

THE TOME OF TREES

By The Gaming Den

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NATURE, BIOLOGY, PLANTS

FOOD, DISEASE, AND RESOURCES

NATURE WITH CLASS

3.0.1 Bard

It is said that music has a special magic, and the bard proves that saying true. Wandering across the land, gathering lore, telling stories, working magic with his music, and living on the gratitude of his audience: such is the life of a bard. When chance or opportunity draws them into a conflict, bards serve as diplomats, negotiators, scouts, and spies.

A bard's magic comes from the heart. If his heart is good, a bard bring brings hope and courage to the downtrodden and uses his tricks, music, and magic to thwart the schemes of evildoers. If the nobles of the land are corrupt, the good bard is an enemy of the state, cunningly evading capture and raising the spirits of the oppressed. But music can spring from an evil heart as well. Evil bards eschew blatant violence in favor of manipulation, holding sway over the hearts and minds of others and taking what enraptured audiences "willingly" provide.

Adventurers: Bards see adventures as opportunities to learn. They practice their many skills and abilities, and they especially relish the opportunity to enter a long forgotten tomb, to discover ancient works of magic, to decipher old tomes, to travel to strange places, to encounter exotic creatures, and most importantly to learn new songs and stories. Bards love to accompany heroes (and villains), joining their entourage to witness their deeds firsthand a bard who can tell a marvelous story from personal experience earns renown among his fellows. Indeed, after telling so many stories about heroes doing mighty deeds, many bards take these themes to heart and assume the role of hero themselves.

Characteristics: A bard brings forth magic from his soul, not from a book. He can cast only a small number of spells, but he can cast them without selecting or preparing them in advance. Even more than the wizard, bards are adept at learning new magic. A bard's magic emphasizes charms and illusions over the more dramatic evocations that wizards and sorcerers often use.

In addition to spells, a bard works magic with his music and poetry, which can be seamlessly blended with their spellcasting to produce a number of effects.

Bards have some skills that rogues have, though they are not as focused on skill mastery as rogues are. Bards listen to stories as well as tell them, so they have a vast knowledge of local events and noteworthy items.

Alignment: Bards are driven first by music, which can be a powerful spontaneous force as easily as it can be a regimented and exacting science. Bards may be of any alignment.

Religion: Many bards revere Fharlanghn, god of roads. They sometimes camp near his wayside shrines, hoping to earn some coin from the travelers who stop to leave offerings for the god. Some bards, even those without a drop of elvish blood, worship Corellon Larethian, highest god of elves and patron of poetry and music. Good bards are also partial to Pelor, the sun god, believing that he watches over them in their travels. Bards given to chaos and larceny favor Oliadammar, god of thieves. Those who have turned to evil ways are known to worship Erythnul, the god of slaughter, though few will admit to it.

Background: An apprentice bard learns his skills and songs from a single experienced bard, whom he follows and serves until he is ready to strike out on his own. Many bards were once young runaways or orphans, befriended by wandering bards who became their mentors. Since bards occasionally congregate in formal or informal "colleges," the apprentice bard may meet many of the more prominent bards in the area. Still, a bard rarely has any special allegiance to bards as a whole, and many actively avoid contact with other bards for fear

of them learning his songs. Some bards take this to an extreme, and become highly competitive with other bards, jealous of their reputation and defensive of their territory.

Races: Bards are commonly human, gnomes, elven, or half-elven. Humans take well to the wandering life and adapt well to new lands and customs. Elves are talented in music and magic, so the career of the bard comes naturally to them. Gnomes are inherently gifted with magic of the bardic sort, and the learning of the songs is a natural step for the young gnome. A bard's wandering ways suit many half-elves, who often feel like strangers even when at home. Half-orcs, even those raised among humans, find themselves ill-suited to the demands of a bardic career. There are no bardic traditions among the dwarves or Halflings, though occasional individuals of those races find teachers to train them in the ways of the bard especially if they grow up near human settlements.

Bards are exceedingly rare among the savage humanoids except among centaurs and kobolds. Centaur bards sometimes train the children of humans or other humanoids. Kobold bardic traditions are ancient and possessed of a bitter rivalry with those of the gnomes.

Other Classes: A bard works well with the companionship of other classes. He often serves as the spokesman of the party, using his social skills for the party's benefit. In a party without a wizard or a sorcerer, the bard relies on his magic. In a party without a rogue, he uses his skills. A bard is curious about the ways of more focused or dedicated adventurers, often trying to pick up pointers from fighters, sorcerers, and rogues.

Game Rule Information

Alignment: Any.

Hit Die: d6

Class Skills: The Bards class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skills/Level: (6 + Intelligence Bonus)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Bardic Knowledge, Performance Trick, Blended Casting
2nd	+1	+0	+3	+0	Bonus Feat
3rd	+2	+1	+3	+1	Performance Trick
4th	+3	+1	+4	+1	Bonus Feat, Still Spells
5th	+3	+1	+4	+1	Performance Trick
6th	+4	+2	+5	+2	Bonus Feat, Silent Spells
7th	+5	+2	+5	+2	Performance Trick
8th	+6/+1	+2	+6	+2	Bonus Feat, Spell Focus: Enchantment
9th	+6/+1	+3	+6	+3	Performance Trick
10th	+7/+2	+3	+7	+3	Bonus Feat, Focused Skill Mastery
11th	+8/+3	+3	+7	+3	Performance Trick
12th	+9/+4	+4	+8	+4	Bonus Feat, Spell Focus: Illusion
13th	+9/+4	+4	+8	+4	Performance Trick
14th	+10/+5/+9	+4	+9	+4	Bonus Feat, Spell Penetration
15th	+11/+6/+1	+5	+9	+5	Performance Trick
16th	+12/+7/+2	+5	+10	+5	Bonus Feat, Special Ability
17th	+12/+7/+2	+5	+10	+5	Performance Trick
18th	+13/+8/+3	+6	+11	+6	Bonus Feat
19th	+14/+9/+4	+6	+11	+6	Performance Trick
20th	+15/+10/+5	+6	+12	+6	Bonus Feat, Special Ability

Bard Spells Per Day										
	0	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-	-
3	2	0	-	-	-	-	-	-	-	-
4	2	1	-	-	-	-	-	-	-	-
5	2	1	0	-	-	-	-	-	-	-
6	3	1	1	-	-	-	-	-	-	-
7	3	2	1	0	-	-	-	-	-	-
8	3	2	1	1	-	-	-	-	-	-
9	3	2	2	1	0	-	-	-	-	-
10	3	2	2	1	1	-	-	-	-	-
11	4	3	2	2	1	0	-	-	-	-
12	4	3	2	2	1	1	-	-	-	-
13	4	3	3	2	2	1	0	-	-	-
14	4	3	3	2	2	1	1	-	-	-
15	4	3	3	3	2	2	1	0	-	-
16	4	4	3	3	2	2	1	1	-	-
17	5	4	3	3	3	2	2	1	0	-
18	5	4	4	3	3	2	2	1	1	-
19	5	4	4	3	3	3	2	2	1	0
20	5	4	4	4	3	3	2	2	1	1

All of the following are Class Features of the Bard class.

Weapon and Armor Proficiencies: A bard is proficient with all simple weapons, plus any five martial weapons of their choice, and the bladed fan, bolas, elven lightblade, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing any armor he is proficient with without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing armor he is not proficient with shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (singing, reciting, or music), or a somatic component (dancing, puppetry, or mime), and must make a Perform check of an appropriate type with a DC of 5 + Double the Spell Level or the spell fails. To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier. Unlike a sorcerer, a bard may know any number of spells, but while he will probably know many spells, he can only cast a small number of them each day.

Learning Songs: A bard begins play knowing 12 0-level bard spells. For each point of Charisma bonus the bard has, he begins playing knowing one additional 0-level spell of your choice. At each new bard level, he gains two new spells of any spell level or levels that he can cast (based on his new bard level). At any time, a bard can also learn spells found in written form or which he perceives being cast by other bards.

If a bard sees another bard casting a bard spell with somatic components, he can make a spot check with a DC of the casting bard's Perform check to immediately learn the spell. If a bard hears another bard casting a bard spell with verbal components, he can make a Listen check with a DC equal to the casting bard's Perform check result to immediately learn the spell. If a bard deciphers arcane magical writing containing a bard spell in written form, he may learn that spell.

Bardic Knowledge: A Bard gains Skill Focus as a bonus feat for any knowledge skill he has at least one rank in. A bard with Knowledge (local) is considered to have local knowledge for any area he has been in for any length of time. When he arrives in a new land, his ranks in Knowledge (local) "catch up" at the rate of one per day as long as he is able to spend at least one hour per day telling stories and listening to gossip.

Performance Trick: At every odd numbered level, a bard gains a specific magical ability that they can use with a type of performance. All of a bard's Performance Tricks can be used at will and are a Supernatural Ability. Activating or maintaining a Performance Trick requires only a Swift Action each round, but the performance always lasts at least an entire round. The Save DC, if any, of a trick is 10 + of the bard's character level + the bard's charisma modifier, or the bard's performance skill check result, whichever is less. Each trick may only be used with one category of performance from the following list (the types of components used are listed in parenthesis): Acting (S, V), Comedy (S, V), Dance (S), Keyboard Instruments (S, F), Oratory (V), Percussion Instruments (S, F), String Instruments (S, F), Wind Instruments (S, V, F), Singing (V). The list here is not intended to be exclusive, and DMs are encouraged to introduce more unique performance powers into his campaign.

Blended Casting: A bard is able to cast and maintain concentration on spells simultaneously with using his bardic performance tricks, provided that the spells in question do not use the same components (verbal or somatic) as the performance type being used requires.

Bonus Feats: At every even numbered level, a bard gains Skill Focus as a bonus feat that may be applied to any skill he has at least one rank in.

Still Spells (Ex): A bard of 4th level or higher may cast his spells without somatic components at will as if using the Still Spell metamagic, though without using up a higher level spell slot. All of a bard's spells must still have Somatic or Verbal components though, so a spell that already has no Verbal components cannot be made Still in this way.

Silent Spells (Ex): A bard of 6th level or higher may cast his spells without verbal components at will as if using the Silent Spell metamagic, though without using up a higher level spell slot. All of a bard's spells must still have Somatic or Verbal components though, so a spell that already has no Somatic components cannot be made Silent in this way.

Spell Focus: A bard of 8th level gains Spell Focus: Enchantment as a bonus feat. If he already has Spell Focus: Enchantment, he gains Greater Spell Focus: Enchantment instead. A bard of 12th level gains Spell Focus: Illusion as a bonus feat. If he already has Spell Focus: Illusion, he gains Greater Spell Focus: Illusion instead. A bard of 14th level gains Spell Penetration as a bonus feat. If he already has Spell Penetration, he gains Greater Spell Penetration instead.

Focused Skill Mastery: At 10th level, a bard is able to perform any tasks he really sets his mind towards. He can take 10 on any skill check for which he has the Skill Focus Feat.

Special Ability: At 16th and 20th level, a bard may select a Rogue Special Ability.

Bard Spell List:

0th level: *Addiction, Bless, Create Water, Cure Light Wounds, Dancing Lights, Darkness, Daze, Death Grimace, Detect Magic, Detect Poison, Drug Resistance, Flare, Ghost Harp, Ghost Sound, Hypnotism, Insightful Feint, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Purify Food and Drink, Read Magic, Resistance, Restful Slumber, Silent Image, Silent Portal, Songbird, Stick, Ventriloquism*

1st level: *Accelerated Movement, Alarm, Amplify, Appraising Touch, Blur, Charm Person or Animal, Cheat, Critical Strike, Cure Moderate Wounds, Detect Secret Doors, Disguise Self, Expeditious Retreat, Feather Fall, Grease, Greater Dispelling, Hypnotic Pattern, Healthful Rest, Identify, Improvisation, Insidious Rhythm, Joyful Noise, Mage Armor, Magic Weapon, Minor Image, Mirror Image, Phantom Threat, Scare, Serene Visage, Silence, Sticky Fingers, Summon Monster II, Tasha's Hideous Laughter, Unseen Servant*

2nd level: *Animal Trance, Battle Hymn, Bear's Endurance, Blindness/Deafness, Bull's Strength, Cat's Grace, Circle Dance, Cure Serious Wounds, Daylight, Deeper Darkness, Delay Poison, Detect Thoughts, Eagle's Splendor, Entice Gift, Fox's Cunning, Grace, Greater Alarm, Harmonic Chorus, Haunting Tune, Invisibility, Levitate, Locate Object, Major Image, Mindless Rage, Misdirection, Owl's Wisdom, Prayer, Pyrotechnics, See Invisibility, Shatter, Sound Burst, Suggestion, Summon Monster III, Summon Swarm, Suspended Silence, Tactical Precision, Tongues, Undetectable Alignment, War Cry, Wave of Grief, Whispering Wind, Wraithstrike*

3rd level: *Bestow Curse, Blink, Charm Monster, Confusion, Cure Critical Wounds, Dirge of Discord, Dream Walk, Fear, Greater Magic Weapon, Haste, Hymn of Praise, Infernal Threnody, Love's Lament, Magic Circle, Phantom Steed, Puppeteer, Rainbow Pattern, Recitation, Remove Curse, Stunning Screech, Summon Monster IV, Tiny Hut, Voice of the Dragon*

4th level: *Break Enchantment, Cacophonic shield, Celebration, Detect Scrying, Dimension Door, Dismissal, Dominate Person, Dream, Greater Resistance, Hallucinatory Terrain, Hold Monster, Improved Invisibility, Lay of the Land, Legend Lore, Scry, Secure Shelter, Locate Creature, Manifest Desire, Manifest Nightmare, Mirror Sending, Modify Memory, Neutralize Poison, Persistent Image, Pronouncement of Fate, Ruin Delver's Fortune, Sensory Deprivation, Shout, Stop Heart, Sirine's Grace, Summon Monster V*

5th level: *Atonement, Body Harmonic, Cacophonic Burst, Contact Other Planes, Control Water, Dreaming Puppet, False Vision, Hide from Dragons, Illusory Feast, Mind Fog, Mirage Arcana, Mass Reflective Disguise, Mass Suggestion, Mislead, Morality Undone, Nightmare, Permanent Image, Programmed Image, Shadow Form, Summon Monster VI, Wail of Doom*

6th level: *Control Weather, Eyebite, Dirge, Dream Casting, Geas, Greater Scrying, Hindsight, Hiss of Sleep, Illusory Pit, Insanity, Nixie's Grace, Oath of Blood, Plane shift, Project Image, Repulsion, Summon Monster VII, Superior Resistance, Symphonic Nightmare, Veil*

7th level: *Antipathy, Dream Sight, Familial Geas, Greater Planeshift, Greater Teleport, Irresistible Dance, Mass Charm, Mass Modify Memory, Powerword: Stun, Shadow walk, Solipsism, Summon Monster VIII, Sympathy, Transfix*

8th level: *Demand, Dominate Monster, Maddening Whispers, Plague of Nightmares, Powerword: Blind, Shifting Paths, Summon Monster IX, Superior Invisibility, Wrathful Castigation*

9th level: *Gate, Powerword: Kill, Programmed Amnesia, shades, Teleportation, Temporal Stasis, Weird*

Performance Tricks:**Countersong:**

While the performance is ongoing, the bard can attempt to suppress magical effects with the [Sonic] descriptor and spells with a verbal component. Anyone within medium range of the bard attempting to use or maintain such a spell or ability must make a Willpower save or their spell or ability fizzles.

Allowed Performance Styles: Acting (S, V), Comedy (S, V), Keyboard Instruments (S, F), Oratory (V), Percussion Instruments (S, F), String Instruments (S, F), Wind Instruments (S, V, F), Singing (V)

Inspire Courage:

All allies within close range of the bard who see or hear the performance gain a morale bonus to attack and damage rolls equal to 1/4th of the bard's class level (round up) for as long as the performance continues and they remain in range, and for 1 round per level after they are no longer able to perceive the performance or are no longer in range.

Allowed Performance Styles: Acting (S, V), Comedy (S, V), Dance (S), Keyboard Instruments (S, F), Oratory (V), Percussion Instruments (S, F), String Instruments (S, F), Wind Instruments (S, V, F), Singing (V)

Destructive Cacophony:

Each round that the cacophony is maintained, one additional target within medium range suffers 1d6 of Sonic damage per turn for as long as it remains within range. The bard must select an additional target each round or end the cacophony. The bard may only maintain this effect for a number of subsequent rounds equal to his bard level.

Allowed Performance Styles: Keyboard Instruments (S, F), Percussion Instruments (S, F), String Instruments (S, F), Wind Instruments (S, V, F), Singing (V)

Requiem:

The bard can produce a haunting melody that renders undead very docile, possibly even friendly. For the first 10 rounds an undead creature hears the song (and is within close range), the song acts as a *halt undead* effect, undead which fail their Will saves are stuck fast for 10 rounds (or until the performance stops or the undead creatures are no longer in range or take damage). If the effect is still going at the end of 10 rounds, the bard may make a Perform check as if it were a diplomacy check to improve the undead creature's disposition. Regardless of the outcome of that check, the undead creatures can again move normally.

Allowed Performance Styles: Keyboard Instruments (S, F), Percussion Instruments (S, F), String Instruments (S, F), Wind Instruments (S, V, F)

Bewilder:

The bard makes a performance so *avante garde*, so surprising, that onlookers are left unsure of what to do or say. Audiences within medium range must make a Will save each round or become *dazed* for one round.

Allowed Performance Styles: Acting (S, V), Comedy (S, V), Dance (S), Keyboard Instruments (S, F), Oratory (V), Percussion Instruments (S, F), String Instruments (S, F), Wind Instruments (S, V, F), Singing (V)

Song of the Weak Mind:

While the music plays, the audience suffers a -4 penalty on Will saves vs. spells of the Illusion and Enchantment schools for as long as they remain within medium range. The duration of any stunned or dazed conditions are extended by 1 round if they are applied within medium range of the source of the song.

Allowed Performance Styles: Keyboard Instruments, String Instruments, Wind Instruments, Singing

Dance of the Seven Swords:

As long as the bard continues to dance, he is considered to have a BAB equal to his character level. The bard may make an extra attack of opportunity each round (as per the Combat Reflexes feat) for every 10 full points his Perform check exceeds 10. The bard gains a +1 bonus to attack and damage rolls for every full 20 points his perform check exceeds 10.

Allowed Performance Styles: Dance

Torrent of Anger:

The bard attempts to inflame passions against a target. All audience members find the performance fascinating and are compelled to watch for its duration (or until they are snapped out of it by violent action) if they are within medium range and fail a Willpower save. Creatures who watch for at least 10 minutes become unfriendly to a target of the bard's choosing (unless they were already hostile), and one step more friendly towards any person or group known to be enemies of the new source of antipathy.

Allowed Performance Styles: Acting, Comedy, Oratory

3.1 Ranger

“Fear my elite skills.”

The Ranger excels at two things; combat on his own terms, and making combat happen on his own terms. Though lacking in social graces, they are champions of nature, and the wilderness itself follows them into combat whenever necessary.

Note: The Ranger featured here is a forest-themed Ranger. If your Ranger makes his home somewhere else, feel free to change forest/tree-themed abilities to represent some other kind of environment (I dunno, sand dunes for desert-themed Rangers, or big rocks for mountain-themed Rangers, or Richard Simmons for... nevermind).

Alignment: Any, though the impartialness of most Rangers towards the concerns of civilised creatures causes most to lean towards neutrality.

Starting Gold: As Ranger

Starting Age: As Ranger (Moderate).

Hit Die: d8

Class Skills: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (arcana), Knowledge (dungeoneering), Knowledge (geography), Knowledge (nature), Knowledge (the planes) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skills/Level: 6 + Intelligence modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Hunter's Knowledge, Terrain Mastery, Track, Weapon Finesse
2nd	+2	+3	+3	+0	Hunter's Knowledge +1d6, Rapid Shot, Two-Weapon Fighting, Terrain Mastery
3rd	+3	+3	+3	+1	Nature's Ally, Terrain Mastery
4th	+4	+4	+4	+1	Hunter's Knowledge +2d6, Entangle, Terrain Mastery
5th	+5	+4	+4	+1	Giant Slayer, Terrain Mastery
6th	+6/+1	+5	+5	+2	Hunter's Knowledge +3d6, Nature's Fortitude, Terrain Mastery
7th	+7/+2	+5	+5	+2	Improved Rapid Shot, Terrain Mastery
8th	+8/+3	+6	+6	+2	Hunter's Knowledge +4d6, Mother's Embrace, Terrain Mastery
9th	+9/+4	+6	+6	+3	Ghost Hunter, Terrain Mastery
10th	+10/+5	+7	+7	+3	Deep Strike, Hunter's Knowledge +5d6, Terrain Mastery
11th	+11/+6/+6	+7	+7	+3	Planar Terrain Mastery, Tree Stride
12th	+12/+7/+7	+8	+8	+4	Greater Rapid Shot, Hunter's Knowledge +6d6, Planar Terrain Mastery
13th	+13/+8/+8	+8	+8	+4	Improved Nature's Fortitude, Planar Terrain Mastery
14th	+14/+9/+9	+9	+9	+4	Make Like A Tree, Hunter's Knowledge +7d6, Planar Terrain Mastery
15th	+15/+10/+10	+9	+9	+5	Evergreen Glade, Planar Terrain Mastery
16th	+16/+11/+11/+11	+10	+10	+5	Arrow Storm, Hunter's Knowledge +8d6, Planar Terrain Mastery
17th	+17/+12/+12/+12	+10	+10	+5	Planar Terrain Mastery, Superior Rapid Shot
18th	+18/+13/+13/+13	+11	+11	+6	Hunter's Knowledge +9d6, Paralysis Strike, Planar Terrain Mastery
19th	+19/+14/+14/+14	+11	+11	+6	Champion Of The Wild, Planar Terrain Mastery
20th	+20/+15/+15/+15	+12	+12	+6	Hunter's Knowledge +10d6, Planar Terrain Mastery

The saving throw DC for any of a Ranger's abilities is 10+ 1/2 class level + Wisdom modifier. If a Ranger gains a bonus feat that he already has, he may instead choose to gain any [Combat] or [Skill] feat for which he meets the prerequisites.

Weapon and Armour Proficiency: A Ranger is proficient with all simple and martial weapons, the Greatbow and Composite Greatbow, light armour, and the buckler, but not other shields.

Hunter's Knowledge (Ex): A Ranger can spend a swift action to attempt to identify a creature currently in combat with him. Make a monster identification check as normal. If successful, the Ranger gains a +2 insight bonus to hit and damage against the creature, as well as a bonus 1d6 damage per 2 levels (rounded down). If a Ranger is facing a creature of a kind (but not necessarily type) that he has previously identified (for example, if a Ranger encounters a Hill Giant and has previously identified a Hill Giant, but not if he encounters a Fire Giant), the DC of this roll is reduced by 10. A Ranger may use Knowledge (geography) to identify humanoids and Knowledge (the planes) to identify undead with this ability, with a DC of 10 + (creature's CR), plus or minus any normal identification modifiers.

Terrain Mastery (Ex): At each level up to 10th, a Ranger gains an ability from the following list.

- *Forest:* You gain a +3 to Hide checks. In addition, as long as you are in a natural setting (a place that's not a city, town, or dungeon, usually), you gain the Hide in Plain Sight ability.
- *Plains:* You gain a +3 to Spot checks. In addition, your natural land speed is increased by 50%.
- *Mountain:* You gain a +3 bonus to Climb checks. In addition, you gain a Climb speed equal to ? your natural land speed (if you already have a Climb speed, you gain a +8 to Climb checks to perform a special action or avoid a hazard; this is in addition to the normal +8 gained from having a Climb speed).
- *River:* You gain a +3 to Swim checks. In addition, you gain a Swim speed equal to your natural land speed (if you already have a Swim speed, you gain a +8 to Swim checks to perform a special action or avoid a hazard; this is in addition to the normal +8 gained from having a Swim speed).
- *Caverns:* You gain a +3 bonus on Tumble checks. In addition, you gain Darkvision out to 60ft, or increase your existing Darkvision by 60ft.
- *Jungle:* You gain a +3 bonus to Move Silently checks. In addition, you may move at full normal speed without taking a penalty to Hide or Move Silently checks, may double-move at a penalty -5 instead of -10, and may run at a penalty of -10 instead of -20.
- *Hills:* You gain a +3 bonus to Listen checks. In addition, you become immune to fatigue, and any effect that would cause you to become exhausted instead causes you to become fatigued. If you are already immune to fatigue or exhaustion, you instead gain 1 hit point per character level per effect you are immune to.
- *Swamp:* You gain a +3 bonus to Escape Artist checks. In addition, you take no penalty for moving over rough terrain.
- *Ocean:* You gain a +3 to Balance checks. In addition, you gain water-breathing and become immune to fear effects. If you are already immune to fear effects (or mind-affecting effects), you instead gain a +3 bonus to Will saves.
- *Desert:* You gain a +3 to Survival checks. In addition, you gain a Burrow speed equal to half your natural land speed.

Terrain Mastery abilities are always active, not just when the Ranger is in that particular environment. If a Ranger is in an unfamiliar area (hard to define, I leave it to various DMs and players to discuss), he loses access to his Terrain Mastery abilities unless he succeeds on a Knowledge (geography) check, with a DC equal to 10 + his class level. This check may be repeated once each day if necessary.

Track (Ex): A Ranger can track creatures using a Survival check. See the Survival skill in the PHB 3.5.

Weapon Finesse: A Ranger gains Weapon Finesse as a bonus feat.

Rapid Shot (Ex): Starting at 2nd level, a Ranger using a full-attack action with a bow may make an additional ranged attack. All attacks made by the Ranger that round suffer a -2 penalty.

Two-Weapon Fighting: A 2nd level Ranger gains Two-Weapon Fighting as a bonus feat.

Nature's Ally (Ex): Starting at 3rd level, a Ranger gains a cohort. This cohort may be any animal, dragon, elemental, fey, magical beast, ooze, plant, or vermin with a CR equal to the Ranger's level -2. Creatures with an Intelligence score of 2 or lower (including mindless creatures) have their Intelligence score changed to 3 and are considered to be able to understand one language the Ranger can speak; otherwise, the creature remains the same. A cohort gained through Nature's Ally may be dismissed at any time, and a Ranger can gain a new cohort by spending 24 hours in meditation. A Ranger may only have one cohort from Nature's Ally at any time. In addition, a Ranger may use his Wisdom modifier in place of his Charisma modifier for Handle Animal checks. A Ranger may use a Handle Animal check as a Diplomacy check against any creature with an Intelligence score of 1 or 2.

Entangle (Sp): Starting at 4th level, a Ranger can use Entangle as a spell-like ability once every 5 rounds, with a caster level equal to his character level.

Giant Slayer: A 5th level Ranger gains Giant Slayer as a bonus feat.

Nature's Fortitude (Ex): Starting at 6th level, a Ranger may use his Will save in place of his Fortitude save against poisons and diseases (natural or otherwise).

Improved Rapid Shot (Ex): Starting at 7th level, a Ranger using a full-attack action with a bow may make two additional ranged attacks instead of one, all at his highest BAB. All attacks made by the Ranger that round suffer a -2 penalty.

Mother's Embrace (Ex): Starting at 8th level, a Ranger who sleeps in a natural setting automatically recovers all wounds upon waking, so long as he has slept for at least four hours (Elven trance counts towards this, as well as any other form of rest).

Ghost Hunter: A 9th level Ranger gains Ghost Hunter as a bonus feat.

Deep Strike (Ex): Starting at 10th level, all attacks a Ranger makes with a bow are treated as if they had the Distance special quality. In addition, all melee attacks made by a Ranger have their reach increased by 5 feet.

Planar Terrain Mastery (Ex): At 11th level and each level thereafter, a Ranger gains one of the following abilities.

- *Fire:* The Ranger gains ER: Fire equal to twice his character level, and may choose to have any attack deal half its damage as Fire damage.
- *Water:* The Ranger gains ER: Cold equal to twice his character level, and may choose to have any attack deal half its damage as Cold damage.
- *Earth:* The Ranger gains DR/- equal to $\frac{1}{2}$ his character level, and may choose to have any attack he makes treated as the material of his choice (iron, silver, adamantine, or wood).
- *Air:* The Ranger gains ER: Electricity equal to twice his character level. In addition, the Ranger gains a fly speed equal to his natural land speed, with perfect manoeuvrability.
- *Shadow:* The Ranger can see perfectly in any darkness, including magical darkness, as far as he could see normally. In addition, the Ranger gains the Darkstalker ability (creatures attempting to locate you must make a Spot check; extrasensory detection abilities such as blindsight or tremorsense fail to automatically locate you).
- *Ethereal:* The Ranger can become corporeal, incorporeal, or ethereal as he chooses as a full-round action.
- *Limbo:* The Ranger can use Dimension Door as a swift action once per round, with a caster level equal to his character level. In addition, the Ranger can choose to have any attack he makes deal chaotic-aligned damage.
- *Mechanus:* The Ranger can spend an immediate action to cause any extradimensional movement methods (including teleport and plane-shift) being used within line-of-sight to fail automatically (this can counter a creature attempting to enter the Ranger's line-of-sight through such a method). In addition, the Ranger can choose to have any attack he makes deal lawful-aligned damage.
- *Infernal:* The Ranger can spend a standard action to create a terrifying scream. This scream is a burst-effect emitting from the Ranger, and has a radius of 5 feet per character level. All creatures within the affected area must make a Will save or become panicked for one hour; creatures that succeed on their save become shaken instead. This is a sound-dependent, mind-affecting, fear effect. In addition, the Ranger can choose to have any attack he makes deal evil-aligned damage.
- *Celestial:* The Ranger can spend a standard action to create a blinding flash of light. This flash is a burst-effect emitting from the Ranger, and has a radius of 5 feet per character level. All creatures within the affected area (except the Ranger) must make a Reflex save or be blinded; creatures that succeed on their save are dazed for one round. This is a sight-dependent effect. In addition, the Ranger can choose to have any attack he makes deal good-aligned damage.

A Ranger with a Planar Terrain Mastery ability that grants alignment damage is treated as being that alignment at any time it would be beneficial for him (For example, a Lawful-aligned Ranger with the Limbo Planar Terrain Mastery ability would be treated as Chaotic-aligned for the purposes of interacting with a Chaotic-aligned plane or item, and an Evil-aligned Ranger with the Celestial Planar Terrain Mastery ability would be treated as Good-aligned if subject to a Detect Evil or Holy Word spell). Planar Terrain Mastery abilities are always active unless the Ranger chooses not to have them so (lowering or raising a Planar Terrain Mastery ability is a non-action). Other Planar Terrain Mastery abilities may be available; talk to your DM about the other planes they may be using in their campaign to find something suitable.

Tree Stride (Ex): Starting at 11th level, a Ranger may move instantly to anywhere he wishes, so long as the place he is going and the place he is departing from both have a tree and he is at least vaguely familiar with the destination (has been there once, has seen a map, etc). The tree can be of any size, but it can't be a flower or a bush. It has to be a tree. The Ranger can take a number of people with him equal to $(1/2?)$ his class level (rounded up).

Greater Rapid Shot (Ex): Starting at 12th level, a Ranger using a full-attack action with a bow may make three additional shots rather than two, all at his highest BAB. All attacks made by the Ranger that round suffer a -2 penalty.

Improved Nature's Fortitude (Ex): Starting at 13th level, a Ranger is immune to all poisons and diseases. In addition, a Ranger may use his Will save in place of his Fortitude save against the extraordinary, spell-like, and supernatural abilities of any creature he has successfully identified using Hunter's Knowledge.

Make Like A Tree (Ex): Starting a 14th level, a Ranger has the ability to grow a tree anywhere he wishes in an instant. To do this, he must have a piece of wood (it can be any piece of wood, such as a twig or a staff, so long as it is all wood) and spend a move action to place it into the ground. The tree created through this ability remains so long as the Ranger that created it is within line-of-sight; afterwards, it returns to being the former piece of wood.

Evergreen Glade: A 15th level Ranger is given a sanctuary where he may rest from the trials of his lifestyle. The Evergreen Glade is a demi-plane that may only be accessed by the Ranger's Tree Stride ability; only the Ranger belonging to the glade may reach it, unless he chooses to bring others with him. The Evergreen Glade is considered natural terrain for any Ranger abilities that rely on such, but only for the Ranger it was made for. A Ranger can choose to banish (as the Banishment spell) any creature from his glade as a non-action, with no save. A Ranger who dies in his glade is brought back to life one day later, as per True Resurrection.

Arrow Storm (Ex): Starting at 16th level, a Ranger can spend a full-round action to attack every enemy within his first range increment, up to a maximum of his character level. A Ranger makes a single attack roll, and then compares it to the AC of each target. Any successful hit carries all relevant bonuses, including the Hunter's Knowledge bonus.

Superior Rapid Shot (Ex): Starting at 17th level, a Ranger using a full-attack action with a bow may make four additional ranged attacks instead of three, all at his highest BAB. All attacks made by the Ranger that round suffer a -2 penalty.

Paralysis Strike (Ex): Starting at 18th level, a Ranger can choose to have a foe damaged by his Hunter's Knowledge ability be forced to make a Fortitude save or become paralysed for 5 rounds. A Ranger may use this ability only once per round.

Champion Of The Wild (Ex): A 19th level Ranger is nature's greatest warrior, and his form changes to reflect this. His skin grows tough like bark, and his body becomes inhuman. A Ranger with this ability gains immunity to mind-affecting effects, immunity to sleep, paralysis, polymorph, stunning, ability damage or drain, and energy drain, and is no longer subject to critical hits or precision damage. The Ranger gets a natural armour bonus equal to $1/2$ his character level (rounded down), and immunity to bludgeoning damage.

3.2 Bonus Core Classes

3.3 The Spirit Shaman

"The fat one hates us... He knows too much. You'll have to do something about that..."

The Spirit Shaman is the team player of the natural world. They work with spirits great and small, the incorporeal spark of life within all things. From pacts and oaths, the shaman gains the camaraderie and power of these beings, allowing them to etch their will within the worlds of the living and the dead. As such, they are divine casters of a different bent than clerics and druids. While the cleric's powers come through faith and the druid's comes through [s]yiffing[/s] communion, the shaman is more pragmatic, gaining their powers from whatever is nearby.

A Spirit Shaman is meant for two things: charming spirits and punching people in the face with said spirits. For this, the most important aspects are Wisdom and Charisma: Wisdom to understand what the spirits are going on about and Charisma to convince those spirits to crush things for you.

Hit Die: d6

Class Skills: Athletics, Concentration, Craft, Diplomacy, Handle Animal, Heal, Knowledge (Any), Perception, Profession, Ride, Survival.

Skills/Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Spellcasting, Spirit Guide, Detect Spirits, Resist Nature's Lure
2nd	+1	+0	+3	+3	Strength of Spirit, Woodland Stride
3rd	+1	+1	+3	+3	See the Unseen, Animism (Speak in Tongues)
4th	+2	+1	+4	+4	<i>Remove Curse</i>
5th	+2	+1	+4	+4	Animism (Speak with Monsters)
6th	+3	+2	+5	+5	<i>Break Enchantment</i>
7th	+3	+2	+5	+5	Animism (Speak with Plants)
8th	+4	+2	+6	+6	Ether Gate
9th	+4	+3	+6	+6	Animism (Speak with Magic), See Pockets
10th	+5	+3	+7	+7	Answering Spirits, Material Shift
11th	+5	+3	+7	+7	Animism (Speak with Stones)
12th	+6/+1	+4	+8	+8	Empty Pockets
13th	+6/+1	+4	+8	+8	Animism (Speak with Air), See Deeper Pockets
14th	+7/+2	+4	+9	+9	End Magic
15th	+7/+2	+5	+9	+9	Live Forever
16th	+8/+3	+5	+10	+10	Dual Nature
17th	+8/+3	+5	+10	+10	Sculpt the Spirit Realm
18th	+9/+4	+6	+11	+11	Banishment
19th	+9/+4	+6	+11	+11	All Sight
20th	+10/+5	+6	+12	+12	Victory

Spirit Shaman Spells Per Day										
	0	1	2	3	4	5	6	7	8	9
1	4	2	-	-	-	-	-	-	-	-
2	5	3	-	-	-	-	-	-	-	-
3	6	4	2	-	-	-	-	-	-	-
4	6	5	3	-	-	-	-	-	-	-
5	6	6	4	2	-	-	-	-	-	-
6	6	6	5	3	-	-	-	-	-	-
7	6	6	6	4	2	-	-	-	-	-
8	6	6	6	5	3	-	-	-	-	-
9	6	6	6	6	4	2	-	-	-	-
10	6	6	6	6	5	3	-	-	-	-
11	6	6	6	6	6	4	2	-	-	-
12	6	6	6	6	6	5	3	-	-	-
13	6	6	6	6	6	6	4	2	-	-
14	6	6	6	6	6	6	5	3	-	-
15	6	6	6	6	6	6	6	4	2	-
16	6	6	6	6	6	6	6	5	3	-
17	6	6	6	6	6	6	6	6	4	2
18	6	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6	5

All of the following are class features of the Spirit Shaman class.

Weapon and Armor Proficiency: Spirit Shamans are proficient with all Simple and Martial Weapons, and with Light and Medium Armor

Armor and Casting: If you are proficient, it will come.

Spellcasting: The spirit shaman casts divine spells. Once between times that the sun sets, a spirit shaman may commune with the spirit world for an hour. During this communion, the Spirit Shaman regains their spell slots and may select 4 spells from the Spirit Shaman list of each level she can cast spells from. These spells may be cast spontaneously by the Spirit Shaman. Applying metamagic never takes any extra time. The Spirit Shaman's save DCs are Charisma based, and their bonus spells are Wisdom based.

Spirit Guide: The Spirit Shaman has a spirit guide, some kind of freaky critter that guides them from the Ethereal plane. The spirit guide has the form of a monster with a CR equal to the spirit shaman's level, but always has an Intelligence equal to the spirit shaman's Wisdom and has the same alignment as they do. The spirit guide exists only on the ethereal plane, but the spirit shaman can see and hear it as if it were on the same plane as they are. The spirit guide takes a new form every time the spirit shaman changes level, chosen by the DM.

Detect Spirits (Su): A Spirit Shaman knows when there are incorporeal creatures, astral creatures, ethereal creatures, or fey within 60 feet of themselves. One of these creatures that has remained within 60' of the spirit shaman for a second round has their five foot square known by the spirit shaman. A spirit shaman knows roughly how many hit dice such a creature has if they stay within 60 feet for a third consecutive round.

Resist Nature's Lure (Ex): A spirit shaman gains a +4 bonus on saves against the spell like abilities of Fey.

Strength of Spirit (Su): At 2nd level, a spirit shaman hulks out whenever they are on the ethereal plane. Add their Charisma bonus (if any) to their Strength, their Wisdom bonus (if any) to their Constitution, and their Intelligence bonus (if any) to their Dexterity. The spirit shaman also has a Deflection bonus to AC equal to their Wisdom modifier while they are on the Ethereal Plane.

Woodland Stride (Su): At 2nd level, a spirit shaman can move through natural surroundings unimpeded. The spirit shaman treats difficult terrain caused by vegetation as if it was not difficult terrain.

See the Unseen (Su): A spirit shaman of 3rd level sees invisible, astral, and ethereal things within 60 feet of themselves.

Animism (Ex): A spirit shaman can listen and speak directly to the spirit in all living things. Also they have a really expansive idea of what constitutes a living thing. At 3rd level, a spirit shaman can speak with any living creature that has a language. At 5th level, they can speak with any living creature *as if* they had a language and a language in common with the spirit shaman at that. At 7th level, they can speak with plants. At 9th level, they can speak with magic items and constructs. At 11th level, they can speak with earth and stone. At 13th level they can speak with the air itself, which coincidentally allows them to mimic *message* or *whispering winds* whenever they want. Note that as described in *speak with plants* and *stone tell*, that inanimate objects can be kind of uninteresting conversationalists.

Remove Curse (Sp): At 4th level, a spirit shaman may cast *remove curse* as a spell like ability a number of times per day equal to their Wisdom modifier. Caster level is their character level.

Break Enchantment (Sp): At 6th level, a spirit shaman may cast *break enchantment* as a spell like ability a number of times per day equal to their Wisdom modifier. Caster level is their character level.

Ether Gate (Su): An 8th level Spirit Shaman may open up a gateway between the ethereal plane and the physical world. The gate stays open as long as the spirit shaman concentrates. For every five feet wide the shaman makes the portal, they suffer 2 points of damage for every round they hold it open.

See Pockets (Su): A spirit shaman of 9th level or more can see what's inside any pocket dimensions whose egress is within 60 feet of themselves. The place the pocket dimension connects with the rest of reality is obvious (to the spirit shaman). At 13th level, the range extends to 120 feet.

Answering Spirits (Su): At 10th level, a spirit shaman can ask questions of the spirit world that will actually be answered. This is like *contact other plane*, but there is no chance of going insane. The shaman may ask a number of questions per day equal to their Wisdom modifier.

Material Shift (Su): At 10th level, the spirit shaman can draw things into the material world from coterminous planes.

Empty Pockets (Su): A spirit shaman of 12th level or more can have any number of things they are aware of pushed into the material plane from extradimensional spaces as a standard action.

End Magic (Su): With a standard action, a 14th level spirit shaman can automatically dispel an effect or suppress an item within medium range.

Live Forever (Ex): A 15th level spirit shaman lives forever and never suffers any penalties for old age, nor loses any XP for being reincarnated. Also, their type changes to Fey.

Dual Nature (Ex): At 16th level, the spirit shaman can be in the ethereal plane and whatever other plane at the same time. They count as being on the ethereal plane or their coterminous plane both. Which means that they do get the benefits of strength of spirits while picking up physical objects. Woo-hoo.

Sculpt the Spirit Realm (Su): At 17th level, a spirit shaman can fill up the ethereal realm with stuff just by thinking about it. Five minutes meditating mimics a *true creation*.

Banishment (Su): An 18th level spirit shaman can send any target within medium range to any plane of existence they choose with a standard action. The victim may make a Will save against a DC of 10 + Level +

Charisma Modifier to avoid being transported. If the victim is transported, the spirit shaman may additionally *dimensional anchor* them to their destination plane for 24 hours.

All Sight (Ex): At 19th level, a spirit shaman can perceive everything within medium range of themselves, even if that thing might be invisible or on a coterminus plane, or in an extradimensional space. Just because something can be perceived does not mean it is *noticed*, and stealth and perception checks still apply (although distance and visibility modifiers do not).

Victory: At 20th level, the Spirit Shaman wins D&D.

Spirit Shaman Spell List:

0th level: *DAlarm, Cure Minor Wounds, Detect Magic, Dancing Lights, Fleeting Flame, Prestidigitation, Light, Darkness, Detect Poison*

Level 1: *Animate Fire, Charm Person, Cure Light Wounds, Disguise Self, Endue Elements, Entangle, Make Manifest (SC), Pass Without Trace, Protection from Chaos, Protection from Law, Sleep, Summon Spirits I*

Level 2: *Blink, Control Plants, Detect Thoughts, Ethereal Jaunt, Glitterdust, Invisibility, See Invisibility, Summon Spirits II, Tasha's Uncontrollable Hideous Laughter, Stone Tell, Treestride, Warp Wood, Wood Shape*

Level 3: *Animate Objects, Animate Plants, Clairvoyance, Consecrate, Deep Slumber, Desecrate, Etherealness, Improved Invisibility, Magic Circle Against Chaos, Magic Circle Against Law, Plant Growth, Remove Disease, Summon Spirits III, Transport via Plants*

Level 4: *Baleful Polymorph, Charm Monster, Cloak of the Sea (SC), Command Plants, Dimension Door, Dimensional Anchor, Feeblemind, Ghostform (SC), Illusory Feast (SC), Neutralize Poison, Reincarnation, Scry, Stone Shape, Summon Spirits IV, True Sight*

Level 5: *Break Enchantment, Circle of Death, Find the Path, Magic Jar, Move Earth, Sirine's Grace (SC), Plane Shift, Regenerate, Repel Wood, Summon Spirits V, Wall of Thorns*

Level 6: *Hallow, Heal, Insanity, Mass Drown (SC), Nightmare, Otto's Irresistible Dance, Summon Spirits VI, Unhallow*

Level 7: *Dimensional Lock, Finger of Death, Foresight, Greater Plane Shift (SC), Planar Bubble (SC), Solipsism (SC), Summon Spirits VII*

Level 8: *Fimbulwinter (ICO), Frostfell (ICO), Maddening Whispers (SC), Mass Charm, Maze, Summon Spirits VIII, True Reincarnate (MotW)*

Level 9: *Mass Heal, Mind Blank, Programmed Amnesia (SC), Reality Maelstrom (SC), Reaving Dispel, Soul Bind, Summon Spirits IX, Trap the Soul, Weird*

3.4 The Witch

“Double, double, toil and trouble...”

Fantasy literature has always had witches. Usually they are evil and fly on broomsticks, cackling and cursing/poisoning the heroines into a coma or death, so that the prince charming can save them and fuck them, hopefully in that order. Occasionally they're just generically evil – they're bad because they're witches, but they don't particularly do anything that evil, and sometimes there are good witches.

The witch in D&D draws upon the various fantasy sources, along with an option to be a good, nature-friendly, curse-removing witch for all the hippy wicca kids out there. They gain the ability to fly, they can use cauldrons to scry and make magic potions, they have a ritual under the full moon, and they have a scary evil eye. Also, there is the mandatory Monty Python reference, and they have spellcasting which is by no means shabby.

The witch can happily be played by beginners: they have Save or Lose spells and save-penalising spells. It's as simple as “pump your DCs up high and go wild”. By the same token, they have enough oddball spells there that more experienced players can go around turning the forest into their personal army, or turning a room of people into statues, reshaping them into other objects, then covering them in symbols and adding sympathy so people go and touch them. Maybe even turning the morphed statues back into flesh. Did you ever want a vase made of human flesh?

Hit Die: 1d6

Class Skills:

Skill Points: 6 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Evil Eye, Spellcasting, Armored Casting
2nd	+1	+3	+0	+3	Animal Form or Familiar, Wild Empathy
3rd	+1	+3	+1	+3	Brew Potion
4th	+2	+4	+1	+4	Trickery, Float on Water
5th	+2	+4	+1	+4	Evil Eyes
6th	+3	+5	+2	+5	Mass Brewing, Pluck Poison
7th	+3	+5	+2	+5	Dream Mastery
8th	+4	+6	+2	+6	Trickery
9th	+4	+6	+3	+6	Evil Gaze
10th	+5	+7	+3	+7	Cauldron Scrying
11th	+5	+7	+3	+7	Flight
12th	+6/+1	+8	+4	+8	Trickery, Hag Bite or Bibbity Bobbity Boo
13th	+6/+1	+8	+4	+8	Ritual of Youth
14th	+7/+2	+9	+4	+9	Eye of Newt
15th	+7/+2	+9	+5	+9	Presence of Witchery
16th	+8/+3	+10	+5	+10	Trickery
17th	+8/+3	+10	+5	+10	Craft Heartstone
18th	+9/+4	+11	+6	+11	Hag Laughter or Rise of the Triffids
19th	+9/+4	+11	+6	+11	Elixir of Life and Death
20th	+10/+5	+12	+6	+12	Trickery

Ability Scores: The Witch wants a reasonably high Charisma, for the spell-like and Supernatural abilities, but also wants a good Intelligence or Wisdom, for spellcasting (they can choose which one). Maintaining both should not be hard, and the physical ability scores are practically optional.

All of the following are Class Features of the Witch class.

Weapon and Armor Proficiency: Witches are proficient with all simple weapons and with light armor, but not with shields of any kind.

Evil Eye: As a Swift action, the Witch may use this Supernatural ability at will. They must target an enemy within Close Range that they can see, although spells like Mirror Image, Blink and Displacement have no effect – the target can still be seen. The target must then make a Will save (DC 10 + half the Witches' HD plus the Witches' Charisma modifier) or be Shaken for as long as they can see the Witch. If already Shaken, they become Frightened. If Frightened, they Cower. If Cowering or Panicked, they fall Comatose. If they pass the save, they take a -2 penalty on Saving Throws until the end of the Witches' turn. This is a [Mind Affecting, Fear] effect.

Spellcasting: The Witch instinctively knows all spells on the Witch spell list. They cast spells per day as per the Wizard, gaining bonus spells per day for a high Wisdom or Intelligence score (select at first level, it cannot change). The same ability score determines the save DCs. Spells are cast spontaneously from the Witch spell list.

Armored Casting: A Witch casts arcane spells, but she is not affected by the arcane spell failure of any armor or shield she is proficient with. This ability only applies to her Witch spells, if she is able to cast any other arcane spells, they are affected by arcane spell failure normally.

Animal Form: At 2nd level the Witch may transform into a Tiny, non-offensive animal as a Supernatural ability at will. This lasts until the upcoming midday, dusk, midnight or dawn (whichever comes first), or until dismissed, and gives the Witch the physical ability scores of the animal in question, however they may not cast spells in this form. The Witch may choose either Animal Form or Familiar, but not both.

Familiar: Alternatively, the Witch may opt to gain a familiar. This works like the Sorcerer and Wizard, except if it dies then the Witch merely becomes sad for a little while, and another one can be summoned the following day. If the Witch gains a cohort, it may be any form of animal or monstrous creature (subject to the usual limitations) and can be treated as a familiar. Yes, that polar bear that sits outside the cafe "begging" for food? That's a familiar, waiting to steal your soul.

Wild Empathy: Just like a Druid.

Brew Potion: Using a Cauldron, a 3rd-level Witch may brew a potion of any spell level they can cast. This uses the spell slot, and takes one hour but has no expensive components or XP cost. The potion lasts for 24 hours before returning to brackish water.

Trickery: At every 4th level, one ability may be chosen from the following list to allow the Witch to cheat death.

- Energy Resistance 10 + Hit Dice to any one energy type. This may be taken multiple times, either granting resistance to another energy or adding +10 to all energy resistances (which will apply to future energy resistances gained).
- Damage Reduction 3 + Half Hit Dice, overcome by Iron. This may be taken multiple times, adding +6 to the DR each time.
- Spell Resistance 5 + Hit Dice. This may be taken twice more, each adding +3 to the SR.
- Immune to Detect spells and True Seeing
- A +4 bonus on saving throws against [Mind Affecting] Effects. This may be taken twice more, increasing the bonus by +4 each time.
- Immune to Poison
- Immune to Disease
- A +4 bonus on saving throws against the spell-like and supernatural effects of Outsiders, Elementals and Fey. This may be taken twice more, increasing the bonus by +4 each time.

Float on Water: The Witch weighs as much as a duck at 4th level, so may float on water, never sinking or drowning.

Evil Eyes: At 5th level the Witch may now target two people at the same time with the Evil Eye ability. Alternatively, both eyes may be focused on the one person, causing them to instead be Sickened on a failed save, or Nauseated if already Sickened, or to immediately contract Demon Fever if already Nauseated. This option is neither [Mind Affecting] nor a [Fear] effect.

Mass Brewing: When Brewing a Potion, a 6th level Witch may make a number of potions equal to their Charisma modifier, although these will only last for four hours each. But it still takes only one hour to brew in total, and uses the one spell slot.

Pluck Poison: Thrice per day at 6th level, the Witch may pluck a berry or fruit from a tree, or a mushroom from the ground. It becomes tainted with any ingested poison of the Witches' choice, with a save DC equal to 10 + half their HD + their Charisma modifier, or may neutralise poison. This lasts for 12 hours.

Dream Mastery: At 7th level the Witch may cast Nightmare as a Supernatural ability at will. The save DC is Charisma based. They may also Planeshift into (and out from) the dreamscape of anyone sleeping within 30', also at will.

Evil Gaze: The Evil Eye (either variant) may, at 9th level, be used similar to a Gaze attack that affects all in a 50' cone. It still requires a Swift Action to activate, as it is not always active. Everyone must attempt to save, but may elect to avert their eyes – they lose their Dexterity bonus to their AC for 1 round, but are allowed a Reflex save. If this save is passed, they are immune to all effects. If it is failed, they are entitled to the Will save as normal. Alternatively, the regular Evil Eye or Evil Eyes may be used to make those who fail the save Fatigued. If already Fatigued they become Exhausted, and if already Exhausted they pass out.

Cauldron Scrying: The Witch may Scry once per day at 10th level, using a cauldron to see through. This is a Spell-like ability, with a DC equal to 10 + half their HD + their Charisma modifier.

Flight: Upon reaching 11th level, the Witch may fly at will, with an unlimited duration, as per the spell. Some form of object is required for this, such as a broomstick, carpet, bathtub or vacuum cleaner.

Hag Bite: At 12th level the Witch gains a bite attack that deals 2d6 damage plus one and a half times their Strength modifier, if Medium. This also causes Demon Fever. A Good Witch probably shouldn't choose this ability.

Bibbity Bobbity Boo: Alternatively, if the Witch is not Evil, they may prefer the ability to cast Animate Objects at will, lasting until the upcoming dawn, midday, dusk or midnight (whichever comes first). This works only on plants, however it can also change their form to a moderate degree. Examples include turning pumpkins into carriages, flowers into cleaning objects and [s]pineapples into thermonuclear weapons[s] cabbages into horses. But they'll still look something like the original object, and can still be eaten.

Ritual of Youth: The Witch may perform an 8 hour ritual under the light of a full moon. This involves chanting, dancing, and probably a campfire. Successfully completing the ritual changes the Witch to the Adult age category, and lasts for 2 months. Performing it again in the meantime resets the timer. After it ends, they change back to their true age, so eventually this becomes essential to prevent death by old age. Yes, it effects physical ability score modifiers.

Eye of Newt: The Witch may harvest organs from creatures they assist in slaying, for use in item creation. This grants an XP component equal to the CR of the creature, squared.

Presence of Witchery: Any place a Witch resides in for one month or more gains a 100' radius aura. This aura then extends out to 1 mile after another month. Either the land becomes blighted, affected by an Unhallow effect, with all water tasting foul and killing all small fish residing therein and all plants withering and

dying, or the land becomes fruitful, affected by a Hallow effect, the water becoming sweet and free of disease and all crops yielding a full harvest.

Craft Heartstone: By performing a ritual under a full moon, requiring at least two other willing participants (both must be familiars, witches or Night Hags) and four hours, the witch may create a Heartstone. They gain all benefits and are treated as a Night Hag, being able to turn Ethereal and haunt dreams like a Night Hag. If the witch is a good witch, they may “haunt” the dreams of Non-Evil creatures, protecting them from Nightmares, Dream Haunting, and any intruders into a Dreamscape. The target will wake up fully refreshed and with a Good Hope effect that lasts for the rest of the day.

Hag Laughter: Three times per day, an 18th level Witch may emit a cackling laugh as a Standard Action. One target per level who can hear this must make a Fortitude save (DC 10 + half the Witches’ HD + their Cha modifier) or immediately contract Cackle Fever, taking 3d6 Wisdom damage instantly. Good Witches probably don’t want to do this. A Witch may select either Hag Laughter or Rise of the Triffids, but not both.

Rise of the Triffids: Instead of Hag Laughter, the Witch may elect to be able to call vegetation to their aid. As long as there is at least a 10’x10’ square of plant matter, it may rise up to aid the Witch as a Battlebriar, with Hit Dice equal to the Witch. This may be done once per day, requiring a Standard Action, and lasts until the upcoming dawn, midday, dusk or midnight (whichever comes first). The summoned plant life is completely loyal to the Witch. A Witch may select either Hag Laughter or Rise of the Triffids, but not both.

Elixir of Life and Death: At 19th level, the Witch may brew a special Elixir under the light of the full moon, requiring 6 hours. Doing so makes a single dose of this potent brew, which will last for 24 hours before becoming useless. If force-fed to the dead, they return to life with no level loss, full regeneration of limbs and no lasting problems. If given to the living, then at the option of the Witch, they either must immediately make a Fortitude save against being slain, or are freed from any ailments. This can even be used to suppress the transformation of a Werewolf (no save against this) or return the Sentient Undead to life (again, no save), both lasting for 24 hours. [/spoiler]

Witch Spell List:

0th level: *Arcane Mark, Bestow Curse 0 Dancing Lights, Detect Magic, Detect Poison, Remove Curse 0, Touch of Fatigue*

Level 1: *Animate Rope, Bane, Bestow Curse I, Cause Fear, Charm Person, Command, Curse Water, Faerie Fire, Magic Mouth, Message, Ray of Enfeeblement, Reduce Person, Remove Curse I, Remove Fear, Sleep*

Level 2: *Augury, Bestow Curse II, Blindness / Deafness, Calm Emotions, Command Undead, Delay Poison, Desecrate, False Life, Hideous Laughter, Reduce Animal, Remove Curse II, Remove Paralysis, Speak With Animals, Summon Swarm, Touch of Idiocy, Warp Wood*

Level 3: *Bestow Curse III, Charm Monster, Contagion, Deep Slumber, Fear, Plant Growth, Ray of Exhaustion, Remove Blindness / Deafness, Remove Curse III, Remove Disease, Secret Page, Sepia Snake Sigil, Shrink Item, Tiny Hut**

Level 4: *Baleful Polymorph, Bestow Curse IV, Blight, Command Plants, Confusion, Insect Plague, Neutralize Poison, Phantasmal Killer, Poison, Mass Reduce Person, Remove Curse IV, Unholy Blight*

Level 5: *Animal Growth, Awaken, Bestow Curse V, Crushing Despair, Dream, Feeblemind, Mirage Arcana, Remove Curse V, Repel Vermin, Symbol of Pain, Transmute Rock to Mud, Transmute Mud to Rock, Unhallow, Waves of Fatigue*

Level 6: *Animate Objects, Bestow Curse VI, Greater Command, Commune With Nature, Eyebite, Flesh to Stone, Stone to Flesh, Remove Curse VI, Symbol of Fear, Wall of Thorns*

Level 7: *Animal Shapes, Animate Plants, Bestow Curse VII, Creeping Doom, Insanity, Power Word: Stun, Remove Curse VII, Symbol of Insanity, Symbol of Stunning, Symbol of Weakness, Waves of Exhaustion*

Level 8: *Antipathy, Bestow Curse VIII, Binding, Control Undead, Horrid Wilting, Irresistable Dance, Magnificent Mansion*, Maze, Remove Curse VIII, Symbol of Death, Sympathy, Trap the Soul*

Level 9: *Bestow Curse IX, Control Plants, Imprisonment, Remove Curse IX, Wail of the Banshee*
New and Altered Spells:

Mordenkainen’s Tiny Hut: this may work as normal, or it may create an actual physical gingerbread cottage. It is immune to normal weather and remains edible for the duration, however it tends to lure animals and children to it.

Mordenkainen’s Magnificent Mansion: This creates a physical gingerbread mansion, rather than forming a demiplane and transporting you there. Otherwise it acts like the spell. Remember that it is edible.

Yes, you could totally fill it with radishes and then Bibbity Bobbity Boo them into prostitutes and create a very unique brothel, unless Frank is going to tell me that’s a famous myth/story somewhere in the world.

Remove Curse 0-IX Basically have the same effect: they remove curses applied by Bestow Curse of equal or lower level, and of Supernatural/Spell-like Curse/Evil Eye abilities that have a Caster Level (or Hit Dice of the creator) of no more than double the level of the Remove Spell. Remove Curse VII and higher also function

as Break Enchantment for spells of equal or lower level, and Remove Curse IX can also grant the effects of Freedom.

Bestow Curse 0-IX Requires a touch attack, but allows no saving throw when cast by the Witch. The duration depends on the spell level: 0-I is “for the rest of the encounter”, II-III is “until the next dawn, dusk, midday or midnight (whichever comes first)”, IV-VI is “for one day”, VII-VIII is “until the next full moon (does not count the current one if currently during a full moon)” and IX is “permanent”.

Spell Resistance still applies. The effects vary by level (and any version may use the effect of a lower level, with the new DC and duration):

0: The target becomes Sickened or takes a -4 penalty on all Skill Checks

I: The target suffers 20% action failure on all actions or takes a -4 penalty on all d20 rolls or becomes fascinating to animals and vermin, who are attracted to the character within a 1 mile radius and are all determined to share the character’s occupied space.

II: The target suffers 50% action failure on all actions or takes a -8 penalty to one ability score, or all of their equipment instantly falls to the ground, even things that really shouldn’t fall off. Even bags spill open.

III: The target suddenly ages, taking a -6 penalty to Strength, Dexterity and Constitution and has poor vision, gaining a -6 penalty to Spot and Search and treating everyone as though they had Concealment.

IV: the target is rendered unable to speak, or enters a Rage but has a 50% chance of not being able to tell enemy from ally. Alternatively, they become terribly allergic to either Plants, Animals or Vermin (caster chooses), taking a -10 penalty on all attack rolls, Fort saves and skill checks when within 10’ of one.

V: the target forgets a single class feature of the caster’s choice, or is treated as having zero ranks in any of their skills, or a Centipede Swarm appears within their stomach and attacks, requiring disembowelment (50% of their HP or more) to remove. Every morning, another swarm will appear there. Oh joy. If cast as the level 8 or 9 version, enjoy Hellwasps instead.

VI: the target is rendered Blind and Deaf and also enters a Rage, charging in random directions and attacking whatever they bump into, or their clothing all animates (as per Animate Object) and tries to kill them.

VII: The target becomes suicidal, attempting to find ways to end their own life, or is rendered unable to sleep, suffering all of the effects of sleep deprivation. Alternatively, their hands turn into Small Monstrous Spiders (with HD equal to the Caster Level) which immediately try to bite them until hacked off (dealing the damage of the injury to the target) and then slain. They then turn back into hands, but are detached. This will happen every morning for the duration, as well.

VIII: The target becomes Stunned or Nauseated, or despite all logic is targeted by a single Comet once per day for the entire duration. What are the odds? Alternatively, they contract a disease, and contract another one every morning they wake up.

IX: The target suffers an Eternity of Torture effect, or their weapons turn into snakes (Half Fiend or Half Celestial, with +1 Outsider hit die per Caster Level) and immediately attack them, treating their natural weapons as though they had all the special abilities and enhancement bonuses of the original weapon. If it is a weapon of 3 Wishes, you can expect the snake to waste them, going “I wish I was out in the desert somewhere. I wish I had a pond of cool water. I wish I had a mouse. Yeeeeeeah, I’m so happy.”

Moses has nothing on this.

NATURE WITH PRESTIGE

4.1 Arcane Archer

“I kill people with arrows. Special arrows.”

Back when the 3.0 DMG was released, arcane archer wasn’t playable since it was still a full BAB class – which meant it didn’t have any abilities anyone cared about. However, it was less unplayable than it is now, because it received two huge nerfs in 3.5: *greater magic weapon* came into the core and arrow and bow enhancements changed so they no longer stacked with each other. As it stands, a core 3rd-level spell replaces most of the class’s features, another spell (*arrow storm*) duplicates hail of arrows and is available much earlier with less investment, arrow of death isn’t even remotely level-appropriate (a DC 20 Fort save at 17th level? Please.), and phase and seeker arrow do far too little damage to be relevant. The only mildly interesting ability is imbue arrow, since it opens up the possibility of firing AMFs at your enemies from miles away, but because of the PrC’s prerequisites and the required two levels of lost casting, it’s also all but useless.

Prerequisites:

BAB: +3

Race: Elf or half-elf

Feats: Point Blank Shot

Proficiencies: Proficient with the longbow, the shortbow, or a similar weapon

Spells: Ability to cast *greater magic weapon* and *true strike* as arcane spells.

Hit Die: d6

Class Skills: The Arcane Archer’s class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skills/Level: 2 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+0	+2	+2	Imbue Arrow, Magic Arrows	–
2	+2	+0	+3	+3	Enhanced Arrows, <i>Hawkeye</i>	+1 spellcasting level
3	+3	+1	+3	+3	Enduring Spells, <i>Hunter’s Mercy</i>	+1 spellcasting level
4	+4	+1	+4	+4	Hunter	+1 spellcasting level
5	+5	+1	+4	+4	True Shot	+1 spellcasting level
6	+6	+2	+5	+5	<i>Arrow Storm</i>	+1 spellcasting level
7	+7	+2	+5	+5	Prepare Arrow	+1 spellcasting level
8	+8	+2	+6	+6	Swift Enhancement	+1 spellcasting level
9	+9	+3	+6	+6	Sniper	+1 spellcasting level
10	+10	+3	+7	+7	Martial Mage	+1 spellcasting level

All of the following are class features of the Arcane Archer prestige class.

Weapon and Armor Proficiency: Arcane archers gain no new proficiency with any weapon or armor.

Spellcasting: At every level except 1st, an arcane archer casts spells (including gaining any new spell slots and spell knowledge) as if she had also gained a level in an arcane spellcasting class she had previous to gaining that level.

Imbue Arrow (Su): An arcane archer can cast an area, touch, ray, targeted, or effect (that affects an area) spell into an arrow as she fires it, with a single standard action. If it's an area or effect spell, it takes effect where the arrow lands, even if the spell could normally only be centered on the caster. If it's a targeted, ray, or touch spell, if the arrow hits its target (with a normal attack roll), the spell affects that target as normal, offering spell resistance and a saving throw or throws as usual. Any spell she imbues into an arrow gets +1 to its saving throw DCs and +2 bonus to penetrate spell resistance.

Magic Arrows (Su): Any arrow an arcane archer fires has an enhancement bonus equal to one-third her character level, to a maximum of +5 before 21st level.

Enhanced Arrows (Su): Starting at 2nd level, any arrow an arcane archer fires gains a special ability or abilities: she selects any ability or combination of abilities from the following list that sum to one-third her highest arcane caster level. She can change which ability her arrows gain as a move-equivalent action; beginning at 8th level, she can change abilities as a swift action.

Example: General Ielenia, an elf wizard 2/arcane archer 8, is leading the elves against a goblin army, so before the armies meet, she selects goblinoidbane and superior seeking for her enhanced arrows ability. However, during the battle she discovers that the goblins have hired some ogre mercenaries led by an ogre mage, so she takes a move-equivalent action to switch her arrows to giantbane and flaming burst.

- Bane +1
- Flaming +1
- Freezing +1
- Ghost Touch +1
- Magebane (Complete Arcane) +1
- Merciful +1
- Seeking +1
- Shocking +1
- Thundering +1
- Flaming Burst +2
- Icy Burst +2
- Shocking Burst +2
- Wounding +2
- Superior Seeking +2
- Explosive (Complete Warrior) +3
- Phasing +3
- Brilliant Energy +4

Superior Seeking: A superior seeking arrow flies unerringly to its target, even going around corners, but the arcane archer must know that an enemy is in a square; the arrow negates any miss chances from concealment or cover. Her attack is rolled as normal.

Phasing: A phasing arrow goes ethereal and only returns to material existence as it's about to strike its target. Thus, it can pass through solid objects and even spells (but not force effects) on the way to its target, though the arcane archer must still target the right square. Her attack is rolled as normal.

Hawkeye: At 2nd level, an archer archer who prepares spells adds *hawkeye* (Spell Compendium) to her spellbook for free, and may lose a prepared spell to cast it like a cleric casting a *cure* spell. An arcane archer who casts spontaneously adds it to her spells known for free.

Enduring Spells (Su): Starting at 3rd level, all of an arcane archer's arcane spells have their durations doubled, as if she had applied the Extend Spell metamagic feat to them. This does not change their level or casting time. If she has the Extend Spell metamagic feat, she can apply it to triple their durations.

Hunter's Mercy: At 3rd level, an archer archer who prepares spells adds *hunter's mercy* (Spell Compendium) to her spellbook for free, and may lose a prepared spell to cast it like a cleric casting a *cure* spell. An arcane archer who casts spontaneously adds it to her spells known for free.

Hunter: At 4th level, an arcane archer gains Hunter as a bonus feat. If she already has it, she may select any Combat or metamagic feat she meets the prerequisites for as a bonus feat instead.

Arrow Storm: At 5th level, an arcane archer who prepares spells adds *arrow storm* (Spell Compendium) to her spellbook for free, and may lose a prepared spell to cast it like a cleric casting a *cure* spell. An arcane archer who casts spontaneously adds it to her spells known for free.

True Shot (Su): Beginning at 5th level, an arcane archer able to cast *true strike* (either has it prepared, or knows it and has an appropriate unused spell slot) can cast the spell and fire an arrow that benefits from it as a single standard action. If she prepares spells, she may lose a prepared spell to cast *true strike* like a cleric casting a *cure* spell.

Prepare Arrow: Beginning at 7th level, as a standard action, an arcane archer can place a spell into an arrow as if using imbue, and the arrow holds the spell until it's fired. She may only have one such arrow prepared at a time.

Sniper: At 9th level, an arcane archer gains Sniper as a bonus feat. If she already has it, she may select any Combat or metamagic feat she meets the prerequisites for as a bonus feat instead.

Martial Mage (Ex): Beginning at 10th level, an arcane archer's Base Attack Bonus is equal to her highest arcane caster level, regardless of what class levels she has, but can't in any event be greater than her Hit Dice.

4.2 Berzerker

"Maim! Kill! Burn! Maim! Kill! Burn! Maim! Kill! Burn! Maim! Kill! Burn! Maim! Kill! Burn!" "Attack! Is the only other word you need to know."

Some people fight, some few of those that fight can kill, a very select few are concerned with nothing so long as they can fight. Preferably in hand to hand combat, preferably now.

Prerequisites:

BAB +5

Skill: Intimidate 8 Ranks

Proficiency: Must be proficient with at least one slashing or piercing weapon.

Special: Must have attacked a creature for lethal damage for no reason other than to get into a fight (i.e. there must not be any foreknown reward or accomplishment that the character can know about aside from "I got into a fight with that creature").

Hit Die: d12

Class Skills: The Berzerker's class skills have not yet been written.

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Natural Wearer of Armour, Rage, Ferocious Healing
2	+2	+3	+0	+0	Hate Magic, MAIM! KILL! BURN!
3	+3	+3	+1	+1	Skulls for the Skull Throne! Disdain for No Weapon

All of the following are Class Features of the Berzerker class.

Weapon and Armor Proficiency: A Berzerker gains proficiency with all slashing and piercing melee weapons.

Rage: As the Barbarian Class feature, Berzerker levels stack with Barbarian levels for determining the effects of the Rage feature and Rage Dice.

Natural Wearer of Armour: A Berzerker is always ready for the spilling of blood. As such, they nearly never remove their armour, becoming so accustomed to its presence that it begins to act as if it were a second skin. Some Berzerkers even wear extra armour. Merely because they can.

As long as the Berzerker is wearing one suit of armour that they are proficient with, the Armour Bonus instead counts as a Natural Armour bonus. They may wear an other suit of armour so long as it has a lower Armour Check Penalty than the suit of armour that is underneath. The Armour Check and Stealth Check penalties of both armours are added together.

[Yes, that means that the 1/2 of your lowest armour value rule from Book of Gears is voided].

Ferocious Healing: If a Berzerker deals lethal damage to an other creature they gain Fast Healing for a number of rounds equal to their levels in classes that provide Rage or Rage-like abilities combined.

Hate Magic: Berzerkers hate magical effects as well as anyone who uses them. They willingly use magical equipment (often stolen from magic using characters, usually by force) in order to even the odds. However, they must always make a Saving Throw against any spell that is cast on them (even beneficial ones) that allows for a saving throw, and they gain Spell Resistance equal to 15 + Hit Dice. This spell resistance can not be willingly lowered by the Berzerker.

MAIM! KILL! BURN!: A Berzerker can go into an unending chant to encourage herself to spill even more blood.

As a swift action, a Berzerker may begin ranting and raving at the top of their lung at their enemies. The Berzerker's lethal attacks deal an additional amount of damage equal to their character level in [Energy] damage. This benefit lasts until the beginning of the Berzerker's next round.

[Energy is 'Baskin Robbins' damage flavours (i.e. Holy, Anti-holy, Acid, Dope, Fire, Cold, Electricity, Sonic, Hedgehogs, Force etc.) or "Fire" if 'Sane' damage flavours are used.]

Skulls for the Skull Throne!: A Bloodspiller's weapon acts as if it has the BoG's *sharpness* weapon property at all times. This can be suppressed as a non-action and can be re-activated as part of an attack action. A weapon with *sharpness* cuts off a target's limb if they are attacked and damaged that round unless they make a Reflex save against a DC of 10 + 1/2 the Berzerker's Hit Dice + The Berzerker's Charisma Modifier.

Disdain for No Weapon: Sometimes a Berzerker only has a soup cup, often that is more than enough.

A Berzerker suffers no penalties for using an improvised weapon. Also, they can use any sized melee weapon, so long as it is a light load for them, without any penalty. This weapon deals damage as if it were an appropriate weapon of a size category that corresponds with its weight.

4.3 Bladesinger

"They say my voice is terrible. Fortunately for you, I'm going to kill you with my sword instead."

Unlike the arcane archer, which survived with its class abilities intact from 3.0 despite radical changes in the environment, the bladesinger has the singular honor of being one of the most-revised PrCs in third edition. It's gone through no fewer than four distinct versions, first in Tome and Blood, then in the Tome and Blood web errata, then in Races of Faerun, and most recently in Complete Warrior. It's varied from being about as effective as any full-BAB class (that is to say, not very) to complete and total uselessness.

Prerequisites:

BAB: +3

Race: Elf or half-elf

Feats: Elusive Target

Proficiencies: Proficient with all martial weapons and light armor.

Skills: Balance 4 ranks, Concentration 4 ranks, Perform (dance) 2 ranks, Perform (sing) 2 ranks, Tumble 4 ranks.

Spells: Ability to cast 1st-level arcane spells.

Hit Die: d8

Class Skills: The bladesinger's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

Skills/Level: 4 + Intelligence Bonus

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

Weapon and Armor Proficiency: Bladesingers gain no new proficiency with any weapon or armor.

Spellcasting: Every level, a bladesinger casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in an arcane spellcasting class he had previous to gaining that level.

Bladesong School: Bladesingers devote themselves to the study of a single type of weapon above all others. Almost all bladesingers select light or one-handed weapons so they can wield them while also casting spells, but the exact weapon depends on a bladesinger's school, with swords the most popular choice. They gain the Combat School feat for their chosen weapon.

Minor Spell song (Ex): A bladesinger does not suffer arcane spell failure from light armor.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+0	+2	+2	Bladesong School, Minor Spellsong	+1 spellcasting level
2	+2	+0	+3	+3	Dance of Air, Lesser Spellsong	+1 spellcasting level
3	+3	+1	+3	+3	Blind Fighting	+1 spellcasting level
4	+4	+1	+4	+4	Dance of Blades	+1 spellcasting level
5	+5	+1	+4	+4	Insightful Strike	+1 spellcasting level
6	+6	+2	+5	+5	Dance of Death, Major Spellsong	+1 spellcasting level
7	+7	+2	+5	+5	Subtle Cut	+1 spellcasting level
8	+8	+2	+6	+6	Dance of Fury, Song of Celerity	+1 spellcasting level
9	+9	+3	+6	+6	Whirlwind	+1 spellcasting level
10	+10	+3	+7	+7	Bladesong Master, Martial Mage	+1 spellcasting level

Dance of Air (Ex): Beginning at 2nd level, while wearing light or no armor and wielding his chosen weapon, a bladesinger gains a dodge bonus to AC equal to the level of the highest-level arcane spell he has prepared or the highest-level arcane spell slot he has unused.

Lesser Spellsong (Ex): Starting at 2nd level, while wearing light or no armor and wielding his chosen weapon, a bladesinger may take 10 on Concentration checks to cast defensively.

Blind Fighting: At 3rd level, a bladesinger gains Blind Fighting as a bonus feat. If he already has it, he may select any Combat, Skill, or metamagic feat he meets the prerequisites for as a bonus feat instead.

Dance of Blades (Ex): Beginning at 4th level, while wearing light or no armor, a bladesinger gains a bonus equal to one-half his class level when using or defending against trips, disarms, sunders, or feints with his chosen weapon. He has the Edge against any opponent whose Dexterity, Intelligence, and Charisma are less than his Intelligence or his Charisma.

Greater Spellsong (Ex): Starting at 4th level, when a bladesinger casts a spell while wearing light or no armor and wielding his chosen weapon, he does not provoke an attack of opportunity.

Insightful Strike: At 5th level, a bladesinger gains Insightful Strike as a bonus feat. If he already has it, he may select any Combat, Skill, or metamagic feat he meets the prerequisites for as a bonus feat instead.

Dance of Death (Su): Beginning at 6th level, a bladesinger's magic guides his blows to deadly accuracy. While wearing light or no armor, as an immediate action after confirming a critical hit with his chosen weapon, a bladesinger can sacrifice a prepared spell or spell slot, as if he had cast it, and add the level of the spell to his critical multiplier for that hit.

Major Spellsong (Ex): Starting at 6th level, whenever a bladesinger casts a spell while wearing light or no armor and wielding his chosen weapon, he gains a +3 dodge bonus to AC until the beginning of his next turn.

Subtle Cut: At 7th level, a bladesinger gains Subtle Cut as a bonus feat. If he already has it, he may select any Combat, Skill, or metamagic feat he meets the prerequisites for as a bonus feat instead.

Dance of Fury (Ex): Beginning at 8th level, whenever a bladesinger makes a full attack with his chosen weapon while wearing light or no armor, he gains an additional attack at his full attack bonus.

Song of Celerity (Ex): Starting at 8th level, while wearing light or no armor and wielding his chosen weapon, a bladesinger may cast spells at least four levels lower than the highest level he can cast as swift actions, as if he had applied the Quicken Spell feat to them. In addition, he gains Quicken Spell as a bonus feat; if he already has it, he may select any Combat, Skill, or metamagic feat he meets the prerequisites for as a bonus feat instead.

Whirlwind: At 9th level, a bladesinger gains Whirlwind as a bonus feat. If he already has it, he may select any Combat, Skill, or metamagic feat he meets the prerequisites for as a bonus feat instead.

Bladesong Master: At 10th level, a bladesinger masters his art and starts his own bladesong school. He gains a +3 bonus to attack rolls and Armor Class against anyone wielding his chosen weapon; also, if he takes any Leadership feat [Leadership, for those not using RoW] he gains a +3 bonus to his Leadership score provided he takes a bladesinger as a cohort.

Martial Mage (Ex): Beginning at 10th level, a bladesinger's Base Attack Bonus is equal to her highest arcane caster level, regardless of what class levels she has, but can't in any event be greater than her Hit Dice.

4.4 Defender of the Woods

"In Sovjet Faerun, trees cut down YOU!"

Requirements:**BAB:** +7**Skills:** Knowledge: Nature 10 ranks, Sense Motive 10 ranks**Special:** Must be a Plant, Magical Beast or Fey, or have made peaceful contact with a creature of one of the above types. Must not be fond of deforestation. Fey Knights needn't meet the Sense Motive requirement.**Hit Die:** d10**Class Skills:** Whatever you want, since Koumei doesn't believe in cross-class skills.**Skill Points at Each Level:** 6 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Tree Stride, Monstrous Mount, Diamondwood Armour
2nd	+2	+0	+3	+3	Speak With Animals, Resist Nature's Lure, Entangle
3rd	+3	+1	+3	+3	I Talk To The Trees, Designate Opponent
4th	+4	+1	+4	+4	The Trees Have Eyes, Turn Flames, Briar Web
5th	+5	+1	+4	+4	Primal Rage, Enchanted Forest

All of the following are Class Features of the Defender of the Woods prestige class.

Weapon and Armor Proficiency: Defender of the Woods gain no proficiency with any weapon or armor.**Tree Stride:** The Defender of the Woods may Dimension Door between any two trees in the same general forest/jungle/clump of woodland. This is a Spell-like ability that may be performed at will.**Monstrous Mount:** A great beast of a mount is granted for the Defender of the Woods to ride. They should select a Plant, Animal or Magical Beast with a CR equal to their own level minus 3, and it serves them loyally. If slain, another replaces it after 24 hours.

Instead of a specific creature, a generic one may be custom-built:

- CR equal to Magical Beast hit dice
- Huge Size (Long), 50' movement
- Either Fly 30' (Average), Swim 100', Climb 40' or Burrow 40'.
- Quadrupedal and Stable
- Natural Armour equal to hit dice
- Str 20, Dex 15, Con 18, Int 5, Wis 12, Cha 9. Add +1 to any one ability score for every hit die.
- 2 Claws (3d6+Str) and a Bite (4d6+1/2 Str) or 2 Claws (3d6+1/2 Str) and a Tail Slap (4d6+Str+1/2) or 4 Tendrils (2d6+Str) or Bite (4d6+Str) and Gore (4d6+Str, double on a charge)
- Damage Reduction/iron and Fire and Cold Resistance equal to Hit Dice
- May cast 1 Druid spell each of levels 1, 3 and 5, three times per day, as spell-like abilities (DC = 10 + half HD + Wisdom modifier).

Diamondwood Armour: The Defender of the Woods is blessed by the creatures of the forest. Their armour turns into Wood, but is considered as strong as Adamantine and allows them to add their class level as a bonus on saving throws against [Fire] effects and Poison. Furthermore, the armour grows one Goodberry per class level per day, sprouting in the morning.**Speak With Animals:** As a Supernatural ability at will, the Defender of the Woods can communicate with animals.**Resist Nature's Lure:** The Defender of the Woods becomes gains a +5 bonus to saves against the Spell-like and Supernatural abilities of Fey. This is good, because protecting them doesn't mean they won't put you to sleep and draw a dick on your face, just for laughs.**Entangle:** The Defender of the Woods may cast Entangle as a Spell-like ability at will. The DC is equal to 10 + 1/2 Hit Dice + Charisma modifier.**I Talk To The Trees:** The Defender of the Woods can speak with plants as a Supernatural ability. Regular plants usually don't have much to say (and indeed, can't speak, requiring telepathy or just giving vague impressions). Plant creatures might have means of verbal communication.**Designate Opponent:** The Defender of the Woods, if already possessing Knight Levels, may add their Defender level minus 2 to their effective Knight level for the purpose of bonus damage against Designated Opponents.

The Trees Have Eyes: Whenever the Defender is within 1 mile of a forest, jungle or other large collection of trees, they are able to tell when hostile forces are within 1 mile of the same group of trees, as well as the general location and a rough idea of how many there are.

Turn Flames: Fire spells cast within 20' of the Defender of the Woods must make a Spell Penetration check against $15 + \frac{1}{2}$ the Defender's Hit Dice, otherwise they fail. Additionally, with a Swift Action, the Defender may automatically extinguish all non-magical flames within 50'.

Both abilities are Supernatural.

Briar Web: Anyone caught in the Entangle effect created by the Defender also takes Magical Wooden Piercing Damage equal to $2d6$ plus the hit dice of the Defender, every round they remain in the area. This does not count as attacking them, so it's okay if they fall over or lose their Dex bonus to AC.

Primal Rage: Once per hour, the Defender of the Woods may assume a beastly form, resembling a werebear. They increase one size category, gain 2 Claw Attacks that deal $2d6 + \text{Str}$ damage for a Large Creature and a Bite Attack that deals $3d6 + \frac{1}{2}$ Str damage for a Large Creature, and gain +6 Str, +2 Dex and +4 Con instead of the usual changes to ability scores based on size. They also gain +5 natural armour and the Improved Grab ability when they hit with a bite attack. The natural weapons are treated as having a Greater Magic Fang (Caster Level = Hit Dice) cast on them.

This lasts for 1 minute. While in this form, they may not cast any spells or spell-like abilities. If they should reach 20 Hit Dice total, the beastly form also gains the Greenbound template (and may use the spell-like abilities inherent to the template).

Enchanted Forest: When in an area with a large group of trees, the Defender is aided by the very woods themselves. Once per hour they may cast *sleep* as a Supernatural Ability with no limit on Hit Dice (but may not take advantage of the situation to attack the sleeping foes, if a Knight), and additionally, constantly radiate a 250' radius Nightmare Terrain that only affects hostile creatures. Those who are in the area and fail to disbelieve take $1d6 + \text{Defender's Hit Dice}$ in damage at the start of their turn. This is also a Supernatural ability, and the save DC for both effects is Charisma based.

4.5 Lunar Knight

"Agent of love and justice, pretty soldier Lunar Knight! In the name of the moon, I will punish you!"

Requirements:

BAB: +7

Skills: Knowledge (the Planes) 10 ranks

Alignment: Any Good

Special: A Knight of an appropriate order qualifies just by existing.

Hit Die: d10

Class Skills: Whatever you want, since Koumei doesn't believe in cross-class skills.

Skill Points at Each Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Aura of Moonlight, Flight, Lunar Healing Escalation
2nd	+2	+3	+3	+3	Moon Prism Power, Moon Spiral Heart Attack
3rd	+3	+3	+3	+3	Lunar Gorgeous Meditation, Silver Smite
4th	+4	+4	+4	+4	Cosmic Moon Power, Starlight Honeymoon Therapy Kiss
5th	+5	+4	+4	+4	Silver Moon Crystal Power Kiss, Half Moon Phases

All of the following are Class Features of the Lunar Knight prestige class.

Weapon and Armor Proficiency: Lunar Knight gain no proficiency with any weapon or armor.

Aura of Moonlight: The Lunar Knight emits moonlight (like Daylight) out to 20' unless they decide to suppress the ability such as to sleep. Anyone assuming a form other than their own natural one is forced back to their natural form while in the area. Lycanthropes, however, are forced into their half-way form. This is a Supernatural ability.

Flight: Lunar Knights can fly at a speed of 50' with Perfect maneuverability. This is a Supernatural ability.

Lunar Healing Escalation: As a Supernatural ability, the Lunar Knight can heal others with a Standard Action at will. This generates a 15' burst around the Knight, and everyone within the area that the Knight designates regains 1d8 HP per class level, plus her Charisma modifier. This sadly does not heal the Knight herself.

Moon Prism Power: As a Supernatural ability at will, the Lunar Knight may transform, requiring a Standard Action. This is not affected by Aura of Moonlight. While transformed, the Knight gains a Deflection bonus to AC and a Resistance bonus to all saves, equal to her class level, and Fast Healing equal to her Charisma modifier. Also, her Flight speed is doubled. This ability lasts for the encounter - cooling down whenever her adrenaline returns to normal.

Moon Spiral Heart Attack: The Lunar Knight gains the ability to launch a dazzling light attack as a Supernatural ability, but only when Moon Prism Power is activated. It can be used once per transformation, and requires a Standard Action. This fires a bolt out to Medium Range, requiring a Touch Attack, that deals 1d6 Holy damage per hit die. Additionally, it creates a burst of colour, 15' in radius, centred on the target. All in the area must make a Will save (Charisma-based) or be Fascinated for 1d6 rounds.

Lunar Gorgeous Meditation: Now, whenever the Lunar Knight transforms, their allies within 30' also gain the Fast Healing.

Silver Smite: If a Designated Foe is stupid enough not to damage the Knight, then when she in turn hits them for a lot of extra damage, she may declare it a Silver Smite. If the target is [Extraplanar], then at the end of the Knight's turn (assuming she attacked them), they must make a Will Save (Charisma-based) or be Banished. If a [Shapechanger], they instead must make a Fortitude save or be destroyed. Anyone else simply has to make a Will save or spend 1 round Cowering.

Cosmic Moon Power: Having activated Moon Prism Power, a Lunar Knight may activate Cosmic Moon Power, a Supernatural ability, as a Standard action once per transformation. All enemies within 50' must immediately make a Will save (Charisma-based). If they fail, they are Charmed as per a Charm Monster spell.

Starlight Honeymoon Therapy Kiss: Having activated Moon Prism Power, a Lunar Knight may end the effect to activate Starlight Honeymoon Therapy Kiss, a Supernatural Ability. This is a Full Round Action that acts as a Mass Heal spell. Additionally, any enemy within 50' may elect to benefit from this spell, but if they do so, they are affected by a Charm Monster effect, even if immune.

Silver Moon Crystal Power Kiss: Having activated Moon Prism Power, a Lunar Knight may end the effect to unleash the Silver Moon Crystal Power Kiss, their most powerful attack. This is a Supernatural ability that requires a Full Round Action. It creates a 50' cone, and all enemies within the cone immediately take 2d6 Holy damage per hit die of the Knight, with a Will save for half. Furthermore, if they fail the save they become Stunned for 1 minute, and if they fail and are the Designated Foe, they are Destroyed. Any allies caught in the area receive a +5 Sacred bonus to AC for one round.

Half Moon Phases: When not affected by Moon Prism Power, the Lunar Knight may spend a Standard Action to split into two as a Supernatural Ability. This lasts until they decide to end the effect (causing one to vanish), and must be ended in order to activate Moon Prism Power. They may both attack, flank with each other and so on, but may not use charged or single-use items, and any X per Y abilities used by one count as being used by the other. Also, damage is shared, and 10 Hit Points are lost every round that they are divided. While both may designate different foes, thus allowing for two Designated Opponents, they each count as the original for the purposes of preventing the bonus damage.

4.6 Monster Rider

Fuuwwuuuuuuuuuuuhnnh!

See? Even Mishra knows that we can trample the Slaadi hordes today; isn't that right my pretty girl?

Fwweehnnuuh!

That's a good girl. Now then you goblin cowards! Ready her armour and put those Tusk-Blades!

For Tonight, we dine on Frog!

-Kurzen Fiendson, Orcish Monster Rider

Some warriors fight with axes, some use bows, others fight with cunning or astride a trusty steed.

A monster rider fights with their chosen fighting companion.

Prerequisites:

BAB: +2

Skills: Ride 8 ranks

Feats: Mounted Combat, Command or Leadership or any Necromantic Creation Feat

Hit Die: d12

Class Skills: The Monster Rider's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Nature; The Planes, Religion, Arcana) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Tumble (Dex), and Use Rope (Dex).

Skills/Level: 6 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Trusted Mount, Monster Rider Dice +1d6, Carrot and Stick, Mounted Attacks, Befriend Creatures, Monstrous Empathy
2	+2	+3	+3	+3	Monster Rider Ability, Speak with Monsters
3	+3	+3	+3	+3	Monster Rider Dice +2d6, Scarred hide
4	+4	+4	+4	+4	Monster Rider Ability, Genius Monster
5	+5	+4	+4	+4	Monster Rider Dice +3d6, Monster of Legend

Weapon and Armor Proficiency: The Monster Rider gains proficiency with the whip, composite shortbow, shortbow, lance, trident, all simple and martial polearms, simple thrown weapons and appropriate simple and martial weapons that have reach.

Trusted Mount: As a full round action a Monster Rider may declare one helpful creature their Mount. This creature can gain any benefits that the Monster Rider class grants to their Mount.

All of a Monster Rider's abilities that affect a mount last indefinitely if the creature is the Monster Rider's cohort, or fade after one day if the creature is not the Monster Rider's chosen cohort, and such a creature's base CR cannot be increased; although they may be modified to gain new abilities.

A Monster rider may only have one creature affected with the Trusted Mount ability.

Carrot and Stick: There is no limit to how many tricks a Monster Rider can teach a creature, and their Handle Animal checks are not penalized for attempting to get a creature to perform a trick it does not know. In addition, a Monster Rider may teach tricks to any creature, even those without intelligence scores.

Monster Rider Dice: Whenever a Monster Rider and their mount are sharing the same space, all BaB-derived attacks that either makes gain 1d6 more damage; this damage increases by 1d6 every odd level.

Befriend Creatures: A Monster Rider may make any creature up to Helpful with an animal empathy check by tending to any wounds that it may have suffered or offering it food. This check may be attempted once per day. Restraining a creature does not affect the Monster Rider's Animal Empathy check in any way, shape or form, and the Monster Rider may make as many attempts as they want with a creature, provided that they can heal the creature of wounds or offer it food.

Mounted Attacks: A monster Rider counts any square of their mount as their own for purposes of reach for their weapon attacks (normally a rider would require a reach weapon to attack from the back of a creature much larger than itself).

Monster Rider Ability: Choose an ability from the Monster Rider Abilities list.

Speak with Monsters: Monster Riders can communicate with creatures as if they had a shared language. Creatures always seems to be able to catch the thrust of anything they say.

Monstrous Empathy (Ex): As the Animal Empathy class ability of Druids and Rangers; class levels of the Monster Rider add to this check. This ability can be used on any creature that is non-humanoid in appearance, not just Animals or Magical Beasts.

Scarred Hide: Your mount gains a bonus to its natural armour equal to 1/2 your character levels +2 and damage reduction equal to 1/2 your character levels +2 which is penetrated by nothing (a.k.a. DR X/-).

Genius Monster: Your mount is affected as if an appropriate Maximized Awaken spell has been cast upon it. Creatures that are already intelligent, but were never affected by an Awaken effect in their current state gain the benefits of this effect as well. Use either the most effective or most appropriate Awaken Spell for the target; Awaken Undead for Undead mounts (with no maximum on intelligence) and Awaken Construct for Construct mounts; all other creatures should be affected as if Awaken (animals) had been cast on them.

Monster of Legend: Your mount may choose to gain one of the following abilities, this ability cannot increase a Creature's CR about what it already is, and hit dice or the like may be removed in order to apply any of the following:

Hero of Monsters: Your mount may choose to remove its Racial Hit Dice and then increase its CR back to an appropriate value with class levels of an appropriate class.

Planar Monster: Your mount may gain any inherited templates, they affect its CR normally, they do not affect anything else.

Uneal Monster//Real Monster: Your mount may change its type from one to another that it could theoretically be (Examples: Magical beast/animal/Vermin to -¿ Construct, Outsider, Undead. Dragon; Undead/Construct -¿ Magical Beast, Animal, Vermin), Recalculate CR and HD for this new type.

Monster Rider Abilities:

Greater Ride(Ex): If you perform no other actions in your round may use a ride check in place of your mount's AC any time that they are attacked, and may use a Ride check in place of any Reflex saves that they would have to make. This ability places you outside the affected zone, and any movement made as a result of this effect is deducted from their movement in their next turn. If caught by an effect whose radius is larger than your mount could move in one round, then it simply is affected as if it had made the reflex save normally.

Guided Mount Strikes (Ex): Any special class abilities that affect your attacks can be applied to any attacks that your mount makes with the same restrictions that your own class ability or abilities would have. Your character cannot make use of these class abilities in the same round that your mount makes use of them, nor can your mount use them if you have already used them.

Monstrous Rage Your Mount can enter a Rage as the Races of War Barbarian can (upon being struck by an attack or upon hitting with a melee attack). Your mounts gains Rage Dice, Damage Reduction and Extra Movement as if they were a Barbarian whose level equals your Mount's Hit Dice. If your mount chooses to do Rage, your mount will attack targets in the following order of priority:

- ▷ Any targets that it has observed attacking you
- ▷ Any targets that have attacked it and have dealt it the most damage in this encounter
- ▷ Any targets that have attacked it and damaged it
- ▷ Any targets that have attacked it
- ▷ The nearest target

This cannot be ended by your mount at-will, and can only be ended by a full round action on your part or if it falls unconscious.

The Monster Rider may choose to direct where their mount moves and who they attack instead of allowing their mount to rage wildly, this is a standard action.

Hulking Mount: Your Mount permanently increases by one size category, with all the appropriate changes. This ability may be taken more than once. It's effects stack.

Follow Rider Anywhere: With a ritual taking one full day and supplies worth 100 gp per HD of your mount, your mount is able to decrease its size by one category at will. In this smaller size it has the following modifiers applied -4 strength, +2 dex, +4 to hide, -4 on grapple checks and +1 to hit . Your mount may return to its normal size or shrink as a swift action.

This ritual can be performed more than once, the modifiers will stack. Mounts that have had their size reduced more than once may reduce their size as much or as little they want. If they choose to increase or decrease their size by one category at a time, this change takes a swift action, a mount that wishes to change their size by more than one size category takes a standard action to do so.

4.7 Tiger Monk

"Waeow!"

The Tiger Monks are a quiet, contemplative order who spend years meditating on the strength and possibilities of the spirit and honing the perfection of the body, achieving enlightenment and then using it to kick people's kidneys out through their ears.

Prerequisites:

BAB: +6

Skills: Concentration 9 ranks

Feats: Two Weapon Fighting, Improved Natural Attack

Special: Must have a slam attack.

Hit Die: d8

Class Skills: The Tiger Monk's class skills, and the key ability for each skill are: Balance (Dex), Climb (Str), Craft (Int), Concentration (Con), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (All) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Tumble (Dex).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Wind Kick, Endokuken, Astounding Leap, Even Muscle Tone
2	+2	+3	+3	+3	Swift Wind, Devastating Kick
3	+3	+3	+3	+3	Swift Strikes
4	+4	+4	+4	+4	Punishing Fist, Magic Endokuken
5	+5	+4	+4	+4	Tiger Fury

All of the following are Class Features of the Tiger Monk class:

Weapon and Armor Proficiency: The Tiger Monk gains proficiency in the Really Thin, Really Sharp Sword. He gains no new armor proficiencies.

Wind Kick (Ex): The spirit of the Tiger carries its devotees swiftly, delivering their foot to its target. As a special move action, the Tiger Monk may perform a flying charge that terminates in a powerful kick. The Tiger Monk really does fly, but he stays at the same level as his starting elevation (meaning this will not get you far going uphill, and using it facing down an incline will earn you a bit of a drop) and can only travel his normal charge distance (but see Swift Wind, below). He must also have a line of effect to his target

Endokuken (Su): The Tiger Spirit is strong, and may fill the hands with power to be released. As a standard action, the Tiger Monk may perform a medium-range touch attack which does 1d8 energy damage/2 character levels + $\frac{1}{2}$ ranks in concentration. An Endokuken may be performed in an Antimagic Field if the Tiger Monk can succeed on a Concentrate Check equal to DC 15 + Antimagic Field's Caster Level. An Endokuken has a recharge of 1d4 - 1 (minimum 1) rounds.

Astounding Leap (Ex): The Tiger Monk jumps good. He may take 10 on jump checks at any time, and his High Jump DCs are two times the height to be cleared, rather than four times.

Even Muscle Tone (Ex): The Tiger Monk conscientiously develops all the limbs in his body. He does not take off-hand penalties, and always deals at least full Str damage on his attacks.

Swift Wind (Ex): A Wind Kick now carries you further. For each class level after 1st, a Tiger Monk's charge distance increases by one move increment. If his Wind Kick connects, the opponent must make a Reflex Save equal DC 10 + $\frac{1}{2}$ character level + Dex bonus, or be subject to an AoO. If they succeed, the Tiger Monk must make an equivalent save or the opponent gets an AoO.

Devastating Kick (Ex): The Tiger Monk has lower body strength. At 2nd level, when his slam attack is described as being a kick, his Slam attack is treated as being one size larger. This includes his Wind Kick.

Swift Strikes (Ex): The Tiger Monk is one quick sonofabitch. When he uses a standard action or AoO to attack, he gets an additional attack at full bonus. This is not doubled by Two-Weapon Fighting. Also, the Tiger Monk may draw or sheath a one-handed or smaller weapon as a free action, as many times a round as he has attacks.

Punishing Fist (Ex): The Tiger Spirit punishes those who allow themselves to be hit. If he hits someone in the course of a normal attack or a full attack (but no AoOs), the target must make a Fort Save (DC 10 + $\frac{1}{2}$ character level + Str) or be dazed. The Tiger Monk gets AoO on people who are dazed.

Magic Endokuken (Su): As a full-round action, the Tiger Monk may do an even more powerful Endokuken. It does 1d8 per character level, plus ranks in Concentration, in Even More Bullshit damage. It ignores all DR and Hardness, and only blanket energy resistance may reduce the damage it does. The Magic Endokuken has a recharge time of 1d4 + 1 rounds.

Tiger Fury (Ex): The Tiger Monk now masters one of his ultimate techniques. As a full-round action, he may do a leaping uppercut as an upwards charge attack. This involves a jump check, and the Tiger Monk rises 5 feet in the air for every 5 points on his Jump check. He may attack an adjacent target, or one overhead - in

either case, the opponent is carried with the punch and then launched into the air (an additional 5 feet for every 5 points of damage). It deals double Slam damage if it hits. The target is also knocked prone and takes falling damage as appropriate.

New Equipment! The Really Thin, Really Sharp Sword is a Small blade weighing only two pounds. But it is *dreadfully* sharp. It does 1d8 (piercing or slashing), and has critical properties of 18-20/x3. It is a Special Monk Weapon, and an exotic weapon.

FEATS AND SPELLS

5.1 Feats

5.2 Spells

ENCHANTMENT IN D&D

7.1 Faerie Spheres

PLANT MONSTERS

WILDERNESS ADVENTURE