

## 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 3<sup>rd</sup> 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.

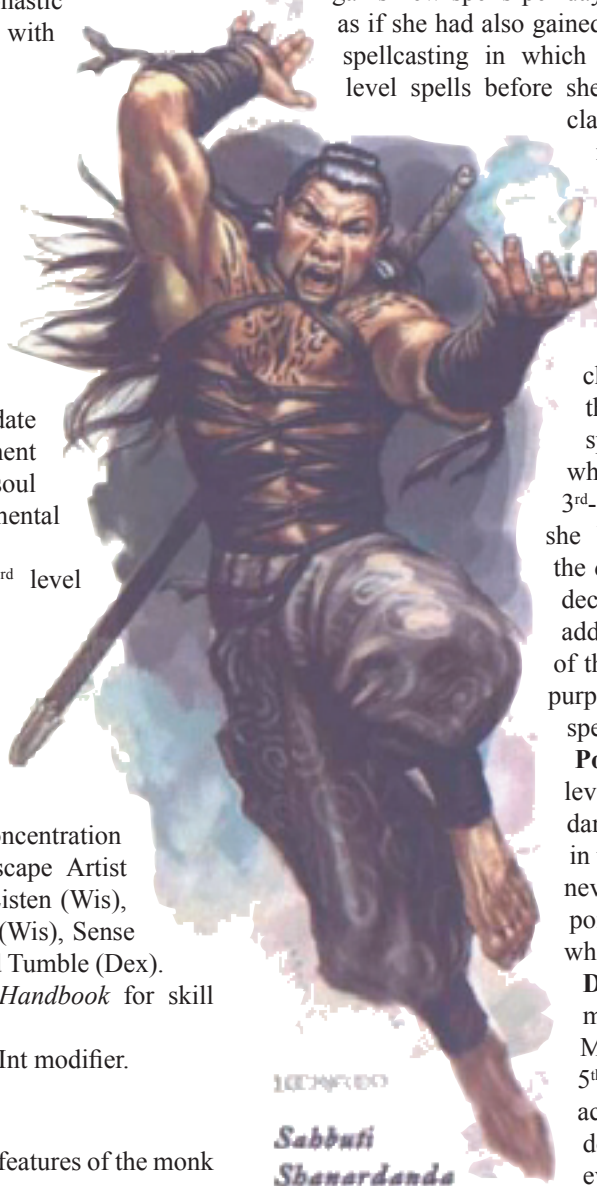
**Spells per Day/Spells Known:** When a new monk of the dark moon level is gained, the character gains new spells per day (and spells known) as if she had also gained a level in an arcane spellcasting in which she could cast 3<sup>rd</sup>-level spells before she added the prestige class level. She does

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 3<sup>rd</sup>-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 2<sup>nd</sup> 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 5<sup>th</sup> 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 10<sup>th</sup>-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 3<sup>rd</sup> level spells.

**1<sup>st</sup> Level:** Darkvision

**2<sup>nd</sup> Level:** Shadow Spray

**3<sup>rd</sup> Level:** Lesser Shadow Tentacle, Shadow Well

**4<sup>th</sup> Level:** Shadow Walk

**5<sup>th</sup> Level:** Greater Shadow Tentacle, Modify Memory\*

**6<sup>th</sup> 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 4<sup>th</sup> level bard spells.

