

Organization	DC Modifier
Minor noble house	+0
Average noble house	+5
Major noble house	+10
Empire, vast kingdom	+15
Member of noble house	-5

Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you either know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

KNOWLEDGE (RELIGION) (INT)

Churches, cults, and religious sects have their own structure, levels of hierarchy, and procedures for accomplishing tasks, all in the name of tending to their flocks and worshiping their deities. As with Knowledge (nobility and royalty) above, you know how to navigate the maze of clerks, scribes, and church leaders to talk to the person you want.

Check: You can use this skill to understand the structure of authority within a church, cult, or other religious organization. If you make a check (DC 15 + organization size modifier; see below), you gain a +2 bonus on Bluff, Diplomacy, and Gather Information checks made during the next week that pertain to that particular organization. However, failure by 5 or more means you make a false assessment of the situation, imposing a -2 penalty on the use of those skills for one week instead. The size and complexity of the organization may provide a bonus or a penalty on this check; see the table below.

Organization	DC Modifier
Single parish	+0
Town-sized territory	+5
City-sized territory	+10
Metropolis-sized territory	+15
Chaotic religion	+5
Lawful religion	-5
Member of the church	-5

Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

LISTEN (WIS)

Sometimes you want to hear a whispered conversation across the room or make out what two people are talking about in a loud, crowded room.

Check: You can use this skill to clarify overheard conversations. The DCs given in the *Player's Handbook* are

based simply on hearing someone moving or talking. To understand any conversation that is being spoken near to you (but not directly at you), your Listen check must exceed the DC by 10.

Environment	DC Modifier
Next booth in a tavern	+2
Bustling city street corner	+5
Busy tavern	+10
Crowded market place	+15
Riot	+20

Action: Each check takes a full round of listening.

Try Again: No.

SURVIVAL (WIS)

The Survival skill is not only important in the wilderness, but can be the difference between life and death on the mean streets of the city. In huge cities, the poor and destitute must scrounge for food, find places to sleep, and avoid dangerous animals that call the streets home.

Check: You can keep yourself and others safe and fed in urban settings. The table below gives the DCs for various tasks that require Survival checks.

DC	Task
10	Get along in an urban setting without paying for food or services. You can provide relatively clean water and fresh food for one other person for every 2 points by which your check results exceeds 10.
15	Locate a relatively warm and dry place to stay in for a 24-hour period. You must reroll this check every day.
15	Keep from getting lost in confusing streets with which you are not familiar.
Varies	Follow tracks (see the Track feat, page 101 of the <i>Player's Handbook</i>). Most streets in urban settings are a mix of soft (mud) and hard (cobblestones) surfaces.

Action: Varies. A single Survival check may represent activity over the course of hours or a full day.

Try Again: Varies. For getting along in urban settings or finding a warm and dry place, you make a Survival check once every 24 hours. The result of that check applies until the next check is made.

Synergy: If you have 5 or more ranks in Knowledge (local), you gain a +2 bonus on Survival checks within urban areas covered by your expertise in that skill.

FEATS

This section provides new feats that focus the strengths and abilities of the races of destiny. Some of the feats described here are appropriate for half-elves, half-orcs, and illiumians, while others are reserved for full-blooded humans.

RACIAL FEATS

Feats marked with the [Racial] tag require the character to be of a specific race in order to select the feat. These feats share no other special properties and are considered to be a subset of a larger category of feats (in this book, all racial feats are general feats).

GENERAL AND RACIAL FEATS

The feat descriptions below use the same format presented in the *Player's Handbook*.

ABLE LEARNER [RACIAL]

You have a great aptitude for learning.

Prerequisite: Human or doppelganger.

Benefit: All skill ranks cost 1 skill point for you to purchase, even if the skill is cross-class for you. The maximum number of ranks you can purchase in a cross-class skill remains the same.

This feat does not affect the skill point cost to learn a language or to gain literacy (for a barbarian or other illiterate character).

Normal: Cross-class skills cost 2 skill points per rank.

Special: This feat may only be taken at 1st level.

BRIGHT SIGIL [RACIAL]

You have established a greater degree of control over your sigils. When you concentrate, you can emit strong illumination from the glowing symbols that surround your head.

Prerequisite: Illumian.

Benefit: As a standard action, you can increase the illumination from your illumian sigils to provide a bright

glow. Your sigils shed illumination equivalent to a *daylight* spell. The brighter light lasts as long as you concentrate, and for 1 round thereafter.

Normal: An illumian's sigils ordinarily emit a 5-foot radius of shadowy illumination, equivalent to a candle.

CHANNELED RAGE [RACIAL]

You can focus your rage to counter charms and compulsions.

Prerequisites: Half-orc, ability to rage.

Benefit: You may spend one of your daily uses of rage as an immediate action to add your Strength bonus on a Will saving throw.

CITY SLICKER

You are very familiar with city life and the inner workings of your hometown.

Benefit: Disguise, Forgery, Gather Information, and Knowledge (local) are always class skills for you.

Special: This feat may only be taken at 1st level.

COMPLEMENTARY INSIGHT [RACIAL]

You get more out of having skills that work well together.

Prerequisite: Half-elf.

Benefit: Having 5 or more ranks in a skill gives you a +3 bonus on skill checks with each of its synergistic skills, as noted in the skill description.

Normal: Synergistic skills provide a +2 bonus on skill checks.

DIVERSE BACKGROUND [RACIAL]

You have a wide and diverse background, giving you a greater understanding of different occupations.

Prerequisite: Half-human.

VARIANT:

HALF-HUMANS AND HUMANLIKE RACES

According to the *Player's Handbook*, half-elves and half-orcs are treated as elves and as orcs, respectively, for the purpose of determining various game effects, but not as humans. Other humanlike races, such as the aasimars and tieflings, are described as "humans" with a trace of celestial or fiendish blood, but are outsiders rather than humanoids.

These limitations mean that many options available in this book are off limits to such races. At the DM's discretion, half-human and humanlike races can be grouped together with humans as humanoids with the human subtype (rather than their own subtype). This means that such races qualify as human for the purpose of meeting a prerequisite for a feat or prestige class, for activating a human-only magic item, for adjudicating effects that treat humans differently from other races, and the like.

For most half-human races, this is only a very minor change. Such races retain whatever humanoid subtypes they possessed, while gaining the human subtype. Half-elves, for example, would have both the human and elf subtypes, while half-orcs would

have both the human and orc subtypes. Half-ogres (see Chapter 4) would retain their giant type while also gaining the human subtype. Typically, the result is that such races enjoy all the benefits (and suffer all the drawbacks) provided by both subtypes. For example, half-elves could use human-only magic items while still qualifying for elf-only prestige classes.

In the case of other half-humans or humanlike races, this represents a much larger change. Planetouched races descended from humans would change from outsiders with the native subtype to humanoids with the human subtype. Planetouched races that this change affects include the aasimar and tiefling (see Chapter 4), the chaond and zenythri (from *Monster Manual II*), the mechanatrix and shyft (from *Fiend Folio*), and the genasi (from *Monsters of Faerûn*). Half-celestial, half-fiend, and half-dragon humans would change from outsiders or dragons to humanoids with the human subtype. Regardless, these characters would retain any traits possessed by all creatures of their original type (outsiders retain darkvision; dragons retain darkvision, low-light vision, and immunity to sleep and paralysis; and so forth).

If you choose not to offer this variant, you can achieve a similar effect with the Human Heritage feat (see page 152).

TABLE 6-1: NEW FEATS

General Feats	Prerequisites	Benefit
Able Learner*	Human or doppelganger	Cross-class skills cost less per rank
Bright Sigil	Illumian	You can increase the illumination from your sigils
Channeled Rage	Half-orc, ability to rage	Use rage to improve Will saves
City Slicker*	—	Certain skills are class skills for you
Complementary Insight	Half-elf	Increase bonus from skill synergy to +3
Diverse Background*	Half-human	You gain a second favored class
Enhanced Power Sigils	Illumian, two power sigils	Increase bonuses from power sigils by +1
Heroic Destiny	Human or half-human	Add +1d6 to d20 roll once per day
Protected Destiny	Human or half-human, Heroic Destiny, character level 3rd	Reroll saving throw once per day
Fearless Destiny	Human or half-human, Heroic Destiny, character level 6th	Avoid death once per day
Human Heritage*	Half-human or human-descended race	You gain the human subtype and 4 skill points
Improved Sigil (<i>Aesh</i>)	Illumian, <i>aesh</i> power sigil	Bonus on melee weapon damage with Weapon Focus
Improved Sigil (<i>Hoon</i>)	Illumian, <i>hoon</i> power sigil	Bonus on saves against death effects, massive damage, and some environmental effects
Improved Sigil (<i>Krau</i>)	Illumian, <i>krau</i> power sigil	You can cast some spells at higher CL
Improved Sigil (<i>Naen</i>)	Illumian, <i>naen</i> power sigil	Bonus on saves against illusions and language-dependent effects
Improved Sigil (<i>Uur</i>)	Illumian, <i>uur</i> power sigil	Bonus on ranged weapon damage against targets denied Dex bonus
Improved Sigil (<i>Vaul</i>)	Illumian, <i>vaul</i> power sigil	Bonus on saving throws against mind-affecting spells and abilities
Inside Connection	—	+4 bonus on checks to interact with a specific organization
Menacing Demeanor	Orc blood or orc subtype	You gain a +4 bonus on Intimidate checks
Resourceful Buyer	—	Communities are considered larger for you when buying equipment
Smatterings	Int 13	You can communicate in languages you don't know
Sociable Personality	Half-elf, Cha 13	You may reroll Diplomacy and Gather Information checks
Subtle Sigil	Illumian	You can make your sigils disappear
Urban Stealth	Knowledge (local) 2 ranks	+3 bonus on Hide and Move Silently checks in cities
Urban Tracking	—	Use Gather Information to track down person
*May only be selected at 1st level.		
Initiate Feats	Prerequisites	Benefit
Arcane Insight	Cleric level 3rd, deity Boccob	Knowledge (arcana) is a class skill, +2 on Spellcraft checks, additional spells
Dread Tyranny	Cleric level 3rd, Str 13, deity Hextor	Intimidate is a class skill, add Str bonus to Intimidate checks, additional spells
Eternal Strength	Cleric level 5th, Str 13, deity Kord	+4 on saves vs. Str damage or drain, additional spells
Far Horizons	Cleric level 1st, deity Fharlanghn	Climb, Jump, and Swim are class skills, always know north, additional spells
Law Inviolat	Cleric level 1st, lawful alignment, deity St. Cuthbert	Weapons are lawful, additional spells
Radiant Fire	Cleric level 3rd, deity Pelor	+2 damage against evil creatures, additional spells
Undying Fate	Cleric level 3rd, deity Wee Jas	Determine if other creatures are dying, additional spells
Whispered Secrets	Cleric level 1st, deity Vecna	Listen and Spot are class skills, aware of divination attempts, additional spells
Tactical Feats	Prerequisites	Benefit
Crowd Tactics	Hide 5 ranks, Dodge	Gain move and skill bonuses in crowds
Roofwalker	Balance 5 ranks, Jump 5 ranks, Dodge, Mobility	Gain move, skill, and AC bonuses on rooftops

Benefit: Choose one class. That class is also a favored class for you.

Special: This feat may only be taken at 1st level.

ENHANCED POWER SIGILS [RACIAL]

Your illumian power sigils are more powerful than normal.

Prerequisites: Illumian, two power sigils.

Benefit: The bonuses granted by each of your power sigils improve by 1.

Normal: Without this feat, the bonuses granted by each of your power sigils are equal to the number of power sigils you possess.

FEARLESS DESTINY [RACIAL]

Your grand destiny allows you to avoid death.

Prerequisites: Human or half-human, Heroic Destiny, character level 6th.

Benefit: Once per day, any effect that would reduce you to -10 hit points or fewer instead reduces you to -9 hit points and leaves you in a stable condition.

Effects that kill you without reducing you to -10 hit points (such as death effects or *disintegrate*) function normally.

HEROIC DESTINY [RACIAL]

You have a destiny to fulfill.

Prerequisite: Human or half-human.

Benefit: Once per day, before you make an attack roll, ability check, skill check, saving throw, or caster level check, you may roll 1d6 and add it as a bonus on the roll, check, or save.

HUMAN HERITAGE [RACIAL]

Your human heritage is more prominent than in others of your kind.

Prerequisite: Half-human race or human-descended race.

Benefit: You are treated as a humanoid with the human subtype for the purpose of adjudicating all effects. If you are not a humanoid, your type changes to humanoid and you gain the human subtype. If you are already a humanoid, you gain the human subtype. In either case, you retain any other subtypes you had (such as orc or extraplanar), and you retain any traits common to all creatures of your original type (such as darkvision).

You gain 4 additional skill points.

Special: This feat may only be taken at 1st level.

See the Variant: Half-Humans and Human-like Races sidebar, page 150, for more about races eligible to select this feat.

IMPROVED SIGIL (AESH) [RACIAL]

You tap into your *aesh* power sigil to gain enhanced accuracy with your favored melee weapons.

Prerequisites: Illumian, *aesh* power sigil.

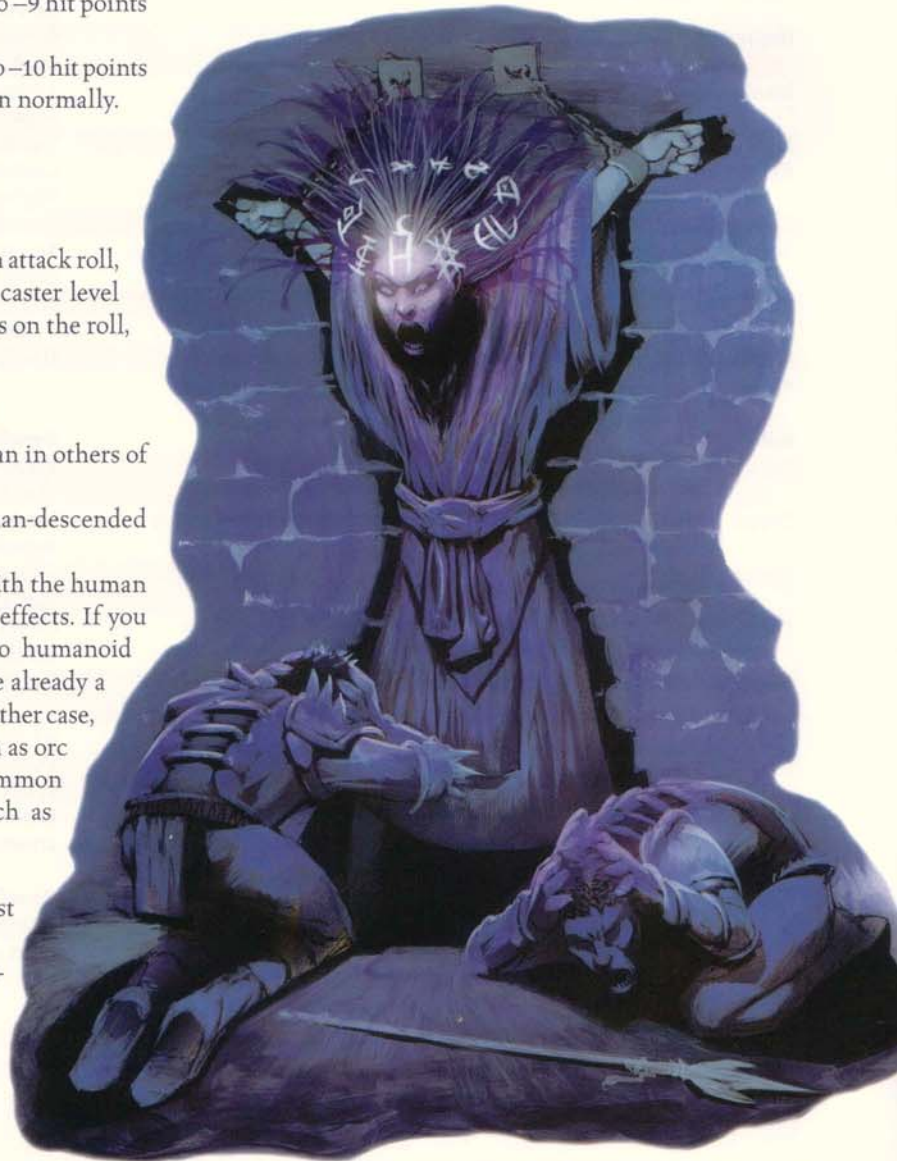
Benefit: Your *aesh* power sigil grants you a +1 insight bonus per power sigil on melee weapon damage rolls with any weapon with which you have selected the Weapon Focus feat.

IMPROVED SIGIL (HOON) [RACIAL]

You tap into your *hoon* power sigil to help survive deadly conditions.

Prerequisites: Illumian, *hoon* power sigil.

Benefit: Your *hoon* power sigil grants you a +1 insight bonus per power sigil on saving throws against death effects, on saves to avoid death by massive damage, and on Fortitude saves to avoid nonlethal damage from hot and cold environments or to resist damage from suffocation.



This shackled illumian uses her Improved Sigil (Krau) feat along with a shout spell to incapacitate her captors

IMPROVED SIGIL (KRAU) [RACIAL]

You tap into your *krau* power sigil to augment the energy of your magical utterances.

Prerequisites: Illumian, *krau* power sigil.

Benefit: Choose a number of spells with verbal components that you can cast equal to the number of power sigils you have. When you cast one of the chosen spells, the spell's effective level is increased by 1 (as if affected by the Heighten Spell feat, but with no change to the spell's casting time or spell slot). All effects dependent on spell level are calculated according to the heightened level.

Whenever you gain the ability to cast a new level of spells, you can reassign the spells you've chosen to be enhanced by this feat. For example, a wizard who reaches 3rd level and gains the ability to cast 2nd-level spells may reassign the spells affected by this feat.

Special: If you cast one of your chosen spells using the Silent Spell feat, this feat has no effect.

IMPROVED SIGIL (NAEN) [RACIAL]

You tap into your *naen* power sigil to see through illusions and resist language-based effects.

Prerequisites: Illumian, *naen* power sigil.

Benefit: Your *naen* power sigil grants you a +1 insight bonus per power sigil on saving throws against illusions and against language-dependent effects.

IMPROVED SIGIL (UUR) [RACIAL]

You tap into your *uur* power sigil to gain enhanced accuracy with ranged weapons.

Prerequisites: Illumian, *uur* power sigil.

Benefit: Your *uur* power sigil grants you a +1 insight bonus per power sigil on ranged weapon damage rolls whenever your target is denied its Dexterity bonus to Armor Class.

IMPROVED SIGIL (VAUL) [RACIAL]

You tap into your *vaul* power sigil to resist mental effects.

Prerequisites: Illumian, *vaul* power sigil.

Benefit: Your *vaul* power sigil grants you a +1 insight bonus per power sigil on saving throws against mind-affecting spells and abilities.

INSIDE CONNECTION

Choose a specific organization, such as a town's militia, a particular church, a guild, or one of the illumian cabals (see Chapter 3). You have strong personal connections within that organization, as well as insight into its membership.

Benefit: You gain a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, Knowledge (local), and Sense Motive checks made in conjunction with that organization.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new organization.

The DM should limit characters to selecting only those organizations with which they have a positive or neutral relationship. For instance, a character might not be allowed to select an enemy organization, or one whose existence and/or operations aren't well known to him.

MENACING DEMEANOR [RACIAL]

You can tap into your savage heritage to improve your intimidation techniques.

Prerequisite: Orc blood or orc subtype.

Benefit: You gain a +4 bonus on Intimidate checks.

PROTECTED DESTINY [RACIAL]

Your heroic destiny is guarded against the whims of misfortune.

Prerequisites: Human or half-human, Heroic Destiny, character level 3rd.

Benefit: Once per day, if you roll a natural 1 on a saving throw, you may reroll the save.

RESOURCEFUL BUYER

You know where to look in a community for anything you need.

Benefit: Whenever you are buying goods, the community you're in is treated as one category larger for the purpose of determining the community's gold piece limit on the most expensive item available (see Table 5-2: Random Town Generation, page 137 of the *Dungeon Master's Guide*). For example, when you are in a village, the gold piece limit on the most expensive item available to you is 800 gp rather than 200 gp.

Special: This benefit doesn't stack with any other effect that grants a similar benefit.

SMATTERINGS

You have a talent for acquiring languages—at least enough of each one to get by.

Prerequisite: Int 13.

Benefit: You can learn enough of a language to ask and understand simple questions, explanations, and instructions. This benefit only applies to verbal communication. After 2d6 days of listening to a new language, you know enough to ask simple questions and to follow simple directions. Upon every future encounter with this language, you need only 1d4 days to regain that knowledge.

SOCIABLE PERSONALITY [RACIAL]

You are adroit at avoiding social gaffes.

Prerequisites: Half-elf, Cha 13.

Benefit: You may reroll any Diplomacy or Gather Information checks. You must take the result of the reroll, even if it's worse than the original roll.

SUBTLE SIGIL [RACIAL]

You are able to fade your sigils into invisibility, but still tap their magical energy.

Prerequisite: Illumian.

Benefit: You can make your sigils disappear or reappear as a free action. You gain the full benefits of your power sigils even when they are not visible.

Normal: Illumians can douse their sigils or make them reappear with a standard action, and they lose the benefits of their power sigils as long as they are doused.

URBAN STEALTH

You are particularly adept at moving quietly and unnoticed through the city.

Prerequisite: Knowledge (local) 2 ranks.

Benefit: You gain a +3 bonus on Hide and Move Silently checks in a small city or larger community.

This bonus applies only when you are outside—trying to hide in a bedroom or office does not benefit from this feat, since your knowledge of urban environments is no help in such confined spaces.

URBAN TRACKING

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check for every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depend on the community size and the conditions; see the table below:

Community Size*	DC	Checks Required
Thorp, hamlet, or village	5	1d3
Small or large town	10	1d4+1
Small or large city	15	2d4
Metropolis	20	2d4+2

*See page 137 of the *Dungeon Master's Guide*.

Condition	DC Modifier
Every three creatures in the group being sought	-1
Every 24 hours party has been missing/sought	+1
Tracked party "lies low"	+5
Tracked party matches community's primary racial demographic*	-2
Tracked party does not match community's primary or secondary racial demographic *	+2

*See Racial Demographics, page 139 of the *Dungeon Master's Guide*.

If you fail a Gather Information check, you can retry after 1 hour of questioning. The DM should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: You can cut the time per Gather Information check in half (to 30 minutes per check), but you take a -5 penalty on the check.

INITIATE FEATS

Initiate feats show that a follower has achieved some distinction with his or her patron deity, and therefore has gained access to additional spells and abilities. Some of these feats allow the addition of these spells to the spell lists of other classes. If you have more than one class that qualifies for this addition, you must choose only one spell list to which they will be added. No character can have more than one initiate feat, since such a feat presumes a deep level of commitment to a single deity.

ARCANE INSIGHT [INITIATE]

By immersing yourself in the teachings of Boccob, you have unearthed magical secrets and gained special insight into arcane spellcasting.

Prerequisites: Cleric level 3rd, deity Boccob.

Benefit: Add Knowledge (arcana) to your list of cleric class skills. You gain a +2 insight bonus on Spellcraft checks.

In addition, you may add the following spells to your cleric spell list:

- 1st **True Strike:** +20 on your next attack roll.
- 3rd **Arcane Sight:** Magical auras become visible to you.
- 5th **Rary's Telepathic Bond:** Link lets allies communicate.
- 7th **Arcane Sight, Greater:** As *arcane sight*, but also reveals magic effects on creatures and objects.
- 8th **Moment of Prescience:** You gain insight bonus on a single attack roll, check, or save.

DREAD TYRANNY [INITIATE]

A devoted student of Hextor's militant teachings, you are skilled at intimidating and dominating weaker beings.

Prerequisites: Cleric level 3rd, Str 13, deity Hextor.

Benefit: Add Intimidate to your list of cleric class skills. You add your Strength bonus in addition to your Charisma bonus on Intimidate checks. Furthermore, when you use a lethal weapon to deal nonlethal damage, you lessen the penalty on attack rolls by 2 (-2 penalty instead of -4).

In addition, you may add the following spells to your cleric spell list:

- 2nd **Scare:** Frightens creatures of less than 6 HD.
- 4th **Evard's Black Tentacles:** Tentacles grapple all within 15-ft. spread.
- 5th **Dominate Person:** Controls humanoid telepathically.
- 6th **Eyebite:** Target becomes panicked, sickened, and comatose.

- 8th **Demand:** Delivers short message and *suggestion* anywhere, instantly.
 9th **Dominate Monster:** As *dominate person*, but any creature.

ETERNAL STRENGTH [INITIATE]

You have taken Kord's fighting ways to heart. Throwing yourself into every brawl, you draw upon your mighty deity's strength.

Prerequisites: Cleric level 5th, Str 13, deity Kord.

Benefit: You gain a +4 bonus on saving throws to resist effects that deal Strength damage or cause Strength drain.

In addition, you may add the following spells to your cleric spell list:

- 3rd **Heroism:** Gives +2 bonus on attack rolls, saves, and skill checks.
 5th **Waves of Fatigue:** Several targets become fatigued.
 6th **Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
 7th **Waves of Exhaustion:** Several targets become exhausted.

FAR HORIZONS [INITIATE]

By dedicating yourself to the philosophies of Fharlanghn, you have become a more world-wise and capable traveler.

Prerequisites: Cleric level 1st, deity Fharlanghn.

Benefit: Add Climb, Jump, and Swim to your list of cleric class skills. Furthermore, you always know the direction of north from your current position. You cannot use this extraordinary ability in any environment where "north" does not exist.

In addition, you may add the following spells to your cleric spell list:

- 1st **Expeditious Retreat:** Your speed increases by 30 ft.
 3rd **Leomund's Tiny Hut:** Creates shelter for ten creatures.
 5th **Overland Flight:** You fly at a speed of 40 ft. and can hustle over long distances.
 6th **Shadow Walk:** Step into shadow to travel rapidly.

LAW INVIOLEATE [INITIATE]

Your unshakable faith in St. Cuthbert allows you to better apprehend fugitives or overcome villains who transgress the law.

Prerequisites: Cleric level 1st, must be lawful, deity St. Cuthbert.

Benefit: Your natural weapons, as well as any weapons you wield, are treated as lawful-aligned for the purpose of overcoming damage reduction.

In addition, you may add the following spells to your cleric spell list:

- 1st **Color Spray:** Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.
 2nd **Daze Monster:** Living creature of 6 HD or less loses next action.
 3rd **Suggestion:** Compels subject to follow stated course of action.

- 5th **Passwall:** Creates passage through wood or stone wall.
 6th **Suggestion, Mass:** As *suggestion*, plus one subject/level.
 8th **Power Word Stun:** Stuns creature with 150 hp or less.

RADIANT FIRE [INITIATE]

Pelor has ignited your faith and conviction, making you better able to fight the creatures of darkness.

Prerequisites: Cleric level 3rd, deity Pelor.

Benefit: You gain a +2 insight bonus on damage rolls against creatures with the evil subtype.

In addition, you may add the following spells to your cleric spell list:

Level Spell

- 2nd **Scorching Ray:** Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (maximum 3).
 3rd **Summon Monster III*:** Calls extraplanar creature to fight for you.
 5th **Summon Monster V*:** Calls extraplanar creature to fight for you.
 6th **Summon Monster VI*:** Calls extraplanar creature to fight for you.
 8th **Summon Monster VIII*:** Calls extraplanar creature to fight for you.

*Fire elementals only.

UNDYING FATE [INITIATE]

You have pledged your unswerving obedience to Wee Jas, and she in turn has granted you special insight into life and death.

Prerequisites: Cleric level 3rd, deity Wee Jas.

Benefit: As a swift action, you can determine how close creatures are to death. This extraordinary ability can be used at will but otherwise functions like the *deathwatch* spell.

In addition, you may add the following spells to your cleric spell list:

- 2nd **False Life:** Gain 1d10 temporary hp +1/level (max +10).
 3rd **Halt Undead:** Immobilizes undead for 1 round/level.
 5th **Blight:** Withers one plant or deals 1d6/level damage to plant creature.
 7th **Finger of Death:** Kills one subject or deals 3d6 damage +1/level (max +25).

WHISPERED SECRETS [INITIATE]

You revere the Maimed Lord and have devoted your miserable, worthless life to learning but a few of the Whispered One's secrets.

Prerequisites: Cleric level 1st, deity Vecna.

Benefit: Add Listen and Spot to your list of cleric class skills. Furthermore, you automatically become aware of any attempt to observe you by means of a divination (scrying) spell or effect. This extraordinary ability does not enable you to discern the scrier, the type of scrying device or spell used, or the scrier's location.

In addition, you may add the following spells to your cleric spell list:

- 1st **Disguise Self:** Changes your appearance.
 2nd **Darkvision:** See 60 ft. in total darkness.
 3rd **Glibness:** You gain +30 on Bluff checks and your lies can escape magical discernment.
 4th **Arcane Eye:** Invisible floating eye moves 30 ft./round.
 5th **Prying Eyes:** 1d4 +1/level floating eyes scout for you.
 6th **Analyze Dweomer:** Reveals magical aspects of subject.
 8th **Mind Blank:** Subject is immune to mental/emotional magic and scrying.

TACTICAL FEATS

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

CROWD TACTICS [TACTICAL]

You are adept at moving through and fighting in crowds.

Prerequisites: Hide 5 ranks, Dodge.

Benefit: The Crowd Tactics feat enables the use of three tactical maneuvers. You only gain these benefits if the crowd is indifferent or friendly.

Moving with the Flow: Entering a square with a crowd in it does not cost you extra movement.

One with the Crowd: You gain a +4 bonus on Hide checks made in square with a crowd.

Master of the Mob: You gain a +4 bonus on Diplomacy or Intimidate checks when attempting to direct a crowd.

Normal: See page 100 of the *Dungeon Master's Guide* for rules on crowds.

ROOFWALKER [TACTICAL]

You are adept at moving and fighting on rooftops and ledges.

Prerequisites: Balance 5 ranks, Jump 5 ranks, Dodge, Mobility.

Benefit: The Roofwalker feat enables the use of three tactical maneuvers.

Fleet of Feet: You can walk across a precarious surface more quickly than normal. You can move at your full speed without taking a -5 penalty on your Balance check.

Graceful Drop: If you intentionally jump from a height, you take less damage than you would if you fell. If you succeed on a Jump check when jumping down (see page 77 of the *Player's Handbook*), you take falling damage as if you had dropped 20 fewer feet than you actually did.

Master of the Roof: You know how to use the slopes to your advantage. You gain a +1 dodge bonus to AC against any opponent who is at a different elevation from you.

RACIAL SUBSTITUTION LEVELS

A substitution level is a level of a given class that you take instead of the level described for the standard class. Selecting a substitution level is not the same as multiclassing—you remain within the class for which the substitution

level is taken. The class features of the substitution level simply replace those of the standard level.

Essentially, each set of substitution levels presents a racially flavored variant standard class. The DM may add more racial substitution level options (such as half-elf clerics or half-orc rogues) at his option, using these as guidelines.

To qualify for a racial substitution level, you must be of the proper race. For instance, to select a racial substitution level of half-orc barbarian, you must be a half-orc.

Of the four races featured in this book—human, half-elf, half-orc, and illumian—substitution levels are offered here only for half-elves and half-orcs. Humans are far too generalized to take advantage of racial substitution levels, while illumians already possess the capability to adapt their racial abilities to specific classes by choosing particular power sigils.

For each class with racial substitution levels, you can select each substitution level only at a specific class level. When you take a substitution level for your class at a given level, you give up the benefits gained at that level for the standard class, and you get the substitution level benefits instead. You can't go back and gain the benefits for the level you swapped out—when you take your next level in the standard class, you gain the next higher level as if you had gained the previous level normally. For instance, if you are a 5th-level bard and take the half-elf bard substitution level for 6th level, you forever lose the benefits normally provided to a standard 6th-level bard (gaining instead the racial substitution benefits for a 6th-level bard). When you gain another level in bard, you gain the 7th-level benefits of the standard bard class.

Unless otherwise noted in the description of a racial substitution level benefit, a character who takes a racial substitution level gains spellcasting ability (increases in spells per day and spells known, if applicable) as if he had taken this level in the standard class.

A character need not take all the substitution levels provided for a class. For instance, a half-orc barbarian might decide to take only the racial substitution level at 2nd level, ignoring the other substitution levels.

The description of each substitution level benefit explains what occurs to the standard class ability not gained, if that ability would normally increase at a specific rate (such as the gnome ranger's favored enemy).

When a substitution level changes the base class's Hit Die or class skill list, the change applies only to the specific substitution class level, not to any other class levels. A half-orc who takes the half-orc druid substitution level as a beginning character gains 10 hit points (from the substitution level's d10 Hit Die), and gains an additional 1d10 hit points for each additional half-orc druid substitution level she takes later in her career, but she gains only the normal d8 Hit Die for each of her standard druid levels.