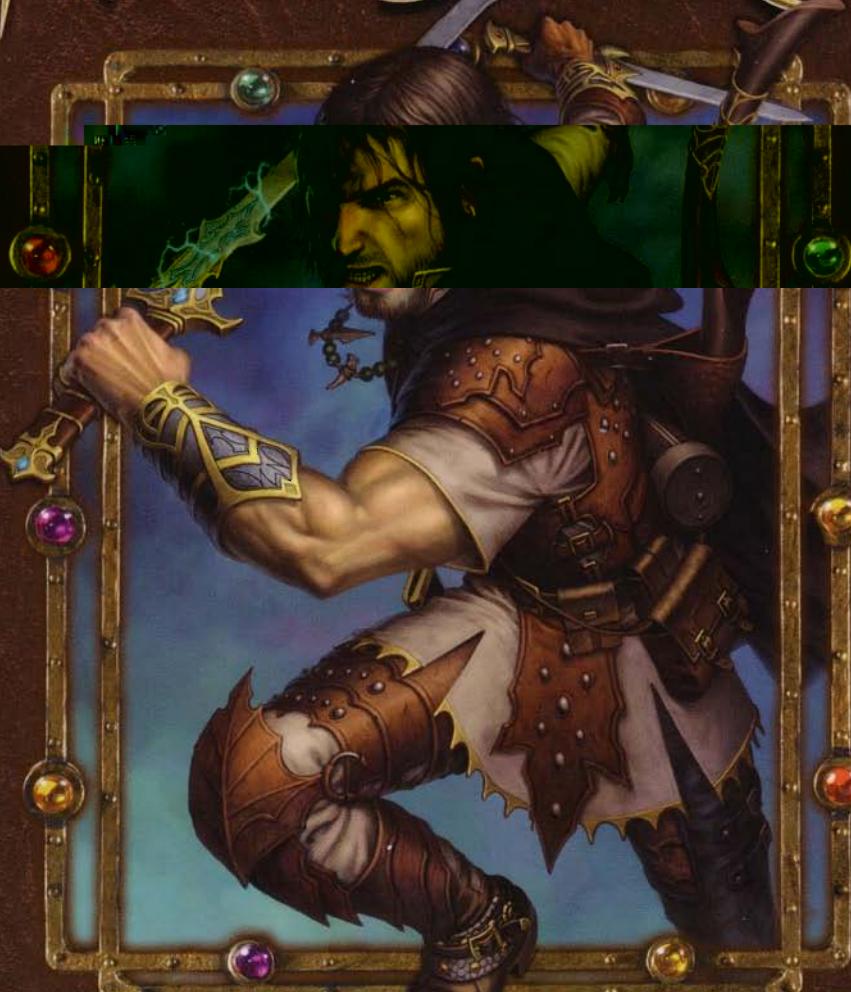


DUNGEONS & DRAGONS®

Supplement

TOME OF BATTLE
The BOOK OF
NINE SWORDS™



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Matthew Sernett Frank Brunner

C R E D I T S

CONTENTS

| | |
|---|------------|
| Introduction..... | 4 |
| Chapter 1: Disciples of the Sword..... | 7 |
| Crusader..... | 8 |
| Swordsage..... | 15 |
| Human Swordsage Starting Package..... | 18 |
| Warblade..... | 20 |
| Chapter 2: Skills and Feats..... | 27 |
| New Skills and Uses..... | 27 |
| Intimidate..... | 27 |
| Knowledge (Local)..... | 28 |
| Martial Lore..... | 28 |
| New Feats..... | 28 |
| Adaptive Style..... | 28 |
| Avenging Strike..... | 28 |
| Blade Meditation..... | 28 |
| Desert Fire..... | 29 |
| Desert Wind Dodge..... | 29 |
| Devoted Bulwark..... | 29 |
| Divine Spirit..... | 29 |
| Evasive Reflexes..... | 30 |
| Extra Granted Maneuver..... | 30 |
| Extra Readied Maneuver..... | 30 |
| Falling Sun Attack..... | 31 |
| Instant Clarity..... | 31 |
| Ironheart Aura..... | 31 |
| Martial Stance..... | 31 |
| Martial Study..... | 31 |
| Psychic Renewal..... | 32 |
| Rapid Assault..... | 32 |
| Scribe Martial Script..... | 32 |
| Shadow Blade..... | 32 |
| Shadow Trickster..... | 32 |
| Song of the White Raven..... | 32 |
| Snap Kick..... | 32 |
| Stone Power..... | 32 |
| Sudden Recovery..... | 33 |
| Superior Unarmed Strike..... | 33 |
| Tiger Blooded..... | 33 |
| Unnerving Calm..... | 33 |
| Vital Recovery..... | 33 |
| White Raven Defense..... | 33 |
| Tactical Feats..... | 34 |
| Clarion Commander..... | 34 |
| Distant Horizon..... | 34 |
| Faith Unswerving..... | 34 |
| Gloom Razor..... | 35 |
| Chapter 3: Blade Magic..... | 37 |
| Martial Powers..... | 37 |
| Readyng Maneuvers..... | 38 |
| Initiating Maneuvers and Stances..... | 38 |
| Concentration..... | 39 |
| Initiator Level..... | 39 |
| Resolving a Maneuver or Stance..... | 39 |
| Recovering Expended Maneuvers..... | 40 |
| Martial Powers and Magic..... | 40 |
| Maneuver and Stance Descriptions..... | 40 |
| Name..... | 40 |
| Martial Discipline..... | 40 |
| [Descriptor]..... | 44 |
| Level..... | 44 |
| Prerequisite..... | 44 |
| Initiation Action..... | 44 |
| Range..... | 45 |
| Targetting a Maneuver..... | 45 |
| Duration..... | 45 |
| Saving Throw..... | 46 |
| Spell Resistance..... | 46 |
| Descriptive Text..... | 46 |
| Learning Maneuvers and Stances..... | 46 |
| Chapter 4: Maneuvers and Stances..... | 47 |
| Maneuver and Stance Lists..... | 48 |
| Desert Wind..... | 52 |
| Devoted Spirit..... | 57 |
| Diamond Mind..... | 62 |
| Iron Heart..... | 66 |
| Setting Sun..... | 70 |
| Shadow Hand..... | 75 |
| Stone Dragon..... | 81 |
| Tiger Claw..... | 86 |
| White Raven..... | 86 |
| Chapter 5: Prestige Classes..... | 95 |
| Advancing Martial Progression..... | 96 |
| Martial Adepts..... | 96 |
| Nonmartial Adepts..... | 96 |
| Bloodclaw Master..... | 96 |
| Bloodstorm Blade..... | 100 |
| Deepstone Sentinel..... | 105 |
| Eternal Blade..... | 109 |
| Jade Phoenix Mage..... | 113 |
| Master of Nine..... | 119 |
| Ruby Knight Vindicator..... | 122 |
| Shadow Sun Ninja..... | 126 |
| Chapter 6: The Nine Swords..... | 131 |
| Weapons of Legacy..... | 131 |
| Desert Wind (Desert Wind)..... | 132 |
| Faithful Avenger (Devoted Spirit)..... | 134 |
| Supernal Clarity (Diamond Mind)..... | 136 |
| Kamate (Iron Heart)..... | 137 |
| Eventide's Edge (Setting Sun)..... | 139 |
| Umbral Awn (Shadow Hand)..... | 140 |
| Unfettered (Stone Dragon)..... | 142 |
| Tiger Fang (Tiger Claw)..... | 144 |
| Blade of the Last Citadel (White Raven)..... | 145 |
| Chapter 7: Magic Items..... | 147 |
| Martial Scripts..... | 147 |
| New Weapon Special Abilities..... | 148 |
| Aptitude Weapon..... | 148 |
| Martial Discipline Weapon..... | 148 |
| New Wondrous Items..... | 149 |
| Crown of White Ravens..... | 149 |
| Chapter 8: Nine Swords Monsters..... | 151 |
| Naityan Rakshasa..... | 151 |
| Reth Dekala..... | 154 |
| Valkyrie..... | 156 |

SIDEBARS

| | |
|--|-----|
| Behind the Curtain: Blending Genres..... | 6 |
| The Nine Disciplines..... | 8 |
| Keeping Track of Readied and Expended Maneuvers..... | 38 |
| Incorporated Subtype..... | 79 |
| Shifters and the Bloodclaw Master..... | 97 |
| Throw Anything..... | 101 |
| Stopping a Returning Weapon..... | 102 |
| Magic Items and Introducing | |
| Martial Maneuvers..... | 150 |
| Naityan Rakshasa Lore..... | 152 |
| Another Rakshasa?..... | 153 |
| Reth Dekala Lore..... | 156 |
| Valkyrie Lore..... | 158 |



*Resbar comes to study at the hobgoblin
monastery of Ur-Thaldaar*

INTRODUCTION

In Human times, the swordsage sometimes called the Iron Dragon. It was I who defeated the High Inquisitor of Trinim in the Dragonwall Temple. It was I who slayed the demon Varrishi-Kral in the Ebon Tower. And it was my comrades and I who evicted the mind flayer invasion from Darkscale three years ago, though two of my friends died horribly in the process. Such are my deeds.

I have roamed the world for twenty years, studying the Sublime Way and searching for an even truer measure as a warrior and as a person. I like to think that I am a better person now than when I started, but I must leave that judgment to others. I spend my days teaching the Sublime Way to the best students I can find.

A friend from young days, and I will endeavor to teach you some small part of the truth of the sword.

The world of the *Dynasty & Disciples* game is filled with characters who pursue the ways of battle. Barbarians destroy their foes in berserk frenzies, and rangers are masters of the hunt. Paladins rely on their virtue and courage to sustain them against their opponents. Fighters master an array of special maneuvers and attacks to overcome the monsters and villains they encounter. But the highest of a warrior's arts is the Sublime Way—the secret lore that teaches a fighting character how to meld his inner strength, training, and discipline into the perfect weapon.

The Sublime Way is not magical—at least, not in a normal sense—but it is full of secrets that change the way a character fights.

a fighter's list of feats represents various combat techniques that he can use for attack or defense, the maneuvers of a Sublime Way master represent small moments of clarity, self-knowledge, piety, or perfection. A fighter uses Power Attack to strike harder, but a student of the Sublime Way who wants to accomplish the same goal performs a very specific mental and physical exercise that results in a mighty blow—if it is executed just right.

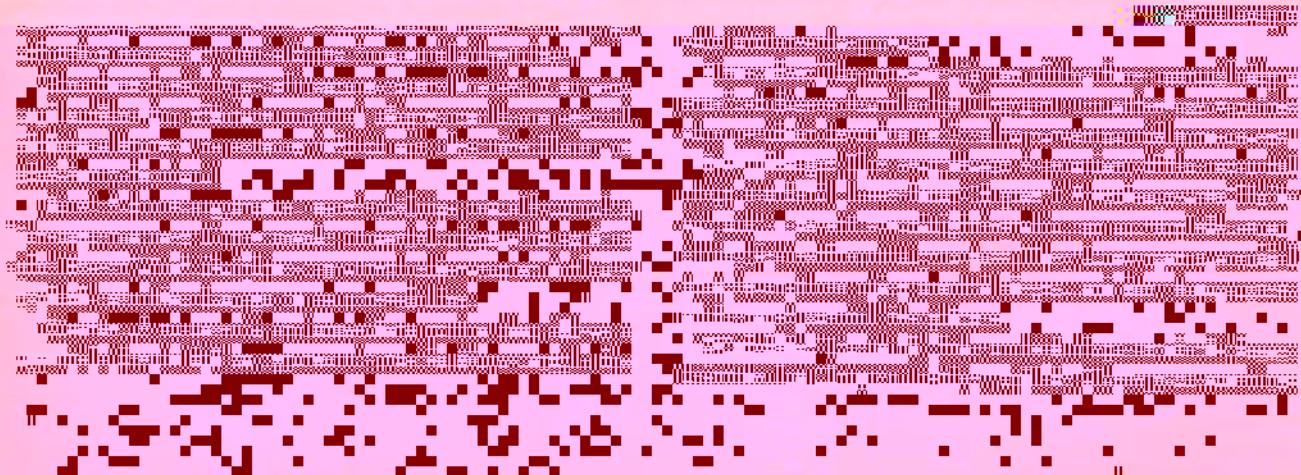
Some believe that a practitioner of the Sublime Way creates the power for his maneuvers by invoking a cosmic principle of perfection. This theory holds that if the student moves in a precise pattern while calling to mind the very specific mental images or analogies corresponding to that maneuver, he forges a brief connection with a source of power that lends strength and precision to his strike. Others believe that followers of the Sublime Way draw the necessary power from their own souls by harnessing *ki*—the energy of life. But whatever the truth of the matter, the results are spectacular. Few can match the agility, strength, and skill of a master of the Sublime Way.

Setting Sun discipline teaches its adherents to avoid a foe's charge by stepping aside.

Strike: A strike is a special attack that draws on a discipline's teachings to invoke a special effect. The Stone  dragon discipline, for example, teaches its adherents to slam into their enemies with crushing blows.

Martial Discipline: A martial discipline is a family or school of maneuvers that share some common philosophy or effect. Nine martial disciplines exist, each consisting of fifteen to twenty maneuvers and stances. The nine disciplines are called Desert Wind, Devoted Spirit, Diamond Mind, Iron Heart, Setting Sun, Shadow Hand, Stone Dragon, Tiger Claw, and White Raven. Most martial adepts don't have access to all the disciplines.

Maneuvers Known: The collection of maneuvers a martial adept has learned. You can think of this as the martial adept's spellbook or spell list. A martial adept's class and level determine the number and level of maneuvers she knows.



are ascetic champions who use martial maneuvers in place of the feats or rage that a fighter or barbarian would employ.

Now I will speak of the Nine Swords. They are no mere legends, young one—I have seen two of them in my travels. This is the beginning of their story.

Three lifetimes ago, a young human called Reshar came to study at the hobgoblin monastery of Ur-Thaldaar. The hobgoblin swordmasters administered cruel tests and challenges, but, to their surprise, Reshar survived. They saw that he must be taught, and so they permitted him to remain.

From them, Reshar learned the secrets of the Iron Heart, the most fierce and difficult school of bladework in the world. When he had mastered the Iron Heart, Reshar took his leave and went next to the Great Golden Desert, where he presented himself to the

the principles, skills, and philosophy of the recipient's first discipline. "As long as these swords remain together, the Temple will never fail," he told the Nine Masters. "Now I go." And he set off alone, on foot and unarmed, because he feared nothing in the world. No one ever saw him again.

A lifetime passed, and one by one Reshar's original disciples died or returned to their own lands. The students they left behind became masters in their own right, and they guarded the nine swords with great care. But one night, the rakshasa lord Kaziir-Thet came to the Temple of the Nine Swords. He adopted the guise of a weary traveler and was given welcome at the temple. Kaziir-Thet stole Supernal Clarity, the sword of Diamond Mind, and fled with it into the wastelands. The masters pursued, but they could not catch the clever rakshasa prince.

From that day on, the temple began to fail. Slowly at first, the

DISCIPLES THE SWARD



A

martial maneuvers and confront those foes that are anathema to her cause.

Swordsage: Also known as a blade wizard, a swordsage is a martial artist who has learned how to invoke a unique form of magic to accomplish truly superhuman (and supernatural) exploits.

Warblade: A warblade is an exemplar of pure martial skill. Though he lacks the supernatural power of the crusader or swordsage, he is fully equivalent to the barbarian or fighter in terms of combat skills, relying on martial maneuvers instead of rage or feats.

CRUSADER

"Make your peace with whatever vile deity you worship, monster, for I am the sword of Pelor, and I will not fail in my strike!"

—Daresa, crusader of Pelor

Devoted knight, divine agent, instrument of vengeance, peerless fighting machine—the crusader is a warrior dedicated to good, evil, law, chaos, or some other cause. She seeks out and destroys the enemies of her chosen faith. Strengthened by prayer or absolute devotion to a principle, armored by unshakable faith, and driven by her convictions, a good crusader is a mighty weapon against injustice and malice. An evil crusader, on the other hand, is a cruel and fearsome warrior of darkness.

A crusader who embraces a religion or holy faith is similar to a paladin in that she commands a number of holy (or unholy) powers. However, a crusader has no skill with divine spellcasting; she is a martial adept whose maneuvers are unpredictable gifts of divine power. Trusting in the power of her chosen deity, she allows faith and intuition to guide her through battle. Many crusaders receive the call to their cause early in life, but never study formally at a temple or monastery. These warriors are gifted with a natural ability

to channel the divine energies of their cause, but in a raw, untamed manner. A crusader has absolute faith in her ability to draw on the source of her power, but she never quite knows how that power will manifest.

MAKING A CRUSADER

A crusader is primarily a front-line melee battler, much like the fighter or paladin. Her martial maneuvers give her more tactical flexibility than the fighter and make her a dynamic and well-rounded combatant. Most crusaders also make good leaders, since they are both charismatic and dedicated.

Abilities: Strength and Constitution are vital to a crusader, since she is often in harm's way. Intelligence is useful for gaining plenty of skill points, which a crusader needs to purchase the ranks in Diplomacy, Intimidate, and Balance, the key skills for her martial disciplines. Dexterity is useful for any character in combat, but a crusader's ability to wear heavy armor means that she is not as dependent on a high Dexterity score as other characters.

Races: Most crusaders are humans, half-elves, or dwarves, because the ideals of dedication, service, zeal, and courage are important in both dwarf and human cultures. Elves, gnomes, and halflings generally lack the seriousness, single-minded devotion, and moderate fanaticism required to succeed as crusaders. Half-orcs rarely become crusaders, but those who do follow this path often excel at it. Many half-orcs spend their lives searching for an ideal to believe in or a community to which they can belong, and the way of the crusader appeals to such souls.

Alignment: A crusader can choose any alignment except neutral—she must stand for some ideal, whether chaos, good, evil, law, or a combination of principles. To be a crusader is to devote oneself wholeheartedly to a cause or deity, and this way of life leaves no room for indecision or unwillingness to commit. A crusader's alignment reflects

THE NINE DISCIPLINES

I will speak now of the Nine Disciplines that comprise the Sublime Way. Attend carefully, young one.

Desert Wind is the discipline of movement. Speed is the weapon of the warrior who follows this path. He strikes and retreats constantly, never standing still in battle. He is a leaping flame—a burning sirocco of the wastes.

Devoted Spirit is the discipline of self-knowledge and spirituality, and those who follow this path arm themselves with purity and faith. No other warrior is better suited to confront the minions of evil—but beware, because some choose to pervert this discipline by worshiping powers of darkness instead of powers of light.

To practice Diamond Mind is to learn the secret of action without volition. A Diamond Mind adept can make the raindrops stand still if he wishes. He understands that any battle is a contest of wills, and that victory is inevitable for the warrior who wins that contest.

Iron Heart is the quest for skill, pure and simple. A warrior who follows this path studies ever more complex and difficult maneuvers for battle. The deep communion he shares with the spirit of steel causes a sword to become a living thing in his hands.

The way of the Setting Sun changes weakness into strength and folly into wisdom. A practitioner of this school studies the art of permitting an adversary to defeat himself.

A follower of the Shadow Hand treads a lonely and dangerous path. His is the road of stealth, of deceit, of blows struck without answer, and of death in the dark. A Shadow Hand master kills before his adversary even knows he is in peril.

Stone Dragon is the discipline of strength, of endurance, of pure physical and spiritual power. A warrior of the Stone Dragon is a hardy foe with the strength of the mountain itself in his grasp.

He who studies the Tiger Claw seeks to unleash his hidden savagery—the feral instincts and blind animal rage that lurk within. This warrior is strong, quick, and unpredictable, capable of tearing most opponents apart with his bare hands.

And finally, we come to the discipline of the White Raven—the path of the great captain, the leader of warriors, and the crusader. A White Raven disciple studies the art of fighting in concert with his allies, and uses his fierce war cries to great effect in battle.

These are the Nine Disciplines. Some whisper of a secret Tenth Path, but I think such rumors are no more than bard's tales. Pay them no attention, my student!

her chosen cause, and in some cases molds the maneuvers she can use.

Good and lawful crusaders are more common than chaotic or evil ones, since obedience and service come more easily to characters of the former alignments. However, the rare evil crusader is a force to be reckoned with. She is a cruel and fearsome reaver—a scourge who preys on the weak and defenseless to honor her dark patrons.

Starting Gold: 6d4×10 gp (150 gp).

Starting Age: As paladin (PH 109).

CLASS FEATURES

First and foremost, a crusader is a competent combatant. She fights as skillfully as a fighter, paladin, or ranger does, relying on heavy armor and a good selection of weapons to gain the edge over her opponents. To this basic fighting prowess, she adds several abilities derived from her absolute faith and devotion to her chosen ideal. When fighting for her cause, a crusader becomes an unstoppable force on the battlefield. Terrible injuries might send less dedicated warriors running from the fight, but a crusader transforms such setbacks into martial fury that enables her to fight on long after other warriors would have been overwhelmed.

A crusader masters a small number of martial maneuvers as she gains levels. Derived from her extraordinary self-discipline, these maneuvers include catechisms of faith, spiritual devotions, and the ability to strike spectacular blows in the service of her patron or cause. Armed with the power of her faith, she can shatter boulders, shrug off enemy attacks, or rally an army with a single act of bravery.

Weapon and Armor Proficiency: As a crusader, you are proficient with simple weapons, martial weapons, light, medium, and heavy armor, and all shields.

Maneuvers: You begin your career with knowledge of five martial maneuvers. The disciplines available to you are Devoted Spirit, Stone Dragon, and White Raven.

Once you know a maneuver, you must ready it before you can use it (see *Maneuvers Readied*, below). A maneuver usable by crusaders is considered an extraordinary ability unless otherwise noted in its description. Your maneuvers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one.

You learn additional maneuvers at higher levels, as shown on Table 1–1. You must meet a maneuver's prerequisite to learn it. See Table 3–1, page 39, to determine the highest-level maneuvers you can learn.

Upon reaching 4th level, and at every even-numbered crusader level after that (6th, 8th, 10th, and so on), you can choose to learn a new maneuver in place of one you already know. In effect, you lose the old maneuver in exchange for the new one. You can choose a new maneuver of any level you like, as long as you observe your restriction on the highest-level maneuvers you know; you need not replace the old maneuver with a maneuver of the same level. For example, upon reaching 10th level, you could trade in a single 1st-, 2nd-, 3rd- or 4th-level maneuver for a maneuver of 5th level or lower, as long as you meet the prerequisite of the new maneuver.

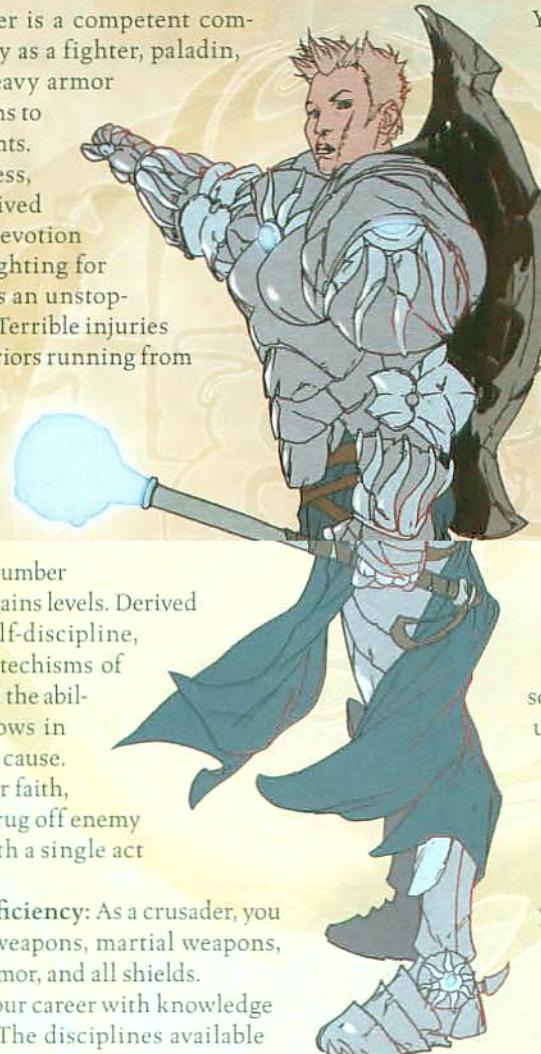
You can swap only a single maneuver at any given level.

Maneuvers Readied: You can ready all five maneuvers you know at 1st level, but as you advance in level and learn more maneuvers, you must choose which maneuvers to ready. You ready maneuvers by praying for 5 minutes. The maneuvers you choose remain readied until you decide to pray again and change them. You need not sleep or rest for any long period of time in order to ready your maneuvers; any time you spend 5 minutes in prayer, you can change your readied maneuvers.

You begin an encounter with all your ready maneuvers unexpended, regardless of how many times you might have already used them since you chose them. When you initiate a maneuver, you expend it for the current encounter, so each of your readied maneuvers can be used once per encounter (unless you recover them, as described below).

Crusaders are unique among martial adepts, relying on flashes of divine inspiration to use their martial maneuvers. As such, you do not control access to your readied maneuvers. Before you take your first action in an encounter, two of your readied maneuvers (randomly determined) are granted to you. The rest of your readied maneuvers are withheld, currently inaccessible. At the end of each

turn, one previously withheld maneuver (again, randomly determined) is granted to you, and thus becomes accessible for your next turn and subsequent turns. You can freely choose to initiate any maneuver that is currently granted when your turn begins, but you cannot initiate a withheld maneuver. If you choose not to employ a maneuver in a given round, your currently granted maneuvers remain available, and a previously withheld maneuver is granted, as described above. In other words, it doesn't matter if you use your maneuvers or not—at the end of each of your turns, one withheld maneuver from your



Daresa,
crusader of Peter

TABLE 1-1: THE CRUSADER

| Level | Base Attack Bonus | HIT DIE: D10 | | | | | Maneuvers Known | Maneuvers Readied | Stances Known |
|-------|-------------------|--------------|----------|-----------|---|----|-----------------|-------------------|---------------|
| | | Fort Save | Ref Save | Will Save | Special | | | | |
| 1st | +1 | +2 | +0 | +0 | Furious counterstrike, steely resolve 5 | 5 | 5 (2) | 1 | |
| 2nd | +2 | +3 | +0 | +0 | Indomitable soul | 5 | 5 (2) | 2 | |
| 3rd | +3 | +3 | +1 | +1 | Zealous surge | 6 | 5 (2) | 2 | |
| 4th | +4 | +4 | +1 | +1 | Steely resolve 10 | 6 | 5 (2) | 2 | |
| 5th | +5 | +4 | +1 | +1 | — | 7 | 5 (2) | 2 | |
| 6th | +6/+1 | +5 | +2 | +2 | Smite 1/day | 7 | 5 (2) | 2 | |
| 7th | +7/+2 | +5 | +2 | +2 | — | 8 | 5 (2) | 2 | |
| 8th | +8/+3 | +6 | +2 | +2 | Steely resolve 15 | 8 | 5 (2) | 3 | |
| 9th | +9/+4 | +6 | +3 | +3 | — | 9 | 5 (2) | 3 | |
| 10th | +10/+5 | +7 | +3 | +3 | Die Hard | 9 | 6 (3) | 3 | |
| 11th | +11/+6/+1 | +7 | +3 | +3 | — | 10 | 6 (3) | 3 | |
| 12th | +12/+7/+2 | +8 | +4 | +4 | Steely resolve 20 | 10 | 6 (3) | 3 | |
| 13th | +13/+8/+3 | +8 | +4 | +4 | Mettle | 11 | 6 (3) | 3 | |
| 14th | +14/+9/+4 | +9 | +4 | +4 | — | 11 | 6 (3) | 4 | |
| 15th | +15/+10/+5 | +9 | +5 | +5 | — | 12 | 6 (3) | 4 | |
| 16th | +16/+11/+6/+1 | +10 | +5 | +5 | Steely resolve 25 | 12 | 6 (3) | 4 | |
| 17th | +17/+12/+7/+2 | +10 | +5 | +5 | — | 13 | 6 (3) | 4 | |
| 18th | +18/+13/+8/+3 | +11 | +6 | +6 | Smite 2/day | 13 | 6 (3) | 4 | |
| 19th | +19/+14/+9/+4 | +11 | +6 | +6 | — | 14 | 6 (3) | 4 | |
| 20th | +20/+15/+10/+5 | +12 | +6 | +6 | Steely resolve 30 | 14 | 7 (4) | 4 | |

Class Skills (4 + Int modifier per level, ×4 at 1st level): Balance, Concentration, Craft, Diplomacy, Intimidate, Jump, Knowledge (history), Knowledge (religion), Martial Lore*, Ride.

*New skill described on page 28.

selection of readied maneuvers is granted to you. Over the course of a few rounds, all your maneuvers will eventually be granted.

If, at the end of your turn, you cannot be granted a maneuver because you have no withheld maneuvers remaining, you recover all expended maneuvers, and a new pair of readied maneuvers is granted to you. Randomly determine which of your maneuvers are granted and which are withheld. At the end of your next turn, a withheld maneuver is granted to you, and the whole process of divine inspiration begins again.

You begin an encounter with an additional granted maneuver at 10th level, bringing your total to three, and again at 20th level, bringing your total to four.

Stances Known: You begin play with knowledge of one 1st-level stance from the Devoted Spirit, Stone Dragon, or White Khan disciplines. At 2nd, 5th, and 14th level, you can choose an additional stance. Unlike maneuvers, stances are not expended, and you do not have to ready them. All the stances you know are always available to you.

At 1st Level: You gain the following abilities at 1st level: Devoted Spirit, Stone Dragon, or White Khan discipline, and the following maneuvers: Indomitable soul, Steely resolve 5, and Mettle. You also gain the following stances: Devoted Spirit, Stone Dragon, or White Khan.

At 2nd Level: You gain the following abilities at 2nd level: Indomitable soul, Steely resolve 10, and the following maneuver: Smite 1/day. You also gain the following stance: Devoted Spirit, Stone Dragon, or White Khan.

At 5th Level: You gain the following abilities at 5th level: Indomitable soul, Steely resolve 15, and the following maneuver: Smite 2/day. You also gain the following stance: Devoted Spirit, Stone Dragon, or White Khan.

your delayed damage pool, which then resets to 0. Any healing you receive can either increase your current hit point total as normal, or reduce the total damage in your delayed damage pool. When you receive healing, you choose whether it affects your damage pool, your hit points, or both; you can split the amount of healing as you wish. Most crusaders opt to keep as much damage in their delayed damage pool as possible to maximize the benefit of their furious counterstrike ability (see below).

Special effects tied to an attack, such as energy drain, stun, and so forth, still affect you as normal, and their effects are not delayed by this ability. For example, if you are bitten by a venomous spider, you must still attempt a Fortitude save against the poison immediately, even though the bite damage shifts into your delayed damage pool. By the same token, any other special attack that imposes a condition, such as a medusa's petrifying gaze, takes immediate effect on you.

At 1st Level

Indomitable Soul (Ex): You gain a +2 bonus to AC, Fortitude saves, and Will saves. You also gain a +2 bonus to your attack rolls and damage rolls. You can use this ability once per day. You can't use this ability again until the start of your next encounter.

Steely Resolve 5 (Ex): You gain a +2 bonus to AC, Fortitude saves, and Will saves. You also gain a +2 bonus to your attack rolls and damage rolls. You can use this ability once per day. You can't use this ability again until the start of your next encounter.

Mettle (Ex): You gain a +2 bonus to AC, Fortitude saves, and Will saves. You also gain a +2 bonus to your attack rolls and damage rolls. You can use this ability once per day. You can't use this ability again until the start of your next encounter.

delayed damage pool. This ability's benefits last until the end of your turn.

| Delayed Damage Pool Points | Furious Counterstrike Bonus |
|----------------------------|-----------------------------|
| 1–9 | +1 |
| 10–14 | +2 |
| 15–19 | +3 |
| 20–24 | +4 |
| 25–29 | +5 |
| 30+ | +6 |

Indomitable Soul (Ex): Beginning at 2nd level, you draw upon the power of your unwavering faith to steel yourself against the enemies you face. Your personality, energy, and dedication to your faith make it possible for you to shrug off attacks that target your willpower.

You add your Charisma bonus (if any) as a bonus on Will saves. This bonus does not stack with that from a paladin's divine grace ability.

Zealous Surge (Ex): Your boundless energy and dedication to your cause allow you to throw off the effect of a special attack, spell, or other attack that would otherwise hinder or harm you. Once per day, from 3rd level on, you can opt to reroll a single saving throw. You must abide by the result of the new, second saving throw, even if it is lower than the first. This ability does not require an action. You simply decide to use it after seeing the result of your saving throw roll but before the DM tells you if it fails or succeeds.

Smite (Ex): Driven by the courage of your convictions and the ironclad strength of your beliefs, you can strike back at those who dare to threaten your cause. Starting at 6th level,

once per day, you can concentrate all your anger, hatred, and determination into a single attack. On the next melee attack you make, you gain a bonus on your attack roll equal to your Charisma bonus (if any) and a bonus on damage equal to your crusader level.

At 18th level, you gain an additional use of smite per day.

Die Hard (Ex): At 10th level, you gain Die Hard as a bonus feat.

Mettle (Ex): You can resist magical attacks with greater effectiveness than other warriors. Beginning at 13th level, by drawing on your boundless energy and dedication to your cause, you can shrug off effects that would hinder even the toughest warrior. If you succeed on a Fortitude or Will save against an attack that would normally produce a lesser effect on a successful save (such as a spell with a saving throw entry of Will half or Fortitude partial), you instead negate the effect. You do not gain the benefit of mettle when you are unconscious or sleeping.

PLAYING A CRUSADER

When fog chills the battlefield, and your frost-rimed mail weighs on your stiffening muscles, your faith warms you. It is the fire that burns inside, illuminating your life with the ideals of your patron or cause. Alms or arms for the impoverished, a hand or a lash for the downtrodden, mercy or cruelty—you decide according to your faith. As a living instrument of your cause, you have worked for

years to become a weapon worthy of your ideal. Where others hesitate, you press on with certainty, unshakable in your beliefs.

As a crusader, you undertake adventures according to the dictates of your cause, your temple, or your conscience. You might find yourself in a swampy mausoleum slaying infidel trolls with a sword in one hand and a flask of acid in the other, or bouncing across sahuagin-infested waves on a halfling sloop because you owe a friend safe passage across the straits. You might even find yourself on the cold, muddy field of battle, charging shoulder to shoulder with peasants and soldiers, raising pitchforks and shields against the pelting ice storms of the enemy. The only constant is the depth of your devotion to your cause—the night winds will snuff out the stars before your fidelity ever wavers.

RELIGION

Your choice of deity is paramount, since religion is an obvious target for the devotion and zeal embodied by this class. If you are good, you might serve Pelor or St. Cuthbert, or perhaps join the beleaguered crusaders of Heironeous, who are famous for their tenacious defense of many a lost cause. Alternatively, if you are a dwarf, Moradin is a natural choice for patron. You might join the Ruby Knights of Wee Jas, who are reputed to be tainted by the necromancy of their Witch Goddess. Chaotic crusaders are rare, but those who worship Kord are often paragons of the Stone Dragon discipline, and Ehlonna's ambushing crusaders tend to be adept at taking and holding forestland. If you are evil, you might take up the cause of Nerull or Erythnul the Many, whose crusaders are plagues upon the land.

OTHER CLASSES

Your power stems from your devotion to your cause, and you value martial prowess, dedication, and self-discipline. You generally get along well with paladins, clerics, fighters, and warblades, as long as their alignments are compatible with yours. You might scorn those of antithetical alignments as heathens or target them with your proselytizing, depending on the evangelism inherent in your own religion. Monks and swordsages are also worthy companions for you, although their reliance on ki and skill, rather than faith and armor, is suspect. The subterfuge of rogues, the superficiality of bards, and the susceptibility of most arcane casters to a single greataxe blow force members of those classes to prove themselves before earning your esteem.

COMBAT

Your specific tactics in battle depend on the discipline you chose and the maneuvers you have learned. However, certain tactics are common to all crusaders.

As a zealous proponent of your cause, you are generally at the forefront of any battle. Fighting on the front line allows you to maximize the benefits you gain from your class abilities, and also to protect a weaker ally by absorbing an enemy's blows yourself. Doing so benefits both you and your party in various ways. First, your steely resolve ability makes any attacks you deliver after taking damage both more accurate

and more powerful than they were before you were injured. Furthermore, if opponents focus on you, they cannot injure your allies. Thus, taking damage each round should be your goal. The sooner you can engage the toughest opponent in melee, the faster you can bolster your attacks. As a crusader, you're at your best when you can take on the monster or opponent that deals the most damage.

Other tactics vary according to your chosen discipline. Stone Dragon crusaders favor head-on charges, boulder-rolling into opponents and mountain-hammering anyone left standing. If you have a high Strength score, you should consider feats that take advantage of that ability if you choose this path (such as Power Attack, Cleave, Improved Bull Rush, Improved Overrun, and Improved Sunder). As a Devoted Spirit crusader, some of your maneuvers function only against creatures with opposed alignments. Devoted Spirit crusaders are often hunters on the battlefield, dedicated to chasing down the most dangerous foes. If you are a White Raven crusader, you are more group-oriented than other crusaders. Fighting shoulder to shoulder with allies, directing flanks, coordinating charges, and covering a cleric while he heals the wounded are

embrace the Devoted Spirit discipline, you turn inward, cultivating wisdom and devout faith.

HUMAN CRUSADER STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty -4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.).

Weapons: Longsword (1d8, crit 19–20/x2, 4 lb., one-handed slashing).

Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

| Skill | Ranks | Ability | Armor Check Penalty |
|---------------|-------|---------|---------------------|
| Balance | 4 | Dex | — |
| Concentration | 4 | Con | — |
| Diplomacy | 4 | Cha | — |
| Intimidate | 4 | Cha | — |
| Jump | 4 | Str | -6 |
| Martial Lore | 4 | Int | — |
| Ride | 4 | Dex | — |
| Spot (dc) | 2 | Wis | — |

The following skills are included in the starting package:
Balance, **Concentration**, **Diplomacy**, **Intimidate**, **Jump**, **Martial Lore**, **Ride**, and **Spot (dc)**.

CRUSADER ADVANCED FEATS

The following advanced feats are available to crusaders who have chosen the Devoted Spirit discipline. These feats are not included in the starting package, but are available to crusaders who have chosen the Devoted Spirit discipline.

Devoted Spirit (Devoted Spirit, 4th level): You can cast *Heal* as a spell-like ability once per day. You can also cast *Heal* as a spell-like ability once per day.

Divine Intervention (Devoted Spirit, 4th level): You can cast *Divine Intervention* as a spell-like ability once per day.

Divine Protection (Devoted Spirit, 4th level): You can cast *Divine Protection* as a spell-like ability once per day.

Divine Shield (Devoted Spirit, 4th level): You can cast *Divine Shield* as a spell-like ability once per day.

Divine Strike (Devoted Spirit, 4th level): You can cast *Divine Strike* as a spell-like ability once per day.

Divine Vigor (Devoted Spirit, 4th level): You can cast *Divine Vigor* as a spell-like ability once per day.

Divine Will (Devoted Spirit, 4th level): You can cast *Divine Will* as a spell-like ability once per day.

Divine Grace (Devoted Spirit, 4th level): You can cast *Divine Grace* as a spell-like ability once per day.

Divine Inspiration (Devoted Spirit, 4th level): You can cast *Divine Inspiration* as a spell-like ability once per day.

Divine Protection (Devoted Spirit, 4th level): You can cast *Divine Protection* as a spell-like ability once per day.

Divine Strike (Devoted Spirit, 4th level): You can cast *Divine Strike* as a spell-like ability once per day.

Divine Vigor (Devoted Spirit, 4th level): You can cast *Divine Vigor* as a spell-like ability once per day.

Divine Will (Devoted Spirit, 4th level): You can cast *Divine Will* as a spell-like ability once per day.

an evil that has consumed her heritage. She might join with other adventurers, seeking strength in their company. A PC crusader could also be an evangelist from a far land who has come to the campaign area to spread the word of her cause—and perhaps even to recruit adventurers whom she can take back to her homeland to fight alongside her. Perhaps a PC crusader is falsely accused of heresy and forced to travel alone, dodging bounty hunters and assassins, all while upholding her ideals without the support or respect of her erstwhile colleagues.

DAILY LIFE

A crusader views the world through the twin lenses of faith and battle. A farmer seeding the furrows, a merchant hawking oranges and pottery, an apprentice toasting his fingers with an ironically misfired burning hands—to the crusader, these everyday sights are not random occurrences, but building blocks in the battle between good and evil, law and chaos. For whom does the farmer toil, and to whom does he pay taxes—a good baron, an evil count? Is the merchant trading with priests of Nerull or changing monies with dark emissaries from the reth dekala? If the apprentice learns his spells, to what end will he use them? In every facet of life, the crusader sees some embodiment of her principles.

NOTABLES

Over the centuries since the great battle  resulted in the destruction of the Shadow Tiger horde, many crusaders have sought to emulate the Spirit Seeker. This enigmatic crusader slew the Shadow Master and was subsequently torn apart by demons, but few facts about his life are known. Many, in fact, argue that the Spirit Seeker was a female, and many more argue over the exact faith that this mysterious figure embraced. The Vix Tholm believe that the Seeker was a devotee of Heironeous, but the Chapeaux and Stars of St. Cuthbert claim him as their own. The Ruby Knights of Wee Jas claim that he sought the spirits of the dead and was thus firmly in the Jasite camp.

ORGANIZATIONS

After the Temple of Nine Swords collapsed, many crusaders founded martial orders allied with their religions. These new organizations placed the deity before the sword—a

according to some—to serve the high priests and priestesses as the military arm of the Witch Goddess's temples, and they continue to do so. Crusader orders dedicated to Pelor, Hextor, Ehlonna, and Nerull also exist, and rumors abound of hidden temples that house crusaders who narrowly escaped the purges.

In a large and openly acknowledged crusader order, promotion is based on battlefield performance. The battlefield, however, is generously defined. It could be a political battlefield on which victory consists of the grant of the western valley's taxation rights from the Exchequer. It might also be a specific battlefield, such as the hedge prison of a demon prince in an ancient dungeon, where victory can be attained by thwarting the captive's attempts at escape. The battlefield could even be a spiritual one, where victory is the delivery of pilgrims to a holy site that will inspire them to new heights of religious fervor.

In a persecuted crusader order, promotion is often based simply on survival. New blood is vital and special, so a crusader who successfully recruits a reliable new member is accorded great honor. Many persecuted orders develop pyramidal hierarchies in which a member's recruits all rank below her in seniority.

NPC REACTIONS

Many lay people cannot tell a crusader from a paladin until the latter calfs his horse from the sky or lays hands on the maimed. Like paladins, crusaders of good alignment often become heroes to peasants, laborers, and others to whom gold is a dream and silver an always fleeting reality. Most nobles distrust crusaders because their beliefs take a higher priority in their lives than wealth and status. Paradoxically, most established clerics also distrust crusaders—not only because of faith-based rivalries but also because of the implicit acknowledgment that a crusader order could weaken the influence of nonaffiliated churches in a region's political landscape.

CRUSADER LORE

Characters with ranks in Knowledge (religion) can research crusaders to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

CRUSADERS IN THE GAME

guarding pilgrim caravans, retrieving items from a rival religion's vaults, or representing the organization at court. An evil crusader order might target the PCs' homeland for invasion or persecute all members of their race. The leader of an evil crusader order can make an excellent recurring villain for your campaign—especially if he uses his political clout to pass laws that make life difficult for the PCs. For example, he might institute 2-hour delays at the city gates, forbid foreigners to possess mithral and adamantine, require that all spellbooks be registered and copies stored at the owner's expense, or the like.

A crusader character expects that his combat prowess will aid the party in its fights. A crusader's religious affiliation will have meaningful consequences in the game world. Accordingly, you should populate your encounters with monsters that oppose your crusader's ideals. Sketching out in advance how a campaign's important NPCs will react to zealot warriors is time well spent.

ADAPTATION

One way to adapt crusaders is to remove the religious flavor from the class and replace it with regional or racial elements. In such an arrangement, a crusader would oppose creatures from enemy territory or of a different race. In like manner, her martial maneuvers would represent not catechisms of

faith and divine magic, but a battle tradition of slayers handed down over the centuries.

SAMPLE ENCOUNTER

Crusaders pursue their causes, whatever they might be, with an unmatched zeal. Any time the PCs become involved in an emotionally or politically charged adventure, a crusader might appear. A crusader is especially easy to introduce within the context of a church, as a holy (or unholy) knight dedicated to one distinct and specific aspect of his deity.

EL 8: Miros Xavt is a crusader of Erythnul, although he poses as a crusader of Heironous shepherding a small flock of five human and seven dwarf pilgrims on a journey to the sacred site of Koshra Amnorn, the highest peak in the Sunspire Mountains, and the inspiration for Reshar's lost epic poem explaining his motivations in unifying the Nine Paths. Miros is in fact leading a group of twelve disguised kenku marauders. They beg the PCs to join them and help escort them to the holy mount. Once out of sight of civilization, they throw off their cloaks and attack while screeching the praises of the God of Slaughter.

MIROS XAVT, CRUSADER OF ERYTHNUL

CR 4

Male human crusader 4
NE Medium humanoid
Init +4, Senses Spot +1, Listen +1

Lang. Common, Sylvan

SWORDSAGE

"Thick armor indicates a lack of skill. If you lack the training to avoid your enemies' blows, perhaps you should leave the fighting to me."

—Chen, swordsage

A master of martial maneuvers, the swordsage is a physical adept—a blade wizard whose knowledge of the Sublime Way lets him unlock potent abilities, many of which are overtly supernatural or magical in nature. Depending on which disciplines he chooses to study, a swordsage might be capable of walking through walls, leaping dozens of feet into the air, shattering boulders with a single touch, or even mastering the elements of fire or shadow. Whatever his specific training, a swordsage blurs the line between martial prowess and magical skill.

MAKING A SWORDSAGE

Despite his spectacular combat moves, a swordsage is not a typical front-line melee combatant. Although a fighter, barbarian, or warblade might swing a sword more accurately, or with greater force, a swordsage depends on his repertoire of martial strikes and stances. This character is also not intended to be a replacement for an arcane spellcaster, even though he can create a number of short-range area effects. A swordsage's role within an adventuring party isn't easily defined, but his combination of maneuverability, supernatural power, and martial arts is useful in almost any encounter.

Abilities: Dexterity and Wisdom are crucial to a swordsage. Since he wears only light armor, he must rely on agility and shrewdness to avoid attacks, and as such his Armor Class is augmented by his Wisdom modifier as well as his Dexterity modifier. A swordsage can get along with an average Wisdom score, but to excel, he wants a good Wisdom bonus. Since a swordsage often engages in melee, Strength is also important—although he can use the Weapon Finesse feat to overcome a low Strength score, and his array of martial strikes can make up for any lack of damage potential. Intelligence helps a swordsage master the skills necessary to continue progressing along the path of the Nine Swords, and Constitution is as important to him as it is to any character.

Races: Most swordsages are humans. It is not uncommon for members of other races to take up the path, though dwarves and gnomes rarely do. Dwarves are too firmly grounded to adapt easily to the ascetic lifestyle swordsages often favor, and the few dwarf swordsages who do exist typically focus on the Stone Dragon discipline. Gnomes find most swordsages singularly humorless, although members of this race occasionally take up the discipline of the Setting Sun, because they understand better than most how weakness can be turned to strength. Half-orcs account for a surprising number of swordsages, especially in the more warlike disciplines of Stone Dragon and Tiger Claw. Members of this race are well suited to endure the difficult physical regimen of study and practice that these disciplines require.

Alignment: A swordsage can choose any alignment. The study of the Sublime Way is its own end, and whether any particular student chooses to employ what he has learned in the service of good, evil, law, or chaos is not considered

significant by most who follow this path. Accordingly, a typical swordsage has at least one neutral component in his alignment, representing a certain detachment from worldly matters. Good swordsages tend to be free-roaming champions of the weak and downtrodden. The less commonplace evil swordsages believe that their mastery of the martial arts has made them superior to everyone around them.

Starting Gold: 4d4×10 (100 gp).

Starting Age: As monk.

CLASS FEATURES

Of all three martial adept classes, swordsages learn and can ready the most maneuvers. This advantage gives them unparalleled versatility in a given encounter. In one battle, a swordsage might fulfill the role of the rogue, lurking in shadows and striking when foes are least prepared. In another, he might be scorching enemies with area attacks, much like a wizard. In still another fight, he might tear an enemy apart with his bare hands, matching a barbarian's ferocity with his own distinctive style of bloodthirstiness. Whatever the occasion, a swordsage is able to contribute, often in completely unexpected ways.

Weapon and Armor Proficiency: As a swordsage, you are proficient with simple weapons, martial melee weapons (including those that can be used as thrown weapons), and light armor, but not with shields.

Maneuvers: You begin your career with knowledge of six martial maneuvers. The disciplines available to you are Desert Wind, Diamond Mind, Setting Sun, Shadow Hand, Stone Dragon, and Tiger Claw.

Once you know a maneuver, you must ready it before you can use it (see *Maneuvers Readied*, below). A maneuver usable by swordsages is considered an extraordinary ability unless otherwise noted in its description. Your maneuvers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one.

You learn additional maneuvers at higher levels, as shown on Table 1–2. You must meet a maneuver's prerequisite to learn it. See Table 3–1, page 39, to determine the highest-level maneuvers you can learn.

Upon reaching 4th level, and at every even-numbered swordsage level after that (6th, 8th, 10th, and so on), you can choose to learn a new maneuver in place of one you already know. In effect, you lose the old maneuver in exchange for the new one. You can choose a new maneuver of any level you like, as long as you observe your restriction on the highest-level maneuvers you know; you need not replace the old maneuver with a maneuver of the same level. For example, upon reaching 10th level, you could trade in a single 1st-, 2nd-, 3rd- or 4th-level maneuver for a maneuver of 5th level or lower, as long as you meet the prerequisite of the new maneuver. You can swap only a single maneuver at any given level.

Maneuvers Readied: You can ready four of your six maneuvers known at 1st level, and as you advance in level and learn more maneuvers, you are able to ready more, but you must still choose which maneuvers to ready. You ready your maneuvers by meditating and exercising for 5 minutes. The maneuvers you choose remain readied until you decide

TABLE 1-2: THE SWORDSAGE

| Level | Base Attack Bonus | HIT DIE: D8 | | | | | Maneuvers Known | Maneuvers Readied | Stances Known |
|-------|-------------------|-------------|----------|-----------|--|----|-----------------|-------------------|---------------|
| | | Fort Save | Ref Save | Will Save | Special | | | | |
| 1st | +0 | +0 | +2 | +2 | Quick to act +1, discipline focus (Weapon Focus) | 6 | 4 | 1 | |
| 2nd | +1 | +0 | +3 | +3 | AC bonus | 7 | 4 | 2 | |
| 3rd | +2 | +1 | +3 | +3 | — | 8 | 5 | 2 | |
| 4th | +3 | +1 | +4 | +4 | Discipline focus (insightful strike) | 9 | 5 | 2 | |
| 5th | +3 | +1 | +4 | +4 | Quick to act +2 | 10 | 6 | 3 | |
| 6th | +4 | +2 | +5 | +5 | — | 11 | 6 | 3 | |
| 7th | +5 | +2 | +5 | +5 | Sense magic | 12 | 6 | 3 | |
| 8th | +6/+1 | +2 | +6 | +6 | Discipline focus (defensive stance) | 13 | 7 | 3 | |
| 9th | +6/+1 | +3 | +6 | +6 | Evasion | 14 | 7 | 4 | |
| 10th | +7/+2 | +3 | +7 | +7 | Quick to act +3 | 15 | 8 | 4 | |
| 11th | +8/+3 | +3 | +7 | +7 | — | 16 | 8 | 4 | |
| 12th | +9/+4 | +4 | +8 | +8 | Discipline focus (insightful strike) | 17 | 8 | 4 | |
| 13th | +10/+5 | +4 | +8 | +8 | — | 18 | 9 | 4 | |
| 14th | +10/+5 | +4 | +9 | +9 | — | 19 | 9 | 5 | |
| 15th | +11/+6/+1 | +5 | +9 | +9 | Quick to act +4 | 20 | 10 | 5 | |
| 16th | +12/+7/+2 | +5 | +10 | +10 | Discipline focus (defensive stance) | 21 | 10 | 5 | |
| 17th | +13/+8/+3 | +5 | +10 | +10 | Improved evasion | 22 | 10 | 5 | |
| 18th | +13/+8/+3 | +6 | +11 | +11 | — | 23 | 11 | 5 | |
| 19th | +14/+9/+4 | +6 | +11 | +11 | — | 24 | 11 | 5 | |
| 20th | +15/+10/+5 | +6 | +12 | +12 | Dual boost 3/day, quick to act +5 | 25 | 12 | 6 | |

Class Skills (6 + Int modifier per level, x6 at 1st level): Balance, Climb, Concentration, Craft, Heal, Hide, Intimidate, Jump, Knowledge (history), Knowledge (local), Knowledge (nature), Knowledge (nobility and royalty), Listen, Martial Lore*, Move Silently, Profession, Ride, Sense Motive, Swim, Tumble.

*New skill described on page 28.

to meditate again and change them. You need not sleep or rest for any long period of time to ready your maneuvers; any time you spend 5 minutes in meditation, you can change your readyed maneuvers.

You begin an encounter with all your readied maneuvers unexpended, regardless of how many times you might have already used them since you chose them. When you initiate a maneuver, you expend it for the current encounter, so each of your readied maneuvers can be used once per encounter (unless you recover them, as described below).

You can recover an expended maneuver by using a full-round action to quickly meditate. Doing this does not provoke attacks of opportunity. If you complete your meditation, you can choose one expended maneuver to refresh. It is now available for use in a subsequent round.

Stances Known: You begin play with knowledge of one 1st-level stance from any discipline open to you. At 2nd, 5th, 9th, 14th, and 20th level, you can choose additional stances. Unlike maneuvers, stances are not expended, and you do not have to ready them. All the stances you know are available to you at all times, and you can change the stance you currently use as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description.

Unlike with maneuvers, you cannot learn a new stance at higher levels in place of one you already know.

AC Bonus: Starting at 2nd level, you can add your Wisdom modifier as a bonus to Armor Class, so long as you wear light armor, are unencumbered, and do not use a shield. This bonus to AC applies even against touch attacks or when you are flat-footed. However, you lose this bonus when you are immobilized or helpless.

Discipline Focus (Ex): As a swordsage, you can focus your training to take advantage of each discipline's fighting

style. Each time you gain the discipline focus ability, select one of the six swordsage disciplines to which that focus applies. You can select a different discipline each time you gain discipline focus, but you must know at least one martial maneuver from the selected discipline. Even if you select a different discipline at higher levels, your discipline choice for earlier abilities does not change.

This focus manifests in the following ways.

Weapon Focus: At 1st level, you gain the benefit of the Weapon Focus feat for weapons associated with the chosen discipline. See the discipline descriptions in Chapter 4.

Insightful Strikes: At 4th level, you can add your Wisdom modifier as a bonus on damage rolls whenever you execute a strike from the chosen discipline. At 12th level, you can choose a second discipline to which this ability applies.

Defensive Stance: At 8th level, you gain a +2 bonus on saving throws whenever you adopt a stance from the chosen discipline. At 16th level, you can choose a second discipline to which this ability applies.

You gain a +2 bonus on Martial Lore checks made regarding a maneuver in a discipline in which you have discipline focus.

Quick to Act (Ex): You gain a +1 bonus on initiative checks. This bonus increases by 1 at 5th, 10th, 15th, and 20th level.

Sense Magic (Su): Beginning at 7th level, you can spend 10 minutes focusing upon a weapon or suit of armor. If you succeed on a level check (DC 10 + the caster level of the weapon or armor), you can identify the properties of that item, including its enhancement bonus and special abilities. This ability does not reveal the properties of artifacts or legacy weapons, though it does indicate that such items are significantly powerful.

22

a swordsage apprenticeship would not be easy—that in fact, it would be an ordeal designed to test your worth in some unusual way.

The masters of the Harad Devin Temple are known to make the young boys and girls wishing to undertake training wait in the courtyard for seasons on end, through rain, snow, and the acid cloud storms of reth dekala attacks. Occasionally the masters might send a pot of porridge to the courtyard for the aspirants, and even more occasionally—never more than once per season—they select one child to enter through the Ivory and Horn Gates. The Eighty Empresses have a different selection process for their protégés. The masters bring each young lady separately into the Dressing Room of Opala I, whose walls, mirrors, incense lamps, pots of rouge, and songbird cages are draped with 1,080 shimmering gold, red, pink, orange, and fuchsia silk ribbons. The girl is allowed to stay as long as she likes in the dressing room; she has but to give a signal when she is ready to leave. After she is led away, one ribbon is removed from the room. Then she is brought back. If she can name the color of the ribbon that was removed, she is accepted; otherwise, she is turned away forever.

As a swordsage, your selection of disciplines and martial maneuvers is paramount to your success. You might choose to focus on maneuvers from a single discipline. Learning a few maneuvers from the other schools is almost always advisable. True success in combat requires a wide variety of martial maneuvers.

HUMAN SWORDSAge STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty –1, speed 30 ft., 20 lb.).

Weapons: Longsword (1d8, crit 19–20/×2, 4 lb., one-handed slashing).

Light crossbow (1d8, crit 19–20, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 6 + Int modifier.

| Skill | Ranks | Ability | Armor Check Penalty |
|---------------|-------|---------|---------------------|
| Balance | 4 | Dex | –1 |
| Concentration | 4 | Con | — |
| Use | 4 | Int | — |
| Hide | 4 | Dex | –1 |
| Jump | 4 | Str | –1 |
| Martial Lore | 4 | Int | — |
| Ride | 4 | Dex | — |
| Spot (see) | 2 | Wis | — |

Feat: Dodge.

Bonus Feat: Improved Initiative.

Gear: Backpack with waterskin, one day's trail rations, toll sack, flint and steel, 3 torches, quiver with 20 arrows, extra outfit, cold weather outfit.

SWORDSAges IN THE WORLD

"I could smell the jasmine perfume lingering in the torchlight. The Eighty Empresses had entered the castle here, through this door. The sentinel, crumpled on the parapet, was still smiling."

—Kalin Stonehelm, castellan of Orlep Tor

The pontificating recluse, the wandering mystic, the martial scholar—all these and more are swordsages. These martial adepts bring a combination of mental acumen and physical prowess to the world. With a potential to advance in a number of different directions—offensive, defensive, support, and quick-strike—they make excellent additions to adventuring parties. When the campaign action veers out of the dungeon and into the royal courts, darkened chambers, and diplomatic halls of the kingdom, a swordsage's inclination toward intellectual pursuits and his natural role as a scholar—martial and otherwise—allow him to remain a strong contributor to the party.

DAILY LIFE

A swordsage spends the majority of his time perfecting his art. The mental and spiritual demands of the Sublime Way require constant attention, so he can spare little time for carousing.

Art in all its forms is often a passion for swordsages. Many find refreshment and a wellspring of strength in the arts of sculpting, painting, poetry, calligraphy, rock-stacking, or illusory patterns.

A swordsage with an apprentice spends much of his time training his student. A swordsage without an apprentice might or might not spend time seeking one out, according to his whims.

NOTABLES

Opala I, the Empress Incarnadine and founder of the Eighty Empresses, was a swordsage. Known as much for her wisdom, her dance, and her ribbons as for her swords, she is regarded by many as the prototypical swordsage—serene, poised, and deadly. Modern notable swordsages include the Sage of Snow and Shadow, who lives at the peak of one of the Sunspires near Koshtra Amnorn, and Skurrrgh, a half-orc pariah who is shunned by his native tribe for questionable reasons.

war frenzy dictated by the shamans of He Who Wanders. Skurrrgh is presently looking for an apprentice but has yet to find one he considers suitable. Many of the more dedicated aspirants prefer to wait in the rain and snow outside the Harad Devin Temple rather than risk their training to a rogue half-orc.

ORGANIZATIONS

The Harad Devin Temple has recruited and trained swordsages for centuries. Many of its alumni wear intricate rings or brands on the inside of their forearms that record moments of the order's history. It is said that if all the sage of the Harad Devin Temple were to line up, one could read the entire history of the Sunspire Mountains and Deluge regions from their tattoos, and that their brands are so unique they can unlock a spell of epic proportions.

The women of the Eighty Empresses also carry the marks of their order, which in this case are ribbons. Each young lady who wins acceptance to the order adopts the ribbon from her induction ceremony as her personal symbol. Unlike the markings associated with the Harad Devin Temple, no legend connects the ribbons of the Eighty Empresses with any greater epic. In fact, these decorations appear to have no meaning at all. No color, braidwork, or fringe signifies rank within the order, and no particular manner of display—hairbow, choker, or wristband—has any meaning beyond the preference of the individual member.

Many other swordsage organizations exist as well. The typical order is a small, well-organized, organic unit that exists for a single purpose. One swordsage organization might

focus on the history of a particular style, while another is content to practice the physical potential of its members. Some organizations devote themselves to studying the combat techniques of their opponents. A warrior culture is also represented by members of upper classes, presumably with an eye toward eventually exterminating them. Such dangerous foes are the ultimate swordsage, while patience and calmness are used to lead them to consider plans that might take decades to come to fruition.

NPC REACTIONS

Most authority figures and government officials do not appreciate swordsages. Like crusaders, these martial adepts are often dedicated to a higher cause than the interests of the local earl or lord, and unlike warblades, swordsages are not easily bought. Thus, governments, churches, and other civic and religious organizations generally treat swordsages with a great deal of caution.

Merchants, on the other hand, embrace swordsages. Who else would buy an ancient coin, the chipped comb of a long-dead princess, or a petrified dragon claw? In addition to purchasing curiosities and art supplies particular to his interests, a swordsage also provides business for smiths, carpenters, and stablers as he practices his martial maneuvers in an effort to maintain a constant state of patient readiness.

PACES

Elves and swordsages often get along famously because of their similar long-term viewpoints and their appreciation for history. Dwarves appreciate the serious nature of swordsages and the fine sculpture that many of them produce. Gnomes have a love-hate relationship with these

masters of martial knowledge: They appreciate the swordsages' sense of history and love of bardic arts but dislike their tendency to take life seriously. Half-elves often dislike swordsages, seeing in their selective apprenticeship process an echo of the exclusionary attitude that those of mixed blood sometimes experience.

OTHER CLASSES

Swordsages tend to have more in common with clerics and wizards than with the melee fighting classes. Barbarians in particular are apt to be annoyed by a swordsage's proclivity to analyze or at least contemplate a combat before, during, and after the actual fighting. One of Opala's favorite questions was, "How does a sword mean?" It is said that the orc barbarian horde-king Blech Forktongue slew twenty subchieftains in a rage, yet he could not tell anyone what he planned to do with the weapons.

SWORDSMANSHIP

When a character needs to make a check to determine if he or she succeeds in a swordsage-related task, roll a d20 and add the character's martial skill check modifier. If the result is 15 or higher, the character succeeds. If the result is 10 or lower, the character fails.

DC 10: A swordsage who has been trained in the Sublime Way can successfully defend himself against a single opponent who attacks him with a sword.

DC 15: A swordsage who has been trained in the Sublime Way can successfully defend himself against multiple opponents who attack him with swords.

DC 20: A swordsage who has been trained in the Sublime Way can successfully defend himself against multiple opponents who attack him with swords and magic.

DC 25: A swordsage who has been trained in the Sublime Way can successfully defend himself against multiple opponents who attack him with swords and magic, and who are also armed with bows and arrows.

DC 30: A swordsage who has been trained in the Sublime Way can successfully defend himself against multiple opponents who attack him with swords and magic, and who are also armed with bows and arrows, and who are also armed with bows and arrows.



Crimson Mask,
champion of the downtrodden

SWORDSAGES IN THE GAME

When characters need to know the truename of a reth dekala prophet, the resting place of the last lieutenant of the Shadow Tiger Horde, or the secrets of the Perfect Strike, they are likely to seek out a swordsage. Such moments provide excellent opportunities to introduce swordsages into an ongoing campaign that has not previously included martial adepts. If a player wants to play a swordsage in such a campaign, the character might be sought out by an ancient swordsage—the last practitioner of his kind—and taught the secrets of the Sublime Way. If you are using *Dungeon Master's Guide II*, a PC could acquire a spirit companion—the spirit of an ancient swordsage who has selected her to be the first in a new generation of martial scholars.

When developing a swordsage character, consider his focus. Does he define himself by his martial maneuvers, his art, and his relationships with NPCs? Provide a swordsage with challenges to all facets of his character. His high skill points,

excellent combat abilities, and magical flair ensure that he is equally at home in a dungeon, in the halls of a palace, and in a wizard's tower. A good enemy for a swordsage is one against whom he must use all his skills, all his maneuvers, and all his knowledge.

ADAPTATION

The name "swordsage" naturally implies a character who carries a sword or weapon of some kind. However, a swordsage works very well as a supernatural martial artist of almost any school or origin. To create a monklike character with a tremendous array of fantastic moves and strikes, give the swordsage the monk's unarmed strike progression and remove his light armor proficiency. If you prefer, you could instead emphasize the magical talents of the swordsage by giving the swordsage the ability to learn arcane spells in place of maneuvers of equivalent level. In general, spells from the schools of abjuration, evocation, and transmutation are most appropriate for a swordsage of this type, especially spells with a range of personal or touch. The arcane spell is "cast" as if it were a martial maneuver. In this case, you should remove the class's light armor proficiency and reduce the swordsage's Hit Die to d6.

SAMPLE ENCOUNTER

Swordsages can be encountered anywhere: in large cities, in the wilderness, or on the road to nowhere.

EL 6: The highwayman known as the Crimson Mask plagues the roads and pathways near the Free City. By drawing on the power of his martial maneuvers, he swoops in to surprise his enemies, fights them to the brink of defeat, demands a ransom to cease his attack, then disappears back into the forest. Crimson Mask is, in truth, a worshiper of Olidammara who seeks to steal from rich adventurers and distribute the money to the needy. He cares little whether he steals from a heroic paladin or a heartless mercenary because he feels that neither is likely to do anything useful with the money. Thus, he has no compunctions about taking it.

CRIMSON MASK

Male half-elf swordsage

CC Medium humanoid (elf)

Init +8; Senses low-light vision; Listen +5, Spot +5

Languages Common, Elven

CR 6

AC 18, touch 13, flat-footed 16
(Dex +2, Wis +1, armor +5)

hp 49 (6 HD)

Immune sleep

Fort +5, Ref +8, Will +7 (+9 against enchantments)

Speed 30 ft.

Melee mwk scimitar +7 (1d6+2/18–20)

Ranged longbow +6 (1d8/x3)

Base Atk +4; Grp +6

Atk Options discipline focus (insightful strike—Desert Wind)

Combat Gear 2 potions of cure light wounds

Maneuvers and Stances Known (IL 6th):

Stances—child of shadow (1st), flame's blessing (1st), holocaust cloak (3rd)

Strikes—blistering flourish† (1st), charging minotaur† (1st), death mark† (3rd), shadow blade technique (1st), stone bones (1st)
Boosts—burning blade (1st), burning brand† (2nd), distracting ember (1st), wind stride (1st)
Counters—fire riposte† (2nd), zephyr dance† (3rd)
Disciplines: Desert Wind, Shadow Hand, Stone Dragon
† Readied maneuver

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 8

SQ able to notice secret or concealed doors

Feats Alertness, Dodge, Improved Initiative, Weapon Focus (scimitar, light mace, light pick, spear, falchion)†

Skills Balance +13, Diplomacy +3, Gather Information +1, Hide +11, Jump +13, Listen +5, Move Silently +11, Search +2, Sense Motive +10, Spot +5, Turnle +13

Possessions combat gear plus +2 studded leather, masterwork scimitar, cloak of resistance +1, longbow with 20 arrows

WARBLADE

"I was born for war. I have the heart of a lion, the swiftness of an eagle, and the strength of a dragon! In battle I find purpose, in conflict perfection, and in victory exaltation. The gods themselves envy my hour of glory."

—Arzimon, a warblade

The warblade was born for conflict. Swift, strong, enduring, and utterly confident in his martial skills, he seeks to test himself against worthy foes. Battle is beautiful to him—a perfect moment in which life hangs suspended on the bright edge of a sword. Sheer combat skill is important to a warblade, so he trains intensely with his chosen weapons. But even more important are his athleticism, endurance, daring, recklessness, and joy in the hour of danger. Warblades, often called sword princes, live for the chance to test themselves in battle—the stronger the foe, the greater the glory once an enemy is defeated.

MAKING A WARBLADE

A warblade is a front-line melee combatant, much like a barbarian or fighter. He engages his enemies toe to toe and defeats them through skill at arms.

Abilities: Pure physical perfection is a warblade's ideal, so Strength, Dexterity, and Constitution are all vital to him. Because mastering a bewildering variety of martial maneuvers is difficult, Intelligence is also important to a warblade, because he appreciates the bonus skill points, and many of his class features reward a high Intelligence bonus. Given the choice between Wisdom and Charisma, a warblade is more likely to boost the latter—the better to wear the mantle of glory he hopes to win with his deeds on the battlefield.

Races: The warrior cultures that give rise to warblades are most often found in human, elf, and hobgoblin lands. Admiration for athletic prowess, the martial ideal, and sheer physical daring is common among these races. The githyanki also take great pride in their martial skill, and a number of warblades can be found among this race. Dwarves appreciate a warblade's martial prowess but might shy away from over-

TABLE 1-3: THE WARBLADE

HIT DIE: D12

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Maneuvers Known | Maneuvers Readied | Stances Known |
|-------|-------------------|-----------|----------|-----------|--|-----------------|-------------------|---------------|
| 1st | +1 | +2 | +0 | +0 | Battle clarity (Reflex saves), weapon aptitude | 3 | 3 | 1 |
| 2nd | +2 | +3 | +0 | +0 | Uncanny dodge | 4 | 3 | 1 |
| 3rd | +3 | +3 | +1 | +1 | Battle ardor (critical confirmation) | 5 | 3 | 1 |
| 4th | +4 | +4 | +1 | +1 | — | 5 | 4 | 2 |
| 5th | +5 | +4 | +1 | +1 | Bonus feat | 6 | 4 | 2 |
| 6th | +6/+1 | +5 | +2 | +2 | Improved uncanny dodge | 6 | 4 | 2 |
| 7th | +7/+2 | +5 | +2 | +2 | Battle cunning (damage) | 7 | 4 | 2 |
| 8th | +8/+3 | +6 | +2 | +2 | — | 7 | 4 | 2 |
| 9th | +9/+4 | +6 | +3 | +3 | Bonus feat | 8 | 4 | 2 |
| 10th | +10/+5 | +7 | +3 | +3 | — | 8 | 5 | 3 |
| 11th | +11/+6/+1 | +7 | +3 | +3 | Battle skill (opposed checks) | 9 | 5 | 3 |
| 12th | +12/+7/+2 | +8 | +4 | +4 | — | 9 | 5 | 3 |
| 13th | +13/+8/+3 | +8 | +4 | +4 | Bonus feat | 10 | 5 | 3 |
| 14th | +14/+9/+4 | +9 | +4 | +4 | — | 10 | 5 | 3 |
| 15th | +15/+10/+5 | +9 | +5 | +5 | Battle mastery (attacks of opportunity) | 11 | 6 | 3 |
| 16th | +16/+11/+6/+1 | +10 | +5 | +5 | — | 11 | 6 | 4 |
| 17th | +17/+12/+7/+2 | +10 | +5 | +5 | Bonus feat | 12 | 6 | 4 |

any time you spend 5 minutes in practice, you can change your readied maneuvers.

You begin an encounter with all your readied maneuvers unexpired, regardless of how many times you might have already used them since you chose them. When you initiate a maneuver, you expend it for the current encounter, so each of your readied maneuvers can be used once per encounter (if you recover them, as described below).

Stances Known:
You begin play with knowledge of one 1st-level stance from any

Specialization, since you're treated as being a 4th-level fighter for this purpose. These effective fighter levels stack with any actual fighter levels you have. Thus, a fighter 2/warblade 4 would also qualify for Weapon Specialization.

You also have the flexibility to adjust your weapon training. Each morning, you can spend 1 hour in weapon practice to change the designated weapon for any feat you have that applies only to a single weapon (such as Weapon Focus). You must have the newly designated weapon available during your practice session to make this change. For example, if

If you wish to change the designated weapon for your Weapon Focus feat from greatsword to longsword, you must have a longsword available to practice with during your practice session.

You can adjust any number of your feats in this way, and you don't have to adjust them all in the same way. However, you can't change the weapon choices in such a way that you no longer meet the prerequisite for some other feat you possess. For instance,

Bonus Feat List: Acrobatic, Agile, Athletic, Blade Meditation*, Blind-Fight, Combat Reflexes, Diehard, Endurance, Great Fortitude, Improved Initiative, Iron Will, Ironheart*, Lightning Reflexes, Quick Draw, Run, Stone Power*, Tiger Blooded*, Unnerving Calm*, White Raven Defense*.

*New feats described in Chapter 2.

Battle Cunning (Ex): Your instinct for seizing the moment gives you a significant advantage over foes unprepared for your attack. At 7th level, you gain an insight bonus equal to your Intelligence bonus on melee damage rolls against flat-footed or flanked opponents.

Battle Skill (Ex): You anticipate your enemies' ploys and tactics. At 11th level, you gain an insight bonus equal to your Intelligence bonus on any check made to oppose an enemy's bull rush, disarm, feint, overrun, sunder, or trip attempt.

Battle Mastery (Ex): You notice the most subtle openings and cues offered by your opponents. At 15th level, you gain an insight bonus equal to your Intelligence bonus on melee attack rolls and melee damage rolls made whenever you make an attack of opportunity.

Improved Uncanny Dodge (Ex): At 6th level and higher, you can no longer be flanked; you can react to opponents on opposite sides of you as easily as you can react to a single attacker. See the barbarian class feature (PH 26) for more information.

Stance Mastery (Ex): At 20th level, you can have two stances active simultaneously. When you use a swift action to initiate or change your stance, you can initiate or change one or both stances.

PLAYING A WARBLADE

Mastering the techniques of blade and shield is important to you, but even more important is the sense of daring, recklessness, and even joy that transports you in the hour of danger. You fight for glory, the thrill of combat, and personal honor. Thus, you approach each encounter as if the bards will sing of it for ages. Every raging bulette that breaks through the cobblestones in the bazaar, every dragon snarling on its pile of coin, and every reth dekala champion still carrying a sword of the Shadow Tiger horde is an opportunity for you to test your skill, prove your heroism, and shine ever brighter. Gold and magic are pleasant tokens, but the real measure of your success is the height of the obelisk commemorating your triumphs.

As a warblade, you find adventure wherever an opportunity for glory exists. A more mercenary character might ignore an impecunious burgomaster's plea for aid, but you are quick to step in, taking the accolades of the villagers and the rapture of combat as pay along with a small bit of gold. Diplomatic missions have all the appeal of weak tea for you, but nearly any fight will do. Even a quick hunt through the sewers for a rabid otyugh can become a suitable adventure, as long as the otyugh is a worthy opponent and  are present to honor you when you emerge, slime-covered but victorious.

RELIGION

If you are good-aligned, you probably worship Kord. His independent and amiably belligerent nature reflects your

brash approach to life. Other good warblades favor Pelor, Heironeous, and, in rare cases, dour St. Cuthbert. If you are evil, you probably champion the cause of Erythnul or Hextor. A rumore secret sect of warblades follows Vecna, claiming to be the descendants of the loyal army that watched horrified as its commander, Kas, committed his famous betrayal.

OTHER CLASSES

Because you appreciate the long years of study and practice necessary to become a master of combat, you have great respect for fighters and paladins—though you sometimes feel a rivalry with them, as well. You don't get along too well with barbarians because they seem incapable of properly bestowing or receiving honor. Bards are among your favorite companions as long as they stay out of the way and leave the glory of the fight to you—and sing of your success later in tavern and hall. Both divine and arcane spellcasters are foreign to your pursuit of physical perfection, so you see them as little more than a means of support for your own endeavors. For that matter, you rarely work well with other warblades, since they are as competitive as you are, and you're always suspicious that one of them might try to steal your glory.

COMBAT

You revel in melee. Your place is battling face to face with vrocks and umber hulks, where you can deal maximum damage while keeping such monsters away from the softer targets in your own party. You make good use of your various battle-keyed abilities to give yourself an important edge in combat. Although these abilities might not be as physically impressive as a barbarian's rage, they can grant a significant boost to defense, as well as situational bonuses on attack and damage rolls. Unlike rage, your class features carry no fatigue penalty. Your lack of proficiency with heavy armor is both a blessing and a curse—it allows you to enter combat quickly but leaves you vulnerable to the enemy. Consider taking feats such as Improved Toughness (see Complete Warrior) to increase your ability to soak up damage and partially offset your lack of heavy armor. Choose bonus feats that enhance your capabilities (such as Blind-Fight or Improved Initiative) or bolster your weaknesses (such as Iron Will).

You consider swordplay to be high art, and a martial maneuver to be the artist's signature on his masterpiece. Learning many maneuvers in one discipline generally makes you more lethal in combat than a warblade who learns a few maneuvers from each of several disciplines. This phenomenon stems from the fact that taking many maneuvers from one discipline while largely ignoring the rest lets you master higher-level maneuvers sooner. You gain only thirteen maneuvers over the course of twenty levels, so make your choices carefully.

ADVANCEMENT

Warblades come from all walks of life. Perhaps you were a poor youth who lacked the respect of the upper class and now seeks to redress this inequity and win the praise of all through your fighting. Perhaps your drive to succeed was inborn, like the innate power of a sorcerer.

Your race matters little; anyone with the drive to win glory through combat is a good candidate for warblade training. The first warblades to embark on the path of the Iron Heart were hobgoblins. They were the first to teach Reshar, and their discipline was the first that he mastered. In the centuries that have followed, hobgoblins have not forgotten this fact, and that race still produces more warblades than many others.

Elves and half-elves often take up this class because they appreciate the warblade's view of battle as a glorious art, and the martial dwarves favor it as well. Outsiders often wonder at a warblade academy in which synchronized lines of young would-be warblades practice their weapon forms, especially when they notice that these ordered ranks include elves, hobgoblins, and dwarves. But as a warblade, you know that it is the art of the sword that makes a true warrior, not a coincidence of race.

As you become more skilled, your most important decisions are which maneuvers to learn. When selecting maneuvers, try not to choose any in isolation. Instead, pick two or three that work well in synergy so that one maneuver can set up another.

HUMAN WARBLADE STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty -4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.).

Weapons: Longsword (1d8, crit 19–20/x2, 4 lb., one-handed slashing).

Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

| Skill | Ranks | Ability | Armor Check Penalty |
|-------------------|-------|---------|---------------------|
| Concentration | 4 | Con | — |
| Jump | 4 | Str | -6 |
| Balance | 4 | Dex | -6 |
| Diplomacy | 4 | Cha | — |
| Intimidate | 4 | Cha | — |
| Martial Lore | 4 | Int | — |
| Climb | 4 | Str | -6 |
| Knowledge (local) | 4 | Int | — |
| Spot (cc) | 2 | Wis | — |

Feat: Weapon Focus (longsword).

Bonus Feat: Improved Initiative.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 3 torches, quiver with 20 arrows, tent, traveler's outfit, cold weather outfit.

Gold: 2d4 gp.

WARBLADES IN THE WORLD

"The clicks and scrapes echoed off the limestone blocks, warning us of danger ahead. The dwarf and I whispered, debating a retreat, but our third was a warblade and a student of the Bright Annis. He charged, slicing the umber hulk's mandibles off, then striking it seven times more before the creature's jaw had clattered to the floor."

—Dorrom Veshthazrell, swordsage of the Murient Temple

Warblades live by muscle and steel, but their interaction with the campaign world is not limited to trading sword slashes for talon rakes. These characters are keenly aware of their social standing, and for them, glory and honor are at least as important as gold and gems. Because these precious intangibles cannot be won by strength of blade alone, warblades constantly find themselves embroiled in liaisons with generals, kings, princesses, archprelates, and others who can confer the honor of an entire society upon a victorious hero. The whispers of courtesans, the badinage of bards, and the wit of aristocrats can be as significant to a warblade's career as the giants and phase spiders of the Sunspire Mountains—and even more ferocious.

Warblades in adventuring parties must strike a balance between group and individual goals. Ideally, the party's path guarantees the warblade both the thrill of combat and the laurels of an acclaimed hero. In cases where only one or the other is possible (such as a stealth mission to extirpate a reth dekala cell operating in embarrassingly high government circles, or a crucial escort mission in which the danger comes not from flashing swords but from the wayward nature of a dauphin), the warblade must bide his time and accept the need to sacrifice one objective for another. Never for long,

tasting the heady rush of combat and the sweet adulation of the multitudes.

DAILY LIFE

A warblade must train constantly to maintain his puissance. Thus, much of his day is spent working through forms, jabbing at wooden effigies, and swinging weighted swords. Many warblades are affiliated with sword temples or dojos that allow them space to practice. While out adventuring, a prince of swords often spends his time at night on watch practicing his breathing exercises and stretches. The character taking the next watch is likely to wake and find his predecessor in the trees, meditating with measured breaths and supported only by a branch under each far-flung ankle.

Once he has reached a respectable level of accomplishment, a warblade might take the Leadership feat and begin teaching his own pupils at a school—either his previous academy or one he has founded. Teaching allows a warblade to prove his worth to many students on a daily basis—and the more prestigious they are, the better. Nobles' daughters and sons are highly sought-after students. A positive word from them, placed in the right ear, can earn a warblade honor, a royal audience, or even an honor guard and a ship for his next journey.

NOTABLES

Famous warblades fall into two categories: those who recruit followers to found a sword temple or form an adventuring band, and those who operate independently. Among the warblades who have founded their own schools, the one known as the Bright Annis is famous for her merciless training techniques. Fewer than one in ten of her students manage to complete her tutelage. Many perish while sparring with their instructors or are lost in Bright Annis's

ferocious quest for the heads of drow, whom she blames for the death of a lover long ago. Among the warblades who refuse to tie themselves to a particular school or demesne are Allek Thrazt, an outcast of the hobgoblin masters of the Iron Heart school. He is known to trade his former school's secrets for bright gold. The charcoal-skinned dwarf sword prince Mardilkuthor Pwarna, the scourge of the Seekers of Reshar (a group that hopes to rediscover the Nine Swords and hasten Reshar's return). Whether Mardilkuthor's motive is fear, jealousy, or an agenda he has managed to conceal even from the Sage of Snow and Shadow, the dwarf reportedly hunts down martial adepts who seek to reunite the Nine Swords.

ORGANIZATIONS

Because of their independent and sometimes downright chaotic natures, many warblades refuse to join traditional, hierarchical organizations, though they are not averse to the greater glory of founding one. Thus, some warblade-created organizations have one or more warblades in a leadership position, while the rank and file consists of fighters, rangers, and bards, who can record the deeds of the organization's leaders.

Mardilkuthor Pwarna has built up a network of spies, assassins, and rangers across the Sunspire Mountains and the Deluge Jungle. These individuals meet in concealed safe houses, tree blinds, and mountainside caves in the peaks gathered at the skirts of the Mother Mountain, Koshtra Amnorn. Members of this organization can advance through the capture of any adepts seeking the Nine Swords, but Mardilkuthor maintains an iron grip on command.

The Bright Annis welcomes all princes of the sword to her open-air dojo in the southern fens of the Deluge Jungle. A consummate teacher, she is harsh even by warblade standards. Her students are regularly required to make forays into the dark places beneath the earth to hunt dark elves. Any warblade who slays large numbers of drow is guaranteed advancement.

Countless other warblade organizations rise and fall according to the mercurial fortunes of individual sword princes. Most of these movements are dedicated to the greater glory of their founders, although a fair number are, ostensibly at least, focused on amassing coin or arcane power. Because the warlike natures of their leaders guarantee a high casualty rate, most such organizations are always eager for new blood.

NPC REACTIONS

Governments, churches, and spy rings love to employ warblades. Easily motivated by promises of gold, glory, and land (whichever the employers possess a surplus of at the moment), warblades can lend excellent, efficient muscle to any mission. A wise patron sends companions of other classes along with a warblade, though, to keep him on track. Many kings and high priests have been left cursing in their chambers when word reached them of their hired muscle's fickle decision to abandon the job, seize the goal for his own, or even change sides to gain greater glory.

RACES

The stoic, taciturn, clan-oriented mindset of dwarves is anathema to the free-thinking, brash, and individualist warblade. But even so, a surprising number of dwarves (often outcasts from their clans) choose to take up this path. Conversely, warblades are often admired by the more gregarious races, including humans, halflings, and gnomes, for their life-on-the-edge, devil-may-care attitude.

OTHER CLASSES

Fighters, paladins, and other front-line fighters welcome warblades as brothers in steel. Mages, however, are often suspicious of warblades and tend to give them a wide berth. Rogues often see warblades as useful muscle, so eager for glory and gold that they can easily be duped. In the absence of other motives, most classes and races regard warblades

with a cautious and hesitant eye. The chaotic and individualist nature of warblades means that they sometimes make unreliable companions, and no one wants to be caught in the Sunspires while the party's warblade pouts in his tent, unsatisfied with his split of the last battle's loot.

WARBLADE LORE

Characters with ranks in Gather Information or Knowledge (nobility and royalty) can research warblades and learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: A warblade is a fighter with delusions of immortality. These glory-hounds think they can live forever in a bard's song!

DC 15: Warblades walk the Sublime Way, and few can match their skill with weapons. A warblade can learn combat maneuvers from many different disciplines, so you can't guess the strengths or weaknesses of any warblade you face in battle. He might move with the speed of thought, tumble like a boulder through your ranks, or attack with the savagery of a beast.

DC 20: A warblade tends to be a chaotic creature. His downfall is his pride—he cannot abide an affront to his prestige. The promise of honor and the laurels of a city are often enough to entice a warblade to risk his life. An enterprise's possible reward—be it glory or gold—is much more important to a warblade than the potential risks, which he often disregards completely.

WARBLADES IN THE GAME

Combat is the natural campaign entry point for warblades. With the sun glinting off their polished armor, these characters literally shine in combat. The first warblades in your campaign might be a brother and sister seeking to restore their family name by defeating the most renowned fighter in the area (one of the PCs). Their martial maneuvers have been passed down in secret for generations, and at last these two have chosen to reveal themselves in the name of redemption and recovered honor. Alternatively, if a PC is the first warblade in your campaign world, he might experience an epiphany in battle, foreshadowed by the soothsayings of a mysterious



Vardalak Axebearer, a wandering warrior

sage, so that his first use of a martial maneuver becomes the fulfillment of a prophecy.

Once warblades have become an established part of a campaign world, they find their niches on the battlefield, in the royal court, and in the twin arenas of public opinion and public entertainment. With their crowd-pleasing martial maneuvers, warblades make excellent gladiators, and their desire for glory often leads them to the public games.

However, warblades are equally likely to become enmeshed in the webs of court intrigue, playing cardinals off dukes and infantas off dauphins in a game that they find nearly as rewarding and exciting as swordplay. Whereas a rogue might lament the loss of his ethics and a cleric his loss of faith, a warblade feels no disloyalty more keenly than the loss of the public admiration.

ADAPTATION

Campaign worlds without large, established nations or organizations can still offer warblades a chance at glory. Becoming the hero of a village can be just as meaningful as becoming a hero of a nation—especially if the warblade is the only person in the village, or anyone, for that matter, who speaks the language of the people.

by a congregation that rises to its feet whenever he enters. You might also consider making warblades revolutionaries fighting for freedom rather than seekers of personal glory. Their lack of magical skill plays well to the idea that war-

blades are oppressed fighters working to subvert a powerful arcane regime that denies the use of magic to all but its chosen agents.

SAMPLE ENCOUNTER

Warblades stay in one place only as long as they receive constant adulation. Once their fame begins to die down, they are on the road again.

EL 5: The warblade Vardalak Axebearer wanders the land in search of a master who can lead him to glory. He challenges any warrior who seems skilled to a nonlethal duel. If he loses, he swears to serve the victor for a week. Unfortunately, his service is a mixed blessing. Vardalak is tough and useful in a fight, but his short temper, impetuosity, and rude nature make him a burden outside of battle. His last two masters broke camp early, leaving him snoring loudly at the side of the road.

VARDALAK AXEBEARER

CR 5

Male dwarf warblade 5

CN Medium humanoid

Init +4; Senses Listen +1, Spot +1; darkvision 60 ft.

Languages Common, Dwarven

AC 18, touch 11, flat-footed 18; +4 AC against giants, uncanny dodge

(Dex +1, armor +5, shield +2)

hp 53 (5 HD)

Resist stability

Fort +7 (+9 against poison), Ref +3, Will +1; +2 on saves against spells and spell-like effects

Speed 20 ft.

Melee +1 dwarven waraxe +10 (1d10+4/x3)

Ranged javelin +6 (1d6+3)

Atk Options +1 on attacks against orcs and goblinoids, battle ardor (+1 to confirm critical hits)

Base Atk +5; Grp +8

Combat Gear 3 potions of cure light wounds

Maneuvers and Stances Known: /1 (5th):

Stances—absolute steel stance (3rd), punishing stance (1st)

Strikes—exorcism of steel† (3rd), rabid wolf strike† (2nd), steel wind† (1st), steely strike (1st)

Boosts—sudden leap (1st)

Counters—wall of blades† (2nd)

Disciplines: Iron Heart, Tiger Claw

† Readied maneuver

Abilities Str 16, Dex 13, Con 16, Int 12, Wis 10, Cha 6
SO Storytelling (PR 15), weapon aptitude

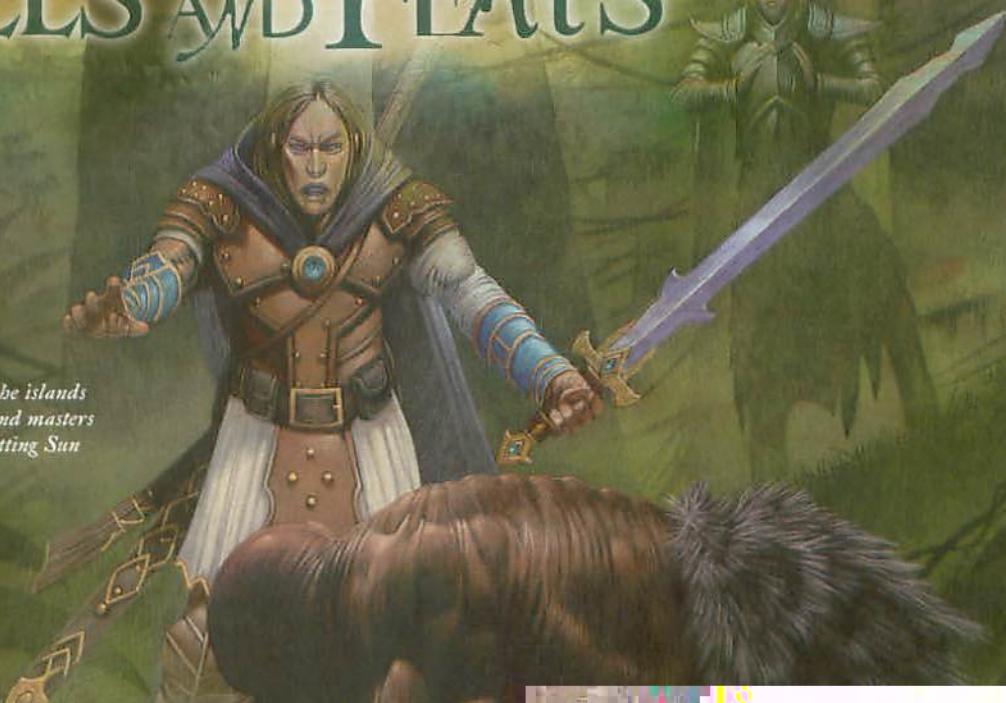
Feats Diehard, Quick Draw!, Weapon Focus (dwarven waraxe)

Skills Balance +8, Concentration +1, Intimidate +6, Perception +10, Martial Lore +9

Possessions combat gear plus +1 armor spine, masterwork heavy shield, +1 dwarven waraxe, 2 javelins

SKILLS AND FEATS

Resbar travels to the islands beyond the dawn and masters the way of the Setting Sun



THE FIGHTING CLASS

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Ignore the Challenge: If your opponent ignores your challenge to engage in a contest of wills, make a DC 15 Intimidate check. If you succeed, you gain a +1 morale bonus on attack rolls against that opponent for 1 round.

Participate: Both you and your chosen foe must make an Intimidate check. The character with the higher result gains a +1 morale bonus on attack rolls and damage rolls against the loser, and the loser takes a -1 penalty on attack rolls and damage rolls against the winner. If the result is a tie, neither character gains any benefit. These bonuses and penalties last for the duration of the encounter.

Action: None. Instigating a duel of wills requires no action and occurs before initiative is rolled.

Try Again: No, but you can instigate a second duel of wills with the same target after 24 hours have passed.

Special: If you have the Unnerving Calm feat, you can use your Concentration skill in place of your Intimidate skill when engaging in a duel of wills.

KNOWLEDGE (LOCAL) (INT. TRAINED ONLY)

MARTIAL LORE (INT. TRAINED ONLY)

| Knowledge (Local) (Int. Trained Only) | |
|---------------------------------------|---|
| DC | Skill: |
| 10 - Beginner level | Intimidate or Concentration (if you have the Unnerving Calm feat) |
| 15 - Intermediate level | Concentration |
| 20 - Expert level | Concentration |
| 25 - Master level | Concentration |
| 30 - Legendary level | Concentration |
| 35 - Superhuman level | Concentration |
| 40 - Mythic level | Concentration |
| 45 - Immortal level | Concentration |
| 50 - Divine level | Concentration |
| 55 - Legendary level | Concentration |
| 60 - Superhuman level | Concentration |
| 65 - Immortal level | Concentration |
| 70 - Divine level | Concentration |
| 75 - Legendary level | Concentration |
| 80 - Superhuman level | Concentration |
| 85 - Immortal level | Concentration |
| 90 - Divine level | Concentration |

NEW FEATS

Feats are the backbone of any warrior's combat prowess, and martial adepts are no exception. The following feats expand on the teachings and abilities embodied by the nine martial disciplines. Other feats in this section allow characters to gain access to martial maneuvers without gaining levels as a crusader, swordsage, or warblade.

ADAPTIVE STYLE

With just a short period of meditation, you can change your maneuvers and tactics to meet the threat you currently face.

Prerequisite: Crusader, swordsage, or warblade level 1st.

Benefit: You can change your readied maneuvers at any time by taking a full-round action. If you're a crusader, your current granted maneuvers are lost and you gain new granted maneuvers as if you had just readied your maneuvers for the day.

Normal: You can change maneuvers only by spending 5 minutes to do so.

AVENGING

BLADE MEDITATION

After months of rigorous training, you learn to control your blade.

Unarmed: When you roll a 1 on an unarmed attack, you gain an additional advantage and can immediately swing your weapon instead of taking a move. You can use this ability while you're holding an unarmored weapon. This ability does not work with a shield or a two-handed weapon. You can still use a shield or a two-handed weapon to defend yourself, though.

Learned: You learn to ignore the effects of your blade's weight and mental discipline.

Mastered: You learn to ignore the effects of your blade's weight and mental discipline.

Concentrated: You learn to ignore the effects of your blade's weight and mental discipline.

Divine: You learn to ignore the effects of your blade's weight and mental discipline.

Mythic: You learn to ignore the effects of your blade's weight and mental discipline.

Immortal: You learn to ignore the effects of your blade's weight and mental discipline.

Divine: You learn to ignore the effects of your blade's weight and mental discipline.



A swordsage uses Desert Wind Dodge to avoid an ettin's blows.

Stone Dragon: Greatsword, greataxe, heavy mace, unarmed strike; Balance.

Tiger Claws: Kama, kukri, handaxe, claw, greataxe, unarmed strike; Jump.

White Racer: Longsword, battleaxe, warhammer, greatsword, halberd; Diplomacy.

Special: A fighter can select Blade Meditation as a bonus feat.

Described in the *Complete Warrior* supplement.

DESERT FIRE

The power of the Desert Wind surges through you, and you find power in the motion of the hot winds and shifting sands that you can channel into your Desert Wind strikes.

Prerequisite: One Desert Wind strike.

Benefit: If you move at least 10 feet away from your original position before using a Desert Wind strike in the same round, that strike deals an extra 1d6 points of damage.

DESERT WIND DODGE

Your training in the Desert Wind discipline allows you to dance across the battlefield like a blistering sirocco.

Prerequisite: Dex 13, one Desert Wind maneuver.

Benefit: If you move at least 10 feet from your original position, you gain a +1 dodge bonus to AC and deal an extra 1 point of fire damage with any attack you make with a scimitar, light mace, light pick, spear, or falchion. This benefit lasts until the start of your next turn.

Special: Desert Wind Dodge can be used in place of Dodge to qualify for a feat, prestige class, or other special ability. If you already have Dodge when you select Desert Wind Dodge, you can choose to lose the Dodge feat and gain a new feat in its place. You must meet the prerequisite for the new feat.

DEVOTED BULWARK

Because of your staunch devotion to your cause and your Devoted Spirit training, you can stand your ground even in the face of an enemy's resounding attack.

Prerequisite: One Devoted Spirit maneuver.

Benefit: If an enemy deals damage to you with a melee attack, you gain a +1 morale bonus to your AC until the end of your next turn.

DIVINE SPIRIT [DIVINE]

The fervor and dedication of the Devoted Spirit discipline, combined with your fanatical adherence to a divine power, turns you into a font of spiritual energy. With only a moment's focus, you can channel power to enhance your fighting talents.

Prerequisite: Ability to turn or rebuke undead, one Devoted Spirit stance.

Benefit: While in a Devoted Spirit stance, you can expend a turn or rebuke undead attempt as an immediate action to heal yourself a number of hit points equal to $3 +$ your Charisma modifier, if any (minimum 1 point).

TABLE 2-1. NEW FEATS.

1 A fighter can select this feat as one of his fighter bonus feats.

EVASIVE REFLEXES

When an opponent gives you an opening in combat, you know exactly what to do: slip away.

Prerequisite: Dex 13.

Benefit: When an opponent gives you a chance to make an attack of opportunity, you can instead immediately take a 5-foot step.

Special: Evasive Reflexes can be used in place of Combat Reflexes to qualify for a feat, prestige class, or other special ability. You can take both this feat and Combat Reflexes.

EXTRA GRANTED MANEUVER

You are especially devout or insightful, and you have more control over which of your martial maneuvers are currently granted than other crusaders.

Prerequisite: Crusader level 1st.

Benefit: You begin each encounter with one additional readied maneuver granted. This feat also applies when you determine a new set of granted maneuvers after recovering expended maneuvers. For example, if you are a 5th-level crusader, you normally begin an encounter or finish recovering expended maneuvers with two of your five readied maneuvers granted, and the remaining three maneuvers withheld. With this feat, three of your five readied maneuvers are granted, and only two are withheld. Naturally, this benefit provides you with a better array of maneuver options early in a battle.

Special: You can take this feat only once.

EXTRA READIED MANEUVER

You are an unusually perspicacious student of the Sublime Way, and you find it easy to keep a large number of maneuvers ready for use.

Prerequisite: Swordsage level 1st.

TABLE 2-1: NEW FEATS (CONT.)

| Divine Feat | Prerequisites | Benefit |
|----------------------------------|---|---|
| Divine Spirit | Ability to turn or rebuke undead, one Devoted Spirit stance | Instantly heal yourself while in a Devoted Spirit stance |
| Item Creation Feat | Prerequisites | Benefit |
| Scribe Martial Script | Crusader or swordsage level 1st | Create martial scripts |
| Psionic Feats | Prerequisites | Benefit |
| Instant Clarity | Concentration 7 ranks | Use swift action to gain psionic focus after initiating a successful martial strike |
| Psychic Renewal | — | Expend psionic focus and power points to recover a maneuver |
| Tactical Feats | Prerequisites | Benefit |
| Clarion Commander | See feat description | See feat description |
| Distant Horizon | See feat description | See feat description |
| Faith Unswerving | See feat description | See feat description |
| Gloom Razor | See feat description | See feat description |
| Perfect Clarity of Mind and Body | See feat description | See feat description |
| Reaping Talons | See feat description | See feat description |
| Scorching Sirocco | See feat description | See feat description |
| Shards of Granite | See feat description | See feat description |
| Stormguard Warrior | See feat description | See feat description |

Benefit: Increase the number of maneuvers you can ready for your swordsage levels by one. For example, a 5th-level swordsage can normally ready six maneuvers. With this feat, she can ready seven.

Special: You can take this feat only once.

FALLING SUN ATTACK

The discipline of the Setting Sun teaches you how to turn an opponent's strengths into weaknesses. You can identify precisely the correct spot on your opponent's body to deliver a stunning attack.

Prerequisite: Stunning Fist, one Setting Sun strike.

Benefit: You can declare any Setting Sun strike delivered with an unarmed strike to be a stunning attack. In addition, add 1 to the save DC of your Stunning Fist attacks and 1 to the save DC of your Setting Sun strikes. Using this feat expends a use of your stunning attack for the day.

INSTANT CLARITY [PSIONIC]

You have sharpened your concentration to the point that you can focus your psionic abilities with just an instant's thought.

Prerequisite: Concentration 7 ranks.

Benefit: You can take a swift action to become psionically focused after successfully initiating a martial strike. You can use this ability three times per day.

Normal: A character without this feat must take a full-round action to become psionically focused.

Special: Instant Clarity can be used in place of the Psionic Meditation feat (see *Expanded Psionics Handbook*) to qualify for a feat, prestige class, or other special ability. You can take both this feat and Psionic Meditation.

IRONHEART AURA

Your strength of spirit and martial training inspires those around you.

Prerequisite: One Iron Heart stance.

Benefit: While you are in any Iron Heart stance, adjacent allies gain a +2 morale bonus on saving throws.

MARTIAL STANCE

You have mastered the fundamentals of a martial discipline, and you are now able to master one of its stances.

Prerequisite: One martial maneuver.

Benefit: When you gain this feat, you can select any stance from a discipline in which you already know at least one maneuver. You must meet the normal prerequisite of the stance. Your martial adept level for using this maneuver is equal to your levels in martial adept classes (if any) + 1/2 your levels in other classes.

Special: You can choose this feat more than once. When you take this feat again, you gain knowledge of a new stance. You do not have to choose a stance from the same discipline you selected the first time, but you must know at least one martial maneuver from the discipline of the stance you choose.

Special: A fighter can select Martial Stance as a bonus feat.

MARTIAL STUDY

By studying the basics of a martial discipline, you learn to focus your ki and perfect the form needed to use a maneuver. As a result, you gain the use of a combat maneuver.

Benefit: When you gain this feat, you must choose a discipline of martial maneuvers, such as Desert Wind. The key skill for the chosen discipline becomes a class skill for all your classes (current and future).

Select any maneuver from the chosen discipline for which you meet the prerequisite. If you have martial adept levels, this maneuver becomes one of your maneuvers known. If you do not have martial adept levels, you can use this

maneuver once per encounter as a martial adept with an initiator level equal to 1/2 your character level. If you do not have martial adept levels when you take this feat, and you later gain a level in a class that grants maneuvers known, these new maneuvers can be used only once per encounter and have no recovery method. If you later gain levels in a martial adept class (crusader, swordsage, or warblade), you use the recovery method for maneuvers learned as a result of those class levels, but your previous maneuvers (gained through this feat or through prestige class levels) do not gain a recovery method.

A maneuver learned through this feat cannot be exchanged for a different maneuver if you are a crusader, swordsage, or warblade (see the class descriptions in Chapter 1 for details on swapping out maneuvers as you gain levels). Once you choose a maneuver with this feat, you cannot change it.

Special: You can take this feat up to three times. Each time you take it after the first, you gain one of two benefits. You can choose a new discipline, gaining one of its maneuvers and its key skill as a class skill, as described above. Alternatively, you can choose a maneuver from a discipline to which you have already gained access by means of this feat. In either case, you must meet the maneuver's prerequisite.

Special: A fighter can select Martial Study as a bonus feat.

PSYCHIC RENEWAL [PSIONIC]

Your mental strength and psionic abilities allow you to focus your mind on combat and use your most devastating maneuvers more frequently.

Benefit: As a swift action, you can recover any expended maneuver by expending your psionic focus and spending power points equal to the maneuver's level.

RAPID ASSAULT

Your fighting style emphasizes taking foes down with quick, powerful blows.

Prerequisite: Base attack bonus +1.

Benefit: In the first round of combat, your melee attacks do $1d6 + \text{Str}$ extra 1d6 points of damage.

SCRIBE MARTIAL SCRIPT [ITEM CREATION]

You know the secret of creating martial scripts—small slips of paper into which you infuse your own martial power and skill. The user of a script you have created gains the ability to use a maneuver you know.

Prerequisite: Crusader or swordsage level 1st.

Benefit: You can infuse the knowledge of any maneuver you know into a martial script (see Martial Scripts, page 147). The market price of a martial script is equal to the initiator level \times maneuver level \times 50 gp. You must spend 1/25 of this market price in XP and use materials costing 1/2 the market price. Scribing a martial script takes one day for each 1,000 gp of its market price.

Like a potion or scroll, a script can be used only once.

SHADOW BLADE

In the course of your training in the Shadow Hand discipline, you learn to use your natural agility and speed to augment your attacks with certain weapons.

Prerequisite: One Shadow Hand stance.

Benefit: While you are in a Shadow Hand stance and attack with one of the discipline's preferred weapons, you can add your Dexterity modifier as a bonus on melee damage for attacks made with the weapon.

Special: Shadow Blade can be used in place of Weapon Finesse to qualify for a feat, prestige class, or other special ability. If this substitution allows you to gain a benefit that normally applies to all finesse weapons (those described in the Weapon Finesse feat description), it instead applies only to the Shadow Hand discipline's preferred weapons.

SHADOW TRICKSTER

Your mastery of the Shadow Hand discipline lets you augment your illusion spells with the stuff of shadow.

Prerequisite: Caster level 1st, one Shadow Hand strike.

Benefit: While you are in a Shadow Hand stance, the save DC for any illusion spell you cast increases by 2.

You also gain a +2 bonus on damage rolls when making a sneak attack, a sudden strike (see the ninja class description, page 8 of *Complete Adventurer*), or when you flank your target.

SONG OF THE WHITE RAVEN

The White Raven discipline shows you how to rouse dedication and fervor within your allies' hearts. Such teachings can augment and improve your musical ability.

Prerequisite: Bardic music (inspire courage), one White Raven maneuver.

Benefit: While you are in any White Raven stance, you can activate your bardic music ability to inspire courage as a swift action. Your crusader and warblade levels stack with your bard levels to determine the bonus granted by your inspire courage ability.

SNAP KICK

You have continued to hone your unarmed combat skills, and you deal more damage with your unarmed strikes.

Prerequisite: Improved Unarmed Strike, base attack bonus +6.

Benefit: When you make a melee attack with one or more melee weapons (including a standard attack, full attack, or even a strike maneuver), you can make an additional attack at your highest attack bonus. This attack is an unarmed attack that deals damage equal to your base unarmed attack damage $+ 1/2$ your Str bonus. You take a -2 penalty on all attack rolls you make this round.

STONE POWER

The principles of the Stone Dragon discipline teach you how to gather and focus your raw, physical strength into an attack.

Prerequisite: Str 13, one Stone Dragon maneuver.

Benefit: When you use an attack action or a full attack action, or you initiate a Stone Dragon strike in melee

combat, you can take a penalty of as much as -5 on your attack rolls. This number cannot exceed your base attack bonus. You gain temporary hit points equal to twice the number that you subtract from your attack rolls (to a maximum of +10). These temporary hit points last until the beginning of your next turn.

Special: Stone Power can be used in place of Power Attack to qualify for a feat, prestige class, or other special ability. You can take both this feat and Power Attack.

SUDDEN RECOVERY

You can instantly recover your focus, balance, and personal energy after using a martial maneuver.

Prerequisite: One martial maneuver.

Benefit: Once per day as a swift action, you can instantly recover an expended maneuver. It is now ready again. If you are a crusader, the maneuver is also granted immediately.

SUPERIOR UNARMED STRIKE

Your unarmed strikes have become increasingly deadly, enabling you to strike your foes in their most vulnerable areas.

Prerequisite: Improved Unarmed Strike, base attack bonus +3.

Benefit: You deal more damage with your unarmed strikes, as shown on the table below.

| Character Level | Unarmed Damage |
|-----------------|----------------|
| 3rd | 1d4 |
| 4th–7th | 1d6 |
| 8th–11th | 1d8 |
| 12th–15th | 1d10 |
| 16th–20th | 2d6 |

Special: If you are a monk, you instead deal unarmed damage as a monk four levels higher.

TIGER BLOODED

The Tiger Claw discipline teaches students to mimic the rampant, feral qualities of a wild animal. When you assume an animal form, or at least descend into a wild, bestial state, you strike with superior strength and accuracy.



The blood of a predator runs through the veins of a Tiger Claw adept.

Prerequisite: Ability to rage, shift (such as the shifter ability from the EBERRON campaign setting or the bloodclaw master prestige class feature; see page 96), or wild shape; one Tiger Claw maneuver.

Benefit: While you are in a rage, shifted, or wild shaped into an animal form, you can attempt to knock back 5 feet a creature of your size category or smaller that you hit with a Tiger Claw strike unless it succeeds on a Fortitude save (DC $10 + 1/2$ your character level + your Str modifier). This movement does not provoke attacks of opportunity.

UNNERVING CALM

You know that the secret to defeating your enemies lies within the still center of your own mind. When your enemies meet your eyes, they see only calm and certain death awaiting them.

Prerequisite: Concentration 1 rank, one Diamond Mind strike.

Benefit: You can use your Concentration skill instead of your Intimidate skill when you engage in a duel of wills (see page 27). You gain a +4

bonus on skill checks made to resolve a duel of wills. If your enemy chooses to ignore your challenge, you gain a +2 morale bonus on attack rolls against that opponent for 1 round.

Normal: Resolving a duel of wills requires an Intimidate check. You gain a +1 morale bonus on attack rolls against an opponent who ignores your challenge.

VITAL RECOVERY

Preparing yourself to execute more of your maneuvers gives you the chance to catch a quick second wind and recover from damage you have sustained in the fight.

Prerequisite: Two martial maneuvers.

Benefit: When you recover one or more expended maneuvers, you heal 3 points of damage + 1 point per character level. You can gain this benefit only once per encounter.

WHITE RAVEN DEFENSE

The White Raven discipline has taught you to shine as a gleaming beacon of hope and endurance amid the chaos of battle. Not only do you aid your allies, but you also draw strength and support from them.

Illus. by K. Andriofszky

Prerequisite: One White Raven stance.

Benefit: When you are in a White Raven stance and adjacent to at least one ally, you gain a +1 bonus to AC. Furthermore, when you are wielding one of the White Raven discipline's preferred weapons, each ally adjacent to you gains a +1 bonus to AC. These bonuses don't apply when you're flat-footed.

TACTICAL FEATS

Feats with the tactical descriptor allow characters to perform a number of powerful maneuvers.

If you're playing a character who has a tactical it's your responsibility to keep track of the actions you're performing as you set up the ability that the feat enables you to perform. It's also a good idea to briefly mention to the DM that you're working toward performing a tactical ability.

Some of the tactical feats refer to the first round, second round, and so on. These terms refer to the timing of the ability, not the battle as a whole. For example, you don't have to use Combat Expertise in the first round of combat to begin a tactical ability that uses that feat. The round in which you use Combat Expertise to complete an ability is considered the first round of the ability's use.

CLARION COMMANDER

On the battlefield, you are a natural leader. You issue orders and coordinate your allies, but you also learn to take advantage of their actions and maximize the fruits of teamwork. When you attack a foe with your allies, the combined result of your efforts can be devastating.

Prerequisite: White Raven Defense, base attack bonus +6, two White Raven maneuvers.

Benefit: The Clarion Commander feat enables the use of three tactical options.

Following Up: To use this option, you must make a successful DC 20 Diplomacy check as a move action after hitting your target with a melee attack. If you hit that target again on your next turn, the target provokes an attack of opportunity from an ally of your choice (assuming at least one is in position to make such an attack).

Perpetual Flank: To use this option, you make a DC 20 Intimidate check against an opponent as a standard action. If this check succeeds and you make a successful melee attack against the same foe on your next turn, you and your allies

can treat that enemy as flanked for 1 minute.

Pile On: To use this option, you must use the aid another action (PH 154) to grant an ally a bonus on his next attack roll against an opponent both of you threaten. If your ally attacks and hits that enemy, you can make an immediate attack of opportunity against that target. You gain this benefit if your ally hits the foe before the start of your next turn. You gain the attack of opportunity only on the first successful attack.

opponent's weaknesses in the current moment, as well as in the future. A blow struck now ruins an opponent's defenses against your next volley of attacks.

Prerequisite: Int 13, Falling Sun Attack, base attack bonus +6, two Setting Sun maneuvers.

Benefit: The Distant Horizon feat enables the use of three tactical options.

Continued Push: To use this option, you must move an opponent at least 5 feet with a bull rush attack or a Setting Sun strike. On your next turn, you gain a +4 bonus on any Strength, Dexterity, or grapple checks you make against that foe.

Turn the Tables: To use this option, a foe must charge you and either miss you with his charge attack or be unable to attempt the attack (perhaps because of your use of a maneuver). On your next turn, you can make a charge attack against that foe even if you cannot move more than 5 feet. You can also make a charge attack against that enemy even if you cannot charge in a straight line.

Lasting Weak Spot: To use this option, you must hit a foe that you flank with at least two melee attacks on your turn. On your next turn, as a standard action, you can make a single melee attack against your foe with a -2 penalty. If this attack hits, your foe takes an extra 1 point of damage from every melee attack that hits him for the next minute.

FAITH UNSWERVING

The initiate of the Devoted Spirit knows that his faith and devotion to a cause are enough to carry him through almost anything. This tactical feat allows you to draw on this reservoir of energy. As your foes injure you, you become a more daunting foe.

Prerequisite: Devoted Bulwark, base attack bonus +6, two Devoted Spirit maneuvers.

Benefit: The Faith Unswerving feat enables the use of three tactical options.

Keep Up the Pressure: To use this option, you must make a charge attack against a foe. If you hit, at any time before the start of your next turn you can take an immediate action to move up to your speed immediately after that foe moves, as long as you end your movement adjacent to that target.

Take One for the Team: To use this option, you must hit an opponent with a melee attack. At any time before the start of your next turn, you can take an immediate action to block a

melee attack made by that opponent if he targets one of your allies. You must be adjacent to the ally to use this ability, and you must decide to use this ability before you know the result of the enemy's attack roll. If the attack hits your ally, roll 1d20 and add your AC to the result. If the result of this roll is greater than the opponent's attack result, he hits you instead, even if the attack roll's result wouldn't normally be high enough to hit you.

One Last Strike: To use this option, you must be the subject of an attack, spell, or ability that reduces you to 0 or fewer hit points. As an immediate action, you can move up to 5 feet and make a single melee attack with a +5 bonus on the attack roll. You gain a bonus on your damage roll equal to your character level. This attack is considered a strenuous

DISTANT HORIZON

An initiate of the Setting Sun sometimes learns a set of combat maneuvers that combine to create the Distant Horizon fighting form. This form teaches you how to recognize an

action. Regardless of the result of your attack, you still take the damage from the attack that triggered this ability. You complete this immediate action before dropping to 0 or fewer hit points.

GLOOM RAZOR

The teachings of the Shadow Hand discipline allow you to confuse your enemies. Your attacks and parries are infused with the stuff of shadow. Through careful training and discipline, you learn to use your ki to inhibit a foe's fighting ability with your shadowy nature.

Prerequisite: Hide 9 ranks, Shadow Blade, base attack bonus +6, two Shadow Hand maneuvers.

Benefit: The Gloom Razor feat enables the use of three tactical options.

Lingering Gloom: To use this option, your opponent must miss you due to concealment. On your next turn, you can make a Hide check opposed by your foe's Spot check as a swift action. If this check succeeds, you gain the benefit of an invisibility spell against that foe until the end of your turn.

Moving Shadows: To use this option, you must deal damage to an enemy with a melee attack and move at least 10 feet during your turn. On your next turn, you can treat that enemy as flat-footed against the first melee attack you make in that round.

Shadow Slip: To use this option, you must make a successful melee attack against an opponent you flank. On your next turn, you can make a DC 20 Tumble check if you are adjacent to your foe. If this check succeeds, as a free action you can move to any square adjacent to your opponent without provoking attacks of opportunity from any opponent.

PERFECT CLARITY OF MIND AND BODY

Your mastery of the Diamond Mind discipline allows you to tap into reserves of spiritual and physical strength that other warriors cannot imagine using. Through focus, dedication, and a heightened awareness of your inner talents, you push yourself beyond your limits.

Prerequisite: Unnerving Calm, base attack bonus +6, two Diamond Mind maneuvers.

Benefit: The Perfect Clarity of Mind and Body feat enables the use of three tactical options.

Coiled Spring: To use this option, you must use the total defense action and move no more than 5 feet on your turn. On your next turn, you gain a +30-foot bonus to your land speed and a +2 bonus to AC as you burst across the battlefield. You can make a single attack after moving in this round, if you don't move more than double your modified speed.

Expert Mind: To use this option, you must first defeat an enemy in a duel of wills (see page 27). On your next turn, you gain a +4 morale bonus on any roll you make to disarm, feint, or trip that enemy.

Press the Advantage: To use this option, you must damage, disarm, or trip an opponent. On your next turn, you can make a DC 20 Intimidate check against your opponent as a free action. If this check succeeds, your foe takes a -2 penalty on attack rolls for 1 round.

REAPING TALONS

When fighting with the Tiger Claw discipline's preferred weapons, you can use a variety of combat options that maximize the benefits of wielding two weapons.

Prerequisite: Two-Weapon Fighting, base attack bonus +6, two Tiger Claw maneuvers.

Benefit: The Reaping Talons feat enables the use of three tactical options.

Focused Assault: To use this option, you must fight defensively, use the total defense action, or use the Combat Expertise feat to gain a +3 bonus to AC in return for a -3 penalty on attack rolls. You must also wield any two preferred weapons of the Tiger Claw discipline and move no more than 5 feet. Keep track of each opponent that attacks you after you take that action. On your next turn, as a full-round action, you can make a single melee attack against each of the opponents that attacked you on the previous round at your highest attack bonus. You must still threaten the enemies you attack with this option.

Cornered Predator: To use this option, you must hit your foe with two attacks that each use one of the one-handed or light preferred weapons of the Tiger Claw discipline (kukri, kama, handaxe, unarmed strike, or claw). On your next turn, you gain a +2 bonus on attack rolls against this foe for each opponent that threatens you.

Talon Shield: To use this option, you must hit the your foe with two attacks that each use one of the preferred one-handed or light weapons of the Tiger Claw discipline (kukri, kama, handaxe, unarmed strike, or claw). On your next turn, if you fight defensively or use the total defense action, you gain a +2 shield bonus to AC against that foe (in addition to the normal AC bonus granted by that action).

SCORCHING SIROCCO

As a student of the Desert Wind, the burning fury of the desert sirocco is at your command. In battle, you call upon its power to burn your enemy and lend you speed.

Prerequisite: Desert Wind Dodge, base attack bonus +6, two Desert Wind maneuvers.

Benefit: The Scorching Sirocco feat enables the use of three tactical options.

Fan the Flames: To use this option, you must deal fire damage to a foe. On your next turn, you can attempt a DC 20 Tumble check as a move action. You must be adjacent to the target to use this ability. If you succeed, your opponent catches fire (DMG 303).

Mark of Fire: To use this option, you must deal fire damage to a foe with a Desert Wind strike. On your next turn, you must deal fire damage to that foe again and make a DC 20 Spellcraft check. If you succeed, the flames spread across your target, granting your allies a +2 bonus on attack rolls against her for 1 round.

Dance of Flames: To use this option, you must move at least 10 feet and initiate a Desert Wind stance. On your next turn, you gain a +2 bonus on Tumble checks. If you succeed on a Tumble check to avoid an attack of opportunity, the opponent whose attack you avoided takes 1d6 points of fire damage as mystical flames twirl around you.

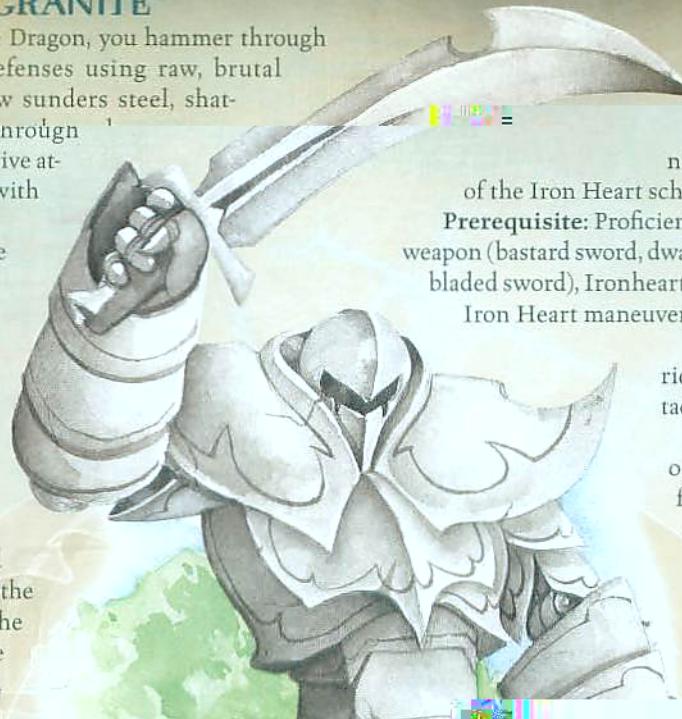
SHARDS OF GRANITE

Like the great Stone Dragon, you hammer through your opponents' defenses using raw, brutal strength. Each blow sunders steel, shatters bone, and cleaves through flesh. With each successive attack you make, you hit with greater force.

Prerequisite: Stone Power, base attack bonus +6, two Stone Dragon maneuvers.

Benefit: The Shards of Granite feat enables the use of three tactical options.

Battering Smash: To use this option, you must make a successful melee attack using one of the preferred weapons of the Stone Dragon discipline (greatsword, greataxe, heavy mace, or unarmed



STORMGUARD WARRIOR

The Stormguard Warrior feat encompasses a number of the more advanced tactics and techniques you would use as a student of the Iron Heart school.

Prerequisite: Proficiency with an Iron Heart preferred weapon (bastard sword, dwarven waraxe, longsword, or two-bladed sword), Ironheart Aura, base attack bonus +6, two Iron Heart maneuvers.

Benefit: The Stormguard Warrior feat enables the use of three tactical options.

Channel the Storm: To use this option, you must choose to refrain from making one or more available attacks of opportunity against a single opponent.

On your next turn, you gain a +4 bonus on attack rolls and damage rolls for each attack that you refrained from

El ADE mÁgico

the Sublime Way believes that mastering a weapon requires self-discipline and spiritual austerity in addition to learning the correct physical postures and movements.

in combat that allows you to recover one or more expended maneuvers. The type of action necessary depends on what type of martial adept you are; see Chapter 1 for details on each class's maneuver recovery mechanism. As a result, you can normally use each of your readied maneuvers once per encounter, but sometimes you can recover one or more maneuvers you used earlier in the encounter and use them

readied. In this case, use the class's number of maneuvers readied. Add any modifiers from prestige classes to the class's number of maneuvers readied.

To ready maneuvers, you require a brief period of practice, exercise, meditation, or prayer. The exact nature of the exercise or meditation depends on your martial adept class, but each class requires 5 minutes of preparation time.

CONCENTRATION

Unlike with spells or psionic powers, you need not concentrate to initiate a maneuver or stance. Furthermore, if you are injured or affected by hostile spells, powers, or maneuvers while initiating a maneuver or assuming a stance, you don't lose the maneuver or stance.

Enemy interference might make certain maneuvers impossible to complete. For example, if an enemy who readied an action to trip you when you started your turn knocks you prone, you would not be able to use a maneuver that required you to charge. Sir 

the highest-level maneuvers you can take. You still have to meet a maneuver's prerequisite to learn it.

For example, a 7th-level crusader/5th-level swordsage has an initiator level of 9th for determining the highest-level maneuvers he can take as a crusader. As a result, he can take 5th-level crusader maneuvers. As a swordsage, his initiator level is 8th, allowing him to take 4th-level swordsage maneuvers.

This process applies to all of a character's levels, whether they are in martial adept classes or other classes.

INITIATOR LEVEL

Initiator level is the level at which you first learned a maneuver or stance.

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DISMOUNTING A MANEUVER OR STANCE

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the radiant charge maneuver is 1 full-round action. Thus, as part of your full-round action, you bring about the effect in the maneuver description. In this case, the maneuver allows you to make a charge attack with a number of additional benefits.

RECOVERING EXPENDED MANEUVERS

You begin each encounter with all your readied maneuvers unexpended. When you initiate a maneuver, it is expended—you cannot use it again until you recover it. You can recover expended maneuvers in two ways: through special actions or at the end of an encounter. You never expend a stance.

Special Action: Most martial adepts can refresh some or all of their expended maneuvers in the course of a battle by taking a special action to do so. The type of special action required depends on a martial adept's class (or feat) selection, as summarized below.

Crusader: A crusader recovers expended maneuvers whenever no more withheld maneuvers can be granted to him the round in which his last withheld maneuver is granted (doesn't count).

Swordsage: A swordsage can recover one expended maneuver of his choice as a full round action.

Warblade: A warblade can recover all of his expended maneuvers as a swift action, followed by making a melee attack or using a standard action to do nothing else in the round. If he initiates a maneuver or changes his stance during a round, he can't recover his expended maneuvers.

Multiclass Martial Adept: A character with two or more martial adept classes keeps track of his readied maneuvers, expended maneuvers, and recovery of expended maneuvers separately for each class.

Character with the Martial Study feat: A character who knows one or more martial maneuvers through the Martial Study feat but does not otherwise have a level in a martial adept class cannot recover expended maneuvers through any sort of special action. He can only recover expended maneuvers at the end of an encounter (see below).

End of the Encounter: When an encounter ends, a martial adept automatically recovers all expended maneuvers. Even a few moments out of combat is sufficient to refresh all maneuvers expended in the previous battle. In the case of a long, drawn-out series of fights, or if an adept is out of combat entirely, assume that if a character makes no attacks of any kind, initiates no new maneuvers, and is not targeted by any enemy attacks for 1 full minute, he can recover all expended maneuvers. If a character can't avoid attacking or being attacked for 1 minute, he can't automatically recover his maneuvers and must use special actions to do so instead.

MARTIAL POWERS AND MAGIC

In general, martial maneuvers and stances that create supernatural effects are transparent to magic or psionics. However, martial maneuvers rarely interact with spells or powers. Once a maneuver is initiated, the effect lasts only for your turn

unless otherwise noted, giving an opponent little opportunity to counter it.

Extraordinary or Supernatural Abilities: Martial maneuvers and stances are never spells or spell-like abilities. Unless the description of the specific maneuver or stance says otherwise, treat it as an extraordinary ability. Thus, these abilities work just fine in an antimagic field or a dead magic zone. A maneuver or stance can't be dispelled or counterspelled, and initiating one does not provoke attacks of opportunity.

If a maneuver is overtly magical or otherwise uses a supernatural power source, it is noted as a supernatural ability in its description. In this case, the maneuver obeys all the standard rules for supernatural abilities.

Detecting Martial Maneuvers: Most maneuvers don't create persistent or long-lasting effects, and the results are obvious to any observer. However, identifying a specific maneuver, stance, or discipline requires the Martial Lore skill (see page 28).

Multiple Effects: Martial maneuvers and stances usually work as described in Chapter 4, no matter how many other powers, spells, or magical effects happen to be operating in the same area or on the same subject. Whenever a maneuver or stance has a specific effect on other maneuvers, powers, or spells, its description explains the effect. Most martial adepts can use only one stance at a time, but some high-level adepts might be able to use two stances at once.

Stacking Effects: Maneuvers or stances that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes do not stack with each other unless specifically noted within their descriptions.

MANEUVER AND STANCE DESCRIPTIONS

The various martial maneuvers available to practitioners of the Sublime Way are described in Chapter 4: Maneuvers and Stances. The description of each power follows a standard format, which is explained below.

NAME

This entry is the name by which the maneuver is generally known. However, it's fairly common for various schools or traditions of the Sublime Way to bestow their own names on maneuvers. For example, the swooping dragon strike maneuver might be known as the dragon's pounce, the gentle reminder, or something as esoteric as Liam falling down the mountain.

MARTIAL DISCIPLINE

Each maneuver belongs to one of nine martial disciplines. The maneuvers in a discipline are loosely linked by common effects, philosophies, or functions. The second line of a maneuver or stance description provides the name of the relevant discipline, along with its type (see below).

Just like maneuver names, the names of martial disciplines vary widely from one locale to another. In fact, the term discipline is not universally used. Disciplines might be known as schools, traditions, philosophies, regimens, teachings, paths,

or styles. For example, the Desert Wind discipline might be known in some areas as the Green Naga style or the Wakeful Dreamer philosophy.

Each discipline is tied to a skill that might be used in the execution of some of its maneuvers. In addition, various weapons lend themselves to the philosophy or maneuvers of different disciplines.

The nine disciplines include the following.

DESERT WIND

Speed and mobility are the hallmarks of the Desert Wind discipline. Desert Wind maneuvers often involve blinding flurries of blows, quick charges, and agile footwork. Some maneuvers from this school, however, draw power from the supernatural essence of the desert and allow an adept practitioner to scour his foes with fire.

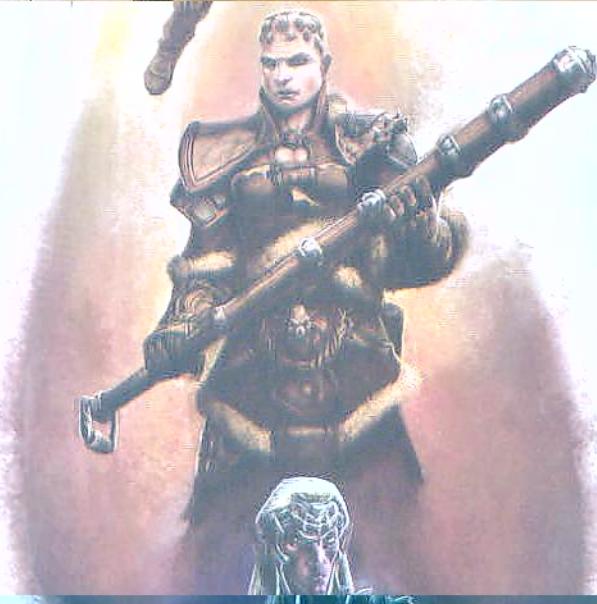
The key skill for Desert Wind maneuvers is Tumble. Weapons associated with Desert Wind include the scimitar, light mace, light pick, falchion, and spear.



DEVOTED SPIRIT

Faith, piety, and purity of body and mind are the wellsprings of a warrior's true power. Devoted Spirit maneuvers harness a practitioner's spiritual strength and her zealous devotion to a cause. This discipline includes energies baneful to a creature opposed to the Devoted Spirit student's cause, abilities that can keep an adept fighting long after a more mundane warrior would fall to his enemies, and strikes infused with vengeful, fanatical power.

Intimidate is the key skill for Devoted Spirit. Devoted Spirit associated weapons include the falchion, greatclub, longsword, and maul.



DIAMOND MIND

True quickness lies in the mind, not the body. A student of the Diamond Mind discipline seeks to break his perceptions and discipline his thoughts so that he can act in slivers of time so narrow that others cannot even perceive them. A corollary of this speed of thought and action is the concept of the mind as the battleground. An enemy defeated in his mind must inevitably be defeated in the realm of the physical as well.

Concentration is the key skill for Diamond Mind. The rapier, shortspear, bastard sword (katana), and trident are the associated weapons for Diamond Mind.



IRON HEART

Absolute mastery of the sword is the goal of the Iron Heart discipline. Through unending practice and study, the Iron Heart adept achieves superhuman skill with her weapons. Iron Heart maneuvers are demonstrations of uncanny martial skill—weaving patterns of steel that dizzy, confuse, and ultimately kill with no recourse.

The key skill for Iron Heart is Balance, since a perfect understanding of motion is essential.

SETTING SUN

Strength is an illusion. Adherents of the Setting Sun philosophy understand that no warrior can hope to be stronger, quicker, and more skillful than every one of her enemies. Therefore, this discipline includes maneuvers that use an adversary's power and speed against him. Setting Sun maneuvers include throws and imitative strikes. The highest forms of the Setting Sun require an adept to empty herself of preconception and impulse to become a hollow vessel unhindered by want.

Sense Motive is the key skill for the Setting Sun discipline. The associated weapons for Setting Sun are the short sword, quarterstaff, nunchaku, and unarmed strike.

SHADOW HAND

Never show an adversary what he expects to see. The Shadow Hand discipline emphasizes deception, misdirection, and surprise. The most effective blow is one struck against an enemy who does not even know he is in danger. Because the study of deceit as a philosophy often leads into darker practices, some Shadow Hand maneuvers employ the supernatural cold and darkness of pure shadow.

The key skill for the Shadow Hand discipline is Hide. Shadow Hand associated weapons include the dagger, short sword, sai, siangham, unarmed strike, and spiked chain.

STONE DRAGON

The strength and endurance of the mountains epitomize the Stone Dragon discipline. The methodical and relentless application of force allows a student of this philosophy to defeat any foe. Strikes of superhuman power and manifestations of perfect, idealized force make up the Stone Dragon maneuvers.

Balance is the key skill for the Stone Dragon discipline. The associated weapons for Stone Dragon are greatsword, greataxe, heavy mace, and unarmed strike.

TIGER CLAW

Consciousness is the enemy of instinct. The Tiger Claw discipline teaches that martial superiority can be achieved by discarding the veneer of civilization, along with the higher thoughts that fetter a warrior's actions. Tiger Claw maneuvers emulate the strikes, leaps, and pounces of animals. When infused with *ki* power, some Tiger Claw maneuvers also allow a martial adept to take on animalistic characteristics, speed, and bloodlust.

Tiger Claw emphasizes strength and speed, so Jump is the key skill for this discipline. The kukri, kama, claw, handaxe, greataxe, and unarmed strike are the associated weapons for Tiger Claw.

WHITE RAVEN

No warrior fights in isolation. Cooperation, teamwork, and leadership can give two warriors the strength of five, and five warriors the strength of twenty. The student of the White Raven masters maneuvers that combine the strengths of two or more allies against a common foe. Shouts and battlecries infused with *ki* are the signature maneuvers of the White Raven discipline.

Diplomacy is the key skill for White Raven. This discipline's associated weapons are the longsword, battleaxe, warhammer, greatsword, and halberd.

(TYPE)

Most martial powers fall into one of four categories: boost, counter, stance, or strike. Some maneuvers don't fall into any of these categories, but these are exceptions to the rule. The maneuver categories below refer to swift and immediate actions, a concept presented in earlier books such as *Expanded Psionics Handbook* and *Complete Adventurer*. If you are unfamiliar with them, see the Initiation Action section below.

Boost: This category covers maneuvers that allow a warrior to focus himself, summon his *ki* energy or other source of power, and unleash it through his melee attacks. A crusader who draws a deep breath, shouts an invocation to his god or cause, and then unleashes a mighty attack is using a boost.

A boost is a maneuver that grants a bonus, often on attack rolls or damage rolls, for the duration of your turn. A boost always requires a swift action, usually allowing you to initiate it before unleashing a standard action or a full attack. Some boosts impart additional effects, such as stun or fatigue, to your attacks, and others provide some additional effect on an enemy you have just successfully struck in battle. If a boost affects your attacks, it applies to all of your attacks for the round in which it was initiated, but its effect ends at the end of your turn. A boost's effect applies for its duration, no matter which weapon you might wield in that round. Even if you switch weapons in the middle of your turn, the effect of the boost applies to your new weapon as readily as the previous weapon. Each maneuver's description gives you the details of each boost's effect.

A boost doesn't have to modify a melee attack. It could provide a bonus on a skill check, to your speed, and so on, but such maneuvers are relatively rare.

Counter: A counter is a fast, usually defensive maneuver that you use to foil your opponent's actions. A swordsmen who dodges to just beyond a rampaging minotaur's reach is using a counter.

The Setting Sun school features many counters, because it focuses on teaching students to turn an opponent's strength against him. Counters are immediate actions that you attempt during a foe's turn. Usually, your opponent must make a specific action, such as an attack against you, for you to use a counter.

Strike: A strike is a maneuver that allows a special attack. A warblade who delivers a single blow that slays an ogre is using a strike. A strike imparts some advantage or bonus over a standard attack, such as extra damage, an additional effect such as blinding a foe, and so forth.

Strikes almost always require a standard or full-round action to complete. Most of them involve a melee attack as part of completing the maneuver. If the attack hits, your opponent typically takes normal melee damage, as well as suffering the effect of the strike. When making a strike,

you use your base attack bonus, all attack and damage modifiers, weapon damage, and so forth, as normal. You can make a critical hit with a strike, and in a few cases, a critical hit grants you additional benefits. You do not multiply extra damage from a strike with a successful critical hit. You treat it just as you would extra damage from another special ability, such as sneak attack.

Because strikes allow for a specific form of attack, you cannot benefit from spells or effects that grant you extra attacks when making a strike (such as the *haste* spell or a speed weapon). You are not taking a full attack action when you initiate a strike, even if its initiation action is 1 full-round action. In addition, you cannot combine special attacks such as *sunder* or *bull rush* with strikes, even if you have feats that make such special attacks more potent. However, some strikes allow you to make special attacks as part of their initiation; see the specific maneuver descriptions in Chapter 4 for details.

Stance: A stance is not a maneuver, but a specific fighting method that you maintain from round to round. So long as you maintain a stance, you gain some benefit from it. A swordsage initiate of the Shadow Hand school who creates a concealing shroud of shadow energy while he moves is using a stance.

You can initiate a stance as a swift action. When you enter a stance, you immediately gain its benefit. You continue to gain the benefit of a typical stance as long as you remain in it. Some stances give you a benefit only when you meet certain conditions. For example, a stance might grant a bonus when you move, when you remain in the same spot, or if you attack a stunned or flat-footed opponent.

You can use a single swift action to end one stance and begin another or even change to

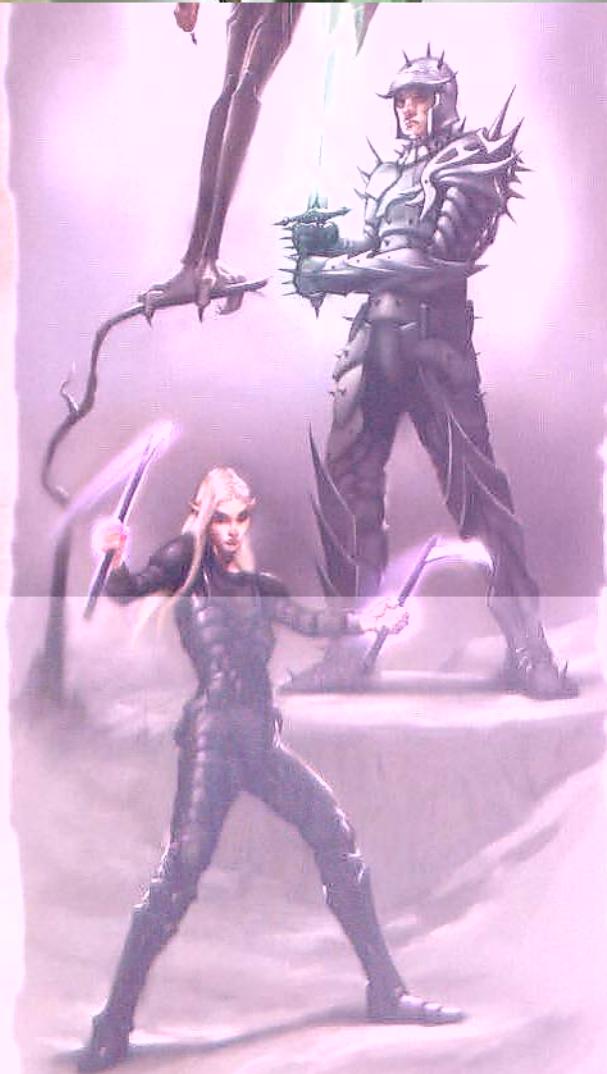
simply end your current stance without entering a different one. You continue to gain a stance's benefits until you switch to a new stance or end your current one. At the start of your turn, you might be in a stance that grants you a bonus on attack rolls. You could make your attacks—gaining the stance's bonus—then use a swift action to switch to a stance that gives you a bonus to AC.

Your stance ends if you are rendered helpless for any reason. If you later recover, you must use another swift action to initiate your stance once again.

Stances are considered maneuvers for the purpose of fulfilling prerequisites for learning higher-level maneuvers, or qualifying for prestige classes or feats. For example, if a Stone Dragon maneuver requires you to know one Stone Dragon maneuver, and you know the stonefoot stance (a 1st-level Stone Dragon stance), you qualify to take the higher-level maneuver.



Masters of the Iron Heart, Setting Sun, and Shadow Hand



[descriptor]

Some maneuvers have descriptors that further define them. These descriptors appear on the same line as the discipline of the maneuver.

The descriptors that can apply to maneuvers are cold, electricity, evil, fear, fire, force, good, mind-affecting, teleport, and sonic. Most of these descriptors have no game effect by themselves, but they govern how a maneuver interacts with other maneuvers, powers, spells, or abilities.

LEVEL

This entry gives the martial adept class or classes that have access to this maneuver: crusader, swordsage, or warblade. The line also gives the maneuver's level within that class.

You can learn any maneuver you like by choosing the Martial Study feat, regardless of class. However, you must still meet the prerequisite of the maneuver.

PREREQUISITE

In addition to meeting the class and level requirements before you can learn a maneuver, you must meet a certain set of requirements to be able to choose that maneuver as one you know. Stances are considered maneuvers for the purpose of meeting a prerequisite to learn a new maneuver.

You can't learn a maneuver unless you gain a level in a martial adept class, a level in a prestige class that grants maneuvers known, or you take the Martial Study feat.

Maneuvers Known: Some of the more powerful maneuvers require you to learn one or more other maneuvers in the same discipline before they can be selected.

INITIATION ACTION

This entry describes the type of action you must expend to activate a martial maneuver. In some cases, you initiate a maneuver, and its effect lasts for the rest of your turn (or beyond). In other cases, maneuvers last only as long as the action required to initiate them (1 swift action, 1 immediate action, 1 move action, 1 standard action, or 1 full-round action).

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action.

Casting a quickened spell or manifesting a quickened power is a swift action, so you can't initiate a maneuver with an initiation action of 1 swift action in the same round that you cast a quickened spell or use a quickened power.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort than a free action. However, unlike a swift action, an immediate action can be

swift action, and counts as your swift action for the turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn).

You cannot use an immediate action if you are currently flat-footed.

RANGE

A maneuver's range indicates how far from you it can reach. Many maneuvers are treated as Personal-range effects, because you initiate the maneuver to give yourself a special bonus or capability for the round.

Standard ranges include—but are not limited to—the following:

Personal: The maneuver affects only you (but might give you an unusual power or ability that affects others for the rest of your turn).

Touch: You must touch a creature or object to affect it. A touch maneuver that deals damage can score a critical hit just as a weapon can, although you do not multiply the extra damage from a maneuver on a successful critical hit.

Melee Attack: The maneuver affects any creature you make a successful melee attack against.

Adjacent: The maneuver affects creatures within 1 square of you. Sometimes you only affect adjacent creatures at the beginning of your turn or at the end of your turn, but other maneuvers might affect any creature you move adjacent to during the course of your turn. See the specific maneuver descriptions for details.

Range Expressed in Feet: Some maneuvers have no standard range category; just a range expressed in feet.

TARGETING A MANEUVER

You might have to make some choice about whom your maneuver is to affect or where it will originate. This entry describes the maneuver's target or targets, its effect, or its area, as appropriate.

Target or Targets: Most maneuvers affect a specific creature or object (or more than one creature or object) that you designate as your target or targets. You must be able to see or touch the target, and you must specifically choose that target.

Some maneuvers can be initiated only on willing targets. You can declare yourself a willing target at any time (even if you're flat-footed or it isn't your turn). Unconscious characters are always considered willing, but a character who is conscious but immobilized or helpless is not automatically willing.

Some maneuvers target you (but they might confer an unusual ability to affect other creatures for the rest of your turn). If the target of a maneuver is "You," you do not receive a saving throw—you receive the benefit of the maneuver automatically as long as you meet any other requirements for initiating it successfully.

Other maneuvers affect a creature or creatures that you successfully hit with a melee attack, and some affect a creature you successfully hit with a melee or ranged touch attack.

Area: Some maneuvers can affect an area. You might be able to choose the point where the maneuver's effect originates, but otherwise you usually don't control which creatures or objects an area maneuver affects.

Burst: A burst affects whatever it catches in its area, including creatures you can't see. It can't affect creatures that have total cover from its point of origin. The default shape for a burst is a sphere.

Emanation: An emanation functions like a burst, except that the effect continues to radiate from the point of origin (often you) for the duration of the maneuver.

Spread: A spread effect spreads out like a burst, but can turn corners. You select the point of origin, and the effect spreads out a given distance in all directions.

Effect: Some maneuvers create something rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear.

Line of Effect: Maneuvers that affect a target other than you require line of effect. A line of effect is a straight, unblocked path that indicates what an effect can affect. A solid barrier cancels a line of effect, but line of effect is not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you initiate a maneuver against, or to any space in which you wish to create an effect at range (if your maneuver allows that). A burst or emanation affects only an area, creature, or objects to which it has a line of effect from its origin.

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a maneuver's line of effect.

DURATION

A maneuver's duration tells you how long its effect lasts.

End of Turn: The maneuver's effect lasts until the end of your turn, then ceases to function.

Instantaneous: The effect of the maneuver comes and goes the instant the maneuver is initiated, though the consequences might be long-lasting. For example, the moment of alacrity boost takes only a swift action to initiate, but it improves your initiative count for the duration of the combat.

One-Round Durations: Some durations are measured as 1 round. You gain the capability to perform whatever special effect or attack the maneuver permits on your turn. Immediately before your action in the round after you initiated the maneuver, its effect comes to an end.

Stance: This duration indicates that the ability is a stance, and therefore ends only when you will it to end, when you become helpless, or when you fulfill a specific condition described in the stance's description.

Timed Durations: Many maneuvers last some number of rounds or minutes. When the time is up, the energy sustaining the effect fades, and the maneuver's effect ends.

No Duration: The effect of a maneuver without a duration lasts only as long as it takes you to initiate the maneuver. Some maneuvers "last" less than a full round. Such is often the case for maneuvers that deal extra damage on top of your normal

melee damage. For example, a strike with an initiation action of 1 standard action would effectively have a duration of 1 standard action; the effect of the strike is tied to the action of making the attack. When this is the case, no duration entry is given.

SAVING THROW

Sometimes, a maneuver with a special effect or supernatural augmentation that targets an enemy allows the creature or object to make a saving throw to avoid some or all of the effect. The saving throw line in a maneuver description defines which type of saving throw a maneuver allows.

Negates: The maneuver has no additional effect on a subject that makes a successful saving throw.

Partial: The maneuver causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

Half: The maneuver deals damage, and a successful saving throw halves the damage taken (round down).

None: In a case where no saving throw is allowed, the

meditate, or pray. Martial adepts do not have to ready their stances; all stances known are available at all times.

ADDING MANEUVERS AND STANCES

Martial adepts usually learn new maneuvers and stances when they attain a new level. Not every discipline is available to every character.

Maneuvers and Stances Gained at a New Level: Martial adepts train, meditate, and practice between adventures and while resting. When a martial adept learns a new maneuver or stance because she gained a level, you can assume that this new knowledge represents the effects of practice and study over the course of days, weeks, or even months.

Independent Study: A martial adept can attempt to devise a new maneuver or stance independently, adding to an existing discipline. A DM decides if it's possible for a character to develop a new maneuver.

If a DM permits the creation of a new maneuver, observe the following guidelines.

First, the martial adept requires a safe place to meditate and practice. This can be a



MANEATERS AND STANCES

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ou're not the first to wonder what the difference is between a man-eater and a stancer. Both are big, strong, and have a taste for flesh, but they're not the same thing. A man-eater is a creature that has learned to hunt and kill humans for food. It's a natural instinct for them to do this, and they don't need to be taught. A stancer, on the other hand, is a creature that has been trained to hunt and kill humans. They are not born with this instinct, but it can be learned through repetition and practice.

The first step in becoming a stancer is to learn how to hunt.

It's important to understand that hunting is not just about catching prey. It's also about understanding the environment and the behavior of your prey. You need to know where your prey goes at different times of the day, what they eat, and how they react to different situations. This knowledge will help you to predict where your prey will be and when they will be most vulnerable.

Once you've learned how to hunt, the next step is to learn how to kill. This is where things get a bit more difficult. Man-eaters are naturally equipped with sharp claws and teeth, which makes killing easier. Stancers, on the other hand, don't have these natural weapons. Instead, they must rely on their strength and agility to overpower their prey. This requires a lot of practice and repetition, as well as a good understanding of the mechanics of combat.

Finally, once you've learned how to hunt and kill, the last step is to learn how to survive. This is where things get really difficult. Man-eaters are naturally equipped with sharp claws and teeth, which makes surviving easier. Stancers, on the other hand, don't have these natural weapons. Instead, they must rely on their strength and agility to overpower their prey. This requires a lot of practice and repetition, as well as a good understanding of the mechanics of combat.

If you're interested in learning more about man-eaters and

| | |
|-------|--|
| Tiger | Claw at the Moon: Strike—Make Jump check, deal +2d6 damage. |
| | Rabid Wolf Strike: Strike—+4 bonus on attack, deal +2d6 damage, -4 AC for 1 round. |
| White | Battle Leader's Charge: Strike—No attacks of opportunity while charging, deal +10 damage. |
| | Tactical Strike: Strike—Deal +2d6 damage, adjacent allies move 5 feet. |

3RD LEVEL

| | |
|--------|--|
| Desert | <p>Death Mark: Strike—Enemy takes extra fire damage and explodes in a fiery spread.</p> <p>Fan the Flames: Strike—Ranged touch attack deals 6d6 fire damage.</p> <p>Holocaust Cloak: Stance—Attackers take 5 fire damage.</p> <p>Zephyr Dive</p> |
|--------|--|

Zephyr D₂

Stone Dragon's Fury: Strike—Deal +4d6 damage against objects, constructs.

Flesh Ripper: Strike—Foe's attacks and AC have -4 penalty.

Leaping Dragon Stance: Stance—+10 on Jump checks, always considered running for jumps.

Soaring Raptor Strike: Strike—Attack larger foe from above with +4 bonus, deal +6d6 damage.

Wolverine Stance: Stance—Use any weapons while grappled.

Lion's Roar: Boost—Defeat enemy, allies deal +5 damage.

Tactics of the Wolf: Stance—You and allies deal +1 damage/2 initiator levels against flanked target.

White Raven Tactics: Boost—Ally's initiative changes, he can act again.

more conservative than the other two.
However, it is not clear if we can conclude
whether there is a difference between the two groups
because of the small sample size.
Similarly, an older patient (above 60 years) seems
to have a higher incidence of complications than
younger patients. Similar results are
described by others.
Differences in the type of treatment used may
also account for some of the differences.
However, the differences in the type of treatment used
are not very large.
Another splitting criteria variable is the number of
operations. This is a
surrogate variable for the number of days in hospital
and it is also a prognostic factor.
However, the number of operations is not a good
surrogate variable because it does not
reflect the complexity of the operation.
Finally, the number of complications is a good
surrogate variable because it reflects the complexity
of the operation.

| | | | |
|------------------|--|--------|--|
| White | Covering Strike: Boost—Every opponent you strike cannot make attacks of opportunity for 3 rounds. White Raven Strike: Strike—Deal +4d6 damage, target becomes flat-footed. | White | Pouncing Charge: Strike—When you charge, make multiple attacks. Flanking Maneuver: Strike—Hit flanked target, allies gain free attack. Press the Advantage: Stance—Move +5 feet with 5-ft. step, move into difficult terrain. |
| 5TH LEVEL | | | |
| Desert | Dragon's Flame: Strike—Cone deals 6d6 fire damage. Leaping Flame: Counter—Teleport adjacent to foe who attacks you. Lingering Inferno: Strike—Deal +2d6 fire damage, and target takes 2d6 fire damage per round for 3 rounds. | Desert | Desert Tempest: Strike—Attack foes as you move by them. Fiery Assault: Stance—Melee attacks deal +1d6 fire damage. Ring of Fire: Strike—Surround foes with burning flame. |
| Devo | Daunting Strike: Strike—Target of attack becomes shaken. Doom Charge: Strike—Charge attack deals extra damage against good, you gain DR 10/—. Law Bearer: Strike—Deal +4d6 damage, +8 attack against chaotic enemy, gain +5 on saves and AC. Radiant Charge: Strike—Deal +6d6 damage against evil foes, gain DR 10/—. Tide of Chaos: Strike—Charge attack deals extra damage against law, grants you concealment. | Devo | Aura of Chaos: Stance—Reroll and add maximum damage dice. Aura of Perfect Order: Stance—Treat d20 result as 11. Aura of Triumph: Stance—You and allies heal 4 points with each attack against evil. Aura of Tyranny: Stance—Drain hit points from allies. Rallying Strike: Strike—Successful attack allows you to heal 3d6 + 1/initiator level in 30-ft. burst. |
| Diam | Disrupting Blow: Strike—Successful attack causes foe to be unable to act for 1 round. Hearing the Air: Stance—Gain blindsense 30 ft., +5 bonus on Listen checks. | Diam | Greater Insightful Strike: Strike—Use double Concentration check to determine damage. Moment of Alacrity: Boost—Gain +20 bonus on initiative during battle. |
| Iron | Rapid Counter: Counter—Strike opponent who provokes attack from you. Dancing Blade Form: Stance—+5-ft. reach during your turn. Dazing Strike: Strike—Melee attack dazes opponent. Iron Heart Focus: Counter—Reroll save. | Iron | Iron Heart Endurance: Boost—Heal hit points equal to two times your level. Manticore Parry: Counter—Deflect attack and redirect it against opponent. Ballista Throw: Strike—Throw foe in 60-ft. line, dealing 1d6 damage to all in area. |
| Set | Mirrored Pursuit: Counter—You match opponent's movement. Shifting Defense: Stance—5-ft. step with each missed attack against you. Soaring Throw: Strike—Grab foe, throw him using leverage, strength. Stalking Shadow: Counter—Move into foe's space as he tries to move away from you. | Set | Scorpion Parry: Counter—Parry attack into second opponent. |
| Shadow | Bloodletting Strike: Boost—Strike deals 4 Constitution damage. Shadow Stride: Teleport 50 ft. through shadows as move action. Step of the Dancing Moth: Stance—Ignore terrain, walk over liquid. | Shadow | Ghost Blade: Strike—Target becomes flat-footed. Shadow Noose: Strike—Ranged touch attack deals 8d6 damage and might stun flat-footed target. |
| Stone | Elder Mountain Hammer: Strike—Deal +6d6 damage, overcome DR and hardness. Giant's Stance: Stance—Deal damage as if you are one size category larger. Mountain Avalanche: Strike—Gain ability to trample. | Stone | Crushing Vise: Strike—Deal +4d6 damage, attack immobilizes creature. Iron Bones: Strike—Gain DR 10/adamantine. Irresistible Mountain Strike: Strike—Deal +4d6 damage, target loses standard action. |
| Tiger | | Tiger | Rabid Bear Strike: Strike—Gain +4 on attack, deal +10d6 damage, —4 AC with attack. Wolf Climbs the Mountain: Strike—Enter larger foe's space, deal +5d6 damage, gain cover from foe. |
| White | | White | On the Prowl: Stance—Close allies |

7TH LEVEL

| | | | |
|--------|---|--------|---|
| Desert | Inferno Blade: Boost—Melee attacks deal +3d6 fire damage + 1/initiator level. Salamander Charge: Strike—Charge and create trail of fire. | Iron | Stance of Alacrity: Stance—Gain extra counter each round. |
| Devo | Castigating Strike: Strike—Deal +8d6 damage and trigger area blast. Shield Counter: Counter—Shield bash cancels foe's attack. | Set | Adamantine Hurricane: Strike—Two attacks against each adjacent foe, +4 bonus on each attack. Lightning Throw: Strike—Use melee attack as a line attack. |
| Diam | Avalanche of Blades: Strike—With each attack that hits, make another attack with increasing penalty. Quicksilver Motion: Boost—Use d4 motion to complete move action. | Shadow | Supreme Blade Parry: Stance—Gain DR 5/—. Fool's Strike: Counter—Reflect foe's attack. Ghostly Defense: Stance—Enemies hit target of your choice while you have concealment. Balance on the Sky: Stance—Walk on air. Energizing Shadow Strike: Strike—Target of strike gains 1d4 negative levels. |
| Iron | Finishing Move: Strike—Gain extra damage against weakened foe. Scything Blade: Boost—Strike one foe, free attack against another one. | Stone | One With Shadow: Counter—Become incorporeal for 1 round. Adamantine Bones: Strike—Gain DR 20 adamantine. Earthstrike Quake: Strike—Local quake knocks enemies prone. Strength of Stone: Stance—Gain immunity to critical hits. |
| Set | Hydra Slaying Strike: Strike—Foe is unable to use full attack action. | Tiger | Girallon Windmill Flesh Rip: Boost—Gain ability to rend with successful attacks. Raging Mongoose: Boost—Make two extra attacks with each weapon carried (max four extra attacks). Wolf Pack Tactics: Stance—Free 8-ft. step with each successful attack. |
| Shadow | Death in the Dark: Strike—Deal +15d6 damage to surprised target. Shadow Blink: Teleport 50 ft. through shadows as swift action. | White | Swarm Tactics: Stance—Allies gain +5 on attacks against enemy adjacent to you. White Raven Hammer: Strike—Deal +6d6 damage, stun opponent. |
| Stone | Ancient Mountain Hammer: Strike—Deal +12d6 damage, overcome DR and hardness. Colossus Strike: Strike—Strike deals +6d6 damage, knocks opponent backward. | | |
| Tiger | Hamstring Attack: Strike—Attack deals 1d8 Dexterity damage, foe's speed has –10 penalty. Prey on the Weak: Stance—Attack of opportunity with each foe that drops. | | |
| White | Swooping Dragon Strike: Strike—Jump over a foe, deal +1d6 damage, stunned. | | |
| | Clarion Call: Boost—If you drop a foe, allies within 30 ft. can make free attack or take move action. | | |
| | Swarming Assault: Strike—Allies make three attacks against the same target. | | |

8TH LEVEL

| | | | |
|--------|--|--------|---|
| Desert | Rising Phoenix: Stance—Hover on column of superheated air. Wyrml's Flame: Strike—Column of fire deals +10d6 fire damage. | Iron | Strike of Perfect Clarity: Strike—Deal +10d6 damage on single attack. |
| Devo | Greater Divine Surge: Strike—Attack adds damage, also grants +1 on attacks and deal +2d8 damage per point of CR on damage you've inflictively taken. Immortal Fortitude: Strike—Non-lethal damage due to long point damage. | Set | Tornado Throw: Strike—Move and throw foes rapidly. |
| Diam | Diamond Defense: Counter—Gain save bonuses equal to level. | Shadow | Five-Shadow Creeping Ice (Infiltration Strike): Strike—Channel shadow into target, causing hp damage, ability damage, other effects. |
| Iron | Diamond Nightmare Blade: Strike—Attack deals quadruple damage with successful Critical Hit. | Stone | Mountain Tombstone Strike: Strike—Attack deals 2d6 Constitution damage. |
| Set | | Tiger | Feral Death Blow: Strike—Lemmington foes, slay them with a single strike. |
| Shadow | | White | War Master's Charge: Strike—You and allies charge, no attacks of opportunity, deal extra damage to targets. |

Desert Wind maneuvers focus on quick movement and swirling, flaming strikes. The scimitar, light mace, light pick, spear, and falchion are the preferred weapons of the Desert Wind discipline. The complex spinning and slashing of the curved blade incorporated into many Desert Wind maneuvers are in fact carefully honed gestures that evoke the power of fire, if performed correctly and with the proper focus. **Tumble** is the key skill for Desert Wind, providing the initiator with agility and maneuverability. Desert Wind maneuvers are usable only by a swordsage, unless you take the Martial Study feat (see page 31).

BLISTERING FLOURISH

Desert Wind (Strike)

Level: Swordsage 1

Initiation Action: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: 1 minute

Saving Throw: Fortitude negates

Your weapon bursts into flames as you twirl it over your head. With a flourish, you cause the fire to explode with a blinding flash.

deal an extra 1d6 points of fire damage + 1 point per initiator level.

This maneuver is a supernatural ability.

BURNING BRAND

Desert Wind (Boost) [Fire]

Level: Swordsage 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

Your weapon transforms into a roaring gout of flame. As you swing your burning blade, it stretches out beyond your normal reach to scorch your foes.

When you initiate this maneuver, your weapon turns into a burning brand for the rest of your turn. The brand increases your reach by 5 feet, and your melee attacks made with the brand deal fire damage equal to your normal melee damage. You still gain all the normal benefits from a high Strength score, feats, and other effects that increase your melee damage. For example, an attack with a longsword that normally deals 1d8+4 points of slashing damage would instead deal 1d8+4 points of fire

DESERT WIND

attack, you cause fire to erupt from your enemy's body in a spread. The radius of the spread is determined by the size of the target creature, as indicated on the table below. All creatures in the area, including your enemy, take 6d6 points of fire damage, with a Reflex save (DC 13 + your Wis modifier) for half. This radius is centered on the creature's position.

You have immunity to the fire damage from your own death mark.

This maneuver is a supernatural ability.

| Size | Spread Radius |
|------------------|---------------|
| Small or smaller | 5 feet |
| Medium | 10 feet |
| Large | 20 feet |
| Huge | 30 feet |
| Gargantuan | 40 feet |
| Colossal | 50 feet |

DESERT TEMPEST

Desert Wind (Strike)

Level: Swordsage 6

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

You make a powerful, swirling gust of wind that erupts from your body. The air around you becomes turbulent, and you can feel the heat of the sun as it burns through your skin. You feel a sense of power and control as you harness the elements to your will.

your enemy, providing you or an ally with the benefit of a flanking position. You can use this ability to place the elemental in any space within range. The elemental remains until the end of your current turn. It threatens all creatures within its reach. It takes no actions or attacks of opportunity during your turn.

This maneuver is a supernatural ability.

DRAGON'S FLAME

Desert Wind (Strike) [Fire]

Level: Swordsage 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: 30 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

With a defiant roar, you summon your ki and unleash it, twirling it with a combination of your meditative focus and seething fury.

As a master of the Desert Wind advances in his studies, he learns to stoke raging fires with his ki. This maneuver allows you to generate a gout of fire similar to a dragon's burning breath. With this maneuver, you blast forth a cone of fire that deals 6d6 points of fire damage to everything in the area. Creatures in the area can attempt Reflex saves (DC 15 + your Wis modifier) for half damage.

This maneuver is a supernatural ability.

FAN THE FLAMES

Desert Wind (Strike) [Fire]

Level: Swordsage 3

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 standard action

Range: 30 ft.

Target: One creature

Flickering flame dances across your blade, then springs toward your target as you sweep your sword through the air.

A skilled Desert Wind adept can gather flame within his weapon and hurl it through the air. When you initiate this maneuver, you launch a fist-sized ball of white-hot fire at a single opponent.

If you make a successful ranged touch attack, your target takes 6d6 points of fire damage.

This maneuver is a supernatural ability.

FIERY ASSAULT

Desert Wind (Stance) [Fire]

Level: Swordsage 6

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Fire dances along your arms and across your weapon, lending burning energy to every attack you make.

While you are in this stance, every melee attack you make deals an extra 1d6 points of fire damage.

This stance is a supernatural ability.

FIRE RIPOSTE

Desert Wind (Counter) [Fire]

Level: Swordsage 2

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You focus the pain from a wound you have just suffered into a fiery manifestation of revenge.

When a creature successfully strikes you with a melee or natural weapon, you can use this maneuver to  yourself the ability to make an immediate melee touch attack. If your attack hits, your target takes 4d6 points of fire damage.

This maneuver is a supernatural ability.

FIRE SNAKE

Desert Wind (Strike) [Fire]

Level: Swordsage 4

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: 60 ft.

Area: Special

Duration: Instantaneous

Saving Throw: Reflex half

You drive your weapon into the ground, causing a gout of fire to jet into the air. The fire flows back to the ground and creeps ahead like a serpent, sweeping over your enemies and roasting them where they stand.

When you initiate this maneuver, you cause a line of fire to twist across an area to burn your enemies. This line is 60 feet long. Unlike a standard line, a firesnake can bend and twist to hit your foes. A firesnake starts in an adjacent square. It can move up to 60 feet each round. It can move out of your line of sight or line of effect, but you gain no special knowledge of the areas it moves into.

If a firesnake moves into a creature's space, that creature takes 6d6 points of fire damage, with a Reflex save (DC 14 + your Wis modifier) for half damage. A creature can only take damage from the firesnake once in a single round. It makes the saving throw and takes damage the first time that the firesnake touches it. After that, a firesnake has no effect on that creature.

A firesnake must move along the ground. It cannot fly, and it pays the standard movement penalties for difficult terrain and other effects.

This maneuver is a supernatural ability.

FLAME'S BLESSING

Desert Wind (Stance) [Fire]

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

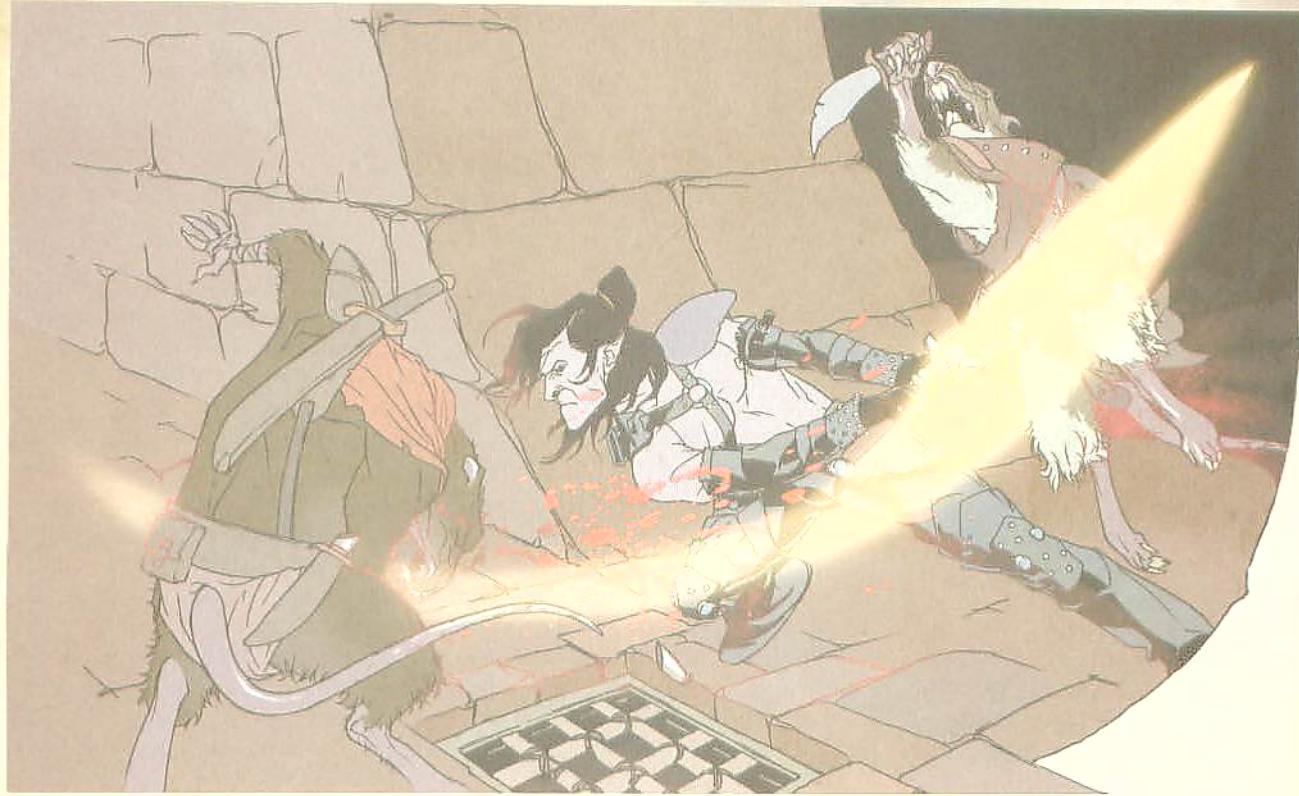
Fire is not your enemy, and it does not harm you.

You gain some resistance to fire as long as you remain in this stance. The amount of resistance is determined by your ranks in Tumble. If you have 1 or more ranks in tumble, you gain immunity to fire while you are in this stance.

This stance is a supernatural ability.

Tumble Ranks

| Tumble Ranks | Fire Resistance |
|--------------|-----------------|
| 4–8 | 5 |
| 9–13 | 10 |
| 14–18 | 20 |
| 19+ | Immunity |



A swordsage uses the flashing sun maneuver to strike the second wererat sneaking up behind him.

FLASHING SUN

Desert Wind (Strike)

Level: Swordsage 2

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 full-round action

Range: Personal

Target: You

Almost a blur of acceleration, your shining blade flashes as you attack with impossible speed.

Flashing sun allows you to make an additional melee attack during this round. As part of this maneuver, you take a full-round action.

Range: 30 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

You focus a burning aura of energy at the end of your blade. It forms a seething sphere that, after a moment, bursts into a torrent of energy.

The Desert Wind discipline teaches its students how to unleash their *ki* as burning energy. This maneuver allows you to create a wave of fire that sweeps over your enemies. When you initiate this maneuver, you blast forth

Fire trails from your blade as you spin it about, cloaking you in flames that leap out to burn those who attack you.

The flame from your weapon hangs in midair, providing you with a fiery defense against your attackers. An adjacent opponent that hits you with a melee attack while you are in this stance takes 5 points of fire damage. Your holocaust cloak does not harm a creature using a reach weapon to attack you.

This stance is a supernatural ability.

INFERNO BLADE

Desert Wind (Boost) [Fire]

an extra $3d6$ points of fire damage + 1 point for initiator level.

This maneuver is a supernatural ability.

INFERNO BLAST

Desert Wind [Strike] [Fire]

Level: Swordsage 9

Prerequisite: Five Desert Wind maneuvers

Initiation Action: 1 full-round action

Range: 30 ft.

Area of Effect: 5-foot burst centered on you

Duration: Instantaneous

Saving Throw: Reflex (half)

You call upon your internal ki to create a flaming inferno that engulfs an area.

A fluttering yellow aura surrounds you and grows in intensity, shedding tremendous heat and light. Creatures around you stumble back from the heat. With a howling roar, you unleash a hellish blast of fire that melts steel and warps stone.

Only true masters of the Desert Wind school are capable of unleashing an inferno blast. You focus your internal ki into a blinding hot burst of fire that deals 100 points of fire damage to all creatures in the area. You are not harmed by your own inferno blast.

This maneuver is a supernatural

maneuver fails to **hit**, it deals $3d6$ points of fire damage + 1 point for initiator level.

This maneuver is a supernatural ability.

LINGERING INFERNO

Desert Wind [Strike] [Fire]

Level: Swordsage 7

Prerequisite: Ten Desert Wind maneuvers

Initiation Action: 1 swift action

Range: Melee attack

Target: One creature

Duration: 3 rounds see text

A blinding, swirling ring of fire surrounds your strike target for three rounds after you finish your attack.

You make a single melee attack that deals an extra $2d6$ points of fire damage. In addition, if your strike hits, the flames upon your weapon bind to the target, which takes an extra $2d6$ points of fire damage each round at the start of its turn for 3 rounds.

This maneuver is a supernatural ability.

RING OF FIRE

Desert Wind [Strike] [Fire]

Level: Swordsage 6

Prerequisite: Two Desert Wind

The inferno ring is the last maneuver to form a closed area. You cannot create multiple areas in one move.

This maneuver is a supernatural ability.

RISING PHOENIX

Desert Wind & Stance [Fire]

Level: Swordsage 9

Prerequisite: Three Desert Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Flames engulf you as you rise, lifting you skyward as flames begin to form a circle.

A column of superheated air lifts you into the air. While you are in this stance, you can hover up to 10 feet above any solid or liquid surface. You gain a fly speed equal to your land speed, with perfect maneuverability, but you must remain within 10 feet of the ground when you fly.

If you hover in place and make a full attack, the column of air becomes superheated, dealing $3d6$ points of fire damage to creatures adjacent to or within the column, including creatures adjacent to your square. You are not harmed by this effect.

LEAPING FLAME

3. GUARDIAN CHARGE



A halfling swordsage uses the salamander charge maneuver to zigzag past an ogre bodyguard.

You spin and tumble about the battlefield, a wall of raging flame marking your steps.

You initiate this maneuver as part of a charge attack. As with a charge, you can move up to double your speed and make a single attack, gaining a +2 bonus on the attack roll and a -2 penalty to your Armor Class while you move and until your next turn. Unlike a normal charge, however, your salamander

charge does not need to be in a straight line and is not impeded by difficult terrain, or even other creatures. You can change direction as much as you want during your movement, and you can also use your Tumble skill to avoid attacks of opportunity or to move through opponents' squares during the charge.

When you initiate a salamander charge, a wall of shimmering, spectral fire appears in each of the squares along the path you take. A creature standing in the wall takes 6d6 points of fire damage at the beginning of that creature's turn. A creature occupying a square adjacent to the wall takes 3d6 points of fire damage at the start of its turn. Creatures that move into or through the wall also take 6d6 points of fire damage. The wall lasts up to 5 rounds. You can automatically dispel the wall with a wave of your hand (a swift action), and the wall is automatically dispelled if you initiate another salamander charge. The wall does not block line of sight or line of effect.

This maneuver is a supernatural ability.

SEARING BLADE

Desert Wind (Boost) [Fire]

Level: Swordsage 4

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: End of turn

Your weapon transforms into a raging torrent of flame, causing those around you to recoil slightly from the tremendous heat.

You convert your ki into fiery energy, allowing it to flow down your arms and across your weapon. Until the end of your turn, your melee attacks deal an extra 2d6 points of fire damage + 1 point per initiator level.

This maneuver is a supernatural ability.

SEARING CHARGE

Desert Wind (Strike) [Fire]

Level: Swordsage 4

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 swift round

Range: Personal

Target: You

Duration: Instantaneous

You rush through the air toward your foe, fire streaming in your wake.

As part of this maneuver, you must charge an opponent. You gain the ability to fly at your base land speed with perfect maneuverability while charging. Resolve your charge attack normally. On a successful hit, you deal an extra 5d6 points of fire damage to the target of your charge.

This maneuver is a supernatural ability.

WIND STRIDE

Desert Wind (Boost)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

A warm breeze swirls about you as you move speedily away.

The desert wind envelops you and carries you across the battlefield, giving you a burst of speed to move around and through your enemies. Until the end of your turn, you gain a +10-foot enhancement bonus to your land speed.

WYRM'S FLAME

Desert Wind (Strike) [Fire]

Level: Swordsage 8

Prerequisite: Three Desert Wind maneuvers

Initiation Action: 1 standard action

Range: 30 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

You spin your blade in a whirling arc. With each revolution, seething flames build upon its length. With a flourish, you bring your blade to a halt, point it at your foe, and unleash a roaring wall of flame.

Masters of the Desert Wind can twirl and spin their blades with such power that they can evoke a great burst of fire. When you execute this maneuver, you blast forth a cone of fire that deals 10d6 points of fire damage to all in its area. Creatures in the area can attempt a Reflex save (DC 18 + your Wis modifier) for half damage.

This maneuver is a supernatural ability.

ZEPHYR DANCE

Desert Wind (Counter)

Level: Swordsage 3

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous; see text

You spin gracefully away from a foe's attack, whirling like the desert zephyr racing across the sands. Your enemy's blade barely touches your cloak as you nimbly dodge aside.

You gain a +4 dodge bonus to AC against a single attack. You can choose to use this maneuver after an opponent resolves his attack but before he determines damage.

DEVOTED SPIRIT

Devoted Spirit maneuvers focus on toughness, endurance, ripostes, and abilities designed to defeat a specific alignment. Those who follow the Devoted Spirit discipline seek to support a cause by defending it, nurturing it, and destroying its enemies. The falchion, greatclub, longsword, and maul are the Devoted Spirit discipline's preferred weapons, though many who follow this school of battle embrace weapons tied to the causes they follow. Intimidate is the key skill for Devoted Spirit.

AURA OF CHAOS

Devoted Spirit (Stance) [Chaos]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

AURA OF PERFECT ORDER

Devoted Spirit (Stance) [Law]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A perfect, hazy square of golden energy surrounds you as you enter this stance. Order reigns supreme, driving away the whims of chaos.

This stance allows you to treat a potential d20 result as an 11. You must decide to use this ability immediately before rolling the d20. You can use this ability once per round. Using this ability does not take an action. You simply decide to invoke

AURA OF TYRANNY

Devoted Spirit (Stance) [Evil]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 4 swift action

Range: Personal

Target: You

Duration: Stance

A sickly gray radiance surrounds you, sapping the strength of your allies and funneling it to you.

While you are in this stance, you drain hit points from your allies. At the end of your turn, you can choose to deal 2 points of damage to each willing ally within 10 feet. For each ally who takes this damage, you heal 1 point of damage.

attack's point of impact. The target of this strike takes an extra 8d6 points of damage and must succeed on a Fortitude save (DC 17 + your Cha modifier) or take a -2 penalty on attack rolls for 1 minute.

All of your opponents within a 30-foot-radius burst of the target creature must also succeed on a Fortitude save. Those who fail take 5d6 points of damage and take a -2 penalty on attack rolls for 1 minute. A successful save ends the buffing and debuffing.

CRUSADER'S STRIKE

Devoted Spirit (Strike)

Level: Crusader 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

The fury surrounds you, upon as you bring your power forth, every you as your own, and it's time to bring your hands together for the intense fight.

In case of initiating this strike, you must make a successful melee attack against an enemy whose alignment has

equal to the damage you deal or become shaken for 1 minute.

DEFENSIVE REBUKE

Devoted Spirit (Boost)

Level: Crusader 3

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You sweep your weapon in a wide, deadly arc. When your blows strike home, you send your foe tumbling back on the defensive. He must deal with you first, or leave himself open to your deadly counter.

Defensive rebuke allows you to excel at controlling the battlefield around you. Your enemies must pay heed to the threat you pose. If they ignore you in favor of attacking other targets, you take advantage of their lapses with a punishing counterattack.

Each enemy you strike after you initiate this maneuver becomes vulnerable to your further attacks. If such an

DIVINE SURGE, GREATER

Devoted Spirit (Strike)

Level: Crusader 8

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Duration: 1 round; see text

A torrent of divine energy courses through you. With supreme force of will, you channel the energy into a devastating blow, even as it saps your mortal form.

As part of this maneuver, you make a single melee attack that deals 6d8 points of damage. In addition, before making this melee attack, you can also decide to take a number of points of Constitution damage equal to your initiator level or lower. For each point of Constitution damage you take, you gain a +1 bonus to your attack roll and deal an extra 2d6 points of damage. After using this maneuver, you are considered flat-footed until the beginning of your next turn.

EXTENDING YOUR

Range: Melee attack
Target: One creature
Duration: See text

You hack into your foe's legs, forcing his movement to slow and his actions to falter.

Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

So long as you remain in this stance, you cannot be killed or incapacitated by effects or attacks that reduce you to 0 or fewer hit points. If you take such damage, you can make a Fortitude save with a DC equal to your rage's level.

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Duration: 1 round

The air around you hums with cosmic energy as the power of your faith and discipline surrounds you.

You gather the power of your faith and discipline, surrounding yourself in an aura of blinding glory.

You must make a charge attack as part of this maneuver. If the target is evil-

yours. This foe must pose a threat to you or your allies in some direct, immediate way. If your attack hits, you or an ally within 10 feet of you heals $3d6$ points of damage + 1 point per initiator level (maximum +10).

MARTIAL SKILLS

INITIATOR'S STRIKE

SHIELD COUNTER

WINDSHIELD STRIKE

BLASTING CRUSADER

SHIELD OF VITALITY



A crusader of Kord relies on her thicket of blades stance to guard against a pack of shadow demons

Prerequisite: Three Devoted Spirit maneuvers
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature

As your enemy reels from your mighty blow, an ally nearby is simultaneously healed and cleansed of its wounds by the power of your faith.

When you make this strike, you or one ally within 10 feet of you gains the benefit of a heal spell cast as a cleric of your character level. To gain the benefit of this maneuver, you must strike an enemy creature whose alignment has at least one component different from yours. This foe must pose a threat to you or your allies in some direct, immediate way.

THICKET OF BLADES

Devoted Spirit (Stance)

Level: Crusader 3
Prerequisite: One Devoted Spirit maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

You maintain a careful guard as you search for any gaps in your opponent's awareness. Even the slightest move provokes a stinging counter from you.

While you are in this stance, any opponent you threaten that takes any sort of movement, including a 5-foot step, provokes an attack of opportunity from you. Your foes provoke this attack before leaving the area you threaten. Your opponents also cannot use the withdraw action (p. 115) to treat the square they start in as no longer threatened by you.

TIDE OF CHAOS
Devoted Spirit (Strike) [Chaos]
Class: Crusader 5
Prerequisite: One Devoted Spirit maneuver, chaotic alignment
Initiation Action: 1 full-round action
Range: Melee attack
Target: One creature
Duration: 1 round

The power of chaos swirls around you, lending strength to your attacks as you cast your fate to the whims of luck.

You must make a charge attack as part of this maneuver. If the target is lawful-aligned, you gain a +8 bonus on your attack (in addition to the charge bonus) and your attack deals an extra 4d6 points of damage. In addition, if your charge attack hits and the target is lawful-aligned, you become wreathed in anarchic energy. You gain total concealment against all attacks that

target you until the beginning of your next turn.

VANGUARD STRIKE

Devoted Spirit (Strike)

Level: Crusader 1

Initiation Action: 1 standard action

Diamond Mind maneuvers allow a warrior to use her cunning, intellect, and feel for the battlefield against her enemies. Time seems to flow slower to a Diamond Mind initiate. The bastard sword (or katana), rapier, shortspear, and trident are this discipline's favored weapons. Concentration is the Diamond Mind discipline's key skill.

ACTION BEFORE THOUGHT

Diamond Mind (Counter)

Level: Swordsage 2, warblade 2

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your supreme sense of the battlefield, unmatched martial training, and simple, intuitive sense of danger allow you to act faster than the speed of thought. When a

Range: Melee attack

Target: One creature

You batter aside your foes defenses with a vicious, overwhelming attack, leaving him vulnerable to your allies' blows.

As part of this maneuver, you make a melee attack against an opponent you threaten. If this attack hits, all your allies gain a +4 bonus on ranged and melee attacks against that target until the start of your next turn.

DIAMOND MIND

also make a melee attack. You gain a +2 bonus on this attack. This maneuver is considered a charge attack when determining if feats and other abilities apply to your attack.

DIAMOND DEFENSE

Diamond Mind (Counter)

Level: Swordsage 8, warblade 8

Initiation Action: 1 immediate action

Range: Personal

Target: You

You steel yourself against an opponent's spell, drawing on your focus and training to overcome its effect.

You can initiate this maneuver any time you would be required to make a saving throw. You gain a bonus on that save equal to your initiator level. You must

If your strike is a critical hit, you stack the multipliers as normal (PH 304).

DISRUPTING BLOW

Diamond Mind (Strike)

Level: Swordsage 5, warblade 5

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Will negates

Duration: 1 round

With a combination of brute force, keen timing, and exacting aim, you force your opponent into an awkward position that ruins his next action.

As part of this maneuver, you make a melee attack. If this attack hits, your target takes normal melee damage and must make a Will save (DC 15 + your Str modifier) or be unable to take any actions for 1 round. The target does not suffer any other drawbacks or penalties. He can still make attacks of opportunity but is unable to take immediate actions until his next turn.

EMERALD RAZOR

Diamond Mind (Strike)

Level: Swordsage 2, warblade 2

Prerequisite: One Diamond Mind maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You stare at your enemy, studying his every move. You mentally probe his defenses in search of a weakness. A lesser warrior could spend long minutes pondering this problem, but you see an opening and seize upon it in an instant.

Your understanding of combat, your keenly honed mind, and your capability to read your opponents make you a deadly combatant. When you focus your mind, even the most elusive opponent becomes an easy target.

As part of this maneuver, make a single melee attack against an opponent. This is a touch attack rather than a standard melee attack. If you hit, you deal normal melee damage.

HEARING THE AIR

Diamond Mind (Stance)

Level: Swordsage 5, warblade 5

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Your perception becomes so fine that you can hear the tiniest flutter of air moving past you. Invisible foes and other hidden threats become as plain as day in the area of your heightened senses.

Drawing on your combat training, sharpened senses, and capability to predict your enemy's moves, you become a faultless sentinel on the battlefield. Even the smallest detail or stealthiest enemy cannot hope to evade your notice.

While you are in this stance, you gain blindsense out to 30 feet and a +5 insight bonus on Listen checks.

INSIGHTFUL STRIKE

Diamond Mind (Strike)

Level: Swordsage 3, warblade 3

Initiation Action: 1 standard action
Range: Melee attack
Target: One creature

You study your opponent and spot a weak point in her armor. With a quick, decisive strike, you take advantage of this weakness with a devastating attack.

Your mind rather than your physical power allows you to deal grievous injuries to your foes. When you attack, your training and mental focus allow you to score a telling blow.

As part of this maneuver, make a melee attack. If this attack hits, you do not deal normal damage. Instead, you make a Concentration check and deal damage equal to the check result. Your Strength modifier, your weapon's magical properties (if any), and any other extra damage you normally deal do not modify this check (including extra damage from class abilities, feats, or spells).

INSIGHTFUL STRIKE, GREATER

Diamond Mind (Strike)
Level: Swordsage 6, warblade 6
Prerequisite: Two Diamond Mind maneuvers
Initiation Action: 1 standard action
Range: Melee attack

Target: One creature

Your keen eye picks out the slightest imperfection in your opponent's defenses. Your weapon becomes a tool of your mind.

This maneuver functions like insightful strike, except that you deal damage equal to 2 × your Concentration check result.

MIND OVER BODY

Diamond Mind (Counter)
Level: Swordsage 3, warblade 3
Initiation Action: 1 immediate action
Range: Personal
Target: You

Your training and mental toughness allow you to use your focus to overcome physical threats. By focusing your mind, you ignore the effect of a deadly poison or debilitating sickness.

Your diligent training and intense mental focus combine to allow you to overcome

physical threats with the raw power of your mind.

You can use this maneuver any time you would be required to make a Fortitude save. Make a Concentration check instead of the Fortitude save and use the result of that check to determine the save's success. You must use this maneuver before you attempt the Fortitude save. A result of a natural 1 on your Concentration check is not an automatic failure.

MIND STRIKE

Diamond Mind (Strike)
Level: Swordsage 4, warblade 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Saving Throw: Will negates

You strike your opponent's head, rattling his senses and causing him to lose focus.

As a warrior who fights with your mind as well as your brawn, you know that attacking a foe's senses is just as valuable as sapping his strength. With this attack, you leave an opponent befuddled and vulnerable.

As part of this maneuver, make a melee attack. If this attack hits, your target must make a Will save (DC 14 + your Str modifier) or take 1d4 points of Wisdom damage. The target ignores the Wisdom damage on a successful save but still takes weapon damage normally.

MOMENT OF ALACRITY

Diamond Mind (Boost)
Class: Swordsage 6, warblade 6
Prerequisite: Two Diamond Mind maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Instantaneous

You step into a space between heartbeats and act again while your enemies are still reacting to your last strike.

You can improve your initiative count for the next round and all subsequent rounds of the current encounter. When you initiate this maneuver, your initiative count improves by 20, and your place in

the initiative order changes accordingly. This modifier applies at the end of the round. Your place in the initiative order changes to reflect moment of alacrity's effect starting with the next round.

MOMENT OF PERFECT MIND

Diamond Mind (Counter)

Level: Swordsage 1, warblade 1

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your mental focus and martial study have rendered your will into an unbreakable iron wall. When someone targets you with a spell that seeks to erode your willpower, you steel yourself against the attack.

Between your devoted study, iron will, and supreme focus, you have learned to resist attempts to subvert your willpower. When you feel such an effect try to cloud your mind, you can draw on untapped reserves of energy to counter the attempt.

You can use this maneuver any time you would be required to make a Will save. Make a Concentration check instead of the Will save and use the result of that check to determine the save's success. You must use this maneuver before you attempt a Will save. A result of a natural 1 on your Concentration check is not an automatic failure.

PEARL OF BLACK DOUBT

Diamond Mind (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Diamond Mind maneuver

Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

With every miss, your opponent becomes more uncertain, their doubt growing like an irritating pearl in the mouth of a helpless oyster.

You prey on your opponents' fear and lack of confidence. Each failed attack against you reminds them that their skill cannot hope to match yours.

When you enter this stance, you become more difficult to hit with each successive attack that misses you. Each time an opponent misses you with a

melee attack, you gain a +2 dodge bonus to AC. This bonus lasts until the start of your next turn and is cumulative for the round. The bonus applies to any attacks made by all opponents until the beginning of your next turn.

QUICKSILVER MOTION

Diamond Mind (Bonus)

Level: Swordsage 7, warblade 7

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

In the blink of an eye, you make your move. Your speed, reflexes, and boundless confidence combine to allow you to make a fast, bold move that catches your foes off guard.

With a burst of energy, you move forward to press an attack, draw an item from your backpack, or take some other move action. Your training, mental acuity, and drive allow you to move with a speed and confidence that confounds your foes.

This maneuver requires a swift action to initiate. You can take a free move action before or after you initiate this maneuver. You can choose any of the options available for a swift action. You can then use the rest of your actions as normal. For example, you could use this maneuver to move next to an enemy and make a full attack action. You can move, then make a charge attack, then another. The move action you gain from this maneuver provokes attacks of opportunity as normal.

COUNTER

Diamond Mind (Counter)

Level: Swordsage 5, warblade 5

attack against the foe that provoked the attack of opportunity. This attack does not replace the normal attack of opportunity you receive. You can also use this maneuver before making your normal attack of opportunity when an opponent provokes (or vice versa).

The attack granted by the maneuver is not an extra attack of opportunity. You can initiate this maneuver before, after, in addition to, or instead of making an attack of opportunity against an opponent (thus possibly saving your attack of opportunity to use against another enemy later in the round).

RUBY NIGHTMARE BLADE

Diamond Mind (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

With a moment's thought, you instantly perceive the deadliest place to strike your enemy as you study her defenses, look gaps in her armor, and read subtle but important clues in how she carries herself or maintains her fighting stance.

The ruby nightmare blade is a favored finishing move of warriors who study the Diamond Mind discipline. By intently analyzing your foe's stance and moves, you find the precise spot that you must strike to end the fight with a decisive blow.

You attempt a Concentration check as part of this maneuver, using the target creature's AC as the DC of the check. You then make a single melee attack against your target. This attack

Range: Melee attack

Target: One creature

Your study your enemy for a brief moment, watching his defensive maneuvers and making a strike timed to take advantage of a lull in his vigilance.

The sapphire nightmare blade is one of the most basic, but important, maneuvers that a Diamond Mind adept studies. It illustrates that a keen mind can pierce even the toughest defenses.

You attempt a Concentration check as part of this maneuver, using the target creature's AC as the DC of the check. You then make a single melee attack against your target. The attack is also part of this maneuver. If your Concentration check succeeds, the target is flat-footed against your attack, and you deal an extra 1d6 points of damage. If your check fails, your attack is made with a -2 penalty and deals normal damage.

STANCE OF ALACRITY

Diamond Mind (Stance)

Level: Swordsage 8, warblade 8

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Your mind and body meld, granting you an edge in combat. You move slightly faster than normal due to a combination of confidence, training, and clarity of mind. This edge adds up with each action.

Your mental swiftness translates to physical action on the battlefield. Your strikes are cause

STANCE OF CLARITY

Diamond Mind (Stance)

Level: Swordsage 1, warblade 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You focus your efforts on a single opponent, studying his moves and preparing an attack. Your other opponents fade from sight as your mind locks onto your target.

This stance allows you to focus on a single opponent to the exclusion of all others. You read your foe's fighting stance, his favored attacks, and the methods he used to train. By combining these factors into a single analysis of his abilities, you see how to foil his attacks.

The Iron Heart discipline focuses on pure weapon skill. Its students learn to complete fighting maneuvers that border on the supernatural. The Iron Heart's preferred weapons are the bastard sword, dwarven waraxe, longsword, and two-bladed sword. Its key skill is Balance, because body control, good footing, and impeccable timing are important to completing Iron Heart maneuvers.

ABSOLUTE STEEL

Iron Heart (Stance)

Level: Warblade 3

Prerequisite: One Iron Heart maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

While you are in this stance, you must choose a single opponent as your target at the start of your turn. You gain a +2 insight bonus to AC against that foe until you change the target of this stance. You take a -2 penalty to AC against all other opponents while using stance of clarity.

TIME STANDS STILL

Diamond Mind (Strike)

Level: Swordsage 9, warblade 9

Prerequisite: Four Diamond Mind maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

The raindrops themselves stand still as you act at the speed of thought. You move like a blur, catching your enemies by surprise

You shift your weight to the back of your feet and hold your blade carefully forward at the ready. Your muscles twitch slightly as you prepare to dodge the next attack you face.

The absolute steel stance allows you to enhance your mobility and speed. You move quickly, keep a sharp eye on your enemies, and are ready to instantly sidestep any incoming attacks.

While you are in this stance, you gain a +10-foot enhancement bonus to your speed. If you move at least 10 feet

with a complex action carried out in a tiny fraction of the time normally needed to complete it.

In an unmatched burst of speed, agility, and decisive action, you move more quickly than the eye can follow. You can lash out with your blade, striking your opponent so rapidly that observers can't keep track of your moves.

As part of this maneuver, you can use a full attack action two times in succession. Take your first full attack as normal. Once you have resolved those attacks, you can then take another full attack action. You must resolve these actions separately. You cannot combine the attacks provided by both actions as you wish. Instead, you must take them separately and in order as normal for a full attack.

IRON HEART

during your turn, you gain a +2 dodge bonus to AC until the beginning of your next turn.

ADAMANTINE HURRICANE

Iron Heart (Strike)

Level: Warblade 8

Prerequisite: Three Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Targets: One or more adjacent creatures you threaten



the first time I ever
had a real job.

Now you've got a job,
and you're going to do
well. You're going to
make a lot of money.

You're going to have
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going to be successful.
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the attack instead deals an extra 14d6 points of damage.

IRON HEART ENDURANCE

Iron Heart (Boost)

Level: Warblade 6

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

You push aside the pain of your injuries to fight on past mortal limits.

If you have half or fewer of your full normal hit points remaining, you can initiate this maneuver to heal hit points equal to $2 \times$ your level.

IRON HEART FOCUS

Iron Heart (Counter)

Level: Warblade 5

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

With a last-second burst of speed, you summon reserves of mental and physical will and

Target: You

Duration: See text

By drawing on your mental strength and physical fortitude, you break free of a debilitating state that might otherwise defeat you.

gaining a +2 morale bonus on attack rolls until the end of your next turn.

LIGHTNING RECOVERY

Iron Heart (Counter)

Level: Warblade 4

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your foe twists out of the way of your initial attack, but your weapon becomes a blur as you reverse direction and strike at him again with lightning speed. In the blink of an eye, you complete your attack and resume your defensive posture.

This maneuver embodies the ethos of speed and energy that the Iron Heart tradition teaches. If one of your melee attacks misses, you can initiate this maneuver to reroll that attack roll with a +2 bonus.

LIGHTNING THROW

Iron Heart (Strike)

Level: Warblade 8

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 standard

STRIKE OF PERFECT CLARITY

Iron Heart (Strike)

Level: Warblade 9

Prerequisite: Four Iron Heart

Level: Warblade 8

Prerequisite: Three Iron Heart
maneuvers

Initiation Action: 1 swift action

WALL OF BLADES

Iron Heart (Counter)

Level: Warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Reflex partial

With a swift flurry of motion, you knock your foe off balance, slip into his space, and force him into the spot you just occupied.

You make a melee attack, and while your opponent is slightly off balance from your blow, you find the leverage

As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check.

If you succeed in tripping your foe, you throw him up to 10 feet away from you in a direction of your choice. You select your enemy's destination square. The target falls prone in that space and takes 4d6 points of damage. For every 5 points by which you win the

With this counter, you can attempt to redirect a creature that intends to make a charge attack against you. Immediately before the creature makes its charge attack, make your choice of an opposed Strength or Dexterity check against it. The target makes its check using the same ability you chose for your check.

If you are of a larger size category than the attacking creature, you use

COMBAT

COUNTER CHARGE

Level: 10th level
Prerequisite: Charge maneuver, 10th level or higher

Initiation Action:

Standard action

Level 10th level

Prerequisite: Charge maneuver, 10th level or higher

Initiation Action

Standard action

Level 10th level

Prerequisite: Charge maneuver, 10th level or higher

Initiation Action

Standard action

Level 10th level

Prerequisite: Charge maneuver, 10th level or higher

Initiation Action

Standard action

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Initiation Action

Standard action

Level 10th level

Prerequisite: Charge maneuver, 10th level or higher

Initiation Action

Standard action

Level 10th level

Prerequisite: Charge maneuver, 10th level or higher

Range: Touch
Target: Creature touched

Seizing your foe by the arm, you spin in a quick half-circle and hurl him headlong away from you.

This maneuver functions like mighty throw (page 73), except as noted here.

To set up a devastating throw, you must move at least 15 feet.

As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check.

If you succeed in tripping your foe, you throw him up to 10 feet away from you. The target falls prone in the destination space and takes 2d6 points of damage. You choose where he lands. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance. For example, if you win by 10, you can place your foe in any space within 20 feet of you. You must place the target in an empty space.

If you lack the distance to throw your target into a clear space, he falls prone in his current space.

FEIGNED OPENING

Setting Sun (Counter)

Level: Swordsage 3

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

You show your opponent a seemingly fatal mistake in your defenses, but easily avoid the ensuing attack and simultaneously draw your foe into overextending. As she fights to regain her balance, you make a swift counterattack.

You can use this maneuver when an opponent attempts an attack of opportunity against you. As you provoke the attack of opportunity, you position yourself in such a way as to force your opponent to throw herself off balance to strike you. Even if she succeeds in striking you, your foe might regret her attack as your allies leap in to finish her.

When your enemy makes an attack of opportunity against you, but before

you know the result of the attack, you can initiate this maneuver. If her attack misses, she provokes an attack of opportunity from you. If her attack of opportunity hits you, she provokes an attack of opportunity from any of your allies who threaten her.

FOOL'S STRIKE

Setting Sun (Counter)

Level: Swordsage 8

Prerequisite: Three Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

A creature strikes, but you turn the blow straight back at it.

When an enemy attacks you on its turn, you can attempt to block the blow and send it back at that creature. You step into the attack and redirect it. This maneuver pits your skill against that of your foe.

If an opponent attacks you, you can initiate this maneuver to make an opposed attack roll as an immediate action. If your foe's result is higher, he attacks you as normal. If your result is higher, your foe rolls damage as normal for the attack and takes that much damage.

GHOSTLY DEFENSE

Setting Sun (Stance)

Level: Swordsage 8

Prerequisite: Three Setting Sun maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You lurk within concealing mist, luring your opponent into attacking you, only to dodge out of the way and direct your enemy's blow at an unwitting ally.

You are a ghost in the mist, capable of turning a foe against her allies. By gauging your opponent's fighting stance, timing your dodge correctly, and placing yourself in the right position, you can lead her into attacking one of her allies rather than you. When your foe strikes, you duck out of the way. As she follows through with her attack, she inadvertently attacks an ally.

You gain this stance's benefit when an opponent's attack against you has a miss chance, such as from concealment. Whenever an opponent's melee or ranged attack misses you because of this miss chance, you can choose to change the target of the attack from you to another eligible target (other than your attacker). For a melee attack, the new target must be within your opponent's reach and adjacent to you. For a ranged attack, the new target must be adjacent to you, and your opponent must have line of effect to him. Use the result of the original attack to determine if it hits the new target. Your foe does not check again for a miss chance, as you guide the attack directly to the new target. This ability applies only once per attack. If you use ghostly defense to redirect an attack against a foe using this stance, he does not have the option to redirect the attack again.

You must be aware of an opponent's attack to gain the benefit of this stance. You cannot use it against attacks that catch you flat-footed.

GIANT KILLING STYLE

Setting Sun (Stance)

Level: Swordsage 3

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You dart between a giant's legs, lashing at his inner ankles and other vulnerable areas while staying inside his reach where he cannot hope to parry your attacks.

The Setting Sun school teaches a fighting style that emphasizes using an opponent's strength and momentum against him. The giant killing strike epitomizes this approach. By sizing up a larger opponent and studying his fighting stance and tendencies, you aim your strikes at vulnerable points on his lower body that he cannot defend effectively. You slice at tendons on your foe's feet, smash his knees, and cut into his hamstrings.

When you are in this stance, you gain a +2 bonus on attack rolls and a +4 bonus on damage rolls against opponents of

a larger size category than yours. This bonus applies to all attacks you

make.

The chosen creature is the new target

HYDRA-SLAYING STRIKE

SHIFTER DEFENSE

SHRINKING PURSUIT

Shrinking Pursuit

MIGHTY THROW

Reception Parry

Searing Throw

whichever is better. You gain a +4 bonus on the ability check.

If you succeed in tripping your foe, you throw him up to 20 feet away from you. The target falls prone in the destination space and takes 8d6 points of damage. You choose where he lands. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance. For example, if you win by 10, you can place your foe in any space within 30

Range: Personal
Target: You

When the creature you are battling tries to back away, you step next to it in the blink of an eye, forcing it to stand and fight or suffer the consequences of withdrawal.

Using your watchful eye and your ability to judge an opponent's actions, you move at precisely the same time your enemy begins to move.

You are so closely attuned to your environment that you easily pick out steady spots in rough terrain. While others struggle to move over broken ground, you slip across it with ease. When you fight on rough ground, you turn the uneven footing into an advantage. By gauging how an opponent distributes his weight, you strike at just the right moment and in the precise spot needed to send him tumbling to the ground.

While you are in this stance, you

can move through difficult terrain without being slowed down. You can also move through broken ground as if it were solid ground.

STEP ON THE WIND
Setting Sun (Stance)
Level: Swordsage 4
Prerequisite: Two Setting Sun maneuvers

SHAKING SEASIDE
Setting Sun (Stance)
Level: Swordsage 4
Prerequisite: Two Setting Sun maneuvers

STRIKE OF THE BROKEN SHIELD
Setting Sun (Strike)
Level: Swordsage 4
Prerequisite: Two Setting Sun maneuvers



Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Saving Throw: Reflex partial

You study your opponent and deliver an attack precisely aimed to ruin his defenses and force him to scramble for his balance. While he struggles to ready himself, he becomes more vulnerable to your attacks.

Prerequisite: Five Setting Sun maneuvers
Initiation Action: 1 full-round action
Range: Melee attack
Target: One or more creatures

Like a whirlwind, you twist and spin across the battlefield, tossing foes away left and right.

As part of initiating this maneuver, you

check. You can use your Dexterity or Strength modifier on this check, whichever is better. You gain a +2 bonus on this check for every 5 feet that you have moved during your turn.

If you succeed in tripping your foe, you throw him up to 10 feet away from you. The target falls prone in the destination space and takes 2d6 points of damage. You choose where he lands. For every 5 points by which

TURNED & THROWN

ASSASSIN'S STANCE

BREAKER OF THE SKY



SHADOW HAND

BLOODLETTING STRIKE

of Constitution damage in addition to your attack's normal damage. A successful Fortitude save (DC 15 + your Wis modifier) reduces this Constitution damage to 2 points, although the foe still takes full normal melee damage.

CHILD OF SHADOW

Shadow Hand (Stance)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

As you move, shadows flutter and swarm around you. Even under the bright desert sun, you are difficult to spot as long as you remain in motion.

As an initiate of the Shadow Hand school, you learn to channel and control dark, shadowy energies. This energy flows around you like a concealing robe, hiding you from your opponents as they attempt to strike you.

If you move at least 10 feet during your turn, you gain concealment against all melee and ranged attacks until the start of your next turn. You also gain the standard benefits of concealment, but you cannot use this stance to hide in plain sight; you must still use some other terrain feature that normally allows you to use the Hide skill. The fluttering shadows make it difficult to specifically target you, but your enemies are aware of your position.

This maneuver is a supernatural ability.

CLINGING SHADOW STRIKE

Shadow Hand (Strike)

Level: Swordsage 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Your weapon transforms into solid darkness. When it strikes home, it discharges in a swirling orb of shadow that engulfs your foe's eyes.

As part of this maneuver, you make a single melee attack. If it hits, you deal an extra 1d6 points of damage, and your opponent must make a successful Fortitude save (DC 11 + your Wis modifier) or suffer a 20% miss chance on all melee and ranged attacks for 1 round. A successful save negates the miss chance, but not the extra damage.

This maneuver is a supernatural ability.

spell (PH 245). You remain invisible until the end of your current turn.

This maneuver is a supernatural ability.

DANCE OF THE SPIDER

Shadow Hand (Stance)

Level: Swordsage 3

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Black, shadowy energy covers your hands and feet, allowing you to scuttle across the walls and ceiling like a lurking spider.

While you are in this stance, you gain a benefit similar to the *spider climb* spell (PH 283). You gain a climb speed of 20 feet. You do not need to make a Climb check to traverse a vertical or horizontal surface, even if you attempt to move across a ceiling. You retain your Dexterity bonus to AC while climbing, and you must have at least one hand free to support yourself while you climb. You do not take any penalties, nor do your opponents gain any bonus when attacking you, while you climb.

You cannot take a run action while climbing in this manner.

DEATH IN THE DARK

Shadow Hand (Strike)

Level: Swordsage 7

Initiation Action: 1 stan-

dard action

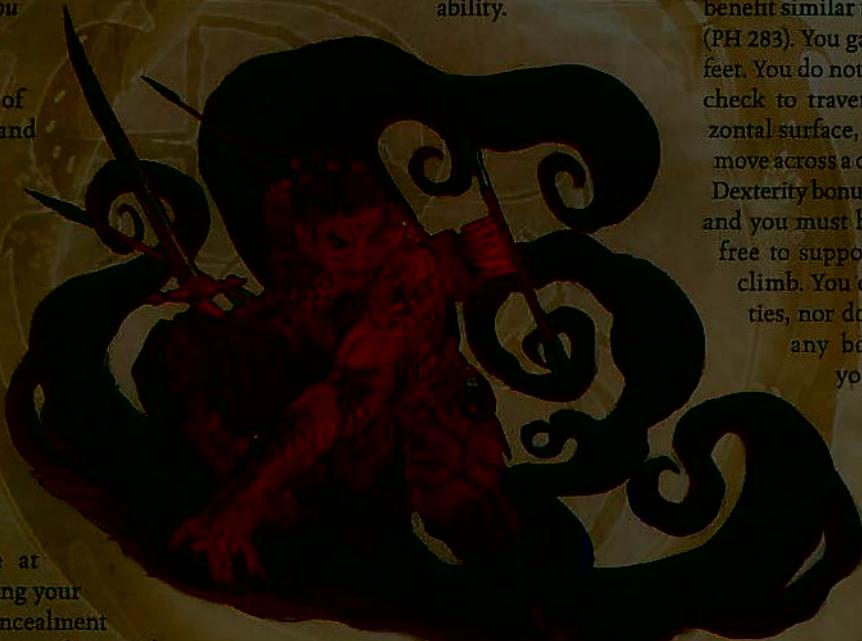
Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

You catch your foe unaware, allowing you to deal a single, deadly strike that slays her instantly.

This maneuver functions only against a flat-footed opponent. As part of this maneuver, make a single melee attack. If this attack hits, you deal normal damage and the target must make a Fortitude save (DC 17 + your Wis modifier). If the target fails this save, she takes an extra 15d6 points of damage.



Arrows miss a halfling swordsage using the child of shadows stance

CLOAK OF DECEPTION

Shadow Hand (Boost)

Level: Swordsage 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

The shadows around you seem to surge forward and engulf you. For a brief moment, they render you invisible.

When you initiate this maneuver, you turn invisible, as the greater invisibility

DRAIN VITALITY 31
You strike your target's vital organs, dealing 1d6 points of damage. This maneuver functions only against opponents who are vulnerable to critical hits.

DRAIN VITALITY

Shadow Hand (Strike)

Level: Swordsage 2

Prerequisite: One Shadow Hand maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude negates

A faint nimbus of sickly gray shadow surrounds your weapon. When you attack, this shadowy aura flows into the wound you inflict, sapping your opponent's strength,

inflicting negative levels of energy damage (X.d6) on the target's hit points. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from her highest available level. Negative levels stack.

In addition to the negative levels, your attack deals normal damage, even if the target succeeds on the saving throw.

This maneuver is a supernatural ability.

FIVE-SHADOW CREEPING

MELEE ATTACK

Ability: Strength 15, Dexterity 15
Ability damage: 2d6 Dex, 2d6 Con
Special effect: 2d6 points of Constitution damage.

A foe struck by this attack must make a successful Fortitude save (DC 15 + your Wis modifier) to resist its effects. On a successful save, the target ignores any special effect from the attack, but takes half the indicated ability damage (but still takes normal melee damage, as well as the extra 15d6 points of damage). Each of the special effects lasts for 1d6 rounds.

This maneuver is a supernatural ability.

GHOST BLADE

Shadow Hand (Strike)

ENERVATING SHADOW STRIKE

100

HAND OF DEATH

You draw upon the power of shadow to render a single foe helpless. By touching a specific nerve center and channeling your *ki*, you leave your enemy's muscles cold, locked, and useless.

This maneuver functions only against flat-footed opponents. As part of this maneuver, you make a melee touch attack against your opponent. If this attack hits, your opponent must make a successful Fortitude save (DC 14 + your Wis modifier) or be paralyzed for 1d3 rounds.

ISLAND OF BLADES

Shadow Hand (Stance)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You cloak yourself in a swirling nimbus of shadow energy. These shadows spin and flow around you, preventing any creature near you from being able to anticipate your attacks.

Your turn your enemies' strengths against them, improving your combat ability as well as that of an ally. When you and a comrade move to attack an opponent, you time your attacks and position yourself to frustrate your opponent's defenses.

If both you and an ally are adjacent to the same creature, the two of you gain the benefit for flanking that opponent. You can gain this benefit against multiple opponents at the same time, as can your allies. If both you and an ally are adjacent to the same two creatures, the two of you gain the benefit of flanking against both creatures.

OBSCURING SHADOW VEIL

Shadow Hand (Strike)

Level: Swordsage 4

Prerequisite: Two Shadow Hand maneuvers

Initiation Action: 1 standard action

to rob your foe of her sight. Inky, black energy burrows into her eyes, rendering her blind for a few critical moments.

As a standard action, you can make a single melee attack. If it hits, your opponent takes normal melee damage plus an extra 5d6 points of damage. She must also make a successful Fortitude save (DC 14 + your Wis modifier) or suffer a 50% miss chance on all melee

and ranged attacks for 1 round. A successful save negates the miss chance, but not the extra damage.

This maneuver is a supernatural ability.

ONE WITH SHADOW

Shadow Hand (Counter)

Level: Swordsage 8

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: See text

You fade into the raw essence of shadow, turning transparent, then insubstantial.

As an immediate action, you become incorporeal. You gain all the benefits of the incorporeal subtype, along with the drawbacks, as outlined in the Incorporeal Subtype sidebar. All of your gear becomes incorporeal, although you cannot grant this state to a living creature that you touch or carry. You remain incorporeal until the beginning of your next turn.

SHADOW BLADE TECHNIQUE

Shadow Hand (Strike)

Level: Swordsage 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You weave your weapon in an elaborate

weapon to defend against. In most cases, the illusory weapon distracts your foe and allows your true attack to hit. In some cases, both attacks strike home. In this case, the shadow blade discharges its magic and imbues your attack with cold energy.

As part of this maneuver, you make a single melee attack against an opponent. Unlike on a normal attack, you roll 2d20 and select which of the

two die results to use. If you use the higher die result, resolve your attack as normal. (Your mystic double misses, but your true attack might hit.) If you use the lower die result, or if both die results are the same, your attack deals an extra 1d6 points of cold damage as both the mystic double's attack and your true weapon strike home.

This maneuver is a supernatural ability.

SHADOW BLINK

Shadow Hand [Teleportation]

Level: Swordsage 7

Initiation Action: 1 swift action

Range: 50 ft.

Target: You

In the blink of an eye, you disappear and emerge from a mote of shadow energy across the battlefield.

This maneuver functions as the shadow jaunt maneuver, except that it can be initiated as a swift action.

SHADOW GARROTE

Shadow Hand (Strike)

Level: Swordsage 3

Initiation Action: 1 standard action

Range: 60 ft.

Target: One living creature

Duration: See text

Saving Throw: Fortitude partial

With a subtle gesture, you carve a slice of shadow from the air around you and cast it toward your foe. It wraps around the

range. If your attack is successful, your opponent takes 5d6 points of damage. In addition, it must make a successful Fortitude save (DC 13 + your Wis modifier) or become flat-footed until the start of its next turn. This strike has no effect against nonliving creatures, such as constructs and undead.

This maneuver is a supernatural ability.

SHADOW JAUNT

Shadow Hand [Teleportation]

Level: Swordsage 2

Initiation Action: 1 standard action

Range: 50 ft.

Target: You

A cloud of shadow energy engulfs you, spins into a tiny mote, and disappears. A moment later, this shadowy cloud appears across the battlefield and expels you from it.

As part of this maneuver, you disappear in a cloud of darkness and teleport up to 50 feet away. You must have line of sight and line of effect to your destination. If you attempt to use this maneuver to move into an occupied space, you do not move, and the maneuver is expended but has no effect.

SHADOW NOOSE

Shadow Hand (Strike)

Level: Swordsage 6

Initiation Action: 1 standard action

Range: 60 ft.

Target: One flat-footed living creature

Duration: 1 round

Saving Throw: Fortitude partial

As you foe struggles to ready his defenses, you make a subtle gesture in the air. A noose formed of shadow drops from above him, wraps around his throat, and hoists him

aloft. His limbs flail as he struggles to free himself from the strangling noose.

As part of this maneuver, you form a noose of shadow that wraps around your target and strangles him. This maneuver works only against a flat-footed target. As part of this maneuver, you make a ranged touch attack against a flat-footed creature within range. If it hits, your opponent takes 8d6 points of damage. In addition, he must make a successful Fortitude save (DC 16 + your Wis modifier) or be stunned for 1 round. A successful save negates the stun, but not the extra damage. This strike has no effect against nonliving creatures, such as constructs and undead.

This maneuver is a supernatural ability.

INCORPOREAL SUBTYPE

The incorporeal subtype was updated in *Monster Manual III* for clarity. Reference this version of the subtype when you use the one with shadow maneuver.

Incorporeal Subtype: Some creatures are incorporeal by nature, while others (such as those that become ghosts) can acquire the incorporeal subtype. An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells, including touch spells, or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile*, or attacks made with ghost touch weapons). Nonmagical spell effects affect incorporeal creatures normally unless they require corporeal targets to function (such as *implosion*) or they create a corporeal effect that incorporeal creatures would normally be unaffected by (such as a *web* or *wall of stone* spell). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Nonmagical attacks made by an incorporeal creature with a melee weapon have no effect on corporeal targets, and a melee attack an incorporeal creature makes with a magic weapon against a corporeal target has a 50% miss chance, except for attacks it makes with a ghost touch weapon, which ignore normal (no miss chance).

it is fired and can affect a corporeal target normally (no miss chance). Magic items possessed by an incorporeal creature work normally with respect to their effects on the creature or on another target. Similarly, spells cast by an incorporeal creature affect corporeal creatures normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a reacted action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so it cannot move heavy objects or carry them.

SHADOW STRIDE

Shadow Hand [Teleportation]
Level: Swordsage 5
Initiation Action: 1 move action
Range: 50 ft.
Target: You

You dissipate into a puff of black shadow. *A dark ethereal mist, like smoke or a cloud of dust, surrounds you, and you appear fifty feet away.*

This maneuver functions as the shadow jaunt maneuver, except that it can be initiated as a move action.

STALKER IN THE NIGHT

Shadow Hand (Strike)
Level: Swordsage 6
Initiation Action: 1 full-round action
Range: Melee attack
Target: One creature

You slide through the dark like a bird of prey, emerging only to strike down your foe before sliding back into shadow's welcoming embrace.

As part of this maneuver, you move up to your speed and make a single melee attack at any point during your movement. If you were hidden before initiating this maneuver, you can keep the results of your previous Hide and Move Silently checks even

though you move and attack. As long as you end your turn in a spot that allows you to hide, your foes must make Spot and Listen checks as normal to discern your presence. Your movement and this maneuver's attack have no effect on your Hide and Move Silently results.

that fails to project more than 5 feet above the ground, such as difficult terrain, burning lava, water, and so forth. In addition, you ignore the standard penalties on Hide and Move Silently checks for moving quickly.

STRENGTH DRAINING STRIKE

Shadow Hand (Strike)
Level: Swordsage 3
Prerequisite: One Shadow Hand maneuver
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Saving Throw: Fortitude half

Liquid, black energy covers your weapon. As you strike your opponent, this material flows into the wound, spreads along his veins, and leaves him weakened.

As part of this maneuver, you make a single melee attack against an opponent. In addition to dealing normal melee damage with the attack, you deal 4 points of Strength damage. A successful Fortitude save (DC 13 + your Wis modifier) halves this Strength damage, but has no effect on the normal melee damage you deal with the strike.

This maneuver is a supernatural ability.

STEP OF THE DANCING MOTH

Shadow Hand (Stance)
Level: Swordsage 5
Prerequisite: Two Shadow Hand maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

You focus your inner reserve of ki energy to generate flowing shadows that lift you off the ground. You walk across the roughest ground, even water, with ease.

While you are in this stance, you can walk up to 5 feet above the ground. Your speed becomes 20 feet while you are in this stance, and you cannot run.

You ignore any terrain feature



A swordsage makes a successful strength draining strike against an ogre warrior.

The Stone Dragon discipline focuses on strength, power, and toughness. Its teachings grant a martial adept the ability to splinter steel with a single, focused blow. Stone Dragon's defensive abilities focus on tapping into the enduring power of stone to turn aside attacks. This discipline's favored weapons are the greatsword, greataxe, heavy mace, and unarmed strike. Its key skill is Balance.

Unlike with other disciplines, adepts of this school rely on an external force—the power of the earth and stone—to help power their maneuvers. As a result, Stone Dragon maneuvers can be initiated only if you are in contact with the ground.

ADAMANTINE BONES

Stone Dragon (Strike)

Level: Crusader 8, swordsage 8, warblade 8

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: 1 round

You are an impenetrable tower of defiance on the battlefield. Attacking you is as fruitless as striking a mountain with a walking stick.

The supreme focus, mental toughness, and physical durability taught by the Stone Dragon discipline culminate in this powerful combat maneuver. When you make a successful attack, your mind focuses your body into the equivalent of a living shard of rock. Even the most ferocious attacks bounce off you without harm.

As part of this maneuver, you make a single melee attack. If this attack hits, you gain damage reduction 20/adamantine for 1 round.

ANCIENT MOUNTAIN HAMMER

Target: One creature or unattended object

You put the weight of a great mountain behind your attack, pounding through armor and bone.

As part of this maneuver, you make a single melee attack. This attack deals an extra 12d6 points of damage and automatically overcomes damage reduction and hardness.

BONESPLITTING STRIKE

Stone Dragon (Strike)

Level: Crusader 4, swordsage 4, warblade 4

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your attack slams home with a ferocious crack of shattered bones and pulped flesh. Your target reels backward, still alive but severely crippled.

A Stone Dragon adept is an implacable foe. Your attacks smash through armor and turn bone into dust. By focusing your strength into a single, devastating attack, you smash an opponent to the core. His very health and endurance are left wrecked by your attack.

As part of this maneuver, you make a single melee attack. If your attack hits, the target takes normal damage as well as 2 points of Constitution damage.

BONECRUSHER

Stone Dragon (Strike)

Level: Crusader 3, swordsage 3, warblade 3

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: See text

Save: Fortitude partial; see text

STONE DRAGON

creature struck must succeed on a Fortitude save (DC 13 + your Str modifier) or its skeletal structure becomes massively weakened, and all rolls made to confirm a critical hit against the target gain a +10 bonus. A successful save does not negate the extra damage.

This effect lasts until the target's hit points are restored to their full normal total, whether by magical or normal healing.

Creatures without a discernible anatomy or that are immune to critical hits are immune to this maneuver's special effect. The extra damage still applies against such targets.

BOULDER ROLL

Stone Dragon (Boost)

Level: Crusader 4, swordsage 4, warblade 4

Initiation Action: 1 full-round action

Range: Personal

Target: You

Duration: Instantaneous

Like a boulder tumbling down a mountainside, you slam through your enemies.

You are an implacable foe once you gain enough momentum. As you move across the battlefield, your foes must stand aside or be crushed beneath your feet.

If you make an overrun attack (PH 157), you can initiate this boost. You gain a +4 bonus on your Strength check made to overrun, and if you fail your check, your target can't knock you prone. You simply stop moving in the last legal space you occupied. You do not provoke attacks of opportunity for the movement or the overrun attempts.

CHARGING MINOTAUR

Stone Dragon (Strike)

Level: Crusader 1, swordsage 1, warblade 1

Initiation Action: 1 full-round action

Range: Melee attack

into an opponent, you crush him with concussive force and send him stumbling backward.

As part of this maneuver, you make a bull rush attack (PH 154) as part of a charge. Neither the movement nor the bull rush attack provokes attacks of opportunity. Resolve the bull rush attempt normally. If your Strength check exceeds the opponent's result, you deal bludgeoning damage equal to $2d6 + \text{your Str modifier}$ in addition to pushing the target back as normal. Assuming your Strength check is high enough, you can push your target back more than 5 feet (as normal for a bull rush, but without having to follow).

COLOSSUS STRIKE

Stone Dragon (Strike)

Level: Crusader 7, swordsage 7, warblade 7

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Focusing your strength with a deep, rumbling shout, you execute an attack that sends your opponent flying through the air.

As part of this maneuver, you make a melee attack against your foe. This attack deals an extra $6d6$ points of damage, and the creature struck must succeed on a Fortitude save (DC $17 + \text{your Str modifier}$) or be hurled 1d4 squares away from you, falling prone in that square. A creature of a smaller size category than yours gets a -2 penalty on this save; a creature of a larger size category than yours gets a +2 bonus on the save. The enemy's movement doesn't provoke attacks of opportunity. If an obstacle blocks the creature's movement, it instead stops in the first unoccupied square.

CRUSHING VISE

Stone Dragon (Strike)

Level: Crusader 6, swordsage 6, warblade 6

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

The overwhelming power behind your attack leaves your opponent unable to move. The punishing strike forces it to waste a few moments shrugging off the effects of your attack.

By making a powerful, focused blow, you leave your opponent unable to move. The crushing weight of your attack forces it to waste a precious moment regaining its footing.

As part of this maneuver, you make a melee attack. This attack deals an extra $4d6$ points of damage. If the creature you hit is standing on the ground, your attack also drops the target's speed to 0 feet (for all movement types) for 1 round. It can act normally in all other ways.

This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target is immune to the speed reducing effect, but not to the extra damage.

CRUSHING WEIGHT OF THE MOUNTAIN

Stone Dragon (Stance)

Level: Crusader 3, swordsage 3, warblade 3

Prerequisite: One Stone Dragon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crush your opponent beneath you, squeezing the life out of him as you pin him to the ground.

Engaging in close combat against you is, at best, a foolish prospect. Drawing on your understanding of the Stone Dragon discipline, you squeeze a foe within your grasp and force the life from him.

While you are in this stance, you gain the ability to constrict for $2d6$ points of damage $+ 1\frac{1}{2}$ times your Str bonus (if any). You can constrict an opponent that you grapple by making a successful grapple check.

EARTHSTRIKE QUAKE

Stone Dragon (Strike)

Level: Crusader 8, swordsage 8, warblade 8

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius burst, centered on you

Duration: Instantaneous

Saving Throw: Reflex negates

You swing your weapon in a wild arc, slamming it into the ground at your feet. Energy surges out from you, causing the ground to shudder with a sharp tremor.

You channel ki into the earth with your mighty strike, causing the ground to rumble and shake briefly. Anyone standing on the ground in this maneuver's area must make a successful Reflex save (DC $18 + \text{your Str modifier}$) or be knocked prone. Any creature standing on the ground in this area that is currently casting a spell must succeed on a Concentration check (DC $20 + \text{spell level}$) or lose the spell.

You are immune to the effect of the earthstrike quake maneuver. Your allies must still save as normal against its effect.

Walls and similar barriers don't block the line of effect of an earthstrike quake.

ELDER MOUNTAIN HAMMER

Stone Dragon (Strike)

Level: Crusader 5, swordsage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature or unattended object

You draw strength from the earth beneath your feet and transfer it into rumous power. Your next attack drops like an avalanche upon your foe, hammering him into submission.

The students of the Stone Dragon discipline learn to tap into the power of the earth, channel its endless strength, and use it to grant their attacks tremendous force. A strike delivered by a Stone Dragon adept can shatter a warrior's shield, turn a wooden door into splinters, or slay an ogre with a single blow.

When you use this maneuver, you make a single melee attack. That attack

deals an extra $6d6$ points of damage and automatically overcomes damage reduction and hardness.

GIANT'S STANCE

Stone Dragon (Stance)

Level: Crusader 5, swordsage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You swing your weapon in a wide, deadly arc that slams into your foe with incredible force. Only your mastery of the Stone Dragon techniques allows you to make such reckless blows without losing your footing.

Tapping into the power of the Stone Dragon, you strike with resolute, irresistible force. You learn to set the full weight of your body into each of your attacks. A warrior with less skill would lose his balance and fall to the ground when using this fighting style.

While you are in this stance, you deal damage as if you were one size larger than normal, to a maximum of Large. This benefit improves your weapon and unarmed strike damage. It does not confer any of the other benefits or drawbacks of a change in size, such as a modifier to ability scores or AC, or an improved reach.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.

IRON BONES

Stone Dragon (Strike)

Level: Crusader 6, swordsage 6, warblade 6

Prerequisite: Two Stone Dragon maneuvers



A mummy feels the terrible might of the elder mountain hammer

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: 1 round

As you make a successful attack, you enter a meditative state that leaves you almost invulnerable to harm. For a few brief moments, arrows bounce off your skin, and sword blows barely draw any blood.

This maneuver is an evolution of the techniques and abilities covered by the stone bones maneuver. Your meditative focus, ki, and training allow your mind to overcome matter.

Weapons bounce from your skin and barely injure you.

When you use this maneuver, you make a single melee attack. If this attack hits, you gain damage reduction 10/adamantine for 1 round.

IRRESISTIBLE MOUNTAIN STRIKE

Stone Dragon (Strike)

Level: Crusader 6, swordsage 6, warblade 6

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

You slam your weapon into your foe with irresistible force. He can barely move as he struggles to marshal his defenses against you.

Your mighty attack causes your opponent to stagger aimlessly for a few key moments, leaving him unable to act fully on his next turn.

As part of this maneuver, you make a single melee attack. This attack deals an extra $4d6$ points of damage. A creature hit by this strike must also make a successful Fortitude save (DC $16 +$ your Str modifier) or be unable to take a standard action for 1 round. It can otherwise act as normal. A creature that successfully saves still takes the extra damage.

This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the action loss effect, but still takes the extra damage.

MOUNTAIN AVALANCHE

Stone Dragon (Strike)

Level: Crusader 5, swordsage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

Saving Throw: Reflex half; see text

You wade through your enemies like a stone giant rampaging through a mob of orcs. You crush them underfoot and drive them before you, leaving a trail of the dead in your wake.

As part of this maneuver, you can move up to double your speed and trample your opponents. You can enter

MOUNTAIN TOMBSTONE STRIKE

Stone Dragon (Strike)

Level: Crusader 9, swordsage 9, warblade 9

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You slam into your foe, turning bones into dust and muscle into bloody pulp. Your foe's body is left a crippled, twisted mockery.

Your attack causes damage to the structure of your foe's body. As part of this maneuver, you make a single melee attack. If this attack hits, you deal 2d6 points of Constitution damage in addition to your normal damage.

Level: Crusader 3, swordsage 3, warblade 3

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crouch and set your feet flat on the ground, rooting yourself to the spot you stand. Nothing can move you from this place.

Like a living mountain, you choose your position on the battlefield and sink your roots into the earth. With your spot chosen on the field, you cannot be shifted from your position.

While you are in this stance, you gain a +10 bonus on checks to resist bull rush, overrun, and trip attacks, as well as on grapple checks made to res-

STONE DRAGON'S FURY

Stone Dragon (Strike)

Level: Crusader 3, swordsage 3, warblade 3

Prerequisite: One Stone Dragon maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature or object struck

With a mighty war cry, you slam your weapon into a slight crack or other fault in an object. The object shudders for a moment before it collapses into broken shards.

Your attunement to Stone Dragon's earth nature allows you to spot flaws in objects with uncanny precision. You use this knowledge to your advantage, allowing you to make devastating attacks against objects and constructs.

As part of this maneuver, you make a single melee attack. If your attack hits a construct or an object, you deal an extra $4d6$ points of damage. You can use this strike in conjunction with the sunder special attack (PH 158) and attempt to damage held or carried objects. Against other targets, you gain no special benefit from this maneuver.

STONE VISE

Stone Dragon (Strike)

Level: Crusader 2, swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: 1 round

Saving Throw: Fortitude partial

You make a crushing blow that staggers your opponent, leaving it unable to move.

By making a powerful, focused blow, you leave your opponent unable to move. The crushing weight of your blow forces it to waste a precious moment regaining its footing.

As part of this maneuver, you make a single melee attack. This attack deals an extra $1d6$ points of damage. If the creature hit was standing on the ground, your

attack also drops the target's speed to 0 feet (for all movement capabilities) for 1 round. It can otherwise act normally.

A successful Fortitude save (DC 12 + your Str modifier) by the creature struck negates the immobilization, but not the extra damage.

This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the speed reduction effect, but still takes the extra damage.

STONEFOOT STANCE

Stone Dragon (Stance)

Level: Crusader 1, swordsage 1, warblade 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crouch and set your feet flat on the ground, drawing the resilience of the earth into your body.

The students of the Stone Dragon discipline model their defenses after the earth itself. The wind might batter the mountain, the river might cut through the plains, but in the end the stone and rock shrug off such assaults.

While you are in this stance, you gain a +2 bonus on Strength checks and a +2 bonus to AC against creatures of a size category larger than yours.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.

STRENGTH OF STONE

Stone Dragon (Stance)

Level: Crusader 8, swordsage 8, warblade 8

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You enter an impenetrable defensive stance, making it almost impossible for an attack to strike you in a vulnerable area.

While you are in this stance, you focus your efforts on preventing any devastating attacks from penetrating your defenses. You are immune to critical hits while you are in this stance.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.



A dwarf crusader gains the strength of stone.

The Tiger Claw discipline embraces a feral rage that lurks within the heart of its initiates. In battle, such warriors growl like wild animals, attack with a fury similar to that of a barbarian, and rely on overwhelming, vicious assaults to defeat their enemies. The Tiger Claw discipline's favored weapons are the kukri, kama, handaxe, claw, greataxe, and unarmed strikes. Its key skill is Jump.

BLOOD IN THE WATER

Tiger Claw (Stance)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The smell of blood drives you into a fury. As you slash into your foe, each fresh wound you inflict spurs you onward.

While you are in this stance, you whip yourself into a terrible rage. When you score a critical hit against an opponent, you enter a near frenzied state from

great cat, you spring into the air and attack your foe from an unexpected direction.

As part of this maneuver, you attempt a Jump check to leap into the air and make a melee attack that targets your foe's upper body, face, and neck. The Jump check's DC is equal to your target's AC. If this check succeeds, your attack deals an extra 2d6 points of damage. If this attack threatens a critical hit, you gain a +4 bonus on your roll to confirm the critical hit.

If your check fails, you can still attack, but you do not deal extra damage or gain a bonus on a roll to confirm a critical hit. The maneuver is still considered expended.

DANCING MONGOOSE

Tiger Claw (Boost)



TIGER CLAW

Level: Swordsage 5, warblade 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

You swing your weapons about you in a blur of speed, making a series of devastating attacks in the space of a single breath.

You make a flurry of deadly attacks. After initiating this boost, you can make one additional attack with each weapon you wield (to a maximum of two extra attacks if you wield two or more weapons). These extra attacks are made at your highest attack bonus for each of your respective weapons. All of these attacks must be directed against the same opponent.

DEATH FROM ABOVE

Tiger Claw (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 standard action

Range: Melee attack

Your attack deals an extra 4d6 points of damage, and your opponent is considered flat-footed against this attack. You then land in any square adjacent to the target of this attack, though no more than 20 feet away from your starting position.

If your Jump check fails, you remain in the last square you occupied before the Jump check and can make a single attack normally. The maneuver is still considered expended.

FERAL DEATH BLOW

Tiger Claw Strike

Level: Swordsage 9, warblade 9

Prerequisite: Four Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

With a primal howl, you leap into the air and land on your opponent, hacking and clawing at his neck.

You leap upon your opponent, rending and tearing with your weapons in an attempt to kill him with a brutally overwhelming assault. You grab onto your foe as you slash and hack at his neck, face, and other vulnerable areas.

To use this maneuver, you must be adjacent to your intended target. As part of this maneuver, make a Jump check with a DC equal to your opponent's AC. If the check succeeds, you can then make a single melee attack against your foe, also as part of this maneuver. The target is considered flat-footed against this attack. If your attack deals damage, your target must attempt a Fortitude save (DC 19 + your Str modifier). If this save fails, your target is instantly slain (his hit points drop to -10). If the save is successful, you deal an extra 20 hit points of damage

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round or more; see text

Saving Throw: Fortitude negates

With a mixture of careful precision and animal savagery, you tear into a foe to produce jagged wounds that overwhelm him with pain.

As part of this maneuver, you make a melee attack against a single opponent. If this attack hits, the target must make a successful Fortitude save (DC 13 – your Str modifier) or take a –4 penalty on attacks and to AC for 1 round. If your attack is a critical hit, these penalties last for a number of rounds equal to your weapon's critical multiplier. Your target takes normal damage from your attack regardless of the result of the save.

This maneuver functions only against creatures that are vulnerable to critical hits.

FOUNTAIN OF BLOOD

Tiger Claw (Boost)

Level: Swordsage 4, warblade 4

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: 1 minute

Saving Throw: Will partial; see text

As your foe dies on your blade, you twist and turn your weapon to send blood spraying across the battlefield. Your enemies shriek in fear at their ally's grisly demise.

If you reduce a living opponent to –1

prior to initiating this maneuver, the save DC increases by 1.

GIRALLON WINDMILL FLESH RIP

Tiger Claw (Boost)

Level: Swordsage 8, warblade 8

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 swift action

Range: Melee attack

Target: One or more creatures

Duration: End of turn

Windmilling your arms in a furious blur, you strike your perplexed enemy from two directions at once, rending his flesh with each strike.

Each of your attacks is precisely timed to maximize the carnage it inflicts. You must be wielding two or more weapons to initiate this maneuver. As you hack into your opponent, you use your weapons together to murderous effect. With a cruel twist of your blade, you widen the wounds you cause with each successive strike.

You must initiate this maneuver before making any attacks in the current round. If you strike an opponent multiple times during your turn, you also deal rend damage. This damage is based on the number of times you strike your opponent during your turn (see the table below). Determine the rend damage dealt immediately after you make your last attack for your turn.

If you attack multiple opponents during your turn, you gain this extra damage against each of them. A creature takes rend damage based on the number of attacks that hit it, not the number of successful attacks you make. For example, if you hit a fire giant three times and an evil cleric twice during your turn, the fire giant takes three times the rend damage and the evil cleric takes twice the rend damage.

RACING MONGOOSE

Tiger Claw (Boost)
Level: Swordsage 8, warblade 8
Prerequisite: Three Tiger Claw maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: End of turn

You unleash a series of rapid strikes.

SUDDEN LEAP

Tiger Claw (Boost)
Level: Swordsage 1, warblade 1
Prerequisite: One Tiger Claw maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Instantaneous

enemies, unless you succeed on the appropriate Tumble check.

SWOOPING DRAGON STRIKE

Tiger Claw (Strike)
Level: Swordsage 7, warblade 7
Prerequisite: Three Tiger Claw maneuvers
Initiation Action: 1 standard action
Range: Melee attack

SOARING RAPTOR STRIKE



Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You slip between a larger foe's legs and strike its exposed side. You then find cover in the shadow of your enemy's bulk.

You can use this maneuver only against an opponent of a size category larger than yours. As part of this maneuver, you enter your target's square without provoking an attack of opportunity. You can then attack your target as part of this maneuver. Your attack deals an extra 5d6 points of damage. You remain within your opponent's space after you complete

must fight with two weapons to use this maneuver. If you carry only one weapon, you can choose to make an unarmed strike with your off hand (as an unarmed attack) if you so wish. As part of this maneuver, you make an attack with both weapons you wield against one opponent. Both attacks must target the same creature, and you take a -2 penalty on each attack roll. If your first attack drops your foe to -1 hit points or fewer, you cannot make a second attack.

movement does not provoke attacks of opportunity from the creature you struck. You cannot use this stance to move more than your current speed in a single round.

WOLVERINE STANCE

Tiger Claw (Stance)

Level: Swordsage 3, warblade 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Like a cornered wolverine, you fight with unmatched ferocity and rage when your

WOLF PACK TACTICS

Tiger Claw (Stance)

Level: Swordsage 8, warblade 8

Prerequisite: Two Tiger Claw maneuvers

Initiation Action:

when its members are motivated to fight. In the face of a daunting enemy or unexpected hardship, the most skilled warrior is worthless if he lacks strength of will. When you adopt the bolstering voice stance, you shout encouragement to your allies, disparage your foes, and lend much-needed support to raise your allies' spirits. By drawing on the example you set, your allies harden their will to fight and battle on despite your enemies' attempts to turn them aside.

While you are in this stance, all allies within range who can hear you gain a +2 morale bonus on Will saves, or a +4 morale bonus on Will saves against fear effects.

CLARION CALL

White Raven (Boost)

Level: Crusader 7, warblade 7

Prerequisite: Three White Raven maneuvers

Initiation Action: 1 swift action

Range: 60 ft.

Area: 60-ft.-radius burst centered on you

As you defeat an opponent, you shout a battle cry that inspires one of your allies to renew his efforts.

You are an inspiring figure on the battlefield. Your personal victories are shared by your allies, allowing them to draw courage and vigor from your actions.

If during your turn a melee attack you make reduces an opponent to fewer than 0 hit points, you can initiate this maneuver. Once it is initiated, all allies within range can immediately either

make one melee attack or their highest attack bonus or take a single move action. These allies must be able to see and hear you. These extra attacks are not attacks of opportunity.

COVERING STRIKE

White Raven (Boost)

Level: Crusader 4, warblade 4

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 3 rounds

You make a ferocious series of attacks at your enemies, forcing them on the defensive and

buying your allies critical seconds needed to slip past them unharmed.

By drawing on your combat experience and knowledge of how a warrior must carry herself in battle, you make an attack that disrupts your opponents and keeps them from taking advantage of your allies' lapses.

After you initiate this boost, you can make your attacks as normal. In addition to taking normal melee damage from your blows, a foe you strike after initiating this maneuver cannot make attacks of opportunity for 3 rounds. The target still threatens its normal area; it simply cannot make attacks of opportunity.

A creature can be affected by only one covering strike per encounter.

DOUSE THE FLAMES

White Raven (Strike)

Level: Crusader 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You strike your enemy with a resounding blow, capturing his attention. As he turns to look, you let loose with a string of oaths, challenges, and taunts that force him to focus his attention on you.

As a White Raven adept, you are as much a tactician as you are a war leader. You learn to create openings for your allies to maximize the teamwork and esprit de corps that you foster. You

must work together, and that individual glory must be set aside so that the group can achieve victory.

As part of this maneuver, you make a melee attack against a single target you threaten. If your attack hits, you deal normal melee damage, and the target creature can't make attacks of opportunity for 1 round. The opponent still threatens its normal area; it simply cannot make attacks of opportunity.

FLANKING MANEUVER

White Raven (Strike)

Level: Crusader 5, warblade 5

Prerequisite: Two White Raven maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your keen leadership grants you and your allies a sudden advantage in combat. When you flank an opponent, you attack in such a way as to maximize your allies' openings. By the same token, your friends' ferocious, accurate attacks give you multiple opportunities to pierce your foe's defenses.

When you flank an enemy with an ally who can see and hear your directions, the two of you form a potent combination. Your attacks complement each other, leaving the flanked opponent in a tenuous position.

You can use this strike when you and any number of allies flank an opponent you designate. As part of this maneuver, you make a melee attack against the flanked opponent. If your attack hits, any ally flanking your foe can immediately make a melee attack against that creature. These extra attacks are not attacks of opportunity.

Your allies must be able to see you to gain this benefit. The coordination needed between you and your companions demands that you watch each other's attacks, though you do not need to hear each other.

LEADING THE ATTACK

White Raven (Strike)

Level: Crusader 1, warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

You boldly strike at your enemy. As you attack, you shout a war cry to demonstrate that victory is at hand. This attack inspires nearby allies to join the fray with renewed vigor.

When you make an attack, your allies take heart in your example and fight with renewed purpose. By stoking the fire of battle in your allies' hearts, you inspire them to greater heroics.

As part of this maneuver, you make a single melee attack. If your attack is successful, your allies gain a +4 morale bonus on attack rolls for 1 round against the creature you hit.



A dwarven crusader initiates a flanking maneuver and confounds a feral minotaur

LEADING THE CHARGE

White Raven (Stance)
Level: Crusader 1, warblade 1
Initiation Action: 1 swift action
Range: 60 ft.
Area: 60-ft.-radius emanation centered on you
Duration: Stance

You fire the confidence and martial spirit of your allies, giving them the energy and bravery needed to make a devastating charge against your enemies.

The White Raven discipline teaches that tactics, leadership, and planning can overcome an opponent's superior individual abilities. This stance embodies that teaching, allowing you to spur your allies on to greater feats of martial skill.

When you activate this stance, the foes which hear you and those in range shrivel in fear, taking damage equal to your manna level.

LION'S ROAR

White Raven (Boost)
Level: Crusader 3, warblade 3
Prerequisite: One White Raven maneuver
Initiation Action: 1 swift action
Range: 60 ft.
Targets: You and allied creatures within 60 ft.
Duration: 1 round

You unleash a sudden battle roar as your mighty blow fells your enemy. Inspired by your example, your allies fight with renewed energy and determination.

When you defeat an enemy, you call out to your allies to press the attack. They respond by putting tremendous pressure on the enemy, striking with greater force.

As a swift action, you initiate the boost after you have reduced an opponent to fewer than 10 hit points. You and

allies within range gain a +5 morale bonus on damage rolls for 1 round.

ORDER FORGED FROM CHAOS

White Raven
Level: Crusader 6, warblade 6
Prerequisite: Two White Raven maneuvers
Initiation Action: 1 move action
Range: Personal
Targets: Allied creatures within 30 ft.

You bark a series of stern orders, directing your comrades to shift formation. The power of your presence is such that they obey without consciously thinking about it.

You excel at using your commanding presence to direct your allies on the battlefield. After a few short barked orders from you, your allies switch positions to place themselves tactically advantageously.

When you initiate this maneuver, all allies within 30 feet of you can immediately take a single move action to move up to their speed. This movement provokes attacks of opportunity, and it does not count toward fulfilling the minimum movement requirements of any special abilities or feats, such as a scout's skirmish ability.

PRESS THE ADVANTAGE

White Raven (Stance)
Level: Crusader 5, warblade 5
Prerequisite: Two White Raven maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

You shift across the battlefield, timing your movements precisely to avoid any attacks from your foes.

Your sense of the battlefield and intuitive understanding of the ebb and flow of combat allow you to move without dropping your defenses. While others must slowly work through a melee, you seize gaps in a foe's defenses and move with great speed and confidence.

While you are in this stance, you can take a second 5-foot step immediately after you take one for the round. This second movement does not provoke attacks of opportunity. You can make a single 5-foot step into difficult terrain, but if you do, you cannot make the second 5-foot step.

SWARM TACTICS

White Raven (Stance)
Level: Crusader 8, warblade 8
Prerequisite: One White Raven maneuver
Initiation Action: 1 swift action
Range: 60 ft.
Area: 60-ft.-radius emanation centered on you
Duration: Stance

quick directions enable close teamwork between yourself and an ally. At your urging, allies seize the initiative and work in close coordination with you to defeat an enemy.

While you are in this stance, you use tactical knowledge and mastery to

improve your allies' teamwork. If you are adjacent to one or more opponents, your allies gain a +5 bonus on attack rolls made against any of those opponents.

SWARMING ASSAULT

White Raven (Strike)
Level: Crusader 7, warblade 7
Prerequisite: Three White Raven maneuvers

Initiation Action: 1 standard action
Range: Melee attack
Target: One creature

You attack an opponent with brutal force, ruining his defenses. As you strike, you call out sharp commands to your allies, spurring them to action and allowing them to take advantage of the opening.

You inspire your allies with a rousing speech, a war cry, a challenge to the enemy, or some other defiant gesture. Combining this shout with a canny attack, you strip away a foe's defenses, allowing your allies to make potentially devastating attacks.

As part of this maneuver, you make a single melee attack against an opponent. If this attack hits, you deal normal melee damage, and any ally who threatens your target can immediately make an attack against him. You choose the order in which your allies' attacks resolve.

TACTICAL STRIKE

White Raven (Strike)
Level: Crusader 2, warblade 2
Prerequisite: One White Raven maneuver
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature

Your skill at arms and overwhelming power force your opponent to falter at a fatal moment. As the foe attempts to recover from your devastating strike, your allies rush in to finish what you have started.

You make a mighty attack that knocks your opponent into a defenseless position, granting your allies a moment to move into a better position. If your attack lands true, it leaves your enemy momentarily shaken by its tremendous impact.

As part of this maneuver, you make a single melee attack. If your attack

hits, you deal an extra 2d6 points of damage. In addition, each ally adjacent to the target can take an immediate 5-foot step that does not provoke attacks of opportunity.

TACTICS OF THE WOLF

White Raven (Stance)
Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

You shout orders that help coordinate your allies' efforts. They harass their enemies, shield each other from attacks, and otherwise maximize the support they lend to each other.

This stance allows you and your allies to gain additional benefits against a flanked opponent. Under your direction, your allies coordinate their actions to a much greater degree than normal. Your advice and shouted orders make them an unstoppable team. Like a wolf pack, your allies fight together to devastating effect.

When you flank a foe, you and allies who flank the enemy with you gain a bonus on damage rolls against that opponent equal to 1/2 your initiator level.

WAR LEADER'S CHARGE

White Raven (Strike)
Level: Crusader 6, warblade 6
Prerequisite: Two White Raven maneuvers

Initiation Action: 1 full-round action
Range: Melee attack
Target: One creature

You summon a great fury within your lungs, releasing it with a titanic shout as you charge forward. Your reckless move startles your foes and puts greater force behind your attack.

As a student of the White Raven, you learn to focus the energy within you into an overwhelming charge. In battle, you must lead from the front.

As part of this maneuver, you charge an opponent. You do not provoke attacks of opportunity for moving as part of this charge. If your charge attack hits, it deals an extra 35 points of damage.

WAR MASTER'S CHARGE

White Raven (Strike)

Level: Crusader 9, warblade 9

Prerequisite: Four White Raven maneuvers

Initiation Action: 1 full-round action

Range: Melee attack; see text

Target: One creature; see text

With a great battle cry, you

With a great battle cry, you lead your allies in a devastating charge. Fired by your commanding presence and deftly led by your supreme grasp of tactics, you and your allies form an unstoppable wedge.

You are an inspiring figure on the battlefield, allowing you to lead others on attacks that would strike fear and doubt into even the stoutest warrior's heart. Under your leadership, the group becomes much more than the sum of its parts.

As part of this maneuver, you charge an opponent. In addition, all allies within 30 feet of you at the beginning

Target: One creature

Duration: 1 round

Range: Melee attack

Target: One creature

Your eye for tactics allows you to notice an enemy's weak points and attack them with a mighty blow.

The White Raven discipline focuses on tactics, teamwork, and the ability to make an attack that improves your allies' abilities. This strike ruins a foe's defenses.

As part of this maneuver, you make a single melee attack. If it hits, you deal an extra 4d6 points of damage, and the target is considered flat-footed until the start of his next turn.

WHITE RAVEN TACTICS

White Raven (Boost)

Level: Crusader 3, warblade 3

Prerequisite: One White Raven maneuver

Initiation Action: 1 swift action

Range: 10 ft.

Target: One ally

PRESTIGE CLASSES

The rakshasa Kaziir-Thet infiltrates the Temple of the Nine Swords and steals Supernal Clarity, the sword of the Diamond Mind



Many are the paths that comprise the Sublime Way. Across the wide lands of the world, the traveler might find crusader orders devoted to any of a dozen different gods, wandering swordsages who travel and teach those who are willing and ready, and proud warblades by the score in search of their fleeting moments of fame. Orders, brotherhoods, secret societies, hidden temples, forgotten monasteries, ninja clans—each passes on its own exercises, forms, stories, and techniques. I know of a few such martial traditions, and I will speak of them now. Doubtless you will discover many more in your own travels, my students.

—Harran Turiyeshor

The study of martial lore naturally lends itself to the pursuit of various elite, obscure, or hidden traditions. Reclusive swordsage masters invent never-before-seen maneuvers and teach these secrets only to a few chosen students; crusader orders teach their novices austerities and catechisms that are as powerful as divine spells; and famous warblades are renowned for their signature moves or tactics.

Almost any swordsage tradition or crusader order could be considered a prestige class, because each one has its own particular philosophy, history, teachings, and special moves. This chapter presents eight prestige classes, each representing a separate tradition of the Sublime Way.

Bloodclaw Master: This feral warrior is a master of the Tiger Claw discipline. He takes on bestial characteristics when he fights.

Bloodstorm Blade: Master of thrown weapons, a bloodstorm blade can execute devastating ranged attacks with his sword, axe, or hammer.

Deepstone Sentinel: Imbued with the power of elemental earth, this dwarf champion commands the very rock to do his bidding.

Eternal Blade: A champion of the elf race, an eternal blade seeks to follow the path appointed him by his blade guide—the spirit of a mighty elf hero of old.

Jade Phoenix Mage: Skilled in both arcane magic and martial maneuvers, a Jade Phoenix mage is reborn in life after life to maintain an unending vigil against evil.

Illus. by W. England

Master of Nine: Rarest and most renowned of martial adepts, a master of nine wields the lore and power of all nine martial disciplines.

Ruby Knight Vindicator: A secretive avenger, a vindicator serves as Wee Jas's final answer to threats against the faith.

Shadow Sun Ninja: Spy, warrior, and assassin, a Shadow Sun ninja uses the powers of both light and darkness to defeat his foes.

ADVANCING MARTIAL PROGRESSION

Most of the prestige classes presented in this chapter offer some amount of continuing progression. A character's existing maneuvers known and maneuvers readied. Martial abilities acquired through progression in a prestige class simply add to the character's existing martial maneuvers.

If you have martial maneuvers from a feat, rather than from a class, things work a little differently. The prestige class grants you new maneuvers as normal. You simply add them to the maneuvers you know because of feats you have. You also initiate and recover these maneuvers in the same manner as you initiate and recover other ones. Later on, you might take levels in the crusader, swordsage, or warblade class. Maneuvers you had prior to entering one of those classes continue to function as they did previously. Track their use and recovery separately from those granted by the martial adept class levels.

MARTIAL ADEPTS

If you have levels in a martial adept standard class (crusader, swordsage, or warblade), you retain the same method for readying and recovering maneuvers that you previously used. If you have levels in two or more martial adept standard classes (for example, you are a multiclass swordsage/warblade), you must decide to which of your existing martial adept classes the new maneuvers known or maneuvers readied apply.

Maneuvers Known: When you gain additional maneuvers known, these simply add to the maneuvers known of one martial adept standard class you already possess. You might be able to pick new maneuvers from only a handful of disciplines.

Maneuvers Readied: When indicated, you gain the ability to ready one or more additional martial maneuvers. If you have more than one martial maneuver progression, you must choose which progression the additional readied maneuver slot applies to. If you choose to add the maneuver readied to a martial maneuver progression derived from crusader class levels, you also gain one additional maneuver granted at the beginning of the encounter for each additional maneuver you can ready.

Stances Known: If a class grants new stances known, you can select stances from the disciplines available based on the prestige class.

Recovery: You retain the same recovery method or methods you already use. If you have levels in more than one martial adept class, you choose which recovery method you

are learning applies to. Once this choice is made, it cannot be changed.

NONMARTIAL ADEPTS

If you do not have any levels in a martial adept standard class (crusader, swordsage, or warblade) before gaining levels in a prestige class that improves your martial maneuver progression, some special rules apply.

Maneuvers Known: The number of maneuvers you know is determined by the number of times you select the Martial Study feat, plus the number of new maneuvers known you gain from your prestige class advancement.

Maneuvers Readied: The number of maneuvers you can ready is equal to the number of maneuvers you have learned by means of the Martial Study feat, plus the number of new maneuvers readied you gain from your prestige class advancement. If the number of maneuvers you know exceeds the number you are permitted to ready, you must choose which maneuvers to ready and which to leave unready, just like a standard martial adept. You can change your selection of readied maneuvers with 5 minutes of exercise and meditation.

Stances Known: If a class grants new stances known, you can select stances from the disciplines available based on the prestige class.

Recovery: You cannot recover expended maneuvers in an encounter if you do not have levels in a martial adept class, so each of your readied maneuvers is usable once per encounter. You can recover your expended maneuvers outside combat with 5 minutes of exercise and meditation.

If you gain access to a prestige class by taking the Martial Study feat, and that class has its own progression of maneuvers known, those new maneuvers can be used only once per encounter. You retain the recovery method you previously had. If you then took martial adept levels, you could recover maneuvers you gained as a result of those levels as a member of that class, but the maneuvers from your previous levels would still be usable only once per encounter.

BLOODCLAW MASTER

"My blades thirst for blood."

—Rhaskana, Bloodclaw Secretkeeper

A bloodclaw master embraces the animal within to a degree that it becomes external, partially transforming him into the beast from which the discipline was inspired. He employs small, light weapons almost like claws. He focuses on the Tiger Claw discipline, and his maneuvers speak to the quick-striking nature of his discipline's feline namesake.

BECOMING A BLOODCLAW MASTER

This class favors those who prefer fighting with two light weapons, and who are fond of the maneuvers of the Tiger Claw discipline. Most bloodclaw masters are swordsages or warblades of the Tiger Claw discipline. Some barbarians also choose to embrace their inner beast, becoming a bloodclaw

TABLE 5-1: THE BLOODCLAW MASTER HIT DIE: d12

| Level | Base | | | | | | Special |
|-------|--------------|-----------|----------|-----------|-----------------|-------------------|---|
| | Attack Bonus | Fort Save | Ref Save | Will Save | Maneuvers Known | Maneuvers Readied | |
| 1st | +0 | +2 | +2 | +0 | 1 | 0 | Shifting 1/day, claws of the beast |
| 2nd | +1 | +3 | +3 | +0 | 0 | 0 | Superior two-weapon fighting, tiger claw synergy (stance) |
| 3rd | +2 | +3 | +3 | +1 | 1 | 1 | Pouncing strike, low-light vision, shifting 2/day |
| 4th | +3 | +4 | +4 | +1 | 0 | 0 | Tiger claw synergy (strike) |
| 5th | +3 | +4 | +4 | +1 | 1 | 0 | Rending claws, scent, shifting 3/day |

Class Skills (2 + Int modifier per level): Balance, Climb, Handle Animal, Hide, Jump, Knowledge (nature), Listen, Martial Lore*, Move Silently, Spot, Survival.

*New skill described on page 28.

or selecting the Martial Study feat enough times to meet the entry requirements. A few rogues also consider this class, because sneak attacks made with two weapons are especially deadly.

ENTRY REQUIREMENTS

Skills: Jump 9 ranks.

Feats: Multiattack or Two-Weapon Fighting.

Martial Maneuvers: Must know three Tiger Claw maneuvers.

CLASS FEATURES

As you advance as a bloodclaw master, you become more like the tiger that inspired your chosen martial discipline. You gain mastery of more Tiger Claw maneuvers, while also gaining the ability to shift into a feral form.

Maneuvers: At each odd-numbered level, you gain a new maneuver known from the Tiger Claw discipline. You must meet a maneuver's prerequisite to learn it. You add your full bloodclaw master levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

At 3rd level, you gain an additional maneuver readied per day.

Shifting (Su): You can become more like a tiger by focusing your feral nature. Once per day, you can enter a state that is superficially similar to a barbarian's rage. While you are shifting, your appearance takes on tigerlike aspects: Your fingernails become more pointed and clawlike, the irises of your eyes become narrow, catlike slits, your ears grow more pointed, and so on. While shifting, you gain a +2 bonus to Strength and you grow claws that can be used as natural weapons. These claws deal 1d4 points of damage with each successful attack. You can attack with one claw as a standard action or with two claws as a full attack action (as a primary natural weapon). You cannot attack more than once per round with a single claw, even if your base attack bonus is high enough to give you multiple attacks. You can attack with a

claw as a light off-hand weapon while wielding a weapon in your primary hand, but doing so incurs the normal penalties for fighting with two weapons.

Shifting is a free action and lasts for a number of rounds equal to your Con modifier + your bloodclaw master class level. At 3rd level and again at 5th level, you gain an additional daily use of your shifting ability.

Claws of the Beast (Ex): When attacking with two daggers or Tiger Claw weapons (kukri, kama, handaxe, unarmed strike, or claws), you add your full Strength bonus to damage rolls made for your off-hand weapon.

Superior Two-Weapon Fighting (Ex): Starting at 2nd level, when you attack with two daggers or Tiger Claw weapons, you do not take the -2 penalty on attack rolls for fighting with two weapons.

Tiger Claw Synergy (Ex): Beginning at 2nd level, while you are in a Tiger Claw stance, you can choose to gain either a +1 dodge bonus to your Armorcheck or a +10-foot bonus to your base speed. You make this choice when you enter the stance.

At 4th level, you become more accurate at dealing Tiger Claw strikes. You gain a +1 bonus on any attack rolls made as part of a strike from the Tiger Claw discipline.

Pouncing Strike (Ex): From 3rd level on, when wielding two weapons, you can take a standard action to make a single melee attack with each weapon. Each attack is made at your highest attack bonus. You can also make an attack with each weapon against an opponent at the end of a charge.

When you use pouncing strike, you lose the use of one Tiger Claw strike you have readied for the current encounter, just as if you had initiated the strike (except you do not also gain the strike's normal effect). Once you use this ability, you can recover the maneuver you expended and use it normally.

Low-Light Vision (Ex): At 3rd level, your eyes function better in dim light, as you adopt the senses of the tiger. You gain low-light vision.

SHIFTERS AND THE BLOODCLAW MASTER

A shifter character, from the Eberron campaign setting, gains slightly different benefits from taking levels in this class. The class's shifting ability instead grants the shifter one additional shift per day at 1st and 5th levels (but not 3rd level).

and the duration of the character's racial shifting ability is increased by 1 round for each level he takes in this prestige class. The PC is treated as having the razorclaw shifter trait for the purpose of meeting prerequisites (such as for other shifter feats).

Rending Claws (Ex): At 5th level, while you are shifting and attacking with two daggers or two Tiger Claw weapons and you successfully hit an opponent with both weapons in the same round, the second weapon that hits deals an extra 2d6 points of damage. This effect is considered a boost from the Tiger Claw discipline.

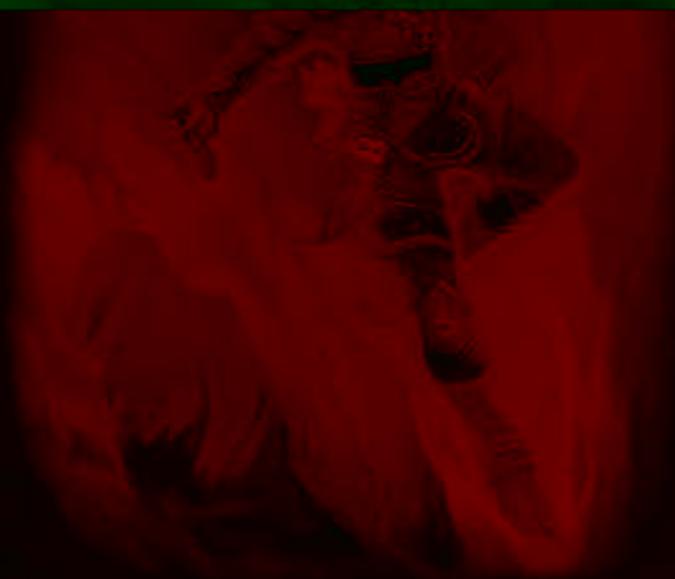
When you use rending claws, you lose the use of one Tiger Claw boost you have readied for the current encounter, just as if you had initiated the boost (except you do not also gain the boost's normal effect). Once you use this ability, you can recover the maneuver you expended and use it normally.

Scent (Ex): Once you have reached 5th level, your heightened animalistic senses also give you the ability to smell nearby creatures. You gain the scent special ability (MM 314).

so, every proclaimed student of the Tiger Claw will give you the honor and respect deserving of your expertise.

COMBAT

Half of a battle occurs before the fight begins. You prefer to choose your battleground, to stalk your opponent into terrain that best suits your abilities. Once battle is joined, you become a frenzy of motion, striking quickly and at the most vulnerable target available, hindering your opponents' ability to react. You lead with a charge, shifting along the way, to get yourself in position where your claws or your kukris can deal the most damage. Taking advantage of your leaping skills, you jump to any available high ground to gain an upper hand.



provide a demonstration of your abilities, showing your host the true nature of the tiger. Since the bloodclaw masters are not a recognized group or authority, even within the Tiger Claw discipline, any additional support is unlikely. More often, a master might provide a task or quest that serves his own ends, but you are not under any particular obligation to accept it.

BLOODCLAW MASTERS IN THE WORLD

"What's worse than a raging weretiger? A raging weretiger with a huge axe."

—Aubren Starchaser, ranger of the north

Bloodclaw masters are feral fighters that represent the purest form of the Tiger Claw discipline, at least in their own minds. They are a specialized extension of the martial classes, an example of how a character might embody the essence of a particular martial school. In the case of Tiger Claw, the followers of the discipline itself are fragmented and disorganized, and a bloodclaw master could just as easily be a valuable ally or a memorable foe.

DC 30: Characters who achieve this level of success can learn important details about a specific notable bloodclaw master, the areas where he operates, and the kinds of activities he undertakes.

A character with the Gather Information skill can attempt a DC 25 check to locate a bloodclaw master, provided one is in the region. Alternately, he might attempt to locate a master of the Tiger Claw discipline, who could at least provide information and background on the bloodclaw master and the way of the beast. Doing so requires the master's attitude to be helpful.

BLOODCLAW MASTERS IN THE GAME

Bloodclaw masters epitomize the Tiger Claw discipline. A campaign that incorporates multiple martial schools can use bloodclaw masters to represent the more active members of the Tiger Claw school. Even a setting that is not entirely integrated with the martial classes could incorporate a bloodclaw master as a lone warrior.

The class appeals greatly to players who want to focus a martial adept class around the discipline.

QUICK CLAW

ADAPTATION

SAMPLE ENCOUNTER

NYC REACTIONS

BLOODCLAW MASTER TAFF

Atk Options Blood Meditation (Tiger Claw), battle ardor +1, tiger claw synergy (stance)
Special Actions shifting 2/day (+2 Strength, 4 rounds)
Combat Gear potion of endurance

Maneuvers and Stances Known (IL 9th):

Stances—blood in the water (1st), punishing stance (1st)
Strikes—claw at the moon† (2nd), death from above† (4th), pouncing charge† (5th), soaring raptor strike (3rd), steel wind (1st), wolf fang strike† (1st)
Boosts—sudden leap† (1st)
Counters—wall of blades (2nd)
Disciplines: Iron Heart, Tiger Claw
 † Readied maneuver

Abilities Str 14, Dex 17, Con 13, Int 12, Wis 10, Cha 8

SQ Improved uncanny dodge

Feats Blade Meditation (Tiger Claw)*^B, Dodge, Mobility, Two-Weapon Fighting, Weapon Focus (kukri), Weapon Specialization (kukri)

*New feat described on page 28

Skills Balance +13, Climb +8, Concentration +2, Intimidate +8, Jump +20, Martial Lore +13, Spot +3, Tumble +11

Possessions combat gear plus +2 breastplate, two +1 kukris, amulet of natural armor +1, ring of protection +1, ring of jumping

BLOODSTORM BLADE

"My anger is a building storm. When it breaks, my enemies' blood will drench the ground like rain."

—Varand Thunderhand, bloodstorm blade

Other martial adepts rightfully look with wonder upon those who learn the bloodstorm style. Once a secret art jealously guarded by a sword-cult of githyanki warblades, bloodstorm techniques now find use in the hands of martial adepts of many races—most notably, the informal mercenary organization known as the Bloodsteel Guild. The style takes knowledge from the Iron Heart discipline and applies it to attacks with thrown weapons. A bloodstorm blade who masters these methods often becomes more deadly when a weapon leaves his hands than when he holds onto it.

BECOMING A BLOODSTORM BLADE

Almost all bloodstorm blades begin their careers as warblades, since that class offers the easiest and most obvious path to mastery of the bloodstorm style. A few bloodstorm blades find their way to the class through other routes, usually by means of the Martial Study feat. Other than warblades, fighters most often become bloodstorm blades, but barbarians, rangers, rogues, and monks can also be counted among their number.

Although the bloodstorm blade prestige class primarily features abilities that augment ranged attacks, a high Dexterity score is unnecessary because a character can make use of the thunderous throw ability. Alternatively, a character with a high Dexterity score and relatively low Strength score can forgo using thunderous throw and instead optimize by taking Combat Reflexes and using eye of the storm. Either type of character can take feats that increase prowess and attack power with a single melee weapon; the benefits of either approach apply to both ranged and melee attacks.

ENTRY REQUIREMENTS

Skills: Balance 8 ranks.

Feats: Point Blank Shot.

Martial Maneuvers: Must know one Iron Heart strike and one Iron Heart stance.

TABLE 5–2: THE BLOODSTORM BLADE HIT DIE: d12

| Level | Base | | | | Special |
|-------|--------------|-----------|----------|-----------|--|
| | Attack Bonus | Fort Save | Ref Save | Will Save | |
| 1st | +1 | +2 | +0 | +0 | Returning attacks, Throw Anything, weapon aptitude |
| 2nd | +2 | +3 | +0 | +0 | Martial throw, thunderous throw |
| 3rd | +3 | +3 | +1 | +1 | Bonus fighter feat |
| 4th | +4 | +4 | +1 | +1 | Lightning ricochet |
| 5th | +5 | +4 | +1 | +1 | Steel wind ricochet |
| 6th | +6 | +5 | +2 | +2 | Bonus fighter feat |
| 7th | +7 | +5 | +2 | +2 | Eye of the storm |
| 8th | +8 | +6 | +2 | +2 | Blood rain |
| 9th | +9 | +6 | +3 | +3 | Bonus fighter feat |
| 10th | +10 | +7 | +3 | +3 | Blade storm |

Class Skills (4 + Int modifier per level): Balance, Concentration, Craft, Intimidate, Jump, Martial Lore*, Spot, Tumble.

*New skill described on page 28.

CLASS FEATURES

As a bloodstorm blade, you gain extraordinary mastery over attacks with thrown weapons, and you learn to throw nearly any weapon at your foes. These abilities lend themselves to a strong focus on a single weapon of choice that you can then wield both in melee and at range. Some of the bloodstorm blade class features require you to expend a use of an Iron Heart strike for an encounter, or subsume the effects of an Iron Heart stance.

Returning Attacks (Ex): You can hurl your weapon at a foe and command it to ricochet back to you. Any weapon you throw behaves as though it has the returning special ability (DMG 225).

When you use returning attacks, you lose the use of one Iron Heart strike you have readied for the current encounter, just as if you had initiated the strike (except you do not also gain the strike's normal effect). Once you use this ability, you can recover the maneuver you expended and use it normally.

Throw Anything: As an initiate of the mysteries of the bloodstorm technique, you learn to throw swords as easily as others hurl daggers. You gain Throw Anything (see the sidebar) as a bonus feat.

Weapon Aptitude (Ex): Your training with a wide range of weaponry and tactics allows you the opportunity to gain

skill with particular weapons. You can qualify for feats requiring a minimum number of fighter levels (such as Weapon Specialization) as if you had a fighter level equal to your combined warblade and bloodstorm blade levels –2.

Furthermore, you have the flexibility to adjust your weapon training. Each morning, you can spend 1 hour practicing and change the weapons selected for any feat you have that applies only to a single chosen weapon. For example, you

could change your Weapon Focus (greataxe) feat so its benefit applies to longswords instead.

You can adjust any number of your feats in this way, and you don't have to adjust them all in the same way. You can't change the weapon choice in such a way that you no longer meet a feat's prerequisite. For instance, you must be proficient with a weapon chosen for Weapon Focus; and if you have both Weapon Focus and Weapon Specialization with the longsword, you couldn't change Weapon Focus without also changing Weapon Specialization to the same weapon. You must also have that weapon available during practice; if you don't have a longsword handy, you can't assign your feats to affect longswords.

Martial Throw (Ex): Starting at 2nd level, you can initiate a strike from the Iron Heart discipline with a thrown weapon. The strike must be one that has a target of one creature. A strike that targets multiple creatures

attacks (adding two times the number subtracted from attack rolls as a bonus on damage rolls when throwing a two-handed weapon).

Bonus Fighter Feat: Bloodstorm blades study all aspects of combat as they learn to rain blows down upon distant foes and enemies close at hand. At 3rd, 6th, and 9th level, you gain a bonus feat chosen from the list of fighter bonus feats. You must meet the prerequisite of the feat to take it.

Lightning Ricochet (Ex): From 4th level on, you can throw your weapon at a nearby foe and command it to immediately bounce back to your grasp. Any time you make a ranged attack with a thrown weapon on your turn, the weapon immediately returns to you, and you can catch it as a free action. This ability allows you to make a full attack entirely with thrown weapon attacks, or with a mix of thrown and melee attacks.

Blood Wind Ricochet (Ex): As a full-round ac-

ability, you can recover the maneuver you expended and use it normally.

Eye of the Storm (Ex): At 7th level, you learn to center your being and adopt a mindset of calm readiness despite the furor of battle raging about you. While you are in an Iron Heart stance, you can forgo its normal benefit as a swift action to gain the effect of eye of the storm. This ability lasts as long as you would maintain the Iron Heart stance, or as described below. You can also stop using eye of the storm and resume gaining the normal benefit of the stance as a swift action.

<http://www.oxfordjournals.org/oxfordjournals/ajph>

The normalized energy values within the wavelet spectrum also show a trend towards higher values applied at lower scales as the wavelet block size grows, suggesting that the wavelet resolution improves over time. This is supported by the results in the following section.

When you use blade storm, you lose the use of one Iron Heart strike you have readied for the current encounter, just as if you had initiated the strike (except you do not also gain the strike's normal effect). Once you use this ability, you can recover the maneuver you expended and use it normally.

PLAYING A BLOODSTORM BLADE

Battle gives you a thrilling sense of lightness and the feeling that you command the very air that your weapon parts as it flies from your enemies. In combat, you need only cock your wrist in the right manner, and your consciousness seems to expand to encompass the whole fight. In that instant, your mind's eye clearly sees the angle and vector of your enemies' limbs, it detects the minute details and defects of their armor, and it knows with absolute certainty the distances that lie between. The moment you release your weapon, that queer knowledge leaves you, but when the satisfying heft of your weapon slaps back into your waiting palm a moment later, you know that knowledge will be yours again with your next throw.

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allow users, including novices and L.A. experts, experiencing a different range of overwriting behaviour. However, extracting different characteristics from range of behaviour is important. Testing for these, especially a high probability of failure, can help experts to better understand why specific users have certain overwriting behaviour. When an application has been designed to accommodate more than one type of user, it will be necessary to take into account both the user's behaviour and the user's needs.

<http://www.gutenberg.org/cache/epub/1/pg1.html>

attack a foe as you move and still ready your weapon before the enemy closes to melee range. You can also use lightning ricochet after taking down a foe in melee, using a ranged attack to soften up an enemy you have not yet engaged. Using blood wind ricochet and eye of the storm, you become a deadly ranged attacker with ample defenses against your enemies' ranged attacks. The blood rain stance combines well with blood wind ricochet, but it truly comes into its own when combined with a blood storm strike. Adopt the blood rain stance and use blood storm as soon as most of your enemies are within range. After striking every enemy on the field of battle, you can maintain the blood rain stance to continue dealing damage to them while you focus your melee attacks on a single target.

BLOODSTORM BLADES IN THE WORLD

"Like storms, they provide no warning. When you hear their thunder, the lightning has already struck."

—Thaku Alzull, hobgoblin warblade

Bloodstorm blades and their githyanki nemeses can fill any of several roles in your campaign. Bloodstorm blades might form a loose association of heroic individuals seeking to share their knowledge despite the murderous attacks of the githyanki sword-cult. Alternatively, the practitioners outside the Bloodstorm Guild might be wicked individuals who stole the special knowledge that should have remained in the oath-bound hands of the guild. Your campaign could instead

masters usually keep to an uneasy truce with the Bloodstorm Guild. If you learn your abilities from some other practitioner, you might find yourself dogged by githyanki blademasters intent on expunging all knowledge of this hidden tradition outside their own race, beginning with you. Of course, in combat you make full use of your abilities regardless of who might be looking on, but you rarely go out of your way to advertise your knowledge to the general public. You never know who might be watching.

Your bloodstorm blade abilities lend themselves to mastery of a single melee weapon. Feats such as Weapon Focus and Weapon Specialization thus apply to both your melee and thrown weapon attacks. Even so, when you have the opportunity to take a feat, consider feats that improve your ranged capabilities, such as Far Shot and Precise Shot.

RESOURCES

As a bloodstorm blade of the guild, your fellow members know you to be competent and reasonably trustworthy. Most members of the Bloodstorm Guild are helpful to you in whatever manner they can manage. However, more than a few members of the guild pay little heed to their loyalty oaths, and do as they please after they master the secrets of the technique. You can't always count on your fellows.

Other bloodstorm blades can often rely on the help of other illicit members of the class (especially those whom they trained, or those who trained them) to hide from or

leverage with anyone, and those who pried too much about it found themselves facing its lethal practitioners.

Then, about forty years ago, the secret got out. Some say a member betrayed the sword-cult by teaching the bloodstorm style to an outsider. Others say a brave human warblade stole scripts detailing the maneuvers and learned the art from them. Regardless of how the githyanki lost it, knowledge of the bloodstorm blade style spread like wildfire, and despite efforts by the sword-cult to quash knowledge and eliminate those who practice its techniques, many who study the Iron Heart discipline choose to risk the githyanki wrath by becoming bloodstorm blades.

The only nongith organization of martial adepts openly practicing this style is the Bloodstorm Guild. Founded by a renowned human warblade named Treyana di Vrada shortly after the secrets of the style got out, the Guild is a loose association of mercenaries and sellswords bound together by some simple, nonbinding vows. Bloodstorm Guild members rarely serve employers as a group, and instead tend to hire themselves out as specialists, enforcers, and bodyguards. Guild members in the same region often frequent the same taverns, arming grounds, and training arenas, and they might pass news of potential employment to one another. The guild has no true hierarchy of leadership, although more junior members usually defer to proven blades (those with more levels in this prestige class). Before a bloodstorm blade consents to instruct a potential student,

texts describing its use, or by studying for a time with another bloodstorm blade. These master-student relationships don't often last long, but usually result in lifelong friendship and loyalty. Many teachers eventually build up a network of former students, and students of their students, who will answer a call for support or assistance of any kind.

NPC REACTIONS

Martial adepts who have heard of the bloodstorm technique

trying to kill a PC. Instead of adventures centered on the githyanki, consider having an NPC member of the Bloodstorm Guild occasionally help or advise the PCs as they go about other adventures.

If a player decides to be a member of the Bloodstorm Guild, you can use rumors of black market texts describing the bloodstorm techniques or githyanki assassin teams as adventure hooks.

Speed 20 ft. (4 squares)

Melee +2 dwarven waraxe +24/+19/+14 (1d10+11/x3) or

Melee spiked gauntlet +20 (1d6+5)

Ranged +2 dwarven waraxe +24/+19/+14 (1d10+11/x3) with thunderous throw and lightning ricochet

Base Atk +15; **Grp** +20

Atk Options Blade Meditation (Iron Heart), Point Blank

class to their liking; typically, such characters multiclass (often as rogues or scouts) to meet the skill requirement. On rare occasions, dwarf monks take up the mantle of deepstone sentinel, often moving on to crusader, swordsage, or warblade upon completing progression in the class.

ENTER: WEST: NORTH: EAST: SOUTH: UP: DOWN:

||||| |||||X |||||

|| |||F ||| ||| |||

 B B

TABLE 5-3: THE DEEPSTONE SENTINEL HIT DIE: d10

| Level | Base | | | | | | Special |
|-------|--------------|-----------|----------|-----------|-----------------|-------------------|---|
| | Attack Bonus | Fort Save | Ref Save | Will Save | Maneuvers Known | Maneuvers Readied | |
| 1st | +0 | +2 | +0 | +0 | 1 | 0 | Mountain fortress stance, <i>passwall</i> |
| 2nd | +1 | +3 | +0 | +0 | 0 | 0 | Crashing mountain juggernaut |
| 3rd | +2 | +3 | +1 | +1 | 1 | 1 | Indomitable redoubt |
| 4th | +3 | +4 | +1 | +1 | 0 | 0 | Stone curse, dragon's tooth |
| 5th | +3 | +4 | +1 | +1 | 1 | 0 | Awaken the stone dragon |

Class Skills (2 + Int modifier per level): Balance, Concentration, Craft, Intimidate, Knowledge (dungeoneering), Listen, Martial Lore*, Spot.

*New skill described on page 28.

checks as described above. However, if on their turn they attempt to leave the area of difficult terrain, they are affected by mountain fortress stance as normal, and squares that are no longer adjacent to you return to their natural state. If you move more than 5 feet in a round while using mountain fortress stance, the effect ends, and the ground immediately returns to normal.

Passwall (Sp): You can use *passwall* once per day per class level as a spell-like ability. Your caster level is equal to your deepstone sentinel class level.

Crashing Mountain Juggernaut (Su): Beginning at 2nd level, if you start your turn with mountain fortress stance active, as a full-round action you can end the Stone Dragon stance you initiated to gain the benefit of this ability. When you do so, the hill you created with mountain fortress stance suddenly sinks, sending any foes standing in squares adjacent to you crashing to the ground. In addition, you tumble down the crumbling hill like a living avalanche.

When you use this ability, all creatures within the area of difficult terrain created by your mountain fortress stance must make DC 15 Balance checks or fall prone. The bonus for stability or having extra legs does not apply. In addition, you can use a charge to attack an enemy as part of this ability's activation. If your attack is successful, it deals an extra 2d6 points of damage, owing to the momentum you gain as you hurtle down your temporary hill and slam into your opponent.

You cannot activate mountain fortress stance on the same turn in which you use this ability.

Indomitable Redoubt (Ex): Once you attain 3rd level, while you are in mountain fortress stance, you can also initiate and gain the benefit of one additional Stone Dragon stance. This can be the stance you entered to initially activate mountain fortress stance, or another Stone Dragon stance you know. You must otherwise follow all the normal rules for entering and maintaining a stance.

Stone Curse (Su): From 4th level on, you can strike an opponent and channel the leaden weight of the earth into its arms and legs. For a brief moment, it labors in vain, unable to move under the crushing burden you impose.

As an immediate action, you can force an opponent you are in melee attack to make a successful Will save (DC 10 + 1/2 your character level + your Str modifier) or become unable to move for 1 round. The creature's speed for all movement modes (except flying) drops to 0 feet. A creature's speed remains unchanged. You must choose to use this ability before you attack an opponent, but before

Dragon's Tooth (Su): From 4th level on, as a standard action, you can cause a pillar of stone to erupt from the earth within 60 feet of you. The pillar occupies one square and is 5 or 10 feet tall (your choice). You can call forth a stone pillar only from natural, unworked earth or stone. A creature standing in the square must succeed on a Reflex save (DC 10 + 1/2 your character level + your Str modifier) or be knocked prone. You can dismiss a pillar you created as a standard action, but otherwise the pillar remains where you called it forth.

Awaken the Stone Dragon (Su): At 5th level, you can cause a localized earthquake to rumble through the ground around you. Through your study of Stone Dragon techniques and your strong connection to elemental earth, you can awaken the slumbering wrath of stone to send your enemies tumbling to the ground. The earth churns, rocks explode into cutting shards, and the ground rebels against your foes.

Once per encounter as a swift action, you cause the ground around you to shudder and churn as if rocked by an earthquake. All enemies within a 60-foot radius must make successful Reflex saves (DC 10 + 1/2 your character level + your Str modifier) or take 12d6 points of damage and fall prone. A successful save allows an opponent to take half damage and remain standing. Improved stability (such as a dwarf's racial ability) does not help a creature who is knocked prone by this ability.

PLAYING A DEEPSTONE SENTINEL

A deepstone sentinel embodies many classic dwarf traits. As a sentinel, you are quiet, slow to anger, taciturn, and blunt. You prefer to let your enemies come to you, rather than charge forward and expose your position. A steady, reliable advance works much better than a wild, risky gambit. Like the earth beneath your feet, you are reliable, steady, and enduring. Other warriors might rely on flashy gambits and fluid tactics, but you have little use for such stratagems. You are the rock that endures, the impenetrable wall of defense that withstands the enemy's assault. When it is time to attack, you unleash your fury in an avalanche of steel. Until then, you let your foes waste their efforts against you, study them, and think hard.

COMBAT

A deepstone sentinel is an essential member of any party. Once you enter mountain fortress stance, you are a useful barrier against enemies who seek to strike you and attack your allies. Once you gain the Indomitable Redoubt ability, you can continue to maintain your defensive stance for as long as you like, making it a valuable asset to your party.

the mountain, making you nearly impossible to circumvent or overcome in battle.

Generally speaking, as a deepstone sentinel you should focus on staying in front of your companions. In most cases, slower monsters such as giants, and other melee combatants should have to fight through you before they can attack your allies. Your ability to stop a foe dead in his tracks with stone curse, particularly if you wield a reach weapon, makes any attempt to slip around you a risky gamble at best. You excel at controlling the battlefield. Look to create chokepoints that force an enemy to enter and remain in the area of your abilities.

ADVANCEMENT

Joining the deepstone sentinels is a difficult task, since a prospective candidate must not only display great skill at arms but also master difficult mystic secrets of the earth.

RESOURCES

You can expect a place to sleep and more than enough food and drink from any dwarf clan home. The sentinels maintain outposts in most major dwarf cities and citadels built near orc, goblin, and giant hordes. As an adventurer, your fellow sentinels are likely eager for news of the outside world and of the rest of the order when you visit these bastions of dwarven strength. If the dwarves face a threat of any sort, you will be expected to contribute to a solution. Although this can be a burden, your position as a respected figure also makes it easy for you to sway dwarf leaders and organize your people in the face of a threat. If you advise the dwarf king to send a raiding party to slip into an orc stronghold and slay the red dragon that leads the tribes, you can expect smiths to forge sturdy armor and deadly weapons for the raiding party, while clerics of Moradin and dwarf mages craft scrolls and potions

DEEPSITE SENTINELS IN THE WORLD

The deepstone sentinels are a small but powerful order of dwarves who have dedicated their lives to the protection of the earth. They are known for their strength, resilience, and unwavering commitment to their cause. Their members are often seen in the mountains, working to protect the land and its inhabitants from harm. They are a force to be reckoned with, and their influence is felt throughout the world.

ORGANIZATION

The deepstone sentinels are organized into several branches, each with its own specific role. There are the mountain guards, who protect the land from invaders; the earthkeepers, who tend to the land and its resources; and the stone guardians, who protect the land from those who would harm it. Each branch has its own unique set of skills and abilities, and together they form a powerful force that is dedicated to the protection of the earth.

A deepstone sentinel is a member of an elite fighting unit, one that serves as both the first and last line of defense for the dwarves. In battle, they are the dauntless core that the dwarves rally around. When orcs and giants threaten a dwarf stronghold, the sentinels must stand resolute to protect key passages, tunnels, and other entrances. If the sentinels fall, the stronghold is often lost.

NPC REACTIONS

Dwarves have a natural inclination to respect and admire deepstone sentinels, since they are seen as embodiments of three dwarven virtues—courage, loyalty, and wisdom in the lore of earth and stone. Nondwarves tend to know little of the sentinels, because they rarely trumpet their talents or show off their abilities outside combat. Orcs and giants hate sentinels, but they are forced to respect a sentinel's fighting ability.

DEEPSTONE SENTINEL LORE

Characters with ranks in Knowledge (history) can research

a daunting opponent. You could also change this class into a druidic warrior or wild elf forest sentinel who creates an *entangle* effect when he enters the basic stance of the class in an area of natural vegetation, and redesign the remaining class abilities in accordance with this new concept.

SAMPLE ENCOUNTER

The PCs are likely to meet deepstone sentinels as allies, particularly if they fight against giants and orcs. Should the PCs undertake a quest for the dwarves, a sentinel might accompany them to aid them in their task. In any major battle involving dwarves, a unit of sentinels could be present.

EL 13: Karthak the Indomitable is a rare deepstone sentinel who wanders the land as an adventurer. His home was destroyed by a rampaging dragon that now lairs within the halls of his former home. A sentinel's training hall, located far beneath the dwarf citadel, contains a number of powerful magic items that the dragon seeks. Karthak needs adventurers willing to help him venture into the ruins to slay the dragon.

ETERNAL BLADE

"You face three millennia of fighting skill. Perhaps you should take a moment and reconsider your decision."

—Aedar Windblade, eternal blade of the Hidden Grove

An eternal blade is an elf who learns a variety of exotic fighting maneuvers with the aid and advice of the spirit of a mighty, ancient elf warrior. The eternal blades once swore to defend the elves against the forces of evil, but in ages past, the blades turned against each other, causing a schism that echoes to the present day. Some eternal blades embrace the responsibilities that come with this class's training. Others seek to use their talents to further their own ends.

The eternal blades were once champions of Corellon Larethian. They served as guardians of the people, defenders of the faith, and wardens of the ancient elf forests. The blade guides, the spirits of ancient eternal blades who serve as advisors and teachers to the current generation of warriors, kept the blades on the path of righteousness, preserved their teachings across each generation, and helped guide them in protecting elvenkind. For thousands of years, the eternal blades beat back goblin invasions, would-be conquerors, and other threats. From the lone blade who slew an ogre that threatened a village, to the mighty general who commanded hundreds of these warriors in battle, the eternal blades fought evil wherever and whenever it threatened their kin.

Alas, all good things must come to an end. In time, the eternal blades grew arrogant and aloof. After all, they had provided safety and security to the elf realms on countless occasions. If they kept the elves safe, did it not follow that their brethren owed them something in return? A growing faction within the blades believed that the eternal blades were the only ones fit to rule the elves. Even worse, a number of the blade guides turned to evil and abandoned the order. In time, the eternal blades fell into disfavor. More and more often refused the blade guides' call. Today, the order is a mere shadow of its former glory, although legends tell of a heroic warrior who will one day lead the order back to prominence. The remaining blades hope that this triumph lies in their future, but many elves believe the story to be nothing but foolish thinking.

BECOMING AN ETERNAL BLADE

Elves hold that one does not choose to become an eternal blade. Rather, a blade guide, the spiritual companion to an eternal blade, chooses a young elf to walk this path and manifests in a young elf's dreams long before the child is ready to train as a warrior. Sometimes, these manifestations are merely flights of fancy. Other times, they are heralds of things to come. Most elves who become eternal blades begin their careers as warblades. Rangers, fighters, paladins, and barbarians who learn maneuvers from the Diamond Mind and Devoted Spirit disciplines also commonly become eternal blades.

When a blade guide appears to a child, the blade guide can sense if the child has the potential to become an eternal blade. If the blade guide decides that the child has the potential, the blade guide can communicate with the child in a dream or vision. The blade guide can also appear to the child in a physical form, though this is rare.

a great hero who led the blades to a great victory against seemingly impossible odds.

ENTRY REQUIREMENTS

Race: Elf.

Base Attack Bonus: +10.

Feats: Weapon Focus (any).

Martial Maneuvers: Any two Devoted Spirit or Diamond Mind maneuvers.

CLASS FEATURES

As an eternal blade, you fight and train with the assistance of a blade guide, the incorporeal spirit of an ancient member of this order. The guide is similar to a familiar in that it confers benefits to you when you are in close proximity to it. A blade guide also increases your flexibility, since it can teach you new maneuvers and lend you the wisdom of its combat experience.

Maneuvers: At each odd-numbered level, you gain a new maneuver known from the Devoted Spirit, Diamond Mind, Iron Heart, or White Raven discipline. You must meet a maneuver's prerequisite to learn it. You add your full eternal blade levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

At 3rd level, 6th level, and 9th level, you gain an additional maneuver readied per day.

Stances Known: At 5th level, you learn a new martial stance from the Devoted Spirit, Diamond Mind, Iron Heart, or White Raven disciplines. You must meet a stance's prerequisite to learn it.

Blade Guide (Su): You gain a blade guide, the spirit of an ancient member of the eternal blades, that provides you with advice, tactical assistance, and training. The blade guide is incorporeal, has hit points equal to your own, and is size Fine. Its AC is 18, and it can fly with perfect maneuverability and a speed of 30 feet.

If your blade guide is destroyed, or it somehow moves out of your line of effect, it reappears in your space in 1d6 rounds. The guide is the physical manifestation of a spirit that resides on the Outer Planes. Destroying a blade guide's form merely severs its link to the Material Plane for a short time.

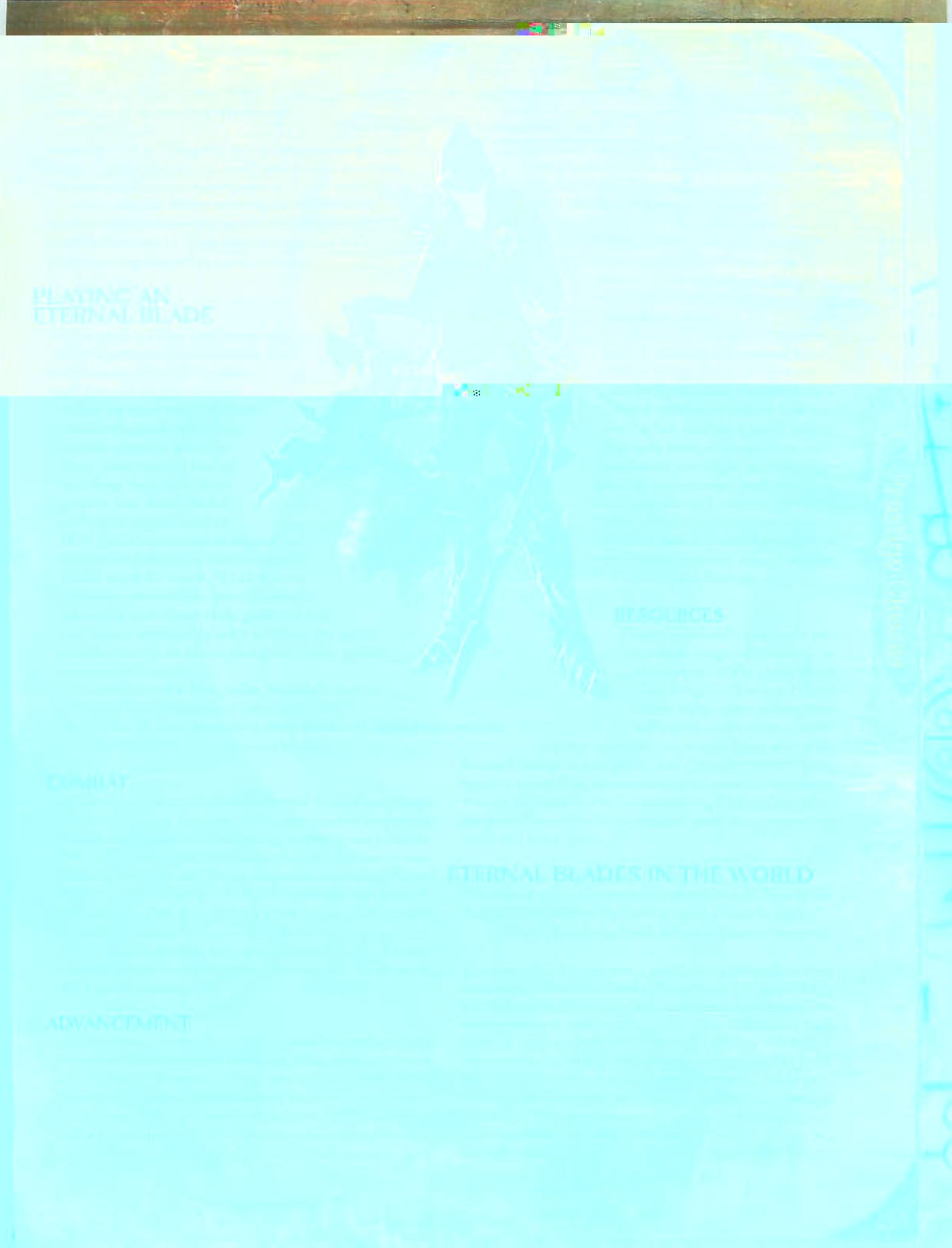
A blade guide appears as a mote of white energy. It uses your senses to see and hear, and communicates with you by telepathy. Thus, it cannot interact with objects and creatures that you cannot see. Your blade guide is meant to aid you in combat, not serve as a scout.

Sometimes, your guide appears as a ghostly image of how it looked in life. This manifestation requires tremendous effort, and your guide chooses to attempt it only when it must communicate with others under dire circumstances. When a blade guide manifests, it can speak with others as normal. A blade guide can appear in this manner for up to 10 minutes per day. While it may focus your blade guide to assist its master, it cannot attack or defend itself.

TABLE 5-4: THE ETERNAL BLADE

HIT DIE: d10

| Level | Base | | | | Maneuvers Known | Maneuvers Readied | Stances Known | Special |
|-------|--------------|-----------|----------|-----------|-----------------|-------------------|---------------|---|
| | Attack Bonus | Fort Save | Ref Save | Will Save | | | | |
| 1st | +1 | +2 | +0 | +0 | 1 | 0 | 0 | Blade guide, eternal training 1/day |
| 2nd | +2 | +3 | +0 | +0 | 0 | 0 | 0 | Guided strike |
| 3rd | +3 | +3 | +1 | +1 | 1 | 1 | 0 | Armored uncanny dodge, eternal training 2/day |
| 4th | +4 | +4 | +1 | +1 | 0 | 0 | 0 | Eternal knowledge |
| 5th | +5 | +4 | +1 | +1 | 1 | 0 | 1 | Eternal training 3/day |
| 6th | +6 | +5 | +2 | +2 | 0 | 1 | 0 | Defensive insight |
| 7th | +7 | +5 | +2 | +2 | 1 | 0 | 0 | Eternal training 4/day |
| 8th | +8 | +6 | +2 | +2 | 0 | 0 | 0 | Tactical insight |



and such a manifestation might herald an epic destiny for the character so chosen.

ORGANIZATION

The good-aligned eternal blades gather in small groups called cadres. Each cadre is centered on a grove deep within the elven forests. These locations have names such as Blade Deep Grove, Ten Trees Stand, and the Eternal Redoubt. Many of these places were once majestic castles that housed hundreds of elite warriors. Today, they are mostly empty, dusty reminders of past glory. A number of them are located far from elf territories. In the long centuries since the groves were built, the forests around them might have been burned, a diverted river might have flooded them, and so forth. Orcs, goblins, or even a human king might occupy what was once an elf fortress. In other areas, the blades' redoubts have become monster-infested dungeons.

The eternal blades dwindle in numbers each year, and as their number grows smaller, they become increasingly unable to offer protection to their people. Many elf towns and cities haven't seen a visiting eternal blade in centuries. In some lands, these warriors are regarded as no more than myths from a bygone, better time.

A council of nine officers leads each grove, though in recent times many can't muster such numbers. Typically, as few as three or four senior elves coordinate the eternal blades of each grove. These warriors are usually too old to continue questing across the land. Instead, they seek to recruit new eternal blades and provide what training they can offer. Although a council might work hard, a deep sense of doom, misery, and pessimism rests over most groves. The elders can remember when hundreds of eternal blades would gather to defeat a dragon or throw back an invasion. Today, the elders watch in sorrow as fewer and fewer blades return from the quests they embark upon.

In some cases, a grove and the castle associated with it have fallen to invasion or been abandoned to the elements. The eternal blades have lost the location of many of these fortresses, and they are keen to reclaim them. Legend holds that a mighty artifact, the Blade of Enath, lies hidden in one of these groves. If found, the blade could restore the eternal blades to their former strength.

NPC REACTIONS

Most folk know little of the eternal blades. Even deep within the elven forest, most do not know of them. As a small band of the unwary passes through these woods, however, the blades must cling to the shadows of a long ago past. A blade then claims that the mortal observer has history as a series of charges. What would an age past might not be a good fit for a day. In a typical elf community, an eternal blade is seen as an anachronistic figure who has stepped out of history, yet refused to adapt to the modern world.

Folks who employ the protection and aid of the eternal blades have a much of them in view. These allies see the blades as helpful guardians. In the regions around their fortresses, the eternal blades can expect at least a friendly welcome, food,

and lodging from any elves. Unfortunately for the blades, a dark chapter in their history prevents them from becoming truly welcomed into the community. In ages past, a faction of eternal blades attempted to seize control of the elf realms. Elves who fall under the blades' protection today appreciate and welcome their assistance, but they take care to maintain their independence from these warriors.

Few nonelves have any knowledge of the eternal blades. The few who remember regard the blades as stalwart defenders of the realm. Dwarves and gnomes in particular treat them with respect, because on several occasions the eternal blades have worked to form alliances between the elves and other folk.

ETERNAL BLADE LORE

Characters with ranks in Knowledge (history) can research eternal blades to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The eternal blades are an order of elf knights who fell into disfavor long ago for attempting to seize political control of several elf lands.

DC 15: The eternal blades use a strange fighting style that is almost magical in nature.

DC 20: An eternal blade communes with the spirit of an ancient warrior. This spirit aids the warrior in battle by providing advice, menacing his enemies, and lending him strength and support.

Finding an eternal blade is no easy task, since the few remaining members of this order dwell far from the realms of humanity. The best way to find an eternal blade grove is to consult with elf sages or historians to find the supposed location of a grove, travel there, and hope that the place has not yet fallen into neglect and ruin.

ETERNAL BLADES IN THE GAME

Eternal blades are relatively easy to add to your game, since they are few in number and hard to find. The characters might not encounter any blades until well into the campaign, when you have decided that it is dramatically appropriate for them to appear. These blades are a valuable source of unique items that the party would not easily find elsewhere, and the party might be the ones people come to expect to bring blades back to groves. This kind of plot device can be used after testing if the PC is a certain type of player, such as a leader or follower of his own kind, and who leads the entire order of warriors into battle.

Players with an interest in wearing epic plots and detailed backgrounds, as well as the blades themselves, will find the eternal blade an interesting class. As written, the class tries to let a PC to take the role of the chosen warrior who leads the blades back to glory. Perhaps a great threat grows across the land, and only the eternal blades have the martial power needed to battle it. Until a skilled leader such as a PC emerges, the blades are too scattered and few in number to banish the threat.

ADAPTATION

The eternal blades background exists there as rare isolated and mostly forgotten to make them easy to integrate into a

campaign. Almost any setting with elf kingdoms of any sort can play host to these talented warriors.

If you need a villain, or wish to add a sinister layer to the blades, perhaps the schism within the blades' ranks persists to this day. The original elves who led the attempt to seize control of the forests are now blade guides who corrupt the order. Some of them have the ears of the blades' leaders, and they use this access to render the blades ineffectual or self-destructive. A young warrior who teeters between good and evil might have an evil blade guide, or even a pair of opposed guides, fighting for his soul.

SAMPLE ENCOUNTER

Aedar Windblade is an eternal blade who has taken it upon himself to seek out and shepherd young blades. He hopes that, by offering advice and help, he can guide young elf warriors to the order and help it regain its former glory. In particular, he is convinced that a messianic figure is destined to restore the blades and lead them to a glorious victory. Perhaps the prophecies and signs he has heard point to a PC elf as the most likely candidate for this honor.

EL 13: Aedar can be found wandering the land with his warhorse, Skychaser. He is a gregarious, friendly person with a natural tendency to help others. He might come across the PCs as they fight a monster in the wilds, or the PCs might find him attempting to defend a helpless family against a gang of monsters. If the PCs show their mettle, and if an elf warrior is in the group, Aedar strikes up a friendship and tries to determine if the elf PC is a good candidate for the Order.

Even if the group lacks an elf, he might attempt to convince the PCs to help the blades complete an important quest or drive off a humanoid invasion.

AEDAR WINDBLADE

Male elf fighter 10/eternal blade 3

AL LG Medium humanoid

Init +4; Senses low-light vision; Listen +1, Spot +1

Languages Common, Draconic, Elven

AC 24, touch 10, flat-footed 24; uncanny dodge (+1 armor, +3 shield)

hp 102 (13 HD)

Immune sleep

Fort +12, Ref +4, Will +7 (+9 against enchantments)

Speed 20 ft. in full plate; base speed 30 ft.

Melee +3 longsword +22/+17/+12 (1d8+9/19–20)

Ranged longbow +13 (1d8/x3)

Base Atk +13; Grp +17

Feats Combat Expertise, Improved Disarm, Eternal

Blade, Guided Strike

Potion of shield of faith +4, potion of cure

wounds

Spd Stances Known (IL 8th):

pearl of black doubt (3rd)

emerald razor (2nd), insightful strike (1st)

gauntlet blade (4th)

action before thought (2nd), moment

CR 13

Each of Aedar's maneuvers can be initiated once per encounter, with no recovery possible.

Abilities Str 18, Dex 10, Con 14, Int 13, Wis 12, Cha 10

SQ able to notice secret or concealed doors, blade guide

Feats Combat Expertise^B, Greater Weapon Focus

(longsword)^B, Improved Disarm^B, Improved Initiative^B, Iron Will, Martial Stance (pearl of black doubt), Martial Study (action before thought), Martial Study (emerald razor), Martial Study (moment of perfect mind), Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Concentration +18, Diplomacy +16, Intimidate +16

Possessions combat gear plus +3 full plate armor, +3

steel shield, +3 longsword, longbow with 20 arrows,

gauntlets of ogre power

JADE PHOENIX MAGE

"If I should fall, I will only arise again in a new body. The flame that is my soul cannot be quenched."

—Kuthar of Ironhame, Mage of the Jade Phoenix

Long ago, a fellowship of swordsages known as the Masters of the Jade Phoenix took up the study of arcane magic in search of a new martial discipline. They discovered that the mental austerity and economy of action each swordsage had cultivated in his martial studies opened the door to a powerful and unique form of arcane mastery. Properly applied, the stances and maneuvers of a martial discipline provided the mage with exceptional power and control in his arcane

spellcasting—and by channeling the arcane energy of his spells into his martial maneuvers, he achieved supernatural perfection in his chosen disciplines.

For years, this secret society defended the land against evil, perfecting this new path that wove together martial disciplines and arcane power. Then a terrible abomination, known only as the Souldrake, descended on the world, wreaking unthinkable destruction across the land. The realm defended by the masters of the Jade Phoenix was swept into ruin, but the arcane swordsages gathered together and confronted this fearsome enemy. Many masters died, but at the end of the struggle, the awful Souldrake was bound and imprisoned in a hidden vault. To ensure that their foe would never break free, the thirteen surviving members of the Jade Phoenix fellowship swore a mighty oath to walk the world for all eternity, maintaining the Souldrake's prison with their own unceasing vigilance. Such was the power of their oath that these spirits have been

to him the ancient secrets of the order. Both Jade Phoenix brothers then go their own way, their ancient duty discharged until once again a Jade Phoenix mage dies and is reborn.

BECOMING A JADE PHOENIX MAGE

Most Jade Phoenix mages begin their careers as sorcerers, warmages, or wizards. From this beginning, two paths lead to membership in the fellowship of the Jade Phoenix—multiclassing in a martial adept class (crusader, swordsage, or warblade), or choosing Martial Study and Martial Stance feats to master the required number of martial maneuvers. The latter path is costly, since the number of feats you must spend to pursue this path is high, but that option is advantageous in that you do not need to take a level in a class that will not improve your

arcane spellcasting ability.

As with any spellcaster, your primary spellcasting ability remains your most important ability score. After that, you will find good Strength, Dexterity, and Constitution scores highly useful, since you will risk melee combat much more frequently than most arcane spellcasters. Of these, Dexterity and Constitution are most important—your class abilities and martial maneuvers provide you with ways to compensate for a mediocre Strength score.

If you choose to take a level in this prestige class, you can safely assume that you are the reincarnation of one of the thirteen ancient guardians whose lives keep the Souldrake bound in its prison. Your Dungeon Master might require you to seek out an existing member of the order to determine if this is true. Alternatively, if you have earned fame and renown for your deeds, the Jade Phoenix masters might come looking for you.

ENTRY REQUIREMENTS

Alignment: Any nonevil.

Skills: Concentration 9 ranks, Knowledge (arcana) 2 ranks, Knowledge (history) 2 ranks, Knowledge (religion) 2 ranks.

Martial Maneuvers: Must know at least two martial maneuvers, including one strike.

Martial Stances: Must know at least one martial stance.

Spells: Ability to cast 2nd-level arcane spells.

CLASS FEATURES

The Jade Phoenix class features focus on improving your arcane spellcasting ability, but they also vastly improve your capabilities in melee combat by focusing your arcane energies into increased melee damage and through the acquisition of new maneuvers.

Spellcasting: At each level except 1st and 6th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a

Jade Phoenix mage, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Maneuvers: At each odd-numbered level, you gain a new maneuver known from the Desert

Wind or Devoted Spirit disciplines.

You must meet a maneuver's prerequisite to learn it. You add your full Jade Phoenix mage levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

At 3rd level, 6th level, and 9th level, you gain an additional maneuver readyied per day.

Stances Known: At 5th level, you learn a new martial stance from the Desert Wind or Devoted Spirit disciplines. You must meet a stance's prerequisite to learn it.

Arcane Wrath (Su): You can spontaneously change stored spell energy (prepared spells or spell slots) into your melee attacks. As a swift action, you can lose any prepared arcane spell or spell slot to gain a +4 bonus on a single attack or martial strike, as well as an extra 1d10 points of damage per spell level expended. Both bonuses can be applied only on an attack made before the beginning of your next turn. For example, if you lose a 3rd-level spell slot or prepared spell, you gain a +4 bonus on an attack roll you make before your next turn, and you deal an extra 3d10 points of damage if your attack is successful.

Rite of Waking (Ex): When you become a Jade Phoenix mage, you participate in the Rite of Waking with the master who accepted you into the society. This rite takes 10 minutes, but requires nothing other than the presence of a Jade Phoenix master and a suitable candidate. On completion of the rite, you gain awareness of your previous lives. You no longer



Kuthbar the Jade Phoenix mage

TABLE 5-5: THE JADE PHOENIX MAGE HIT DIE: d6

| Level | Attack Bonus | Base | | | | | | Special | Spellcasting |
|-------|--------------|-----------|----------|-----------|------------|--------------|---------------|---|------------------------------------|
| | | Fort Save | Ref Save | Will Save | Man. Known | Man. Readied | Stances Known | | |
| 1st | +1 | +2 | +0 | +0 | 1 | 0 | 0 | Arcane wrath, rite of waking | — |
| 2nd | +2 | +3 | +0 | +0 | 0 | 0 | 0 | Mystic phoenix stance* | +1 level arcane spellcasting class |
| 3rd | +3 | +3 | +1 | +1 | 1 | 1 | 0 | — | +1 level arcane spellcasting class |
| 4th | +4 | +4 | +1 | +1 | 0 | 0 | 0 | Empowering strike | +1 level arcane spellcasting class |
| 5th | +5 | +4 | +1 | +1 | 1 | 0 | 1 | — | +1 level arcane spellcasting class |
| 6th | +6 | +5 | +2 | +2 | 0 | 1 | 0 | Firebird stance, Jade Phoenix master | — |
| 7th | +7 | +5 | +2 | +2 | 1 | 0 | 0 | — | +1 level arcane spellcasting class |
| 8th | +8 | +6 | +2 | +2 | 0 | 0 | 0 | Quickening strike | +1 level arcane spellcasting class |
| 9th | +9 | +6 | +3 | +3 | 1 | 1 | 0 | — | +1 level arcane spellcasting class |
| 10th | +10 | +7 | +3 | +3 | 0 | 0 | 0 | Emerald immolation | +1 level arcane spellcasting class |

Class Skills (2 + Int modifier per level): Climb, Concentration, Diplomacy, Handle Animal, Intimidate, Jump, Martial Lore*, Ride, Sense Motive, Tumble.

*New skill described on page 28.

remember places you visited. pg 28

are dazed for 1 round after you reappear, but you are healed of all damage (including ability drain or damage), blindness, deafness, disease, paralysis, or poison. Any equipment you were wearing or objects you were holding or carrying when you used *Shifting Body* re-form with you, exactly as they were.

This ability is the equivalent of a 9th-level spell.

PLAYING A JADE PHOENIX MAGE

You have lived through a dozen lifetimes. You have roamed the world from one end to the other, you have learned and forgotten countless pieces of information and names, you have built empires, and you have fallen in abject, ignominious defeat. While other heroes struggle to find their place in the world or wrestle with the consequences of their actions, you view all things with equanimity. Whatever the danger, whatever the injustice, whatever the evil that rises up to threaten the world—it too shall pass.

Given the long, wearying journey passing through lifetime after lifetime, some Jade Phoenix mages become dispassionate and distant. Why form attachments to people, places, or causes, when sooner or later all will be lost again and a new life begins somewhere else? Other members of the fellowship grow arrogant and insufferable, coming to think of other mortals as lesser beings because they are limited to the experience and wisdom of a single lifetime. But most Jade Phoenix mages learn compassion, humility, and a wry sense of humor over their long journeys. Who else can better understand the magnificent jest of existence than someone who has lived and died dozens of times?

Regardless of whether your long existence has left you wise or weary, you are a clever and patient enemy of evil. You despise tyranny and cruelty in any form, for these things blight the world—and you fear that a world whose spirit is poisoned by too much wrong will be defenseless against the Souldrake. In her dark, dreaming prison she grows strong on the terror and misery of the innocent, and the day might come when she awakens and breaks free. To prevent her return, you fight oppression, injustice, and savagery wherever you find them.

COMBAT

Your combination of martial maneuvers and spellcasting gives you the ability to fight well in melee as well as at range. In fact, many of your defining abilities require you to prepare an arcane attack by executing martial maneuvers or use your untapped spell energy to add power to your martial strikes. A battle in which you mix your martial strikes with your arcane spells allows you to get the most out of your suite of abilities. Remember, you are not a front-line fighter; you must rely on magic and guile to avoid your enemies' attacks when you close to melee to use your martial maneuvers.

You can easily adapt your tactics to the foes you face. If you find yourself confronting even

Although most of your combat prowess resides in your martial maneuvers and spellcasting ability, don't overlook your highly useful stance-related abilities. The mystic phoenix stance helps you survive close battles, and the firebird

stance can make you a dangerous target for enemies who rely on melee attacks. However, be careful with your arcane spell slots. If you expend slots routinely on *arcane wrath* or to add power to your stance abilities while slinging spells every round, you will find that you burn through your spell slots faster than you might like.

ADVANCEMENT

You already possessed some skill with magic and some mastery of the Sublime Way before you came to the attention of the other Jade Phoenix mages. When you are ready to accept the truth of who and what you really are, a Jade Phoenix master seeks you out, even if doing so takes years. Once you are found, the master typically observes you for a time to determine if you are in fact one of his ancient comrades. Many masters feel that the best way to be sure of your readiness is to challenge you to a contest of martial and magical skill, but not all masters hold to this view. As long as you acquit yourself reasonably well in such a duel, you will be told the truth about who you are; you do not need to win. If you fight with courage but little skill, you will be left to go your own way for a time in the hope that in a year or two you might prove more ready. If you demonstrate cowardice or treachery, the testing master might elect to kill you—a stain of evil would weaken the Souldrake's prison, and after all, your spirit will be reborn. You might be a better person in your next incarnation.

Once you are awakened to your previous lives and your sacred trust, you are left to resume your own affairs. You are expected to aid another Jade Phoenix mage on the rare occasions you meet with one, and should you discover that one of your old comrades has been reborn and awaits the Rite of Waking, you are expected to bring him to a master or bring a master to him. When you reach the title of master, you normally address the matter yourself without seeking the advice or consent of your peers—you know the fellowship's responsibilities because you have discharged them for a dozen lifetimes.

As you continue to gain levels, you might alternate between your arcane spellcasting class, your martial adept class (if any), and your Jade Phoenix levels. Most practitioners of this tradition follow the Jade Phoenix path exclusively for time—at least until they attain the level of mastery they had in their previous life. Feats, spells, and maneuvers that make it easy for you to switch between melee attacks and arcane spellcasting are extremely useful. Consider learning feats such as *Combat Casting* or *Spring Attack*; spells such as *fly*; or martial maneuvers such as *salamander charge* or *wind stride*. Ranks in *Concentration* or *Tumble* might also

interacting with their peers only through chance and happenstance. Even mortal peril is not always sufficient to gain the aid or sympathy of a fellow Jade Phoenix mage, since your death is, after all, nothing more than a momentary inconvenience in the eyes of the other masters. Sooner or later, you will meet again.

Ironically, one of your more interesting and useful resources is yourself—specifically, yourself in a past life. Some Jade Phoenix mages make a point of secreting useful things such as treasure, magic items, or simple information in hidden caches all over the world, not knowing when or if they might ever need them again. The location and value of these old caches are up to your DM, but magic items totaling 1,000 gp or less in value that you "remember" no more than once per Jade Phoenix mage level would be reasonable. Of course, your caches might not be located anywhere nearby when you decide you need one, and you might have left traps or guardians to protect them.

JADE PHOENIX MAGES

Because the spirit of a Jade Phoenix mage is bound to the world and fated to be reborn, death is a different sort of experience for him. The spirit of a Jade Phoenix mage does not voyage on to the afterlife in the planes, nor does it instantly reincarnate at the moment of death. The spirit simply slumbers for a time, remaining disorporate for a few hours or days before it is drawn back to the world and reborn. During this time, raise dead and resurrection spells cast on the deceased character function normally. If a dead Jade Phoenix mage is not brought back to life within this period of slumber, the spirit reincarnates and is born again as a new person somewhere else. After this time, no resurrection magic can bring him back to his previous existence. In other words, if a player intends for his character to be raised, he has time to be brought back; if a player chooses for his character to remain dead, his spirit quickly reincarnates and begins life again elsewhere.

ORGANIZATION

All Jade Phoenix mages fall into one of three categories: candidates, initiates, and masters. Candidates are those individuals



opposed tyrants, monsters, and villains all over the world, so any particular master contends with the possibility that one or another of his twelve fellow mages might have made a name for the society in some land or another. More than one Jade Phoenix mage has wandered into a new land only to discover that generations ago one of his old companions battled some mighty evil there, and is remembered by the people he fought for—or against.

JADE PHOENIX MAGE LORE

Characters with the Knowledge (history) skill can research the fellowship of the Jade Phoenix to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: I've heard old tales of strange sorcerers who mark themselves with the image of an emerald phoenix. No one knows who they are, where they come from, or where they ~~go~~ leave.

DC 15: These individuals are known as the order of the Jade Phoenix. They're an elite society of warrior-mages who know powerful secrets of both martial and arcane lore.

DC 20: The group has only thirteen members at any one time. When one dies, they find another mage to join their order. They oppose the workings of evil wherever they find it.

DC 25: The reason the group has only thirteen members is because each Jade Phoenix mage is reborn when he dies. These are the same thirteen masters who have made up the society for hundreds of years. Long ago they swore an oath to protect the world against some terrible demigod known as the Souldrake, who is imprisoned in a hidden magical vault. As long as they are faithful to their oaths, the Souldrake cannot escape.

DC 30: Characters who achieve this level of success can learn important details about a specific Jade Phoenix mage in your campaign, including the areas where he operates, the kinds of activities he undertakes, and at least one identity of his previous incarnation, as well as some of his greater accomplishments in that life.

The fellowship of the Jade Phoenix does not maintain any sort of temple, sanctuary, or stronghold. However, at any given time it's not unusual for one or two masters to settle down in a monastery or arcane guildhouse, and teach students who seek to learn both the Sublime Way and the arcane arts. A character must succeed on a DC 25 Gather Information check to locate a Jade Phoenix master who has chosen to settle down for a time.

JADE PHOENIX MAGES IN THE GAME

Jade Phoenix mages are more often allies than enemies. Even if no character in the party is particularly likely to join the prestige class, a Jade Phoenix mage can serve as an interesting mentor who appears from time to time, offering cryptic advice and guidance to heroes in need.

As a player character, a Jade Phoenix mage appeals to players who like the challenge of creating innovative tactics combining spells and melee attacks. Other players might be attracted

to the possibilities of describing the adventures, friends, and enemies of lifetimes now long past; if any character can say, "I've seen something like that before" in almost any situation, it's the Jade Phoenix mage.

ADAPTATION

The most interesting way to adapt the Jade Phoenix mages to your own campaign is to define a specific evil power they keep imprisoned. In the FORGOTTEN REALMS setting, the Jade Phoenix mages might play a role in keeping Dendar, the Night Serpent, asleep in her vast prison beneath the Peaks of Flame. In the world of the EBERRON campaign, the Jade Phoenix fellowship might keep some monstrous offspring of Khyber immobile and insensate. As long as they still live, the demonspawn remains trapped in the underworld.

For a real twist, consider making the Jade Phoenix fellowship into the Ebon Phoenix. The thirteen ancient swordsage-wizards were not servants of good, but instead the chosen champions of some evil god-king. As long as they still survive, the evil overlord cannot be wholly expunged from the world, and so these terrible ancient spirits keep alive the hope of returning their dark master to power someday. Destroying all thirteen Ebon Phoenix mages would require an epic quest to find and ultimately imprison or destroy each spirit before it can reincarnate.

SAMPLE ENCOUNTER

A Jade Phoenix mage is appropriate in any encounter where you might want to introduce a nonevil sorcerer or wizard as an advisor, rival, or foil to the heroes.

EL 10: When the PCs decide to explore an ancient tomb, Kuthar of Ironhame intervenes, telling the heroes that they must not open the crypt. He knows that a powerful demon is trapped within the tomb, because long ago Kuthar trapped him there. He dares not take any chance of allowing the demon to escape. This encounter works best if the PCs intend to explore the tomb no matter what Kuthar says—for example, if the characters need to retrieve an ancient book or key from within the tomb to solve another pressing challenge, their mission will put them squarely at odds with the Jade Phoenix mage.

Rather than fight to the death against the whole party, Kuthar offers to duel the party's best to resolve the question of whether or not the tomb will be opened. It might also be possible for the PCs to persuade Kuthar to allow the tomb to be opened if they offer to help him destroy the demon should they encounter the creature.

KUTHAR OF IRONHAME

CR 10

Male human warblade 1/wizard 5/Jade Phoenix mage 4

NG Medium humanoid

Init +2; Senses Listen +2, Spot +2

Languages Common, Draconic, Elf, Giant

AC 15, touch 12, flat-footed 13; Dodge, Mobility

(+2 Dex, +3 armor)

hp 58 (10 HD)

Fort +9, Ref +5, Will +5

Speed 30 ft.

Melee +1 greatsword +11/+6 (2d6+4), or

Ranged shortbow +9/+4 (1d6)

Base Atk +7; **Grp** +9

Atk Options Spring Attack, arcane wrath, empowering strike

Special Actions mystic phoenix stance

Combat Gear 2 potions of cure moderate wounds

Maneuvers and Stances Known (IL 8th):

Stances—stance of clarity (1st)

Strikes—burning charge† (4th), charging minotaur (1st), fan the flames† (3rd), stone bones† (1st)

Boosts—sudden leap† (1st)

Disciplines: Desert Wind, Diamond Mind, Stone Dragon, Tiger Claw

† Readied maneuver

Wizard Spells Prepared (CL 8th):

4th—*Evard's black tentacles* (grapple +16), greater invisibility

3rd—dispel magic, fireball (DC 16), haste, protection from energy

2nd—blur, false life, mirror image, scorching ray (ranged touch +9)

1st—enlarge person, magic missile (3), shield

0—acid splash (ranged touch +9), ghost sound, ray of frost (ranged touch +9), touch of fatigue (touch +9)

Abilities Str 14, Dex 14, Con 14, Int 16, Wis 10, Cha 8

SQ Rite of Waking, weapon aptitude

Feats Dodge, Mobility, Spring Attack, Vital Recovery, Weapon Focus (greatsword)

Skills Balance +13, Concentration +15, Decipher Script +7,

Jump +13, Knowledge (arcana) +8, Knowledge (history)

+5, Knowledge (religion) +5, Listen +2, Martial Lore +11,

Sense Motive +4, Spellcraft +11, Spot +2, Swim +4,

Tumble +8

a master of nine after selecting the Martial Study feat multiple times.

ENTRY REQUIREMENTS

Skills: 10 ranks in four key discipline skills.

Feats: Adaptive Style*, Dodge, Blind-Fight, Improved Initiative, Improved Unarmed Strike.

Martial Maneuvers: Must know at least one maneuver from six different disciplines.

*New feat described on page 28.

CLASS FEATURES

The master of nine expands his knowledge of martial maneuvers to include all nine martial disciplines. As he advances, he learns ways of combining maneuvers from different disciplines to great effect. Finally, his mastery of all nine disciplines grants him greater maneuvering or full control of the martial adept.

Maneuvers: At each odd-numbered level, you gain two new maneuvers known from any of the nine disciplines. At each even-numbered level, you gain one new maneuver known from any of the nine disciplines. You must meet a maneuver's prerequisite to learn it. You add your full master of nine levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

At each level, you gain an additional maneuver readied per day.

Stances Known: At 2nd level and again at 4th level, you learn a new martial stance from any discipline. You must meet a stance's prerequisite to learn it.

Dual Stance (Ex): Starting at 2nd level, you can choose to not lose

MASTER OF NINE

REACHING THE MAESTER OF NINE

PLAYING A MASTER OF NINE

TABLE 5-6: THE MASTER OF NINE

HIT DIE: D8

| Level | Base | | | | Maneuvers Known | Maneuvers Readied | Stances Known | Special |
|-------|--------------|-----------|----------|-----------|-----------------|-------------------|---------------|-----------------|
| | Attack Bonus | Fort Save | Ref Save | Will Save | | | | |
| 1st | +0 | +0 | +0 | +2 | 2 | 1 | 0 | — |
| 2nd | +1 | +0 | +0 | +3 | 1 | 1 | 1 | Dual stance |
| 3rd | +2 | +1 | +1 | +3 | 2 | 1 | 0 | Perfect form |
| 4th | +3 | +1 | +1 | +4 | 1 | 1 | 1 | Counter stance |
| 5th | +3 | +1 | +1 | +4 | 2 | 1 | 0 | Mastery of nine |

Class Skills (6 + Int modifier per level): Balance, Climb, Concentration, Craft, Diplomacy, Hide, Intimidate, Jump, Knowledge (history), Knowledge (local), Martial Lore*, Sense Motive, Swim, Tumble.

*New skill described on page 28.

Ninefold Way. You tend to show some small amount of pity for those who don't see the whole picture and focus only on their one style, but you aren't arrogant; you once stood in their place. You simply can't wait for their vision to broaden. Perhaps you can help them.

As a group, masters of nine have no overarching objectives or plans. They are simply a group of martial adepts who have come to understand that as powerful as a single discipline

as possible. Your feat choices should reflect your amazing mastery of the Nine Ways. Many of the feats in this book might help you, and feats such as Martial Study allow you to further expand your maneuver selection.

RESOURCES

Though the masters of the nine sometimes gather to train

COMBAT

MASTERS OF NINE IN THE WORLD

NPC REACTIONS

Most people who encounter a master of nine don't really know enough about such folk to treat them any differently than they would any other dedicated martial adept. Other martial adepts, however, and those who are knowledgeable in the lore of their kind, believe that the masters of nine are simply dilettantes without the discipline to truly master a single style. Others feel that the masters are sages who have unlocked a mystery of the martial disciplines. All adepts understand that any master of nine they encounter is powerful and skilled, and certainly not to be trifled with. Generally speaking, martial adepts give masters a friendly reception, unless they are staunch single-style enthusiasts, in which case the reaction might be a bit... *unfriendly*.

—*Dragon's Guide*

MASTER OF NINE LORNE

Master of Nine Lorne is a bald, middle-aged man with a gentle smile and a kind, benevolent nature. He wears simple robes and carries a staff.

Lorne is the potential natural mentor of the party. He is very good at giving advice and sometimes finds himself the voice of the master of nine in his assessments of each party member.

PCs can be master of nine can be a useful class to have many abilities. He possesses the fewest number of abilities of all the martial adepts.

The last character of masters is rarely approached as a valuable life possession. In truth of all the martial adepts, only a few have the potential ability to call the Ninefold Path.

The final character who achieves the potential of the master of nine is the least important. This is the specific martial master of nine who is the one where he speaks and acts kindly to others, but not much.

Setting up a meeting with a master of nine can be difficult since the master's training no longer causes or requires. Instead, the easiest way to find one involves going to any place with a strong focus on the martial disciplines, for the masters often seek out new pupils in such places. At the very least, an experienced martial adept is more likely to have some idea where a master of nine might be found.



MASTERS OF NINE IN THE GAME

A master of nine is often the proverbial Old Man of Mt Mountain, an ascetic who seeks to test his body and technique to master both. If your setting includes martial adepts already, it is simple enough to extrapolate the existence of masters of nine. If your setting does not, however, a visiting master of nine is an excellent way of introducing the class into the campaign without dramatically altering the setting assumptions. Masters are not limited to kindly sages, however, and can easily fill the role of adversary, displaying such skill in defeating the party that the PCs realize that they, too, must discover and follow the Ninefold Path to defeat this new foe.

Players focused on and interested in the martial adept classes and abilities will find enjoyment in this class, which makes generalization a spe-

cific task for the master of nine. They will have to learn to live by the rules of their own class, and the rules of the master of nine, all while maintaining the general principles of the martial arts disciplines.

MASTER OF NINE

Master of Nine is a kind, gentle soul. He is a natural teacher and mentor. An expert in strength, endurance, and fitness, he can train and condition his students in just about anything. He is also a master of the Ninefold Path, and can guide his students through its trials and tribulations. He is a kind, gentle soul, and the embodiment of the master of nine.

SAMPLE ENCOUNTER

A master of nine is called to walk across the world, searching for training techniques and methods of incorporating Ninefold Pathways into his life. He is a person of great potential, if there is to be a force of resistance or a leader of fighting potential. He is a kind soul, here to seek them out, simply for the purpose of trying to strengthen the world against the most skilled martial adepts in the land.

El previously met the Walker, his long-time teacher, and the both his martial talents and El's own were tested as he captivates himself in a battle of strength, speed, and agility. This is a master's test, though, and nothing will stop him from achieving his goal.

VAUNRED THE WALKER

Medium human male sage 7 (master of nine 3)
AC 10 (medium build)

HP 10; Senses 100'; Listen +3
Languages Common

AC 12 (medium build); Fortified +9

(+3 Dex, +3 Str, +3 Con, +1 deflection)

CR 10

hp 58 (10 HD)
Fort +4, **Ref** +9, **Will** +11

Speed 30 ft. (6 squares)

Melee +2 greatsword +12/+7 melee (2d6+5/19–20) or
Melee improved unarmed strike +9/+4 melee (1d6+2)

Base Atk +7; **Grp** +9

Atk Options insight strike (+3 on damage rolls with
Stone Dragon strikes)

Special Actions dual stance (6 rounds)

Combat Gear potion of cure moderate wounds, potion of
invisibility, potion of haste

Maneuvers and Stances Known (IL 10th):

Stances—child of shadow (1st), giant killing style (3rd),
stance of clarity (1st)

Strikes—bonecrusher† (DC 17) (3rd), charging
minotaur (1st), dancing mongoose† (5th), death
from above† (4th), fire snake† (DC 18) (4th),
mountain hammer (2nd), sapphire nightmare blade
(1st), stone bones (1st), strength draining strike†
(DC 17) (3rd)

Boosts—burning blade (1st), sudden leap (1st), wind
stride† (1st)

Counters—counter charge (1st), fire riposte† (2nd),
leaping flame† (5th), wall of blades (2nd)

Other—shadow stride† (5th)

and his benefactors within the church sleep comfortably
knowing the Ruby Knights always stand ready to do the
church's bidding.

BECOMING A RUBY KNIGHT VINDICATOR

Due to the entry requirements, most Ruby Knight vindicators are multiclass crusader/clerics or paladins who have entered this class after learning a Devoted Spirit maneuver, either by selecting the appropriate feats or by taking a level in the crusader class.

ENTRY REQUIREMENTS

Skills: Hide 4 ranks, Intimidate 4 ranks, Knowledge
(religion) 8 ranks.

Martial Maneuvers: Must know at least one Devoted Spirit
maneuver.

Martial Stances: Must know at least one Devoted Spirit
stance.

Deity: Wee Jas.

Special: Ability to turn or rebuke undead.

CLASS FEATURES

A Ruby Knight vindicator learns new martial maneuvers

TABLE 5-7: THE RUBY KNIGHT VINDICATOR HIT DIE: d8

| Level | Base | | | | | | | | Spellcasting |
|-------|--------------|-----------|----------|-----------|------------|--------------|---------|-----------------|------------------------------------|
| | Attack Bonus | Fort Save | Ref Save | Will Save | Man. Known | Man. Readied | Stances | Special | |
| 1st | +1 | +0 | +0 | +2 | 0 | 0 | 1 | — | — |
| 2nd | +2 | +0 | +0 | +3 | 1 | 0 | 0 | Divine recovery | +1 level divine spellcasting class |
| 3rd | +3 | +1 | +1 | +3 | 0 | 0 | 0 | — | +1 level divine spellcasting class |
| 4th | +4 | +1 | +1 | +4 | 1 | 0 | 0 | — | +1 level divine spellcasting class |
| 5th | +5 | +1 | +1 | +4 | 0 | 1 | 0 | Armored stealth | +1 level divine spellcasting class |
| 6th | +6 | +2 | +2 | +5 | 1 | 0 | 1 | — | — |
| 7th | +7 | +2 | +2 | +5 | 0 | 0 | 0 | Divine impetus | +1 level divine spellcasting class |
| 8th | +8 | +2 | +2 | +6 | 1 | 0 | 0 | — | +1 level divine spellcasting class |
| 9th | +9 | +3 | +3 | +6 | 0 | 1 | 0 | Divine fury | +1 level divine spellcasting class |
| 10th | +10 | +3 | +3 | +7 | 1 | 0 | 0 | — | +1 level divine spellcasting class |

Class Skills (4 + Int modifier per level): Balance, Concentration, Craft, Diplomacy, Heal, Hide, Intimidate, Jump, Knowledge (history), Knowledge (local), Knowledge (religion), Martial Lore*, Profession, Ride, Sense Motive, Spellcraft.

*New skill described on page 28.

level, you no longer take an armor check penalty on Hide checks. Your armor check penalty still applies to any other skills affected by armor check penalties.

Divine Impetus (Su): At 7th level, you learn how to use the divine power of the Stern Lady to quicken your reactions and act without hesitation. You can expend a turn or rebuke undead attempt to gain one additional swift action this round. For example, you could use this ability to both change your

secret location for a "situation briefing." The mission in question usually requires a combination of subterfuge and martial prowess—two areas in which you excel. Sample missions include capturing a thief who has stolen relics from the church, spying on the activities of a troublesome cult, or assassinating a hard-to-reach adversary who has persistently antagonized the church or its members. If you have friends or associates with skills that might help you complete your

Press

you and your target. As a student of the Devoted Spirit and Stone Dragon disciplines, you favor melee combat over ranged combat. You rely on your mastery of various maneuvers to beat your hated foes into submission or into an early grave. A stance that will serve you well against enemies of the faith includes martial spirit (to keep you alive). At higher levels, consider the daunting strike maneuver or the aura of perfect order stance.

ADVANCEMENT

Prove your loyalty to the church, master the discipline of the Devoted Spirit, and demonstrate a predilection for violence, and you can become a Ruby Knight vindicator. Even lawful good clerics of Wee Jas can benefit from the services of a Ruby Knight vindicator, so the profession imposes no alignment restrictions. If the church to which you belong recognizes your skills as a vindicator, you are considered part of the order.

A large chapter of Ruby Knights usually has its own hierarchy, and as a member of the order, you might receive missions from a superior member of the order instead of a cleric of the church proper. More likely, the order to which you belong exercises no authority over knights-vindicators, allowing these elite servants of the Witch Goddess to execute missions where and when they see fit. You might be respected in the order for your accomplishments, but you have no superiors or subordinates. Most knights-vindicators aren't concerned about advancement within the order or the church; they are content simply to act in the church's best interests when called upon to do so. The Ruby Knight order has no membership fees.

The greatest benefit of an order of Ruby Knights is the opportunity to train and confer with others who have mastered the Devoted Spirit discipline and who share a similar fanatical devotion to the cause.

RESOURCES

Ruby Knight vindicators are loners for the most part. As a member of the class, you are expected to provide for yourself and purchase your own gear. Many knights-vindicators take jobs outside the church and use these as "cover" while keeping a low profile. Some Ruby Knight vindicators feel compelled to donate a portion of their amassed wealth to the church, but the church never requires you to do so. Your faithful service is reward enough.

If your church feels that you need a specific item to complete a mission, the item will be provided to you at

no cost. Unless the item is disposable, such as a potion, the church will expect you to return it once the mission is completed.

RUBY KNIGHT VINDICATORS IN THE WORLD

"Shadow and steel! Cross the church, and you'll have to deal with them!"

—Jvesskah, a yuan-ti crimelord in Sasserine

Good-aligned Jasite shrines use Ruby Knights to deal with evildoers, and evil-aligned temples use them to spread fear and eliminate anyone who challenges their dominance. Consequently, it's a simple matter to drop

Ruby Knights into your existing campaign. Just because they haven't shown up before doesn't mean they don't exist. When not executing missions for the Witch Goddess, Ruby Knight vindicators tend to keep low profiles.

Moreover, PCs who oppose evil necromancers and sorcerers might find themselves stalked by one or more fanatical Ruby Knights hungry for vengeance.

ORGANIZATION

A temple of Wee Jas usually has a small number of Ruby Knights to serve as soldiers, guards, and enforcers. Knights-vindicators are more scarce, and they often protect the interests of several small temples scattered over a wide area. A modest temple in a small city can get by with one knight-vindicator, while a large temple in a large city or metropolis might support a small chapter of knights-vindicators. A typical chapter has 2d4+4 members, all of whom have at least one level in the Ruby Knight vindicator prestige class. Some chapters have a hierarchy (with the more experienced members overseeing the less experienced ones), but most are loose gatherings of like-minded fanatics who occasionally train together.

Some chapters of knights-vindicators have special hallmarks, but most orders allow members to exercise their individual discretion, so it's more likely for certain members of an order to have unique "calling cards."

NPC REACTIONS

A Ruby Knight vindicator strives to maintain a life separate from the affairs of the church. Whether he plunders dungeons or trims rose bushes for a living, he's more likely to garner reactions based on such pursuits than for being a zealous thug who occasionally handles important jobs for his church.

Within his church, a vindicator is a silent shadow. Low-ranking members of the church might not grasp the function



Erith Nazbek,
Ruby Knight vindicator

he serves or the skills he provides, and fewer still can truly appreciate the terror he sows. High-ranking clerics regard a Ruby Knight vindicator as a necessary evil, but they have good reason to fear him for the havoc he wreaks abroad. A vindicator sees things with sublime clarity and believes in his cause so fervently that clergy members who do not share his unswerving conviction are left to wonder whether the church needs and can control such terrible weapons.

RUBY KNIGHT VINDICATOR LORE

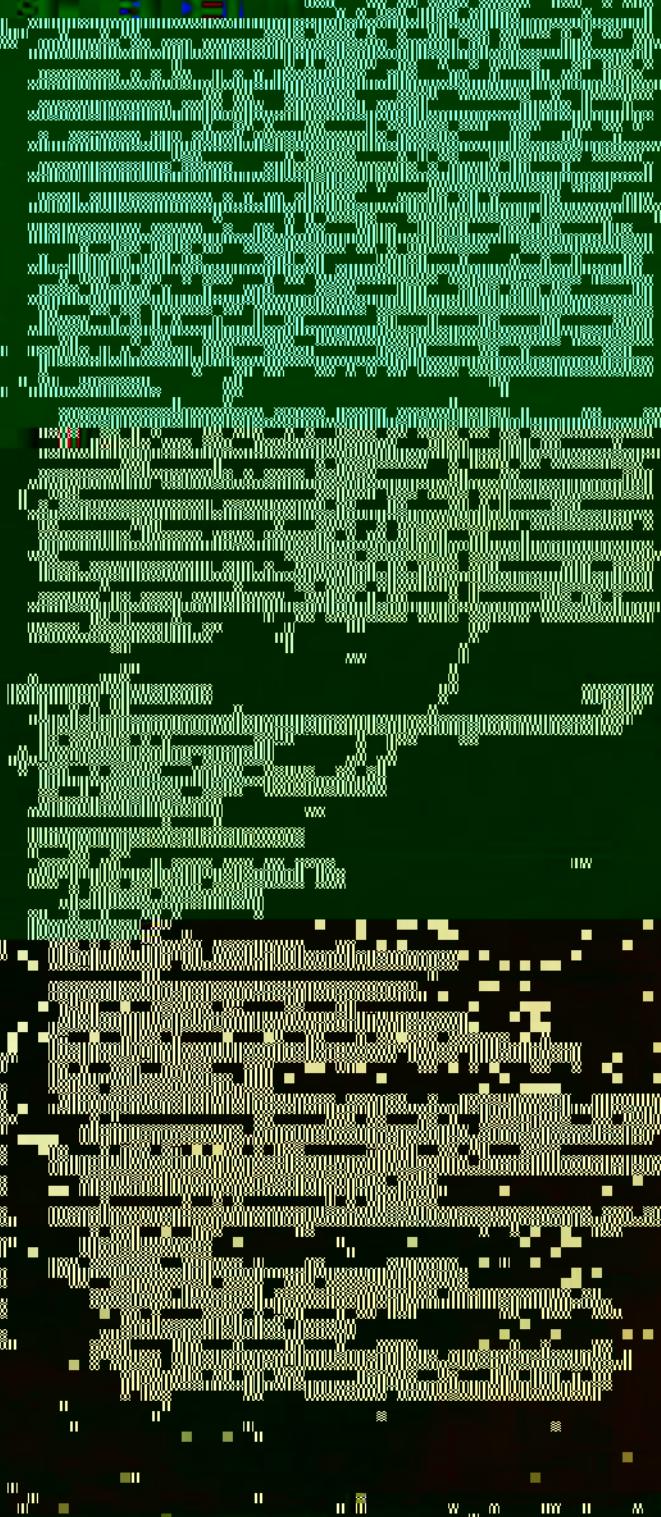
Characters with ranks in Knowledge (religion) can research the Ruby Knights to learn more about them. When a char-

SAMPLE ENCOUNTER

Characters who undertake a quest of importance to Wee Jas's faith or find themselves sharing a common enemy with the Jasite clerics might work alongside a Ruby Knight vindicator, particularly if their objectives mesh. For example, characters infiltrating the lair of an evil cult might encounter a Ruby Knight vindicator assigned by his church to eliminate the cult's nefarious leader.

Similarly, it's easy to imagine the PCs running afoul of an evil-aligned temple of Wee Jas, and facing the wrath of a Ruby Knight vindicator (or group of vindicators) who appears on the scene to dispatch them.

EL 8: Ereth Nazbek keeps watch over a necropolis buried



(4th), foehammer† (2nd), stone bones (1st),
vanguard strike† (1st)

Disciplines: Devoted Spirit, Stone Dragon, White Raven
† Readied maneuver

Cleric Spells Prepared (CL 3rd):

2nd—align weapon, hold person (Will DC 14), shield other^D
1st—bane (Will DC 13), divine favor, sanctuary^D, shield
offaith

0—detect magic, guidance, light, read magic

D: Domain spell. Deity: St. Cuthbert. Domains:
Destruction, Protection.

Abilities Str 18, Dex 8, Con 10, Int 12, Wis 14, Cha 14

Feats Blade Meditation (Devoted Spirit), Blind-Fight,
Devoted Bulwark, Improved Initiative

Skills Concentration +11, Diplomacy +7, Hide +4, Hide -2,
Intimidate +15, Jump +3, Knowledge (religion) +9,
Martial Lore +9, Ride +4, Sense Motive +4

Possessions combat gear plus +1 banded mail, +1 falchion,
gauntlets of ogre power, masterwork composite longbow
(+4 Str), quiver with 20 arrows, two platinum rings (50
gp each; foci for shield other spell), pouch containing
24 gp

SHADOW SUN NINJA

"Even the brightest light must cast a shadow."

—Doomveil, initiate of the Shadow Sun clan

A Shadow Sun ninja is a martial artist who studies the balance between good and evil, light and dark. Founded by a reformed half-fiend, this fighting school teaches

CLASS FEATURES

A Shadow Sun ninja is a stealthy, unarmed warrior who draws on the power of light and dark. Many of her abilities come in two forms. She must use the first form of a power before she can use the second. A Shadow Sun ninja cloaks herself in darkness to hide from her enemies, then leaps from the shadows with a burst of light to blind her foes.

Maneuvers: At 1st, 3rd, 6th, and 9th level, you gain one new maneuver known from the Setting Sun or Shadow Hand disciplines. You must meet a maneuver's prerequisite to learn it. You add your full Shadow Sun ninja levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

At 5th level, you gain an additional maneuver readied per day.

Stances Known: At 5th level, you learn a new martial stance from the Setting Sun or Shadow Hand disciplines. You must meet a stance's prerequisite to learn it.

Monk Abilities: You add your class level to your monk level to determine your class-based AC bonus, unarmed damage, unarmored speed bonus, penalty on your attacks when using your flurry of blows ability, and the number of daily attempts of your Stunning Fist feat.

If you have no monk levels, you gain the AC bonus of a monk whose level equals your Shadow Sun ninja level. In addition, you gain additional uses of the Stunning Fist feat as a monk. (Your non-monk, non-Shadow Sun ninja class levels

TABLE 5-8: THE SHADOW SUN NINJA HIT DIE: d8

| Level | Base | | | | Maneuvers Known | Maneuvers Readied | Stances Known | Special |
|-------|--------------|-----------|----------|-----------|-----------------|-------------------|---------------|---|
| | Attack Bonus | Fort Save | Ref Save | Will Save | | | | |
| 1st | +0 | +2 | +2 | +2 | 1 | 0 | 0 | Monk abilities, touch of the Shadow Sun |
| 2nd | +1 | +3 | +3 | +3 | 0 | 0 | 0 | Flame of the Shadow Sun |
| 3rd | +2 | +3 | +3 | +3 | 1 | 0 | 0 | — |
| 4th | +3 | +4 | +4 | +4 | 0 | 0 | 0 | Light within darkness |
| 5th | +3 | +4 | +4 | +4 | 0 | 1 | 1 | Darkness within light |
| 6th | +4 | +5 | +5 | +5 | 1 | 0 | 0 | — |
| 7th | +5 | +5 | +5 | +5 | 0 | 0 | 0 | Void of the Shadow Sun |
| 8th | +6 | +6 | +6 | +6 | 0 | 0 | 0 | Child of shadow and light |
| 9th | +6 | +6 | +6 | +6 | 1 | 0 | 0 | — |
| 10th | +7 | +7 | +7 | +7 | 0 | 1 | 0 | Balance of light and dark |

Class Skills (4 + Int modifier per level): Balance, Climb, Concentration, Craft, Diplomacy, Escape Artist, Hide, Jump, Knowledge (arcana), Knowledge (the planes), Knowledge (religion) (religion), Listen, Martial Lore*, Move Silently, Perform, Profession, Sense Motive, Spot, Swim, and Tumble.

*New skill described on page 28.

Flame of the Shadow Sun (Su): Beginning at 2nd level, you can create a protective cloak of negative energy by using your *ki*. This cloak absorbs cold damage. You can then gather this energy, transform it, and unleash it as a searing attack.

As an immediate action, you can shroud yourself in shimmering, dark energy that provides resistance to cold 10 until the start of your next turn. If this resistance reduces the damage you take from any attack or effect, you can take a swift action on your next turn to hurl a bolt of fiery energy with a range of 60 feet. This bolt requires a ranged touch attack to hit and deals 2d6 points of fire damage.

Light within Darkness (Su): From 4th level on, the darkness cannot muff your inner light. Rather, the shadows cause it to seethe and roil as the light within you struggles to break free.

If you make a melee attack against an opponent on the round after you make a successful Hide check, you burst into a searing corona of light. All opponents within 60 feet of you that failed to detect you while you were hiding must make Fortitude saves (DC 10 + 1/2 your character level + your Wis modifier) or be blinded for 1 round. Creatures who are aware of the ninja, such as those who made successful Spot checks to notice her, are unaffected by this attack.

Darkness within Light (Su): You know that while light cannot exist without darkness, the opposite is also true. By focusing your *ki* and closing your eyes, you view the world in a vague, shadowy form. Those also trapped within darkness appear clear and distinct before you.

This ability allows you to gain a +2 deflection bonus to AC and a +2 bonus to all saving throws that require you to roll 1d20 and ignore the first 10 points of damage, such as from a fireball, bright swordsmanship, or some effect very focused on blinding or a specific target. Attacks made against targets that are also blinded or effectively blinded. Against such foes, you ignore the first 10 points of damage while blinded. Instead, you gain a +3 deflection bonus to AC rolls and a +3 bonus to reflex damage rolls against such energies. If a blinded person has the Secluded Fist feat, blinded opponents take a -2 penalty on their attack rolls against your stunning attacks.

You suffer the penalties for being blinded and deafened until the start of your next turn. The blindness cannot be negated through any means, magical or mundane, until that time. You gain the benefit of this ability if you willingly turn off your sense of sight or if some effect, such as a blindness spell, robs you of your sight.

Void of the Shadow Sun (Su): You eventually learn to draw upon the power of light to shield you from attacks. Even if an opponent manages to breach this shield, it is not destroyed. Rather than fade away, the shield shifts into an aura of icy cold, black energy that can harm your enemies.

Starting at 7th level, as a swift action you can wreath yourself in a halo of bright, flaming light. You gain a +2 deflection bonus to AC. This ability lasts until the start of your next turn. If an opponent successfully hits you despite your improved AC, you lose the deflection bonus to AC and you cannot use this ability again on your next turn. However, you can project a pulse of frigid, black energy in a 30-foot-radius burst around you as a standard action in the round after your shield is pierced. Enemies in this area take 8d6 points of cold damage, with a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) for half damage.

Child of Shadow and Light (Su): As you learn to harness the power of your *ki*, you become capable of spilling forth light and dark energy. Beginning at 8th level, you can focus your power, engulfing the area around you in alternating patterns of light and dark.

While you are in a Setting Sun or Shadow Hand stance, you can forgo its normal benefit as a swift action to gain the effects of both the Sun and the Moon. This ability does not grant you the benefits of the Setting Sun or Shadow Hand stances, but it does allow you to cast spells as if you were in one of those stances. At the same time, during the duration of the stance, you can still act.

If you use this ability to exert light energy, the area around you fills with blinding light. All enemies within a 30-foot radius burst become blinded (DC 30) for 1 round. This is a 9th-level spell in purposes of determining how it interacts with magical defenses.

If you exert dark energy, the area around you is cast into total darkness for 1 round in a 30-foot-radius burst. This

ability is considered a 9th-level spell for the purpose of determining how it interacts with magical light.

As long as you maintain this stance, you alternate between projecting light and darkness. If this ability is active at the beginning of your turn, its effects reverse. If it projects light, it now projects darkness, and vice versa.

You cannot activate this ability in the same round in which you end its effect.

Balance of Light and Dark (Su): As a Shadow Sun ninja, you strive to control your dark side, even as you use it to power your martial arts. Sometimes, particularly when you face a truly daunting foe, you can allow your inner shadow to run rampant. In such cases, you undergo a terrible transformation. When you adopt this wrathful battle aspect, your foes are doomed. Yet, each time you use this ability, you teeter closer to damnation.

At 10th level, once per day as a swift action, you can transform into a creature of pure darkness for 1 minute. Your body and all items you carry when you transform become a deep, inky black. You gain immunity to critical hits, mind-affecting abilities, death attacks, energy drain, and poison. You also gain a +8 bonus on Hide checks. Negative energy attacks, such as *inflict* spells, heal rather than harm you. You gain a +4 bonus on attacks against creatures in areas of darkness or shadowy illumination.

In addition to these benefits, with each successful unarmed attack you make, you can choose to bestow one negative level on your opponent. You heal 5 points of damage for each negative level you bestow. These negative levels disappear in 1 hour.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from her highest available level. Negative levels stack.

At the end of your transformation, you take 1 point of Constitution damage per negative level you bestowed. If this damage drops your Constitution to 0 or lower, your body dissipates into an inky cloud. Unless you are restored to life by *true resurrection*, you rise in 1d4 days as a vampire. Your alignment becomes evil, though your alignment on the law–chaos axis remains the same. You are now a dedicated

champion of evil and an NPC. You retain access to all your abilities in this prestige class and lack a normal vampire's vulnerability to sunlight. Your vampiric body forms in the spot where your mortal form perished.

Legend holds that the souls of Shadow Sun ninjas who are corrupted in this manner are imprisoned within the Iron City of Dis, Dispater's capital within the depths of Hell. A successful quest to free the soul from its prison cell destroys the vampire and restores the Shadow Sun ninja to life. Legend holds that several mighty Shadow Sun heroes languish within Dispater's prison, waiting to be freed.

PLAYING A SHADOW SUN NINJA

As a Shadow Sun ninja, you walk the line between good and evil. You have seen the darkness that lurks within your own heart. As a heroic soul, you know that if darkness rests

in you, it must dwell in every mortal's heart. You are naturally suspicious of others and prone

to seek out hidden threats. Even while sitting in the midst of your companions in the warmest and welcoming of environments, you feel the darkness clawing at your soul, and you see the lurking evil that waits in the hearts of all creatures.

You pursue good for its own sake. If you arrive in a town beset by evil and drive out or slay the villains, you are likely to leave without saying a word or making any effort to gather acclaim or befriend those you saved. A few months later, you might return and ensure that your good deeds have endured. You know that when evil falls,

people who were good and welcoming when you left might have turned to tyranny in your absence.

Once you have completed your training and left the Shadow Sun enclave where you learned the order's secrets, you can expect little contact with other ninjas. The process of joining the Shadow Suns forces you to look at the worst parts of your soul without flinching. Although the ninjas of this order are strong enough

to endure such trials, few of them wish to be reminded of them. Shadow Sun dojos are usually austere, isolated places with the ambience of a graveyard or a tomb. Only the Shadowspeaker, the dojo's head trainer and master, dwells there on a permanent basis. A Shadow Sun ninja seeks a Shadowspeaker's advice only under the most pressing circumstances.



Doomveil the Shadow Sun ninja

COMBAT

In battle, you alternate between stealth and a vicious, frontal assault. Your training focuses on the duality of your soul, and this comes through in your tactics. Many of your abilities shift between light and dark effects. Thus, you might lurk in the shadows to take advantage of darkness abilities, then leap into the fray to bathe your opponents in avenging light. As the shadow returns, you slip away to start the process again.

The Spring Attack feat is an excellent choice for you, as is Blind-Fight. Darkness shrouds you, but you have no special ability to see through it. A magic item that grants darkvision provides you with an important edge. The original Shadow Sun ninjas were half-orcs and half-demons. When they developed this fighting style, they gave little thought to creatures who were blind in the dark.

ADVANCEMENT

Those who seek the Shadow Sun path are usually tormented by some deep divide within their personalities. If you join this prestige class, you are likely no different. Half-orcs who struggle to walk a righteous path despite racially motivated hatred and taunts find the Shadow Sun path appealing, particularly if those same individuals already follow the monk's path and make an effort to control the darkness that lies within them.

Once you join the Shadow Sun order and master its basic teachings (in game terms, take 1st level in this class), you are on your own. The path of the Shadow Sun is one meant for the individual. Others cannot help you find the balance between your good and evil natures. Only you can achieve this. Some Shadow Sun ninjas never again cross paths with a member of this order once they leave their dojo.

As mentioned above, Spring Attack and Blind-Fight are excellent feat choices for members of this prestige class. You should also consider gaining ranks in Hide, Move Silently, Tumble, and Balance. These skills allow you to move about the battlefield more easily.

RESOURCES

Shadow Sun ninjas rely only upon themselves. Some of them long for the companionship of good, reliable friends,

SHADOW SUN NINJAS IN THE WORLD

"The pedestal lies empty because she never told us her name, nor would she sit to allow us to capture her form in stone. Even if she doesn't want to be remembered, we will sing of her deeds. It isn't every year that a hero slays a dragon."

—Ardas Runemorn, Thane of the Eight Peak Spire

Shadow Sun ninjas rarely gather in large numbers, walk the land in anonymity, and train in remote, inhospitable outposts. Thus, adding them to your campaign is relatively easy. They could be active in a region for years, but little lore about them exists aside from tales of nameless strangers who appear, defeat evil, and fade back into the night.

A character who might pursue this path is most likely to discover the Shadow Sun ninjas by accident. For example, a Shadow Sun ninja might, if she sees a prospective member, secretly place a map to the nearest dojo within the possible ninja's possessions. If the petitioner can reach the dojo and survive the training, she becomes a ninja. Many Shadow Sun warriors don't even know the identities of the ninjas who set them along this path.

ORGANIZATION

The Shadow Sun ninjas lack a formal, complex organization. They are wanderers and loners. At times, a Shadowspeaker might send word to all the Shadow Sun ninjas he trained. This event occurs to pass only when the Shadowspeaker rests on death's door, in which case the ninjas choose a new Shadowspeaker from among their ranks, or if a great evil has arisen. Such gatherings to defeat an evil being, called shadow hunts, happen perhaps once each century. If an evil power is mighty enough to demand such attention, few of the Shadow Sun ninjas are likely to survive the battle against it.

The Shadow Sun ninjas lack any recorded history, aside from a few rare scrolls that compile information on the enemies they face. In the aftermath of a shadow hunt, the survivors build an elaborate tomb for their fallen comrades, record the events of their deaths, and store scrolls describing the evil they faced for the benefit of future generations. To avoid grave robbers and other despoilers, the Shadow Sun ninjas usually build these tombs far from civilization. If the need is great enough, the ninjas share the location of these

SHADOW SUN LORE

Characters with ranks in Knowledge (arcana) can research Shadow Sun ninjas to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Shadow Sun ninjas are loners who fight evil on their own terms.

DC 15: Supposedly, these ninjas use the powers of darkness against their enemies.

DC 20: Shadow Sun ninjas harness both dark and light in battle. This represents the competition in their own souls between their good and evil aspects. They are heroic, but they draw their power by skirting close to the powers of evil.

One does not find a Shadow Sun ninja. Rather, a ninja finds you. Sometimes, gangs of toughs pose as members of this prestige class to strike terror in commoners and other weak folk. Such antics end quickly if a real Shadow Sun ninja hears of them.

SHADOW SUN NINJAS IN THE GAME

A Shadow Sun ninja works well as a mysterious, perhaps untrustworthy NPC who allies with the characters against a powerful, supernatural threat. A wandering ninja might know something about a demon's weaknesses, and the PCs must work with him to overcome the monster. However, the ninja's tendency toward suspicion makes her relationship with the party icy at best. The characters must decide whether to trust the ninja or strike out on their own. A villain might pose as a Shadow Sun ninja, using the order's mysterious nature to cloak his true nature.

This prestige class is a good choice for a player who likes a character with a tragic backstory. Many Shadow Sun ninjas seek to escape a tragedy or mistake in their past. A PC laboring under a dreadful curse, or one who is secretly a reformed villain, is a good match for this class.

ADAPTATION

The word "ninja" strikes many DMs as an anachronism, or at least a misplaced cultural element, in the D&D game world. This prestige class could also represent an order of monster hunters, a band of good-aligned assassins that strikes down evildoers, or a martial art taught by a specific, isolated

was a member of an evil monastic order dedicated to Hextor. Born and raised in the monastery, she never knew anything beyond combat training, devotional prayers to Hextor, and the occasional raid to quash a peasant uprising in the conquered land around monastery. During one such raid, she met a cleric of Pelor who, recognizing the fundamental spark of good within her soul, convinced her to turn aside her evil ways. Since then, Doomveil has trained as a Shadow Sun ninja. If the characters fight against Hextor and his minions, they might find her lurking at the edge of their struggle. She provides assistance by passing along intelligence she gathers, scouting Hextor's temples in disguise, and so forth. If the characters are close to victory, she offers her direct assistance to aid them.

DOOMVEIL

CR 8

Female half-orc monk 6/Shadow Sun ninja 2

AL LG Medium humanoid (orc)

Init +2; Senses darkvision 60 ft., Listen +3, Spot +3

Languages Common, Orc

AC 19, touch 16, flat-footed 17;

(+2 Dex, +3 Wis, +1 class, +2 armor, +1 natural)

hp 55 (8 HD)

Immune normal disease

Resist evasion, cold 10 (flame of the shadow sun)

Fort +11, Ref +11, Will +12 (+14 against enchantments)

Speed 50 ft. (10 squares)

Melee unarmed strike +7 (1d10+2) or

Melee unarmed strike^{+6/+6} (1d10+2) with flurry of blows
or

Melee mwk kama +8 (1d6+2) or

Melee touch +7 (1d10+3 negative energy) with touch of the shadow sun

Ranged touch +7 (2d6 fire) with flame of the shadow sun or
Ranged mwk light crossbow +8 (1d8/19–20)

Base Atk +5; Grp +7

Atk Options Stunning Fist (DC 17, 6/day), flame of the shadow sun, ki strike (magic), touch of the shadow sun

Combat Gear potion of cure moderate wounds

Maneuvers Known (IL 5th):

Strikes—mighty throw[†] (1st), shadow blade technique (1st)

Counters—baffling defense[†] (2nd)

Other—shadow jaunt[†] (2nd)

Disciplines: Setting[‡], Shifting[‡], Unarmed



As tensions rise in the Temple of the Nine Swords, the Masters of the Shadow Hand and Tiger Claw plot the murder of rivals and are summarily deprived of their swords and exiled

NINE SWORDS

T

The nine swords—weapons specifically crafted to embody each of the martial disciplines—are more than simple legends. They are relics that remain hidden somewhere in the world. Many martial adepts spend a great deal of time seeking out these weapons because each grants its wielder tremendous power and artistry in his chosen combat style.

WEAPONS OF LEGACY

A weapon of legacy has the capacity to grow in power as its wielder advances in level. Ideally, a character would carry and switch the same weapon throughout his entire career.

Initially, a weapon of legacy might seem like nothing more than a standard magic item. Only when the wielder learns something of its past does he begin to understand how the weapon holds unflapped power. The history provides firm

The information on legacy weapons provided here is brief, but it should be sufficient for you to use the weapons featured in this book. For more details on incorporating legacy weapons into your campaign, consult *Weapons of Legacy*.

Name and Description: Each legacy weapon description begins with the physical features of the item. Assuming the character doesn't already know the weapon's name, it can be determined with a DC 15 Knowledge (history) check.

Nonlegacy Game Statistics: Every legacy weapon has certain magical properties that are accessible to any character. Information on those powers can be gleaned through the normal process of identifying magic items. The cost given for a legacy weapon is the same as for a normal magic item of the same type and power level. In fact,

a character can learn what specific rites, procedures, or ceremonies are necessary to bond with a weapon and unlock its powers.

Learning a piece of a weapon's past requires a Knowledge (history) check, with increasingly difficult DCs for more esoteric or pertinent facts. If anyone succeeds on such a check and communicates the relevant information to the wielder, he can uncover the ritual associated with that part of the weapon's legacy. The skill check DC and the ritual gleaned from a successful check appear parenthetically at the end of each relevant paragraph in a weapon's history.

Legacy Rituals: Every legacy weapon in this book has three rituals associated with it: a least, a lesser, and a greater ritual. In addition to any tasks required, every legacy ritual has a gold piece cost for materials expended during its performance. Performing these rituals grants access to a weapon's least, lesser, and greater abilities, respectively.

A wielder who meets a weapon's requirements (see below) and completes the least legacy ritual can use that legacy weapon's least abilities. With each additional ritual completed, a new range of legacy abilities becomes available.

Each legacy ability also has a minimum character level associated with it. A character below this level can complete a ritual, but he can't use the corresponding legacy ability until he reaches the required level.

Wielder Requirements: In much the same way as meeting the requirements for entry into a prestige class, each prospective wielder of a legacy weapon must meet certain requirements to perform any legacy ritual associated with it, or to use any of its legacy abilities. These requirements need not be met for the character to use the item's non-legacy abilities.

Personal Costs: In addition to performing a ritual and paying its gp cost, the wielder must willingly pay the indicated personal costs—such as hit point loss or penalties on saving throws—to use a legacy weapon's abilities. These personal costs are permanent and represent the weapon tapping into its wielder's vital energy to unlock its full potential. Each weapon has different personal costs.

The wielder must pay the personal cost immediately upon reaching the character level at which it is assessed, after all other level-related adjustments. If he is unable to pay the cost, he does not gain any legacy abilities associated with the weapon.

Legacy Weapon Abilities: Unless noted otherwise, a character must be holding the weapon to activate an ability, and activating a legacy ability is a standard action that does not provoke attacks of opportunity. Continuously active abilities are in effect as long as the character carries the weapon on his person.

The save DC for any legacy ability is equal to $10 + \text{the level of the spell or effect} + \text{the minimum ability score needed to cast that level of spell}$, just as normal for magic items. The wielder's Charisma modifier can be substituted for the ability modifier normally used by the item, if the save DC result would be higher.

THE DESERT WIND (DESERT WIND)

Desert Wind is a slender and graceful scimitar crafted of shining steel, lustrous ivory, and polished gold. Its hilt is set with brilliant blue sapphires and fiery red rubies.

Note: The original description of this weapon appeared in the *Weapons of Legacy* supplement. Here, it has been modified slightly to make it conform to the characteristics of the other eight discipline-founding swords. Even if you have *Weapons of Legacy*, the version described below is recommended if you are using any of the other rules from this book.

Nonlegacy Game Statistics: +1 scimitar; Cost 2,315 gp; Weight 4 lb. On a successful attack, Desert Wind deals 1 point of fire damage in addition to its normal damage.

Omen: A soft, warm breeze briefly surrounds the wielder when he grasps Desert Wind's hilt. The blade grows very hot when wielded in battle, glowing red or even white.

HISTORY

The general design of Desert Wind suggests that its creator hailed from one of the great, semimythical cities of the southern deserts. In these metropolises, all citizens know powerful magic, and genies walk the streets alongside mortals. The communities are presided over by powerful caliphs and emirs, who rule with iron fists hidden within silken gloves of courtly intrigue and duplicity. Desert Wind was surely designed for such a wealthy noble, because no mere soldier could afford the finery of a blade such as this one. The fact that the scimitar is functional and beautiful shows that its owner was a discerning warrior, not one who

Rashid had always been a master of his art, achieving a state of nearness, perfect balance, and near weightlessness, but still he feared the coming of his enemies. He then took the scimitar to a djinni of his acquaintance, a sorcerer named Malaq, to whom Rashid had sold many rare and valuable artifacts. Rashid asked Malaq to lay spells of protection and sureness in battle into the blade. He asked that the weapon defend him from all assault, that it ward against the presence of those from beyond this world, and that it be able to strike down his enemies, slicing through them as a bird cuts the air with its wings. Malaq took the sword and examined it, and though he saw from its construction that it was

the work of the
hated efreet,
he agreed to the
emir's request. With

the sword ready, From a crag,

he invocated each morning to suffer the same fate again. Of Desert Wind's fate, no fable speaks. (DC 31; Rite of the Pauper)

LEGACY RITUALS

Three rituals are required to unlock all the abilities of Desert Wind.

Rite of the Flame: Since Desert Wind was forged in the fires of the efreeti Haqim's home plane, you must thrust the blade into a source of blistering heat, letting the metal grow white-hot before removing it. You must then allow the blade to cool, putting it back into the flame when the blade dims to its normal color. This cycle must be repeated without interruption for 24 hours. Blazes originating on the Elemental Plane of Fire are sufficient.

After the ritual, the scimitar will glow with a golden light, and its hilt will begin to hum. It will also begin to speak in the language of the efreeti, in which all their words are short, powerful spells dependent on trade. Rashid had to pay his guards in silver to keep them from leaving, with a reservation to maintain them. Rashid's magical words failed and expired and his traps rusted and rotted before his eyes. No one might stand between Rashid and his enemies.

WIELDER REQUIREMENTS

An armchair or lone character prefers a simple weapon benefit from Desert Wind, but a swordsman or other initiate of the Desert Wind discipline finds that the blade's abilities mirror his own.

DESERT WIND Wielder Requirements

Attack Bonus +2
Defense Bonus +2

LEGACY WEAPON ABILITIES

All the following are legacy abilities of Desert Wind.

Desert Child (Su): At 5th level, you take to the heat of the desert days and the bitter chill of the desert nights as though born to that environment. Beginning at 5th level, you constantly benefit from the effect of an *endure elements* spell. Caster level 5th.

Fiery Slash (Sp): At 6th level and higher, you can cause Desert Wind to spray a fan of flame (like that produced by the *burning hands* spell) by slashing the blade in a broad arc. This ability is usable three times per day. The save DC is 11, or 11 + your Cha modifier, whichever is higher. Caster level 5th.

Dance of Flame and Wind (Su): At 7th level, you gain a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 14th level and to +6 at 17th level.

Desert Draw (Ex): Starting at 8th level, you are treated as if you possessed the Quick Draw feat when unsheathing Desert Wind.

Fiery Blade (Su): At 12th level and higher, you can initiate the burning blade maneuver (see page 52) up to three times per day. If you already know burning blade, you instead gain the ability to initiate it as an immediate action once per encounter, even on another creature's turn.

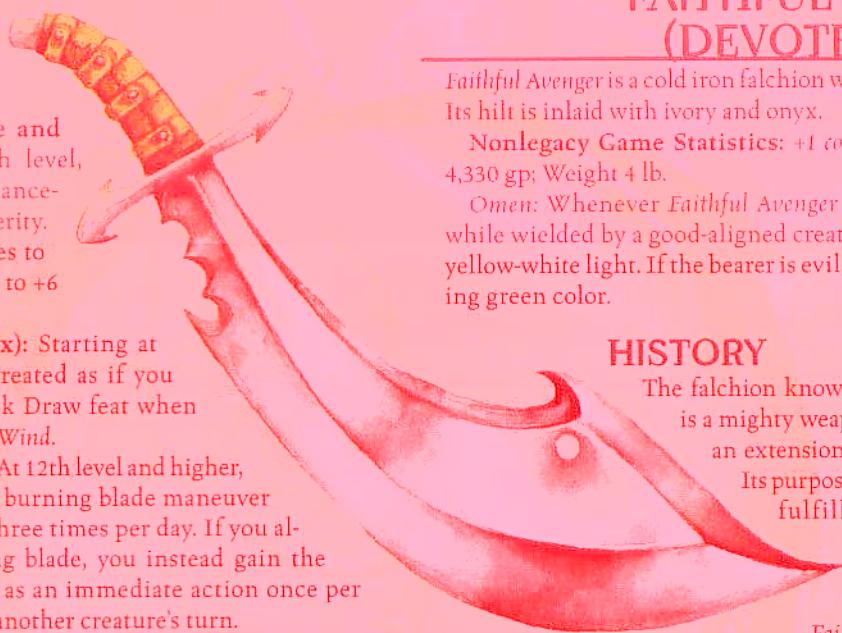


TABLE 6-1: DESERT WIND

| Personal Costs | | | | | |
|----------------|--------------|-----------|-----------|--------|--|
| Wielder Level | Attack Bonus | Fort Save | Hit Point | Legacy | |
| 1 | +1 | 10 | 10 | 10 | |

Faithful Avenger

Fan the Flames (Su): Beginning at 15th level, you can use the fan the flames maneuver (see page 53) at will, as if you knew it. If you already know fan the flames, you instead deal an extra 1 point of fire damage per die on your damage rolls with that maneuver. Caster level 10th.

Flames of the Desert (Su): At 19th level and higher, you can use the wyrm's flame maneuver (see page 56) three times per day, as if you knew it. If you already know burst of flame, you instead deal an extra 1 point of fire damage per die on your damage rolls with that maneuver.

FAITHFUL AVENGER (DEVOTED SPIRIT)

Faithful Avenger is a cold iron falchion with a dull steel blade. Its hilt is inlaid with ivory and onyx.

Nonlegacy Game Statistics: +1 cold iron falchion; Cost 4,330 gp; Weight 4 lb.

Omen: Whenever *Faithful Avenger* scores a critical hit while wielded by a good-aligned creature, it flashes with a yellow-white light. If the bearer is evil, the flash is a sickening green color.

HISTORY

The falchion known as *Faithful Avenger* is a mighty weapon that can become an extension of its wielder's will.

Its purpose has more to do with fulfilling a cause—any cause—than with representing any specific endeavor.

Faithful Avenger has been

used as often to enslave thousands as to free nations bound in slavery, because it is the devotion of its wielder that feeds the sword. (DC 15)

LEGACY RITUALS

The following three rituals are required to unlock all the abilities of *Faithful Avenger*.

Awakening: You must spend 24 hours in contemplation, weighing the good and evil deeds in which the sword has played a part. At the end of this day, you can unlock either its good or its evil legacy. Once this choice is made, it cannot be changed until the sword is passed to a new wielder. Cost: 1,500 gp. Feat Granted: Least Legacy (*Faithful Avenger*).

Nurturing: When you have slain an opponent who has a Challenge Rating equal to your character level, whose alignment opposes your own, you can meditate again to unlock *Faithful Avenger*'s lesser legacy and determine what great foe you will eventually defeat. Cost: 13,000 gp. Feat Granted: Lesser Legacy (*Faithful Avenger*).

Commanding: To perform the final ritual, you must find a shrine that is sacred to an alignment that opposes yours and lock yourself within it for 24 hours. During this time, you will be challenged. If you are good-aligned, you must face a horned devil; if you are evil, you must defeat a planetar. Cost: 39,000 gp. Feat Granted: Greater Legacy (*Faithful Avenger*).

WIELDER REQUIREMENTS

A wielder of *Faithful Avenger* must stand on one end or the other of the good/evil alignment axis. Paladins and crusaders are the most likely candidates, since they can meet the requirements easily by the time the first legacy ritual becomes available.

FAITHFUL AVENGER WIELDER REQUIREMENTS

- Attack bonus +5
- Weapon Proficiency (falchion)
- Good or evil alignment

LEGACY WEAPON ABILITIES

All the following are legacy abilities of *Faithful Avenger*.

Dual Legacy Properties: *Faithful Avenger* carries two legacies, one of evil and one of good. Upon completing the first legacy ritual, you must choose which legacy to unlock. If you choose the legacy of good, the falchion will eventually grant you the ability to *detect evil*, and it will become a holy weapon. If you choose the evil legacy, you can instead *detect good*, and the weapon eventually becomes unholy.

Faithful Strike (Ex): Unlocking the legacy of *Faithful Avenger* grants you knowledge of the Devoted Spirit discipline. At 5th level, you gain a bonus on attack rolls and damage rolls equal to +1 per three character levels

against opponents of diametrically opposed alignments. For example, if you are a lawful good 6th-level warblade wielding *Faithful Avenger* against a chaotic evil enemy, you gain a +2 bonus on attack rolls and damage rolls against that foe.

Your bonuses from this ability are halved against an enemy that has only one alignment component diametrically opposed to yours, rounding down (minimum +1). In the above example, if you were fighting a neutral evil enemy, you would gain a +1 bonus on attack rolls and damage rolls.

Blessing of Faith (Su): Your affiliation with the legacy of *Faithful Avenger* makes you harder. At 9th level, you gain a +2 enhancement bonus to your Constitution score. This bonus increases to +4 at 15th level and to +6 at 19th level.

Detect Evil (Sp): At 10th level and higher, you can use *detect evil*, as the spell, at will (CL 10th).

Lesser Restoration (Sp): At 11th level, you can use *lesser restoration*, as the spell, three times per day (CL 10th).

Boundless Determination (Ex): When you attain 16th level, you gain the ability to assume the immortal fortitude stance. If you already possess this class feature, your immortal fortitude stance grants you temporary hit points each round equal to your total crusader level.

Restoration (Sp): At 17th level, you can use *restoration* on yourself once per day as a swift action (CL 15th).

Resiliency (Ex): At 20th level, you gain the ability to ignore damage from a single source once per day.

TABLE 6-2: FAITHFUL AVENGER

| Personal Costs | | | | | |
|----------------|----------------|-------------------|----------------|---|--|
| Wielder Level | Attack Penalty | Fort Save Penalty | Hit Point Loss | Legacy Abilities | |
| 5th | — | — | — | Faithful strike | |
| 6th | -1 | — | — | | |
| 7th | — | -1 | 2 | +2 cold iron falchion | |
| 8th | — | — | 2 | | |
| 9th | — | -2 | — | Blessing of faith +2 | |
| 10th | — | — | 2 | Detect evil or detect good | |
| 11th | — | — | — | Lesser restoration | |
| 12th | — | — | — | | |
| 13th | -2 | — | — | +2 holy or unholy cold iron falchion | |
| 14th | — | — | 2 | | |
| 15th | — | -3 | — | Blessing of faith +4 | |
| 16th | — | — | 2 | Boundless determination | |
| 17th | — | — | — | Restoration | |
| 18th | — | — | — | +3 holy or unholy cold iron falchion | |
| 19th | — | — | — | Blessing of faith +6 | |
| 20th | — | -4 | 2 | Resiliency | |

SUPERNAL CLARITY (DIAMOND MIND)

Supernal Clarity is a perfectly balanced rapier made of glistening mithral. Its grip is tightly wrapped with dark blue leather.

Nonlegacy Game Statistics: +1 rapier; Cost 2,820 gp; Weight 1 lb.

Omen: Each time *Supernal Clarity* is drawn, time seems to slow for a split second. This momentary trick of perception doesn't provide any benefit or hindrance to the wielder.

HISTORY

The blade known as *Supernal Clarity* was brought to the Temple of the Nine Swords by Reshar, the first true master of the Sublime Way. Though some martial adepts curse the sword's name, claiming that lust for this blade caused the downfall of the temple, all know in their hearts that a weapon is merely the extension of its wielder and can never be blamed for its use—or its misuse. (DC 15)

Kazir-Ther's theft of *Supernal Clarity* proved to be the beginning of the end of the golden age for the Temple of the Nine Swords. Why the rakshasa prince stole that particular sword was widely discussed, but the truth was never really known because the thief was never brought to justice. Some say that the rakshasa's crime forever tainted the sword's powers, but more open minds wonder if the weapon was meant to be claimed in such a manner. After all, does it not without hesitation not capture the essence of this blade? (DC 18; Act of Audacity)

No human hand crafted *Supernal Clarity*; it was created on the Astral Plane by a githyanki swordsmith named Veselka, using a dragonfire-fueled forge. Though she had already crafted many fine magic blades, Veselka regarded this one as her most elegant creation. Despite its simplicity of appearance, the swordsmith knew that this blade—which bore no name at the time—was destined for greatness.

Only by besting its wielder, one of the most famous warblades ever known to the githyanki race, did Reshar prove his worthiness to take the blade from its home plane. Veselka never gave up hope that she might see the blade again, and while she mourned its loss every day of her life, she had always known that it could not reach its full potential unless she gave it up. (DC 25; Forge of Dragonfire)

Many long years after the battle that scattered the Nine Swords across the world, *Supernal Clarity* came into the possession of a humble swordsage named Radigan. Though the blade was already a weapon of great power, its wielder always sensed that it concealed some hidden

strengths. Throughout the years that he walked the lands with it, Radigan searched long and hard for the secret that would unlock this last reservoir of power, but he found no sign. Then, on a whim, Radigan made his way to the Astral Plane, hoping that some descendant of the blade's creator might still survive. To his great surprise, Veselka was still working her eternal forge, laboring endlessly to repeat her greatest achievement. Awed to stand in the presence of such a revered swordsmith, Radigan unhesitatingly offered to return *Supernal Clarity* to her. "I have proven myself incapable of learning its final secrets," he said, "so must I be unworthy to wield this great blade." Veselka smiled at the naïve adept's words, and though it tore at her heart to do so, she declined the great gift that Radigan offered. She knew that her time with the blade had ended a lifetime ago, and that she had wasted every day

since in a futile pursuit. Instead, she asked to accompany Radigan to the ruins of the Temple of the Nine Swords to pay homage to Reshar, the blade's greatest wielder. The swordsage agreed, not realizing that he was accompanying Veselka on her final journey.

When the githyanki arrived at the temple and met Reshar, her life's purpose had been fulfilled. A moment later, she slumped to the floor and died quietly. Her life, which had ended when Reshar took the blade, was now mighty over, and her spirit was free. (DC 30; An End to Desire)

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Supernal Clarity*.

Act of Audacity: You must steal *Supernal Clarity* from a wielder whose Challenge Rating exceeds your character level. If you find the blade unguarded, you must first ensure that it finds worthy hands before you can unlock its powers. Cost: 1,500 gp. Feat Granted: Least Legacy (*Supernal Clarity*).

Forge of Dragonfire: You must endure the fiery breath weapon of a hostile dragon whose Challenge Rating is at least equal to your character level. (Though most wielders choose a red dragon, any true dragon with a breath weapon that deals fire damage satisfies this prerequisite.) Cost: 13,000 gp. Feat Granted: Lesser Legacy (*Supernal Clarity*).

An End to Desire: You must travel to the Forge of Veselka on the Astral Plane. There you must spend 24 hours in prayer and meditation. Whether or not the forge is still occupied (or operating) is up to the DM. Cost: 39,000 gp. Feat Granted: Greater Legacy (*Supernal Clarity*).

WIELDER REQUIREMENTS

Supernal Clarity is best suited for a swordsage or a warblade, though any character can meet the requirements by spending time in the Astral Plane.

TABLE 6-3: SUPERNAL CLARITY

| Wielder Level | Attack Penalty | Fort Save Penalty | Hit Point Loss | Legacy Abilities |
|---------------|----------------|-------------------|----------------|---------------------|
| 5th | — | — | — | Intimidating strike |
| 6th | -1 | — | — | — |
| 7th | — | -1 | 2 | Diamond strike |
| 8th | — | — | 2 | Psychic poise |
| 9th | — | -2 | — | — |
| 10th | — | — | 2 | +2 rapier |
| 11th | — | — | — | Haste |
| 12th | — | — | — | +2 keen rapier |
| 13th | -2 | — | — | Uncanny dodge |
| 14th | — | — | 2 | — |
| 15th | — | -3 | — | +3 keen rapier |
| 16th | — | — | 2 | Freedom of movement |
| 17th | — | — | — | +4 keen rapier |
| 18th | — | — | — | — |
| 19th | — | — | — | +5 keen rapier |
| 20th | — | -4 | 2 | Time stop |

SUPERNAL CLARITY WIELDER REQUIREMENTS

- Base attack bonus +3
- Weapon Proficiency (rapier)
- Concentration 4 ranks

LEGACY WEAPON ABILITIES

All the following are legacy abilities of *Supernal Clarity*.

Intimidating Strike (Ex): When you first unlock the legacy of *Supernal Clarity*, you gain a fragment of knowledge from the Diamond Mind discipline. At 5th level, you can use the sapphire nightmare blade maneuver (see page 65) five times per day, as if you knew it. If you already know sapphire nightmare strike, you gain a +2 bonus on your Concentration check made while using the maneuver.

Diamond Strike (Su): Beginning at 7th level, you gain a small fraction of the insight shared by all *Supernal Clarity*'s previous wielders. You gain a +1 insight bonus on any attack roll made as part of a Diamond Mind strike delivered with *Supernal Clarity*.

Psychic Poise (Su): *Supernal Clarity* hones your mental clarity to such an extent that it can actually guide your physical movements. At 8th level, you can choose to make a Concentration check in place of a Balance check three times per day. You must make this choice before attempting the check.

Haste (Su): Beginning at 11th level, you can tap into the inherent speed held within *Supernal Clarity*. You can use *haste* (self only) for 1 round as a swift action. This ability is usable up to five times per day. Caster level 10th.

Uncanny Dodge (Ex): As a wielder of *Supernal Clarity*, you learn to be ready for battle at all times. Beginning at 13th level, you cannot be caught flat-footed, and you react to danger before your senses

would normally allow you to do so. See the barbarian class feature (PH 26).

Freedom of Movement (Sp): Losing control of his own body is every warrior's worst nightmare, but *Supernal Clarity* grants you respite from that fear. Starting at 16th level, you can cast freedom of movement on yourself once per day as an immediate action. This ability functions as the spell, except that the duration is 1 minute. Caster level 10th.

Time Stop (Sp): When you unlock the final legacy power of *Supernal Clarity* at 20th level, you gain the ability to move so quickly that time seems to halt in place. Once per day on command, you can use time stop as the spell. Caster level 20th.

KAMATE (IRON HEART)

Kamate is a bastard sword of simple, but not crude, construction. Its hilt and pommel are unadorned with decoration or filigree of any sort, and neither rune nor image mars its perfectly smooth, razor-sharp blade.

Nonlegacy Game Statistics: +1 bastard sword; Cost 2,335 gp; Weight 6 lb.

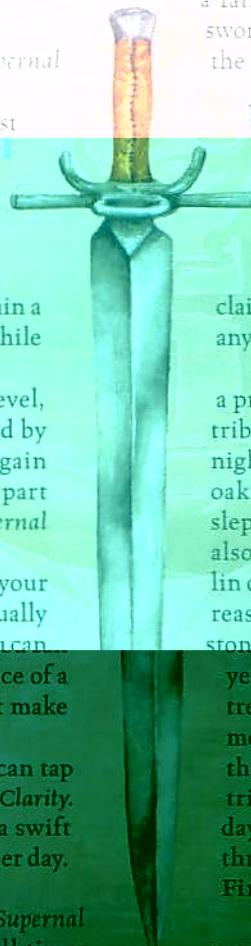
Omen: Each time the wielder draws Kamate, he hears a faint voice that sounds like a goblin chanting the sword's name four times, each time slightly louder than the previous.

HISTORY

Hobgoblins claim that Kamate (which means "It is death" in Goblin), was the first sword ever created, forged before either the elves or the dwarves had learned the secrets of weapon-crafting. Elf and dwarf swordsmiths scoff at such claims, but the weapon's great age is readily apparent to any viewer. (DC 15)

Untold centuries ago, when humanoids still lived a primitive existence in the wild, a small hobgoblin tribe sought shelter from a great thunderstorm. That night, a powerful bolt of lightning sundered a mighty oak tree standing outside the cavern in which they slept. Not only did this event destroy the tree, but it also melted the very stones encircling it. The hobgoblin chieftain, whose name has been lost from memory, reasoned that if fire from the sky could reshape stone, then it could also shape metal—a concept not yet known to his people. Thus, the destruction of the tree gave birth (or so the legend says) to primitive metallurgy. Upon seeing the first blade so crafted, the chief wondered aloud what he had created. The tribe's adept answered simply, "It is death." Since that day, that first blade, Kamate, has been passed down through the generations of hobgoblins. (DC 18; The First Forge)

One of the earliest wielders of Kamate, a hobgoblin named Kuyibet, once fled from a horde of angry dwarf warriors bent on his destruction. Pursued day and night up steep cliffs and winding mountain pathways, the



Kamate



...hunted hobgoblins, even in the dark. Himself perched on the highest peak of the land. With no escape route available, Kuyibet bravely turned to face his doom. But at that very instant, a blue-white crack of lightning split the cloudless sky, opening a great crevasse at the feet of his pursuers. Down they hurtled into the dark depths, leaving the hobgoblin alone and unscathed. (DC 25; Holding the Sky)

Though the hobgoblins are loath to admit it, Kamate has not always remained in their hands. Tales of winning the sword back through force of arms or even treachery are well received by goblinoids, but the most important tale regarding reclamation of the blade is known only to true devotees of the Iron Heart discipline. When Reshar, who would one day be known as the first Master of Nine, came to the hobgoblin monastery of Ur-Thaldaar, none of the swordmasters believed he would survive, much less master the Iron Heart discipline. But Reshar completed every test and mastered every challenge, eventually learning the secrets of the fiercest and most difficult school of bladework in the world. Many years later, he returned to Ur-Thaldaar to take on an apprentice. A young hobgoblin named Magya Ghor followed Reshar to the Sunspire Mountains and eventually became one of the Nine Masters. When Reshar returned after a century of absence, he came bearing nine weapons. Among them was Kamate, which Reshar had liberated from a dragon's hoard far away. This display of respect for Magya Ghor's people created a bond of honor between the Temple of the Nine Swords and all the hobgoblin tribes in the area. So strong was this bond that when the exiled masters returned with their army to destroy the temple, more than a thousand hobgoblin warriors marched to its defense. Almost as tragic as the fall of the temple itself was the fact that when these hobgoblins died, so too did any chance of lasting peace between the goblinoids and the other races of the land. (DC 31; Standing Ready to Die)

TABLE 6-4: KAMATE

| Wielder Level | Personal Costs | | | | |
|---------------|----------------|--------------|----------------|------------------------------------|--|
| | Attack Penalty | Save Penalty | Hit Point Loss | Legacy Abilities | |
| 5th | — | — | — | Steel wind | |
| 6th | — | — | 4 | Shocking grasp | |
| 7th | — | — | — | — | |
| 8th | — | -1 | — | +2 bastard sword | |
| 9th | -1 | — | 2 | Accurate strike | |
| 10th | — | — | — | Stance agility +2 | |
| 11th | — | — | — | +3 bastard sword | |
| 12th | — | — | 2 | — | |
| 13th | — | -2 | — | Lightning bolt | |
| 14th | — | — | — | +4 bastard sword | |
| 15th | — | — | 2 | Stance agility +4 | |
| 16th | — | -3 | — | +4 shocking burst bastard sword | |
| 17th | — | — | — | Chain lightning | |
| 18th | — | -4 | 2 | +5 shocking burst bastard sword | |
| 19th | — | — | 2 | — | |
| 20th | — | — | 2 | Perfect strike | |

LEGACY RITUALS

Three rituals are required to unlock all the abilities of Kamate.

The First Forge: You must spend the night outdoors in a thunderstorm, with no protection other than normal clothing. Cost: 2,500 gp. Feat Granted: Least Legacy (Kamate).

Holding the Sky: You must scale a mountain peak at least 10,000 feet tall without resting for more than 4 hours in any 24-hour period. Once at the top, you must meditate for 24 hours without food or drink. Cost: 13,000 gp. Feat Granted: Lesser Legacy (Kamate).

Standing Ready to Die: You must single-handedly defeat at least ten enemies in one battle. Each enemy's Challenge Rating can be no more than 4 points below your own. Cost: 41,000 gp. Feat Granted: Greater Legacy (Kamate).

WIELDER REQUIREMENTS

Warblades most often wield Kamate, though fighters, paladins, and other martial-oriented characters can qualify to do so without too much difficulty.

KAMATE WIELDER REQUIREMENTS

Base attack bonus +4
Exotic Weapon Proficiency (bastard sword)
Balance 4 ranks

LEGACY WEAPON ABILITIES

All the following are legacy abilities of Kamate.

Steel Wind (Ex): At 5th level, you can use the steel wind maneuver (see page 69) five times per day, as if you knew it. If you already know steel wind, you gain a +1 bonus on any attack roll you make when you initiate the maneuver.

Shocking Grasp (Su): Beginning at 6th level, you can use Kamate to deliver a shocking grasp effect with a normal or touch attack once per day. If you miss, the weapon remains charged (as normal for touch spells). Activating this power is a swift action. Caster level 5th.

Accurate Strike (Su): At 9th level, you can cause Kamate to strike true against a foe three times per day. Once you activate this power (a swift action), the weapon's next attack automatically ignores any concealment the target might have. If the target is invisible, you must still attack its space. If the target is incorporeal, you ignore its 50% chance to take no damage from your hit. Furthermore, if your attack roll threatens a critical hit, you gain a +4 bonus on the attack roll to confirm.

Stance Agility (Su): Beginning at 10th level, you gain a +2 insight bonus on Reflex saves as long as you are in an Iron Heart stance. When you attain 15th level, this bonus improves to +4.

Lightning Bolt (Sp): At 13th level, you gain the ability to use lightning bolt as the spell three times per day, on command. The save DC is 14, or 13 + your Cha modifier, whichever is higher. Caster level 10th.

Chain Lightning (Sp): Beginning at 17th level, you can cause Kamate to emit a blast of lightning that arcs to other targets, as if produced by the chain lightning spell. To produce

this effect, you must speak the command word and gesture with Kamate. The save DC is 16, or 14 + your Cha modifier, whichever is higher. This ability is usable once per day. Caster level 15th.

Perfect Strike (Su): At 20th level, while you are holding Kamate, you can gain a +20 competence bonus on a single attack roll. You must choose to activate this ability (an immediate action) before you make the attack roll it is to modify. This ability is usable once per day.

EVENTIDE'S EDGE (SETTING SUN)

The mithral blade known as Eventide's Edge is faceted and highly reflective—so much so that it sends shards of light scattering about the room when it swings through the air.

Nonlegacy Game Statistics: +1 mithral short sword; Cost 2,510 gp; Weight 1 lb.

Omen: Whenever Eventide's Edge is unsheathed, a bright yellow light shines within the blade. This glow quickly fades to orange, then to red, before it finally extinguishes. This process takes about 1 minute. Initially, the light is about as bright as a torch, and a wielder who has performed the least legacy ritual for the blade can suppress its glow with a thought. Unlike most other magic weapons, Eventide's Edge shrinks to fit the hands of a Small creature.



Eventide's Edge

HISTORY

Legend holds that a ship full of Setting Sun novitiates once set sail from the Isle of Dawn in search of the Temple of the Nine Swords. But their vessel strayed off course and entered the territory of a mighty kraken, which tore the ship apart, plank by plank. All aboard were lost except one young boy, who floated for days on a half-empty cask before washing up on the sandy beach of a mysterious, uncharted island with a mithral short sword clutched in his hands. That sword became known as Eventide's Edge. (DC 15)

Throughout that day, the boy ate fruit and small game that he found near the shore and enjoyed his new island home. In the early evening, the peace of his haven was shattered when a hill giant came bursting through the wood, eager to consume this new two-legged snack. Just as the giant brought down his club, the boy raised the mithral sword in a feeble defense. To both combatants' surprise, the blade knocked the massive club aside, and the boy threw the giant off balance with only a quick step. The giant crashed down, and just before the boy stabbed the giant into his opponent's neck, the rays of the setting sun glinted briefly off the mithral blade. (DC 20; The Bigger They Are)

In the next few days, the boy found a higher vantage point overlooking the western sky, and he could see

there in hopes that a passing ship might see the smoke and investigate. What the boy's signal drew, however, was not a ship, but another giant. Having found his kin dead near the beach, this one was even more enraged, and not likely to underestimate the small boy with the deadly sword. But the giant was truly baffled by the boy's fighting style. Every one of the giant's blows that should have struck true seemed to strike only empty air. When the giant finally fell off the cliff (thanks to a well-placed shove from the boy), he wondered briefly how he could have so many small cuts, and be pushed off a cliff, when that scrawny little man had nary a scratch. (DC 25; The Harder They Fall)

For months, the boy scratched out a spartan existence on the island. Eventually he realized that the only way he could get off the island was to convince the giants to help him get past the kraken. He knew they had an arrangement of some kind with the monster because he had seen the hulking brutes take their great fishing rafts into its territory and place some sort of offering in its mighty lair. Sighing, he approached the giant chieftain, who had long since ordered his tribe to stay clear of this small but dangerous creature. The chieftain agreed to let the boy ride with some giants past the kraken's lair, but secretly he planned to betray the puny human and offer him

as a sacrifice to the kraken lord.

As the giants' raft was nearing the far edge of the kraken's domain, the boy saw a ship to the west, just below the drooping sun. When the kraken surfaced, the giants looked around for the boy, but he had jumped into the water and set off for the distant ship. They couldn't see him swimming because the light from the setting sun flashed in their eyes. The kraken took the giants as tribute instead, and the boy escaped back to civilization with his blade. (DC 31; Capture the Sunset)

LEGACY RITUALS

Three rituals are required to unlock all the abilities of Eventide's Edge.

The Bigger They Are: Within 24 hours of defeating an opponent of at least one size category larger than yours, you must spend an hour meditating in the multicolored light of the sunset. Cost: 1,500 gp. Feat Granted: Least Legacy (Eventide's Edge).

The Harder They Fall: You must fight an opponent of at least one size category larger than yours for 4 consecutive rounds without taking damage. The opponent must attack you in melee at least once per round. You must attack that opponent at least once per round. A short period of meditation during the next sunset completes the ritual. Cost: 15,000 gp. Feat Granted: Lesser Legacy (Eventide's Edge).

Capturing the Sunsets: Starting the hour before dusk, you must stand on a rocky outcrop and gaze into the sunset. The sunset

sun, while using the blade of Eventide's Edge to reflect the sunlight onto your face. Cost: 39,000 gp. Feat Granted: Greater Legacy (Eventide's Edge).

WIELDER REQUIREMENTS

Any creature that prefers light, piercing weapons but expects to face larger foes might be interested in unlocking the legacy of Eventide's Edge. Characters who follow the Setting Sun discipline (such as a swordsage, or even a rogue or ninja who took the Martial Study feat) stand to gain the most from its powers.

EVENTIDE'S EDGE WIELDER REQUIREMENTS

- Base attack bonus +3
- Knowledge of at least one maneuver from Setting Sun discipline
- Weapon Proficiency (short sword)
- Small or Medium size

LEGACY WEAPON ABILITIES

All the following are legacy abilities of Eventide's Edge.

Crux of Balance (Ex): When you first unlock the least legacy abilities of Eventide's Edge at 5th level, you have an easier time adjusting your position and balance when affected by another creature. You gain a +4 bonus on checks made to execute a bull rush, overrun, or trip, and to resist those maneuvers.

Sting Like a Bee (Ex): Beginning at 8th level, you deal

TABLE 6-5: EVENTIDE'S EDGE

| Wielder Level | Personal Costs | | | |
|---------------|----------------|-------------------|----------------|----------------------------------|
| | Attack Penalty | Fort Save Penalty | Hit Point Loss | Legacy Abilities |
| 5th | — | — | — | Crux of balance |
| 6th | -1 | — | — | — |
| 7th | — | -1 | 2 | +1 defending mithral short sword |
| 8th | — | — | 2 | Sting like a bee +1d6 |
| 9th | — | -2 | — | — |
| 10th | — | — | 2 | AC bonus |
| 11th | — | — | — | Baffling defense |
| 12th | — | — | — | — |
| 13th | -2 | — | — | +2 defending mithral short sword |
| 14th | — | — | 2 | Evasive defense |
| 15th | — | -3 | — | — |
| 16th | — | — | 2 | +3 defending mithral short sword |
| 17th | — | — | — | Sting like a bee +2d6 |
| 18th | — | — | — | +3 defending mithral short sword |
| 19th | — | — | — | +4 defending mithral short sword |
| 20th | — | -4 | 2 | Dance into the sun |

UMBRAL AWN (SHADOW HAND)

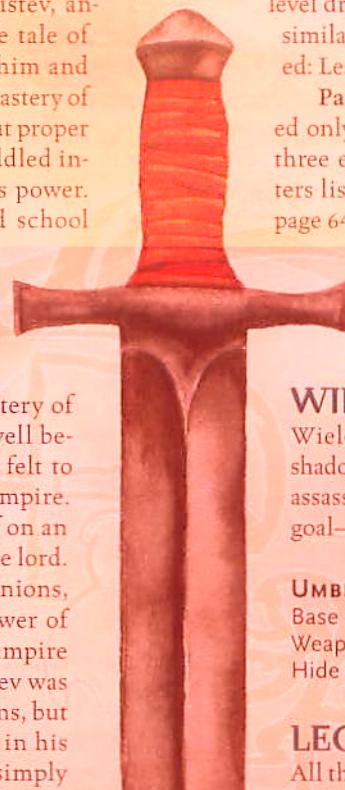
Umbral Awn is a simple-looking dagger of the sort that a young martial adept might take to his first academy. But although

HISTORY

The Umbral Awn is a simple-to-make and often overlooked weapon of the Shadow Hand. Although it can be a deadly weapon, the Umbral Awn has touched a small number of hands in history. Who exactly did so because no one seems to remember. At the beginning of the Shadow Hand's history, the Umbral Awn was used to defend the Order against the forces of darkness.

undead creatures called shadows, he would gain limitless power. Instead, his encounter with the shadow went as might be expected, with the creature draining away his strength and life. Yustek did become one with the shadow—in fact, he became a shadow himself—but he never achieved the power that he had expected. (DC 20; Touch of Shadow)

The dagger was passed along to Maristev, another student of the Shadow Hand. The tale of Yustek's demise served as a warning to him and others who might think they could gain mastery of this most dangerous of disciplines without proper training. But Maristev had his own muddled insights into the source of the discipline's power. He had noticed that the Shadow Hand school drew upon negative energy for many of its most challenging maneuvers, and he rationalized that if he could just gain some firsthand knowledge of how negative energy worked, he could analyze it to achieve his own mastery of the discipline. Since planar travel was well beyond his means, he settled for what he felt to be the next best option—becoming a vampire. With that goal in mind, Maristev set off on an expedition to subject himself to a vampire lord. When he found the vampire and his minions, he proclaimed his desire to feel the power of negative energy. Pleased to oblige, the vampire lord ordered his spawn to attack. Maristev was soon drained dry by the vampire's minions, but since no true vampire had played a part in his death, he did not rise as a vampire—he simply



Touch of Shadow: You must suffer the touch of a shadow, then perform the ritual before the Strength damage is healed. Cost: 1,500 gp. Feat Granted: Least Legacy (*Umbral Awn*).

Touch of Death: You must feel negative energy coursing through you by gaining a negative level. You must then perform the ritual before the negative level is removed. Only negative levels that have a chance of causing permanent level drain can be used for this ritual—*enervation* and similar spells do not work. Cost: 13,000 gp. Feat Granted: Lesser Legacy (*Umbral Awn*).

Path of Shadow: The last ritual can be completed only on the Plane of Shadow. You must overcome three encounters (drawn from the Random Encounters list on page 152 of the *Dungeon Master's Guide* or page 64 of *Manual of the Planes*) within a 4-hour period, then focus the energies of the plane into the blade using a ritual that takes 1 hour. Cost: 39,000 gp. Feat Granted: Greater Legacy (*Umbral Awn*).

WIELDER REQUIREMENTS

Wielders of *Umbral Awn* see power hiding in the shadows. Most seekers of this shadow blade are rogues, assassins, or swordsages, but nearly all have the same goal—to kill without being seen.

UMBRAL AWN WIELDER REQUIREMENTS

Base attack bonus +3
Weapon Proficiency (dagger)
Hide 4 ranks

LEGACY WEAPON ABILITIES

All the following are legacy abilities of *Umbral Awn*.

+2d6, and when you attain 17th level, it increases again to +3d6.

Shadowhand (Ex) At 10th level, you are a deadly foe even when *Umbral Awn* is not in your hand. If you are unarmed and an opponent provokes an attack of opportunity, you can draw *Umbral Awn* as an immediate action and take that attack. The opponent that provoked the attack is considered flailed and thus

LEGACY RITUALS

These rituals are required to unlock all the abilities of *Umbral Awn*.

Shadowstrike (Ex): When you attain 11th level, your connection to Umbral Awm and your mastery of the Shadow Hand discipline let you take greater advantage of flanking positions. If you are maintaining a Shadow Hand stance when you flank a target with an ally, you gain a +4 bonus on your attack rolls against that target.

HISTORY

After spending years in slavery to a band of frost giants, an elderly dwarf weaponsmith named Thungrim was given a servant to do the heavy lifting around his forge. This servant, a goliath named Kanithiak Amunugathua, took quickly to the art of swordsmanship. Through much practice and hard work,

UNFETTERED (STONE DRAGON)

LEGACY RITUALS

Three rituals are required to unlock all the abilities of Unfettered.

Unchain the Mind: You must single-handedly craft a weapon worth at least 10 gp without pausing for sleep or meals, though drinking water is allowed. Cost: 2,500 gp. Feat Granted: Least Legacy (*Unfettered*).

Unbind the Hand: You must slay a giant whose Challenge Rating equals or exceeds your character level. Cost: 12,500 gp. Feat Granted: Lesser Legacy (*Unfettered*).

Unshackle the Soul: You must visit the final resting place of Kanithiak the goliath, a cave that lies high on a distant and treacherous mountain peak. Once there, you must meditate uninterrupted for 24 hours. Cost: 45,000 gp. Feat Granted: Greater Legacy (*Unfettered*).

WIELDER REQUIREMENTS

Martial adepts of all kinds can learn to wield *Unfettered* with little effort. Barbarians and fighters also find the weapon to their liking, though cross-class skill purchasing is required.

UNFETTERED WIELDER REQUIREMENTS

- Base attack bonus +3
- Weapon Proficiency (greatsword)
- Balance 4 ranks

LEGACY WEAPON ABILITIES

All the following are legacy abilities of *Unfettered*.

Charging Minotaur (Ex): At 5th level, you can use the charging minotaur maneuver (see page 81) five times per day, as if you knew it. If you already know charging minotaur, you gain a +2 bonus on the Strength check made to bull rush your opponent when using that maneuver.

See the Charging Minotaur maneuver on page 81.

Enlarge (Su): At 10th level, you can cast *Enlarge* once per day as a 1st-level spell. You can cast it again at 15th level. You can cast it again at 20th level.

+2 Greatsword: At 7th level, you gain a +2 enhancement bonus on attack rolls and damage rolls with your greatsword. This ability replaces the +1 enhancement bonus granted by the +1 greatsword magic item.

Meld into Stone (Su): At 12th level, you can step out of the stone. When you do so, you gain a +2 bonus on attack rolls made as part of any Stone Dragon strike. This ability is usable once per day. Caster level 10th.

Strength Enhancement: At 9th level, you gain a +2 enhancement bonus on Strength checks. This ability replaces the +1 enhancement bonus granted by the +1 greatsword magic item.

TABLE 6-7: UNFETTERED

| Wielder Level | Personal Costs | | | | Legacy Abilities |
|---------------|----------------|------------------|----------------|-------------------------|-------------------|
| | Attack Penalty | Ref Save Penalty | Hit Point Loss | | |
| 5th | — | — | — | — | Charging minotaur |
| 6th | -1 | — | — | — | — |
| 7th | — | -1 | 2 | +2 greatsword | — |
| 8th | — | — | 2 | — | — |
| 9th | — | -2 | — | Strength enhancement +2 | — |
| 10th | — | — | 2 | Enlarge | — |
| 11th | — | — | — | +3 greatsword | — |
| 12th | — | — | — | Meld into stone | — |
| 13th | -2 | — | — | Strength enhancement +4 | — |
| 14th | — | — | 2 | — | — |
| 15th | — | -3 | — | +4 greatsword | — |
| 16th | — | — | 2 | Light fortification | — |
| 17th | — | — | — | Strength | enhancement +6 |
| 18th | — | — | — | +5 greatsword | — |
| 19th | — | — | — | Stoneskin | — |
| 20th | — | 4 | 2 | Disembodied blade | — |

Step out of the stone, you gain a +2 bonus on attack rolls made as part of any Stone Dragon strike.

This ability is usable once per day. Caster level 10th.

Light Fortification (Su): When you attain 16th level, any critical hit or sneak attack scored on you while you hold *Unfettered* has a 25% chance to be negated. The damage is instead rolled normally in this case.

Stoneskin (Sp): At 19th level, you gain the ability to use *stoneskin* on yourself once per day while you are in a Stone Dragon stance. The damage reduction granted by this effect replaces any damage reduction normally granted by the stance. The effect ends as soon as you



TIGER FANG (TIGER CLAW)

Tiger Fang's steel blade is etched with a stylized tiger whose claws and fangs mark its keen edge. The hilt of this razor-sharp kukri is wrapped in alternating colors of leather—black and brown—to emulate a tiger's stripes.

Nonlegacy Game Statistics: +1 kukri; Cost 2,308 gp; Weight 2 lb.

Omen: When Tiger's Fang is swung through the air, a faint roar accompanies its passing instead of the usual whistling sound a weapon makes.

HISTORY

On his deathbed, an aging warrior passed Tiger Fang along to his only son, Khasparat, who vowed to use it to prove himself a mighty warrior in honor of his father. But the rajah who ruled the village could not bear to send a widow's only son into battle, so he refused to allow Khasparat into the army. Nevertheless, Khasparat knew that someday he would find a way to prove himself. (DC 15)

Khasparat's first chance to display his prowess came when a tribe of lizardfolk raided his village. While the army engaged the brunt of the lizardfolk strike force, Khasparat noted another squad of the scaly humanoids moving toward an undefended part of the town. Heedless of his own safety, he rushed into the heart of the reptile band, slashing about with his father's kukri until the entire squad had retreated. But instead of the gratitude and respect he had expected for his selfless deed, Khasparat received an admonishment from the rajah for endangering himself in the fight. (DC 20; Greater Numbers)

Khasparat still could not honor his father with his battle prowess because he was still not allowed to join the army. Then, one day, a great tiger attacked the village while the army was away. With Tiger Fang in his hand and his heart in his chest, Khasparat charged forward, hacking at the great beast until it finally fell dead. The rajah was impressed, but still disappointed that Khasparat would risk his own life in this way. (DC 25; One on One)

Khasparat had been born up in pride in himself because he could see no one in the neighborhood with valiant deeds. So he went to his master to request a commission from the rajah to join the army first. The possessor of this question, an old sorcerous enemy of the rajah, who had entered the village by stealth, appeared by the leader's side. The rajah's guards were put to flight, and the sorcerer revealed his true nature. (DC 30; Ambush)

The sorcerer had come to the rajah to collect a debt he had made with the ruler's father many years ago.

He had been a member of the same band of lizardfolk that had attacked the village, and he had been captured.

He had been captured and forced to serve the rajah as a slave for many years, and he had been freed only when the ruler's father died.

he could be, Khasparat jumped into the midst of the demons, slicing brutally with his father's kukri until all four were destroyed. Unfortunately, before the sorcerer was overcome by the rajah's reinforcements, he managed to deliver a mortal blow to Khasparat. As the young man lay dying, the rajah assured him that he could not have done his father any greater honor. (DC 31; Battle Frenzy)

LEGACY RITUALS

Three rituals are required to unlock all the abilities of Tiger Fang.

Greater Numbers: You must act first in a combat against greater numbers and immediately charge the strongest opponent. You must accept no healing during the fight, though your allies can assist you. After the battle, you must focus and meditate for 1 hour. Cost: 1,500 gp. Feat Granted: Least Legacy: Tiger Fang.

One on One: You must defeat an opponent with a Challenge Rating equal to or greater than your character level -1 in single combat, using only the abilities of Tiger Fang, Tiger Claw maneuvers, or melee attacks. You can use an off-hand weapon so long as Tiger Fang remains your primary weapon. After the battle you must spend one night in meditation. Cost: 13,000 gp. Feat Granted: Lesser Legacy (Tiger Fang).

Battle Frenzy: In a single encounter, you must successfully land a critical hit on four different opponents, each of which must have a Challenge Rating equal to or greater than your character level -3. After the battle, you must spend a day in meditation with Tiger Fang. Cost: 39,000 gp. Feat Granted: Greater Legacy (Tiger Fang).

WIELDER REQUIREMENTS

Wielders of *Tiger Fang* generally prefer melee combat, and the weapon has an affinity for barbarians and fighters. A martial adept focused on the *Tiger Claw* school would do well to use *Tiger Fang* as one of the two weapons.

TIGER FANG WIELDER REQUIREMENTS

Base attack bonus +3

Weapon Proficiency: +1 or +2
Jump 5 ranks

LEGACY WEAPON ABILITIES

All the following are legacy abilities of *Tiger Fang*.

Frenzied Charge (Ex) Strike fast, strike hard, and tear through defenses with the fury of a tiger. At DC 15, you can charge an opponent and land a critical hit on them. At DC 20, you can charge an opponent and land a critical hit on them, and the target must succeed on a DC 15 Will save or be dazed for 1 minute. At DC 25, you can charge an opponent and land a critical hit on them, and the target must succeed on a DC 20 Will save or be dazed for 1 minute.

Claw of the Tiger (Ex) You can strike with the claws of a tiger. At DC 15, you can land a critical hit on an opponent and deal double damage. At DC 20, you can land a critical hit on an opponent and deal triple damage. At DC 25, you can land a critical hit on an opponent and deal quadruple damage.

Tiger Claw (Ex) You can strike with the claws of a tiger. At DC 15, you can land a critical hit on an opponent and deal double damage. At DC 20, you can land a critical hit on an opponent and deal triple damage. At DC 25, you can land a critical hit on an opponent and deal quadruple damage.



you attain 6th level, Tiger Fang becomes an extension of your own hand when you wield it. So long as you are conscious, you cannot be disarmed by Tiger Fang unless you will it. You automatically succeed on checks made to resist disarm attempts, and you do not drop Tiger Fang if you become panicked or stunned.

Tiger Leap (Ex): At 7th level, you find more spring in your step, gaining a +5 bonus on Jump checks whenever you wield Tiger Fang.

Battle Fever (Su): At 10th level, you are invigorated whenever you use Tiger Fang in melee. Three times per day, you can use a swift action to heal yourself of 1d8 points of damage, so long as you have used Tiger Fang to make an attack against a living foe during that same round. Using this ability does not provoke attacks of opportunity. At 16th level, you can use battle fever five times per day, and it heals 2d8 damage each time.

Sharp Claw (Ex): Once you have performed the lesser legacy ritual at 11th level, you find that Tiger Fang is perfectly balanced for use with Tiger Claw maneuver. As long as you,

have a Tiger Claw stance active, you deal an extra 1 point of damage with all your melee attacks, including strikes, made with Tiger Fang.

Haste (Sp): When you attain 12th level, Tiger Fang speeds up your perception of time, granting you a flurry of motion. While you are holding, wearing, or wielding the blade, you can use *haste* for 1 round as a swift action, as though you were wearing boots of speed. This ability is usable up to five times per day.

Vicious Attack (Ex): The kukri's keen edge finds the softest places to cut, and Tiger Fang can cut even deeper. When you attain 14th level, the critical multiplier of Tiger Fang increases to $\times 3$.

Power Critical (Ex): When you unlock Tiger Fang's greater legacy at 17th level, you gain a +4 bonus on attack rolls made to confirm critical hits with Tiger Fang.

Devastating Attack (Ex): Tiger Fang ultimately becomes a devastating weapon, capable of dropping a foe with a single, well-placed slice. When you attain 20th level, the critical multiplier of Tiger Fang increases to $\times 4$.

TABLE 6–8: TIGER FANG

| Wielder Level | Personal Costs | | | | |
|---------------|----------------|-------------------|----------------|--------------------|--|
| | Attack Penalty | Fort Save Penalty | Hit Point Loss | Legacy Abilities | |
| 5th | — | — | — | Frenzied charge | |
| 6th | -1 | — | — | Claw of the tiger | |
| 7th | — | -1 | 2 | Tiger leap | |
| 8th | — | — | 2 | — | |
| 9th | — | -2 | — | +1 keen kukri | |
| 10th | — | — | 2 | Battle fever 1d8 | |
| 11th | — | — | — | Sharp claw | |
| 12th | — | — | — | Haste | |
| 13th | -2 | — | — | — | |
| 14th | — | — | 2 | Vicious attack | |
| 15th | — | -3 | — | * | |
| 16th | — | — | 2 | Battle fever 2d8 | |
| 17th | — | — | — | Power critical | |
| 18th | — | — | — | — | |
| 19th | — | — | — | — | |
| 20th | — | -4 | 2 | Devastating attack | |

BLADE OF THE LAST CITADEL (WHITE RAVEN)

The *Blade of the Last Citadel* (sometimes called simply Citadel's Blade) is an adamantine longsword. The pommel is bound in white leather, and the crossguard resembles a crenellated wall, with the white enameled crenellations facing the blade.

Nonlegacy Game Statistics: Adamantine longsword; Cost 3,315 gp.

Omens: If used to injure an innocent sentient being, Citadel's Blade weeps blood until the wielder receives an atonement or gives up the blade to another.

HISTORY

No legend relates the creation of the *Blade of the Last Citadel*. The first story of the weapon describes how the great knight Julian wielded it against a small army of giants attacking a desolate mountain outpost. Knowing that their humble tower was the last line of defense between the giants and the populated valley below, the protectors of the outpost fought to the last man. Eventually, however, the stronghold fell to the marauders. (DC 15)

After Julian fell leading a charge against the giants, his squire Terras took up the *Blade of the Last Citadel* to defend his fallen lord. Defeated, sorely wounded, and left for dead, the squire awakened long after the battle and raced down the mountainside in pursuit of the giants. But he was too late to save the defenseless townsfolk below. Devastated by his failure, the squire rode for days until he found a village that hadn't been sacked. There he attempted to drown his sorrow in ale, but tragedy still followed him. When a local tough attempted to bully the squire into giving up his fine blade, Terras drew the sword and, in a drunken rage, slew his tormentor. Horrified, Terras fled the inn, but he could never escape his guilt. (DC 18; Rite of Repentance)

Years later, a lone paladin rode out of the frontier, his mount ragged and gasping. When he reached the entrance of a small, walled village, he pounded on the gate with the pommel of his bloody blade. Upon gaining entrance, he warned all who would listen about a horde of bloodthirsty orcs approaching from the distant hills, destroying all in its path. The townsfolk scoffed at this news—no orcs had been spotted in this territory in years—and went back about their business. Hanging his head, the paladin asked only for a fresh horse, then left the way he had come. The next morning, his body was found a few miles away, surrounded by dozens of orc corpses. His shield had been sundered and his armor rent, but his hands still clutched Citadel's Blade. No one ever learned his name. (DC 25; Rite of Selfless Defense)

The nameless paladin received a hero's funeral, and the townsfolk placed the *Blade of the Last Citadel* upon his grave. No one dared touch the sword for fear that some strange curse

might befall them for desecrating the paladin's gravesite. But one evening, just as the full moon was rising above the horizon, an enigmatic white-haired warrior visited the town in search of the weapon. The man explained that the weapon's destiny was to stand in defense of those who, like

the villagers, could not protect themselves. Such calmness and clarity did the man display that the townsfolk couldn't help but lead him to their hero's last resting place. There, the warrior bowed his head in quiet meditation and remained motionless for three full nights. When dawn broke on the fourth day, both he and the blade were gone. (DC 31; Rite of Respect)

LEGACY RITUALS

Three rituals are required to unlock all the abilities of Blade of the Last Citadel.

Rite of Repentance: You must seek forgiveness from someone you have wronged. The details of the situation are between the player and the DM, but attaining forgiveness might require some work on your part. Cost: 2,500 gp. Feat Granted: Least Legacy (*Blade of the Last Citadel*).

Rite of Selfless Defense: You must perform some service in defense of a community and accept no reward for your actions. Examples include defeating a local threat (EL equal to or exceeding your character level +1), recovering a treasured heirloom, or averting a significant crisis. Cost: 12,500 gp. Feat Granted: Lesser Legacy (*Blade of the Last Citadel*).

Rite of Respect: You must meditate for 8 hours per night on the three nights of a full moon. Cost: 44,000 gp. Feat Granted: Greater Legacy (*Blade of the Last Citadel*).

WIELDER REQUIREMENTS

Crusaders, paladins, and knights (see *Player's Handbook II*) are the most likely wielders of Citadel's Blade. Clerics and favored souls (*Complete Divine*) of Heironeous (or similar deities) might also find the blade to their liking. It has also been wielded by bards, fighters, marshals (see *Miniatures Handbook*), and many others who put the defense of others above their own lives.

BLADE OF THE LAST CITADEL WIELDER REQUIREMENTS

- Any nonevil alignment
- Base attack bonus +3
- Weapon Proficiency (longsword)
- Diplomacy 4 ranks

LEGACY WEAPON ABILITIES

All of the following are legacy abilities of *Blade of the Last Citadel*.

Leading the Attack (Ex): When you first unlock the legacy abilities of *Blade of the Last Citadel* at 5th level, you can use the leading the attack maneuver (see page 91) five times daily, as if you knew it. If you already know leading the

attack, you gain a +1 bonus on the first attack roll you make during the round in which you initiate the maneuver. Caster level 5th.

Prayer (Sp): Beginning at 10th level, you can use prayer once per day. Caster level 7th.

Remove Fear (Sp): At 12th level, you gain the ability to use remove fear as an immediate action, though it affects only a single creature up to 50 feet away, and you can't use it on yourself. This ability is usable three times per day. Caster level 10th.

Cure Critical Wounds (Sp): At 16th level, you can use cure critical wounds on yourself once per day as a swift action. Caster level 11th.

Blade Barrier (Sp): Beginning at 18th level, you can transform *Blade of the Last Citadel* into a ring-shaped blade barrier centered on you. While the sword is in blade barrier form, you can add its enhancement bonus to your AC as if using the defending property of the weapon. At any time during the duration, you can dismiss the effect as a swift action, which returns *Blade of the Last Citadel* to your hand (or to a spot at your feet if your hands are full). This ability is usable three times per day. Caster level 15th.

Heal (Sp): At 20th level, you can use heal on yourself once per day as a swift action. Caster level 17th.

TABLE 6-9: BLADE OF THE LAST CITADEL

| Wielder Level | Personal Costs | | | | |
|---------------|----------------|--------------|----------------|------------------------|--------------------|
| | Attack Penalty | Save Penalty | Hit Point Loss | Legacy Abilities | |
| 5th | — | — | — | — | Leading the attack |
| 6th | — | — | 4 | +1 longsword | — |
| 7th | — | — | — | — | — |
| 8th | — | -1 | — | +2 longsword | — |
| 9th | -1 | — | 2 | — | — |
| 10th | — | — | — | Prayer | — |
| 11th | — | — | — | +3 longsword | — |
| 12th | — | — | 2 | Remove fear | — |
| 13th | -2 | — | — | — | — |
| 14th | — | — | — | +4 longsword | — |
| 15th | — | — | 2 | — | — |
| 16th | — | -2 | — | Cure critical wounds | — |
| 17th | — | — | — | +5 defending longsword | — |
| 18th | -3 | — | — | Blade barrier | — |
| 19th | — | — | 2 | — | — |
| 20th | — | — | 2 | Heal | — |

Blade of
the Last Citadel

MAGIC ITEMS



*The exiles return with a monstrous horde
to destroy the Temple of the Nine Swords*

T

he use of the Nine Swords disciplines has led to the creation of many different magic items, from martial scripts to

strong for initiator level 12th to 20th, and overpowering for initiator level 21st or higher).

Anyone who can read the language of the script can

MARTIAL SCRIPTS

you must succeed on a Martial Lore check (DC 20 + the martial adept level associated with the script). Success gives you the option of using the script immediately or readying for later use.

Reading a script is a standard action that provokes an attack of opportunity.

Use: When you read a script, you gain the ability to use the single martial maneuver recorded on it for one encounter. If the maneuver can be used only once per encounter or has other use restrictions, all those limitations apply to your use of it. Using a script does not allow you to break the normal usage rules for maneuvers.

Martial Scripts

Creating a martial script is a difficult task that requires a scribe to spend at least 1 hour writing the maneuver down. The cost of creating a martial script is equal to the initiator level × maneuver level × 50 gp. You must spend 1/25 of this market price in XP and use materials costing 1/2 the market price. Scribbling a martial script takes one day for each 1,000 gp of its market price.

Now have the second script's maneuver readied.

Creating Martial Scripts: To create a martial script, you must know the Scribe Martial Script feat and the maneuver you are recording. The market price of a martial script is equal to the initiator level × maneuver level × 50 gp. You must spend 1/25 of this market price in XP and use materials costing 1/2 the market price. Scribbling a martial script takes one day for each 1,000 gp of its market price.

NEW WEAPON SPECIAL ABILITIES

A weapon with a special ability must have at least a +1 enhancement bonus.

APTITUDE WEAPON

The aptitude property lets a wielder apply his expertise with another type of weapon to the aptitude weapon. Thus, the master of a greatsword is the also the master of any aptitude weapon.

Description: Aptitude weapons have no special appearance.

Prerequisite: Anyone can wield an aptitude weapon, but to gain any benefit from it, a wielder must have feats that are tied to the use of a particular weapon type.

Activation: An aptitude weapon's magic is worthless in the hands of someone who lacks the appropriate feats, but anyone with the right feats gains the weapon's benefits just by wielding it.

Effect: A wielder who has feats that affect the use of a particular type of weapon, such as Weapon Focus, Greater Weapon Focus, Weapon Specialization, or the like, can apply the benefits of those feats to any weapon that has the *aptitude* quality. In addition,

the wielder can add his proficiency bonus to the attack roll and damage rolls of the weapon.

Activation: A martial discipline weapon needs to be activated before it can be used.

Description: A martial discipline weapon is a simple sword or spear.

Effect: A martial discipline weapon has a +1 enhancement bonus.

MARTIAL DISCIPLINE WEAPON



Similar to ostentations, but all are small strips of scroll or cloth

discipline's maneuvers, and even to someone with appropriate training, it might appear to be a weak substitute for more traditional enhancements. Yet when used in conjunction with a maneuver from the right discipline, the weapon seems to come alive in the wielder's hands, seeking its target's blood like a living predator.

Description: Martial discipline weapons need not possess any special appearance, but most magic item crafters decorate them with emblems and add special effects relating to their associated disciplines. For example, a +1 *Shadow Hand* *siangham* might have black hand emblems that appear on the blade when its wielder swings it. Or a +2 *Iron Heart* *shocking bastard sword* might crackle with electricity with even the smallest shift in position and spit a trail of sparks with every swing.

Prerequisite: Anyone can wield a martial discipline weapon, but its greatest benefits are reserved for a wielder who knows and uses maneuvers from the discipline to which the weapon is keyed.

Activation: A wielder who knows a maneuver from the appropriate discipline gains a small bonus on attack rolls, but to gain the true benefits of a martial discipline weapon,

the wielder must use a maneuver from the correct discipline while attacking.

Effect: Each martial discipline weapon is keyed to a particular martial discipline. For someone who doesn't know any maneuvers from that discipline, this property provides no benefit. But when the weapon is wielded by a martial adept who knows at least one maneuver from the associated discipline, the property provides a +1 bonus on attack rolls.

Description: Three types of *crowns of White Ravens* exist: novice, scholar, and master. Each looks like a crown of white alabaster, carved with delicate fluting and spindles that rise from it like castle towers. Novice crowns of White Ravens have the simplest appearance and the fewest spires, while a *master crown of White Ravens* bears more than a dozen towers and some highly ornate carvings.

Prerequisite: Anyone can wear a crown of White Ravens.

Construction: Craft Magic Arms and Armor, knowledge of a maneuver from the discipline to which the weapon is keyed.

Weight: As normal for the weapon.

Price: 4 bonus.

NEW WONDERFUL ITEMS

The wondrous items presented here can be used both by martial adepts and by those who have no knowledge of the martial disciplines.

CROWN OF WHITE RAVENS

A *crown of white ravens* grants its wearer the use of any power of the discipline it is keyed to but by a martial adept. A character who has the maneuver and wants to use it simply needs to make a Will save (DC 15) to determine if he or she can do so.

Lore: A *crown of white ravens* is a symbol of the White Raven discipline. It creates a connection with the discipline's patron, the White Raven.

Construction: Craft Wondrous Item, knowledge of a maneuver from the White Raven discipline, 1 soul gem, XP, 3 days.

Construction: Craft Wondrous Item, knowledge of a maneuver from the White Raven discipline, 1 soul gem, XP, 3 days.

Aura: Caster Level 1 (no damage); novice, moderate detection; scholar, or strong detection; master, CL 5th; novice, turn; scholar, or slide; master.

Construction: Craft Wondrous Item, knowledge of a maneuver from the White Raven discipline, 1 soul gem, XP, 3 days.

Construction: Scholar, Craft Wondrous Item, knowledge of a maneuver from the White Raven discipline, 7 soul gems, XP, 3 days.

Construction: Master, Craft Wondrous Item, knowledge of a maneuver from the White Raven discipline, 1 soul gem, XP, 3 days.



from the White Raven discipline; 22,500 gp, 1,800 XP, 45 days.

Variants: Eight variants of the *crown of White Ravens* exist, one for each of the other martial disciplines. Like the *crown of White Ravens*, each has a novice, scholar, and master ver-

band set with a diamond, but anyone peering closely into the stone can see the visage of the wearer, or of the last person to wear the ring if no one currently wears it.

Shadow Hands: Shadow Hands look like hands carved of jet. The carvings are incredibly detailed, depicting





*The Temple of Nine Swords falls,
and survivors of the onslaught
steal the nine swords,
scattering them across the world*

NINE SWORDS MONSTERS



The influence of the Nine Swords extends far beyond the Material Plane, and creatures all over the multiverse employ the techniques the swords symbolize. Most notably, the githzerai and githyanki learn maneuvers of the nine disciplines, and many of them become masters. This chapter describes some of the other creatures associated with the disciplines. Some, like the naityan rakshasa, are born martial adepts, just as some creatures enter life with sorcerous powers.

punishment by angry deities. Unlike other rakshasas, naityan rakshasas lack innate spellcasting ability and instead possess the power to take specific monstrous forms that grant them magical maneuvers and other abilities.

NAITYAN RAKSHASA

Always NE Medium outsider (native)

Init. +3; Senses darkvision 60 ft., Listen +6, Spot +6

Aura of chaotic thoughts (PF 13)

Language Common, Infernal, Undercommon

AC 20; Fort +10, Ref +10, Will +10

CR 7

Special Actions change shape, style shapes**Abilities** Str 16, Dex 13, Con 17, Int 10, Wis 16, Cha 18**Feats** Improved Initiative, Lightning Reflexes, Multiattack,**Weapon Focus** (bite)**Skills** Balance +10, Bluff +13, Concentration +8, Diplomacy +8,**Disguise** +13 (+15 attempting to gather information) +6, Hide +11,

+11, Intimidate +14, Jump +21, Listen +6, Martial Lore +5,

Move Silently +11, Sense Motive +12, Spot +6, Tumble +15

Advancement by character class; **Favored Class** swordsage**Possessions** masterwork greatsword**Detect Thoughts** (Su) A naityan rakshasa can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 18 negates). It can suppress or resume the ability as a free action. The save DC is Charisma-based.**Change Shape** (Su) A naityan rakshasa can assume the form of any Medium humanoid.**Style Shapes** (Su) A naityan rakshasa gains the maneuvers of particular martial disciplines and other abilities by adopting specific shapes using its change shape ability. When changing into one of these shapes, the rakshasa retains its claw and bite attack(s) and automatically adopts the stance listed for the shape. If the rakshasa cannot maintain the stance for some reason, it reverts to its natural form and loses access to the martial maneuvers the style shape grants. A naityan rakshasa can use only one maneuver per turn. Thus, if it uses a strike maneuver on its turn, it can't then use a counter against an opponent while waiting for its turn to come up again. In any of these shapes, a naityan rakshasa has the backward hands typical of the rakshasa race.**Earth Serpent**: In this shape, a naityan rakshasa has a snake-like head, a snake's tail instead of legs, and gray stony scales. While it is in earth serpent shape, it gains

a +2 bonus to natural armor and can use the strength of stone stance and the mountain hammer (strike) and charging minotaur (strike) maneuvers.

Hellfire Hunter: In this shape, a naityan rakshasa looks like a hell hound in humanoid form. While it is in hellfire hunter shape, it gains scent and can use the flame's blessing stance and the fire riposte (counter) and flashing sun (strike) maneuvers.**Night Creeper**: In this shape, the naityan rakshasa looks like a slick eel-like humanoid. While it is in night creeper shape, it gains a swim speed of 30 feet, sneak attack +1d6, and can use the island of blades stance and the ghost blade (strike) and shadow garrote (strike) maneuvers.**Elusive Adversary**: In this shape, the naityan rakshasa has a head and fur like a displacer beast, and its arms take the form of displacer beast tentacles with hands coated in hooks. While it is in elusive adversary shape, it gains a speed of 60 feet and can use the shifting defense stance and the baffling defense (counter) and feigned opening (counter) maneuvers.**Critical** A naityan rakshasa has a +4 circumstance bonus on **Bluff** and **Disguise** checks. When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.**STRATEGIES AND TACTICS**

A naityan rakshasa maintains its disguise as long as possible, but when push comes to shove, it adopts a style shape to battle foes. A naityan rakshasa adopts the style shape most useful to it at the moment. In pursuit of enemies or confronting invisible or fire-using foes, it usually takes the shape of the hellfire hunter. When working with allies to flank foes or using a waterway to access a foe's encampment, a naityan rakshasa typically adopts the night creeper shape.

SAMPLE ENCOUNTER

ECOLOGY

Naityan rakshasas need not eat, but they find the taste of humanoid blood, in all its varieties, exquisite. This vice can become an obsession for rakshasas who indulge their bloodlust too often. Some naityan rakshasas find themselves driven to collect humanoids slaves of various races or even to bottle and store blood like vintners—a critical flaw that often leads to their undoing.

Naityan rakshasas can mate with humanoids when in a shape compatible with the race of the humanoid partner. These unions rarely result in surviving children. Most are abnormal and stillborn or so deformed that they don't live long.

Yet a few beautiful children result, their only deformity being backwards hands. Naityan rakshasas flee with these children, knowing that the humanoids around them will inevitably discover their innately evil souls. These immature naityan rakshasas cannot change shape but learn from a father or mother that their hands are signs of their true natures.

Environment: Nearly all naityan rakshasas are born and live on the Material Plane, making them native outsiders. They live in any environment where humanoids can be found living.

Typical Physical Characteristics: A naityan rakshasa stands roughly as tall as an average human and weighs slightly more due to a stronger-than-average build. In their rarely seen natural forms, they appear to be tiger-headed humanoids with backwards hands. Unlike a normal rakshasa or tiger, a naityan rakshasa's fur is black and bears bright red stripes. When young, a naityan first learns to take this true form, becoming able to adopt other appearances and style shapes as it learns better control of its change shape ability. Most naityan rakshasas can be seen

in their natural forms only in youth, upon death, or with true seeing.

Alignment: Naityan rakshasas are always neutral evil.

SOCIETY

Although their change shape ability makes it impossible to know their exact numbers, sages speculate that few rakshasas exist compared to the number of humans or even dwarves. Naityan rakshasas represent a portion of that small population. This makes living among humanoids a necessity

for procreation and continuing their race. Meetings between

naityan rakshasas can be so rare that an individual might consider itself the only one of its kind, but the need for supporting one another can draw those that meet to stay together or at least remain in contact. Groups of naityan rakshasas often form due to a familial link, and these siblings might work in concert for years until discovery or rivalry scatters them.

A naityan rakshasa works to establish a base of power and followers. It might do this through killing and impersonating an important figure, or it might build a support organization from the ground up. Naityan rakshasas do not possess the spellcasting powers of other types of rakshasas and so rely upon deception and their fighting skill to achieve their aims. Many of these creatures lead thieves guilds, assassin clans, or martial orders, or hold high positions in military or police forces.

TYPICAL TREASURE

Naityan rakshasas have treasure typical for a creature of their CR. If possible, naityan rakshasas prefer to wield magic weapons and bear items that improve their combat abilities. Few naityan rakshasas wear armor unless it is light enough not to interfere with their skills.

ANOTHER RAKSHASA?

Is the original rakshasa enough for your game? If you're familiar with the rakshasa presented in the *Monster Manual III* supplement, do you draw the line at having three? In either case, consider using the naityan rakshasa by keeping it constantly in one style shape as the creature's natural form and removing the

change shape ability. (Losing change shape doesn't significantly affect the naityan rakshasa's CR.) In this way you can use the hellfire hunter, earth serpent, night creeper, and elusive adversary each as a new monster. If you do so, you should change the creature's damage reduction to something that doesn't remind players of the rakshasa but that is equally uncommon.



Naityan rakshasas adopt their natural forms in death

Illus. by S. Ellis

foes (rogues, skirmishers, or minions) and seek out a suitable captain, champion, or commander to duel in melee. It usually hovers about 5 feet above the ground, giving it the +1 higher ground attack bonus. The creature uses its vilefire blast only when confronting enemy spellcasters or archers who avoid close combat. The creature usually begins a battle with its *thicket of blades* *strike* active, and switches to martial spirit once it (or its allies) have been wounded.

Reth dekala often have crusader, swordsage, or warblade levels, and many are also skilled sorcerers. These advanced foes can serve as masterminds, tyrants, or oppressors, marshalling the forces of evil to subjugate the weak.

SAMPLE ENCOUNTER

Reth dekala are highly disciplined and hierarchical. They do little for individual gain, and they follow the orders of their superiors with unswerving faithfulness. Although they might choose to serve others as mercenary champions, they do not do so without lengthy and explicit oaths that clearly spell out ex-

actly what they are allowed to do and what they are not. They are not given to acts of personal vengeance, but they will exact a terrible price if someone violates their oaths. They are also known to be extremely loyal to their masters, and will defend them to the death.

The most unusual feature of the reth dekala is the foul magical flame that perpetually consumes their bodies—the curse bestowed on their race by their former master. Their lower torsos simply trail off into a sickening incandescent vapor. Greenish-yellow flames smolder here and there all over their bodies, as if the flesh itself is frozen in the midst of some awful disintegration.

But the flames themselves are part of the warriors' bodies and loosely conform to the shape of the missing trunk and legs. This "vilefire" combines some of the properties of both acid and fire, sickening living mortals who come in contact with it.

Environment: The reth dekala are natives of Thuldalin, second layer of the Infernal Battlefield of Acheron. A few roam the broken debris-fields of the layer, or stand lonely vigils in isolated watchtowers scattered across the plane, but most reth dekala remain in or near the vast fortress-monastery known as the Crimson Citadel. Once the seat of the nameless archdevil who originally corrupted the reth, the Citadel is now the home for this cursed race.

On the Materi



ECOLOGY

SOCIETY

the Material Plane unless ordered. For example, a reth dekala might be ordered to garner wealth and prestige for the Crimson Citadel by fulfilling a suitable mercenary contract, to scour the countryside of a Material Plane kingdom in search of hidden reth descendants, or to seek out and destroy the members of a knightly order opposed to reth dekala activity.

Most reth dekala are known as dekarchs; above these are the ur-dekarchs, the thaumakarchs, and the high thaumakarchs. To earn the title of thaumakarch, a reth dekala must learn to complement its martial abilities with sorcerer spell-casting, so the highest-ranking reth dekala are dangerous sorcerers as well as martial foes. Exacting oaths of fealty and behavior dictate their behavior toward one another, creating a complex hierarchy of fealty and obligation from the common dekarch all the way up to the High Lord Thaumakarch of the Crimson Citadel.

Above all, the reth dekala seek to be free of the horrible curse laid upon them by the archdevil they rebelled against. To break the vilefire curse, they must fulfill the oath of obedience they broke—each surviving mortal reth must die, as the overlord of the Crimson Citadel ordered long ago. The realm of the reth no longer exists, but across the world hundreds, perhaps thousands, of people (mostly human) still carry traces of the reth bloodline. The reth were a heroic race in their day, and more than a few of these surviving scions are heroes in their own right. Some know of their ancient heritage and the danger posed by the reth dekala, but most are ignorant of their peril.

lawful neutral alignment. A few rare individuals abandon or pervert their oaths and become nothing more than malicious reavers of neutral evil or chaotic evil alignment.

TYPICAL TREASURE

The reth dekala have little use for wealth other than as a status symbol. In their convoluted codes of honor and obedience, the right to levy tribute on one's inferiors is a key duty and privilege of those who hold power. Reth dekala abide by tribute arrangements scrupulously, and the cursed warriors do not harm those who meet their demands, although these might be ruinously heavy at times.

In addition to gems, art objects, and coinage, reth dekala highly value magic items—especially armor and weapons. Most reth dekala wield the best magic weapons they can find. Reth dekala with levels of sorcerer also make use of scrolls and wands.

RETH DEKALA WITH CLASS LEVELS

The ancient reth were formidable warrior-sorcerers, and the reth dekala still possess an innate talent for sorcery. Sorcerer is the favored class of the race. Reth dekala who take levels in a martial adept class can add their reth dekala Hit Dice to their martial adept class level to determine their initiator level and highest-level maneuvers known. Their innate martial maneuvers remain in a separate pool from any new ones they gain from class levels, although they do count for the purpose of meeting prerequisites.

VALKYRIE

Always CN Large outsider (chaotic, extraplanar)
Init +8; Senses darkvision 60 ft.; Listen +10, Spot +10
Languages Abyssal, Celestial, Common

AC 25, touch 17, flat-footed 25; uncanny dodge
(−1 size, +8 Dex, +1 armor, +7 natural)

hp 115 (11 HD); DR 10/cold iron

Immune cold, electricity, fear, sonic

SR 17

Fort +13, Ref +15, Will +8

Speed 40 ft. (8 squares); fly 60 ft. (perfect)

Melee +1 short sword +17/+12/+7 (1d8+7/19–20 plus 1d6 electricity) and

+1 short sword +17/+12 (1d8+3/19–20 plus 1d6 electricity) or

Melee 2 slams +16 each (1d6+7 plus 1d6 electricity)

Space 10 ft.; Reach 10 ft.

Base Atk +11; Grp +22

Atk Options Combat Expertise, Improved Disarm, Power Attack, aligned strike (chaotic), electricity attacks, maneuvers

Special Actions lighting gaze (DC 18), sonic burst (DC 18)

Maneuvers and Stances Known (LL 10th):

Stances—prey on the weak (7th)

Strikes—charging minotaur (1st), clever positioning (DC 20) (2nd), devastating throw (3rd), mountain avalanche (DC 22) (5th), pouncing charge (5th), wolf fang strike (1st)

Boosts—boulder roll (4th)

Counters—baffling defense (2nd), counter charge (1st)

Disciplines: Setting Sun, Stone Dragon, Tiger Claw

Each of a valkyrie's maneuvers can be initiated once per encounter, with no recharge.

Abilities Str 25, Dex 27, Con 22, Int 14, Wis 13, Cha 16

Feats Combat Expertise, Improved Disarm, Power Attack, Improved Two-Weapon Fighting^b, Two-Weapon Fighting^b, Weapon Finesse

Skills Balance +23, Concentration +19, Diplomacy +18, Hide +17, Intimidate +16, Jump +26, Knowledge (the planes) +10, Listen +10, Martial Lore +12, Sense Motive +14, Spot +10, Survival +1 (+3 on other planes), Tumble +23

Advancement by character class; Favored Class swordsage Possessions padded armor, 2 +7 short swords

Aligned Strike (Su) A valkyrie's natural weapons, as well as any weapons she wields, are treated as chaotic-aligned for the purposes of overcoming damage reduction.

Electricity Attacks (Su) A valkyrie deals 1d6 points of electricity damage with her natural attacks and any weapons she wields.

Lighting Gaze (Su) A valkyrie's can send out strokes of lightning at those who meet her gaze. 4d6 electricity, range 30 feet, Reflex DC 18 negates. The save DC is Charisma-based.

Martial Maneuvers A valkyrie knows several martial maneuvers and stances (initiator level 10th). She recovers expended maneuvers by resting and meditating for 5 minutes. She can use each maneuver once per encounter.

Sonic Burst (Su) As a swift action, a valkyrie can clap her wings together to create a thunderclap. Creatures within 30 feet of the valkyrie take 4d6 points of sonic damage. A successful DC 18 Reflex save results in half damage. Valkyries must wait 1d4 rounds between uses of this ability. The save DC is Charisma-based.

CR 9 STRATEGIES AND TACTICS

A valkyrie typically begins combat from the air, using the pouncing charge maneuver to make a full attack at the end of a charge. When flight isn't practical, a valkyrie uses the wolf fang strike against foes. In either case, a valkyrie often follows up the charge with a thunderclap as a swift action.

In melee, a valkyrie prefers to fight one on one. Thus, a valkyrie might use charging minotaur and clever positioning to move close to her chosen foe, and devastating throw and boulder roll to deal with others. For defense, the valkyrie relies on counter charge and baffling defense.

A valkyrie almost never actively gazes at a foe, preferring to use her melee attacks. Of course, the passive attack of her lightning gaze can put foes at a significant disadvantage.

If a valkyrie finds herself outmatched, she might flee, surrender, or fight on until death, depending on the nature of those she fights. A valkyrie fighting an enemy of superior martial skill often surrenders and offers service and homage in exchange for her life and learning something of the fighter's skill. Rarely, a valkyrie battles on until she takes her last breath—just to experience the honor of fighting such a formidable enemy. All the while, a valkyrie praises her opponent's skill, never accepting surrender or truce. A valkyrie who nears defeat against a foe primarily using spells or other nonmartial attacks usually flees, sometimes returning with reinforcements and other times leaving to seek battle against a more worthy martial-oriented opponent.

SAMPLE ENCOUNTER

Valkyries travel alone or in small groups. Soaring through the clouds, valkyries challenge any intelligent creature bearing the armament of a warrior who seems worthy. Often, valkyries happen upon a battle and observe the combatants from the air or from hiding. The valkyries then swoop down to "rescue" skilled fighters from the melee, taking them to a safe place where they can recuperate and ready themselves to do battle with their saviors.

Fight Club (EL 14): Two valkyries took a wounded paladin from a battle in which he single-handedly fought a group of marauding trolls. Now one valkyrie guards the paladin as he rests in a nearby cavern while the other valkyrie seeks another opponent to fight. The guarding valkyrie refuses to give up the paladin unless a PC is willing to enter into single combat with her. The returning valkyrie immediately attacks when she sees

a battle, dropping her catch—the leader of the trolls—to battle a PC. The valkyries attack the PCs using the tactics described above, while the troll leader takes the opportunity to finish off the paladin before turning on the PCs. Use the statistics for the troll hunter (MM 247) for the troll leader. For the paladin, use the statistics for the half-celestial 9th-level human paladin (MM 145). The paladin is out of spells and has used his lay on hands ability for the day, leaving him with 70 hit points.

ECOLOGY

As outsiders, valkyries need not eat or sleep, and thus do not normally affect the ecology of an area. Yet they tirelessly wing through the clouds in search of battles below, and by challenging and killing a society's best warriors, they

might also take that society's best hunters. This rarely has a direct effect on local ecology, but in harsh lands it can have significant effects on the communities left without their best food gatherers. The dissolution of those communities can then wreak havoc on the surrounding region.

Environment: Valkyries live on all the layers of the Heroic Domains of Ysgard, and this plane of constant battle, death, and resurrection is their favored home. On Ysgard, valkyries test their fighting skills against any creature, regardless of its power, and they are even willing to fight less worthy foes secure in the knowledge that both they and their opponents will arise from death to fight again.

Valkyries prefer to remain in flight high above the ground in any environment. Immune to cold, electricity, and sonic effects, valkyries wing their ways through the worst storms, gleefully riding their winds to the next battleground.

Typical Physical Characteristics: Valkyries stand about 10 feet tall and weigh 350 pounds. Although gendered, valkyries do not give birth to their own kind. Instead, valkyries arise from the blood of deities that has been spilled in combat and dropped upon the soil of Ysgard. Valkyries rarely have room in their hearts for emotions other than battle fury, but when they do, a union results in celestial or half-celestial children. As beings born of the blood of gods, valkyries do not age.



Valkyries fight anyone for any reason

VALKYRIE LORE

Characters with ranks in Knowledge (the planes) can learn more about valkyries. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the planes)

DC Result

- 19 This creature is a valkyrie, an outsider from the plane of Ysgard known for taking the valiant from battlefields. This result reveals all outsider traits.
- 24 Valkyries are immune to cold, electricity, and sonic effects. They have amazing martial abilities, and their gaze is capable of electrocuting their foes.
- 29 Born of the blood of deities spill in battle, valkyries often serve gods of battle and war. Most serve Kord.
- 34 Valkyries often offer to serve someone who can defeat them in single combat using martial skills.

Alignment: Valkyries are always chaotic neutral. Although they see no reason to be cruel, neither do they see cause to be merciful. Testing their martial skills in battle against anyone worthy forms the basis of their understanding of virtually everything, an outlook that doesn't allow for lawful ideals such as respect for authority or the rule of law.

SOCIETY

Valkyries instinctively recognize each other as siblings of a sort, and this sisterhood causes them to feel a sort of camaraderie with one another. On their home plane of Ysgard, this camaraderie becomes blurred as the valkyries fight one another regularly and often participate in the celebrations in the Hall of the Valiant. Yet on other planes, valkyries rarely fight one another, preferring to work together to find brave opponents or to serve a great fighter.

Valkyries come into being when a deity's battlefield blood falls on the hallowed grounds of one of Ysgard's layers. If the deity lived through the combat, the blood it lost to the earth sprouts glory flowers on the following dawn, carpeting the landscape in glowing blood-red blossoms. The short-lived glory flower's blossoms are prized components in magic items, and when properly brewed can be used to make potions of heroism. Should the glory blossoms be left undisturbed until the following dawn, the glow they emit builds to an almost blinding crimson light as they die, and a valkyrie appears when the light is most intense. The newly born valkyrie seeks out its parent deity to serve it. Most valkyries in service to a deity serve a god or goddess that lives on the plane, such as Kord or Olidammara, but such service rarely lasts more than a hundred years of a valkyrie's immortal life due to their independent natures.

TYPICAL TREASURE

Valkyries typically have no coins or goods and carry the full value of their treasure in items. They travel light and have little use for gold or other valuables. Most carry magic weapons of some sort and invest whatever spoils they gain into improving their tools of battle. The only treasure the valkyrie above carries is her +1 short swords and padded armor. If a valkyrie chooses to wear armor, it's rarely heavier than padded armor because other armor types would reduce her Dexterity bonus to AC.

VALKYRIES WITH CLASS LEVELS

Valkyries advance by class, and their favored class is swordsage. Valkyries who take swordsage levels can add their swordsage Hit Dice to their effective swordsage level (10th) to determine their initiator level and highest-level maneuvers known.

Level Adjustment: +5.

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