

ARISTOCRAT

Hit Die: d8.

Class Skills

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) x4.

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

Class Features

The following are the class features of the aristocrat PC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Demand Excellence: Beginning at first level, all followers of the aristocrat gain a +1 bonus on attacks and damage and a +2 bonus on certain skill checks (an aristocrat's class skills and any profession skill) when their services are needed by the aristocrat--whether in the aristocrats presence or not. At 5th, 10th, 15th, and 20th level this bonus goes up by 1 or 2 to a maximum of +5 for attacks and damage and +10 for skills at 20th level. Further, a number of times per day equal to bonus followers get on attacks, the aristocrat can grant this bonus for a number of

rounds equal to his charisma bonus (with a minimum of 1 round) to anyone acting in his interests, including PC companions and his cohort.

Leadership: At second level, the aristocrat gains the ability to gather followers as per the Leadership feat, but only followers. At sixth level, his leadership skills fully develop and the aristocrat may recruit a cohort as normal and at 12th and 17th levels, he gains a further +2 bonus on his leadership score. If the aristocrat selects Leadership as a regular or bonus feat, he gains an additional +2 bonus to his Leadership score. An aristocrat always has at least a number of 1st level followers equal to his leadership score divided by two, though he follows the leadership table found in the DMG in all other ways.

Profession Check DC	Armor Check Reduction (3rd)	AC Bonus (7th)	Arcane Spell Failure Reduction (11th)
15	-1	--	--
20	-2	+1	--
25	-4	+2	-5%
30	-6	+3	-10%
35	-8	+4	-15%
40	-10	+5	-20%

Squire: Beginning at 3rd level, an aristocrat may designate a commoner as her squire. Due to the strict training this commoner receives, if he aids the aristocrat in donning his armor the armor check penalty for that armor is reduced by a number depending on the commoners profession check as indicated on table 1.2. At 5th level, the time it takes a squire to aid the aristocrat in donning his armor reduces by half again what it would normally require. At 7th level, the training the squire has received allows him to make a second profession check after aiding the aristocrat to adjust the armor for best

Table: The Aristocrat

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Demand Excellence (+1 and +2)
2nd	+1	+0	+0	+3	Leadership (Followers)
3rd	+2	+1	+1	+3	Squire (armor check)
4th	+3	+1	+1	+4	Bonus Feat
5th	+3	+1	+1	+4	Demand Excellence (+2 and +4), Squire (time)
6th	+4	+2	+2	+5	Leadership (Cohort)
7th	+5	+2	+2	+5	Companion of Means, Squire (AC)
8th	+6/+1	+2	+2	+6	Bonus Feat
9th	+6/+1	+3	+3	+6	Elite Guard (2)
10th	+7/+2	+3	+3	+7	Companion of Breeding (+2), Demand Excellence (+3 and +6)
11th	+8/+3	+3	+3	+7	Squire (arcane spell failure)
12th	+9/+4	+4	+4	+8	Leadership +2, Noble Companions
13th	+9/+4	+4	+4	+8	Bonus Feat
14th	+10/+5	+4	+4	+9	Companion of Breeding (+4)
15th	+11/+6/+1	+5	+5	+9	Demand Excellence (+4 and +8)
16th	+12/+7/+2	+5	+5	+10	Elite Guard (5)
17th	+12/+7/+2	+5	+5	+10	Leadership +2, Court Magician
18th	+13/+8/+3	+6	+6	+11	Companion of Breeding (+6)
19th	+14/+9/+4	+6	+6	+11	Bonus Feat
20th	+15/+10/+5	+6	+6	+12	Demand Excellence (+5 and +10)

protection. This bonus may be equal to no more than half the total armor bonus granted by the armor (including enhancement bonuses.) Finally, at 11th level, the squire actually has the ability to adjust armor so precisely that the arcane spell failure of the armor is reduced accordingly. If this squire is killed, it takes a full month to train another follower to take his position. While the squire will willingly aid the aristocrat's cohort, it will not do so for others normally and cannot give these bonuses to any but the aristocrat and her cohort.

Companion of Means:

At seventh level, an aristocrat's cohort comes into greater wealth than is normal for an NPC, be it through inheritance, a windfall discovery of his own while out with the aristocrat, or any other means deemed fit by the DM. The cohort gains gear according to table 1.1, referring to the Companion of Means column with the aristocrat's level to determine where and on which wealth column to look for the cohort's wealth. From this point onward, the cohort demands no part of the party's treasure, but is generally unwilling to part with its own equipment permanently.

Elite Guard: Upon reaching 9th level, the aristocrat is gifted with two warriors of a level equal to that of his cohort to serve as his bodyguards. These guards initially have gear valued according to their level on the Normal NPC Wealth table, but must be equipped as normal by the aristocrat in the future. They are not generally willing to leave the aristocrat to perform missions or actions that would take them away from him for a prolonged period of time unless it is clearly the best means to protect his life. At 16th level, the aristocrat gains two more warriors equal to his cohort's character level and an NPC aristocrat to command them for a total of 2 warriors (max 7th level), 2 warriors (max 14th level) and 1 aristocrat (max 14th level).

Companion of Breeding: At 11th level, through long association with the aristocrat, the character's cohort is considered to have two virtual levels of aristocrat. At 14th level, this rises to 4 levels of aristocrat and at 17th level 6 levels of aristocrat, though the leadership abilities of the cohort never allow it to acquire a cohort of its own. Each virtual level grants the

special abilities and bonuses of the aristocrat class, but the cohort does not gain the hit dice, base attack, or base saves associated with the levels.

Level	Normal NPC Wealth	Normal Character Wealth	Companion of Means
1st	900		
2nd	2,000	900	
3rd	2,500	2,700	
4th	3,300	5,400	
5th	4,300	9,000	
6th	5,600	13,000	
7th	7,200	19,000	Normal NPC (+1 levels)
8th	9,400	27,000	
9th	12,000	36,000	Normal NPC (+2 levels)
10th	16,000	49,000	
11th	21,000	66,000	Normal NPC (+3 levels)
12th	27,000	88,000	
13th	35,000	110,000	
14th	45,000	150,000	
15th	59,000	200,000	Normal Character (-1 levels)
16th	77,000	260,000	
17th	100,000	340,000	
18th	130,000	440,000	
19th	170,000	580,000	
20th	220,000	760,000	Normal Character Wealth

Noble Companions: At 12th level, the aristocrat gains the ability to attract NPC aristocrats as followers without a penalty on their level as described in the epic level handbook.

Court Magician: At 17th level, the aristocrat gains the ability to attract adept followers without a penalty on their level as described in the epic level handbook.

Bonus Feats: At 4th level, an aristocrat gains a bonus feat that must be selected from the list below. He receives an additional feat at 8th, 13th, and 19th level that are selected in a similar manner. An aristocrat must still meet all prerequisites for a bonus feat, including character level, ability score, and base attack minimums.

These bonus feats are in addition to the feats that a character of any class gets every three levels. An aristocrat is not limited the list of aristocrat feats when choosing these feats.

Bonus Feat List: Landlord (SBG), Battlefield Inspiration (MH), Daunting Presence (MH), Ancestral Relic (BoED), Cavalry Charger (CW), Elite Guard Inspiration*, Improved Elite Guard Inspiration*, Elusive Target (CW), Combat Expertise, Companion of Distinction*, Deceitful, Improved Feint, Improved Disarm, Improved Grapple, Improved Initiative, Leadership, Mounted Combat, Mounted Archery, Negotiator, Persuasive, Ride-by Attack, Skill Focus, Spirited Charge, Trample.

Table: The Sorcerer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon familiar	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Spell Thematics	6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Eschew Materials	6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Silent Spell	6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Still Spell	6	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Silent Utterance	6	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Great Will	6	6	6	6	6	6	6	6	6	6

FAMILIRAE SORCERER (Sorcerer Variant)

Alignment: Any.

Hit Die: d4.

Class Skills

The sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.

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

Class Features

All of the following are class features of the sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.

Spells: A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it

ahead of time, the way a wizard or a cleric must (see below).

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

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score.

A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however.

Table: Sorcerer Spells Known

Level	Spells Known									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	—	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	—	—	—	—
13th	9	5	5	4	4	3	—	—	—	—
14th	9	5	5	4	4	3	2	—	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he’ll cast.

Familiar: A sorcerer must obtain a familiar (see below), in order to cast his spells. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and source of power for the sorcerer. While the character does not have a familiar, casting spells causes non-lethal damage equal to the level of the spell to the sorcerer. If the sorcerer is immune to non-lethal damage, he instead takes lethal damage.

The sorcerer chooses the kind of familiar he gets. Further, in order to grant the familiar intelligence and allow it to aid him in channeling the most powerful energies involved in his spell casting, a sorcerer must imbue some of his own essence into the creature. This results in a permanent sacrifice of some measure of the sorcerer’s well-being while the familiar remains with him, depending upon the animal chosen (see below). Further, as the sorcerer advances in level, his familiar must also increase in power and requires a further sacrifice on the sorcerer’s part in order to do so. This results in an increase of 1 in

the penalty the sacrifice imposes on specific ability checks, for those familiars that impose penalties on two abilities, one is chosen at random.

If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer’s experience point total can never go below 0 as the result of a familiar’s demise or dismissal. A slain or dismissed familiar cannot be replaced without a week of meditation and fasting (at least 8 hours a day.) A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs. Over the course of at least 2 weeks, and possibly more if the penalties the familiar imposed were higher, the sorcerer will manage to regain the essence that he imbued in the animal, 1 point at a time.

A character with more than one class that grants a familiar may have only one familiar at a time.

Intrinsic Magic: Sorcerers are famous for the unpredictable nature of their power and the ease with which they learn and practice their spellcasting. This results in a number of separate abilities and manifestations over the course of the sorcerer’s career.

Upon reaching second level, an inherent aspect of the sorcerer’s power begins to manifest in all spells the sorcerer casts. The sorcerer gains the Spell Thematics feat (see Player’s Guide to Faerun), regardless of whether or not she meets the prerequisites and applying only to her sorcerer spells. From this point forward, it takes effort on the part of the sorcerer to cast a spell without a thematic manifestation—casting a spell takes a full round if the character tries to strip away the identifying marks of their personal magic.

A sorcerer gains one bonus metamagic feat at 3rd, 7th, and 11th levels as indicated in the the Sorcerer

table above. These metamagic feats may be applied to her spells without a full round casting, but only if she is of a sufficient level to have acquired the feat as a bonus feat.

Silent Utterance: As a sorcerer nears the final steps to bringing his power fully under his control, he learns that the spoken word may be sublimated within the movements necessary to call upon a spell's power. Upon reaching 15th level, the sorcerer may apply the Silent Spell feat to his spells without using a higher level spell slot. This ability may be used three plus the sorcerer's Charisma bonus times per day.

Great Will: When a sorcerer has reached the very pinnacle of his power, he can tap into the very depths of his will to call up the most powerful of mystical energies with naught but a thought. Upon reaching 20th level, the sorcerer may apply the Still Spell and Silent Spell feats to his spells without using a higher level spell slot. This ability may be used three plus the sorcerer's Charisma bonus times per day.

FAMILIARS

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer, the wizard summons his familiar in an entirely different manner without making the sacrifices the sorcerer does. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

Sorcerers, in order to cast their spells, bind a small portion of their own soul and a small elemental spirit to their familiars. As a result, a familiar also imposes penalties on familiar sorcerer, as given on the table

Familiar	Special
Bat	Master suffers a -1 penalty to Charisma and Strength checks.
Cat	Master suffers a -2 penalty to Dexterity checks.
Hawk	Master suffers a -1 penalty to Intelligence and Wisdom checks.
Lizard	Master suffers a -1 penalty to Constitution and Wisdom checks.
Owl	Master suffers a -2 penalty to Wisdom checks.
Rat	Master suffers a -2 penalty to Strength checks.
Raven	Master suffers a -2 penalty to Intelligence checks.
Snake	Master suffers a -2 penalty to Charisma checks.
Toad	Master suffers a -2 penalty to Constitution checks.
Weasel	Master suffers a -1 penalty to Dexterity and Strength checks.
Tiny viper	

below. These penalties apply at all times, but the sorcerer may only use his familiar to cast his spells when the master and familiar are within 1 mile of each other.

While familiar abilities that depend on the master's level increase only with sorcerer levels or another class that is entitled to familiars, the increases

in the penalties are dependent solely on the sorcerer's caster level. Should a sorcerer obtain levels in a class that has a more traditional familiar, he does not gain a second familiar, but his familiar does begin granting the traditional abilities in addition to the penalties.

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, but make the following changes:

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons.

Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

Familiar Ability

Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.:

The number noted here is an improvement to the familiar's existing natural armor bonus.

Int: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for

Master Class Level	Natural Armor Adj.	Int	Special
1st–2nd	+1	6	Alertness, improved evasion, share spells, empathic link
3rd–4th	+2	7	Deliver touch spells
5th–6th	+3	8	Speak with master
7th–8th	+4	9	Speak with animals of its kind
9th–10th	+5	10	Penalty increases (-3 total)
11th–12th	+6	11	Spell resistance
13th–14th	+7	12	Scry on familiar
15th–16th	+8	13	Penalty increases (-4 total)
17th–18th	+9	14	—
19th–20th	+10	15	—

half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar

creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

ASSASSIN OF THE BLINDED EYE

Abandoning many of the subtleties of more traditional rogues, an assassin of the blinded eye is interested in one thing, and one thing only...their ability to kill and maim.

Despite this rather narrow focus, the assassin of the blinded eye has a great deal of knowledge at their fingertips when it comes to their area of expertise. Over the years, they have developed a large body of knowledge that enables them to target individuals and creatures that most assassins would shun as futile.

The secrets learned by the members of the guild are guarded to the death, and should an individual assassin ever give them out to a non-member his death is swift and certain. The individual who was given the knowledge is generally killed as well, though there have been times when he was instead initiated formally into the order.

Most assassins are identified, when seen, by the odd garments they wear that shroud their entire bodies in cloth. This generally includes an almost transparent wrap that goes thrice around the neck and mouth, once up the left side of the face, and then twice around the forehead. This odd practice leaves only the right eye free of concealment, save for when an assassin kills, at which time the wrap is lowered to reveal a hazy red orb the color of diluted blood in place of the left eye.

Hit Die: d8.

REQUIREMENTS:

Skills: Craft (alchemy) 3 ranks, Heal 6 ranks, Knowledge (arcana, dungeoneering, nature, religion, or the planes) 6 ranks, Knowledge (any other two from the previous list) 3 ranks, Spot 6 ranks.

Feats: Arterial Strike, Hamstring. (Substitute Blind-Fight and Weapon Finesse if not using Song and Silence).

Special: 4d6 sneak attack

Special: An assassin of the blinded eye must undergo a procedure in which their left eye is slit open at one corner, drained of fluid and then filled with a special alchemical fluid (DC 25, 2000 gold) that enhances the assassin's perception of a creature's weak points. This procedure is always done while the initiate assassin is awake and requires that they make a fortitude save of DC 15 to avoid a reflexive movement of the eye that would result in blindness. The potential assassin is generally expected to make the alchemical fluid personally and is given full access to the labs of the guild if they meet the other prerequisites for the class.

Class Skills

The assassin of the blinded eye's class skills (and key ability for each skill) are Alchemy (Int), Balance (Dex), Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (arcana, dungeoneering, nature, religion, the planes) (Int), Move Silently (Dex), Profession (Wis), Spot (Wis), Search (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Table: The Assassin of the Blinded Eye

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, Alchemical Eye
2nd	+1	+0	+3	+0	Improved Sneak Attack
3rd	+2	+1	+3	+1	Sneak attack +2d6, To the Blood
4th	+3	+1	+4	+1	Improved Sneak Attack
5th	+3	+1	+4	+1	Sneak attack +3d6, Ranged Sneak Attacks [45]
6th	+4	+2	+5	+2	Improved Sneak Attack
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved Sneak Attack
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, Improved Critical Attack
10th	+7/+2	+3	+7	+3	Ranged Sneak Attacks [60], Improved Sneak Attack

Class Features

All of the following are the class features of the spellbinder artisan prestige class.

Weapon and Armor Proficiency: Assassins of the blinded eye gain no proficiency with any armor or shield. An assassin of the blinded eye is proficient with all light and one handed martial weapons.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Sneak Attack

(Ex):

If an assassin of the blinded eye can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Basically, any time the assassin's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), or when the assassin flanks the target, the assassin's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied. (See Table 8-8: Attack Roll Modifiers, page 132, for combat situations in which the assassin flanks an opponent or the opponent loses his Dexterity bonus to AC.)

Alchemical Eye (Su): At first level, the assassin of the blinded eye undergoes the procedure described in the prerequisites for the class. This procedure grants the assassin a +2 spot bonus when dealing with creatures of any kind and imposes a -2 penalty when dealing with objects, terrain, and anything

else that doesn't have some form of life (or unlife). If the assassin is ever healed of this half-state of blindness, he loses the bonuses listed above as well as his ranged sneak attacks and improved critical attacks. The procedure can be repeated if this occurs, however, and can even be done without aid with a Dexterity check of 20.

Improved Sneak Attack (Su): At second level, and every second level after that, the assassin of the blinded eye gains the ability to sneak attack a creature that is normally immune to her abilities. This is done through intense training and study in some cases, granting a preternatural awareness of unusual or nearly absent anatomy, and in others quasi-mystical abilities stemming from the arcane studies of the assassin. In order to utilize improved sneak attack, an assassin must give up 2d6 points of sneak attack damage. They then pick one choice available to themselves based on class level and Intelligence modifier (the highest-numbered choice possible, or any lower one.)

Improved Sneak Attack Chart

Add your class level and intelligence modifier and choose an ability from the list, all of these abilities apply only to the Improved Sneak Attack ability. They do not grant special abilities beyond allowing an assassin of the blinded eye to perform a



sneak attack when he otherwise couldn't unless the assassin of the blinded eye also has the Improved Critical Attack special ability, in which case they also allow critical attacks.

Improved Sneak Attack	
Level + Int Modifier	Improved Sneak Attack Effect
2 or lower	Bypass Fortification ⁽¹⁾
3 - 4	Focus Beyond Concealment ⁽²⁾
5	Oozes ⁽³⁾
6	Plants ⁽⁴⁾
7	Elementals ⁽⁵⁾
8	Constructs ⁽⁶⁾
9	Undead ⁽⁷⁾
10	Incorporeal ⁽⁷⁾

⁽¹⁾: This ability may be taken more than once. Each time it is taken, the amount of fortification that the assassin may ignore increases by one step; light (25%), moderate (75%), and finally heavy (100%).

⁽²⁾: This ability may be taken more than once. The first time it is taken, the assassin negates the effects of partial concealment (up to 20%) upon his ability to perform a sneak attack. The second time this ability is taken, it negates the effects of full concealment (up to 50%). This ability does function on magical forms of concealment such as blur or a cloak of displacement.

⁽³⁾: Must have at least 5 ranks of knowledge (dungeoneering).

⁽⁴⁾: Must have at least 5 ranks of knowledge (nature).

⁽⁵⁾: Must have at least 5 ranks of knowledge (the planes).

⁽⁶⁾: Must have at least 5 ranks of knowledge (arcana).

⁽⁷⁾: Must have at least 5 ranks of knowledge (religion).

To the Blood: An assassin of the blinded eye gives up the ability to deal subdual damage with a sneak attack at third level. Their preternatural awareness of the vulnerabilities inherent in any creature or object begins permeating their subconscious and they find it difficult to pull a strike at just the right moment as is necessary to avoid serious damage to their opponent. Upon gaining Improved Critical Attack, To the Blood applies to all attacks that an assassin of the blinded eye makes against creatures which they can normally sneak attack. This essentially results in an automatic -4 penalty to any attack that deals only subdual damage initially (on saps and unarmed strikes unless the assassin has the Improved Unarmed Strike feat), and later prevents an assassin of the blinded eye from taking a -4 penalty to deal subdual damage with regular weapons.

Ranged Sneak Attack (Ex): An assassin of the blinded eye gains the ability to sneak attack opponents at a greater distance than usual due to their

extensive training, wide knowledge of critical spots, and the alchemical treatment of their eye. At fifth level, the range at which an assassin may sneak attack increases to 45 feet and at 10th level, this increases once more to 60 feet. For every additional 10 feet beyond 30 that an assassin of the blinded eye makes a sneak attack, however, they must give up 1d6 points of sneak attack damage.

Improved Critical Attack (Su): Upon nearing the completion of their studies, the assassin of the blinded eye's knowledge of the weaknesses inherent in any given object or creature becomes subconscious, and is applied to every blow they make. The assassin may now get critical attacks against those creatures against which they can make improved sneak attacks.

FERAL CREATURE

A feral creature is the embodiment of ferocity and strength. An unrepentant savage, those who have gone feral are the very embodiment of nature's fury, their bodies and minds changing to reflect the untamed nature of their existence.

Hit Die: d8 (special, see below).

REQUIREMENTS:

Base Attack Bonus: +3

Skills: Survival 6 ranks, Climb 2 ranks, Jump 2 ranks, Swim 2 ranks.

Feats: Power Attack, Faster Healing

Special: A feral creature must have spent at least one year in the wild with no tools or equipment with which to protect itself, surviving only through its own innate abilities.

Race: Corporeal humanoid or monstrous humanoid.

Class Skills

A feral creature's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Jump (Str), Listen (Wis), Hide (Dex), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each

Level: 2 + Int modifier.

Class Features

All of the following are the class features of the feral creature prestige class.

Weapon and Armor Proficiency: Feral creatures actually lose proficiency with any manufactured weapons, armor or shields they might have known how to use before becoming a feral creature. A feral creature is proficient only with their natural weapons and armor, but may regain proficiency with manufactured weapons and armor in the future normally.

Mental Refocus (Ex): At 1st and 5th levels, a feral creature loses two points of intelligence as her mind becomes focused upon survival rather than logic and problem solving. Unlike a normal intelligence loss, this penalty affects skill ranks retroactively and the feral creature loses 1 skill rank per character level (to a minimum of 1) with each penalty. If this causes the feral creature to no



Table: The Feral Creature

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Mental Refocus, claw 1d6 damage
2nd	+1	+3	+0	+0	Thick Skin, improved grab
3rd	+2	+3	+1	+1	Bulk Up, claw 1d8 damage
4th	+3	+4	+1	+1	Keen Perception, Fast Movement
5th	+3	+4	+1	+1	Mental Refocus, 2 claws, fast healing 2, Nature's Avatar

longer qualify for the prestige class at 1st level, the character must reaquire those skill points in order to continue leveling in the class, but retains the abilities acquired up to that point.

As the body's priorities shift, the excess mental capacity goes towards enhancing the feral creature's ability to fully utilize its generally already impressive physique. At the same levels the feral creature's intelligence is reduced, its strength increases by 2 points.

Claws (Ex): At 1st level, having abandoned the weapons of a civilized being, a feral creature begins to develop its own natural weaponry, gaining a claw attack that deals 1d6 slashing damage (for a medium creature). At 3rd level, the damage the claw deals increases to 1d8 damage and at 5th level, a feral creature may make 2 claw attacks at its full base attack bonus.

Thick Skin (Ex): At 2nd level, a feral creature's skin thickens and bunches near the joints, restricting its movement and reducing its dexterity by 2. This does, however, have the beneficial side effect of granting the creature a natural armor bonus of +2. This armor bonus does not stack with any existing natural armor bonuses, but improves at 4th and 5th level by +2.

Bulk Up (Ex): At 3rd level, a feral creature's weight increases rapidly as his muscles gain bulk, providing him with a significant increase in his ability to absorb punishment and weather harsh conditions. The feral creature's constitution score increases by +2 and from this point forward, it rolls a d10 for its hit dice.

Keen Perception (Ex): At 4th level, a feral creature's senses are enhanced and sharpened. The creature's wisdom increases by 2 points and it gains darkvision with a range of 60 feet.

Fast Movement (Ex): At 4th level, the continued restructuring of the feral creature's body strengthens its muscles and lengthens its limbs. The feral creature's land speed increases by 10 feet. This increase stacks with other means of enhancing your speed such as a monk's bonus speed.

Fast Healing (Ex): The continual enhancement of the feral creature's body continues to bear fruit, his adaptable nature granting him fast healing 2.

Nature's Avatar (Ex): At 5th level, a feral creature undergoes his final physical and mental changes, truly becoming an embodiment of nature's place in

the world. The feral creature becomes a monstrous humanoid if not one already and acquires a favored class of barbarian.

Ex-Feral Creature: Like a member of any other class, a feral creature may be a multiclass character, but multiclass feral creatures face a special restriction. A feral creature who willingly gains a new class or (if already multiclass) raises another class by a level may never again raise her feral creature level, though she retains all her feral abilities.

FERAL PARAGON

A feral creature is the embodiment of ferocity and strength. The feral paragon goes beyond that, their savagery enhanced by an already primal connection to their species.

Unlike most racial paragon classes, the feral paragon has requirements like a prestige class.

Hit Die: d10.

REQUIREMENTS:

Base Attack Bonus: +7

Skills: Survival 11 ranks, Climb 4 ranks, Jump 4 ranks, Swim 4 ranks.

Special: A feral paragon must have at least 4 racial hit dice to take the first level of the class, 8 racial hit dice to take the second level, and 12 racial hit dice to take the final level. Class levels of any sort, including other racial paragon classes and the feral creature class, do not count towards this requirement.

Race: Corporeal monstrous humanoid.

Class Skills

A feral creature's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Jump (Str), Listen (Wis), Hide (Dex), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Table: The Feral Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Pounce, fast healing +1
2nd	+2	+3	+0	+0	Rake, fast healing +2, darkvision +30
3rd	+3	+3	+1	+1	Rend, fast healing +3, darkvision +60

MONK OF THE DARK MOON

The monks of the dark moon are an elite sect of Sharran agents. They serve the Mistress of the Night by carrying out tasks that she prefers not to assign to her ordinary clergy. From their temples located in lands where evil rules the day as well as the night, monks of the Dark Moon strike at Shar's enemies with lightning swiftness and terrifying lethality. Whether her whim is espionage, sabotage, or murder, the Lady of Loss can be certain that her monastic order undertakes to fulfill it with extraordinary zeal.

Hit Die: d6.

REQUIREMENTS:

Alignment: Lawful evil.

Skills: Hide 10.

Feats: Endurance, Iron Will, Shadow Weave Magic.

Other: Ki strike (magic)

Special: A monk of the dark moon must go through a year of training that puts the candidate through an excruciating regimen that tests the mind, body, and soul through vile acts and rigorous mental and physical conditioning.

Spellcasting: Able to cast 3rd level arcane spells without preparation.

Patron: Shar.

Class Skills

The monk of the dark moon's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are the class features of the monk of the dark moon prestige class.

Weapon and Armor Proficiency: Monks of the dark moon gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Monk Abilities (Ex): A monk of the dark moon's class levels stack with her monk levels for the purpose of determining her unarmed damage, AC bonus, and unarmored speed bonus. If a monk of the dark moon doesn't have monk levels prior to becoming a monk of the dark moon, she gains the unarmed damage, AC bonus, and unarmored speed bonus of a monk of a level equal to her monk of the dark moon level.

Spells per Day/Spells Known: When a new monk of the dark moon level is gained, the character gains new spells per day (and spells known) as if she had also gained a level in an arcane spellcasting in which she could cast 3rd-level spells before she added the prestige class level. She does

not, however, gain any other benefit a character of that class would have gained (bonus feats, for example). If a character had more than one arcane spellcasting class in which she could cast 3rd-level spells before she became a monk of the dark moon, she must decide to which class she adds each level of monk of the dark moon for the purpose of determining spells per day.

Poison Use: At 2nd level, monks of the dark moon are trained in the use of poison and never risk accidentally poisoning themselves when using poison.

Darkness Domain: A monk of the Dark Moon who reaches 5th level is granted access to the Darkness domain. In the likely event that she has sorcerer or bard levels

rather than cleric levels, the monk of the dark moon adds the domain spells to her spells known--added to a sorcerer or bard's list of known spells, in addition to the character's normal number. The monk of the dark moon casts these spells as arcane spells. She acquires the Darkness domain's granted power, gaining Blind-Fight as a bonus feat.

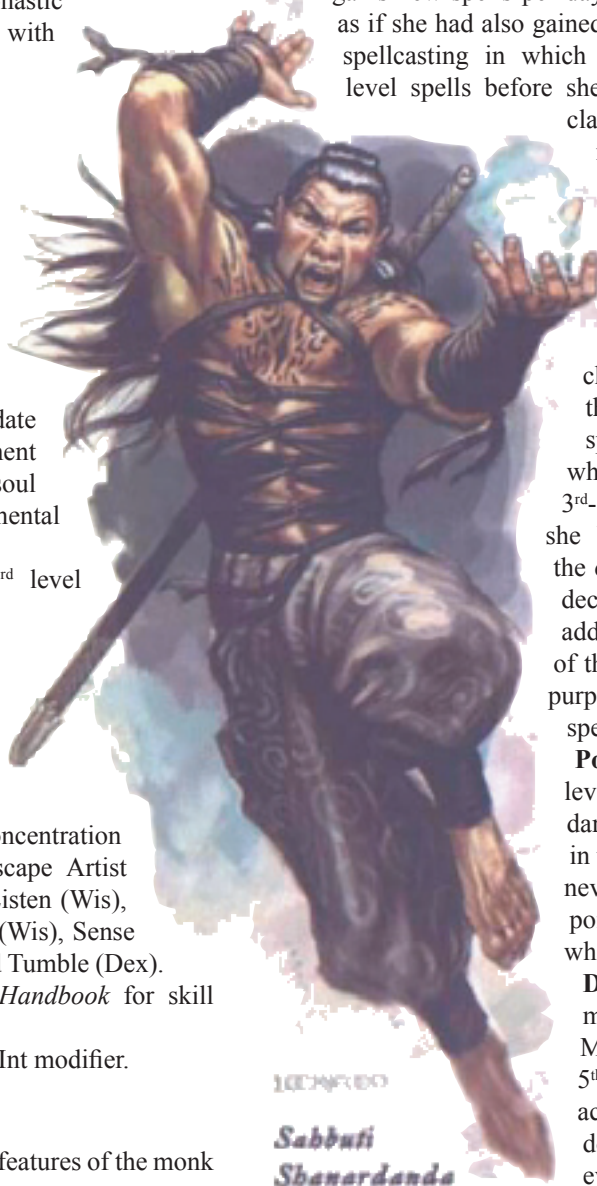


Table: The Monk of the Dark Moon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Monk Abilities	+1 level of existing class
2nd	+1	+0	+3	+3	Poison Use	+1 level of existing class
3rd	+2	+1	+3	+3	--	+1 level of existing class
4th	+3	+1	+4	+4	--	+1 level of existing class
5th	+3	+1	+4	+4	Darkness Domain	+1 level of existing class
6th	+4	+2	+5	+5	--	+1 level of existing class
7th	+5	+2	+5	+5	--	+1 level of existing class
8th	+6/+1	+2	+6	+6	--	+1 level of existing class
9th	+6/+1	+3	+6	+6	--	+1 level of existing class
10th	+7/+2	+3	+7	+7	Death Touch	+1 level of existing class

Death Touch (Su): Once per day, a 10th-level monk of the dark moon may make a death touch attack. This ability functions like the Death domain's granted power, except that the required die roll is 1d6 per monk of the dark moon level.

If the monk of the dark moon also has the death touch ability from another class (such as cleric), levels of that class stack with her monk of the dark moon levels for the purpose of determining the save DC.

Monk of the Dark Moon Spell List

The following spells are added to the monk of the dark moon's class spell list for any arcane spellcasting class that allows her access to 3rd level spells.

1st Level: Darkvision

2nd Level: Shadow Spray

3rd Level: Lesser Shadow Tentacle, Shadow Well

4th Level: Shadow Walk

5th Level: Greater Shadow Tentacle, Modify Memory*

6th Level: Shadow Canopy

* A monk of the dark moon may only use the modify memory spell to eliminate all memory of an event the subject actually experienced. All other uses of this spell are unavailable unless the monk of the dark moon has 4th level bard spells.

SPELLBINDER ARTISAN

A spellbinder artisan is a mundane crafter who has reached the peak of his or her profession and begins to delve into the only arena left to her--the creation of magical items. A spellbinder artisan doesn't use any particularly mystical abilities to manage this, just a good deal of hard work and ingenuity. They are still dependent upon actual spellcasters to provide the spells necessary for crafting in some form or another and thus frequently incur costs above and beyond that which other magical item crafters face. Despite this, many enter this prestige class and it is frequently the best option available for those with little or no magical aptitude.

Most frequently entered by high level experts and rogues, occasionally artisans of other classes can be found as well. Fighters and the occasional ranger or paladin who can meet the prerequisites frequently find this class a boon, alleviating their heavy dependency upon their friends and cohorts who are spellcasters. Bards and the occasional sorcerer focusing upon item creation are also drawn to the path of the spellbinder artisan in order to expand their options. Most spend little time learning in this manner, however, and wizards, clerics, and druids are almost unheard of among the ranks of the artisans, preferring the more traditional paths available.

Hit Die: d6.

REQUIREMENTS:

Skills: Craft (any two) 12 ranks, Use Magic Device 7 ranks.

Feats: Skill Focus (any one craft skill).

Class Skills

A spellbinder artisan's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Handle Animal (Cha), Knowledge (arcana, architecture and engineering, history, nature, and religion), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are the class features of the spellbinder artisan prestige class.

Weapon and Armor Proficiency: Spellbinder artisans gain no proficiency with any armor or shield.

An artisan is proficient with all hammers, including the light hammer, the warhammer, the maul, the gnome hooked hammer and any other simple, martial, or exotic hammer. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Apprentice Spellbinder (Ex): The caster level prerequisite for a spellbinder artisan's item creation feats are replaced with a minimum number of ranks in any craft skill equal to 10 + the normal caster level. So, if an expert 9/spellbinder artisan 1 with 13 ranks of craft (weaponsmithing) were to pick his bonus feat, he could choose either Scribe Scroll (requiring a 1st level caster or 11 ranks of a craft skill) or Brew Potion (requiring a 3rd level caster or 13 ranks of a craft skill). An artificer may use this

Table: The Spellbinder Artisan

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Apprentice Spellbinder, Bonus Feat
2nd	+1	+0	+0	+3	Magical Creation (1/week)
3rd	+2	+1	+1	+3	Alchemist, Bonus Feat
4th	+3	+1	+1	+4	Journeyman Spellbinder, <i>identify</i> 1/day
5th	+3	+1	+1	+4	Magical Creation (1/item)
6th	+4	+2	+2	+5	Imbue Item
7th	+5	+2	+2	+5	Bonus Feat
8th	+6/+1	+2	+2	+6	--
9th	+6/+1	+3	+3	+6	Magical Creation (full), <i>analyze dweomer</i> 1/day
10th	+7/+2	+3	+3	+7	Bonus Feat, Master Spellbinder



preferential method of meeting Item Creation feat prerequisites when choosing bonus feats or the feats that a character of any class gains every third level. A spellbinder artisan who is also a spellcaster may choose whichever prerequisite is most beneficial to him at the time he acquires the feat. The artisan must still have access to required spells through either the use of Use Magic Device, his own spellcasting levels, or another spellcaster for the actual crafting of the items.

Bonus Feat: At the levels specified, a spellbinder artisan gains an item creation feat of her choice.

Magical Creation: Beginning at 2nd level, an artisan using scrolls or spell-trigger items need only use one scroll or charge per week of crafting when using an Item Creation feat. At 5th level, an artificer needs only use one scroll or charge for the entire duration of the crafting process and at 9th level, no longer uses up the scroll or any charges in the spell-trigger item, allowing the character to build up a library of spells available to her with no need to expend it during crafting. The scroll or spell-trigger item must still be present during the course of the entire crafting process and is consumed at the end of the week or when the item is completed, unless the artisan has reached 9th level. When using magical creation with

spells that have expensive material or XP components, the artificer must provide those components on days when a scroll or charge is not consumed if normally required.

Mundane Alchemist: Beginning at 3rd level, a spellbinder artisan is capable of using the craft (alchemy) skill, regardless of whether or not they are a spellcaster of 1st level or higher.

Journeyman Spellbinder (Ex): At 4th level, when using the Use Magic Device skill to activate an item for use in crafting a magical item, an artisan gains a bonus equal to half his spellbinder artisan class level. Furthermore, a spellbinder artisan may make a Use Magic Device check in order to emulate a caster level for the purposes of special restrictions related to item creation with the same rules that apply to using scrolls. For instance, if an expert 9/spellbinder artisan 4 were attempting to create a +2 longsword, he would need a Use Magic Device check of 26 to emulate a 6th level caster. This check must be made at the beginning of each week of crafting and if it is failed the artisan makes no progress in crafting the item in question. The Use Magic Device check can never grant the artisan a caster level higher than his character level for this purpose.

Identify and Analyze Dweomer (Sp): At 4th level, a spellbinder artisan gains the ability to use *identify* as a spell-like ability, once per day. At 9th level the ability expands and he gains the ability to use *analyze dweomer* once per day as well. The caster level for these abilities is equal to the character's spellbinder artisan class level.

Imbue Item (Sp): At 6th level, a spellbinder artisan is able to use an ability similar to the spell *permanency* upon objects and areas only. The caster level for this ability is equal to twice the artisan's class level minus 3. The artisan must pay the experience cost listed for each spell in full when he uses the ability and may only use it on spells he has activated or cast himself.

Master Spellbinder (Ex): At 10th level, when using the Use Magic Device skill to activate an item for use in crafting a magical item, an artisan may now take 10, despite the normal restrictions of the skill. Furthermore, an artisan's effective caster level for the purposes of special restrictions related to item creation is no longer limited by anything other than the result he can gain with his Use Magic Device check. An artisan may not take 10 when using the Use Magic Device skill for this purpose.