic Theurge, Nature's Warrior, Oppressor, Radiant Servant of Pelor, Rage Mage, Runecaster, Seeker of the Misty Isle, Seeker of the Song, Shinning Blade of Heironeous, Slayer of Domiell, Spellsword, Stormlord, Sublime Chord, Swanmay, Troubadour of Stars, Thaumaturgist, War Chanter, Warpriest, World Speaker, Yathrinshree.

Wizard

Stacking Class Abilities

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

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

Bardic Knowledge – Green Whisperer, Memory Smith, Mourner, World Speaker

Wild Empathy – Nature’s Warrior, Swanmay

Turn Undead – Master of the West Wind.

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

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

Animal Companion – Lion of Talisid.

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

Familiar Abilities – Master of the East Wind.

Rage – Eye of Gruumsh, Firestorm Berserker.

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

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

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

Monk Ki Strike – Initiate of Pistis Sophia.

Monk Flurry of Blows – Initiate of Pistis Sophia.

Wild Shape – Master of the North Wind.

Lvl	Animal Companion	Bardic Music (#: = min Perform rank)	Familiar	Rage	Monk – AC Bonus	Monk – Unarmed Damage	Monk – Move Bonus	Monk – Ki Strike	Monk – Flurry of Blows	Wild Shape
1	Share Spells Easy to Handle	3: Countersong 3: Fascinate 3: Inspire Courage +1	Improved Evasion Share Spells Empathic Speech	Rage, 1/day	+0	1d6	+0*		Extra attack with a –2 penalty to all attacks	
2					+0	1d6	+0*			
3	Evasion	6: Inspire Competence	Deliver Touch spells		+0	1d6	+10*			
4			Master & Familiar can speak	Rage, 2/day	+0	1d8	+10*	Ki Strike (magic)		
5					+1	1d8	+10*			Wild Shape, 1/day
6	+4 Bonus vs. Enchantments	9: Suggestion			+1	1d8	+20*			Wild Shape, 2/day
7			Can speak with similar animals		+1	1d8	+20*			Wild Shape, 3/day
8		3: Inspire Courage +2		Rage, 3/day	+1	1d10	+20*			Wild Shape, Large
9	Feat: Multiattack	12: Inspire Greatness			+1	1d10	+30*			
10					+2	1d10	+30*	Ki Strike (lawful)		Wild Shape, 4/day
11			Gains Spell Resistance 5+lvl	Greater Rage	+2	1d10	+30*		2 nd Extra attack	Wild Shape, Tiny
12		15: Song of Freedom		Rage, 4/day	+2	2d6	+40*			Wild Shape, Plants
13			Sery on Familiar		+2	2d6	+40*			
14		3: Inspire Courage +3			+2	2d6	+40*			Wild Shape, 5/day
15	Improved Evasion	18: Inspire Heroics			+3	2d6	+50*			Wild Shape, Huge
16				Rage, 5/day	+3	2d8	+50*	Ki Strike (adamantine)		Wild Shape, Elemental 1/day
17				Tireless Rage	+3	2d8	+50*			

Lvl	Animal Companion	Bardic Music (#: = min Perform rank)	Familiar	Rage	Monk – AC Bonus	Monk – Unarmed Damage	Monk – Move Bonus	Monk – Ki Strike	Monk – Flurry of Blows	Wild Shape
18		21: Mass Suggestion			+3	2d8	+60'			Wild Shape, 6/day Wild Shape, Elemental 2/day
19					+3	2d8	+60'			
20		3: Inspire Courage +4		Mighty Rage Rage, 6/day	+4	2d10	+60'			Wild Shape, Huge Elemental Wild Shape, Elemental 3/day

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Appendix

Revision History

- August 21, 2003 – Start of D&D 3.5 Edition.
Added Dungeon Master’s Guide v.3.5 & appropriate parts of D&D v.3.5 Accessory Update.
- March 19, 2004 – Added Complete Warrior & the Book of Exalted Deeds.
Added Dragon #309 – Dragon #313.
- August, 12, 2004 – Added Player’s Guide to Faerûn.
Added Dragon #314, #319.
Added Unearthed Arcana.
- October 12, 2004 – Added Complete Divine
- November 12, 2004 – Added Eberron Campaign Setting
Added Dragon #325.
- April 1, 2005 – Added Complete Arcane.
Added Dragon #324, #326 – #329.
Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.
Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.

Key to Sourcebooks

- PH3.5 – Player’s Handbook v.3.5
- DMG3.5 – Dungeon Master’s Guide v.3.5
- MM – Monster Manual v.3.5
- MM3 – Monster Manual 3

- CWar – Complete Warrior
- CDiv – Complete Divine
- CArc – Complete Arcane
- BoED – Book of Exalted Deeds
- UA – Unearthed Arcana

- FR – Forgotten Realms Campaign Setting
- MoF – Magic of Faerûn
- UE – Unapproachable East
- LoD – Lords of Darkness
- RoF – Races of Faerûn
- SM – Silver Marches
- Und – Underdark
- PGF – Player’s Guide to Faerûn

- Eb – Eberron Campaign Setting

- DR### – Dragon Magazine (with issue number)
- DU## – Dungeon Magazine (with issue number)

- 3.5up – D&D v.3.5 Accessory Update – http://www.wizards.com/dnd/files/DnD35_update_booklet.zip
- PH3.5e – Player’s Handbook v.3.5 Errata – http://www.wizards.com/dnd/files/PHB_Errata09242003.zip
- PGFe – Player’s Guide to Faerûn Errata – http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip
- CDivErrata – Complete Divine Errata – http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip
- EbErrata – Eberron Errata – http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip

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