

DUNGEONS & DRAGONS®

Supplement

TOME OF BATTLE
The BOOK OF
NINE SWORDS™



Richard Baker

Matthew Sernett Frank Brunner

CREDITS

DESIGNERS

RICHARD BAKER, MATTHEW SERNETT,
FRANK BRUNNER

ADDITIONAL DESIGN

JOSEPH CARRIKER, JR.

DEVELOPERS

MIKE MEARLS (LEAD), ANDY COLLINS,
STEPHEN SCHUBERT, MIKE DONAIS,
JESSE DECKER

EDITORS

CHRIS THOMASSON, PENNY WILLIAMS

EDITING MANAGER

KIM MOHAN

DESIGN MANAGER

CHRISTOPHER PERKINS

DEVELOPMENT MANAGER

JESSE DECKER

DIRECTOR OF RPG R&D

BILL SLAVICSEK

SENIOR ART DIRECTOR D&D

STACY LONGSTREET

ART DIRECTOR

MARI KOLKOWSKY

COVER ARTIST

ERIC POLAK

INTERIOR ARTISTS

KALMAN ANDRASOFZKY, STEVE ELLIS,
WAYNE ENGLAND, EMILY FIEGENSCHUH,
HOWARD LYON, JEFF NENTRUP,
TORSTEIN NORDSTRAND, MICHAEL PHILLipi,
ARNIE SWEKEL, BETH TROTT

GRAPHIC DESIGNER

MARI KOLKOWSKY

GRAPHIC PRODUCTION SPECIALIST

ERIN DORRIES

IMAGE TECHNICIAN

BOB JORDAN

PRODUCTION MANAGERS

JOSH FISCHER, RANDALL CREWS

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This product uses updated material from the v3.5 revision.

This WIZARDS OF THE COAST® game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

U.S., CANADA, ASIA, PACIFIC,
& LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

ISBN-10: 0-7869-3922-2



EUROPEAN HEADQUARTERS

Hasbro UK Ltd

Caswell Way

Newport, Gwent NP9 0YH

GREAT BRITAIN

620-95378720-001-EN Please keep this address for your records

9 8 7 6 5 + 3 2 1

First Printing: August 2006

ISBN-13: 978-0-7869-3922-0

DUNGEONS & DRAGONS, D&D, DUNGEON MASTER, d20, d20 System, WIZARDS OF THE COAST, Player's Handbook, Dungeon Master's Guide, Monster Manual, Tome of Battle: Book of the Nine Swords, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. Printed in the U.S.A. ©2006 Wizards of the Coast, Inc.

Visit our website at www.wizards.com/dnd

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

Reflect Cavalry ur Mimir and Body	35
Reaping Talons	35
Scorching Sirocco	35
Shards of Granite	36
Stormguard Warrior	36
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
(Type)	42
[Descriptor]	44
Level	44
Prerequisite	44
Initiation Action	44
Range	45
Targeting 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	90
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
Incorporeal 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

I am Harian Turiyeshor, the swordsage sometimes called the Iron Dragon. It was I who defeated the High Inquisitor of Tiamat in the Dragonskull Temple. It was I who slew the demon Varrash-Kral in the Ebon Tower. And it was my comrades and I who excised the mind flayer infestation from Darkvale three years ago, though two of my friends died horribly in the process. Such are my deeds.

I have wandered the world for twenty years, studying the Sublime Way and searching for my own true measure as a warrior and as a person. I like to think that I am a little wiser now than when I started, but I must leave that judgment to others. I spend my days teaching now, that I may honor the path I have followed my whole life.

Some of my students fall from the Way and turn to other pursuits. Some become champions of good and justice. Others use my teachings to wreak terrible wrongs in the world. But all who seek the Way must be taught, because it is not for the swordsmith to say whether his blades will spill the blood of the wicked or the innocent. Like all knowledge, the Sublime Way can be used for good or ill.

Attend now, young ones, and I will endeavor to teach you some small part of the truth of the sword.

The world of the DUNGEONS & DRAGONS 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. It is a fighting system that harnesses a student's discipline and determination through knowledge, practice, and study. A master of the Sublime Way can perform martial exploits that are nearly superhuman—and, in fact, some of them actually transcend the natural.

Like fighters, students of the Sublime Way master a number of special maneuvers and strikes to defeat their foes. But, while

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.

WHAT YOU NEED TO PLAY

You need the three D&D core rulebooks—*Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), and *Monster Manual* (MM)—to make the best use of *Tome of Battle: The Book of Nine Swords*. This book occasionally mentions material from a few D&D supplements, such as *Monster Manual III*, *Complete Adventurer*, and *Complete Warrior*, but none of these supplements are necessary to get the most out of *Tome of Battle*.

A QUICK PRIMER TO THE SUBLIME WAY

Tome of Battle: The Book of Nine Swords describes a system of special combat “spells” known as the Sublime Way, the Nine Disciplines, or blade magic. Here are some of the salient terms and facts you will need to be familiar with as you peruse this book.

Martial Adept: A character with one or more levels in the crusader, swordsage, or warblade class is known as a martial adept.

Maneuver: A maneuver is a specific, one-shot effect that a martial adept initiates. In this way, a maneuver is functionally similar to a spell. However, a martial adept usually doesn’t use up or expend maneuvers during the course of a day of adventuring the way a spellcaster does. He begins each new encounter with all the maneuvers he readied for the day available to him. When a martial adept initiates a maneuver, it is temporarily expended until he chooses to perform a special action required to recover his expended maneuvers. The type of action necessary varies for each martial adept class.

The three basic types of maneuvers are boosts, counters, and strikes. In addition, martial adepts learn special abilities known as stances (which are described later in this introduction).

Boost: A boost augments a user’s abilities, usually attacks, in some manner. For example, a martial adept who studies the Desert Wind discipline can wreath his weapon in flame to deal extra fire damage on a successful hit.

Counter: A counter is an immediate action that allows a martial adept to foil an opponent’s attacks. For example, the

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.

Maneuvers Readied: Most martial adepts cannot keep all maneuvers they know ready at all times. At the beginning of each day, a martial adept chooses some of the maneuvers she knows as her “readied” maneuvers (the number is determined by her class and level). These are the maneuvers she can initiate. A martial adept can change her readied maneuvers at any time, but doing this requires 5 minutes of rest, meditation, prayer, or the performance of various practice routines. The specific details depend on the martial adept’s class.

Stance: A stance is a special type of maneuver. Each stance is a particular fighting pose that grants a martial adept special benefits and options. For example, the Tiger Claw discipline teaches stances that allow the user to unlock her feral, animalistic nature. Unlike other maneuvers, most stances can remain in effect for an indefinite time. All stances a character knows are available to her at all times. A character can adopt a stance, or change from one stance to another, as a swift action.

Key Skill: Every martial maneuver is tied to a skill, often Balance, Concentration, or Jump. Sometimes key skills come into play in the initiation of a maneuver, but mostly they represent the ideals around which their respective disciplines are centered.

Initiate: A martial adept uses a martial maneuver by initiating it. So instead of casting a spell or manifesting a power, a character initiates a maneuver.

Initiator Level: Some maneuvers have effects that vary with the level of the character initiating them. Initiator level is functionally equivalent to caster level or manifest level—it’s simply the relevant class level of the martial adept who initiates the power.

Crusader: The crusader is one of the three martial adept standard classes described in Chapter 1. Crusaders are warriors who use their devotion and zeal to power martial maneuvers.

Swordsage: The swordsage is another of the martial adept standard classes from Chapter 1. Swordsages are “blade wizards”—mystic swordfighters who can accomplish astonishing feats of martial prowess. They know more martial maneuvers than other martial adepts, and they have access to the most martial disciplines.

Warblade: The third of the martial adept standard classes described in Chapter 1 is the warblade. These pure warriors

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 Uy-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 Wind Dervishes of Andrama. When he had mastered the Desert Wind school, he went to the islands beyond the dawn and studied the ways of the Setting Sun. In the space of only three years, Reshar did what no one else has ever been able to do.

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 Kazir-Thet came to the Temple of the Nine Swords. He adopted the guise of a weary traveler and was given welcome at the temple. Kazir-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 students of the various disciplines fell to bickering, consumed by the question of which path was best. Boasts and arguments became intrigues and deadly duels. In time, the remaining masters exiled

After a century of study and teaching, Reshar called his master's together and told them he was leaving to travel the world again. Again and again, the大师 (dharma teacher) from whom he had learned his art told him to stay, but Reshar refused. Before he left though, he gave each master a gift—a sword that embodied

the principles, skills, and philosophy of the recipient's first discipline.

—*The Nine Swords*, the ninth book in the Nine Swords series, is not finished. It is said that sooner or later, the Nine Swords will be brought together again. Reshar will return to his former master and harmony will be restored to the world. But one knows if any part of the tale I have told is true, but it is a good story, is it not?

—Harmi Harivach, sword sage

BEHIND THE CURTAIN: BLENDING GENRES

Is Tome of Battle made just for D&D? Is Tome of Battle Game? Is it good just for an Oriental Adventure game? Does it challenge your conception of a Western/European fantasy world? Is it serious? Sure of, no, and we certainly hope so.

If you've ever played a simple or semi-complex RPG, that matter, a monochrome group of "standard" D&D heroes, then this book is for you. Thanks to the influence of Japanese anime, Hong Kong action movies, and popular video games, the notion of a fantasy setting has grown very broad in the last few years. Fantasy gaming isn't just about knights and castles and dragons anymore. Ninjas and samurai, ronin and shugenja, yakuza and monks—all these and more have gradually filtered into people's expectations for a fantasy world. Games such as *Final Fantasy* and *Soul Calibur*, as well as movies such as *Kill Bill* and *The Matrix*, are excellent examples of how martial arts have become

"Westernized" in film and electronic gaming—and how eager Western audiences have accepted martial arts idioms in their action stories and games.

Tome of Battle: Book of the Nine Swords deliberately blends the genres of Far East action games and the "typical" D&D game world. Portions of this material resemble a martial-arts supplement suitable for an Oriental Adventures game. Other parts, however, deliberately fantasize and generalize martial-arts idioms (such as fighting schools and special combat maneuvers) and import them into the default D&D campaign. More than any other, this book represents "culture-blind" D&D: fantasy gaming in a world where silent ninjas and wandering kung-fu masters live side by side with noble paladins and fearsome monsters. *Tome of Battle* isn't your parents' D&D—it's bigger, bolder, and even more fantastic than ever before.

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, 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 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).

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 Pelor

TABLE 1-1: THE CRUSADER

HIT DIE: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maneuvers Known	Maneuvers Readied	Stances Known
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 gain an expended maneuver, 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 Raven discipline. At 2nd, 8th, 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 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.

Steely Resolve (Ex): Your supreme dedication and intense focus allow you to temporarily set aside the pain and hindering effects of injuries. When an opponent strikes you, the injury does not immediately affect you.

You have a delayed damage pool that allows you to forestall the effects of many injuries. This pool begins at 0 with each encounter. When you are attacked, any hit point damage the blow deals is added to your delayed damage pool. At the end of your next turn, you take damage equal to the total stored in

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). Crusaders try 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, your delayed damage pool can hold up to 5 points of damage. Any damage beyond that comes off your hit points as normal. The maximum damage your pool holds increases by 5 at 4th, 8th, 12th, 16th, and 20th level.

Furious Counterstrike (Ex): You can channel the pain of your injuries into a boiling rage that lets you lash out at your enemies with renewed vigor and power. Each attack that strikes you only pushes you onward to greater glory.

During your turn, you gain a bonus on attack rolls and damage rolls equal to the current value of your delayed damage pool (see *steely resolve*, above, divided by 5, and rounding down, minimum 1). You can only gain a maximum bonus on attack rolls and damage rolls of +6 from *furious counterstrike*. Use the table below to quickly determine the attack bonus and damage bonus from *furious counterstrike*, based on the amount of damage in your

INTRODUCTION

The following document provides a general overview of the *Rebel Legion* and its members. It is intended to give a sense of the organization's history, philosophy, and current activities. The document is not a comprehensive history of the Legion, but rather a brief summary of its most important features. It is also not a detailed guide to the Legion's operations, but rather a general introduction to its members and their goals. The document is not a complete list of all the Legion's members, but rather a representative sample of the Legion's membership. The document is not a complete list of all the Legion's activities, but rather a general introduction to the Legion's most important activities. The document is not a complete list of all the Legion's goals, but rather a general introduction to the Legion's most important goals.

OTHER CLASSES

RPG

COMBAT

PLAYING A CRIMINAL

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 among the specialties of a White Raven crusader.

At high levels, your mettle ability affords you an extra measure of confidence when you confront enemies that use spells or spell-like abilities.

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 ×3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to $4 + \text{Int modifier}$.

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 (cc)	2	Wis	—

Feat: Weapon Focus (longsword).

Bonus Feat: Iron Will.

Gear: Backpack with waterskin, one day's trail rations, 1.5 L H2O, 1 flint and steel, 1 large knife, 20 m of cord.

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 that 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 details about his life are known. Many in fact argue that the Spirit Seeker was a female, and many more argue over the exact Earth that this mysterious figure embraced. The Vix Thaum believe that the Seeker was a devotee of Hemoneous, but the Charaxes 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 positive camp.

ORGANIZATIONS

After the Temple of Nine Swords collapsed, many crusaders founded their own orders aligned with their religions. These new organizations provided shelter and hope to the world—a reversal of the temples' former roles. The most powerful and secretive of these organizations today, many have been perished as a result of ecclesiastic infighting. The established church hierarchies abhorred such these new crusader orders, many of which had recovered enough treasure from the fallen temple of Nine Swords to make their members very wealthy. Purges and poisonings were common as the churches asserted control over the orders and seized their wealth. The church of St. Cuthbert subsisted its crusader order, but many other churches exterminated their crusaders in the night. The church of Hemoneous rose above such petty tyrannies, and it still maintains a cordial relationship with its crusader order, the Vix Thaum, though the relationship is sometimes strained by mystry. From the start, the Ruby Knights of Wee Jas swore a binding covenant—*a dark pact*,

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 calls 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. Those who do not share this idealistic reality Most nobles distrust crusaders because their beliefs take a higher priority in their lives than wealth and status. Paradoxically, most established clerics also trust crusaders—not only because of faith-based rivalries but also because of the implicit acknowledgment that a crusader order could weaken the influence of entrenched churchmen in a region's prime lands or ports.

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.

DC 10: Crusaders are not bound to a single service, unrelieved by wisdom.

DC 15: Crusaders follow the Sistine Way, seeking to perfect their combat skill to better serve their deity. They're not like clerics, and they don't hear the song of exercise and lead.

Crusaders possess very little overt magic, unless you consider what they can do with their swords as magical.

DC 20: Crusaders can stand up to punishment that no other individual can endure, shrugging off even the most powerful of attacks.

CRUSADERS IN THE GAME

Depending on their alignment and disposition, crusaders can appear as allies or enemies, patrons or tyrants. You can use large crusader organizations to offer the PCs work

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 true value as an adventurer is his ability to defend himself by combination of maneuvering, supernatural power, and martial arts. He is useful in almost any encounters.

Abilities: Dexterity and Wisdom are crucial for 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 without an average Wisdom score, but to succeed, he wants a good Wisdom bonus. Since a swordsage often employs *area* effects in melee, Strength is also important, although he can use the Weapon Finesse feat to offset 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 unusual 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 swordsage disciplines unmysterious, though members of this race are naturally taken to the discipline of the Setting Sun, because they understand better than most how the forces can be used to further their goals. Humans are natural candidates for swordsages, especially in the more exotic disciplines of Stone Dragon and Tiger's 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.

Starburst icon

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, and longbows 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 Descent Wind, Diamond Mind, Setting Sun, Shadow Hand, Stone Dragon, and Tiger Claw.

Once you learn a maneuver you must ready it before you can use it. **Maneuvers Readied:** A maneuver usable by a swordsage 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 5-1, page 19, to determine the high-level maneuvers you can learn.

Upon reaching 6th level, and at every even-numbered swordsage level after that (i.e., 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 6th level, you could trade in a single 1st-level maneuver for a maneuver of 8th 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 a Balance 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 SWORDSGAGE

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, ×6 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 readied 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 sta

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.

Evasion (Ex): At 9th level, you can avoid even magical and unusual attacks with great agility. If you make a successful Reflex saving throw against an attack that normally deals damage on a successful save, you instead take no damage. Evasion can be used only if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Improved Evasion (Ex): From 17th level on, you gain the benefit of improved evasion. You still take no damage if you make a successful Reflex save against an attack, and even if you fail the Reflex save, you take only half damage from the attack. If you are helpless, you do not gain the benefit of improved evasion.

Dual Boost (Ex): When you reach 20th level, you can use two boost maneuvers simultaneously. Whenever you initiate a boost maneuver, you can also initiate any other boost maneuver that you know as a free action. Both boosts you initiate are expended normally. You can use this ability three times per day.

PLAYING A SWORDSAGE

To you, a sword is not simply a sharpened length of steel. It is the wisdom of the smith, the fire of the forge, and the shouts and ringing blows of your battles. It is your teacher and your student, your life and your death. When your mind is tempered like the blade, no feat of combat prowess is beyond you. You can run on the weapons of your foes, strike an enemy unseen, and slip insouciantly away from the frustrated apostle. Through it all, you seek to understand the secret

knowledge of combat. Every blow is a revelation, and every wound an apocalypse. In the end, you and your sword are nothing without each other.

You and your fellow swordsages adventure for a plethora of reasons. Neither the religious fervor of the crusader nor the honor quest of the warblade causes you to travel the world. More than faith, more than glory, you seek truth. Whether you find that truth in the bubbling acid swamps south of the Deluge Jungle, in a screeching jungle harpy roost, or in the gullet of a purple worm, you are driven to uncover it, learn it, and master it.

RELIGION

Religion might be entirely immaterial to you, or you might still cling to the tenets of the Order of the True. These If you are among the minority of swordsages who revere a

deity, you worship one who is remote and generally refrains from meddling in the mortal affairs of mortals. Boccob the Uncaring is a favorite among your fellow swordsages. A few, however, choose to worship the Shalm, Obad-Hai, because his neutrality aligns well with the swordsage notion that the truth of steel is not what you want it to be, but simply what it is.

OTHER CLASSES

You have learned to look past the profession and see the individual, finding more truth in a person's deeds than in her abilities. Once you have ascertained the measure of her soul, you consider her profession and skills. You prize other martial adepts—especially other swordsages—as friends and allies, both for their combat prowess and for their ability to play to each other's strengths. Flanking rogues are also valuable allies in battle. Clerics and arcane casters are invaluable companions, but you resent spellcasters who cast area spells, wall spells, or similar dweomers that alter the battlefield and limit your mobility and options.

COMBAT

Rather than rushing into combat with the mindless rage of a barbarian or the foolhardy courage of a warblade, you assess your opponents and try to achieve tactical supremacy through position and martial maneuvers.

Your lack of armor proficiency means that you are best suited to a skirmish-style attack—one in which you can use your high mobility to flank an enemy and strike hard and fast. However, you are perfectly capable of standing toe to talon with vrocks and wyverns

when necessary, parrying fang with blade and using your martial maneuvers to cut a path through your enemy's front ranks.

You have access to an amazing array of powerful martial maneuvers. You have exclusive access to the Desert Wind, Shadow Hand, and Setting Sun disciplines, and you would do well to learn at least some maneuvers from these. You have the greatest range of maneuvers of any martial adept, so you should have multiple strikes, counters, stances, and boosts available after just a few levels in the class.

ADVANCEMENT

Your training began when you won an apprenticeship with a mentor—either an individual hermit swordsage or a master at an ancient swordsage temple during the Battle of the Shadow Tiger Horde. You knew that winning



Eskelior Deffoot the swordsage

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.

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

THE ALKA SAGA INDEX STARTING POINTS

INTRODUCING THE ALKA SAGA

THE ALKA SAGA INDEX

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 combat style, while another is sworn to protect the ruler of a local population. At least one swordsage organization has devoted itself to studying the combat techniques, migratory patterns, and warren culture of the Sunspire Mountain umber hulks, presumably with an eye toward eventually exterminating them. Such daunting tasks are typical fare for swordsages, whose patience and calmness often lead them to consider plans that might take decades or even centuries to execute.

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

like warblades, swordsages are not easily bought. Thus, governments, churches, and other civic and religious organizations generally treat swordsages with a fair deal of caution.

MERCHANTS, on the other hand, embrace swordsages. Who else would buy an ancient, 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 martial maneuvers in an effort to maintain a constant state of patient readiness.

ES

es and swordsages often get along famously because they share similar long-term viewpoints and their appreciation for history. Dwarves appreciate the serious nature

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 while trying to discover the meaning of that question.

SWORDSAGE LORE

Characters with ranks in Gather Information or Knowledge (history) can research swordsages 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: A swordsage is a fancy sword-swinging who thinks he knows more about swordplay than anyone else.

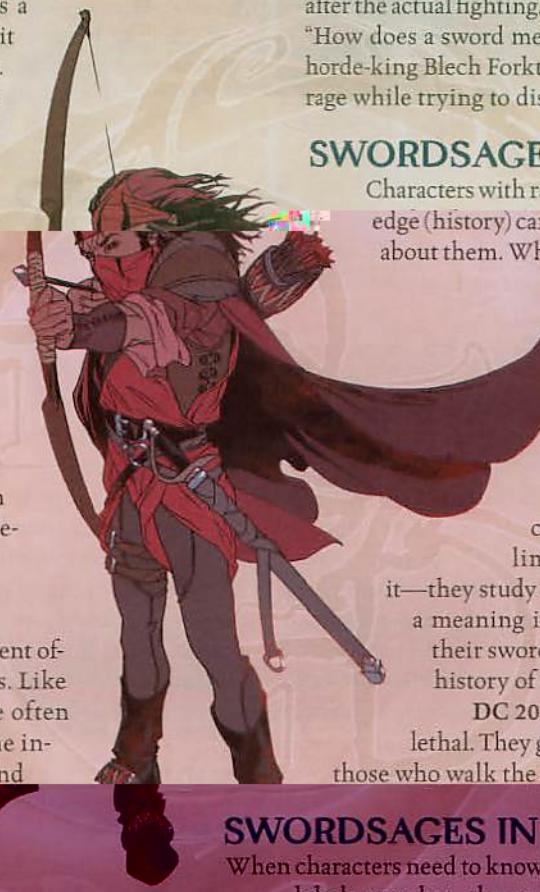
DC 15: Like warblades and crusaders, swordsages walk the Sublime Way. But they don't just walk it—they study it, they search it, they think there's a meaning in it. They look for the wisdom of their swords, the story of each swing, and the history of each foe.

DC 20: Swordsages are patient, calm, and lethal. They gain the most mystical powers of all those who walk the Sublime Way.

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



Crimson Mask,
champion of the downtrodden

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 6
CG 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, Tumble +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

Level	Base Attack Bonus	HIT DIE: d12					Maneuvers Known	Maneuvers Readied	Stances Known
		Fort Save	Ref Save	Will Save	Special				
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	
18th	+18/+13/+8/+3	+11	+6	+6	—	12	6	4	
19th	+19/+14/+9/+4	+11	+6	+6	—	13	6	4	
20th	+20/+15/+10/+5	+12	+6	+6	Stance mastery	13	7	4	

Class Skills (4 + Int modifier per level, ×4 at 1st level): Balance, Climb, Concentration, Craft, Diplomacy, Intimidate, Jump, Knowledge (history), Knowledge (local), Martial Arts, Swim, Tumble.

*New skill described on page 28.

weening praise. Halflings generally admire athletic prowess, but most find the stringent requirements of this class too challenging. Half-orcs and savage humanoid races generally do not appreciate beauty in motion in quite the same way that their more civilized counterparts do; they fight to destroy their enemies, not to cover themselves in glory. Gnomes feel no particular need to try themselves in battle; they are happy with their normal pursuits.

Alignment: A warblade can choose any alignment, though many prefer chaotic over lawful. After all, a warblade seeks to win glory through individual deeds of prowess, so he is unlikely to adopt a personal code emphasizing obedience over freedom to improvise. Good warblades are champions of the weak and downtrodden; evil ones are vicious warlords who exult in the defeat and humiliation of their foes.

Starting Gold: 5d4×10 (125 gp).

Starting Age: As barbarian.

CLASS FEATURES

When fighting, you rely on an ever-increasing repertoire of spectacular martial maneuvers. Depending on which disciplines you choose to study, you might be a mongOOSE-swift skirmisher who uses speed as your sword and steel, a fierce master of blades, or a bold commander who leads your allies into battle. Your maneuvers are the signature moves that serve to define your character.

Regardless of the path you choose, you acquire a modest number of bonus feats that make you quicker, more agile, and more athletic than most other warriors.

Weapon and Armor Proficiency: You are proficient with simple and martial melee weapons (including those that can

Maneuvers: You begin your career with knowledge of three martial maneuvers. The disciplines available to you are Diamond Mind, Iron Heart, Stone Dragon, Tiger Claw, 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 warblades 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 1–3. 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 warblade 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 three of the 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 your maneuvers by exercising for 5 minutes. The maneuvers you choose to ready

any time you spend 5 minutes in practice, you can change your readied 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 (until you recover them, as described below).

You can recover all expended maneuvers with a single swift action, which must be immediately followed in the same round with a melee or

basic attack. If a basic attack action is taken to do nothing other than move during a round, such as casting a spell or harnessing the earth with your weapon, you cannot ready maneuvers or change your stance while you are recovering expended maneuvers, but you can remain in a stance in which you began your turn.

Stances Known: You begin play with knowledge of one 1st-level stance from any discipline open to warblades. At 4th, 10th, and 16th 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 are currently using 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.

Battle Clarity (Ex): You can enter a state of almost mystical awareness of the battlefield around you. As long as you are not flat-footed, you gain an insight bonus equal to your Intelligence bonus (maximum equals your warblade level) on your Reflex saves.

Weapon Aptitude (Ex): Your training with a wide range of weaponry and tactics gives you great skill with particular weapons. You qualify for feats that usually require a minimum number of fighter levels (such as Weapon Specialization) as if you had a fighter level equal to your warblade level –2. For example, as a 6th-level warblade, you could take Weapon

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

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, if you have both Weapon Focus (longsword) and Weapon Specialization (longsword), you can't change the designated weapon for Weapon Focus unless you also change the weapon for Weapon Specialization in the same way.

Uncanny Dodge (Ex): At 2nd level, you gain the ability to react to danger before your senses

would normally allow you to do so. You retain your Dexterity bonus to AC (if any) even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if you are immobilized.

If you already have uncanny dodge from a different class (barbarian or rogue, for example), you automatically gain improved uncanny dodge (see below) instead.

Battle Ardor (Ex): The sheer love of battle lends uncanny strength to your blows. Starting at 3rd level, you gain an insight bonus equal to your Intelligence bonus on rolls made to confirm critical hits.

Bonus Feat: At 5th level, you gain a bonus feat from the list given below. You must meet the prerequisite for the feat you select. Every four levels thereafter (at 9th, 13th, and 17th level), you choose another bonus feat from the list.



Arzimon the warblade

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

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 rumored 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.

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

PLAYING A WARBLADE

ADVANCEMENT

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 what it is about a warblade's training that makes them so effective in battle. Warblades are known for their precision and skill with a sword, and many 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)

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, however, does a prince of the sword allow himself to forgo tasting the heady rush of combat and the sweet adulation of the multitudes.

DAILY LIFE

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 Thratz, 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 Pwana, 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 Pwana 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, Koshtira 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 individualistic 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 thirst 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

like chess pieces in the game of power politics. They can also be used as bodyguards or personal bodyguards for nobles and other important figures. Warblades are often sought after for their unique skills and abilities, making them valuable assets in many different situations.

CHARACTERISTICS

Warblades are known for their raw strength and ferocity in battle. They are often described as being "unstoppable" or "untouchable" due to their physical prowess and combat skills. Warblades are also known for their unique style of fighting, which involves a combination of traditional martial arts and modern combat techniques. They are often seen as rebels or revolutionaries, fighting against the status quo and challenging authority.

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 warblades 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 (IL 5th):

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

Strikes—exorcism of steel† (3rd),

uncanny dodge (1st), unyielding will (1st), warblade's fury (1st)

Boast—none (1st), none (2nd), none (3rd), none (4th)

Condition—none (1st), none (2nd), none (3rd), none (4th)

Equipment—none (1st), none (2nd), none (3rd), none (4th)

Skills—Acrobatics +10, Athletics +12, Intimidate +10, Perception +10, Survival +10, Strength +12, Thieves' Tools +10

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

Abilities—ability to ignore the effects of a single condition for 1 minute

SKILLS AND FEATS

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

T

The stances, strikes, counters, and other options that a martial adept learns from her various disciplines help define her, but she has access to other tools as well. This chapter focuses on skills and feats that augment, improve, and modify a martial adept's use of maneuvers. In addition, some of the feats and options presented here make it possible for characters other than martial adepts, such as clerics and fighters, to gain access to maneuvers.

NEW SKILLS AND USES

The following new uses for two existing skills, as well as the new Martial Lore skill, showcase the abilities and talents

INTIMIDATE (CHA)

You can use this skill to participate in a duel of wills before a fight begins.

Duel of Wills: You can confront a potential enemy in the moments before a fight breaks out and attempt to crush his will, while he does the same to you.

Immediately before initiative is rolled for either side, you can instigate a duel of wills by selecting a single enemy you are aware of within 30 feet. Only characters with Intelligence scores of 3 or higher can engage in a duel of wills, and the participants must be able to see one another. You can't attempt to instigate more than one duel of wills per encounter.

When you instigate the duel (usually by fixing your

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.

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.

KNOWLEDGE: LOCAL HIST. TRAINED ONLY

KNOWLEDGE: REGIONAL

Skills and

to identify a monastic order or swordsage school known to practice a particular martial discipline, to recall basic facts about the philosophy or teaching practices of a particular discipline, or to recall the adventures or exploits of famous martial adepts.

MARTIAL LORE (INT; TRAINED ONLY)

You can use this skill to identify martial maneuvers as soon as they are initiated.

Check: You can identify maneuvers and disciplines used by a combatant. The DCs for Martial Lore checks relating to various tasks are summarized below.

DC	Task
10 + maneuver level	Identify a maneuver being initiated by someone you can see. No action required. No retry.
10 + maneuver level	Identify a maneuver recorded on a martial script. One try per day. Requires a full-round action.
20 + target's initiator level	Determine all disciplines known by a particular creature by watching it initiate at least one maneuver. No action required. Retry only if the subject initiates another maneuver.

Action: Varies, as noted above.

Try Again: See above.

Special: A swordsage gains a +2 bonus on a Martial Lore check involving a maneuver in a discipline in which he has discipline focus.

Any good alignment.

Benefit: As a swift action, you can channel the power of your faith and energy to enhance a single attack you make. You gain a bonus equal to your Charisma bonus (if any) on the attack roll and damage roll for the next melee attack you make against an outsider with the evil subtype. You can use this ability a number of times per day equal to your Charisma bonus (minimum 1).

BLADE MEDITATION

You have learned a meditation that grants you insight into the martial disciplines you have studied.

Prerequisite: Concentration 1 rank, base attack bonus +4, one maneuver from any discipline.

Benefit: When you take this feat, choose a discipline. You gain a +1 bonus on damage rolls with all the preferred weapons of your chosen discipline when using a strike combat maneuver, as well as a +2 bonus on checks involving the discipline's key skill. The save DCs of any maneuvers that you perform from the chosen discipline are increased by 1, if they have a save DC.

The weapons and skills associated with each discipline are given below.

Desert Wind: Scimitar, light mace, light pick, spear, falchion; Tumble.

Devoted Spirit: Falchion, greatclub, maul*, longsword; Intimidate.

Diamond Mind: Rapier, shortspear, trident, bastard sword (katana); Concentration.

Iron Heart: Bastard sword, dwarven waraxe, longsword, two-bladed sword; Balance.

Setting Sun: Short sword, nunchaku, unarmed strike, quarterstaff; Sense Motive.

Shadow Hand: Dagger, sai, siangham, short sword, spiked chain, unarmed strike; Hide.



A swordsage uses Desert Wind Dodge to avoid the Stone Dragon's blows.

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

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

White Rat: 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 40 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 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

General Feats	Prerequisites	Benefit
Adaptive Style	Crusader, swordsage, or warblade level 1st	Change readied maneuvers with a full-round action
Avenging Strike	Any good alignment	Add Cha bonus on attack and damage against an evil outsider a few times per day
Blade Master ¹	Concentration 1 rank, base attack bonus +4, one martial maneuver from any discipline	+1 damage on strikes, +2 on skill check, +1 save DC with discipline-related weapons, skills, and maneuvers
Desert Fire	One Desert Wind strike	+1d6 skirmish damage when using a Desert Wind strike
Desert Wind Dodge	Dex 13, one Desert Wind maneuver	Move 10 feet, +1 AC, +1 fire damage
Devoted Bulwark	One Devoted Spirit maneuver	+1 AC when foe damages you
Evasive Reflexes	Dex 13	Instantly take 5-ft. step instead of an attack of opportunity
Extra Granted Maneuver	Crusader level 1st	Ready one more maneuver from your maneuvers known
Extra Readied Maneuver	Swordsage level 1st	Ready one more maneuver from your maneuvers known
Falling Sun Attack	Stunning Fist, one Setting Sun strike	Make Setting Sun strike a stunning attack, +1 to DC of stunning attacks and Setting Sun strikes
Ironheart Aura	One Iron Heart stance	Adjacent allies gain +2 bonus on saves while you are in an Iron Heart stance
Martial Stance	One martial maneuver	Learn one martial stance
Martial Study	—	Gain the use of a martial maneuver
Rapid Assault	Base attack bonus +1	+1d6 melee damage in first round of combat
Shadow Blade	One Shadow Hand maneuver	Use Dex modifier instead of Str modifier on damage rolls with Shadow Sun weapons
Shadow Trickster	Caster level 1st, one Shadow Hand stance	+1 bonus on save DCs of illusions while in a Shadow Hand stance
Song of the White Raven	Bardic music (inspire courage), one White Raven maneuver	Use inspire courage as swift action while in a White Raven stance
Snap Kick	Improved Unarmed Strike, base attack bonus +6	Make an extra attack, all attacks at -2
Stone Power	Str 13, one Stone Dragon maneuver	Trade attack bonus for temporary hit points
Sudden Recovery	One martial maneuver	Recover an expended maneuver as a swift action 1/day
Superior Unarmed Strike	Improved Unarmed Strike, base attack bonus +3	Deal greater unarmed damage
Tiger Blooded	Ability to rage, wild shape, or shift; one Tiger Claw maneuver	Knock smaller foes back while raging or wild shaped
Unnerving Calm	Concentration 1 rank, one Diamond Mind strike	Use Concentration in duel of wills, gain +2 bonus on attacks after successful duel for 1 round
Vital Recovery	Two martial maneuvers	Heal 3 + level points of damage when you recover a maneuver
White Raven Defense	One White Raven maneuver	+1 bonus to AC while adjacent to ally; adjacent allies gain +1 AC while you wield a White Raven weapon

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: Crusader level 1st, 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. If 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 deal an 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 × maneuver level × 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 for as many 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 end a short rest, count as a minor action, and immediately return to full combat maneuver.

Prerequisite: Endurance, Improved Initiative.

Benefit: You can end a short rest, not caring if it's still a full round (or longer), and immediately return to full combat maneuver.

SUPERIOR UNARMED STRIKE

You can end a short rest, and then immediately strike with your unarmed strike. You can do this once per day.

Prerequisite: Improved Unarmed Strike, Improved Unarmed Strike.

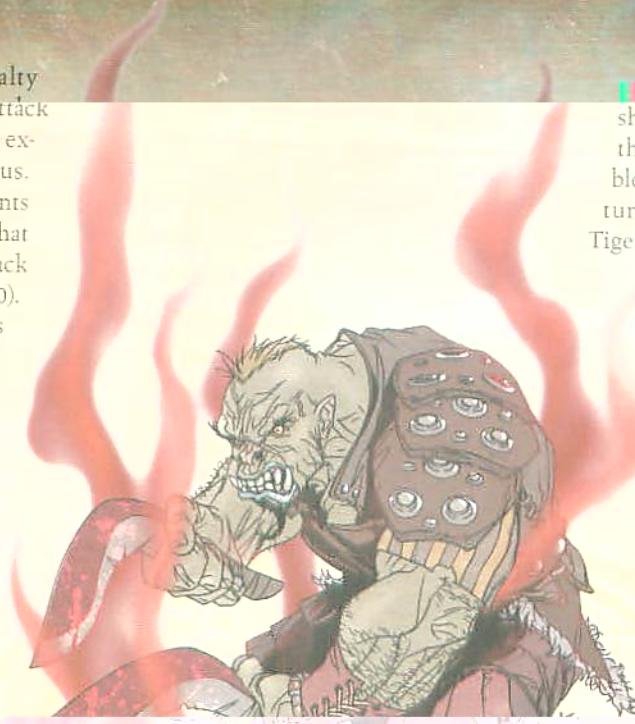
Benefit: You can end a short rest, and then immediately strike with your unarmed strike. You can do this once per day.

Prerequisite: Improved Unarmed Strike, Improved Unarmed Strike.

Benefit: You can end a short rest, and then immediately strike with your unarmed strike. You can do this once per day.

Prerequisite: Improved Unarmed Strike, Improved Unarmed Strike.

Benefit: You can end a short rest, and then immediately strike with your unarmed strike. You can do this once per day.



Tiger Claw: 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 in the quiet center of your mind. When your enemies meet you, they see only fear and either flee or fall victim to it.

Prerequisite: Endurance, Improved Initiative, and Improved Initiative.

Benefit: You can use your Concentration skill to instill fear and tremor into your enemies. If you succeed on a Concentration check (DC 10 + 1/2 your character level + your Cha modifier) when you engage in a duel of wits (see page 27), you can make a

broad, far-reaching gaze that causes all within 30 feet to become frightened (DC 10 + 1/2 your character level + your Cha modifier). Your challenge rating is increased by 1/2 for each creature that becomes frightened by your gaze.

VITAL RECOVERY

You can end a short rest, and then immediately return to full combat maneuver.

Prerequisite: Improved Initiative, Improved Initiative, and Improved Initiative.

Benefit: You can end a short rest, and then immediately return to full combat maneuver.

WHITE RAVEN DEFENSE

You can end a short rest, and then immediately return to full combat maneuver.



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 feat, 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.

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

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 fanaticism 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

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

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 strength and energy.

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

for enemy.

options to use this option, to attack another

opponent. On your next turn, you can

make a single melee attack against each of the

opponents that attacked you on the previous

round at your highest attack bonus.

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 strike) and take a -5 penalty on the attack roll using your Stone Power feat. If you hit, you ignore the target's hardness (if any).

Eviscerating Strike: To use this option, you must hit the same creature at least two times in the same round using one of the preferred weapons of the Stone Dragon discipline (greatsword, greataxe, heavy mace, or unarmed strike). On your next turn, you ignore any penalty you take on your attack roll from your Stone Power feat when making a roll to confirm a critical hit.

Unstoppable Onslaught: To use this option, you must make a successful melee attack using one of the preferred weapons

of the Stone Dragon discipline

and immediately follow up with another attack using the same weapon. You can do this as many times as you like during your turn, but you can't attack the same target more than once per round. You gain a +2 bonus on all attack rolls made during your turn while using this option.

Illustration by Brian Trout. This page and the previous page are copyright © 2009, Wizards of the Coast, Inc. All rights reserved.



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 making against the same opponent. You gain this bonus only against an opponent that you refrained from making an attack of opportunity against in the previous round.

Combat Rhythm: To use this option, you can choose to make melee touch attacks in place of normal melee attacks against an opponent. These touch attacks deal no damage. For each melee touch attack that hits, you gain a +5 bonus on melee damage rolls against that same foe on your next turn.

Fight the Horde: To use this option, you must deal damage to at least two different foes on your turn with melee attacks or Iron Heart strikes. On your

next turn, if you deal damage to a third foe on your turn, you gain a +2 bonus on all attack rolls made against that foe.

BLADE MAGIC

*Resbar and his apprentices found
the Temple of the Nine Swords
in the Sunspire Mountains*

MARTIAL POWERS

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 again. You never expend or use up your stances, so they are always available.

READYING MANEUVERS

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. Since each martial maneuver requires a precise combination of techniques for gathering inner energy, training muscle memory, speaking prayers or catechisms, and even focusing the mind on specific

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. Similarly, if you begin your turn grappled or pinned, you might find that most of the maneuvers available to you simply won't be of any use until you get free.

If you initiate a maneuver and subsequently can't use it during your turn, the maneuver is still considered expended. You are considered to have used its initiation action for the purpose of determining what actions remain available to you on your turn.

You do not provoke attacks of opportunity when you initiate a maneuver or stance unless its description explicitly says otherwise. Some maneuvers allow you to move, charge, and take other actions that could provoke attacks of opportunity. Unless the maneuver description specifically says that such actions do not provoke attacks of opportunity, they do. For example, if you use a maneuver to charge a foe, and during that charge you move in a way that provokes attacks of opportunity, you provoke them as normal unless the maneuver description explicitly says otherwise.

INITIATOR LEVEL

Some maneuvers and stances have variable effects (such as duration) that depend on initiator level. However,

vers are not impacted as strongly by a user's level as spells are. This difference in effect is primarily a balance and game play issue. Since you can use maneuvers repeatedly, they tend to scale poorly. As you attain higher levels, you usually use your low-level maneuvers less often (if you haven't already traded them out for higher-level stances, as described in the martial adept class descriptions in Chapter 1). Many stances, boosts, and counters, however, remain useful across all levels.

If you are a single-class character, your initiator level equals your level in the class that provides access to martial maneuvers (crusader, swordsage, or warblade). If you lack any martial adept levels, your initiator level is equal to 1/2 your character level.

MULTICLASS CHARACTERS

Even when you gain levels in a class that does not grant martial maneuvers, your understanding of the martial

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 sword-sage maneuvers.

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

Prestige classes work a little differently. In most cases, you add the full prestige class level to your martial adept level to determine your initiator level. See the prestige class descriptions in Chapter 5 for details.

SELECTING MARTIAL MANEUVERS

Much like spells, martial maneuvers are organized by level. Higher-level maneuvers are more powerful than lower-level ones. As you gain levels, you have the option to select higher-level maneuvers. Your level in a martial adept class determines the highest-level maneuvers you can select. For example, a 5th-level warblade can select maneuvers of 3rd level or lower.

TABLE 3-1: HIGHEST-LEVEL MANEUVERS KNOWN

Initiator Level	Maneuver Level
1st–2nd	1st
3rd–4th	2nd
5th–6th	3rd
7th–8th	4th
9th–10th	5th
11th–12th	6th
13th–14th	7th
15th–16th	8th
17th+	9th

RESOLVING A MANEUVER OR STANCE

Once you have chosen a maneuver to initiate, you must resolve its effects.

Attack Rolls: Many maneuvers include an attack of some kind. All offensive combat actions, even those that don't damage opponents (such as *disarm* and *bull rush*), are considered attacks. All maneuvers that opponents can resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are considered attacks.

Bonus Types: Some maneuvers and stances grant bonuses to ability scores or Armor Class, on attacks or damage, on saves, or on a number of other variables. Each bonus has a type that indicates why or how it is granted. With the exception of *dodge* bonuses, two bonuses of the same type generally

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 when

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

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

DIAMOND MIND

DRAGON SKIN

DRAGON'S BREATH

DRAGON'S FURY

DRAGON'S GRASP

DRAGON'S WHIP

DRAGON'S WING

DRAGON'S WHIP

DRAGON'S WHIP</

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

How 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 manifested vestiges of primal, rawized force make up the Stone Dragon's repertoire.

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

TIGER CLAW

Aggressive attack is the key skill for the Tiger Claw discipline. It teaches that mortal superiority can be achieved by surpassing the enemy's strength and speed with the highest degree of agility. This discipline is based on maneuvers similar to the styles of the other four disciplines. When initiated with a roar or a pounce, these maneuvers also allow a martial adept to take on multiple characteristics: speed, strength, and agility.

Tiger Claw emphasizes strength and speed so jump is the key skill for this discipline. The associated weapons for Tiger Claw are creative and anaconda strike.

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 acrobatic of the White Raven masters maneuvers that combine the strengths of two or more allies against a common foe. Shoots and barrages 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

is holding 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 to a skill check, to your speed, and so on, but such maneuvers are not described here.

Counter: An unarmored warrior holds a maneuver that turns his foes' weapons against his own. He uses his blade to twist and flip his foes' blades, catching them using a counter.

The Setting Sun school of discipline uses this maneuver to focus on teaching students to break opponents' strength against him. Counter is a standard action that can be used during a free attack. If successful, an opponent must make a specific action, such as a roll or a jump, to avoid being affected.

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 feeble, 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 reduced melee damage, as well as suffering the effects 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.

When you take a single action, you can make one attack or cast one spell, or you can move up to your speed and then make one attack or cast one spell. You can't make more than one attack or cast more than one spell in a single action.

Some strikes allow foes to perform other actions while you're attacking. Spells and other abilities can also affect them when they're attacking. Grabbing the hand and foot speed up your movement, and you can attack again when you initiate a grapple, even if that second action is a 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 enable you to make special attacks as part of their refresh. See the specific maneuver descriptions in Chapter 4 for details.

Stance. A stance is more than a move, 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 you can choose 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 gives bonuses on attack rolls. You could make attacks—gaining the stance's bonus—then use a swift action to switch to a stance that gives you a better AC.

A 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.

Maneuvers 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 one basic stance (a 1st-level Stone Dragon Stance), you can't take the higher-level maneuver.





[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.

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 squares 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

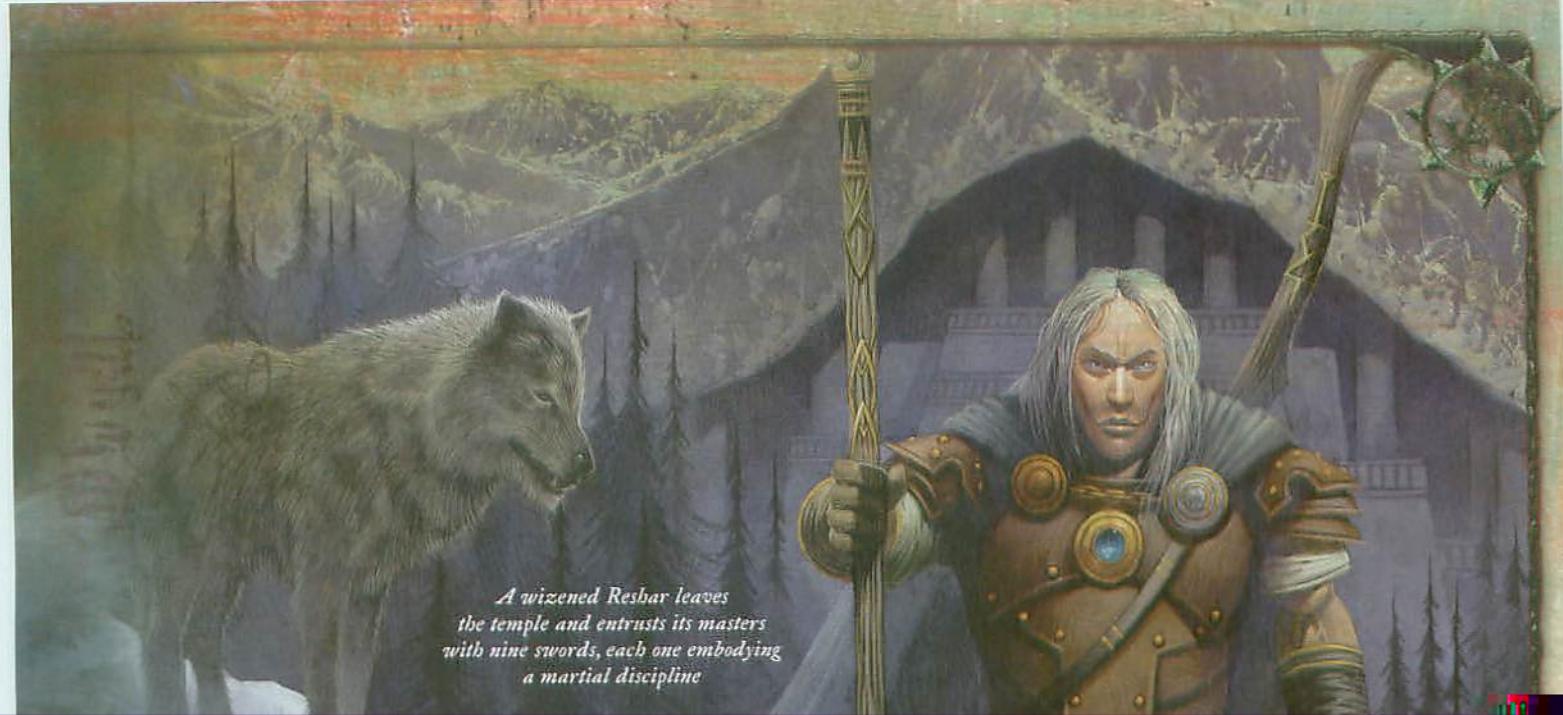
Sometimes, a maneuver with a special effect or supernatural augmentation that targets an enemy allows the creature or object to make a saving throw.

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



MANEUVRES AND STANCES

Y



TABLE 4-1: DISCIPLINE ACCESS BY CLASS

	Crusader	Swordsage	Warblade
Desert Wind	No	Yes	No
Devoted Spirit	Yes	No	No
Diamond Mind	No	Yes	Yes
Iron Heart	No	No	Yes
Setting Sun	No	Yes	No
Shadow Hand	No	Yes	No
Stone Dragon	Yes	Yes	Yes
Tiger Claw	No	Yes	Yes
White Raven	Yes	No	Yes

MANEUVER AND STANCE LISTS

1ST LEVEL

Desert	Blistering Flourish: Strike—Dazzle creatures around you.
	Burning Blade: Boost—Deal 1d6 fire + 1/initiator level.
	Distracting Ember: Boost—Fire elemental appears, flanks enemy.
	Flame's Blessing: Stance—Gain fire resistance based on Tumble ranks.
Devo	Wind Stride: Boost—+10-ft. bonus to speed.
	Crusader's Strike: Strike—Successful attack allows you to heal 1d6 + 1/initiator level.
	Iron Guard's Glare: Stance—Enemies take -4 penalty on attacks against your allies.
	Martial Spirit: Stance—Heal 2 hit points with each successful attack.
	Vanguard Strike: Strike—Allies gain +4 bonus on attacks against target.
Diam	Moment of Perfect Mind: Counter—Use Concentration check in place of Will save.
	Sapphire Nightmare Blade: Strike—Opponent flat-footed, +1d6 damage with Concentration check.
	Stance of Clarity: Stance—Gain +2 AC against one foe, -2 against all others.
Iron	Punishing Stance: Stance—Attacks deal +1d6 damage, but you have -2 to AC.
	Steel Wind: Strike—Attack two opponents.

Shadow Blade Technique: Strike—Roll two attacks, use lower result to deal bonus cold damage.

Charging Minotaur: Strike—Charging bull rush deals damage, ignores attacks of opportunity.

Stone Bones: Strike—Gain DR 5/adamantine.

Stonefoot Stance: Stance—+2 bonus on Strength checks, +2 bonus to AC against larger foes.

Blood in the Water: Stance—Gain +1 bonus on attacks and damage for each critical hit.

Hunter's Sense: Stance—Gain scent.

Sudden Leap: Boost—Jump as a swift action.

Wolf Fang Strike: Strike—Attack with two weapons.

Bolstering Voice: Stance—Allies gain +2 bonus on Will saves, +4 against fear.

Douse the Flames: Strike—Target cannot make attacks of opportunity for 1 round.

Leading the Attack: Strike—Allies gain +4 bonus on attacks against foe you strike.

Leading the Charge: Stance—Allies deal +1 damage/initiator level on charge attacks.

2ND LEVEL

Desert	Burning Brand: Boost—Gain +5-ft. reach, deal fire damage.
	Fire Riposte: Counter—Counter foe's attack with fiery touch that deals 4d6 damage.
	Flashing Sun: Strike—Gain extra attack.
	Hatchling's Flame: Strike—Cone deals 2d6 fire damage.
Devo	Foehammer: Strike—Overcome foe's DR, deal +2d6 damage.
	Shield Block: Counter—Grant shield bonus + 4 as AC bonus to ally.
	Action Before Thought: Counter—Use Concentration check in place of Reflex save.
Diam	Emerald Razor: Strike—Turn melee strike into touch attack.
	Disarming Strike: Strike—With successful attack, attempt to disarm foe.
	Wall of Blades: Counter—Replace AC with attack roll result.

Wielder of the Shadow: Strike—Deal double damage to foes in shadow.

Cloud of Distracting Sights: Stance—Enemies take -2 to AC while within 10 ft.

Conqueror's Strike: Strike—Gain +2 bonus on attack rolls.

Conqueror's Stance: Stance—Gain +2 bonus on Strength checks.

Conqueror's Shield: Stance—Gain DR 5/adamantine.

Conqueror's Strike: Strike—Gain +2 bonus on attack rolls.

Tiger	Claw at the Moon: Strike—Make Jump check, deal +2d6 damage.	Tiger	Stone Dragon's Fury: Strike—Deal +4d6 damage against objects, constructs.
White	Rabid Wolf Strike: Strike—+4 bonus on attack, deal +2d6 damage, –4 AC for 1 round.		Flesh Ripper: Strike—Foe's attacks and AC have –4 penalty.
White	Battle Leader's Charge: Strike—No attacks of opportunity while charging, deal +10 damage.		Leaping Dragon Stance: Stance—+10 on Jump checks, always considered running for jumps.
	Tactical Strike: Strike—Deal +2d6 damage, adjacent allies move 5 feet.		Soaring Raptor Strike: Strike—Attack larger foe from above with +4 bonus, deal +6d6 damage.
			Wolverine Stance: Stance—Use any weapons while grappled.
3RD LEVEL			
Desert	Death Mark: Strike—Enemy takes extra fire damage and explodes in a fiery spread.	White	Lion's Roar: Boost—Defeat enemy, allies deal +5 damage.
	Fan the Flames: Strike—Ranged touch attack deals 6d6 fire damage.		Tactics of the Wolf: Stance—You and allies deal +1 damage/2 initiator levels against flanked target.
	Holocaust Cloak: Stance—Attackers take 5 fire damage.		White Raven Tactics: Boost—Ally's initiative changes, he can act again.
Devo	Zephyr Dance: Counter—+4 AC against single attack.		
	Defensive Rebuke: Boost—Foes you strike must attack you or provoke attack of opportunity.		
	Revitalizing Strike: Strike—Successful attack allows you to heal 3d6 + 1/initiator level.		
	Thicket of Blades: Stance—5-ft. steps provoke attacks from you.		
Diam	Insightful Strike: Strike—Use Concentration check to determine damage.	Desert	Firesnake: Strike—Stream of fire twists around corners.
	Mind Over Body: Counter—Use Concentration check in place of Fortitude save.		Searing Blade: Boost—Attacks deal +2d6 fire damage + 1/initiator level
	Pearl of Black Doubt: Stance—Gain +2 AC each time foe misses you.		Searing Charge: Strike—Fly while charging, deal +5d6 fire damage.
Iron	Absolute Steel Stance: Stance—+10-ft. bonus to speed, +2 AC with movement.	Devo	Divine Surge: Strike—Deal +8d8 damage.
	Exorcism of Steel: Strike—Strike opponent's weapon, it deals –4 damage.		Entangling Blade: Strike—Deal +2d6 damage, target has –20-ft. penalty to speed.
	Iron Heart Surge: Remove effect, gain +2 morale bonus on attacks.		Bounding Assault: Strike—Double move and attack.
Set	Devastating Throw: Strike—Grab foe, throw him using leverage, strength.		Mind Strike: Strike—Attack deals 1d4 Wisdom damage.
	Feigned Opening: Counter—As an immediate action, provoke an attack, then counter.		Ruby Nightmare Blade: Strike—Attack deals double damage with successful Concentration check.
	Giant Killing Style: Stance—+2 bonus on attacks and +4 bonus on damage against larger foes.		Lightning Recovery: Counter—Reroll an attack that misses with +2 bonus.
Shadow	Assassin's Stance: Stance—Gain sneak attack +2d6.		Mithral Tornado: Strike—Make attacks against adjacent foe, +2 on each attack.
	Dance of the Spider: Stance—You climb walls like a spider.		Comet Throw: Strike—Grab foe, throw him using leverage, strength.
	Shadow Garrote: Strike—Ranged touch attack deals 5d6 points of damage.		Strike of the Broken Shield: Strike—Attack deals +4d6 damage, makes target flat-footed.
	Strength Draining Strike: Strike—Your attack deals 4 points of Strength damage.	Shadow	Hand of Death: Strike—Touch renders foe paralyzed for 1d3 rounds.
Stone	Bonecrusher: Strike—Deal +4d6 damage, +10 bonus on attacks to confirm critical hits.		Obscuring Shadow Veil: Strike—Deal +5d6 damage and foe has 50% miss chance on attacks for 1 round.
	Crushing Weight of the Mountain: Stance—Constrict for 2d6+1-1/2 times Str when grappling.	Stone	Bonesplitting Strike: Strike—Attack deals 2 Constitution damage.
	Roots of the Mountain: Stance—+10 bonus on checks against bull rush, trip, and others, and gain DR 2/-.		Boulder Roll: Boost—Gain +4 bonus on overrun attempts.
		Tiger	Overwhelming Mountain Strike: Strike—Deal +2d6 damage, target loses move action.
			Death From Above: Strike—Leap into the air, attack foe from above, deal +4d6 damage.
			Fountain of Blood: Boost—Defeat foe, cause fear in enemies.

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.
-------	---

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.
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.

White	<p>Pouncing Charge: Strike—When you charge, make multiple attacks.</p> <p>Flanking Maneuver: Strike—Hit flanked target, allies gain free attack.</p> <p>Press the Advantage: Stance—Move +5 feet with 5-ft. step, move into difficult terrain.</p>
-------	---

6TH LEVEL

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	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.

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. Adamantine Hurricane: Strike—Two attacks against each adjacent foe, +4 bonus on each attack. Lightning Throw: Strike—Use melee attack as a line attack. Supreme Blade Parry: Stance—Gain DR 5/—.
Devo	Castigating Strike: Strike—Deal +8d6 damage and trigger area blast. Shield Counter: Counter—Shield bash cancels foe's attack.	Set	Fool's Strike: Counter—Reflect foe's attack. Ghostly Defense: Stance—Enemies hit target of your choice while you have concealment.
Diam	Avalanche of Blades: Strike—With each attack that hits, make another attack with increasing penalty. Quicksilver Motion: Boost—Use swift action to complete move action. Finishing Move: Strike—Gain extra damage against weakened foe.	Shadow	Balance on the Sky: Stance—Walk on air. Enervating Shadow Strike: Strike—Target of strike gains 1d4 negative levels. One With Shadow: Counter—Become incorporeal for 1 round.
Iron	Scything Blade: Boost—Strike one foe, free attack on adjacent foes. Flaming Scything Strike: Strike—Create a flaming blade that deals 1d6 fire damage and 1d6 bludgeoning damage. Heart of the Inferno: Strike—Create a flaming blade that deals 1d6 fire damage and 1d6 bludgeoning damage. Shadow Blink: Instantaneous move that ends as a shadow.	Stone	Adamantine Bones: Strike—Gain DR 5/—.
	Ancient Mountain: Instantaneous move that ends as a shadow. Coldsteel Strike: Strike—Create a coldsteel blade that deals 1d6 cold damage and 1d6 bludgeoning damage. Hamstring Attack: Strike—Break a target's leg or tail. Locust Strike: Strike—Create a swarm of locusts that deal 1d4 bludgeoning damage to each target.		Adamantine Windmill: Strike—Create a coldsteel blade that deals 1d6 cold damage and 1d6 bludgeoning damage to each target.
	Swallowing Strike: Strike—Create a shadow that deals 1d4 bludgeoning damage to each target.		Hammer of the Ancients: Strike—Break a target's arm or leg.
	Clarion Call: Pulse—Create a shadow that deals 1d4 bludgeoning damage to each target.		Adamantine Thunder: Strike—Break a target's arm or leg.
	Scorpion's Curse: Strike—Create a shadow that deals 1d4 bludgeoning damage to each target.		

8TH LEVEL

Desert	Blazing Inferno: Strike—Create a flaming blade that deals 1d6 fire damage and 1d6 bludgeoning damage.	Iron	Adamantine Hurricane: Strike—Two attacks against each adjacent foe, +4 bonus on each attack.
Devo	Hammer of the Ancients: Strike—Break a target's arm or leg.	Set	Hammer of the Ancients: Strike—Break a target's arm or leg.
Diam	Hammer of the Ancients: Strike—Break a target's arm or leg.	Shadow	Hammer of the Ancients: Strike—Break a target's arm or leg.
Iron	Hammer of the Ancients: Strike—Break a target's arm or leg.	Stone	Hammer of the Ancients: Strike—Break a target's arm or leg.
	Hammer of the Ancients: Strike—Break a target's arm or leg.		

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.

When you use this strike, you generate a burst of brilliant light. Any creature other than you caught in this

maneuver's area must make a Fortitude save (DC 11 + your Wis modifier) or be dazzled for 1 minute.

This maneuver is a supernatural ability.

BURNING BLADE

Desert Wind (Boost) [Fire]

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

Your blade bursts into flame as it sweeps toward your foe in an elegant arc.

A subtle yet precise twisting of your blade unlocks the power of flame. When you initiate this maneuver, fire deals an extra 1d6 points of fire damage + 1 point per initiator level.

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 strengthens your 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 damage. You otherwise attack with your weapon as normal.

This maneuver is a supernatural ability.

DEATH MARK

Desert Wind (Strike) [Fire]

Level: Swordsage 3

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Area: Variable spread; see text

Duration: Instantaneous

Saving Throw: Reflex half; see text

As your weapon strikes your foe, his body convulses as waves of flame run down your blade into his body. The fire causes him to briefly glow with a brilliant internal fire before the flames erupt from his body in a terrible explosion.

When you use the strike, you channel overwhelming fiery energy into the body of your target. In addition to dealing normal melee damage with your

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 move in a blur, leaving scorch marks in your wake as you twirl around the battlefield, slicing into your foes as you move.

As part of this maneuver, you move up to your speed. Each time you exit a square adjacent to an enemy, you can first make a single melee attack against that foe. You cannot attack a single enemy more than once with this maneuver. Your movement provokes attacks of opportunity, as normal.

DISTRACTING EMBER

Desert Wind (Boost)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: 30 ft.

Effect: One summoned fire elemental

Duration: End of turn

A wave of heat sweeps over the area, forms a small dust funnel, and ignites into flame next to your foe.

This boost allows you to conjure a small fire elemental (DM 65) to do damage.

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, igniting 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 give 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

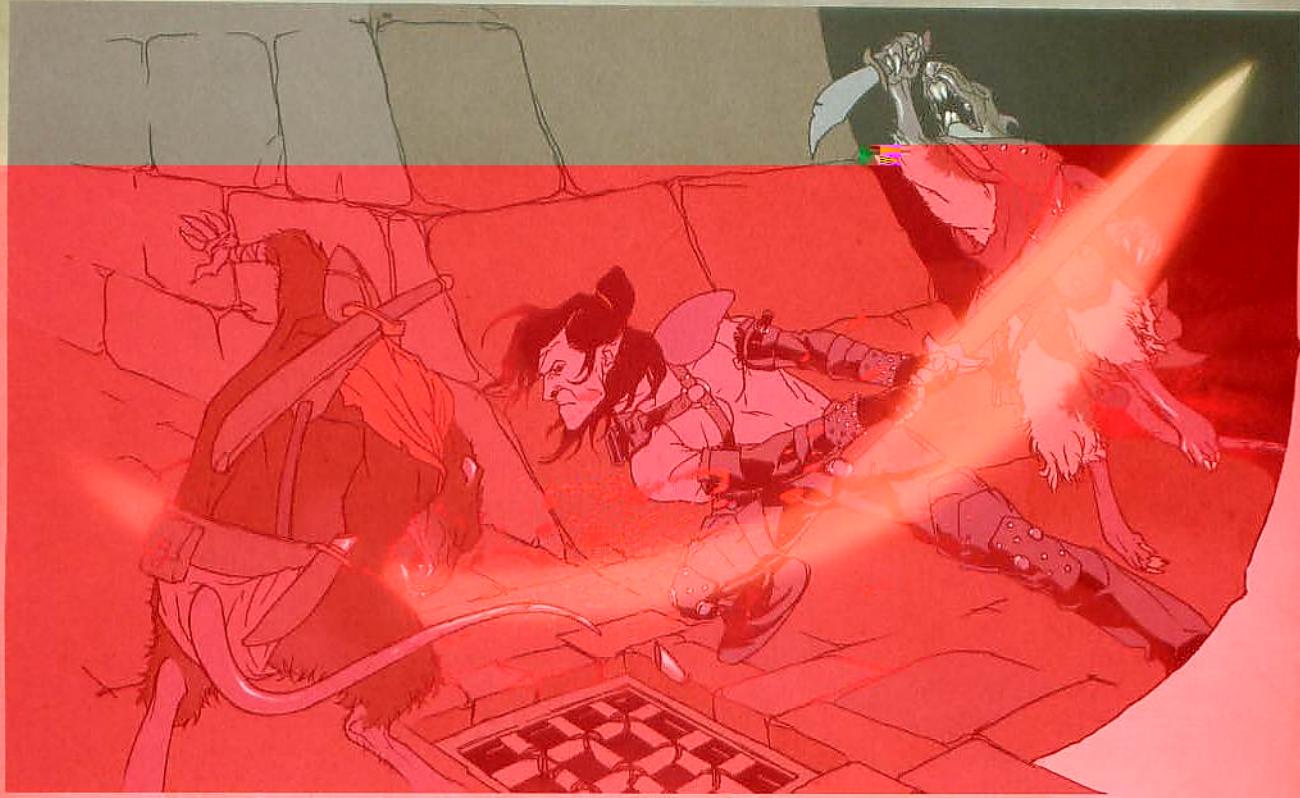
Duration: Stance

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 19 or more ranks in Tumble, you gain immunity to fire while you are in this stance.

This stance is a supernatural ability.

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 attack action and make your normal melee attacks. However, you can make one additional attack this round at your highest attack bonus. All the

attacks you make this round, including the extra attack granted by this maneuver, are made with a -2 penalty.

HATCHLING'S FLAME

Desert Wind (Strike) [Fire]

Level: Swordsage 2

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 standard 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 a cone of flame that deals 2d6 points of fire damage.

This maneuver is a supernatural ability.

HOLOCAUST CLOAK

Desert Wind (Stance) [Fire]

Level: Swordsage 3

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

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]

Level: Swordsage 7

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: End of turn

A blinding light flashes from your weapon, and for a split second, it transforms into burning magma.

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 $3d6$ points of fire damage + 1 point per 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: 60 ft.

Area: 60-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Hot winds swirl about you, and a faint aroma of brimstone sweeps over the area. A flickering yellow aura surrounds you and grows in intensity, shedding tremendous heat and light. Creatures around you stumble back from the heat. With a hoisting 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 ability.

LEAPING FLAME

Desert Wind (Counter) [Teleportation]

Level: Swordsage 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

As your foe attacks you, you disappear in a burst of flame and smoke, only to reappear as if out of thin air next to him.

You instantly appear in a square adjacent to a creature that attacks you with a melee or ranged attack, after resolving the enemy's attack. You cannot move into a space that is occupied by a creature or object. You can move up to 100 feet in this manner. If you cannot move adjacent to the target, this

maneuver fails to function but is still considered used.

This maneuver is a supernatural ability.

LINGERING INFERNO

Desert Wind (Strike) [Fire]

Level: Swordsage 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 3 rounds; see text

A blue, dancing flame appears on your weapon. As you strike your foe, this flame slides off your weapon and covers your enemy in raging fire.

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 maneuvers

Initiation Action: 1 full-round action

Range: Special; see text

Effect: Special; see text

Saving Throw: Reflex half

You move in a blur, your feet seethed in flaming energy. As you run, you leave a trail of fire behind you. You encircle a foe, and the ring of fire you leave behind bursts into an inferno that engulfs your enemy and everything else in the area.

As part of this maneuver, you can move up to two times your speed along the ground. All of your movement must be along continuous, solid ground. You leave a trail of flames in your wake. These flames have no effect unless they form a closed area. In this case, a raging inferno erupts within that area. All creatures within the area take $12d6$ points of fire damage, with a Reflex save (DC 16 + your Wis modifier) for half damage.

The inferno erupts the first time you form a closed area. You cannot create multiple areas in one move.

This maneuver is a supernatural ability.

RISING PHOENIX

Desert Wind 8 (Stance) [Fire]

Level: Swordsage 8

Prerequisite: Three Desert Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Hot wind swirls about your feet, lifting you skyward as flames begin to flicker below.

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.

You can move across shallow pits or other such variations in terrain without losing altitude, so long as your movement wouldn't take you more than 10 feet above a solid or liquid surface. If you are ever more than 10 feet above the ground (such as if the floor drops out from under you or you move over the edge of a tall cliff), the rising phoenix stance immediately ends and you fall to the ground.

This stance is a supernatural ability.

SALAMANDER CHARGE

Desert Wind (Strike) [Fire]

Level: Swordsage 7

Prerequisite: Three Desert Wind maneuvers

Initiation Action: 1 full-round action

Range: Special

Area: One 5-ft. square per 5 ft. of movement

Duration: Instantaneous; 5 rounds; see text (D)



*A wyrm's flame burns the
desert sand, driving the sand
into a wall of searing heat.*

*The sand and sandal-worms crawl
over your body, filling your lungs
with sand. You stagger and fall, unable
to move. You are blinded by sand and
burning flesh. You are at -2 to all
actions until you can move again.*

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.

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 has flamed into a searing
blade of fire, incinerating everything
in your path. You move quickly,
leaving a trail of scorching heat.*

*You swing your flaming blade
allowing it to fly down your arm
and strike your enemies. You deal
an extra 2d6 points of fire damage at
the end of the charge.*

*This maneuver is a supernatural
ability.*

SEARING CHARGE

Desert Wind (Strike) [Fire]

Level: Swordsage 4

Prerequisite: One Desert Wind maneuver

Initiation Action: 1 full 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

Initiation Action: 1 full round

Range: Personal

Target: You

Duration: End of turn

*A warm breeze swirls about you,
allowing you to move more easily.*

The desert wind envelops you and allows you to move more easily. Until the end of your turn, you gain a +10% movement 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

*Wyrm's flame erupts from your body,
incinerating everything in your path.*

*You roar as you charge forward,
leaving a trail of scorching heat.
You deal an extra 10d6 points of fire damage at
the end of the charge.*

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 fiendish, cruel, and lawless and malevolent are the three other spirit disciplines preferred weapons of choice that often follow a similar path, and these weapons tend to emphasize more than Intimidation is the core 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

Target: You

Duration: Stance

A chaotic cloud of energy surrounds you as you stand in the center of the aura, sapiently drawing energy from the chaos of the world.

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 cold, clear, and crystalline aura surrounds you as you stand in the center of the aura, sapiently drawing energy from the order of the world.

This stance allows you to treat a potential d6 result as an 11. You must decide to use this ability immediately before rolling the die. You can use this ability once per round. Using this ability does not increase your AC. You simply decide to include a bonus of rolling a 111 for any result, such as for an attack or saving throw.

AURA OF TRIUMPH

Devoted Spirit (Stance) [Good]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Targets: You and one ally within 10 ft.

Duration: Stance

You channel the power of good through your body and soul, infusing the area around you with a soft, golden radiance. With each blow you strike against evil, you feel invigorated and driven onward.

While you are in this stance, you and any ally within 10 feet of you both heal 4 points of damage with each successful melee attack either of you makes against an evil target.

AURA OF TYRANNY

Devoted Spirit (Stance) [Evil]

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A cold, gritty, and no-nonsense aura surrounds you as you stand in the center of the aura, sapiently drawing energy from the strength of your allies and sapiently attacking.

While you are in this stance, you drain 1 point 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.

CASTIGATING STRIKE

Devoted Spirit Strike

Level: Crusader 7

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Area: 30-ft.-radius burst; see text

Duration: 1 minute

Saving Throw: Fortitude partial; see text

With a howling battle cry, your weapon crackles with energy. As you strike your foe, that energy detonates in a burst that scythes through those who stand against your cause.

When you use this strike, make a single melee attack. If you hit your opponent and his alignment has at least one component different from yours, a blast of divine energy originates from your

body and erupts into a blinding glow.

Attack rolls made by people energized by this aura have advantage [TW] in the area immediately around you.

While you are in this stance, your attacks have the potential to be utterly devastating. When rolling damage for a melee attack, you gain a special benefit from any damage die that rolls its maximum amount (such as a result of 6 on a d6). When one or more of your damage dice show a maximum possible result, reroll each such die and add its result to the original damage total. You can continue to reroll as long as a die shows its maximum possible result, adding each new number to the damage total until each die has shown less than a maximum result.

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 results in half damage and negates the attack penalty.

CRUSADER'S STRIKE

Devoted Spirit (Strike)

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

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 attack even as it saps your mortal form.

As part of the

DOMINANCE

You or an ally within 10 feet of you heals 1d6 points of damage + 1 point per initiator level (maximum +5).

DAUNTING STRIKE

Devoted Spirit (Strike)

Level: Crusader 5

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Will negates

Duration: 1 minute

He充盈 his soul with an overwhelming sense of dominance through his shield and every stroke he makes. This display of power causes his foes to tremble in fear in his eyes.

As part of this maneuver, you make a melee attack against an opponent you threaten. If this attack hits, your foe must make a Will save with a DC

attack or opportunity from you (each separate attack a target makes provokes an attack of opportunity, making this boost especially lethal if you have Combat Reflexes). Enemies you strike become aware of the consequences of the maneuver.

DIVINE SURGE

Devoted Spirit (Strike)

Level: Crusader 4

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your body shudders and spasms as unfiltered divine energy courses through it. This power sparks off your weapon and courses into your foe, devastating your enemy but leaving you drained.

As part of this maneuver, you make a single melee attack that deals an extra 8d8 points of damage.

Prerequisite: One Devoted Spirit maneuver, evil alignment

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Duration: 1 round

You cloak yourself in a black, leering robe of contempt and spite.

You must make a charge attack as part of this maneuver. If your target is aligned, your attack deals an extra 10 points of damage. In addition, if your charge attack hits and the target is good-aligned, you become weak in unholy energy. You gain damage reduction 10—until the beginning of your next turn.

ENTANGLING BLADE

Devoted Spirit (Strike)

Level: Crusader 4

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 standard action

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

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

As part of this maneuver, you make a melee attack against an opponent. Your attack deals an extra 2d6 points of damage. In addition, if your attack hits, your target's speed is reduced by 20 feet until the end of its next turn, which might prevent it from moving entirely. This penalty applies to all movement modes. A flying creature with a fly speed of 0 feet falls to the ground (and takes falling damage appropriately) if it is subject to this effect while in the air.

FOEHAMMER

Devoted Spirit (Strike)

Level: Crusader 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your throw yourself behind your attack, lending your blow such great weight and force that you leave injuries that even magical defenses cannot mend.

Your devotion to your cause gives you boundless energy that allows you to smash through supernatural defenses. When you land an attack, you hit with such force that damage reduction offers little resistance against you.

When you use this maneuver, you make a melee attack against a single foe. This attack automatically overcomes the opponent's damage reduction and deals an extra 2d6 points of damage.

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



Using the foehammer maneuver, a crusader of Moradin overcomes a rakshasa's natural defenses.

Despite the horrific wounds you suffer, the flash of searing spells, and the crash of a foe's mighty attacks, you stand resolute on the field. So long as the potential for victory exists, you fight on.

Death has little meaning to you in light of the cause you fight for. So long as the mission stands before you uncompromised, you will continue to fight.

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 negative hit point total. If you fail this save, you die or fall unconscious (as appropriate). If this save is successful, you are still alive and conscious, with 1 hit point remaining.

This stance provides no protection against effects that slay you without dealing hit point damage, or other effects that petrify, paralyze, and so forth. You can still be slain by a coup de grace if a spell or effect renders you helpless.

After you attempt three saving throws to avoid death or unconsciousness, this stance automatically ends. You can activate it again on your turn as normal. Even the toughest crusader can endure only so much punishment.

IRON GUARD'S GLARE

Devoted Spirit (Stance)

Level: Crusader 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With a quick snarl and a glare that would stop a charging barbarian in his tracks, you spoil an opponent's attack. Rather than strike his original target, your enemy turns his attention toward you.

While you are in this stance, any opponent that you threaten takes a -4 penalty on attack rolls against your allies. This penalty does not apply to attacks made against you. Enemies you threaten become aware of the consequences of the stance.

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 pure law surges through you. For a moment, you take on the aspect of a perfect being as you charge forward to smite your foes.

You must make a charge attack as part of this maneuver. If the target is chaotic-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 chaotic-aligned, you become wreathed in axiomatic energy. You gain a +5 bonus on saves and to AC until the beginning of your next turn.

MARTIAL SPIRIT

Devoted Spirit (Stance)

Level: Crusader 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

As you cleave through your foes, each ferocious attack you make lends vigor and strength to you and your allies.

While you are in this stance, you or an ally within 30 feet heals 2 points of damage each time you make a successful melee attack. This healing represents the vigor, drive, and toughness you inspire in others. Your connection to the divine causes such inspiration to have a real, tangible effect on your allies' health.

Each time you hit an opponent in melee, you can choose a different recipient within range to receive this healing.

RADIANT CHARGE

Devoted Spirit (Strike) [Good]

Class: Crusader 5

Prerequisite: One Devoted Spirit maneuver; good alignment

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

Duration: 1 round

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-aligned, your attack deals an extra 6d6 points of damage. In addition, if your charge attack hits and the target is evil-aligned, you become wreathed in holy energy. You gain damage reduction 10/—until the beginning of your next turn.

RALLYING STRIKE

Devoted Spirit (Strike)

Level: Crusader 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your weapon blazes with divine energy as you smite your enemy. The energy discharges in a great pulse, sweeping over your allies and mending their wounds.

As part of initiating this strike, you must make a successful melee attack against an enemy 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. If your attack hits, you and all allies within 30 feet of you heal 3d6 points of damage + 1 point per initiator level (maximum +15).

REVITALIZING STRIKE

Devoted Spirit (Strike)

Level: Crusader 3

Prerequisite: One Devoted Spirit maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

As you rear back to strike your foe, an aura of divine energy surrounds you. As your attack slams home, this aura dissipates in a flash, knitting your wounds as it discharges.

As part of initiating this strike, you must make a successful melee attack against 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. 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).

SHIELD BLOCK

Devoted Spirit (Counter)

Level: Crusader 2

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

With a heroic burst of effort, you thrust your shield between your defenseless ally and your enemy.

As an immediate action, you can grant an AC bonus to an adjacent ally equal to your shield's AC bonus + 4. You apply this bonus in response to a single melee or ranged attack that targets your ally. You can initiate this maneuver after an opponent makes his attack roll, but you must do so before you know whether the attack was a success or a failure.

SHIELD COUNTER

Devoted Spirit (Counter)

Level: Crusader 7

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

As your opponent prepares to make his attack, you bash him with your shield and disrupt his attempt.

As an immediate action, you can attempt a shield bash against an opponent you threaten. This attack is made with a -2 penalty. If your shield attack hits, your target's next attack automatically misses.

You can use this maneuver immediately after an opponent declares an attack, but you must do so before the attack's result has been determined.

STRIKE OF RIGHTEOUS VITALITY

Devoted Spirit (Strike)

Level: Crusader 9



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

Level: Crusader 3
Prerequisite: One Devoted Spirit maneuver
Initiation Action: 1 swift action

TIDE OF CHAOS
Devoted Spirit (Strike) [Chaos]
Class: Crusader 5
Prerequisite: One Devoted Spirit

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 spell or other attack strikes you, you move a split second before you are even aware of the threat.

Your mind is a keenly honed weapon. Other warriors rely on their physical talents. You know that a mix of mental acuity and martial training, along with a strong sword arm, is an unbeatable combination. This maneuver epitomizes your approach. Your mind, rather than your raw reflexes, dictates your defenses.

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

avalanche of blades

Diamond Mind (Strike)

Level: Swordsage 7, warblade 7

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 full-round action

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 use this maneuver before you roll the saving throw.

DIAMOND NIGHTMARE BLADE

Diamond Mind (Strike)

Level: Swordsage 8, warblade 8

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You spot a single fatal flaw in your opponent's defenses. With a single attack, you put all the force of your supreme focus into a single, crippling blow.

You must make a Concentration check as part of this maneuver. The DC of this check is the target creature's AC. You then make a single melee attack against your target, also as part of the maneuver. If your Concentration check succeeds, this attack deals four times your normal melee damage. If your check fails, your attack is made with a -2 penalty and doesn't deal any additional damage.

BOUNDING ASSAULT

Diamond Mind (Strike)

Level: Swordsage 4, warblade 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You spring across the battlefield, using your focus and ability to act quickly to make an attack while moving.

You combine speed and power into a deadly combination. With this maneuver, you move across the battlefield in a blur, pausing only to deliver a ferocious attack.

As part of this maneuver, make a double move. After you move, you can

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 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.

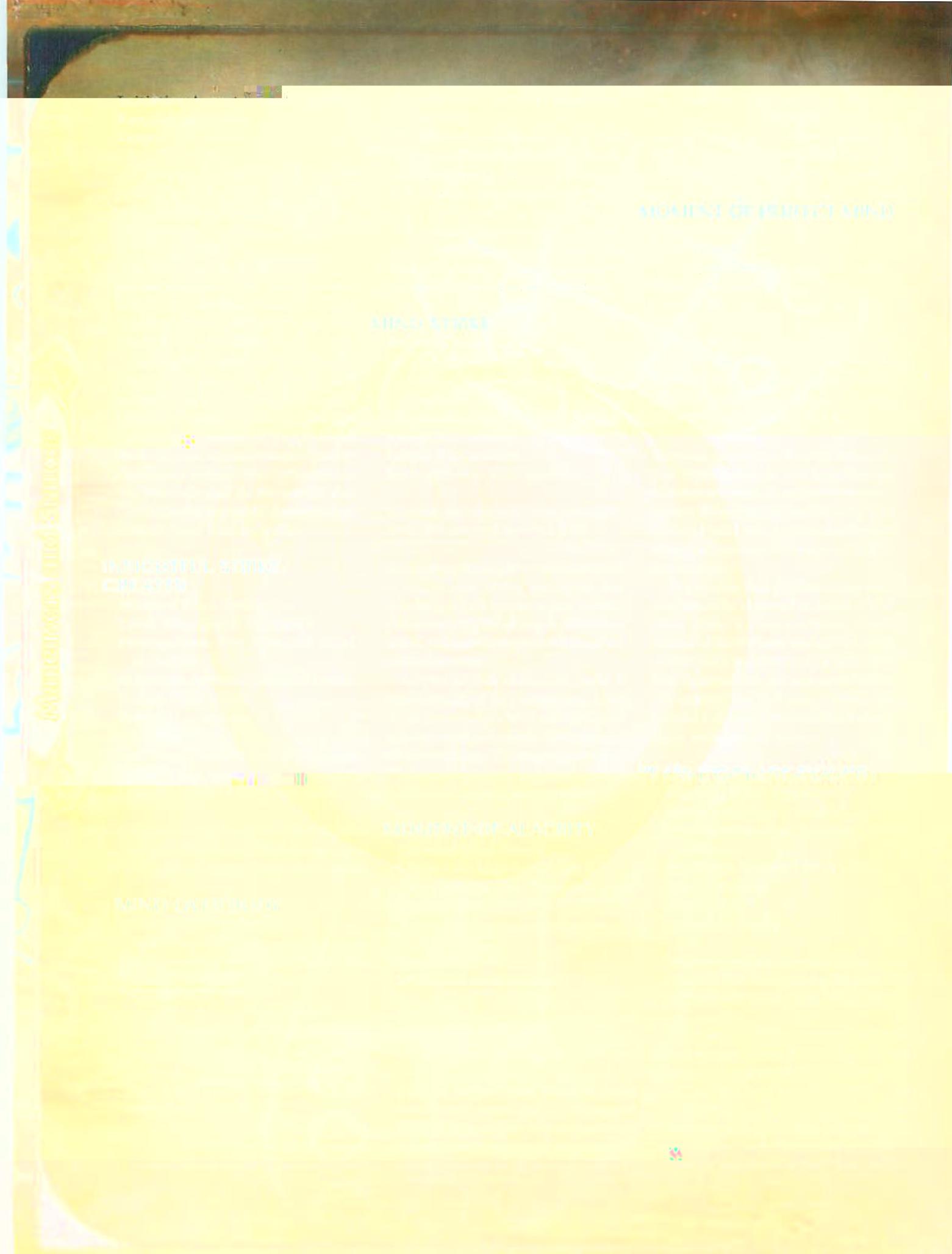
While you are in this stance, you gain blindsense out to 30 feet and a +5 insight bonus on Listen checks.

INSIGHTFUL STRIKE

Diamond Mind (Strike)
Level: Swordsage 3, warblade 3



A warblade senses the presence of invisible enemies by hearing the air



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 (Boost)

Level: Swordsage 7, warblade 7

Prerequisite: Three Diamond Mind maneuvers

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 oppo-

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 what a keen mind can pierce.

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.

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 his stance. You take a -2 penalty to AC against all other opponents while using this stance of clarity.

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

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

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.

In a blur of motion, you make a short, twisting leap in the air. As you turn, your weapon flashes through the enemies around you like a blazing comet. As you land back on the ground, in your lightning stance, all enemies crumble to the ground around you.

You sweep your weapon in a circle around you, striking out at nearby enemies. You strike with the speed and ferocity of a lightning bolt, forcing your enemies to rely on their reflexes for protection rather than their armor and shields.

As you make two melee attacks against each adjacent opponent you threaten, when you initiate this maneuver, you receive a +4 bonus on each of these attacks, which are otherwise made with your highest attack bonus.

DANCING BLADE FORM

Iron Heart (Stance)

Level: Warblade 5

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You strike forward like a slithering snake, extending yourself almost beyond your ability to maintain your balance. Your foe stumbles backward, surprised that you could reach him from such a great distance.

By carefully distributing your weight and establishing a steady, rugged posture, you can reach out and strike with your melee attacks at a greater than normal distance. A warrior with less training and expertise would fall flat on his face attempting this maneuver. You, on the other hand, have the grace, focus, and skill needed to complete this complex move.

While you are in this stance, you gain a bonus to your reach during your turn. When you make a melee attack, your reach increases by 5 feet. Your reach is not improved when it is not your turn, such as when you make an attack of opportunity. You cannot improve your reach by more than 5 feet by using this ability in conjunction with other maneuvers.

DAZING STRIKE

Iron Heart (Strike)

Level: Warblade 5

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

Through focus, raw power, and expertise, you make a mighty attack against your foe, leaving him temporarily knocked senseless by your attack.

The proper application of force to meet the right part of a foe's anatomy allows you to disrupt his actions. While he stumbles back, senseless, you press the advantage.

Knocking a foe off balance is part of this strike. If this attack hits, the target takes melee damage normally and must make a Fortitude save (DC 15 + your Str modifier) or be dazed for 1 round.

DISARMING STRIKE

Iron Heart (Strike)

Level: Warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon.

This maneuver allows you to combine a disarm attempt with a normal attack. You make a single melee attack as part of this strike. If this attack hits and deals damage, you can also attempt to disarm your opponent (PH 155). This disarm attempt does not provoke attacks of opportunity, nor is there any risk that your foe can disarm you.

EXORCISM OF STEEL

Iron Heart (Strike)

Level: Warblade 3

Prerequisite: One Iron Heart maneuver

Initiation Action: Standard action

Range: Melee attack

Target: One creature

Duration: 1 minute

Saving Throw: Will half

You attack, striking not your foe, but his weapon, sending a shockwave up his arm that leaves him unable to strike with full force.

Your mastery of the Iron Heart style has taught you much about the power within a blade, and you can use this knowledge to not only enhance your own ability but also to deprive others of that power.

When you initiate this maneuver, you attack your opponent's weapon (PH 158). This attack does not provoke attacks of opportunity. If you succeed, your foe takes a -4 penalty on melee damage rolls for 1 minute. The wielder of the weapon can attempt a Will save (DC 13 + your Str modifier) to reduce this penalty.

You can use this maneuver only against manufactured weapons. You cannot use it against natural weapons.

FINISHING MOVE

Iron Heart (Strike)

Level: Warblade 7

Prerequisite: Three Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You deliver a devastating strike against a wounded foe, aiming to finish him off once and for all.

Iron Heart teaches that it is best to finish off a foe with as little effort as possible, the better to save your strength for your remaining enemies. When you use this maneuver, you throw yourself on the offensive with little thought to your defenses. If this attack strikes home, it might end a fight several crucial seconds early.

As part of this maneuver, you make a melee attack against a creature. This attack deals an extra 4d6 points of damage. If the target's current hit points are less than its full normal hit points, the attack instead deals an extra 6d6 points of damage. If its hit points are equal to or less than one-half its full normal hit points,

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 **IRON HEART ENDURANCE**.

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

IRON HEART FOCUS

Iron Heart (Focus)

Level: Warblade 4

Prerequisite: Iron Heart Focus

Initiation Action: 1 action

Range: Personal

Target: You

Effect: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

IRON HEART SURGE

Iron Heart (Surge)

Level: Warblade 4

Prerequisite: Iron Heart Surge

Initiation Action: 1 action

Range: Personal

Target: You

Effect: You gain a +2 morale bonus

on attack rolls until the end of your next turn.



LIGHTNING THROW

Iron Heart (Throw)

Level: Warblade 4

Prerequisite: Iron Heart Throw

Initiation Action: 1 action

Range: Personal

Target: One creature

Effect: The target takes 1d6 + 1d6

Condition: The target is stunned until the start of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: The target is stunned until the start of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: The target is stunned until the start of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: The target is stunned until the start of your next turn.

IRON HEART SURGE

Iron Heart (Surge)

Level: Warblade 4

Prerequisite: Iron Heart Surge

Initiation Action: 1 action

Range: Personal

Target: You

Effect: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

on attack rolls until the end of your next turn.

Duration: Until the start of your next turn

Actions: 1 attack

Attack: +2 to hit

Damage: 1d6 + 1d6

Condition: You gain a +2 morale bonus

melee damage (including damage from your Strength modifier, feats, magical abilities on your weapon, and so forth), plus an extra 1d6 points of damage. Each creature in the attack's area can make a Reflex save with a DC equal to the result of your attack roll. A successful save halves the damage dealt.

Your weapon automatically returns to your hand at the end of the round.

MANTICORE PARRY

Iron Heart (Counter)

Level: Warblade 6

Prerequisite: Two Iron Heart maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

You block an enemy's attack with a lightning-quick parry, then deflect it toward a different target. Your foe can barely control its momentum as its attack now slams into an ally.

When you initiate this maneuver, you can attempt to block an enemy's melee attack that targets you and redirect it to another target adjacent to you. Make a melee attack roll. If your result is greater than your foe's attack roll, you bar aside the strike and direct it against a target of your choice that stands adjacent to you. You must decide whether to initiate this maneuver after the enemy attacks, but before you know whether or not the attack you are attempting to deflect actually hits. If the attack misses, you can still attempt to deflect it.

If you succeed in deflecting the attack, use the result of your opponent's attack roll to determine if it strikes the new target.

This maneuver functions only against armed melee attacks. You cannot use it against unarmed attacks, natural weapons, or touch spells.

MITHRAL TORNADO

Iron Heart (Counter)

Level: Warblade 6

Prerequisite: Five Iron Heart maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Your weapon becomes a blur of motion as you swing it in a tight arc over your head. Once you build up enough speed, you explode into a sweeping attack that chops into the enemies around you.

When you initiate this strike, you make a melee attack against every opponent adjacent to you. Resolve each attack separately. You gain a +2 bonus on each of these attacks, which are otherwise made at your highest attack bonus.

PUNISHING STANCE

Iron Heart (Stance)

Level: Warblade 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You chop down violently with your weapon, lending extra force to your blows. These attacks come at a cost, as your enemies slash at your undefended legs and flanks.

You hold your weapon overhead, allowing you to chop down with superior force. However, this fighting stance leaves you vulnerable to an opponent's attacks. Only an initiate of the Iron Heart tradition can manage the perilous balance between trading attack power for defense. A lesser warrior would leave himself nearly helpless to resist an opponent's attacks.

While you are in this stance, you deal an extra 1d6 points of damage with all melee attacks. You also take a -2 penalty to AC, because this fighting stance emphasizes power over a defensive posture.

SCYTHING BLADE

Iron Heart (Boost)

Level: Warblade 7

Prerequisite: Three Iron Heart maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

You follow up a lightning-quick strike with a second attack. You can make a second attack against a different foe as soon as your weapon strikes one opponent. It cuts into him, then ricochets to your second target.

If the first melee attack you make during your turn hits, you can immediately make a free attack at your highest attack bonus against a different enemy that you threaten. You can only gain one free attack each time you initiate this maneuver, regardless of how many successful attacks you make in this round.

STEEL WIND

Iron Heart (Strike)

Level: Warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: Two creatures

You swing your weapon in a broad, deadly arc, striking two foes with a single, mighty blow.

Through a combination of sheer power and unmatched talent, you make an attack that injures multiple opponents. As you initiate this strike, you make two melee attacks, each against a different foe that you threaten. Resolve each attack separately.

STEELY STRIKE

Iron Heart (Strike)

Level: Warblade 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round; see text

You focus yourself for a single, accurate attack, shrugging off your opponent's blows and ignoring the need for defense as you make your assault.

The Iron Heart discipline teaches focus, allowing you to engage and defeat one opponent at a time. Your other

STRIKE OF PERFECT CLARITY

Iron Heart (Strike)
Level: Warblade 9
Prerequisite: Four Iron Heart maneuvers
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature

Your supreme focus and perfect fighting form allow you to make a single, devastating attack. You execute a flawless strike to drop your foe with a single attack.

The ultimate Iron Heart maneuver teaches the precise, perfect cut necessary to slay almost any creature. Only the mightiest foes can withstand this attack. Adepts of the Iron Heart tradition seek to use this attack to end fights as quickly as possible. You might open a fight with a quick flurry of attacks, but once a foe is injured, you seek to end the battle with this decisive strike.

You make a single melee attack as part of this strike. If your attack hits, it deals an extra 100 points of damage (in addition to your normal melee damage).

SUPREME BLADE PARRY

Iron Heart (Stance)

The Setting Sun discipline teaches its initiates to turn their opponents' strength against them. With a quick shift in stance and a carefully aimed attack, a Setting Sun warrior sends a charging enemy tumbling in a new direction. Setting Sun's preferred weapons are the quarterstaff, short sword, nunchaku, and un



Level: Warblade 8
Prerequisite: Three Iron Heart maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

You drop into a relaxed pose, allowing your defenses to flow naturally and easily. Your blade lashes out to absorb or deflect each attack you face, blunting the force of your enemies' blows.

As a student of the Iron Heart discipline, you learn that a simple flick of the wrist or turn of the blade can transform a deadly strike into a wild miss. In battle, you enter a steady rhythm that makes you frustratingly difficult to fight. You disrupt each attack with a perfectly timed counter, leaving your foes' strikes weak and ineffectual.

While you are in this stance, you gain damage reduction 5/— against any opponent that does not catch you flat-footed. To gain this benefit, you must be proficient with the weapon you carry. You gain this benefit while unarmed only if you have the Improved Unarmed Strike feat.

WALL OF BLADES

Iron Heart (Counter)
Level: Warblade 2
Initiation Action: 1 immediate action
Range: Personal
Target: You

Your weapon sways back and forth in your hand, ready to block incoming blows. With the speed of a thunderbolt, you clash your weapon against your foe's blade as he attempts to attack.

Your weapon mastery transforms your blade into an extension of your arm, allowing you to wield it with the speed and timing needed to make a precise block.

When an enemy makes a melee or ranged attack against you, you can initiate this counter to oppose that attack by making an attack roll with any melee weapon you are holding. Use the higher of your AC or your attack roll as your effective AC against the incoming attack. You can't use this maneuver if you are denied your Dexterity bonus to AC against your attacker. You can decide to use this ability after you learn the result of your opponent's attack.

SETTING SUN

You grab your opponent and spin like a top, swinging him around before throwing him at your opponents like a bolt from a ballista.

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

As part of this maneuver, you must succeed on a melee touch attack against

MASSING DEFENSE

RAVAGE & STRIKE

GUERRER POSITIONING

a single melee attack against a target. If your attack hits, the target takes damage normally and must make a Reflex save (DC 12 + your Dex modifier). If this save fails, you swap positions with the target. If the target is Large or larger, you can occupy any of the squares that make up its space. The target must in turn occupy the square, or one of the squares, you previously occupied. You cannot use this maneuver if you or the target would end up sharing the same space as another creature or an impassable terrain feature, such as a wall. If your target occupies a larger space than you do, he chooses his final position according to the guidelines given above.

COMET THROW

Setting Sun (Strike)

Level: Swordsage 4

Prerequisite: One

Setting Sun maneuver

Initiation Action: 1 standard action

Range: Touch

Target: Creature touched; see text

Saving Throw: Reflex partial; see text

You use your foe's momentum against him, throwing him through the air to crash into a second enemy.

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

within 20 feet of you. You can throw your opponent into a space occupied by a second foe. In this case, the opponent in the target square also takes 4d6 points of damage and is knocked prone. A Reflex save (DC 14 + your Str modifier) halves this damage and allows the second target to remain standing. The thrown creature then falls prone in a clear space of your choice adjacent to the second target.

COUNTER CHARGE

Setting Sun (Counter)

Level: Swordsage 1

Initiation Action: 1 immediate action

Range: Melee attack

Target: One creature

With a quick sidestep, you send a charging opponent sprawling.

use leverage, misdirection, and trickery to gain a +4 bonus on your Dexterity check (if you use that option).

If you succeed on the Strength or Dexterity check, the creature does not get to attack you. You can then move it up to 2 squares in a direction of your choice away from you.

If you fail the Strength or Dexterity check, the creature gains a +2 bonus on its charge attack, in addition to the normal +2 bonus from taking the charge attack action.

DEVASTATING THROW

Setting Sun (Strike)

Level: Swordsage 3

Prerequisite: One Setting Sun maneuver

Initiation Action: 1 standard action



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.

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.

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

a larger size category than yours. This bonus applies to all attacks you make for the rest of your turn.

HYDRA SLAYING STRIKE

Setting Sun (Strike)

Level: Swordsage 7

Prerequisite: Three Setting Sun maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You take stock of an opponent's fighting style and make a single, carefully aimed attack that leaves the creature unable to make all of its attacks.

You take careful aim at an enemy creature, striking it with the precise amount of force needed to push it off guard and leave it unable to bring all of its attacks to bear. Your opponent must spend critical seconds adjusting its guard and reevaluating its surroundings.

to throw your target into a clear space, it falls prone in its current space.

An enemy you throw with this maneuver does not provoke attacks of opportunity for passing through

threatened areas as part of the throw, and you can throw an enemy through occupied squares.

MIRRORED PURSUIT

Setting Sun (Counter)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Your movements perfectly match your foe's, allowing you to move as she does. Try as she might to escape, you remain at her side.

Your ability to study a foe and match her motions allows you to remain within arm's

The chosen creature is the new target of your foe's attack. Use your enemy's original attack roll result to determine if he strikes the new target.

SHIFTING DEFENSE

Setting Sun (Stance)

Level: Swordsage 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You duck and move as you dodge your opponent's attacks. Slowly but surely, each attack gives you the opportunity to move across the battlefield.

Your ability to read your opponents' moves and use their strength against them allows you to shift your position during a battle. Each failed attack gives

MECHTY THROWN

SCORPION PARRY

SOARING 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 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 and prone in his current space.

An enemy you throw with this maneuver does not provoke attacks of opportunity for passing through enemies' threatened areas as part of the throw, and you can throw an enemy through occupied squares.

STALKING SHADOW

Setting Sun (Counter)

Level: Swordsage 5

Prerequisite: Two

Setting Sun
maneuvers
Initiation
Action: 1
immediate action



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.

If an opponent in a square adjacent to you moves, you can initiate this maneuver to make a 5-foot step into the space (or one or two squares) it occupied. This movement does not provoke attacks of opportunity.

STEP OF THE WIND

Setting Sun (Stance)

Level: Swordsage 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You walk across rubble and other broken terrain with deceptive ease, allowing you to take advantage of your opponents as they struggle to move at full speed.

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 ignore penalties to speed, movement, or skill checks associated with movement (such as Tumble, Jump, and Climb

checks incurred by moving through difficult terrain. If you attack an opponent standing on difficult terrain while you are in this stance, and if that foe takes a movement penalty for moving through difficult terrain, you gain a +2 bonus on attack rolls and a +4 bonus on Strength or Dexterity checks made as part of a bull rush or trip attempt against that enemy. You gain this bonus on checks made to either accomplish or resist a bull rush or trip.

STRIKE OF THE BROKEN SHIELD

Setting Sun (Strike)

Level: Swordsage 4

Prerequisite: Two Setting Sun maneuvers



A dwarf swordsage easily avoids a frost giant's blows using shifting defense

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.

As part of this maneuver, make a single melee attack. This attack deals an extra 4d6 points of damage. In addition, the target must make a Reflex save (DC

14 + your Str modifier) or become flat-footed until the start of his next turn. The target takes damage (normal melee damage plus the extra damage) even if his save succeeds. If the target cannot be caught flat-footed (he has uncanny dodge, for example), he still takes the extra damage from the strike but otherwise suffers no ill effect.

TORNADO THROW

Setting Sun (Strike)
Level: Swordsage 9

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 move up to your opponent, throw her aside, and move again. You must move at least 10 feet before making your throw. This movement and your move-

ment after your throw provoke attacks of opportunity as normal. You can move up to double your speed as part of this maneuver. If you fail in your throw attempt, you can still move afterward. After every 10 feet you move, you can attempt another throw against the same opponent or a different foe.

To make your throw attempt, you must succeed on a melee touch attack. Resolve the throw as a trip attempt (PH 158), but you do not provoke attacks of opportunity, and your opponent cannot try to trip you if you lose the opposed

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 you win the opposed check, you gain an additional 5 feet of throw distance and the target takes an additional 1d6

points of damage. For example, if you win by 10, you can place your foe in any space within 20 feet of you, and he takes a total of 4d6 points of damage. 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.

An enemy you throw with this maneuver does not provoke attacks of opportunity for passing through enemies' threatened areas as part of the throw, and you can throw an enemy through occupied squares.

SHADOW HAND

The Shadow Hand discipline teaches the arts of stealth, deception, and ambush. Its maneuvers allow a warrior to take on a shadowy aspect or to channel dark energy to sap an enemy's strength. This discipline's preferred weapons are the dagger, sai, short sword, spiked chain, siangham, and unarmed strike. Its key skill is Hide.

ASSASSIN'S STANCE

Shadow Hand (Stance)
Level: Swordsage 3
Prerequisite: One Shadow Hand maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

As your foe struggles to regain his defensive posture, you line up an exacting strike that hits with superior accuracy and deadly force.

A shadow cast by a gap between two armored plates or a crease in a creature's thick hide calls to your weapon, allowing

you to strike with deadly accuracy against an unprepared opponent.

While you are in this stance, you gain the sneak attack ability, if you do not already have it, which deals an extra 2d6 points of damage. If you already have the sneak attack class feature, your existing sneak attack ability deals an extra 2d6 points of damage. See the rogue class feature (PH 50) for a complete description of sneak attack.

BALANCE ON THE SKY

Shadow Hand (Stance)
Level: Swordsage 8
Prerequisite: Three Shadow Hand maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

With arms spread wide, you step onto the air.

You gain the ability to use air walk (PH 196) on yourself only. You must keep at least one hand empty while using this

stance. Moving upward requires you to spend 10 feet of movement for each 5 feet of elevation you gain.

You gain the benefit of air walk only while you maintain this stance. If for some reason your stance ends while you are in midair, you fall to the ground.

This stance is a supernatural ability.

BLOODLETTING STRIKE

Shadow Hand (Strike)
Level: Swordsage 5
Prerequisite: Two Shadow Hand maneuvers
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Saving Throw: Fortitude partial

Spinning your blade in a butterflylike pattern, you administer a dozen precise cuts in an eyeblink. Blood flows from your foe's opened veins.

As part of this maneuver, you make a single melee attack. If this attack hits, your opponent takes 4 points

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

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.

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)



If her save succeeds, she takes an extra 5d6 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, vitality, and energy.

As part of this maneuver, make a single melee attack. If this attack hits, you deal normal melee damage and the target must make a successful Fortitude save (DC 12 + your Wis modifier) or take 2 points of Constitution damage. A successful save negates the Constitution damage but not the normal melee damage.

ENERVATING SHADOW STRIKE

Shadow Hand (Strike)

Level: Swordsage 8

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude negates

Your weapon becomes cloaked in an inky, dark nimbus. As you strike your opponent, this energy flows into the wound and leaves your foe pale, weak, and shaking.

As part of this maneuver, you make a single melee attack. If this attack hits, the target must make a successful Fortitude save (DC 18 + your Wis modifier) to gain 1d4 negative levels. You gain 5 temporary hit points for each negative level your enemy gains. Temporary hit points gained in this manner last until the end of the encounter. The effects of the negative levels bestowed by this maneuver disappear in 24 hours.

If the target has at least as many negative levels as Hit Dice, 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.

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 ICE ENERVATION STRIKE

Shadow Hand (Strike)

Level: Swordsage 9

Prerequisite: Five Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 minute

Saving Throw: Fortitude partial; see text

With a single lunge, you pierce your enemy to the core. A shadow of ultimate cold falls over his heart and begins to worm through his veins to the five points of his body.

As part of this maneuver, you make a single melee attack. If you hit, you deal normal melee damage plus an extra 15d6 points of damage, and a shadow spreads out from your enemy's heart, freezing the blood in his veins. Roll a

d20 and refer to the information below to determine toward which point of his body the freezing shadow spreads. This effect functions even if your opponent is not humanoid; once you have struck your foe's heart, the shadow produces the same effects even in a creature with a different anatomy.

Result of 1–7: Spreads out to legs.
Ability damage: 2d6 Dex. Special effect: Speed is reduced to 0 feet.

Result of 8–14: Spreads out to arms.
Ability damage: 2d6 Str. Special effect: -6 penalty on attack rolls and Concentration checks.

Result of 15–20: Struck in the heart.
Ability damage: 2d6 Dex, 2d6 Str.
Special effect: 2d6 points of Constitution damage.

A foe struck by this attack must make a successful Fortitude save (DC 19 + your Wis modifier) to resist its effects. On a successful save, the target ignores any special effect from the attack and 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)

Level: Swordsage 6

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

A smile brightens your foe's eyes; he has dodged your blow. But that was merely the ghost blade. The real blade is cutting swiftly from underneath, and yet he still smiles....

As part of this maneuver, you make a melee attack. As you strike at your opponent, you create an illusory double of your weapon. This double slashes at your opponent, tricking him into mistaking it for your attack. In truth, the illusion cloaks your real attack. Your opponent is caught flat-footed against this strike, as the hidden attack from a new direction ruins his defense.

This maneuver is a supernatural ability.

HAND OF DEATH

Shadow Hand (Strike)

Level: Swordsage 4

Initiation Action: 1 standard action
Range: Touch

Target: Creature touched

Duration: 1d3 rounds

Saving Throw: Fortitude negates

You reach out and tap your foe with a single, icy, lifeless hand.

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.

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

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

Shade Step
Swordsage 10
Melee touch attack
Target: One creature
Effect: The target is blinded until the end of your next turn.

Shade Step is a powerful maneuver that can be used to catch foes off guard. It's particularly effective against flat-footed opponents, as they have no chance to react to your touch attack. The blinding effect is temporary, but it can still be useful for disrupting your foes' actions. This maneuver is a great way to surprise your enemies and gain the upper hand in combat.

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.

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.

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,

INCORPORAL SUBTLE

INCORPORAL SUBTLE

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 moment later, the shadow coalesces, and you appear fifty feet away.

This maneuver functions as the shadow jaunt maneuver, except that it can be

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.

STEP OF THE DANCING MOTH

Shadow Hand (Stance)

Level: Swordsage 5

Prerequisite: Two Shadow Hand

STRENGTH DRAINING

STRIKE

Shadow Hand (Strike)

Level: Swordsage 3

Prerequisite: One Shadow Hand maneuver

STONE DRAGON

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 are often used in conjunction with other disciplines that also draw on natural energy.

ADMIRALTY BONES

Stone Dragon strike

Level: 1 Standard Strike
Prerequisite: Stone Dragon maneuver

Initiation Action: Standard action
Range: Melee attack

Target: One creature or unattended object

Duration: Standard

Effect: You make a standard attack against the target. If your attack hits, it deals an extra 1d6 points of damage. The target 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.

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 1d6 points of damage and automatically overcomes damage reduction and hardness.

BONESPLITTING STRIKE

Stone Dragon (Strike)

Level: 1 Standard Strike
Prerequisite: Stone Dragon maneuver

Initiation Action: Standard action

Range: Melee attack

Target: One creature

Duration: Standard

Effect: You make a standard attack against the target. If your attack hits, it deals an extra 1d6 points of damage. The target 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.

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 to them, however.

BOULDER ROLL

Stone Dragon (Strike)

Level: Considerate (Worship 4, Warblade 4)

Initiation Action: Standard action

Range: Melee attack

Target: One creature

Duration: Standard

Effect: You make a standard attack against the target. If your attack hits, it deals an extra 1d6 points of damage. The target 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.

Because you roll across the ground, you can't move more than 10 feet between this maneuver and your next attack.

Because you roll across the ground, you can't move more than 10 feet between this maneuver and your next attack.

Because you roll across the ground, you can't move more than 10 feet between this maneuver and your next attack.

Because you roll across the ground, you can't move more than 10 feet between this maneuver and your next attack.

Because you roll across the ground, you can't move more than 10 feet between this maneuver and your next attack.

BOMBUSHIER

Stone Dragon (Strike)

Level: Considerate (Worship 4, Warblade 4)

Initiation Action: Standard action

Range: Melee attack

Target: One creature

Duration: Standard

Effect: You make a standard attack against the target. If your attack hits, it deals an extra 4d6 points of damage. The target 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.

CHARGING MORTAL

Stone Dragon (Strike)

Level: Considerate (Worship 4, Warblade 4)

Initiation Action: Standard action

Range: Melee attack

Target: One creature

Duration: Standard

Effect: You make a standard attack against the target. If your attack hits, it deals an extra 4d6 points of damage. The target 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.

ANCIENT MOUNTAIN HAMMER

Stone Dragon (Strike)

Level: Considerate (Worship 4, Warblade 4)

Initiation Action: Standard action

Range: Melee attack

Target: One creature

Duration: Standard

Effect: You make a standard attack against the target. If your attack hits, it deals an extra 4d6 points of damage. The target 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.

As part of this maneuver, you make a melee attack. If your attack hits, it deals an extra 4d6 points of damage. The

As you roar across the battlefield, you position yourself to deliver a devastating charge attack. When you slam

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 $2d6 +$ your Str modifier in addition

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

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.

COLOSSUS STING

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 $17 +$ 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

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 $\times 1\frac{1}{2}$ 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

strike 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 ruinous 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.

This maneuver is an evolution of the techniques and abilities covered by the stone bones maneuver. Your medi-

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 the space of any creature of your size category or smaller. If you enter and occupy all of the space occupied by such a creature, it takes damage equal to $2d6 + 1\text{--}1/2$ times your Str bonus (if any).

You can deal trampling damage to a creature only once per round, no matter how many times you move into or through its space. You must move into every square a creature occupies to trample it. If you move over only part of the space a creature occupies (for example, you are a Large creature moving over half the space of a Large opponent), it can either attempt an attack of opportunity against you or it can attempt a Reflex save (DC 15 + your Str modifier) to avoid half of your trampling damage.

MOUNTAIN HAMMER

Stone Dragon (Strike)

Level: Crusader 2, swordsage 2, warblade 2

Initiation Action: 1 standard action**Range:** Melee attack**Target:** One creature or unattended object

Like a falling avalanche, you strike with the weight and fury of the mountain.

As part of this maneuver, you make a single melee attack. This attack deals an extra $2d6$ points of damage and automatically overcomes damage reduction and hardness.

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.

OVERWHELMING MOUNTAIN STRIKE

Stone Dragon (Strike)

Level: Crusader 4, swordsage 4, warblade 4

Initiation Action: 1 standard action**Range:** Melee attack**Target:** One creature**Duration:** 1 round**Saving Throw:** Fortitude partial

Your mighty strike temporarily disorients your opponent, costing him precious seconds as he shakes off the attack.

You slam your foe with a mighty strike, almost knocking him from his feet and forcing him to find his footing and steady himself before he can react.

As part of this maneuver, you make a melee attack. This attack deals an extra $2d6$ points of damage. If the creature

you hit is standing on the ground, your attack also causes the target to lose its ability to take a move action for 1 round. It can otherwise act normally. A successful Fortitude save (DC 14 + your Str modifier) by the creature struck negates the loss of its move action, 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 action loss effect, but still takes the extra damage.

ROOTS OF THE MOUNTAIN

Stone Dragon (Stance)

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 resist an opponent's grapple attempt. Any creature that attempts to move through your threatened area or the space you occupy takes a -10 penalty on any Tumble checks it makes. This stance also grants you damage reduction 2/—.

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.

STONE BONES

Stone Dragon (Strike)

Level: Crusader 1, swordsage 1, warblade 1

Initiation Action: 1 standard action**Range:** Personal**Target:** You**Duration:** 1 round

You focus your energy to enhance your defenses, drawing on the power of your weapon's impact with a foe to toughen yourself against a counterattack.

The Stone Dragon tradition teaches its disciples to shrug off attacks through a combination of mental focus, pure toughness, and resilience. When you make a successful melee attack, you attune your mind and body to such an incredible extent that only the sharpest weapons can injure you. Lesser armaments cause mere bruises and minor cuts.

When you use this maneuver, you make a single melee attack. If this attack hits, you gain damage reduction 5/adamantine for 1 round.

Chances are you've
seen them before,
but have you ever
seen them in such
a large group?

With all the
company they keep,
they're bound to
attract a few admirers.

"I'm surprised we still have
any room left in our house," says
Lisa. "They're like little
minnows swimming around here."

"It's funny how
they just seem to
have a natural
ability to find
water," she adds.

"I think it's their
natural colour," says
Lisa. "They have
such a variety of
shades."

"I think they're
just really good
swimmers."

"I don't know if I'd
call them 'fishy',
but they sure do
smell like fish."

Chances are you've
seen them before,
but have you ever
seen them in such
a large group?

"The number I saw was
medium-sized compared to
the ones I usually see,
but there were quite a few of them."

"I'm surprised we still have
any room left in our house," says
Lisa. "They're like little
minnows swimming around here."

"It's funny how
they just seem to
have a natural
ability to find
water," she adds.

"I think it's their
natural colour," says
Lisa. "They have
such a variety of
shades."

"I think they're
just really good
swimmers."

"I don't know if I'd
call them 'fishy',
but they sure do
smell like fish."

Chances are you've
seen them before,
but have you ever
seen them in such
a large group?

"The number I saw was
medium-sized compared to
the ones I usually see,
but there were quite a few of them."

"I'm surprised we still have
any room left in our house," says
Lisa. "They're like little
minnows swimming around here."

"It's funny how
they just seem to
have a natural
ability to find
water," she adds.

"I think it's their
natural colour," says
Lisa. "They have
such a variety of
shades."

"I think they're
just really good
swimmers."

"I don't know if I'd
call them 'fishy',
but they sure do
smell like fish."

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 strike. Its key skill is Jump.

BLOOD IN THE WATER

Tiger Claw (Stance)

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 the sight and smell of blood. You gain a +1 bonus on attack rolls and damage rolls. Because this is an untyped bonus, it stacks with each successful critical hit you score.

If you go more than 1 minute without achieving a critical hit, you no longer gain the benefit of the stance.

CLAW AT THE MOON

Tiger Claw (Strike)

Level: Swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You leap into the air, catching your foe off guard as you slice down into him.

You learn to leap into the air and slice at a foe's vulnerable points. Like a

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)



A warblade makes a death from above attack against a displacer beast

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

Target: One creature

With a war cry, you leap into the air and lift your weapon high overhead. As you arc downward, your weight and momentum lend bone-crushing force to your attack.

Like a thunderbolt, you slam into your foe from above. You leap upon your enemy and drive him into the ground. The impact of your attack gives you extra force, allowing you to score a deadly hit.

To use this maneuver, you must be adjacent to a foe. As part of this maneuver, you attempt a DC 20 Jump check. If this check succeeds, you can make a single melee attack against an opponent that you were adjacent to when you began this maneuver. This attack occurs in the air as you soar over your opponent, also as part of the maneuver.

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 20d6 points of damage to the target in addition to your normal weapon damage. Creatures immune to critical hits are immune to the death of this strike.

If your Jump check fails, you can make a single attack normally. The maneuver is still considered expended.

FLESH RIPPER

Tiger Claw (Strike)

Level: Swordsage 3, warblade 3

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 or fewer hit points during your turn, you can initiate this maneuver. Your weapon rips into your foe as she drops,

dealing an extra 1d6 points of damage and forcing all your enemies within a 30-foot radius to make successful Will saves (DC 14 + your Str modifier) or be shaken for 1 minute. The foe you drop must be within your threatened area when you initiate this maneuver. For each hit you deal during your turn,

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.

Rend 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 rend damage for three attacks and the cleric takes rend damage for two attacks.

Successful Attacks	Rend Damage
1	0d6
2	1d6
3	10d6
4	12d6
5	14d6
6	16d6
7	18d6
8	20d6

HAMSTRING ATTACK

Tiger Claw (Strike)

Level: Swordsage 7, warblade 7

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude half

Duration: 1 minute

You slice into your opponent's legs, leaving him hobbled and stumbling about.

As part of this maneuver, you make a single melee attack. If this attack hits, it deals damage as normal. In addition, the target takes 1d8 points of Dexterity damage and a -10-foot penalty to speed for 1 minute. A successful Fortitude save (DC 17 + your Str modifier) halves both the Dexterity damage and the speed penalty.

HUNTER'S SENSE

Tiger Claw (Stance)

Level: Swordsage 1, warblade 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You sniff at the air like a hunting animal. After you focus your mind, an array of scents that normally eludes your awareness become clear to you.

Your mastery of the Tiger Claw discipline allows you to become attuned to

the world around you. You can smell the faintest traces of blood and identify the presence of your foes. You can also detect the presence of your allies and sense their location. This maneuver allows you to track your prey and hunt down your enemies with precision and skill.

LEAPING DRAGON STANCE

Tiger Claw (Stance)

Level: Swordsage 4, warblade 4

Prerequisite: Four Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: Stance

You leap into the air, using your agility and strength to gain a

Target: You

Duration: Stance

Even when you are trapped in tight quarters and seemingly unable to move, a leap can send you flying gracefully through the air.

The Tiger Claw discipline teaches you to assume a stance that allows you to sail through the air when jumping. You spring from the ground with an unmatched burst of speed and strength.

While you are in this stance, you gain a +10-foot enhancement bonus on Jump checks. In addition, any jumps you make while in this stance are considered running jumps.

POUNCING CHARGE

Tiger Claw (Strike)

Level: Swordsage 5, warblade 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

With the roar of a wild beast, you throw yourself into the fray. Your weapons are little more than a blur as you hack at your foe with feral speed.

With a ferocious howl, you throw yourself into combat. You move with such speed and ferocity that when you reach your enemy, you unleash a blistering flurry of slashes, cuts, and hacks.

As part of initiating this maneuver, you make a charge attack. Instead of making a single attack at the end of your charge, you can make a full attack as you charge. You can make as many attacks as you have available, though you must make them sequentially as you charge.

PREY ON THE WEAK

Tiger Claw (Strike)

Level: Swordsage 3, warblade 3

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: One creature

Duration: 1 minute

Effect: You gain a +2 enhancement bonus on attack rolls against creatures with a Strength score of 10 or less.

With each foe you strike, your bloodlust and battle fury rises ever higher. After a brief moment of explosive rage, the foes around you are left bloodied, torn, and moaning.

With each foe you strike, your bloodlust and battle fury rises ever higher. After a brief moment of explosive rage, the foes around you are left bloodied, torn, and moaning.

Whenever an opponent within 10 feet of you drops to -1 or fewer hit points, whether from your attack, an ally's strike, or some other cause, you can immediately make an attack of opportunity against any opponent within your threatened area.

RABID BEAR STRIKE

Tiger Claw (Strike)

Level: Swordsage 6, warblade 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

With a ferocious roar, you leap upon your enemy like a wild beast, slamming your weapon into her with a madman's fury.

You focus your primal fury into a single attack, laying an opponent low with a mighty blow that splinters bones and shatters steel. As part of this maneuver, you make a single melee attack. You gain a +4 bonus on this attack roll and deal an extra 10d6 points of damage. After completing this maneuver, you take a -4 penalty to AC until the start of your next turn.

RABID WOLF STRIKE

Tiger Claw (Strike)

Level: Swordsage 3, warblade 2

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: One creature

With a snarl and a roar, you charge at your enemy, pouncing on them with a ferocious attack. You can make a single attack or a multi-target attack, depending on your choice of maneuver.

With each strike, you gain a +2 enhancement bonus on attack rolls against creatures with a Strength score of 10 or less. This maneuver can be used once per encounter.

With each strike, you gain a +2 enhancement bonus on attack rolls against creatures with a Strength score of 10 or less. This maneuver can be used once per encounter.

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 ferocious volley of attacks, setting aside all thoughts of caution and self-control.

You make a flurry of deadly attacks.

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

You leap to a new position in the blink of an eye, leaving your opponents baffled.

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

Target: One creature

Saving Throw: Fortitude partial

Like a dragon, you swoop down upon your foe and strike.

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 this maneuver. You gain cover against all attacks as long as you remain in his space, including those made by the target. If

the target moves, it leaves you behind but provokes an attack of opportunity from you for leaving your space.

WOLF FANG STRIKE

Tiger Claw (Strike)
Level: Swordsage 1, warblade 1
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature

You lash out in a blur of movement with two weapons, hacking into your foe with a combination of feral strength and speed.

You tap into the speed and strength embodied within your feral spirit. You

The White Raven discipline teaches that the combined effort of several warriors working together far exceeds the efforts of those same warriors working individually. Adherents of this tradition serve as leaders and inspiring figures on the battlefield. This discipline's favored weapons are the longsword, battleaxe, greatsword, halberd, and warhammer. Its key skill is Diplomacy.

BATTLE LEADER'S CHARGE

White Raven (Strike)
Level: Crusader 2, warblade 2
Prerequisite: One White Raven maneuver
Initiation Action: 1 full-round action

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 point or fewer, you cannot make a second attack.

WOLF PACK TACTICS

Tiger Claw (Stance)
Level: Swordsage 8, warblade 8
Prerequisite: Two Tiger Claw maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

With each stinging attack that connects against a foe, you slip around him, using the distraction provided by your attacks to prevent him from hindering your movement.

You prowl the battlefield like a mighty hunter. You pick your spots to attack, striking foes when they are most vulnerable before moving on to attack elsewhere. Each attack allows you to move forward and press your advantage.

While you are in this stance, each successful strike allows you to slowly work your way around an opponent. Each time you make a successful melee attack, you can move 5 feet. This

Range: Melee attack
Target: One creature

You lead from the front, charging your enemies so that your allies can follow in your wake.

The White Raven discipline teaches that he who seizes the initiative also seizes victory. You have learned to lead an attack with a mighty charge, the better to disrupt the enemy and inspire your allies in battle.

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 10 points of damage.

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 opponents force you into close quarters.

When an opponent has you in his grasp, you transform into a snarling, frothing, raging beast. You hack with your weapon at your foe's arms or tentacles, your wild frenzy allowing you to fight even with a large, awkward weapon. When you are in the grasp of a larger foe, your frenzy ignites into an inferno as you desperately attempt to break free.

While you are in this stance, you can attack a foe grappling you with any one-handed weapon. You do not take the -4 penalty for fighting while grappled. If your foe is of a larger size category than yours, your feral rage ignites and grants you a +2 bonus on damage rolls against that creature while it continues to grapple you.

WHITE RAVEN

BOLSTERING VOICE

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

Your clarion voice strengthens the will of your comrades. So long as you remain on the field of battle, your allies are strengthened against attacks and effects that seek to subvert their willpower.

The discipline of the White Raven stresses that an army is effective only

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

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

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.



A dwarven crusader initiates a flanking maneuver and confounds a feral minotaur

LEADING THE CHARGE

White Raven (Stance)

Level: Crusader 1, warblade 1

LION'S ROAR

White Raven (Boost)

Level: Crusader 3, warblade 3

allies within range gain a +5 morale bonus on damage rolls for 1 round.

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

Your quick directions enable close teamwork between yourself and an ally. At your urging, your unit sneaks and moves in unison, coordination with you to defeat an enemy.

While you are in this stance, you use your 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 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.

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 3d6 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 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 of your turn can also charge this target as an immediate action. You and allied creatures do not block each other.

Target: One creature

Duration: 1 round

You slam your opponent with a mighty attack to disrupt his senses and leave him unable to defend himself while your allies close to finish him off.

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

You can inspire your allies to astounding feats of martial prowess. With a few short orders, you cajole them into seizing the initiative and



WHITE RAVEN HAMMER

WHITE RAVEN STRIKE

PRESTIGE CLASSES



The rakshasa Kazir-Thet infiltrates the Temple of the Nine Swords and steals Supernal Clarity, the sword of the Diamond Mind.

M

any 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 sword sage 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.

Master of Nine: Rarest and most renowned of martial adepts, a master of nine wields the lore and power of all nine martial disciplines.

Shadow Sun Ninja: Spy, warrior, and assassin, a Shadow Sun ninja uses the powers of both light and darkness to defeat

are learning applies to. Once this choice is made, it cannot be changed.

NONMARTIAL ADEPTS

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.

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.

Fights: 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 maneuver known from the Tiger Claw discipline. You must meet a maneuver's prerequisite to learn it. You add half your bloodclaw master levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

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 Armor Class 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

SHIFTERS AND THE BLOODCLAW MASTER

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 a single attack, the target takes 1d6 points of damage.

so, every proclaimed student of the Tiger Claw will give you the honor and respect deserving of your expertise.

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.

ORGANIZATION

It is said that a mountain can be home to only one tiger. In ages past, the Tiger Claw martial school had many monasteries and fighting colleges, but now the former order is fractured and in shambles after many of the masters met their end following the destruction of the Temple of the Nine Swords and the death of the Tiger Lord. Now, masters of the Tiger Claw are few and far between. Although they show each other courtesy, many work against each other for their own petty ends. Bloodclaw masters are seen by the discipline's masters as pawns they can use to gain personal power, and even while they provide training, they secretly plot to use their pupils against their rivals.

NPC REACTIONS

The sometimes outlandish appearance and marked stand-offishness of bloodclaw masters tends to intimidate most people. Those who have significant knowledge of the martial paths give due respect to a bloodclaw master, but the reception by others depends on the venue. People in locales that adventurers frequent are more likely to be indifferent to a bloodclaw master, while those in more upscale environs tend to be unfriendly.

BLOODCLAW MASTER LORE

Characters with ranks in Martial Lore can research bloodclaw masters 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: Somehow, these people can turn in to tigers.

DC 15: Bloodclaw masters are fierce two-weapon wielders in combat.

DC 20: They are masters of a martial discipline, known as the Tiger Claw, that allows them to channel an inner beast to briefly transform themselves into a form not unlike a tiger.

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 character in the Tiger Claw school. Players fond of dual-weapon-wielding characters will also be drawn to this class. The specialist, rather than the generalist, will find the bloodclaw master appealing.

ADAPTATION

In the EBERRON setting, bloodclaw masters are typically shifters who use the teachings of Tiger Claw and the way of the bloodclaw master to bring themselves closer to their animalistic heritage. Groups of Tiger Claw adepts and bloodclaw masters share their martial knowledge in conclaves throughout the Eldeen Reaches.

SAMPLE ENCOUNTER

Bloodclaw masters tend to stay on the fringe of civilization. They are loners who rarely seek out the company of others unless they have a compelling reason to do so.

EL 9: Rhaskana the bloodclaw master is a scowling, foul-tempered warrior. He takes any minor slight, perceived or otherwise, as an excuse to duel one of the PCs.

RHASKANA

Male human warblade 6/bloodclaw master 3

NG Medium humanoid (human)

Init +3; Senses low-light vision; Listen +0, Spot +3

Languages Common, Elven

CR 9

AC 22, touch 14, flat-footed 22; Dodge

(+3 Dex, +7 armor, +1 deflection, +1 natural)

hp 73 (9 HD)

Fort +9, Ref +9, Will +3

Speed 30 ft. (6 squares)

Melee +1 kukri +12/+7 melee (1d4+5/18-20) and
+1 kukri +12/+7 melee (1d4+5/18-20) with Two-Weapon Fighting or

Melee +1 kukri +12/+7 melee (1d4+5/18-20) or

Melee claws +10/+10 (1d4+2)

Base Atk +8; Grp +10

AS
THE
WIND
BLOWED

IN

THE

WIND

BLA

STORM

BLA

BLOODSTORM BLADE

CLASS FEATURES



BECOMING A BLOODSTORM BLADE

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 choices 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 or objects cannot be used with martial throw.

Thunderous

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 action, at 5th level and higher, you can hurl a weapon at a foe and



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.

When you use this ability, you gain a +4 dodge bonus to

AC.

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 to and from your enemies. In combat, you need only cock your wrist in the right manner, and your consciousness seems to expand

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.

ADVANCEMENT

Many students of the bloodstorm style learn their art covertly, since the githyanki adepts who originally created this ancient tradition seek to kill anyone outside their sword-cult who passes on its secrets. However, one notable group practices its style in the open: the mercenary Bloodstorm Guild. These skilled warriors train any suitable applicant who asks them, in exchange for an oath of loyalty and a promise to never reveal the secrets of the technique to any who have not sworn fealty to the guild.

Once you become a bloodstorm blade, you might or might not try to keep that fact a secret. If you belong to the guild, the githyanki are not likely to single you out—the githyanki blademasters 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 repel attacks from the githyanki. Even bloodstorm blades with a long history of hatred for one another band together against the threat of the githyanki.

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 host a blending of these ideas with virtuous and villainous bloodstorm blades and githyanki blademasters on three sides of a morally murky secret war. If you would rather not use the Bloodstorm Guild and the secrecy of the bloodstorm style, you can simply adopt the bloodstorm blade prestige class as a way to include a cool villain.

ORGANIZATION

Not long ago, a secret society or sword-cult of githyanki warblades had sole possession of the bloodstorm techniques. Devoted to study and mastery of the Iron Heart discipline, the githyanki developed the signature abilities of the style over the course of generations. Naturally, the githyanki saw no reason to share their secret knowledge 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 its 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 nonguild organization of martial adepts openly practicing this style is the Bloodstorm Guild. Founded by a renowned human warblade named Trevana 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 in the secrets of the technique, he usually confers with other senior blades in the area.

Characters who master this style without seeking out the Bloodstorm Guild will have to find their own

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 regard all its practitioners with a little awe, but this attitude doesn't influence their reaction upon meeting bloodstorm blades. Bloodstorm blades typically regard one another

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.

ADAPTATION

Bloodstorm blades need not be attached to a fellowship of sellswords or a secret githyanki cult. The class's techniques

BLOODSTORM BLADE LORE

SAMPLE ENCOUNTERS

101 - 200

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 Shot, Precise Shot, Power Attack, +1 on attacks against orcs and goblinoids, martial throw, returning attacks, thunderous throw

Special Actions blood rain, blood rain, blood wind ricochet, eye of the storm, lightning ricochet

Combat Gear potion of barkskin -2, potion of one light round, potion of heroism

Maneuvers and Stances Known (IL 10th):

Stances—punishing stance (1st), stonefoot stance (1st)

Strikes—disarming strike† (2nd), exorcism of steed†

(DC 20, 3rd), mountain hammer† (2nd), steel wind† (1st), steely strike† (1st), stone bones (1st)

Disciplines: Iron Heart, Stone Dragon

Readied maneuver

Abilities Str 20, Dex 15, Con 18, Int 12, Wis 8, Cha 8

Skills: Acrobatics (PH 1S), weapon aptitude

Feats: Blade Meditation (Iron Heart), Far Shot, Greater Weapon Focus (dwarven waraxe), Greater Weapon Specialization (dwarven waraxe), Iron Will, Point-Blank Shot, Power Attack†, Precise Shot, Quick Draw, Throw

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.

ENTRY REQUIREMENTS

Race: Dwarf.

Base Attack Bonus: +10.

Skills: Balance 13 ranks.

Feats: Power Attack or Stone Power†

Maneuvers: Must know at least two Stone Dragon

maneuvers and one Stone Dragon stance.

*New items described on page 32.

CLASS FEATURES

The class allows you to continue to learn new maneuvers, likely from the Stone Dragon discipline. It also grants specific combat prowess when utilizing Stone Dragon maneuvers.

Maneuvers: At each odd-numbered level, you gain one maneuver known from the Stone Dragon discipline. You must meet a maneuver's prerequisites. Otherwise, you gain your full deepstone sentinel level as your maneuver level to determine your total initiator level and your initiative when maneuver known.

At 3rd level, you gain an additional maneuver known.

DEEPSSTONE SENTINEL

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.

Mountain fortress stance: Whenever in this stance 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 hit with a 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 flight drops to 0 feet. A creature's fly speed remains unchanged. You must choose to use this ability after successfully attacking an opponent but before rolling damage.

Pagons' Tumult: 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 *wyrth* 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 avoid being 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 your sturdy armor and thick shield.

COMBAT

A deepstone sentinel is, in essence, a mobile defensive position. Once you enter mountain fortress stance, you form a useful barrier against enemies who seek to skirt around you and attack your allies. Once you gain the indomitable redoubt ability, you can combine mountain fortress stance with a stance from the Stone Dragon discipline, such as roots of

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 itself. The sentinels tend to resist training adventurers and other lone wolves. In battle, the sentinels are expected to form a mighty defensive bulwark against more numerous enemies of the dwarves, such as orcs, goblins, and ogres. A sentinel intent on learning the secrets of this order, then striking out on his own, is a poor investment in the order's eyes. An adventuring dwarf who becomes a sentinel must prove himself in battle, usually by rendering a great service to a dwarf clan home, or by showing that his adventures directly aid the dwarf people.

Once you become a sentinel, you can expect most dwarves to treat you with respect and admiration. Yet, these accolades come with expectations that you will always fight hard and

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 that the group might need.

DEEPSSTONE SENTINELS IN THE WORLD

"When the sentinels came through the east gate, we halted our efforts to reinforce the northern walls. Our fortifications had arrived."

—General Rurik Axethrower, IX Rockhome Legion

Deepstone sentinels tend to remain within the dwarf holds they have sworn to defend. Typically, only a great threat to the dwarf people, a quest important to their continuing prosperity, or a threat from a distant land can cause one to become an adventurer. A PC dwarf might strive to join the order to prove himself to his people, or the



order might call him to defend the lands of his people. Deepstone sentinels are often the last line of defense for their homes, and they are known for their tenacity and skill in battle.

ORGANIZATION

The deepstone sentinels are organized into several groups based on their location and function. The most prominent group is the Rockhome Legion, which is responsible for defending the eastern and southern borders of the dwarf lands. Other groups include the Ironfist Guard, which protects the western borders, and the Stoneclaw Sentinels, which are responsible for maintaining fortifications and repairing damage to dwarf structures. The sentinels are also organized into smaller units called companies, which are led by officers such as the General Rurik Axethrower.

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 PRACTICES

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 deepstone sentinels 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: Deepstone sentinels

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 are against giant or orc hordes. 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, along with its demonic and draconic allies, and recover the artifacts before the dragon gets its claws on them.

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 elfkind. 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 elves 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 a fable.

COMING 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 resides in a young elf's dreams long before the child is born to train as a warrior. Sometimes, these manifestations appear as mere flights of fancy. Other times, they are heralds of the future. Most elves who become eternal blades begin their careers as warblades. Rangers, fighters, paladins, and others who learn maneuvers from the Diamond Mind or Devoted Spirit disciplines also commonly enter this blade class.

In some cases, a blade guide appears to an elf in a dream, but this is rare, and it usually occurs to those who have already chosen another class.

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 requires several hours on 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. This, 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 manifests, you lose access to your blade guide and any class abilities that require it to be active.

If a blade guide disappears, it cannot be restored by any means, and it will not reappear until the next day.

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
9th	+9	+6	+3	+3	1	1	0	Eternal training 5/day
10th	+10	+7	+3	+3	0	0	0	Island in time

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.

mortal life. Each night when you enter trance, your blade guide enters your mind. In your dreams, the two of you spar and practice across a hundred different battlefields. You fight ogres, trolls, and other monsters that your guide creates from the ether of dreams. You practice maneuvers beyond your normal capacity. With each night that passes, you become more and more skilled in the fighting arts.

Once per day, you can draw upon this nightly training to aid you in a single battle. You can choose one of two benefits. Each of these benefits lasts for one encounter.

You gain an insight bonus equal to your Intelligence bonus (if any) on attack rolls and damage rolls against creatures of a single type. If you select humanoid or outsider as the type, you must also choose a subtype.

Alternatively, you can gain the use of one maneuver from the Diamond Mind or Devoted Spirit discipline. You must

dodge. If you lose access to your blade guide, you lose this ability until your guide returns. You can use uncanny dodge or improved uncanny dodge even if you wear medium or heavy armor.

Eternal Knowledge (Ex): Your blade guide is an expert in a variety of areas. In addition to the tactical and strategic guidance it offers, it also grants you access to great stores of lore. From history to planar phenomena, your guide has seen almost everything.

When you attain 4th level, your blade guide can make Knowledge checks with a bonus equal to your eternal blade level + your Int modifier. When you first gain this ability, you can select two areas of knowledge. For each additional two levels you gain in the eternal blade prestige class (at 6th, 8th, and 10th level), your guide gains access to another area of knowledge.

meld with it, allowing it to control your actions while you draw upon its vast combat experience.

Once per encounter, you can take your turn as a immediate action. Using this ability does not change your initiative count, and you can use all your actions as normal. For example, if your initiative count is 15, you could act normally, use this ability to act again on initiative count 14, then act normally on the following round on initiative count 15. If you lose access to your blade guide, you lose this ability until it returns.

PLAYING AN ETERNAL BLADE

A blade guide, in large part, shapes and molds the persona of an eternal blade. The guide acts as it did in life. Some are gruff, demanding perfectionists. Others are quiet and withdrawn masters who prefer to let their combat expertise speak for them. Most eternal blades get along fine with their guides, but some break and go their separate ways. A blade guide's centuries of experience sometimes clash with a younger eternal blade's thirst for action. When you are playing an eternal blade, your DM should take on the role of your blade guide and help you form a relationship with it. When the party stops to discuss its plans, your guide likely makes its own recommendations.

guide knows is that its charge was chosen to become an eternal blade. Its place is not to ask why, but to guide the young aspirant unfailingly.

Once you become an eternal blade, you might seek out the nearest redoubt of this order (if one still stands) and confer with its elders. Some eternal blades never make contact with the order, seeing it as a failure. Rather, they seek to strike out on their own. Perhaps a mighty warrior will someday pull these wanderers together into an effective fighting force.

When selecting feats and skills, look to abilities that function in a wide range of circumstances. Some of your class features have a limited number of uses, or function only when you use a swift action. This puts them in competition with the boosts you might learn through beneficial maneuvers. Don't increase this competition by acquiring many more abilities that require actions. Instead, look for feats that provide a consistent, constant benefit such as Weapon Specialization.

RESOURCES

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 Endil*, lies hidden in one such grove. Only when it is recovered can the eternal blades once again return to power.

NPC REACTIONS

Most folk know little of the eternal blades. Even deep within ancient elven forests, the blades are known only as a small band of once-renowned knights. Many elves see them as well-meaning but misguided. These elves wonder why the blades must cling to the shadows of a once-great past. As befits their chaotic nature, most elves see life and history as a series of changes. What worked in ages past might not be a good fit for today. In a typical elf community, an eternal blade is seen as an anachronism—a figure who has stepped out of history, yet refused to adapt to the modern world.

Elves who enjoy the protection and aid of the eternal blades have a much different view. These elves see the blades as living legends. 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. They might be forgotten defenders of an ancient item that the party seeks, or an elf warblade in the party might be the one prophesied to lead the eternal blades back to glory. This latter plot idea can be even more interesting if the elf PC is a relic, one who who has given up glory on his own than deal with leading an entire order of warriors into battle.

Players with an interest in weaving epic plots and detailed backgrounds around their characters might find the eternal blade an interesting class. As written, the class cries out for 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 battle the threat.

ADAPTATION

The eternal blades' background casts them as rare, isolated, and mostly forgotten to make them easy to integrate into

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 his 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.

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, +1 heavy 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.

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

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

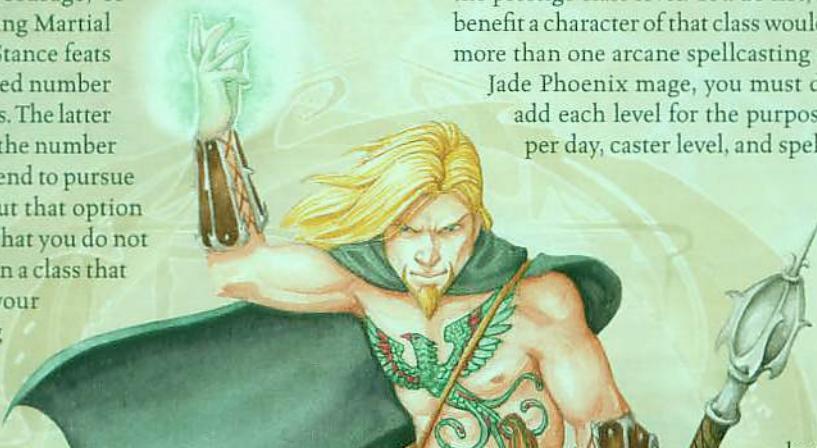


TABLE 5-5: THE JADE PHOENIX MAGE HIT DIE: D6

Level	Base								Special	Spellcasting
	Attack Bonus	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	Quickenning 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, people you knew, and things you did in lifetimes long past. You gain a +2 bonus on Knowledge checks, and you can attempt a Knowledge check even if you are untrained in the appropriate Knowledge skill. You also gain a +2 bonus on saving throws against death effects and fear effects.

Mystic Phoenix Stance (Su): At 2nd level, you learn how to channel the energy from one of your stances in a new way. While you are in a stance from any discipline you know, you can forgo its normal benefit as a swift action to gain the effect of mystic phoenix stance. This ability lasts as long as you would maintain the stance, or as described below. You can also stop using mystic phoenix stance and resume gaining the normal benefit of the stance as a swift action.

While you use this ability, your caster level when you cast arcane spells increases by 1, and you gain a +2 dodge bonus to AC. In addition, when you first activate this ability, you can choose to expend an arcane spell slot. If you do, you also gain damage reduction against all evil-aligned attacks as long as you maintain the stance. The value of your damage reduction is equal to $2 \times$ the level of the spell you expend (maximum damage reduction 10/evil for expending a 5th-level spell).

Empowering Strike (Su): Beginning at 4th level, when you successfully attack an enemy with a martial strike, an arcane spell that you cast before the end of your next turn is empowered (as by the Empower Spell metamagic feat). Casting a spell that has been empowered through this ability does not increase the effective level of a spell you cast. You do not need to know the Empower Spell feat to use this ability. You can use this ability once per encounter.

Firebird Stance (Su): At 6th level, you learn another application for a stance you know. While you are in a stance from any discipline you know, you can forgo its normal

While this ability is active, you gain resistance to fire 10, and your caster level when you cast any fire spell increases by 3. In addition, you can choose to expend an arcane spell slot when you activate the ability. If you do, you gain an aura that deals 1d6 points of damage per spell level to any creature within 10 feet (Reflex half, DC 14 + key spellcasting ability modifier). Half the damage dealt by the aura is fire, and the other half is raw arcane energy (untyped damage). The aura deals damage each round at the beginning of your turn. Once you activate this ability, the fiery aura lasts for 1 minute, after which time the effect ends and the normal effect of your stance resumes.

Jade Phoenix Master (Su): When you attain 6th level, you earn the right to call yourself a Jade Phoenix master. You can now perform the Rite of Waking for someone else, provided he or she is a suitable candidate and embodies the reincarnated spirit of one of the ancient masters. (The DM decides if this is true for any given NPC.) You gain the ability to sense the direction and distance to the nearest Jade Phoenix mage, master, or candidate simply by meditating for 1 minute without interruption.

Quickenning Strike (Su): Starting at 8th level, when you successfully attack an enemy with a martial strike, an arcane spell of 5th level or lower that you cast before the end of your next turn is quickened (as by the Quicken Spell metamagic feat). Casting a spell that has been quickened by this ability does not increase the effective level of the spell you cast. You do not need to know the Quicken Spell feat to use this ability. You can use this ability once per encounter.

Emerald Immolation (Sp): At 10th level, once per week you can perform the awesome *emerald immolation*. You explode in a searing blast of green fire that deals 20d6 points of damage in a 20-foot radius (Reflex half, DC 19 + key spellcasting ability modifier). Half the damage the blast deals is fire, and the other half is raw arcane energy (untyped).

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 IN THE WORLD

“You seem to have me at a disadvantage, human. You say that we have met, but I am certain that I have never laid eyes on you.”

By day, he can also serve as a living witness to historic events. Adventurers in search of hard-to-find information about events that happened long ago might find that a Jade Phoenix mage recalls the events in question much more accurately than any scribe has ever set them down. A Jade Phoenix mage can therefore serve as a sage of sorts, aiding the player characters by passing along information they might otherwise have no way to discover.

DAILY LIFE (AND DEATH)

A Jade Phoenix mage is free to pursue his own interests and do whatever he wishes with his life, so long as he honors the basic tenets of the fellowship: Aid his fellows when asked, stand against corruption and tyranny, and keep the sacred watch alive by w

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 stumber, 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 who harbor one of the thirteen ancient spirits, but simply don't know it yet. While they grow to adulthood and take up the study of magic and martial prowess, other members of the

Masters are Jade Phoenix mages who have reached a level of significant magical and martial power in their current incarnation. The title is one that has little weight. The group does not recognize any lasting precedence of rank or position, since each spirit must begin anew with each rebirth. At any given time, one Jade Phoenix mage might be a 15-year-old candidate struggling to master her first spells while another is a 60-year-old archmage with command of epic spellcasting, but both spirits are the same age and share the same ancient duty. For a short time, the spirit in the younger body owes some deference to the spirit who has experienced more and accomplished greater things in its current incarnation, but in a few short years the candidate will be the archmage, and the archmage will struggle to recall his old skill at magic.

BUDDHIC IDEOLOGY

Buddha, the enlightened one, is the central figure of the religion. He is seen as a wise teacher who has found the path to enlightenment and wants to share it with others. His teachings emphasize compassion, non-violence, and the importance of personal responsibility. He is often depicted as a monk sitting in meditation under a tree, surrounded by弟子 (disciples) who follow his teachings.

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 when they 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 Ironname 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 IRONNAME

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.

Possessions combat gear plus +1 greatsword, shortbow with 20 arrows, gauntlets of ogre power, bracers of armor +3

Spellbook spells prepared plus 0—all; 1st—color spray, 4th—dimension door, ice storm

MASTER OF NINE

"Tiger Claw. Shadow Hand. White Raven. All of these are not paths in and of themselves. They are simply steps along the True Path, the Path of which I am master."

—Ninefold Sage of Crimson

Some savants of the Nine Disciplines believe that none of the paths are complete, true disciplines in and of themselves. They believe that the nine disciplines are perhaps more appropriately termed the Nine Steps, each a single portion of a true, whole Way. These few masters strive to learn the secrets of each path, and in so doing become the masters of

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 a greater understanding of the path 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 your current stance when you enter a different stance from another discipline. The amount of time you can spend in two stances is limited. You can use this ability to gain the benefits of two stances for a maximum of 2 rounds per class level each day, split up as you desire among multiple uses and multiple stance pairs.

Perfect Form (Ex): Beginning at 3rd level, you initiate your maneuvers with greater fluidity and grace. The save DC (if any) of any maneuver you initiate increases by 1.

Counter Stance (Ex): From 4th level on, whenever you initiate a counter maneuver, you can change your stance as part of the counter's action, even if it is not your turn.

Mastery of Nine (Ex): At 5th level, you have attained mastery of all nine disciplines. You gain a +2 bonus on attack rolls made when initiating any strike maneuver, and your strikes deal extra damage equal to the number of disciplines you readied maneuvers from at the beginning of the day. For example, if you ready maneuvers from six different disciplines, you gain a +6 bonus on damage rolls.

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 is, when unified, they become something full of power, grace, and beauty. Your standing among other masters is determined by two things: your own progress in mastering the Ninefold Way, and how many others you have instructed in the ways of the Nine-Petal Blossom, teaching them its secrets and setting them on the path. Those who not only have the wisdom to see the Blossom but also to show it to others are well regarded among the masters.

COMBAT

In battle, you are unpredictable and graceful. You prefer to single out those among your foes who obviously have some knowledge of the techniques of the Sublime Way, so that you can best them. You want to dazzle your foe with a display of martial mastery, for who knows? Perhaps the enemy you battle today shall come to you for the wisdom of the Ninefold Way tomorrow. You also prefer the pure and personal nature of hand-to-hand combat.

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 Marital Study allow you to further expand your maneuver selection.

RESOURCES

Though the masters of the nine sometimes gather to train together and share their insights, they value self-sufficiency. As such, it is rare that they help one another in anything but the most dire of circumstances. As puissant adepts of martial arts far beyond the skill of most folk, they are happy to aid those who don't share their level of enlightenment however they can, but masters of nine believe that their peers should be capable of handling most situations without aid. Only a threat to the masters as a whole, such as someone systematically hunting down or otherwise persecuting the masters of nine, is likely to cause them to band together.

MASTERS OF NINE IN THE WORLD

"The techniques of the masters of nine are elegant and powerful—and greatly to be feared. Beware their wrath, lest you find yourself battling your own strengths."

Master Kosukan, archivist-monk
of the Thousand-Petal Orchid Temple

Master Kosukan, archivist-monk of the Thousand-Petal Orchid Temple

ORGANIZATION

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 more confrontational.

MASTER OF NINE

Characters with ranks in Martial Lore can research masters of nine 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: Some powerful martial adepts study all nine known disciplines. They are sometimes known as masters of nine, masters of the Nine-Petal Blossom, or other such fanciful names.

DC 15: The master of nine can quickly adapt his style to exploit any weakness a foe possesses. He knows many styles, but they are often not learned well.

DC 20: This master of nine is a world expert in all available disciplines, possessing mastery of abilities available to masters of nine, but few have the power and ability to pull the styles together.

The most characters who achieve this level of success are legends, though. Few, if any, a specific mortal master of nine, though, is where he operates, and no kind is often seen by others.

Following a meeting with a master of nine, a character can choose the master's name as her own instead. She can also find one master of nine in place with a living legend.

MASTERS OF NINE IN THE GAME

A master of nine is often the proverbial Old Man of the 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 specialty. The master of nine is likely to have the greatest access to a variety of fighting styles, allowing a broad exploration of the various discipline techniques.

ADAPTATION

A master of nine can fill the role of the ultimate weapon master in your campaign. An order of elite knights, a secretive cabal of mystic warriors, or a group of hidden masters sequestered in a distant monastery fit this class. You could also make the masters of nine into an elite group of imperial servants, tasked with hunting down the enemies of the realm—whether good or evil.

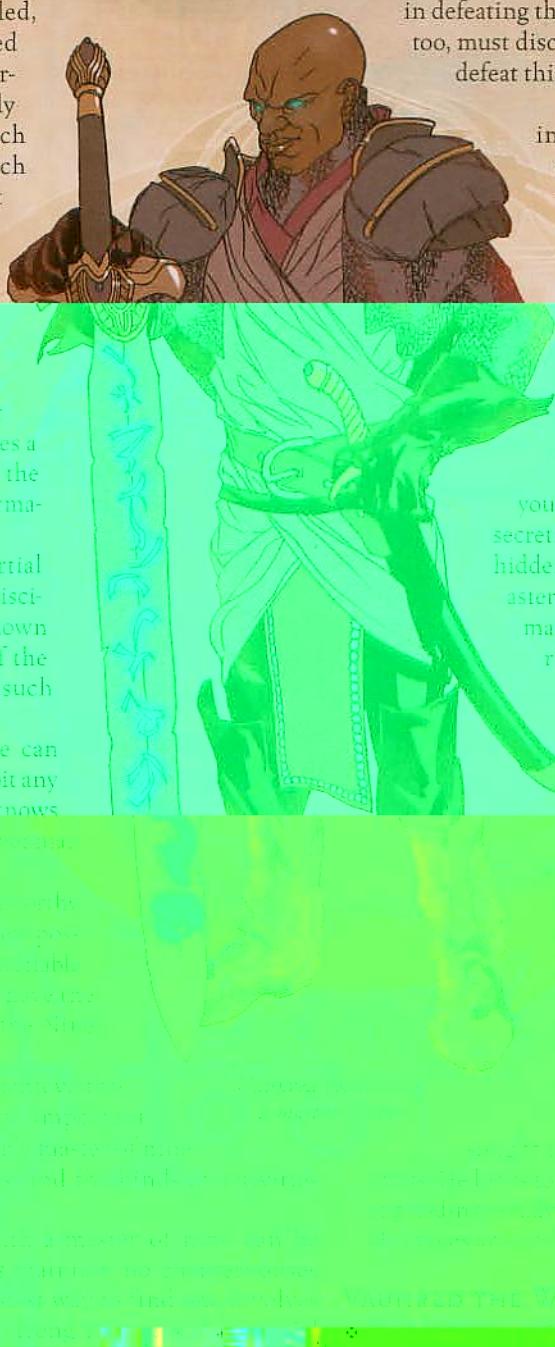
SAMPLE ENCOUNTER

A master of nine, Shu, used to walk the world researching his fighting styles, tactics, and methods to incorporate into his studies. One day, through persistent inquiry, he learned of a mysterious group of fighters, the Ninefold Knights, who had gathered to seek them out, surely for the purpose of trying his strength against the most skilled warrior adept in the party.

Elle, 19, Vassal of the Walker, has long sought to polish his martial talents and then prove the loss of his apprentice himself a bairn, an ranger, he joined in to help his new master's techniques and abilities, and was successful in doing so.

MADIFIED THE WALKER

CR 10



hp 58 (10 HD)
Fort +4, Ref +9, Will +11

Speed 30 ft. (6 squares)

Melee +2 greatsword +1

Melee improved unarmed strike +9/+4 melee (1d6+2)

Base Atk +7; Grp +9

Atk Options insightful strike (+3 on damage rolls with Stone Dragon strikes)

Special Actions dual stance (6 rounds)

Combat Gear potion of cure moderate wounds, potion of

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.

TABLE 5-7: THE RUBY KNIGHT VINDICATOR HIT DIE: d8

Level	Base						Man.	Man.	Stances	Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save	Known	Readied				
1st	+1	+0	+0	+2	0	0	1	—	—	—
2nd	+2	+0	+0	+3	1	0	0	Divine recovery	+1 level divine spellcasting class	+1 level divine spellcasting class
3rd	+3	+1	+1	+3	0	0	0	—	+1 level divine spellcasting class	+1 level divine spellcasting class
4th	+4	+1	+1	+4	1	0	0	—	+1 level divine spellcasting class	+1 level divine spellcasting class
5th	+5	+1	+1	+4	0	1	0	Armored stealth	+1 level divine spellcasting class	+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	+1 level divine spellcasting class
8th	+8	+2	+2	+6	1	0	0	—	+1 level divine spellcasting class	+1 level divine spellcasting class
9th	+9	+3	+3	+6	0	1	0	Divine fury	+1 level divine spellcasting class	+1 level divine spellcasting class
10th	+10	+3	+3	+7	1	0	0	—	+1 level divine spellcasting class	+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 stance and initiate a boost maneuver in the same turn, or if you initiated a counter before your turn, you can activate this ability and then initiate a boost on your turn.

Divine Fury (Su): From 9th level on, you can directly channel Wee Jas's divine energy into your martial strikes. As a free action, you can spend a turn or rebuke undead attempt to add a +4 sacred (or profane, if you are evil) bonus on your attack roll with one martial strike this turn. In addition to its normal effects, the strike deals an extra 1d10 points of damage.

Multiclass Note: A paladin who becomes a Ruby Knight vindicator can continue advancing as a paladin.

PLAYING A RUBY KNIGHT VINDICATOR

You are a dark knight who swoops in to help his church in its time of need. You have served within the hierarchy of Wee Jas's faith, and you have won the right and privilege of determining for yourself how best to advance the Ruby Sorceress's cause. You are, for the most part, an adventurer who is periodically asked to complete a specific mission that requires your brand of ruthlessness and stealth. You are the living symbol of the Ruby Sorceress's wrath, and this role within the church gives you a somewhat sinister mystique. You have enough clout and prestige to decline a mission for any reason, but your zealous devotion almost always compels you to complete a task in whatever manner you deem most effective. You are a weapon of the church, to be wielded only in dire circumstances. Your conviction enables you to do the terrible deeds that other members of the church abhor or lack the skills to accomplish.

Once the church determines that it needs your help, a high-ranking cleric uses a *sending* spell or similar device to secretly contact you and invite you to the temple or some

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 quest, you can use them as the situation warrants—leaders of the Jasite faith trust you to use your best discretion regarding methods and tactics. Once you complete your mission, you are free to return to your regular life until you're called upon again.

When you commit to a mission, nothing stands between you and its completion. You are highly focused and disciplined, and no distraction except an assault on your church will deter you.

Church officials sometimes disavow a knight-vindicator captured in the line of duty, since to admit complicity could cast a dim shadow over the church or attract undue attention to its activities. Death is another matter entirely. Unless you have proven yourself inept by failing mission after mission, church officials will strive to resurrect you, their sworn knight, in the belief that you will continue to serve them faithfully. More than a few Ruby Knights are brought back to continue their service in undeath as well.

COMBAT

Unlike an assassin, a Ruby Knight doesn't go out of his way to hide from his enemies unless the mission at hand requires stealth or subterfuge. In general, you want your enemies to see you coming. You want them to tremble with fear as you close in for the kill. That said, you don't want to plunge headlong into combat without first observing your foes and analyzing the tactical situation. Wise knights-vindicator strike when doing so is most advantageous to them, not when their enemies clearly have a tactical edge. Your sword is mightier than any pen, and you aren't brought in to negotiate with your quarry.

You rely on your Shadow Hand stances and maneuvers to approach your foes unseen, launch devastating attacks from hiding, and confuse and befuddle those who stand between



RUBIN KNIGHT INDICATORS IN THE WORLD

ADVANCEMENT

INNOVATION

PERFORMANCE

EXCELLENCE

PERFECTION

PERFECT

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 character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The Ruby Knights are the knights-templar of Wee Jas's faith. They are temple guards, advisors, and bodyguards to senior clerics, as well as soldiers who serve the Witch Goddess.

DC 15: There are different ranks and titles within the Ruby Knight hierarchy, including knights-vindicator. They take on missions that the church doesn't want the community to know about. Most vindicators are overzealous thugs, punishing those who oppose their church or cause.

DC 20: Ruby Knight vindicators primarily practice the martial disciplines of Devoted Spirit and Shadow Hand. These disciplines help the knight harness his spiritual strength and zealous devotion, as well as give him the ability to strike with stealth and subtlety.

DC 30: Ruby Knight vindicators generally work alone,

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 near a small town. Long ago, vampires killed his parents, and the horror of the ordeal transformed him from a wide-eyed farmer's son to a dour champion of law. For now he tends to a small farm and enjoys the simple pleasures of life, but he maintains a vigilant watch over the hidden vaults and makes sure that ill-intentioned strangers don't unleash a plague of undead over the area. Ereth has a wife, Izabel, and two well-behaved young sons, Kalven and Errol. Farm life keeps him fit, but Ereth does not look or act like your typical rustic farmer. He stands well over 6 feet tall, has intimidating good looks and muscular development, and speaks with careful precision. Only his wife knows of the service he provides the church.

Given time to prepare for battle, Ereth drinks a potion of bear's endurance and casts shield of faith on himself before entering combat. Once he corners his quarry, he enters a martial spirit stance and attacks his foe using whatever strikes are

RUBY KNIGHT VINDICATORS IN THE GAME

ADVENTURE



(4th), foehammer† (2nd), stone bones (1st), vanquisher 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^o

1st—bane (Will DC 13), divine favor, sanctuary^o, shield of faith

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, Heal +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 agre 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 its students to find power in balance. A Shadow Sun ninja uses dark energies to drain his foe's life, but then turns and uses the power of light...

to lend that stolen strength to an ally. A Shadow Sun ninja is a study in contrasts. She knows that evil lurks in the hearts of all living creatures. Even the purest of the pure suffer temptation. By exploring her inner demons, bringing them into the light, and accepting them as part of her soul, she achieves a deeper understanding of herself and the strength within her. A Shadow Sun ninja would argue that denying, rather than accepting, one's base impulses would be the same as refusing to use one's left arm.

BECOMING A SHADOW SUN NINJA

Most Shadow Sun ninjas are monks or ninjas (see *Complete Adventurer*) who have studied the Setting Sun and Shadow Hand martial disciplines. In some cases, a swordsage

enters this class. A rogue or fighter who studied those two disciplines is also eligible for this class, but such characters usually lack the unarmed fighting abilities that this class demands.

ENTRY REQUIREMENTS

Alignment: Any good.

Base Attack Bonus: +3.

Skills: Hide 8 ranks.

Feats: Improved Unarmed Strike.

Martial Maneuvers: Must know one 2nd-level Setting Sun or Shadow Hand maneuver, one Setting Sun maneuver of any level, and one Shadow Hand maneuver of any level.

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 and 10th 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 provide one use per four levels and your monk, and Shadow Sun ninja class levels provide one use per level.)

You do not count your class levels for the purpose of determining when you gain any other monk class features, such as bonus feats, evasion, or other special abilities.

Touch of the Shadow Sun (Su): A Shadow Sun ninja strikes a careful balance between light and dark, good and evil. Although your heart is dedicated to good, you know that the shadow of evil will always be a part of you. This realization, along with careful control of your *ki* energy, allows you to wield the energy of both the dark and light aspects of your being. This understanding and mastery allows you to deal damage with one attack, then turn and heal an ally with the reverse of that harmful energy.

With a melee touch attack made as a standard action, you can deal negative energy damage equal to your base unarmed damage + your negative energy modifier. Note that standard crits are not affected by this attack, since it uses negative energy.

In the round after you use this ability, you can touch a creature as a standard action and heal an amount of damage equal to the damage you dealt with your negative energy touch on the previous round. If the target of this healing touch makes no effort to prevent you from touching him, you can touch the creature as a swift action.

You cannot use both aspects of this ability on the same round, nor can you use the negative energy touch again in a round after you have already successfully used it. After you channel negative energy into a creature, you convert that energy into a positive energy charge that prevents you from using the negative energy aspect of this ability until the positive energy has been discharged.

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), 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 muffle 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 again-

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

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

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

ed 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

A grayscale image showing a dense, noisy pattern of horizontal bands. A small, distinct blue and white rectangular area is visible in the lower right quadrant.

“I’m not going to let you do that,” he said firmly. “I’m not going to let you do that.”

After the first few days of the new year, the
people of the city were still in a state of
confusion. They had no idea what to do with
the new ruler, who was not like anyone they
had ever seen before. He was tall and thin,
with dark hair and a serious expression.
He spoke in a soft, melodic voice that
was unlike anything they had heard before.
The people of the city were not sure if he
was a good or bad ruler, but they knew
that he was different from anyone they
had ever seen before.

The first and most important rule of writing is to write clearly and concisely. The second rule is to write clearly and concisely.

"...and the people were gathered together, and he said unto them, If ye have seen me, ye have seen God; and he that sees me sees the Father. Verily, verily, I say unto you, He that believes in me has永生 (eternal life)."

“*It’s a good place to go to school.*”

This image is a high-contrast, black-and-white graphic. It features a dense, abstract pattern of horizontal and vertical lines, creating a grid-like appearance. The lines are thick and vary in density, creating a sense of depth or noise. There are no discernible figures or text. The overall effect is reminiscent of a corrupted digital signal or a specific type of experimental visualization.

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 common folk.

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 the 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.

CR 2

Doomveil is a tall, gaunt woman with long, dark hair pulled back in a ponytail. Her skin is pale and mottled with dark spots. Her eyes are a pale yellow-green, and her mouth is thin and set in a permanent frown. She wears simple robes made of coarse cloth. Her hands are calloused and stained with dirt. She carries a short, curved sword strapped to her belt. She has a small pouch hanging from her belt containing a few coins and some dried fruit. She has a small, faint tattoo on her left shoulder that depicts a stylized sun with rays emanating from it.





The NINE SWORDS

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.

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.

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.

WEAPONS OF LEGACY

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. ~~After performing these rituals, a character gains 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 ~~new~~ 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 that level until he can pay. The costs apply whether or not the character is actively wielding the legacy weapon.

Unless otherwise noted, multiple values in the same column are not cumulative. In each case, they represent the total penalty applied.

Attack Penalty: This value represents a permanent penalty on all the wielder's attack rolls.

Save Penalty: This value represents a permanent penalty on the wielder's saving throws. Unless the column's header notes a specific save, the penalty applies to all saves.

Hit Point Loss: The wielder permanently loses the indicated number of hit points. These values are cumulative.

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.

DESERT WIND (DESERT WIND)

Desert Wind is a slender and graceful scimitar crafted of blinding 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 carried a sword only for show. The dual themes of fire and air, reflected in the jeweled inlays and the gold embossing on the blade, hint at a possible supernatural origin for the sword, perhaps tied to the stories of the genies that dwell in the desert cities. (DC 15)

Desert Wind was commissioned by the emir Rashid ben Daoud, a wealthy and powerful merchant lord of the southern wastes. Rashid built his empire not on such paltry, mundane goods as gold and silver or exotic silks and spices, but on rare and precious spell components and magic artifacts from across the planes. Rashid compensated extraplanar adventurers amply for the retrieval of body parts from exotic outsiders, material from distant planar locales, and

other rare sundries for which wizards were willing to pay a high price but unwilling to risk their own necks. Given the nature of his business, it is unsurprising that Rashid made several powerful enemies who would have delighted in the emir's death by slow torture. So Rashid hired the finest bodyguards that money could buy and filled his home with enough magical wards and traps to protect an entire lost city. On top of these precautions, in case all his defenses failed and his person was directly threatened, Rashid commissioned the forging of *Desert Wind* by an efreeti weaponsmith called Haqim. With steel mined from the Elemental Plane of Earth and a forge flame born on the Elemental Plane of Fire, Haqim created a magnificent scimitar, for which Rashid paid handsomely. (DC 18; Rite of the Flame)

Rashid received his sword, marveling at its razor sharpness, 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 a coin made from a stone, a song stolen from dirt, and a knife from under the hills, Malaq wove his most powerful spells into the sword. The steel practically thrummed with power, scarcely able to

With nothing to hold them at bay, the outsiders from whom Rashid had profited began to close in on him. *Desert Wind*, once meant to be Rashid's last line of defense, was now his only protection. Mighty though the scimitar was, and skilled as Rashid was with a blade, he could not stand alone against his adversaries. He ran. The life of a pauper did not agree with Rashid, however, and he found he was incapable of earning coin to pay for his keep. At long last, he was cornered by agents of the devil prince Glornoth the Maleficent and dragged shrieking into the Nine Hells. Popular tales recount his fate—to be daily torn apart by devils harvesting his flesh, only to be rejuvenated 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 for this task, but on the Material Plane, only molten lava is hot enough to serve. The scimitar isn't harmed by this treatment. Cost: 2,000 gp. Feat Granted: Least Legacy (*Desert Wind*). 

Desert Wind

The scimitar is forged from steel harvested from the Elemental Plane of Earth and tempered in the fire of the Elemental Plane of Fire. It has a curved, polished blade with a blue and gold hilt. The hilt features intricate patterns and a small red gemstone. The blade is sharp and can slice through anything in its path. The scimitar is a powerful weapon, capable of defeating even the strongest foes. It is also a symbol of power and status, often used by emirs and rulers. The scimitar is a valuable artifact, sought after by many. It is said that the scimitar has a mind of its own, and can be controlled by the wielder. The scimitar is a powerful weapon, capable of defeating even the strongest foes. It is also a symbol of power and status, often used by emirs and rulers. The scimitar is a valuable artifact, sought after by many. It is said that the scimitar has a mind of its own, and can be controlled by the wielder.

WEAVER REQUIREMENTS

The scimitar is forged from steel harvested from the Elemental Plane of Earth and tempered in the fire of the Elemental Plane of Fire. It has a curved, polished blade with a blue and gold hilt. The hilt features intricate patterns and a small red gemstone. The blade is sharp and can slice through anything in its path. The scimitar is a powerful weapon, capable of defeating even the strongest foes. It is also a symbol of power and status, often used by emirs and rulers. The scimitar is a valuable artifact, sought after by many. It is said that the scimitar has a mind of its own, and can be controlled by the wielder. The scimitar is a powerful weapon, capable of defeating even the strongest foes. It is also a symbol of power and status, often used by emirs and rulers. The scimitar is a valuable artifact, sought after by many. It is said that the scimitar has a mind of its own, and can be controlled by the wielder.

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 5th level, if you score a critical hit, you can choose to add to your attack of fire and blade that produced by the critical hit itself, bypassing the blade and instead, all ability is used to incinerate your target. The save DC is equal to your base attack bonus + 1. You can use this ability once per day.

Dance of Flame and Wind (Su): At 7th level, you can cast a short burst of flame and wind to disorient your enemies. This ability is usable once per day. The save DC is equal to your base attack bonus + 1.

Desert Draw (Ex): Starting at 10th

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 Penalty	Fort Save Penalty	Hit Point Loss	Legacy Abilities
5th	—	—	—	Desert child
6th	-1	—	—	Fiery slash 3/day
7th	—	-1	2	Dance of flame

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 knew fan the flames, 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 will soul. Black in color, it is inlaid with ivory and crystal.

Non-Legacy Game Statistics: +1 cold iron falchion with a will soul. Cost: 4,330 gp. Weight: 4 lbs.

Critical: Whenever a faithless 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 blade glows darkening 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)

Faithful Avenger follows the heart and mind of its wielder. Previous wielders have included Jurrik, a noble paladin who used it to defend a hamlet from a marauding black dragon, and Lysandra, a



Faithful Avenger

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 a  dragon or two, you can choose to have 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).

Legend: 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.

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 initiated 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)

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

two traveled together to the Astral Plane, where they found Reshar's spirit still hovering over the site.

"Radigan, you have come to the wrong place," Reshar said.

"I am here to pay my respects to the blade, not to you."

"I am the blade, Reshar," Radigan responded.

TABLE 6-3: SUPERNAL CLARITY

Personal Costs					
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

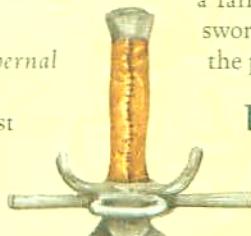
All the following are legacy abilities of *Supernal Clarity*.

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.

The blade's edge is polished to a mirror finish, reflecting the light of the sun and moon. It has a faint, metallic glow that seems to emanate from the hilt. The blade is sharp enough to cut through stone and metal with ease.

Diamond Strike (Str 14, Fort 14, Cha 14): At 7th level, you learn how to channel the energy of the diamond mind into your strikes. You can now use the blade to deliver powerful, devastating strikes.

Psychic Poise (Con 14): At 8th level, you learn how to control your mind and body. You can now use the blade to deliver strikes that are both precise and powerful. You can also use the blade to deliver strikes that are both precise and powerful.



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

humans. It is said that the sword was forged by a powerful hobgoblin named Kama, who was known for his strength and skill with a sword.

Legend has it that Kama forged the sword in a secret workshop deep within a dark forest. He used the energy of the sun and moon to power the forge, and the heat of the flames to melt the metal.

When the sword was finally finished, Kama tested it by fighting a group of goblins. The sword proved to be a powerful weapon, and Kama became known as a legend.

Over time, the legend of Kamate spread, and the sword became known as a powerful symbol of strength and courage.

Today, Kamate is still a powerful symbol of strength and courage, and is highly sought after by those who seek to wield it.

If you are lucky enough to find Kamate, you will be sure to become a legend in your own right.

exhausted hobgoblin eventually found 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

Personal Costs				
Wielder Level	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 *shock bolt* 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

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 tentacles. So the boy 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

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 an extra 1d6 points of damage when you use *Eventide's Edge* to make a melee attack against a foe of a larger size category than yours. When you attain 17th level, this extra damage increases to 1d8. You can't use this ability if the target is immune to poison damage.

AC Bonus (Ex): At 9th level, you gain a +2 bonus to AC and Fort Save bonuses when you are using *Eventide's Edge* to make an unarmed attack or a melee attack with a short sword. This bonus applies even if the target is immune to poison damage. You lose this bonus when you are immobilized or helpless, or if you are at 0 hit points or lower. If you are not at 0 hit points, you gain a bonus to AC and Fort Save bonuses from the +2 bonus when you are using *Eventide's Edge* to make an unarmed attack or a melee attack with a short sword.

Baffling Defense (Ex): At 10th level, you gain a +2 bonus to AC and Fort Save bonuses when you are using *Eventide's Edge* to make a melee attack made by the initiating character.

Evasive Defense (Ex): At 11th level, you gain a +2 bonus to AC and Fort Save bonuses when you are using *Eventide's Edge* to make a melee attack made by the initiating character.

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 it appears relatively ordinary, closer observation reveals that it never seems to reflect light of any sort.

Nonlegacy Game Statistics Cost: 2,000 gp Weight: 1 lb. Damage: 1d4 (plus poison damage). Critical: 19 or 20. Range: 30 ft. Special: +1 to hit and +1 to damage when used in the Umbral Hand.

HISTORY

Umbral Awn exists as an example to others who would try to enter the secret of the Shadow Hand disciplines. Although the dagger can be deadly when it is used, Umbral Awn begins his life as a normal, plain wooden stick. He is a simple, unassuming object that is used to represent the Umbral Hand. The Shadow Hand disciplines often make use of Umbral Awn as a symbol of their power. Perhaps Umbral Awn once was the Shadow Hand of the Temple of the Nine Swords as a gift, but it serves as a reminder of what happens to those who abuse its power. (DC 18)

Umbral Hand Cost: 2,000 gp Weight: 1 lb. Damage: 1d4 (plus poison damage). Critical: 19 or 20. Range: 30 ft. Special: +1 to hit and +1 to damage when used in the Umbral Hand.

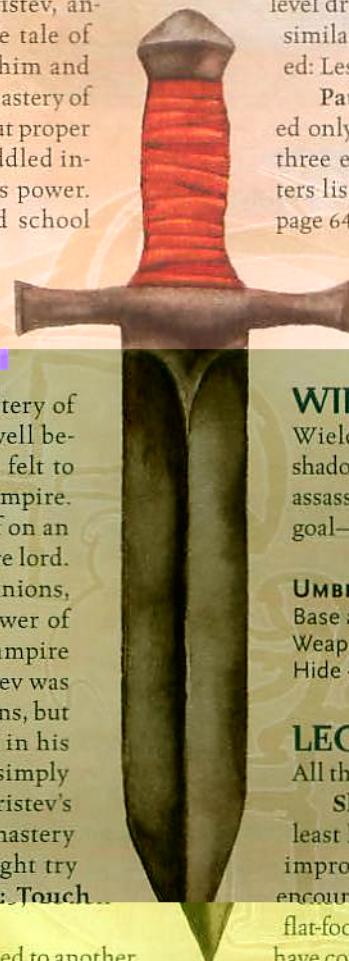
undead creatures called shadows, he would gain limitless power. Instead, his encounter with the shadow went as might be expected, with the creature draining away his strength and life. Yustek did become one with the shadow—in fact, he became a shadow himself—but he never achieved the power that he had 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 stayed dead. The vampire lord sent Maristev's remains back to the Shadow Hand monastery to serve as a warning to others who might try to replicate his poor decision. (DC 25; Touch of Death)

With Maristev's death, the dagger passed to another student named Kunwar. This novitiate was certain that he knew the path to mastery, and that it simply required a bit of meditation within the Plane of Shadow itself. Occasionally, when long journeys were required, the Shadow Hand masters asked allied wizards to take them magically through the Plane of Shadow. So Kunwar cajoled one of the masters into allowing him to go along on such an excursion. Once within the Plane of Shadow, Kunwar sneaked away from the master and the wizard, hoping to find a quiet spot to meditate. But when he stepped off the path, he quickly became lost. The Plane of Shadow isn't the safest of places, and eventually Kunwar was trapped and killed by a nightshade. (DC 31; Path of Shadow)

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Umbral Awn*.



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*.

Shadowcloak (Ex): When you first unlock the least legacy of *Umbral Awn* at 5th level, the weapon improves your stealth. In the first round of an encounter, you can use the *Umbral Awn* to hide from any flat-footed creatures as an immediate action, provided you have cover or concealment available within 10 feet of you.

You cannot use this ability to hide from creatures that are not flat-footed unless you have some ability that allows you to hide in plain sight.

Sneak Attack (Ex): At 8th level, you deal an extra 1d6 points of damage with *Umbral Awn* when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus. See the rogue class feature (PH 50). The extra damage from this ability stacks with that of sneak attack from other sources. When you attain 12th level, the sneak attack damage granted by *Umbral Awn* increases to +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 flat-footed against it.

Shadowstrike (Ex): When you attain 11th level, your connection to Umbral Awn 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, instead of the usual +2.

Invisibility (Sp): When you attain 16th level, Umbral Awn lets you meld into your own shadow. You can use invisibility as the spell. Caster Level: 10th.

Shadowstep (Su): At 20th level, you unlock the final legacy power of Umbral Awn, which grants you the ability to move as a shadow. Three times per day, as a swift action, you can become incorporeal until the beginning of your next turn (see the Incorporeal Subtype sidebar on page 79 for details). Because Umbral Awn is a ghost touch weapon, you can still attack corporeal foes.

TABLE 6-6: UMBRAL AWN

Personal Costs					
Wielder Level	Attack Penalty	Fort Save Penalty	Hit Point Loss	Legacy Abilities	
5th	—	—	—	Shadowcloak	
6th	-1	—	—	—	
7th	—	-1	2	+1 ghost touch dagger	
8th	—	—	2	Sneak attack +1d6	
9th	—	-2	—	—	
10th	—	—	2	Shadowcloak	
11th	—	—	—	Sneak attack +2d6	
12th	—	—	2	+2 ghost touch dagger	
13th	—	—	2	Shadowcloak	
14th	—	—	—	Sneak attack +3d6	
15th	—	—	2	+3 ghost touch dagger	
16th	—	—	—	Shadowcloak	
17th	—	—	2	Sneak attack +4d6	
18th	—	—	—	+4 ghost touch dagger	
19th	—	—	2	Shadowcloak	
20th	—	—	—	Shadowstep	

UNFETTERED (STONE DRAGON)

Although clearly functional, this greatsword appears strangely unfinished. Its blade, though sharp, lacks any engraving or polish, and the leather-wrapped pommel and hilt are made of dark, weathered wood.

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 swordcrafting. Together, master and servant worked in secret for many months to create a special blade, which they named Unfettered. (DC 15)

The act of creating Unfettered gave Thungrim a measure of hope that he hadn't known in many years. No slavemaster had commanded him to craft the weapon; indeed, if its existence had become known, grave punishment would certainly have been forthcoming. This quiet act of disobedience—along with the youthful exuberance of the goliath Kanithiak—gave Thungrim the will to survive despite backbreaking labor and mistreatment at the hands of his giant captors. (DC 18; *Unchain the Mind*)

As Unfettered neared completion, the frost giants began to suspect that something was amiss. The overseer had expected Thungrim to grow too weak to operate his forge, but the dwarf seemed more vigorous each day. A close investigation of the forge revealed the nearly finished blade concealed under a pile of scrap metal. Both Thungrim and Kanithiak stood nearby, too exhausted to stop the giant from finding their treasure. But just as the cruel overseer swung the weapon at the goliath, Thungrim stepped into the sword's arc, saving his friend from certain death. The dwarf fell at Kanithiak's

feet, the blade still planted in his dying body. The giant goliath drew the weapon and cracked the overseer's skull. Miraculously, he managed to slay the giant, then flee the camp with the bloody blade still clutched in his hand.

Unbind the Hand
In later years, Kanithiak became a mighty chief of a goliath tribe, but still he pondered what to do with the weapon he held. He considered awarding it to one of his captains, but he feared that jealousy over its ownership might cause strife within the tribe. But he knew his days of leading the tribe were numbered, so he decided that he would prefer to leave on his own terms rather than be defeated by a youngster or (worse yet) semiadult. So Kanithiak informed his people that he would undertake one last journey—he would spend his final days in the wilderness communing with Kavaki the Rain God and the other gofath gods.

So the great chief set out upon his solitary journey.

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: 1,500 gp. End Granted: 1st Legacy (Unfettered).

Unbind the Hand. You must slay a giant whose challenge Rating exceeds your character level. Cost: 12,800 gp. End Granted: Lesser Legacy (Unfettered).

Unshackle the Soul. You must visit the final resting place of Karbamans, the column, a cave that lies high on a mountain and reaches above the mountain peak. Once there, you must meditate in silence until 24 hours. Cost: 45,000 gp. End Granted: Greater Legacy (Unfettered).

WIELDER REQUIREMENTS

Marital 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 pumping is recommended.

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.

Strength Enhancement (Su): Beginning at 9th level, you gain a +2 enhancement bonus to your Strength score as long as you hold Unfettered.

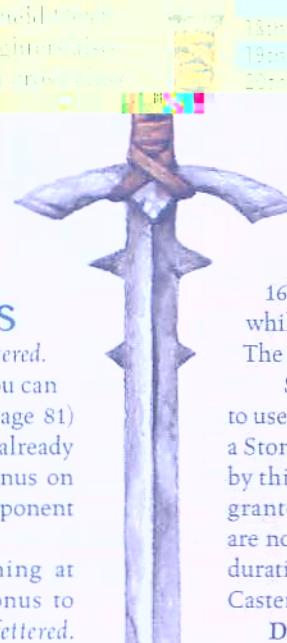


TABLE 6-7: UNFETTERED

Wielder Level	Personal Costs				Legacy Abilities
	Attack Penalty	Ref Save Penalty	Hit Point Loss		
5th	—	—	—	—	Charging minotaur
6th	+1	—	—	—	+2 greatsword
7th	—	1	2	—	—
8th	—	2	3	—	Strength enhancement +2
10th	—	—	—	—	Enlarge
11th	—	—	—	—	+3 greatsword
12th	—	—	—	—	Meld with stone
13th	+2	—	—	—	Strength enhancement +4
14th	—	—	—	—	+4 greatsword
15th	—	3	—	—	Light fortification
16th	—	—	2	—	Strength enhancement +6
17th	—	—	—	—	+5 greatsword
18th	—	—	—	—	Stoneskin
19th	—	—	—	—	Disembodied blade
20th	+3	4	3	—	—

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 are no longer in a Stone Dragon stance, or whenever its duration would normally expire, whichever comes first. Caster level 13th.

Disembodied Blade (Su): At 20th level, you can

The Nine Swords

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 father in his heart, 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 nearly given up on proving himself because he could see no way to honor his father with valorous deeds. So he went one last time to request permission from the rajah to join the army. Just as he posed his 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 sleep in an instant, and the sorcerer summoned four demons to finish off the rajah and any others

unlucky enough to be nearby. But the malicious wielder of magic had not reckoned with the fire that burned inside Khasparat, nor with his desire to prove himself. Seizing the chance to show the rajah, personally, how effective

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 shifters. A martial adept focused on the Tiger Claw school would do well to use Tiger Fang as one of his two weapons.

TIGER FANG WIELDER REQUIREMENTS

- Base attack bonus +3
- Weapon Proficiency (kukri)
- Jump 5 ranks

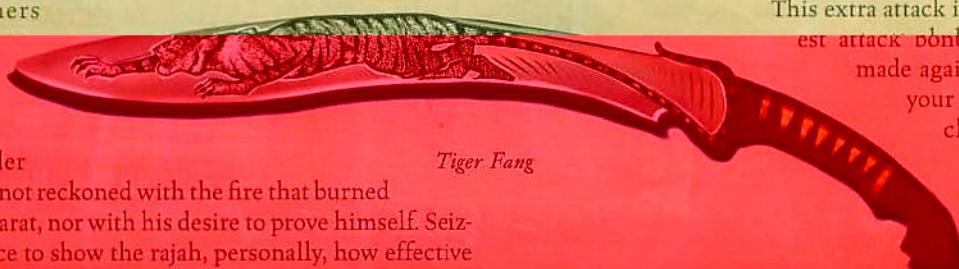
LEGACY WEAPON ABILITIES

All the following are legacy abilities of Tiger Fang

Frenzied Charge (Ex): Strike fast, strike hard, and tear your enemies to pieces. The first legacy ability of Tiger Fang, which you gain at 5th level, grants you the power to take one additional attack with Tiger Fang at the end of a charge.

This extra attack is made at your highest attack bonus and must be made against the target of your charge. Frenzied charge is usable once per day.

Claw of the Tiger (Su): When



Tiger Fang

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 of *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 frightened.

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* maneuvers. 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*.

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.

Omen: 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)



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 GM, 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 per day, 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.

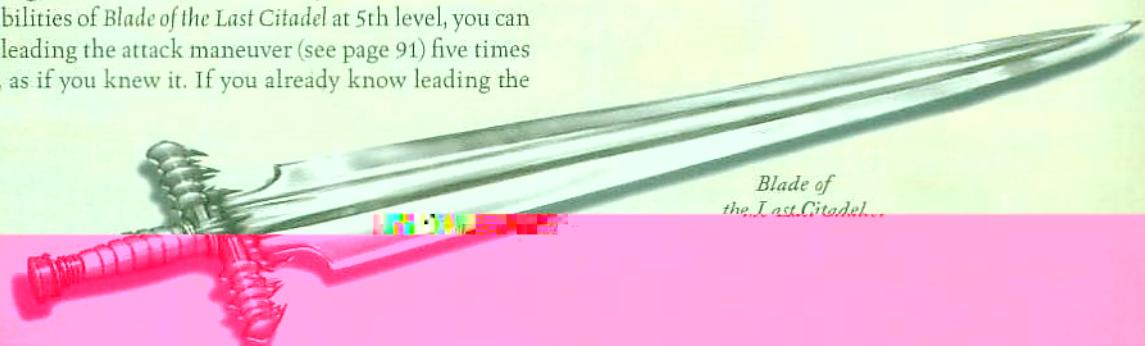
Cure Critical Wounds (Sp): At 16th level, you can use cure critical wounds on yourself once per day as a swift action. Caster level 11th....

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

The use of the Nine Swords disciplines has led to the creation of many different magic items, from martial scripts to wondrous items. This chapter describes just a few of these items.

MARTIAL SCRIPTS

A martial script is a small strip of paper or cloth marked with delicate lettering that holds the secret of a martial maneuver. Any given script grants the use of the maneuver recorded on it for one encounter. Once it is activated, a script vanishes in a puff of white smoke.

Physical Description: A typical script is a long, thin slip of paper or cloth about 6 to 12 inches long and 1 to 2 inches wide, typically wound around a small wooden spindle or rod. Small, precise lettering covers most of one surface. A single script has AC 13, 1 hit point, and a break DC of 8.

Activating Scripts: Martial scripts are activated by the magic of the Divination can-

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 determine what it does, and it can also be identified by any of the standard methods of magic item identification. Furthermore, characters with ranks in Martial Lore can identify the function of a script without knowing the language in which it is written (Martial Lore DC 15 + the martial adept level associated with the script). Making this check does not grant that character the ability to use the script—only to identify it.

Activation: To activate a script, you must read its words aloud. Typically, this requirement means you must be able to read the alphabet used for the script, but you don't necessarily have to do so, and do it correctly. For example, if you know the letter "A" is represented by the symbol "◎" in Gith, because they

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. For example, if you would normally be limited to using one stance at a time, that restriction still applies.

You need not use the maneuver right away; you can hold it ready for use for up to 1 hour. At any point during that hour, you can use the maneuver simply by initiating it. If you've read several scripts and initiated their use, you have access to all the maneuvers they grant for their durations, but you can hold only one script-granted maneuver ready at a time. If you read a second script before using the maneuver granted by the first, you lose the first maneuver and now have the second script's maneuver ready.

Creating Martial Scripts To create a martial script, you must know the *Scribble 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. Scribing 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, if any of the wielder's weapon use feats are specifically keyed to the aptitude weapon's type, he gains a +1 bonus on attack

and damage rolls.

Aura: Caster Level: 1st; evocation.

Construction: Cost: Magic Arms and Armor; *Weapon Focus* weapon being enchanted.

Weight: As normal for the weapon.

Price: +1 bonus.

MARTIAL DISCIPLINE WEAPON

A martial discipline enhancement seems worthless to the hands of a wielder not initiated to the use of the discipline's maneuvers and techniques. With appropriate training, it might appear to be a weak substitute for more traditional enhancement. A weapon used to gain a new weapon 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 (shuangjian) 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. And when the wielder is actually using a maneuver from the appropriate discipline, the bonus on attack rolls increases to +3.

A martial discipline weapon can bear multiple martial discipline special abilities, as long as each is keyed to a different discipline. Thus, a martial adept could have a +1 Stone Dragon Shadow Hand greatsword. In the hands of someone who knows maneuvers from both disciplines, such a weapon would provide a +3 bonus on attack rolls. If the wielder were actually using maneuvers from both schools—for example, a Stone Dragon stance with a Shadow Hand strike—it would provide a +7 bonus on attack rolls. Most martial adepts use this extra bonus in conjunction with feats such as Combat Expertise and Power Attack, or with maneuvers that decrease their chances of hitting a foe in exchange for some other benefit.

Aura/Caster Level: Faint evocation.

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: 1 bonus.

NEW WONDROUS ITEMS

The wondrous items presented here can be used by martial adepts and by those who have a deep knowledge of the martial disciplines.

CROWN OF WHITE RAVENS

A crown of white raven feathers that glows with a pale light, this ornate headpiece is a symbol of the White Raven school. It is keyed to the White Raven discipline, and anyone who wears it gains a +1 bonus on attack rolls when using maneuvers from that discipline.

Lore: This slender, light-colored crown bears a crest of white feathers. The feathers are carved from the downy plumage of the white raven, and appear to be woven together. Several copies of the crown exist, all created by martial adepts who have a deep knowledge of the White Raven discipline.

Description: Three types of *crown 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*, but to gain any benefit from it, a wearer must meet the prerequisite of the desired maneuver.

Activation: A *crown of White Ravens* requires a day to attune to its wearer once it is donned. After wearing it continually for 24 hours, the wearer must choose one of the White Raven maneuvers that the item can grant for which he meets the prerequisite. He then gains knowledge of that maneuver and can use it as long as the crown is worn. Should the crown be removed and then replaced, it requires another day to attune itself to the wearer before it can grant knowledge of any maneuvers.

Effect: A person who has worn a *crown of White Ravens* for 24 hours gains the use of a single White Raven maneuver for which he meets the prerequisite. The maneuver can be of a martial adept level up to the highest level the item grants. A *novice crown of White Ravens* grants a maneuver of up to 3rd level, a *scholar crown of White Ravens* grants a maneuver of up to 6th level, and a *master crown of White Ravens* grants a maneuver of up to 9th level.

Aura/Caster Level: Faint divination (novice), moderate divination (scholar), or strong divination (master). CL 8th (novice), 11th (scholar), or 13th (master).

Construction (Novice): Craft Wondrous Item, knowledge of a maneuver from the White Raven discipline. Cost goes to NP: Adams.

Construction (Scholar): Craft Wondrous Item, knowledge of a maneuver from the White Raven discipline. Cost goes to NP: Adams.

Construction (Master): Craft Wondrous Item, knowledge of a maneuver from the White Raven discipline. Cost goes to NP: Adams.



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 version. In all respects, they function in the same manner as the *crown of White Ravens* does, except that each grants access to a maneuver from a different discipline and occupies a different place on the wearer's body.

Desert Wind Cloak: Desert Wind cloaks are the color of wind-blown sand, and they always shift and flutter as if disturbed by a breeze, even indoors and on calm days. Most bear decorative stitching around the edges in gold and red thread depicting flaming scimitars, picks that trail smoke, and maces that shine like the sun.

Devoted Spirit Amulet: The appearance of these amulets varies considerably, since each is constructed to serve a particular axis of alignment: chaos, evil, good, or law. Some even double as holy symbols. A Devoted Spirit amulet does not function for someone who doesn't share its alignment.

Iron Heart Vest: These heavy, leather vests are run through with tiny slivers of iron, which give them a dull sparkle. The iron resists rust, but Iron Heart vests can eventually take on an orange hue because the iron slivers degrade and stain the vest's material.

Ring of the Diamond Mind: Unlike similar items devoted to different disciplines, a *ring of the Diamond Mind* requires its creator to have the Forge Ring feat instead of Craft Wondrous Item. A ring of the Diamond Mind looks like a simple gold

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 every mark of a humanoid hand, down to fingerprints and every crack in the palm and knuckle. When someone places both hands

on the *ring of the Shadow Hands* so that his shadow falls over them, the carved hands vanish, and a pair of black silk gloves appears on the person's hands. These gloves can be removed normally, whereupon they become hands carved of jet that look exactly like the wearer's hands.

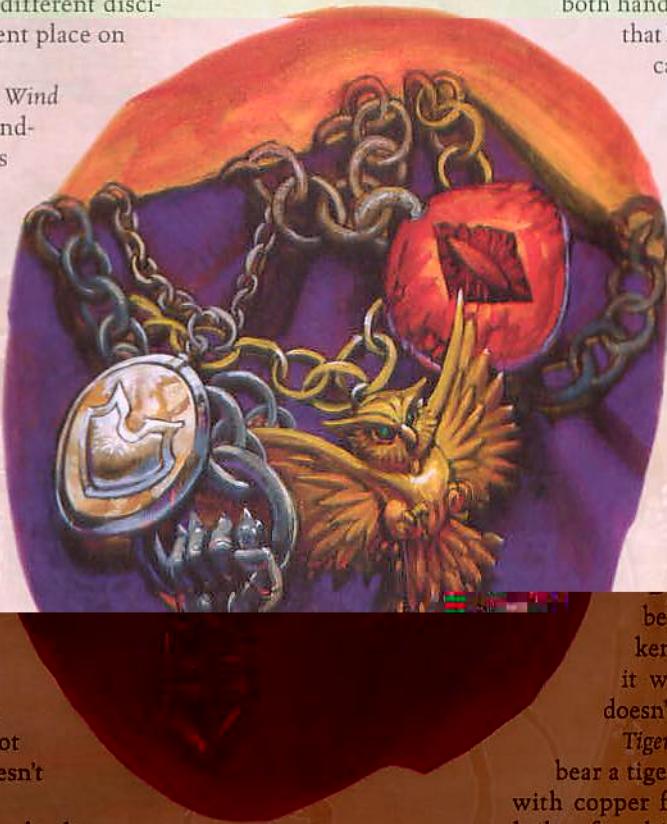
Slippers of the Setting Sun: Each of these beautifully crafted red silk slippers bears an emblem of the setting sun upon the toe. The sun is stitched in gold thread, and its rays are bronze and copper.

Stone Dragon Belt: A Stone Dragon belt looks like a wide belt made from expertly broken slabs of slate. Surprisingly, it weighs almost nothing and doesn't inhibit movement at all.

Tiger Claw Bracers: These bracers bear a tiger's stripes, but all in metal, with copper for orange, iron for black, and silver for white. Upon donning the bracers, the wearer hears a tiger's roar and feels the pain of sharp claws in his back for fleeting moment.

Weight: 1 lb (Desert Wind cloak, *crown of White Ravens*, Iron Heart vest, Stone Dragon belt, Tiger Claw bracers); 1/2 lb. (*slippers of the Setting Sun*), or — (*Devoted Spirit amulet*, *ring of the Diamond Mind*, *Shadow Hands*).

Price: 3,000 gp (novice), 15,000 gp (scholar), or 45,000 gp (master).



*Devoted Spirit amulets
take many forms*

MAGIC ITEMS AND INTRODUCING MARTIAL MANEUVERS

The *crown of White Ravens* and its variants offer great ways to introduce the Nine Sword disciplines and their mechanics to your players. By putting such an item into a hoard of treasure the party happens upon, you give the players tangible access to the Nine Swords system without requiring anyone to spend a feat slot or take a level in one of the new classes described in this book.

Given the wide range of skills that the disciplines rely on, you can tailor an item for a particular party member quite easily. For

example, if the party's wizard is the only one with ranks in Concentration, it's likely that she will wear the *ring of the Diamond Mind* that the party finds.

If you really want to prime the players' interest in martial maneuvers, put one of these items in the hands of a villainous NPC. When the characters are first confronted with their foe's strange tactics and abilities, the players are likely to get curious as to how he attained them. Then when they find the item, they will have an answer that begs more questions.



The Temple of Nine Swords falls,
and survivors of the onslaught
scattered the nine swords,
scattering them across the world.

MINE SWORDS MONSTERS

T

he legend of the Nine Swords is a dark and ancient tale from the land of Nattyan Rakshasa. It begins with the creation of the world by the Great One, who used the energy of the sun and moon to form the earth and sky. He then created the first beings, the Nattyans, who were peaceful and kind. But one day, a group of evil demons known as Rakshasas invaded the land. They were led by a powerful demon named Shambhu, who sought to rule over the entire world. The Nattyans fought bravely against the invaders, but they were outnumbered and outmatched. In a final act of desperation, the Great One created nine powerful swords and imbued them with his own divine energy. He then sent these swords into the hearts of the Rakshasas, causing them to turn against each other and eventually defeating them. The swords were scattered across the land, becoming symbols of power and destruction. The Nattyans, though weakened by their victory, survived and continued to live in the land, passing down the legend of the Nine Swords to future generations.

NATTYAN RAKSHASA

www.nattyan.com
info@nattyan.com



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 acting), Gather Information +6, Hide +11, Intimidate +14, Jump +21, Listen +6, Martial Lore +5, Move Silently +11, Sense Motive +12, Spot +6, Tumble +15**^ Advanced Character Traits, page 106**
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 attacks 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 cannot 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 snakelike head, a snake's tail instead of legs, and gray stony scales. While it is in earth serpent shape, it gains

NAITYAN RAKSHASA LORE

Characters with ranks in Knowledge (the planes) can learn more about naityan rakshasas. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the planes)**DC** **Result**

- 17 This creature is a rakshasa, an embodiment of evil that plagues the peaceful races of the world by secretly living in their midst. This result reveals all outsider traits.
- 22 This creature is a naityan rakshasa, a member of the rakshasa race with the ability to take specific forms that grant it access to martial maneuvers. The backwards hands that you can see in a rakshasa's true form are apparent in their alternate forms.
- 27 Naityan rakshasas have four style forms: a hellhoundlike humanoid with scent and fire-based abilities, a stony snakelike form that has tough natural armor, a leech form that allows them to swim and make devastating sneak attacks, and a form somewhat like a humanoid displacer beast that they can take for defense.
- 32 Naityan rakshasas love the taste of humanoid blood, and some become so obsessed with it that they gather collections of humanoids or simply collect their blood.

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.

Skills A rakshasa has a +4 racial 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. If confronting foes alone, the earth serpent shape often proves most useful. Finally, the elusive adversary form comes into play when a naityan rakshasa needs to distract many foes or when it desires escape from the battle.

SAMPLE ENCOUNTER

Naityan rakshasas rarely gather in large numbers. Like other kinds of rakshasa, each endeavors to gather influence and power for itself. Even so, naityan rakshasas never work alone. Instead they use detect thoughts, change shape, and their silver tongues to trick others into serving them or unwittingly doing their will. Naityan rakshasas also work in small teams, typically serving a more powerful naityan rakshasa but sometimes a rakshasa of another type.

Fight Club (EL 11): Three naityan rakshasas lead a group of hobgoblin warriors with slaves in tow, each rakshasa taking the form of a different hobgoblin. The rakshasas threaten to kill their captive slaves if accosted. They keep up their charade as long as possible, but when it becomes apparent that the hobgoblins aren't a match for the PCs, two adopt night creeper form to sneak attack foes, and the remaining one takes earth serpent form to help maneuver enemies into vulnerable positions. When the naityan rakshasas change shape, the hobgoblins flee.

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 human 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

Nine Swords Monsters

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 stance 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 also add skilled sorcerers. These advanced foes can serve as masterminds, tyrants, or oppressors, marshalling the forces of evil to subjugate the weak.

SAMPLE ENCOUNTER

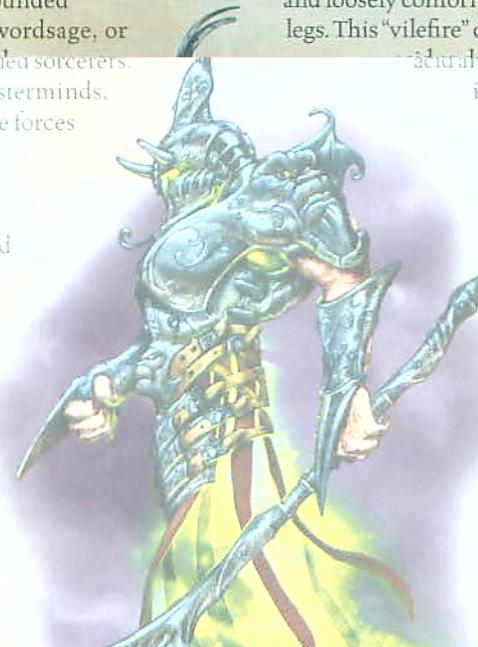
Reth dekala are highly disciplined and hierarchical. They do little for individual gain, and they follow the orders of their superiors with unswerving faithfulness. Although they might choose to serve others as mercenary champions, they do not do so without lengthy and explicit oaths that clearly spell out exactly what the reth dekala will do for their employer—and what their employer must do in turn. A reth dekala mercenary contin-

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 Material Plane, the reth dekala can be found in almost any terrain or climate. They are most comfortable in warm environs, but they



the Material Plane unless ordered. For example, a reth dekala might be ordered to garner wealth and prestige for the Crimson Citadel by **§ 4** 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.

Alignment: Reth dekala are rigid and inflexible. They care little for the troubles of other creatures, and in fact view themselves as an elite race of martial overlords to whom lesser

beings owe tribute. Some reth dekala lack the cruelty and conquering drive of their fellows, and use their strict honor code as the sole guide to their existence; these lean toward a

RETH DEKALA LORE

Characters with ranks in Knowledge (the planes) or Martial Lore can learn more about reth dekala. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes) or Martial Lore

DC Result

- | | |
|----|--|
| 14 | The reth dekala are a race of mysterious warriors from some infernal plane. They are cruel and merciless mercenaries whose bodies are partially composed of eerie greenish vapor. |
| 19 | Reth dekala are outsiders native to the Internal Battlefield of Acheron. They are skilled martial adepts and have innate abilities resembling those found in the Devoted Spirit, Iron Heart, and Tiger Claw disciplines. The yellow-green mist that forms their lower bodies is a sickening mixture of fire and acid. |
| 24 | Reth dekala are resistant to acid, fire, critical hits, and sneak attacks. They are cruel and pitiless, but they abide by a strict code of honor and never deviate from it. They seek out and kill mortals belonging to a mysterious ancient bloodline, apparently believing that some curse or torment will be lifted from them if they succeed in exterminating every last person who shares this old bloodline. |

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 for martial maneuvers gained through class level. They cannot recover expended maneuvers from their reth dekala martial maneuvers during an encounter (but they can recover maneuvers

acquired from a martial adept class normally).

The reth dekala destroyed the only being whom they might have considered a patron deity, and therefore do not worship any gods. During their uprising against their overlord, they slew those few of their fellows who were clerics of their infernal master. Reth dekala clerics are still quite rare, and are most likely to venerate Hextor or the principles of law, tyranny, and war.

Reth dekala have a racial +4 bonus on Balance and Jump checks. Martial adept classes and fighter-like classes (any class with full attack progression) are considered associated classes for purposes of determining an advanced reth dekala's CR.

Level Adjustment: +5. Reth dekala can move through the air with ease and have a number of special resistances and defenses.

VALKYRIE

With a peal of thunder, a vision of fury appears before you. With wings like storm clouds and eyes that spit lightning, this fierce womanlike creature stomps a hooved foot and waves two swords in your direction, each crackling with electricity.

Valkyries, often called storm angels by the ignorant, soar through the skies of Ysgard seeking battle with the plane's most valiant warriors. Fearless paragons of martial prowess, valkyries thrill at combat and fight worthy foes at every opportunity. Although prone to disobedience, valkyries often serve deities of war as messengers and enforcers.

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 lightning gaze (DC 18), sonic burst (DC 18)

Maneuvers and Stances Known (IL 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 Tiefling

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 surroundings. 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,

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 com- 

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



MASTER THE SECRET MAGIC OF STEEL

Nine are the disciplines of the Sublime Way—the path of martial supremacy in which the perfect combination of devotion, lore, and practice allows a warrior to achieve feats of superhuman prowess. The Desert Wind master strikes with the speed and fury of a raging fire. The Tiger Claw master tears his foes apart with the primal fury of a beast. The Diamond Mind master acts in slivers of time so small that others cannot even perceive them. Each discipline unlocks exciting new options for a combat-oriented character.

This supplement for the D&D® game describes a new system of combat maneuvers that blend fantastic weapon techniques with pious devotion and mystical blade magic. Within the nine disciplines of the Sublime Way are more than 120 daring martial maneuvers. In addition, this book presents three new standard classes that perform martial maneuvers, as well as new feats and prestige classes.

For use with these DUNGEONS & DRAGONS® core books
Player's Handbook™ *Dungeon Master's Guide™*
Monster Manual™



Visit our website at www.wizards.com/dnd

ISBN 10: 0-7869-3922-2
ISBN 13: 978-0-7869-3922-0



9 780786 939220

Sug. Retail: U.S. \$29.95 CAN \$39.95

955787200



EAN

Printed in the U.S.A.