

PLANESCAPE CAMPAIGN SETTING
CHAPTER 4: SKILLS & FEATS

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A brief blast of sound and rushing wind greeted Volund as he stepped into the room. The tiefling girl turned towards him for a moment, her eyes wide with fear beneath the blazing Harmonium sigil upon her forehead, before throwing herself through the open portal. Volund watched it close impassively and then turned sharply back from where he came. In the main room heads turned away, whether to some distant corner or down at what slop passed for food here, but everyone watched him from the corners of their eyes. The fear was palpable, for the zenythri needed no badge to be recognized. He was Harmonium, and though surrounded by at least a dozen men that would eagerly sell his corpse to the Dustmen, his air of authority was uncontested. His comrades might be waiting outside, and even if they weren't, word would get back to his faction, and then there'd be real trouble. No, despite any advantages in numbers they might have, they were the ones afraid.

Volund took in the establishment with disdain. So accustomed to the perfection of Arcadia, the Smoldering Corpse Bar was an ugly mesh of sharp angles, flickering shadows, and grayish-brown wood. Fortunately he wouldn't have to remain long, and he made his way confidently towards the impish barkeep currently doing his best to look busy as he wiped a mug with a soiled rag. Now everyone stared in earnest, waiting to see if he'd be hauling someone else in the tiefling's place. Volund paid them no mind and simply levied a stern gaze on the pathetic figure, who finally muttered, barely above a whisper "I did as ya said, gave de one with de Hardhead mark the key. Sent 'er where ya asked, I did."

The zenythri leaned over the bar, subtly sliding a couple coins to the man while replying in a clear voice so all could hear "Don't let me catch you helping anymore runaways, Krish, or you'll be taking her place in the camps." The barkeep nodded several times, but Volund was already moving to exit the bar content that another criminal had wound up on the prison plane of Carceri, just where her kind belonged. Order was served, and next time the little thief would take a minute to verify where a portal actually lead before making her getaway.

NEW SKILLS

Planars are a canny bunch, and most of them eventually train in the nature of the planes to improve their chances of survival while traveling. The skills below represent common abilities planewalkers develop as well as new uses for old skills on the planes. Anyone can pick up these techniques, so primes can also use these skills without penalty.

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Psi	Rgr	Rog	Sor	Wiz	Untrained	Key Ability
Control (plane)	cc	C	C	C	cc	C	cc	C	C	cc	C	C	Yes	Wis
Knowledge (factions and guilds)	cc	C	C	cc	cc	cc	cc	cc	cc	C	cc	C	No	Int
Planar Expertise	cc	C	cc	C	cc	cc	cc	cc	C	cc	cc	cc	No	Wis

C⊕N+R⊕L {PLANE} {WIS}

Most planars agree that the forces that comprise the multiverse are mutable. Though altering the landscape of the planes is a task best left to the powers, some planes are more morphic than others are, while a few individuals have discovered specific techniques to modify reality to conform to their beliefs. This skill allows you to force changes in the planes with your will.

Check: As a standard action you roll a Control check against the appropriate DC for the effect you are attempting to produce. Subsequent checks to maintain the effect may be repeated once per round as a free action. Only one effect may be maintained by any one creature. Different planes have varying

ways in which they may be affected and suggestions for the most morphic planes are listed below. Other effects than those listed below can be produced with permission from the DM, though unless manipulating a highly morphic plane a great deal of research and ranks in the appropriate Knowledge skills are likely necessary.

Special: Spell-like effects created by Control checks are manifested instantly and have a duration of one round unless the creature continues to maintain the effect. For every round the effect is maintained the DC increases by +1. If the creature fails the Control check or ceases to maintain the effect it fades in one round.

Control (Limbo)

The chaos matter that Limbo is composed of is easily manipulated by mental control. Most planewalkers are capable of just enough control to make the place hospitable, but trained individuals known as anarchs can build objects of extreme complexity, including entire cities.

DC	Task
16+	Stabilize a portion of chaos matter. For every two point above the DC the area of control increases 5 ft. from the initial radius denoted by the creature's Wisdom score.

Wisdom Score: If the Control check is successful, reference the controlling creature's Wisdom score to determine the size of the area of control.

Area of Control: "None" indicates that the creature can't gain control of its environment. The increasing radii denote an area of control surrounding the controlling creature, so a creature with a 1-foot radius area of control can create only a 1-foot buffer between itself and the environment.

Area of Controlled Limbo

Wisdom Score	Area of Control	Stabilized Area
1-3	None	-
4-7	1-ft. radius	-
8-11	5-ft. radius	-
12-15	10-ft. radius	-
16-19	15-ft. radius	-
20-23	20-ft. radius	5-ft. radius
24+	+5 ft. per 4 Wis points	+5 ft. per 4 Wis points

Stabilized Area: Stabilized areas form at the center of, and overlap, an area of control. When an area of control lapses, stabilized areas remain.

Control (Ethereal)

The ethereal plane is composed of protomatter, a watery mixture of the elemental material that eventually forms into demiplanes or becomes the Prime Material Plane. Protomatter can also be controlled and altered to some degree by mental focus. An appropriate craft check is required to determine the quality of any objects produced in this manner. Objects created in this fashion may only sustain themselves on the Ethereal and vanish if taken off the plane.

DC	Task
15+	Gather a clump of ethereal protomatter together in a radius of 1 ft. For every three points the check exceeds the DC the amount of protomatter increases 1 ft.
15	Produce the effects of the spell <i>prestidigitation</i> .
18	Produce the effects of the spell <i>silent image</i> .
20	Much as you convert the ether mists into breathable air, you can also draw nourishment from the mists in place of real food. A successful Control check allows you to create one meal's

worth of food. This does not create physical food; rather it absorbs essential nutrients from the ether mists, so it cannot be used to feed someone else. Though it provides everything needed for survival, the meals are tasteless and unsatisfying. Over time a person's body becomes tired of these meals, and for every 3 meals substituted, you suffer a -2 to Control checks to create more food.

- 20 Produce the effects of the spell *minor creation* on appropriate size clump of protomatter.
- 21 Produce the effects of the spell *minor image*.
- 28 Produce the effects of the spell *major image*.
- 30 Produce the effects of the spell *major creation* on appropriate size clump of protomatter.

Control (Astral)

The astral plane is made up of ectoplasm, mental energy in physical form, which is often used by psionic creatures for various effects but can also be manipulated by cruder methods. An appropriate craft check is required to determine the quality of any objects produced in this manner. Objects created in this fashion may only sustain themselves on the Astral and vanish if taken off the plane.

DC Task

- 15+ Gather a clump of astral ectoplasm together in a radius of 1-ft. For every five points the check exceeds the DC the amount of ectoplasm increases 1 ft.
- 17 Produce the effects of the power *trinket* with a clump of ectoplasm 1-ft in radius.
- 20 Produce the effects of the power *minor creation* with appropriate size clump of ectoplasm.
- 30 Produce the effects of the power *major creation* with appropriate size clump of ectoplasm.

KNOWLEDGE (THE PLANES) (IN+)

The multiverse is vast, far larger than most primes can fathom. Studying every corner of the multiverse is impossible, and proper study in this field requires choosing a few planes to focus on at a time. For every four ranks in Knowledge (the planes) you must select a plane as a specialty, such as Baator or the Plane of Fire. This represents special attention paid to that plane's traits, layers, and inhabitants.

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions). The DCs listed below are reduced by 10 for any plane with which you have a specialty.

DC Task

- 10 You know the cosmology of the planes and the basic theories behind them.
- 15 You can name the major exemplar races.
You are familiar with the known effects of a plane (e.g. the maddening winds of Pandemonium) and common forms of protection.
- 18
- 20 You are able to identify the most common inhabitants of a plane.
- 20+CR You are familiar with the basic abilities of the common inhabitants of a plane.
- 25 You know which major organizations are known to have influence on a plane
- 25+CR You are familiar with the habits and weaknesses of the common inhabitants of a plane.
- 26 You know the elemental and energy traits of a plane or layer.
- 28 You know the water of a plane or layer is drinkable.



- 30 You know whether some of the material (such as plants or animals) from a plane or layer is edible.
- 30 You know which deities are believed to inhabit the plane.
- 30+ You know the histories of a plane's major societies and cities.
- 30+ You are familiar with any known risks from a planar feature
- 35+ You know the legends and lore of a plane's hidden realms.

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.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

KNOWLEDGE (FACTIONS AND GUILDS) (INT)

This represents your knowledge of the most influential factions, sects, and guilds scattered throughout the planes. This skill determines what you know about an organization including its philosophy, agenda, leaders, and history.

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

DC	Task
10	You know the beliefs and known agendas of the organization, as well as its symbol
15	You know the organization's primary location and area of influence
17	You know of the most recent leaders of the faction or guild
20	You know who is known to sponsor or oppose the organization
20	You know the basic history of the organization
20+	You know the influence of the organization (economical, political, military, etc.)

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.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

PLANAR EXPERTISE (WIS; TRAINED ONLY)

This skill represents your familiarity with the nature of the planes. You can use this skill to determine basic information about the plane you are on (such as its alignment and elemental traits) or predict when and how the conditions on a plane are going to change (such as gravity, ground stability, etc.) up to an hour ahead of time. This skill is most useful on chaotic planes such as Limbo, where the conditions are constantly changing.

This skill also allows you to sense what plane a portal leads to, and gain an idea of whether the conditions of the other side are inherently dangerous to you. This can only be done within 5 feet of a portal, and can only determine whether there is a danger from natural conditions of the connecting



plane, not whether a creature or trap is waiting on the other side. It does not reveal what the danger is, only that there is one.

Check: You can determine various conditions of a plane or portal.

DC Task

- 15 Predict the conditions of a plane for the next minute.
- 15 Determine the elemental and energy traits of a plane, layer, or realm.
- 17 You know what plane a portal leads to.
- 18 Determine the alignment traits of a plane, layer, or realm.
- 20 Predict the conditions of a plane for the next 10 minutes.
- 20 You know whether the other side of a portal leads to an environment dangerous to you.
- 22 You know what layer of a plane a portal leads to.
- 25 Predict the conditions of a plane for the next 30 minutes.
- 25 You know whether a portal is permanent, temporary, or shifting.
- 25 Determine basic magic alterations to a specific school of magic or psionic disciplines. This only applies to universal conditions and not modifications to specific spells.
- 28 You know whether a portal is one-way or two-way.
- 30 Predict the conditions of a plane for the next hour.
- 30 You know the current portal key necessary to open the portal from the side you are on.

Action: Using Planar Expertise is a full-round action. Examining a portal requires you to be within 5 feet of a portal.

Try Again: You may make continuous checks to determine whether the conditions of a plane are going to change. Checks to determine where a portal leads can only be made every hour.

SURVIVAL {WIS}

Though there are no cardinal directions on most planes, planewalkers make use of landmarks and other planar features to find their way. You can use Survival to determine the general direction to a city or other obvious landmark you are familiar with on the same layer of the plane you are on. This skill can only be used to locate places you have already been to. If you're on a plane where positions of landmarks are subjective, this skill can be used to reduce the amount of traveling time to a destination.

Check: The DM makes a Survival check against base DC 20 for you to determine the direction to your destination. If the check fails, you cannot determine the direction. When you're on a plane where positions of landmarks are subjective, such as Limbo, every point by which the check exceeds 15 reduces the traveling time to your destination by ten minutes. On a natural roll of 1, you err and mistakenly take a random direction.

Action: It takes one minute of surveying an area and attuning oneself to a plane to determine how to reach a destination.

Try Again: You can attempt to find a location with Survival more than once per day. You may retry once every hour to determine the direction to the same destination if previous checks failed. You may not retry a check to decrease the amount of traveling time on a plane with subjective landmarks.

Special: Untrained characters can't intuitively determine the direction to a location or decrease traveling time. This skill is used normally on the Prime Material Plane as described in the *Player's Handbook*.



NEW FEATS

The feats below supplement those in the *Player's Handbook* and follow all rules in that book for how feats may be chosen and how often a character may do so. In addition, some of these new feats possess an additional prerequisite: a character region or a faction. Character regions are discussed in the Chapter 2. You only need be a member of one faction to qualify for a faction feat (in fact, you can only be a member of one faction at a time). If a feat has both a region and faction requirement you need only qualify for one; some planar residents can gain the benefits of faction ideals through the conditions of their upbringing.

GENERAL FEATS

GENERAL

Amoral	Cha 13, base Will save +2 bonus	Gain undetectable alignment at will
Arcane Dabbler	Int 13, Knowledge (arcana) 5 ranks	Gain detect magic and prestidigitation at will, Use Magic Item becomes a class skill
Censure Outsider	Wis 17, Cha 17, Extra Turning, Outsider Turning, ability to turn or rebuke undead	Stun one subtype of outsiders instead of turning them
Improved Energy Resistance	Naturally resistant to a form of energy (acid, cold, electricity, fire, sonic)	One of your natural resistances increases
Improved Outsider Turning	Wis 19, Cha 19, Extra Turning, Outsider Turning, ability to turn or rebuke undead	Banish or rebuke one subtype of outsiders
Improved Turn Resistance		Gain +4 Turn Resistance
Lawful Spellcasting	Lawful alignment	Gain a bonus to lawful spells
Outsider Turning	Wis 15, Cha 15, Extra Turning, ability to turn or rebuke undead	Gain ability to turn/rebuke one subtype of outsiders
Parting the Veil	Knowledge (religion) 12 ranks, access to a domain	Cast domain spells spontaneously
Planar Knack	Knowledge (the planes) 4 ranks	Gain a bonus to control, planar expertise, and survival skills on a chosen plane.
Portal Sense	Wis 13, Planar Expertise 9 ranks, ability to see inactive portals	Gain ability to determine what type of danger a portal leads to
Protomatter	Control 3 ranks, Ethereal Plane as a	Psionic powers can manipulate

<u>Substitution</u>	specialty for Knowledge (the planes), ability to manifest powers	protomatter instead of ectoplasm
<u>Self-Reliance</u>		Gain one extra skill point each level
<u>Static Spell</u>	Any lawful alignment	Remove random variables from spells
<u>True Name Lore</u>	Int 15, Knowledge (arcana) 10 ranks, base Will save bonus +4	Use the basics of a creature's True Name against them
<u>Turn Immunity</u>	Cha 25, Improved Turn Resistance, natural Spell Resistance 20	Immune to any type of turning/rebuking attempts
<u>Wild Magic</u>	Int 15, Spellcraft 9 ranks, base Will save bonus +4	Randomly modify a spell's caster level, with the chance of causing a wild surge

Amoral [General]

You are careful to keep your moral and ethical beliefs hidden from spells.

Prerequisite: Cha 13, base Will save +2 bonus.

Benefit: You gain the spell-like ability *undetected alignment* usable on yourself at will as a cleric of your character level.

Arcane Dabbler [General]

Though not a dedicated spellcaster, you have studied arcane principles enough to pick up a few useful cantrips and to understand the concepts behind magical devices.

Prerequisite: Int 13, Knowledge (arcana) 5 ranks.

Benefit: You gain *detect magic* and *prestidigitation* at will as a wizard of your character level. In addition, Use Magic Device is now a class skill for you.

Censure Outsider [Divine]

Choose an alignment subtype with which you have Outsider Turning. You now censure Outsiders of that alignment subtype instead of turning them.

Prerequisite: Extra Turning, Outsider Turning, ability to turn or rebuke undead, Wis 17, Cha 17.

Benefit: Instead of turning Outsiders of that alignment subtype, you stun them for 10 rounds. Stunned creatures lose their Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 circumstance bonus to hit stunned creatures. If the censuring character attacks the censured Outsider, the outsider can act normally on its next turn.

Special: You may take this feat multiple times, choosing a new alignment subtype with which you have Outsider Turning each time.



Improved Energy Resistance [General]

Choose one form of energy to which you have a natural (not spell- or item-granted) resistance. Your inherent resistance to this kind of energy is more effective than normal.

Prerequisite: Naturally resistant to a form of energy (acid, cold, electricity, fire, sonic).

Benefit: Your resistance to that type of energy increases by 5. For example, if you are an aasimar, you normally have acid, cold, electricity resistance 5. You could use this feat to increase one of those resistances to 10; the other two are unaffected.

Improved Outsider Turning [Divine]

Choose an alignment subtype with which you have Outsider Turning. You are now able to banish or command Outsiders of that alignment subtype.

Prerequisite: Wis 19, Cha 19, Extra Turning, Outsider Turning, ability to turn or rebuke undead.

Benefit: If you have at least twice as many levels as an outsider you have turned has Hit Dice, the Outsider is banished back to its home plane. Outsiders so banished cannot return to that plane for at least one day. If you would rebuke Outsiders of that alignment subtype, you command them instead. Controlling Outsiders is very dangerous; almost all are free-willed and have some measure of power, and very few would forget the arrogant fool who forced them to act against their will. Perhaps even worse, more powerful Outsiders may wonder what has happened to their subordinates or witness the commanding itself, and decide to step in.

Special: You may take this feat multiple times, choosing a new alignment subtype with which you have Outsider Turning each time.

Outsiders that have changed alignments face the extra risk of being turned by multiple sources, and return to their home plane when banished. Thus, a fallen archon would be banished back to Mount Celestia, and could be commanded by a lawful good or lawful evil caster.

Improved Turn Resistance [General]

You have a better than normal chance to resist turning.

Bonus: You are less easily affected by turning attempts than you normally would be. When resolving any type of turn/rebuke attempt, add 4 to your character level to determine your effective Hit Dice.

Lawful Spellcasting [General, Wizard]

Orderly mages have learned a thing or two about lawful and chaotic spells.

Prerequisite: Lawful alignment.

Benefit: Spells with the "Lawful" designator cast by you have their saving throw DC increased by 2. You gain a +2 to saves vs spells with the "Chaotic" designator.

Special: Wizards may purchase this feat with one of their bonus feats.



Outsider Turning [Divine]

You can channel moral or ethical energies to turn or rebuke a particular type of outsider.

Prerequisite: Wis 15, Cha 15, Extra Turning, ability to turn or rebuke undead.

Benefit: Choose one alignment subtype. You may spend one of your turning attempts to turn outsiders of that subtype. Turning outsiders does not require the channeling of positive or negative energy as turning undead does. Instead, the character draws on divine energy and their own faith to ward against the outsider. An outsider has effective turn resistance equal to its Charisma modifier (if positive). It is impossible to turn or rebuke outsiders on their home plane.

If you share the outsiders' alignment, you rebuke outsiders of that subtype instead of turning them. For example, a chaotic evil cleric who took Outsider Turning [Good] could turn any good outsider. If that cleric also took Outsider Turning [Chaotic] he could rebuke chaotic evil outsiders, and turn chaotic neutral outsiders.

Special: Any feat that applies to turning undead can be used in conjunction with this feat to turn outsiders. You may take this feat multiple times, choosing a new alignment subtype each time.

Outsiders that have changed alignments face the extra risk of being turned by multiple sources. For instance, a risen tanar'ri can be turned as a good creature, and can be turned as a chaotic or evil creature because of its inner nature.

Parting the Veil [General]

Your devotion to the greater forces in the multiverse has brought new revelations on the mysteries of the planes, allowing you to manipulate divine energy more fluidly.

Prerequisite: Knowledge (religion) 12 ranks, access to a domain.

Benefit: You no longer need to prepare domain spells, you may spontaneously choose any of your domain spells of the appropriate level to fill your domain spell slot.

Planar Knack [General]

You are able to grasp fundamental aspects of particular planes, so survival in those environments poses little trouble for you.

Prerequisite: Knowledge (the planes) 4 ranks.

Benefit: You gain a +2 bonus to Control, Planar Expertise, and Survival checks on any planes with which you have a specialty in Knowledge (the planes). In addition, Planar Expertise is now a class skill for you.

Portal Sense [General]

You are able to anticipate the dangers that lie before you through a portal.

Prerequisite: Wis 13, Planar Expertise 9 ranks, ability to see inactive portals.

Benefit: When you determine whether the destination of a portal is dangerous you also become aware of the nature of the threat. You know what type of terrain the portal leads to and whether there is a



danger from natural hazards such as fire, extreme cold, poisons, magical effects, dangerous plant life, and so on.

Protomatter Substitution [Metapsionic]

You are able to use your psionic powers to manipulate ethereal protomatter in the same manner as you manipulate ectoplasm.

Prerequisite: Control 3 ranks, Ethereal Plane as a specialty for Knowledge (the planes), ability to manifest powers.

Benefit: When on the Ethereal Plane or any plane that borders it you can manifest powers that use ectoplasm normally, replacing the astral ectoplasm with ethereal protomatter, allowing powers such as *astral construct* to function on the Ethereal or Inner Planes.

Using this feat does not add to the power point cost of a power.

Normal: Powers that draw ectoplasm from the Astral Plane do not function on planes that are not adjacent to it.

Self-Reliance [General]

Face it, the only way to survive in the multiverse is by being able to take care of yourself. You've realized that you can never truly depend on anyone else, so you've learned to be much more self-sufficient.

Benefit: You receive one extra skill point every level, starting with the level at which you take this feat. You spend extra skill points in the same way as those received each level for your class, and may not purchase more ranks in a skill than your normal maximum rank in that skill. You do not retroactively gain skill points for previous levels.

Special: You can select this feat multiple times. Each time it is taken, you gain an extra skill point per level.

Static Spell [Metamagic]

Your devotion to the principles of order allows you to lace your spells with the structure of law and remove any variables from the equation.

Prerequisite: Any lawful alignment.

Benefit: This feat adds the lawful descriptor to a spell. Furthermore, all die rolls are determined by their average value rather than being rolled for random effect. To determine the results for damage, duration, etc., multiply the values provided by the chart below by the number of dice normally rolled and round down. Thus a *fireball* that deals 8d6 fire damage would cause 28 points of fire damage.

Die	Result
D3	1.5
D4	2.5
D6	3.5
D8	4.5
D10	5.5
D12	6.5
D20	10.5



D100 50.5

Special: This feat cannot be applied to spells with the chaotic descriptor.

True Name Lore [General]

You can understand the rudiments of True Names, allowing you to research and use the True Names of creatures against them.

Prerequisite: Int 15, Knowledge (arcana) 10 ranks, base Will save bonus +4.

Benefit: You can use the True Name of a creature to bypass its magical obfuscations, cast teleportation spells on it without being included in the effect, to gain bonuses to attack rolls, spell penetration checks, and certain skill checks against it, and can target it in a true name ritual (see True Names in Chapter 5).

Note: Players should find out from the DM whether True Names will be incorporated into the campaign before taking this feat. This is only a basic approach to True Names; DMs and players are encouraged to expand upon this system, or look to the *Tome of Magic* for detailed rules.

Turn Immunity [General, Epic]

Your stature within the planes grants you immunity to the turning attempts of lesser beings.

Prerequisite: Cha 25, Improved Turn Resistance, natural Spell Resistance 20.

Benefit: You are immune to any type of turning/rebuking attempt, though you can still be banished by spells of sufficiently high-level casters.

Wild Magic [Metamagic]

Channel wild energy into a spell, giving it potential to be weaker or stronger than normal.

Prerequisite: Int 15, Spellcraft 9 ranks, base Will save bonus +4.

Benefit: A wild spell has a randomly modified caster level and has a chance of triggering a wild surge (see Wild Magic in Chapter 5). Unlike other metamagic feats, Wild Spell does not need to be applied to a spell when it's being memorized and does not increase the casting time or level of the spell.

FAC+IΘN FEAT+S

Some faction feats represent the training that comes from being in that faction, while others represent the belief manifested by that faction's principles. While most feats remain operational if a character changes factions, those with the descriptor Faction-Dependent (representing powers granted by the faction's collective beliefs) cease to function if the character loses faith in the ideals of their faction or chooses to leave the faction.

ATHAR

Condemnation

Impose a -4 penalty to some skill checks of a divine agent



<u>Blasphemous Presence</u>	Cha 15, Condemnation	Make distracting sermons to divine spellcasters
<u>Heretic's Strike</u>	Condemnation, base attack bonus +6	Attacks ignore divine protections
<u>Heretic's Fury</u>	Condemnation, base attack bonus +6	Attacks gain +1d6 against divine casters.
<u>Counter-Indoctrinate</u>	Diplomacy 9 ranks, Knowledge (factions and guilds) or (religion) 9 ranks	Gradually convince someone that they're better off without their faction/religion
<u>Slippery</u>		Gain a +1 bonus against mind-influencing effects, +2 bonus on Escape Artist checks
<u>Deny Edict</u>	Iron Will, Slippery	Become immune to compulsion effects
<u>Divine Resistance</u>		Gain +2 on saves vs. divine spells
<u>Faithless Blessing</u>		Gain a +2 bonus against divine spells
<u>Faithless Miracle</u>	Faithless Blessing, character level 6th	Gain spell resistance against divine magic
<u>Priest of the Great Unknown</u>	Access to a domain	Retain clerical casting abilities while rejecting your deity
<u>Renewed Faith</u>	Access to a domain	Retain clerical casting abilities while rejecting your deity

BELIEVERS OF THE SOURCE

<u>Harness Divinity</u>	Wis 11	Gain cure or inflict light wounds 1/day
<u>Cleanse Impurity</u>	Wis 15, Harness Divinity	Gain restoration usable on yourself 1/day
<u>The Cycle of Testing</u>	Harness Divinity	Reincarnation is always an option
<u>Influence New Form</u>	The Cycle of Testing	Affect your reincarnation.
<u>Sacred Form</u>	Wis 17, Cleanse Impurity, Harness Divinity	Become immune to some transmutations



<u>Descend the Chain</u>	Wis 19, Cleanse Impurity, Harness Divinity, Sacred Form, Control 15 ranks	Gain limited shapechange 1/day
<u>Complete the Cycle</u>	Control 6 ranks, Knowledge (the planes) 6 ranks	Be reincarnated into a planar creature after dying
<u>Cumulative Life Experience</u>		Add a +2 bonus to your skill checks .
<u>Previous Life Experience</u>	Wis 13, Cumulative Life Experience	Attempt any skill untrained
<u>Disciple of the Foundry</u>		Gain +2 on all craft checks
<u>Good with People</u>		Gain a +3 bonus to diplomacy checks
<u>Imbue Equipment</u>	Skill Focus (Craft)	Gain ability to create some magical equipment without being a spellcaster
<u>Priest of the Great Unknown</u>	Access to a domain	Retain clerical casting abilities while rejecting your deity
<u>Renewed Faith</u>	Access to a domain	Retain clerical casting abilities while rejecting your deity
<u>Talents of the Past</u>		Gain two cross-class skills as class skills
<u>What Kills You Makes You Stronger</u>	Died at least once	Gain save bonuses determined by the circumstances of your last death.

BLEAK CABAL

<u>Added Mind</u>	Insanity 1	Add your Insanity score to your Will saves.
<u>Already Mad</u>		You are immune to spells and effects that cause madness.
<u>Apathy</u>		Gain DR
<u>Detached</u>	Wis 15	Gain ½ Wis modifier bonus to saves when taking only a standard action
<u>Helping Hand</u>	Heal 6 ranks, base Will save bonus +3	+1 on Heal checks, +1 to caster level for healing spells and class abilities

<u>Incorporate Madness</u>	Iron Will, Touched in the Head	Absorb mind-influencing effects that are afflicting others
<u>Insight of the Barmy</u>	Insanity 1, any chaotic alignment, permission from the DM	Receive intuitive clues from seemingly unrelated facts
<u>Manic-Depressive</u>		Gradually move closer to insanity
<u>Hyperactive</u>	Manic-Depressive, base Reflex save +4	While in a manic state you are hasted for a brief period
<u>Touched in the Head</u>	Iron Will, character level 9th	Immune to madness effects
<u>Unhealthy Fixation</u>	Insanity 1	Add your Insanity score to your Wisdom-based skills.

DOOMGUARD

<u>Annihilation Spell</u>	Any two other metamagic feats	Add a Con penalty to a damaging spell's effect
<u>Breath of Dust</u>		Gain the ability to breath normally in Ash, Dust, Salt or Vacuum.
<u>Destruction Embraced</u>		Gain luck bonus to AC and saves by refusing magical healing
<u>Steady Decay</u>	Destruction Embraced, character level 6th	Become immune to death and negative energy effects
<u>Entropic Blow</u>	Str 13, Power Attack, base attack bonus +3	Make an attack once a day that deals 1d3 Con damage
<u>Improved Entropic Blow</u>	Str 13, Power Attack, Entropic Blow, base attack bonus +8	Your entropic blow deals 2d3 of Con damage
<u>Entropic Understanding</u>	Int 13, Power Attack, base attack bonus +5	Score critical hits against type of creature that is without a discernable anatomy
<u>Sift</u>		Determine what destroyed an object
<u>Improved Sift</u>	Sift	View an object's destruction
<u>Sinker Swordsmanship</u>	Proficiency with simple and martial weapons, Weapon Focus, base attack bonus +9	Gain the benefits of a weapon-based fighter feat for all swords with which you meet the prerequisites



<u>Sword Training</u>		Gain proficiency with all simple and martial weapons, and one exotic sword
DUSTMEN		
<u>Breath of Dust</u>		Gain the ability to breath normally in Ash, Dust, Salt or Vacuum.
<u>Dead Inside</u>		Gain a +4 to saves vs. fear and emotion affecting spells.
<u>Dead Truce</u>		Mindless undead will not harm you
<u>Expanded Dead Truce</u>	Dead Truce	Extend the Dead Truce to your companions
<u>Greater Dead Truce</u>	Dead Truce, character levels 6th	Intelligent undead will not harm you
<u>Lord of the Dead</u>	Dead Truce, Greater Dead Truce, Leadership, any nongood alignment	Enlist unintelligent and intelligent undead into your army
<u>Death Focus</u>	Spell Focus (Necromancy)	+2 bonus on spell DC's for death spells
<u>Death Wish</u>	Death Focus	Force people to commit suicidal acts with compulsion spells
<u>Deathsense</u>	Undead, petitioner	Gain deathwatch 3/day.
<u>Deathspeak</u>	Deathsense or undead or petitioner	Gain speak with dead 3/day
<u>Final Blow</u>		Prevent an opponent from being raised after death.
<u>Heal the Dead</u>		Gain inflict light wounds 1/day
<u>Numb</u>	Iron Will	Become immune to spells that affect emotions
<u>Vision of Death</u>	Wis 11, Spot 6 ranks	Determine the condition of others
<u>Oblivion Awaits</u>	Wis 13, Iron Will, Numb, Vision of Death, Intimidate 9 ranks, Spot 9 ranks	Gain a gaze attack that inflicts either a scare or fear effect



Undead Visage	Non-undead	Appear undead and gain bonuses to intimidate
FATED		
Borrow Style	Int 15, Alertness, base attack bonus +9	Gain a virtual version of a fighter feat you observe
Deal Maker		Get a discount from any merchant
Extra Skills		Gain more skill points
Multiversal Socialite	Knowledge (the planes) 4 ranks	Gain +2 bonus to Charisma-based skill checks with some planars
Sticky Fingers		Gain +2 bonus to checks when stealing; gain Sleight of Hand as a class skill
Grab Magic	Sticky Fingers, Knowledge (arcane) 6 ranks, Spellcraft 6 ranks	Make touch attacks to steal a magical effect from someone else
Siphon Spell Slot	Grab Magic, Sticky Fingers, Knowledge (arcana) 12 ranks, Spellcraft 12 ranks	Regain spell slots or spells per day by stealing them from another spellcaster
Taker's Skills		Gain a +1 bonus to pick pockets, bluff, diplomacy
Unwritten Destiny	Iron Will, character level 9th	Gain immunity from magical contracts, attempts to divine your future

FRATERNITY OF ORDER

Intuit Pattern	Int 11	Gain comprehend languages at will
Assemble Pattern	Int 15, Intuit Pattern, Knowledge (arcana) 6 ranks	Gain minor creation or major creation as a spell-like ability 3/day
Minor Loophole	Int 15, base Will save +3 bonus	Temporarily gain a spell of up to 4th level
Bookworm	Int 15, Minor Loophole, base Will save +3 bonus	Reduce the time to develop loopholes and spells by 75%



<u>Pocket of Order</u>	Any lawful alignment	Lawful spells remove any chaos from a small area
<u>Probability Manipulation</u>	Int 15	Able to add +2 or -2 to anyone's roll
<u>Evaluating the Outcome</u>	Int 15, Probability Manipulation, base Will save +5 bonus	Add or subtract your Intelligence modifier from an action to change the result
<u>Research Loophole</u>	Base will save +3	Research spells as if a wizard
<u>Structured Mind</u>	Base Will save +2 bonus	Gain +2 bonus against probes or attacks on your mind; gain ability to resist possession

[Tinker with Magic](#) Gain minor spells as a non-caster.

FREE LEAGUE

<u>Contacts in the Grand Bazaar</u>		Gain a discount on purchases made at the Bazaar
<u>Counter-Indoctrinate</u>	Diplomacy 9 ranks, Knowledge (factions and guilds) or (religion) 9 ranks	Gradually convince someone that they're better off without their faction/religion
<u>Deal Maker</u>		Get a discount from any merchant
<u>Faction-Free</u>		Gain +2 bonus against faction-dependent abilities
<u>Free Willed</u>		Gain a +4 to saves vs. mind affecting spells and effects.
<u>Slippery</u>		Gain a +1 bonus against mind-influencing effects, +2 bonus on Escape Artist checks
<u>Deny Edict</u>	Iron Will, Slippery	Become immune to compulsion effects
<u>Surprise Factioneers</u>	Wis 13, Cha 13, Knowledge (factions and guilds) 6 ranks	Able to shock faction members with your statements
<u>Insult Factioneers</u>	Wis 15, Cha 15, Surprise Factioneers, Knowledge (factions and guilds) 9 ranks	Able to make faction members focus on you with your slurs



<u>Disenchant Factioneers</u>	Wis 17, Cha 17, Insult Factioneers, Surprise Factioneers, Knowledge (factions and guilds) 12 ranks	Able to nullify faction-dependent abilities with your counter-faction points
<u>The Chant</u>	Gather Information 6 ranks, character level 6th	Gain one contact in a specialized field per three character levels

HARMONIUM

<u>Authority</u>	Cha 11, 3 ranks in Intimidate	Gain command or greater command as a spell-like ability 1/day
<u>Branding</u>	Cha 11, Authority, Control 6 ranks, Intimidate 6 ranks, any lawful alignment	Channel the power of justice to brand criminals with magical runes
<u>Command</u>		Gain command as a spell-like ability 1/day
<u>Dictate</u>	Command, base will +5, base attack bonus +5	Gain Dictate 1/day
<u>Commanding Spellcasting</u>	Spell Focus (Enchantment)	+2 bonus on save DCs against compulsion spells
<u>Hardheaded</u>	Iron Will, character level 6th	Gain a +4 to saves vs. mind affecting spells and effects.
<u>Joint Operation</u>	Combat Expertise, base attack bonus +6	Bypass abilities that prevent flanking and retain Dexterity bonuses to AC
<u>Lockdown</u>	Quick Draw, base attack bonus +4	Attach restraining devices on opponents as a free action
<u>Seasoned Officer</u>	Cha 13, Leadership	Lead other Harmonium members more effectively
<u>Renowned Commander</u>	Cha 13, Leadership, Seasoned Officer	Suffer fewer penalties when attracting cohorts and followers
<u>Subdue Criminal</u>		Gain a +2 in grapple checks
<u>Team Player</u>		When flanking with a partner gain additional bonuses



<u>Unit Tactics</u>	Base attack bonus +3	Gain combat bonuses when threatening an opponent with allies that have this feat
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MERCYKILLERS

<u>Justice Blow</u>		Deal extra damage to an opponent.
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<u>Know Lies</u>		Gain discern lies 1/day, and sense motive as a class skill
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<u>Lightning Justice</u>	Empower Spell, Spellcraft 10 ranks	+1 bonus on spell DCs for electricity spells, empower an electricity spell once a day without preparation
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MIND'S EYE

<u>Complete the Cycle</u>	Control 6 ranks, Knowledge (the planes) 6 ranks	Be reincarnated into a planar creature after dying
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<u>Harness Divinity</u>	Wis 11	Gain cure or inflict light wounds 1/day
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<u>Cleanse Impurity</u>	Wis 15, Harness Divinity	Gain restoration usable on yourself 1/day
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<u>Sacred Form</u>	Wis 17, Cleanse Impurity, Harness Divinity	Become immune to some transmutations
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<u>Descend the Chain</u>	Wis 19, Cleanse Impurity, Harness Divinity, Sacred Form, Control 15 ranks	Gain limited shapechange 1/day
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<u>Illusion Perception</u>		Automatically gain save against illusions
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<u>Power of Denial</u>	Illusion Perception, Control 6 ranks	Become incorporeal towards an object
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<u>Renewed Faith</u>	Access to a domain	Retain clerical casting abilities while rejecting your deity
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<u>Talents of the Past</u>		Gain two cross-class skills as class skills
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REVOLUTIONARY LEAGUE



<u>Anarchist Craftsmen</u>	Craft (alchemy) 5 ranks, Craft (trapmaking) 5 ranks	Pay 1/6 base price for making acids, poisons, or traps
<u>Counter-Indoctrinate</u>	Diplomacy 9 ranks, Knowledge (factions and guilds) or (religion) 9 ranks	Gradually convince someone that they're better off without their faction/religion
<u>Mental Conditioning</u>	Counter-Indoctrinate, Diplomacy 15 ranks, Knowledge (factions and guilds) 15 ranks, any nongood alignment	Embed secret commands in the subconscious of someone you've used Counter-Indoctrinate on
<u>Deception</u>		Gain a +1 bonus to bluff, disguise, forgery, innuendo.
<u>Expert Infiltration</u>		Gain a +4 bonus to bluff, disguise, forgery, innuendo.
<u>Infiltrator</u>	Bluff 5 ranks, Disguise 5 ranks, Knowledge (factions and guilds) 5 ranks	Disguise yourself convincingly as a member of another faction or guild
<u>Confidant</u>	Infiltrator, Bluff 18 ranks, Disguise 12 ranks, Knowledge (factions and guilds) 12 ranks, instruction by someone possessing this feat	Gain ability to appear as a trusted friend or advisor to a target who will then view you in a very favorably light
<u>Point Finger</u>	Bluff 4 ranks	Subtract from Bluff checks to make target appear guilty
<u>Riot Leader</u>	Leadership, Bluff 7 ranks, Diplomacy 7 ranks, nonlawful alignment	You can stir up a riot for a short period of time
<u>Scapegoat</u>	Bluff 6 ranks	Receive a bonus to bluff when attempting to blame others
<u>Slippery</u>		Gain a +1 bonus against mind-influencing effects, +2 bonus on Escape Artist checks
<u>Deny Edict</u>	Iron Will, Slippery	Become immune to compulsion effects

RING GIVERS



<u>Ascetic</u>	Equipment value restriction	Gain bonuses for discarding valuable items
<u>Harmless</u>	Wis 11	Gain sanctuary 3/day
<u>Punish the Oppressor</u>	Wis 11, Harmless, character level 9th	Reflect damage back on your attacker
<u>Helping Hand</u>	Heal 6 ranks, base Will save bonus +3	+1 on Heal checks, +1 to caster level for healing spells and class abilities
<u>Bear the Burden</u>	Helping Hand, Improved Initiative, Heal 6 ranks, all base saves +4 bonus	Gain ability to take damage in place of another person
<u>Intrinsic Value</u>	Wis 13, Eschew Materials	Substitute costly spell components with cheaper materials
<u>Return of Favors</u>		People must honor their debts
<u>Oathbinder</u>	Cha 15, Return of Favors, Control 3 ranks, character level 6th	Ability to cast lesser geas on those who make a promise
<u>Oathmaster</u>	Cha 17, Oathbinder, Return of Favors, Control 6 ranks, character level 9th	Ability to cast geas on those who willingly make a promise

SIGN OF ONE

<u>Dreamer</u>		Gain dreams of divination
<u>Illusion Perception</u>		Automatically gain save against illusions
<u>Power of Denial</u>	Illusion Perception, Control 6 ranks	Become incorporeal towards an object
<u>Powers of Imagination</u>		Imagine things into being
<u>Greater Power of Imagination</u>	Base Will save +8 bonus, The Power of Imagination	Things imagines are more powerful.

SOCIETY OF SENSATION

<u>Bloodhound</u>	Alertness, Extraordinary Sense (Olfactory)	Gain the Scent extraordinary ability
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<u>Broad Experiences</u>		Gain bardic knowledge.
<u>Extraordinary Sense</u>		Pick a sense. One of your senses is honed to a supernatural level
<u>Empathic Awareness</u>	Alertness, Extraordinary Sense for two senses	Gain ability to read auras
<u>Empathic Insight</u>	Alertness, Empathic Awareness, Extraordinary Sense for two senses	Gain modified vision as a spell-like ability
<u>Exceptional Immunity</u>	Con 13, Alertness, Extraordinary Sense (Taste), Craft (Alchemy) 6 ranks	Ability damage from diseases and poisons is reduced by 3 points
<u>Spectrum Enhancement</u>	Alertness, Extraordinary Sense (Ocular), Spot 15 ranks	Gain a minor form of x-ray vision
<u>Sensorium Scholar</u>	Must have gone through every sensation available at a sensorium	Make untrained Knowledge checks, gain a +1 bonus to Knowledge checks
<u>Communal Experience</u>	Sensorium Scholar, character level 9th	Gain insight bonus from the memories of other people
<u>Sensory Touch</u>		Gain ability to transfer some of your own wellbeing to another

SODKILLERS

<u>Eye for Injustice</u>		Can tell if someone has committed a crime recently
<u>Killing Blow</u>	Str 13, Cleave, Power Attack	Use your extra cleave attack on your existing target.
<u>Kill Count</u>	Str 13, Cleave, Killing Blow, Power Attack	Gain combat bonuses by killing opponents
<u>Love Thy Weapon</u>	Str 13, Cha 13, Power Attack, Weapon Focus, base attack bonus +8	Gain greater magic weapon 3/day
<u>Natural Alpha</u>	Str 13, Cha 13	Add Str modifier to Intimidate checks and some Diplomacy checks



<u>Brawn over Brains</u>	Str 13, Cha 13, Great Fortitude, Natural Alpha, base Fortitude save +4	Use base Fortitude in place of base Will for mind-influencing effects of certain level
<u>For Justice</u>	Str 13, Cha 13, Eye for Injustice, Natural Alpha, base attack bonus +6	Make attack that deals double damage against a criminal; you take half damage
<u>Strengthened Transmutation</u>	Spell Focus (Transmutation)	+2 to caster level for transmutation spells on yourself
<u>Wounding Martial Strike</u>	Int 15, Weapon Focus, base attack bonus +6	Leave wounds that continue to bleed

SONS OF MERCY

<u>Commanding Spellcasting</u>	Spell Focus (Enchantment)	+2 bonus on save DCs against compulsion spells
<u>Helping Hand</u>	Heal 6 ranks, base Will save bonus +3	+1 on Heal checks, +1 to caster level for healing spells and class abilities
<u>Joint Operation</u>	Combat Expertise, base attack bonus +6	Bypass abilities that prevent flanking and retain Dexterity bonuses to AC
<u>Know the Guilty Heart</u>	Sense Motive 12 ranks	Gain ability to hear guilty consciences
<u>Merciful Strike</u>	Combat Expertise, Improved Disarm, base attack bonus +8, smite ability	Knock an opponent unconscious instantly with a smite attack
<u>Purity of Form</u>	Great Fortitude, any good alignment	+2 bonus against the special abilities of undead; cannot be made undead
<u>Purity of Spirit</u>	Iron Will, any good alignment	+2 bonus against the special abilities of evil outsiders and evil spells
<u>Unit Tactics</u>	Base attack bonus +3	Gain combat bonuses when threatening an opponent with allies that have this feat

TRANSCENDENT ORDER

<u>Cadence Whispers</u>		Receive insightful instructions
<u>Walk the Predefined Path</u>	Cadence Whispers, character	Gain find the path once a week

	level 9th	
<u>Cipher Trance</u>	Concentration 2 ranks	Gain one trance use a day; trance gives you +4 Dexterity
<u>Action without Thought</u>	Cipher Trance, Concentration 2 ranks	Gain a +10 bonus to initiative roll by using one trance use
<u>Cadence Strike</u>	Cipher Trance, Combat Reflexes, Concentration 5 ranks, base attack bonus +5	One attack becomes a critical threat by using one trance use
<u>Extended Cipher Trance</u>	Cipher Trance, Concentration 2 ranks	Trances last an additional 5 rounds
<u>Extra Cipher Trance</u>	Cipher Trance, Concentration 2 ranks	Gain two additional trance uses
<u>Improved Cipher Trance</u>	Wis 13, Cipher Trance, Combat Reflexes, Concentration 7 ranks	Gain additional trance use; trance also gives you +4 Wis and Cha
<u>Greater Cipher Trance</u>	Wis 17, Cipher Trance, Combat Reflexes, Improved Cipher Trance, Concentration 10 ranks, permission from the DM	Gain additional trance use; trance bonuses increase to +6 Dexterity, Wisdom, and Charisma
<u>Master of the Heart</u>	Base attack bonus of +2	Gain initiative, and action trace.
<u>Master of the Mind</u>	Master of the Heart, Base attack bonus of +6	Gain initiative, and permanent action trace.
<u>Master of the Spirit</u>	Master of the Mind, must be Factol of the Transcendent Order.	Gain initiative, +2 to Will saves and permanent action trace
<u>Renewed Faith</u>	Access to a domain	Retain clerical casting abilities while rejecting your deity

XAOSITECTS

<u>Chaos Infused</u>	Any chaotic alignment	Make it more difficult to identify and counterspell your magic
<u>Instant Chaos</u>	Chaos Infused, Combat Casting, Quicken Spell, any chaotic alignment	Quicken a chaotic spell without preparation once a day
<u>Divert Pattern</u>	Cha 13	Gain random action 3/day

Disruptive Aura	Cha 15, Divert Pattern, character level 9th	Disrupt the actions of those around you with your presence
Divert Attack	Dex 13, Cha 13, Divert Pattern, Dodge, character level 6th	Redirect the attack of an opponent you are dodging to hit someone else
Finder		+2 on Search checks, increased search area
Great Finder	Finder	Able to find valuable objects in the most unlikely of areas
Induce Chaos		Gain random action 1/day
Riot Leader	Leadership, Bluff 7 ranks, Diplomacy 7 ranks, nonlawful alignment	You can stir up a riot for a short period of time
Scramblespeak		Scramblespeak gives a bonus to innuendo
Unlikely Event		19-20 are treated as automatic success, 1-2 are treated as automatic failure

Action without Thought [General, Faction-Dependent]

You've learned to react instantly, moving thought into action almost immediately.

Prerequisite: Membership in the Transcendent Order. Cipher Trance, Concentration 2 ranks.

Benefit: You may expend one of your trance uses for the day to gain a +10 bonus on a single roll for initiative. This stacks with other initiative bonus such as from Improved Initiative.

Added Mind [General, Regional, Faction-Dependent]

Your natural insanity inhibits additional clouding of your mind, as your madness provides a more compelling distraction.

Region: Pandemonium.

Prerequisite: Membership in the Bleak Cabal. Insanity 1.

Benefit: You may always use ½ your Insanity score as a bonus to your Wisdom rather than a penalty for the purposes of making Will saves.

Normal: Your Insanity score is normally subtracted from your Wisdom for purposes of Will saving throws.



Already Mad [General, Faction-Dependent]

The Bleak Cabal are all somewhat insane themselves, and so are immune to madness effects.

Prerequisite: Membership in the Bleak Cabal.

Benefit: You are immune to all spells or effects that cause madness or confusion, such as Confusion, Tasha's Hideous Laughter, Otto's Irresistible Dance, and Feeblemind.

Anarchist Craftsman [General, Faction-Dependent]

You are adept at creating nasty surprises, and know how to get the most for your money.

Prerequisite: Membership in the Revolutionary League. Craft (Alchemy) 5 ranks, Craft (trapmaking) 5 ranks.

Benefit: When creating acids, poisons, or traps, you pay one-sixth the item's price in raw materials, rather than the usual one-third.

Annihilation Spell [Metamagic, Faction-Dependent]

Your magic uses Sinkers knowledge of pure annihilation to enhance its destructive power, causing fault lines of disintegration to accompany the normal devastation of a given spell.

Prerequisite: Membership in the Doomguard. Any two other metamagic feats.

Benefit: This may only be used with a spell that targets a single creature and deals damage. If that spell successfully deals damage the target also suffers a penalty to Constitution equal to the level of the spell. A successful Fortitude save (DC equal to the original spell's DC) halves the Constitution damage (minimum 1). If the target's Constitution is reduced to 0, the target is reduced to dust as the *disintegration* spell. Against inanimate objects or objects with no Constitution score the Constitution damage is simply added as additional damage. An annihilation spell uses up a spell slot three levels higher than the spell's actual level.

Apathy [General, Faction-Dependent]

Bleakers don't believe that anything really matters, and because of that believe things do matter less to them.

Prerequisite: Membership in the Bleak Cabal

Benefit: You gain damage reduction of $X/-$, where X is one plus their character level divided by five. This does not stack with any other form of damage reduction, though the Bleaker may use the better value.

Ascetic [General, Faction-Dependent]

By forsaking dependence on material possessions you have found a freedom few could understand. By putting faith in one of the main tenets of the Ring-Givers you are able to rely on fate to carry you through.

Prerequisite: Membership in the Ring givers. Equipment value restriction (see below).



Benefit: As long as no one item in your possession is worth more one-tenth the starting equipment value for your ECL (as described in Table 5-1 in the *Dungeon Master's Guide* pg. 135), you have a pool of luck points equal to twice your ECL to spend as you wish each day. Each luck point equals a +1 luck bonus that can be spent on any roll. You must declare your luck point use before you roll, and you can only spend as many points as half your ECL (rounded up) on one roll at a time. If you ever have an item in your possession exceeding your allowed limit, you lose your luck points until you discard the item. If you make use of such an item, such as wearing expensive armor or attacking with an expensive weapon, you lose use of your luck points for 24 hours after discarding the item.

Assemble Pattern [General, Faction-Dependent]

Everything has a system - a pattern - of Orders it abides by. By understanding groups of small Orders you've managed to combine bits of arcane and mundane training to create an object out of thin air.

Prerequisite: Membership in the Fraternity of Order. Int 15, Intuit Pattern, Knowledge (arcana) 6 ranks.

Benefit: You gain the spell-like ability *minor creation* 3/day as a wizard of your character level.

Special: If you have Int 17 and Knowledge (arcana) 9 ranks, you gain the spell-like ability *major creation* instead of *minor creation*.

Authority [General, Faction-Dependent]

The authority put forth by your faction has become an almost supernatural ability to bellow a command and see it immediately obeyed.

Prerequisite: Membership in the Harmonium. Cha 11, Intimidate 3 ranks.

Benefit: You gain the spell-like ability *command* once a day as a cleric of your character level. The spell DC is Charisma-based.

Special: If you have Cha 15 and Intimidate 6 ranks, you gain the spell-like ability *greater command* instead of *command*.

Bear the Burden [General, Faction-Dependent]

You are a truly rare breed, one willing to take the burdens of others onto yourself, believing that doing so is in the best interests of everyone in the end.

Prerequisite: Membership in the Ring Givers. Helping Hand, Improved Initiative, Heal 6 ranks, base Fort save +4 bonus, base Reflex save +4 bonus, base Will save +4 bonus.

Benefit: You can take a standard action before or after your normal initiative (losing your next action) to take the damage that another is about to receive and have the effects applied to yourself instead. This includes ability drain damage and negative level damage. You must be within 10 ft. of the targeted creature, and you must choose to use this ability before any dice are rolled to determine its success. You are automatically hit by the attack and cannot resist the effect by any means. You must be aware of the attack or spell to intercept it.

Blasphemous Presence [General, Faction-Dependent]

By taking a stand and voicing your disdain for the powers you are capable of undermining the devotion of divine servants.



Prerequisite: Membership in the Athar. Cha 15, Condemnation.

Benefit: By making a successful Intimidate check as a full round action you force any characters within 30 feet that receive power from a deity to focus on you instead of their spells. Targets that fail a Sense Motive check against the DC of your Intimidate check must make a Concentration check (DC 10 + spell level + your Charisma modifier) to cast a spell or use a spell-like ability. You may continue this distraction for a number of rounds equal to 3 + your Charisma modifier, during which you can attack and move normally but may not cast spells or activate magical items. This is a supernatural ability usable once per day.

Bloodhound [General, Faction-Dependent]

Your sense of smell is far more potent than is normal for your race, and is on par with the best of hounds.

Prerequisite: Membership in the Society of Sensation. Alertness, Extraordinary Sense (Olfactory).

Benefit: You gain the Scent ability, as described in the *Dungeon Master's Guide*.

Bookworm [General, Faction-Dependent]

Through extended training, practice, and many nights poring over books and scrolls by candlelight, you've developed quite a skill for speed reading and putting principles together.

Prerequisite: Membership in the Fraternity of Order. Int 15, Minor Loophole, base Will save +3 bonus.

Benefit: The research time required to discover new loopholes or to develop new spells is reduced to ¼ the normal time.

Borrow Style [General, Fighter, Faction-Dependent]

You've been able to take care of yourself by adapting various techniques quickly. You may imitate the combat styles of others for a short time.

Prerequisite: Membership in the Fated. Int 15, Alertness, base attack bonus +9.

Benefit: By studying a target in combat, once a day you may make use of one feat that the target uses. You may take other actions while studying your target, so long as your attention remains on the target as the feat is used. The duplicated feat must be one that fighters may choose as a bonus feat, and you must choose to adapt the technique as it is performed. You need not meet the Prerequisite of the feat and may use it until the end of combat. This ability cannot mimic epic feats.

Note: You can only borrow styles that involve distinct and visible combat techniques. For example, while you could borrow the Expertise, Dodge, and Improved Trip feats, you could not borrow the Improved Critical, Improved Initiative, or Weapon Focus feats.

Branding [General, Faction-Dependent]

Unfortunately it is often not possible to make others see the wisdom of the Harmonium way, and it is not always appropriate or possible to kill someone outright. The Hardheads are persistent, however, and you are trained in alternative means to punish criminals.

Prerequisite: Membership in the Harmonium. Cha 11, Authority, Control 6 ranks, Intimidate 6 ranks, any lawful alignment.



Benefit: Upon taking this feat select one of the brands listed below. Placing a brand on a target requires a touch attack as a standard action and may require an extended amount of concentration, as noted below. The target may resist the branding with a Will save (DC 10 + ½ character level + Charisma modifier). Once placed, the symbol crackles with energy for a moment and then settles to a steady glow that can be seen through most clothing. It is about the size of a palm and is not written in any known language. *Read magic* reveals the crime committed to earn the mark and in some cases how the target can make amends in order to remove the brand. The brand is otherwise permanent and can only be removed by the one who placed it or through powerful magic such as *limited wish*, *miracle*, or *wish*. Spells such as *disguise self* and *shapechange* cannot hide the brand, but *invisibility* will. This is a supernatural ability usable once per day. You may have a number of runes active equal to your Charisma modifier.

Brand of Remorse: This brand can only be placed on evil creatures. Once a brand of remorse is placed, the DM secretly rolls a d6. That many rounds later the brand appears wherever the target was touched and the target is overcome with intense and painful visions, experiencing everything that their victims have. Though not helpless, the target has a 50% chance each round to not perform any intended actions aside from moving as the pain blots out anything else. Even if able to act, the target must make a Concentration check against DC 20 (plus spell level, if applicable) to perform anything that requires focus. The effect lasts for one minute per four character levels. Afterwards, the target is permanently shaken until the brand is removed. Should the target ever commit a blatantly evil act the visions return as before.

Brand of Tracking: By placing this mark on a target, you gain the ability to find them wherever they are with a standard action as the spell *locate person* except there is no range limit so long as the target is on the same plane of existence. Even should they escape to a different plane the branding will lead you to the last area they were in.

Brand of Warning: By focusing for ten minutes you can imprint a symbol of warning on the forehead of a target that you believe has committed an unethical deed. Though the brand does not cause any direct harm, it tends to make the target's life miserable. Lawful creatures instinctively realize the target is untrustworthy, and their attitudes move one step closer to

Hostile. Nonlawful creatures feel uneasy around the target, as if they will be punished for mere association. The target suffers a -10 penalty to Charisma-based skill checks targeting lawful creatures and -5 penalty towards nonlawful creatures. The symbol must be seen to have any effect, but the difficulty to hide it ensues that it serves its function.

Special: You may take this feat multiple times. Each additional time you take this feat, you learn a different brand symbol.

Brawn over Brains [General, Faction-Dependent]

Strength and power are the true measurements of one's position in the multiverse, and you don't believe some bookworm mage can ever pose a threat to your superiority.

Prerequisite: Membership in the Sodkillers. Str 13, Cha 13, Great Fortitude, Natural Alpha, base Fortitude save +4.

Benefit: Whenever a mind-influencing spell or spell-like effect targets you and your Strength modifier is equal to or greater than the level of the spell, you may use your base Fortitude save bonus in place of your base Will save bonus. You still apply Will save modifiers normally

Breath of Dust [General, Faction-Dependent]

The Dustmen and Doomguard have learned to survive on the planes so close to death and entropy



Prerequisite: Membership in the Doomguard or Dustmen, or is native to an Inner Plane

Benefit: The character can breathe normally on any Negative Quasi-Elemental Plane, or in ash, dust, salt (not including salt water) or vacuum found elsewhere. This does not confer the ability to move, resist damage, find sustenance, etc.

Broad Experiences [General, Faction-Dependent]

In their quest to experience everything, Sensates often learn at least a little bit on a broad range of subjects.

Prerequisite: Membership in the Society of Sensation

Benefit: You may use the Bardic Knowledge ability as if you were a bard of half your level. If you already have the bardic knowledge ability, you gain a +4 bonus to it.

Cadence Strike [General, Faction-Dependent, Fighter]

Knowing the perfect action for a given moment can give terrific clarity in life-and-death situations, allowing one to strike in the precise location necessary to inflict grievous harm.

Prerequisite: Membership in the Transcendent Order. Cipher Trance, Combat Reflexes, Concentration 5 ranks, base attack bonus +5.

Benefit: You may expend one of your trance uses for the day to make a cadence strike as part of a single attack before the attack is rolled. If the attack hits, it is automatically considered a critical threat.

Cadence Whispers [General, Faction-Dependent]

To be a member of the Transcendent Order is to open oneself up to the grand design of the multiverse. While the method and extent to which Ciphers do so varies, those that surrender themselves to the Cadence of the Planes are rarely without knowledge of the best course of action to pursue.

Prerequisite: Membership in the Transcendent Order.

Benefit: Upon taking this feat choose a number between 1 and 20 to represent the difficulty check of this ability. A number of times a day equal to your Wisdom modifier (minimum 1) you may attempt to gain some insight into the course of action the Cadence of the Planes requires you to take. As a free action roll a d20 against the chosen DC; if the roll succeeds you gain a one sentence hint indicating what you should do next. While a success does not reveal secret information, it should be enough to provide a push in the right direction. “Shemeska the Marauder may have relevant information” and “You should make sure there’s nothing hidden behind that dresser” are both viable instructions.

This insight comes at a price, however. If your roll succeeded, the DM secretly rolls a d20 against the same DC, with each success adding one point to your “debt” to the multiverse. Every time you accumulate five points the DM may at any time place a *geas* upon you requiring that you perform some minor task which you recognize to be required by the Cadence of the Planes. Such tasks should be compensatory to the hints you receive from this ability, and will rarely require much in the way of travel or danger. This *geas* cannot be removed by any means, but any true Cipher would willingly accept their place in the Cadence anyway.



Chaos Infused [General, Wizard, Faction-Dependent]

Chaos touches every aspect of your work, changing the way you think and practice magic, and straining the ability of other spellcasters to identify and counter your spells.

Prerequisite: Membership in the Xaositects. Any chaotic alignment.

Benefit: The DC to identify or counter any of your spells with *dispel magic* increases by +4. Even normal attempts at counterspelling you now require a caster level check (DC 11 + your caster level). Your spells tend to become wilder and more extravagant in their manifestation.

Cipher Trance [General, Faction-Dependent]

Able to enter into trance states, a Cipher can abandon thought in favor of action, gaining improved coordination and reaction time. A Cipher that has reached this level is known as a Master of the Heart.

Prerequisite: Membership in the Transcendent Order. Concentration 2 ranks.

Benefit: You gain the ability to enter a trance once a day as a free action. You gain +4 to Dexterity for the duration of the trance. The trance lasts for a number of rounds equal to 3 + your Wisdom modifier (minimum 1). While in a trance, you may not use the delay or ready actions. You may not activate a trance state while in a rage, ki frenzy, or similar state, and vice versa. When a trance ends, you are dazed for a round.

Cleanse Impurity [General, Faction-Dependent]

All Seekers must be at their best if they are to face every challenge before them, and thus it is a necessity to wipe away any damage done to body or soul that could hamper your quest. You have learned to use some of your inner divinity to do just that.

Prerequisite: Membership in the Mind's Eye or Believers of the Source. Wis 15, Harness Divinity.

Benefit: You gain the spell-like ability *restoration* usable on yourself once a day as a cleric of your character level.

Command [General, Faction-Dependent]

Hardheads are trained to magically enhance their voices so that others obey.

Prerequisite: Membership in the Harmonium

Benefit: You may use *command* as a Cleric of the same level once per day for every four levels you possess plus one.

Commanding Spellcasting [General, Wizard, Faction-Dependent]

You enhance your compulsion spells with the strength of true authority.

Prerequisite: Membership in the Harmonium or Sons of Mercy. Spell Focus (Enchantment).

Benefit: Add +2 to the DC for all saving throws against spells with the compulsion type. This bonus stacks with Spell Focus and Greater Spell Focus.



Communal Experience [General, Faction-Dependent]

Sensates who have made frequent use of the sensoriums often feel as if they're undergoing the same experience again. In reality, they're channeling remnants of other lives that may not have been specifically recorded yet were left within the sensoriums - an unusual source of insight into the multiverse to be sure.

Prerequisite: Membership in the Society of Sensation. Sensorium Scholar, character level 9th.

Benefit: Once per day you may make an appropriate Knowledge check against DC 25 to gain some hidden insight on a particular subject. If successful, you gain an insight bonus to ability and skill checks when interacting with the subject of the check for the remainder of the day. The bonus gained depends on how general the subject is; if the check was for a race or plane the bonus is +1, if the check was for a subrace, a layer of a plane, or an organization, the bonus is +2, and if the check was for a realm or specific person of status, the bonus is +3.

Complete the Cycle [General, Faction-Dependent]

Many Seekers are loath to allow their quest to be ended prematurely, particularly if they believe they still have lessons to learn from this life. Through their understanding of the cycle of the planes many find ways to manipulate the natural order so they will have a chance to finish their task. Arguments still rage over the ethics of this procedure and whether the reincarnated individual is really not just a new life robbed of its own fate.

Prerequisite: Membership in the Mind's Eye or Believers of the Source. Control 6 ranks, Knowledge (the planes) 6 ranks.

Benefit: Upon death, you may choose to be *reincarnated*, as per the 4th level druid spell. One hour after your death, you are reborn at a random location on a plane of your choice where your new race is considered native. This plane becomes your new home plane. When rolling to determine your new form you may raise or lower the result by up to 10%, though you may only return as a humanoid or monstrous humanoid. Any feats or other abilities dependent on your home plane or race may cease to function as a result of your change in race and home plane. You must choose whether to use this power immediately after dying, though if a *raise dead* or similar effect is used on you before the hour has expired you are raised normally.

Special: This feat will only work once, but may be taken multiple times, providing one extra reincarnation for every time it is taken. The DM has the final say on what races are acceptable for this feat.

Condemnation [General, Faction-Dependent]

Your defiance of the gods themselves invokes anger and fear in others.

Prerequisite: Membership in the Athar.

Benefit: By shouting taunts and derisive comments at someone who receives power from a deity you distract them from their duties. If you succeed with an Intimidate check with a +4 bonus opposed by the target's Sense Motive check, you impose a -4 penalty to the Concentration, Control, Listen, Sense Motive, Spot, and Planar Expertise checks of the target while the ranting continues. You may take other actions while speaking, though you may not cast spells with verbal components or use any other abilities that require speech.



Confidant [General, Faction-Dependent]

Though the Revolutionary League has gained a reputation for impressive acts of espionage, none of the other factions, or even the majority of Anarchists, have the faintest idea how far the elite infiltrators have evolved their skills. Through secret training and bizarre initiation ceremonies, a select few are taught how to deceive the minds of others into trusting them without need of tools or spell. This is commonly used to prompt targets into revealing their most intimate secrets while leaving the “Confidant” free of blame.

Prerequisite: Membership in the Revolutionary League. Infiltrator, Bluff 18 ranks, Disguise 12 ranks, Knowledge (factions and guilds) 12 ranks, instruction by someone with this feat.

Benefit: As a full-round action choose a creature within line of sight who has not noticed you and make a Disguise check (DC 20 + target’s base Will save). Within seconds and without supplies you become convincingly disguised in the mind of the target as someone they know and trust, either a good friend or a respected authority figure. So long as you maintain the façade the creature will react to you as if affected by *charm monster* (creatures that would not be affected by *charm monster* do not see through your deception and still treat you favorably, if not as much). Everyone else in the area continues to perceive you as normal unless you use some other means to alter your appearance. The target unconsciously overlooks anything within reason that you say or do out of character, though use of spells or abilities that bypass illusions require a new Disguise check for the effect to be maintained. This is a supernatural ability that can only be used on one person at a time.

Contacts in the Grand Bazaar [General, Faction-Dependent]

You have friends in the Grand Bazaar, and can find most anything you need at a reduced price

Prerequisite: Membership in the Free League

Benefit: When buying items in the Grand Bazaar, you get a 10% discount.

Counter-Indoctrinate [General, Faction-Dependent]

Sometimes the best way to get your creed out on the planes is to convince someone else they’re wrong. Easier said than done, of course, yet some individuals choose to make an art of such persuading. Whether through daily debates of philosophy, propaganda, or plain old brainwashing, you know how to get your point through the thickest head.

Prerequisite: Membership in the Athar or Free League or Revolutionary League. Diplomacy 9 ranks, Knowledge (factions and guilds) or Knowledge (religion) 9 ranks.

Benefit: This feat can be used to convince someone to leave their faction or guild, or to abandon their current religion, depending on which prerequisites you meet. Each day, after spending at least an hour speaking with the target creature about philosophy (and how their organization is flawed), make a Diplomacy check. The target opposes this roll with the appropriate Knowledge check, adding their character level as a bonus. Each consecutive day the creature fails the check they become less convinced of the truth as proclaimed by their faction or religion, until after failing five checks in a row they reach the point where they will abandon their current affiliation without some significant event to change their mind. If the creature succeeds five consecutive times, they become immune to the effects of this feat for at least a year.

Special: Players should probably role-play some of these discussions during out of game time, and the DM may give up to a +4 bonus to the player’s Diplomacy check based on the merits of their arguments.



Naturally, characters are not required to have this feat to discuss faction politics or even to dissuade faction members from their current beliefs. Rather, this feat illustrates special training and consideration for effective arguments that make it much more likely for these arguments to succeed. If the DM wants to use this system without requiring a feat be taken, provide a large penalty to anyone who does not possess this feat or make it impossible to convince certain individuals.

Cumulative Life Experience [General, Faction-Dependent]

Many Godsmen believe that your intuition is the sum of the lessons you have learned in previous lives.

Prerequisite: Membership in Believers of the Source

Benefits: Membership in the Believers of the Source. A number of times per day equal to your wisdom modifier, you may add a +2 bonus to any one skill check. This bonus represents the intuition you've gained from past lives. You must choose to use this feat before the roll is made.

Dead Inside [General, Faction-Dependent]

By letting go of emotions, the Dead believe that they can achieve True Death

Prerequisite: Membership in the Dustmen

Benefit: You gain a +4 bonus to saves vs. fear and emotion affecting effects.

Dead Truce [General, Faction-Dependent]

The Dustmen have a pact with the undead that prevents unprovoked hostility by either side. When individual Dustmen learn to take advantage of that pact, they can pass among the undead unmolested.

Prerequisite: Membership in the Dustmen.

Benefit: Mindless undead, those without an Intelligence ability score, will not attack you. They recognize you as one of their own and ignore you. If you attack them, however, they will react appropriately. This protection only applies to you, not to any companions that are with you. This pact ends if the Dustman ever willfully attacks an undead creature or aids those the undead are attacking. Free-willed undead, such as vampires, have their reactions shifted one step towards friendly. The Dead Truce also allows a Dustman to, once per day, rebuke undead as an evil cleric of the same level.

Deal Maker [General, Faction-Dependent]

You are well accomplished in getting what you want for a reasonable price through the art of haggling.

Prerequisite: Membership in the Fated or Free League.

Benefit: With a successful Diplomacy check opposed by a target merchant's Sense Motive check, you can convince the merchant to give you a discount on the purchase of a single item. The base discount is 5% plus an additional 5% per 4 points your check exceeds the target's check to a maximum of 25%. Retries are not allowed for the same purchase. You may only use this ability for one item per merchant per day.



Death Focus [General, Faction-Dependent]

Not always willing to let the living remain so, many Dustmen spellcasters concentrate on spells of death, which greatly furthers the fear and disdain outsiders hold for them.

Prerequisite: Membership in the Dustmen. Spell Focus (Necromancy).

Benefit: Add +2 to the DC for all saving throws against spells with the death descriptor. This bonus stacks with Spell Focus and Greater Spell Focus.

Deathsense [General, Faction-Dependent]

Dustmen, so close to death themselves, know how to recognize it in others.

Prerequisite: Membership in the Dustmen, or is undead or a petitioner

Benefit: The character can use Deathwatch (as the spell, cast as a sorcerer of thecaster's character level) three times per day.

Deathspeak [General, Faction-Dependent]

Through their devotion to Death as a force, the Dustmen can speak with a body even after his soul is gone.

Prerequisite: Deathsense feat, or is undead or a petitioner

Benefit: The character can Speak With Dead (as the spell, cast as a sorcerer of the caster's character level) three times per day.

Death Touch [General, Faction-Dependent]

Dustmen endeavor to learn the secrets of Death... and to pass them on to others.

Prerequisite: Membership in the Dustmen, Spell Focus (necromancy)

Benefit: You may use Death Touch once per day as a Cleric of the same level. This effect is identical to the Death domain ability in every way. If a Dustman has access to the Death domain, then he gains it twice (essentially, he may use it twice per day).

Death Wish [General, Faction-Dependent]

Truly exemplifying a disdain for life, a few Dustmen seem to appreciate (as much as they appreciate anything) making victims bring about their own death prematurely.

Prerequisite: Membership in the Dustmen. Death Focus, Spell Focus (Necromancy).

Benefit: You may command an individual you have placed under a compulsion effect to perform a self-destructive action. The subject gets another Will save to resist the command at the same DC as the effect. If the target fails the second save, the action is carried out, regardless of its self-destructive nature. Each time the target fails to kill them self somehow, such as surviving an incredibly high fall, they gain an additional save if the duration of the effect has not expired.

Normal: A creature under most compulsion effects will not carry out an obviously self-destructive command.



Deception [General, Faction-Dependent]

Anarchists are skilled with those abilities that allow them to infiltrate other factions.

Prerequisite: Membership in the Revolutionary League

Benefit: You gain a +1 bonus to Bluff, Disguise, Forgery, and Innuendo. In addition, you may choose one to always be a class skill for you.

Special: You may take this feat multiple times, each time you do, choose another skill to become a class skill for you.

Deny Edict [General, Faction-Dependent]

You refuse to bow to the will of others.

Prerequisite: Membership in the Athar, Free League, or Revolutionary League. Iron Will, Slippery.

Benefit: You are immune to compulsion effects unless the caster level is four levels higher than your character level.

Descend the Chain [General, Faction-Dependent]

With enough understanding of their own position on the road to divinity, some Seekers develop the ability to temporarily shift to another state of being. The faction is currently divided on the use of this power; those who practice it argue that by becoming a lower life form they can appreciate aspects of this stage of existence they otherwise would not, while its opponents argue that by embracing descent they distract themselves from the lessons of this life.

Prerequisite: Membership in the Mind's Eye or Believers of the Source. Wis 19, Cleanse Impurity, Harness Divinity, Sacred Form, Control 15 ranks.

Benefit: You gain the spell-like ability *shapechange* once a day as a sorcerer of half your character level. Unlike the spell there is no duration; instead, changing form requires a Control check (DC 15 + HD of the creature) and upon changing form you suffer 1d6 points of temporary Wisdom damage. Every two rounds afterwards you take an additional 1d4 points of temporary Wisdom damage until you resume your normal form or drop to 0 Wisdom, at which point the effect ends. Creatures typically immune to ability damage still suffer the damage when using this ability. For creatures such as undead that don't heal damage naturally, magical restoration may be necessary to remove the ability damage.

Destruction Embraced [General, Faction-Dependent]

Many members of the Doomguard opt to deny magical healing, choosing not to stave off their own internal entropy. Some even believe that they gain some sort of karma by doing so, and manage to avoid additional entropy. Those who "heal" themselves on a regular basis only invite entropy to grind harder against them, much like building a sandcastle against the waves.

Prerequisite: Membership in the Doomguard.

Benefit: You gain a luck bonus equal to 1 + 1 per four character levels to add to saving throws and Armor Class, but you must resist any healing spell or effect cast upon you, attempting a saving throw and using spell resistance if possible. In addition, you may not cast spells with the healing descriptor or use magic items for healing or you lose this feat for a week afterwards.



Detached [General, Faction-Dependent]

Some Bleakers seem to think if they don't care as much, the universe won't hit them as hard. Surprisingly enough, they're often right.

Prerequisite: Membership in the Bleak Cabal. Wis 15.

Benefit: On any round you have chosen to perform no more than a single standard action (or have been forced to due to a "manic-state"), you may add $\frac{1}{2}$ your Wisdom modifier as a luck bonus to all saving throws for that round.

Dictate [General, Faction-Dependent]

Hardheads are trained to magically enhance their voices so that others obey.

Prerequisite: Membership in the Harmonium. Command, base will save of 5+, base attack bonus of 5+

Benefit: You may use Dictate as a Cleric of the same level once per day for every five levels you possess plus one.

Disciple of the Foundry [General, Faction-Dependent]

At the Great Foundry, Godsmen spend countless hours working the forges.

Prerequisite: Membership in Believers of the Source

Benefit: You gain a +2 bonus to all craft checks

Disenchant Factioneers [General, Faction-Dependent]

You know enough about the factions that you can find logical holes in their beliefs that will shake the faith of all but the wisest members.

Faction: Free League.

Prerequisite: Membership in the Free League. Wis 17, Cha 17, Insult Factioneers, Surprise Factioneers, Knowledge (factions and guilds) 12 ranks.

Benefit: As a full-round action, you can make a Knowledge (factions and guilds) check (DC 30) to come up with an apparent flaw in the philosophy behind one faction. Shouting the remark allows you to "disenchant" any member of that faction within 60 feet that can hear you from their beliefs for a short period. The targets may make a Will save (DC 10 + $\frac{1}{4}$ character level + Wisdom modifier) to resist the effect. The effect lasts for 1d6 + Charisma modifier rounds, during which time they cannot use any faction-dependent feats or class abilities. You may use this ability once an hour and the same target can only be affected by it once a day.

Disruptive Aura [General, Faction-Dependent]

You are a conduit for chaos itself, and those around you who do not welcome randomness find it difficult to utilize their memories and training. This phenomenon manifests as an overall sense of uneasiness and an inability to keep one's mind from wandering. While those affected may not initially recognize the source of the disturbance, or even that they're being interfered with, they eventually come to instinctively feel repulsed by the Xaositect responsible.



Prerequisite: Membership in the Xaositects. Cha 15, Divert Pattern, character level 9th.

Benefit: Once a day as a standard action, you are able to emit an aura capable of disrupting the thoughts and actions of those near you. Anyone within 10 feet of you suffers a -1 competence penalty to skill checks for every two points of your Charisma modifier and must make a Concentration check to cast a spell (DC 10 + spell level). This ability lasts one minute, though it may be extended indefinitely if you choose to maintain the effect through concentration (which requires a standard action each round). Other Xaositects and chaotic outsiders are immune to this effect.

Divert Attack [General, Faction-Dependent]

Some wily Chaosmen learn to disrupt the patterns of combat training, fooling somebody into making a major mistake or into accidentally striking a friend.

Prerequisite: Membership in the Xaositects. Dex 13, Cha 13, Divert Pattern, Dodge, character level 6th.

Benefit: Once per round if an attacker you have applied the Dodge feat to misses you with an attack, you may redirect that attack to a target within 5 feet of you and within the attacker's reach. The attacker must then reroll the attack against the new target, retaining the effects of any feats or abilities applied to the initial attack. This is a supernatural ability.

Divert Pattern [General, Faction-Dependent]

You know how to sow chaos in others, briefly infecting them with raw randomness.

Prerequisite: Membership in the Xaositects. Cha 13.

Benefit: You gain the spell-like ability *random action* 3/day as a cleric of your character level. Unlike the spell, however, this is not a mind-affecting effect, and thus can affect undead, constructs, and other creatures typically immune to the effect. This ability does not function against a target under the effect of *protection from chaos*. The save DC is Charisma-based.

Divine Resistance [General, Faction-Dependent]

The Athar are resistant to most divine spells.

Prerequisite: Membership in the Athar

Benefit: You gain a +2 bonus to saves vs divine spells.

Dreamer [General, Faction-Dependent]

Many signers put much stock in dreams, which they believe portend the future, often because the mind is unfettered by doubt, and can imagine whatever they wish into existence during dreams.

Prerequisite: Membership in the Sign of One

Benefit: Your dreams are particularly portentous. Once per night, while you sleep you have a dream that predicts the future, giving you the equivalent of a Divination spell. Alternately, if you are a spellcaster, you may substitute any other Divination spell that you know, and gain the benefits of it instead of the Divination spell. Additionally, the DM may choose to bestow upon you portentous dreams whenever he sees fit.



Empathic Awareness [General, Faction-Dependent]

With experience many Sensates begin to perceive more than just their own feelings. Through an extension of their natural senses, the most sensitive and empathetic are able to key in on the impressions subconsciously expressed by others.

Prerequisite: Membership in the Society of Sensation. Alertness, Extraordinary Sense for two senses.

Benefit: By concentrating upon one creature you can begin to discern their aura. The manner that you read the subject's aura depends on what extraordinary sense you possess; someone with an improved tactile ability may need to touch the subject, while someone with an improved ocular ability could gradually perceive the color of the subject's aura visually. Make a Wisdom check against DC 13 to perceive the aura. The DC increases by 1 for every 5 ranks of Bluff the target possesses. If you fail the roll at any time you cannot use this ability on the same target for the rest of the day. The amount of information you glean depends on how long you focus on the subject.

- 1st Round:* The mental state of the subject; whether they are angry, sad, excited, joyous, distracted, and so on. This cannot be used to reveal if someone is lying.
- 2nd Round:* The cause of the subject's primary emotion; if it's in the area, you know the exact source though not the reason, otherwise you know something elsewhere has the target's attention.
- 3rd Round:* Whether the subject is good or evil.
- 4th Round:* Whether the subject is lawful or chaotic.
- 5th Round:* Whether the subject is suffering from some form of insanity or under the effects of an enchantment or illusion spell or effect.

You cannot do anything else while concentrating, and if your contact with the subject is broken, the effect ends. This is a supernatural ability.

Special: Sensates do not have absolute control over this ability, and it has been known to flare up on its own at times, especially around creatures with intense emotions. For instance, a Sensate might suddenly get a glimpse of a murderer's aura after bumping into them, perhaps even learning of the killer's target! The DM determines if and when it activates on its own.

Empathic Insight [General, Faction-Dependent]

Ask any real Sensate and they'll tell you that to feel something is to truly know it. Those who have fully extended their senses out to the multiverse find that the greatest of secrets are often waiting to be told to those willing to experience them.

Prerequisite: Membership in the Society of Sensation. Alertness, Empathic Awareness, Extraordinary Sense for two senses.

Benefit: You gain *vision* as a spell-like ability once a day as a sorcerer of your character level. Unlike the normal spell, you may only use this ability on things that you have experienced with one of your extraordinary senses, and the results often come as intense sensations and experiences rather cryptic legends. There is no experience cost for this ability.

Entropic Blow [General, Fighter, Faction-Dependent]

Most Sinkers learn sooner or later how to bring entropy to their enemies with a single blow, making Doomguard members some of the most feared warriors in the multiverse.

Prerequisite: Membership in the Doomguard. Str 13, Power Attack, base attack bonus +3.



Benefit: Once per day you can declare a single melee attack to be an entropic blow. If the attack hits it inflicts 1d3 of temporary Constitution damage in addition to the normal damage. If the attack misses, the ability is wasted. Against inanimate objects or creatures with no Constitution score the blow simply inflicts additional damage. This is a supernatural ability.

Entropic Understanding [General, Fighter, Faction-Dependent]

Everything has a weak point - not that most bashers outside of the Doomguard have figured that out yet. Many Sinkers realize this, though, and figure out how to hit even amorphous creatures effectively.

Prerequisite: Membership in the Doomguard. Int 13, Power Attack, base attack bonus +5.

Benefit: Choose one creature type that is normally not subject to critical hits (such as constructs, oozes, plants, or undead). You may now inflict critical hits on these types of creatures with your attacks normally. This does not enable sneak attacks, favored enemy bonuses, or other abilities that do not affect creatures not subject to critical hits.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to another type of creature.

Evaluating the Outcome [General, Faction-Dependent]

While all Guvners agree there is a rule to determine every outcome, no one goes their life without encountering a situation where something just didn't go as it should have. By recognizing these anomalies, however, some Guvners are actually able to *correct* the results.

Prerequisite: Membership in the Fraternity of Order. Int 15, Probability Manipulation, base Will save +5 bonus.

Benefit: Upon observing the outcome of a single action, you can determine whether it should or should not have succeeded based on the evidence at hand. Upon observing the act performed you must immediately explain as a free action why it should or shouldn't have worked with some possible, if improbable, explanation. You may then may add or subtract your Intelligence modifier from the check *after you know whether it was successful*, thus possibly changing the result. You may only use this ability once per minute. This is a supernatural ability usable three times per day.

Exceptional Immunity [General, Faction-Dependent]

During your ongoing quest for experiences, you have exposed yourself to several different harmful substances, helping you build up a strong and robust immunity.

Prerequisite: Membership in the Society of Sensation. Con 13, Alertness, Extraordinary Sense (Taste), Craft (Alchemy) 6 ranks.

Benefit: All ability damage caused by disease and poison that your character suffers is reduced by 3 points.

Expanded Dead Truce [General, Faction-Dependent]

A few Dustmen have enough loyalty that they choose to take on additional responsibility by expanding the terms of the Dead Truce to protect not just themselves, but their companions as well.

Prerequisite: Membership in the Dustmen. Dead Truce.



Benefit: You may expand the Dead Truce to a number of targets touched equal to your Charisma modifier (minimum 1) so long as they stay within 60 feet of you. You may withdraw the Dead Truce from any of the targets as a free action on your turn. If you or any other characters under the expanded truce initiate a hostile action against an undead creature, the truce is broken for all of you.

Expert Infiltration [General, Faction-Dependent]

You are an expert at infiltrating other factions

Prerequisite: Membership in the Revolutionary League

Benefit: You gain a +4 bonus to Bluff, Disguise, Forgery and Innuendo checks when trying to convince someone you belong to a particular faction.

Extended Cipher Trance [General, Faction-Dependent]

You've learned how to prolong your trances.

Prerequisite: Membership in the Transcendent Order. Cipher Trance, Concentration 2 ranks.

Benefit: Your trances last an additional 5 rounds.

Special: You may take this feat multiple times. Each additional time you take this feat, your trances last an additional 5 rounds.

Extra Cipher Trance [General, Faction-Dependent]

You've learned how to draw upon the power of the Cadence several times a day.

Prerequisite: Membership in the Transcendent Order. Cipher Trance, Concentration 2 ranks.

Benefit: You gain two additional trance uses a day.

Special: You may take this feat multiple times. Each additional time you take this feat, you gain two additional trance uses per day.

Extra Skills [General, Faction-Dependent]

The Fated believe in relying on their own skills, not others'.

Prerequisite: Membership in the Fated.

Benefit: You gain eight skill points that may be used to purchase any non-exclusive skill as a class skill.

Extraordinary Sense [General, Faction-Dependent]

For most Sensates, the normal range of sensory feelings just doesn't suffice. Through time, training, and experience the Sensate learns to hone some of their senses into fine instruments that they can use to better know the multiverse.

Prerequisite: Membership in the Society of Sensation. Alertness.



Benefit: Choose one of the following senses to be permanently enhanced: auditory, tactile, taste, ocular, olfactory. Selecting auditory, ocular, or olfactory doubles the range and clarity with which you can use that sense, while improving your tactile or gustatory ability refines those senses to an unnatural degree. No matter what sense is chosen, you have unnatural precision when using it and you are able to perform feats such as focus in on a conversation across a crowded bar room, recognize someone by their unique smell, distinguish the individual components of a liquid, or read a parchment by feeling the ink marks.

Though the complete capabilities of extraordinary senses are left up to the DM, the following benefits are innate in addition to those listed above.

- Auditory:* The miss chance granted to targets by concealment decreases by 20%.
- Gustatory:* You automatically detect traces of poison in anything you taste, though this may be enough to suffer its effects and you do not necessarily know what type of poison is present. In addition, you are able to identify a potion or other substance with a Craft (Alchemy) roll without the use of alchemical equipment.
- Tactile:* You gain a +2 to Search checks to find secret doors or nonmagical traps when feeling around an area.
- Ocular:* You can see four times farther than normal in shadowy illumination and twice as well in normal light. If you did not already possess it, you also gain low-light vision.
- Olfactory:* You gain a weaker version of the Scent ability. The ability is identical in all respects except that the detection range is reduced to one-third its normal range. Though you can track by smell, all attempts at tracking with this ability suffer a -5 penalty. If you possess the Scent ability your detection range is doubled and you gain a +5 bonus to tracking.

Special: You may take this feat multiple times, choosing an additional extraordinary sense each time.

Eye for Injustice [General, Faction-Dependent]

You have an uncanny ability to realize when someone has committed a crime.

Prerequisite: Membership in the Sodkillers.

Benefit: A number of times per day equal to your Wisdom modifier (minimum 1) you may make a Sense Motive check to determine if an individual has knowingly committed any crimes in the past 24 hours (DC 10 + number of hours since the crime was committed). If the criminal is actively trying to hide their crime from you, add their Wisdom modifier (if positive) to the DC. This check does not reveal the exact crime, but it does reveal its magnitude, allowing you to differentiate between a petty thief and a murder with some accuracy.

Faction-Free [General, Faction-Dependent]

Your sense of independence fuels your ability to resist bullying by faction members.

Prerequisite: Membership in the Free League.

Benefit: You gain a +2 bonus on all saving throws against faction-dependent abilities.

Faithless Blessing [General, Faction-Dependent]

Your lack of belief in the position of deities makes it more difficult for divine magic to affect you.



Faction: Athar.

Benefit: You gain a +2 bonus on all saving throws vs. divine spells.

Faithless Miracle [General, Faction-Dependent]

Your denial of the powers is such that you can completely disregard divine magic.

Prerequisite: Membership in the Athar. Faithless Blessing, character level 6th.

Benefit: You gain Spell Resistance 5 + your character level against divine magic. You cannot voluntarily lower this spell resistance; even beneficial spells must overcome it.

Final Blow [General, Faction-Dependent]

The Dustmen believe that a body who dies should stay dead, and have developed techniques to that end.

Prerequisite: Membership in the Dustmen.

Benefit: Once per week, a you may attempt a Final Blow as part of an attack. If the attack kills the person you are attacking, that person may not be resurrected except through casting a Wish or Miracle followed by a True Resurrection. You must state your intention to use a Final Blow before any dice are rolled. Failure to kill the target still uses your Final Blow for the week. Regardless of whether the attack is with spells, weapons, ect, a Final Blow is at least a full round action.

Finder [General, Regional, Faction-Dependent]

You have a talent for finding lost things, and picking the useful and notable out of a seeming mess.

Prerequisite: Membership in the Xaositects or Nathri.

Benefit: You gain a +2 luck bonus to Search checks and can search a 10'x10' area in one round.

Normal: It takes one round to search a 5'x5' area.

For Justice [General, Faction-Dependent]

Calling upon the greatest principle in the multiverse, many Sodkillers are capable of making telling blows against those who stand in the way of justice. Though they must endure great pain to achieve this end, the satisfaction of destroying criminals is justification enough.

Prerequisite: Membership in the Sodkillers. Str 13, Cha 13, Eye for Injustice, Natural Alpha, base attack bonus +6.

Benefit: Once per day you may declare your next attack to be in the name of justice. If you know the target is a criminal then by making yourself a conduit for the law's wrath you double the damage dealt by your attack, including all bonuses, whether you're attacking with a weapon, casting a damaging spell, or causing a house to fall on top of someone. This only applies to one target, even when used in conjunction with an area effect. If the attack dealt damage to the intended criminal, you take damage equal to the amount inflicted before being doubled. This damage cannot be resisted by any means.



Free Willed [General, Faction-Dependent]

Indeps value their freedom, and resent others telling them how to think.

Prerequisite: Membership in the Free League

Benefit: You gain a +4 bonus to saves vs. mind affecting spells and effects. Where a mind effecting spell or effect normally does not allow a save, an Indep may attempt a save.

Grab Magic [General, Faction-Dependent]

The fact that most people are unable to steal magical effects from others only means that whoever gains such an ability has every right to use it. Fortunately, your acceptance of this basic axiom has given you a head start in developing this supernatural ability.

Prerequisite: Membership in the Fated. Sticky Fingers, Knowledge (arcana) 6 ranks, Spellcraft 6 ranks.

Benefit: By making a touch attack against a target creature, you may attempt to steal a spell effect that is currently affecting the target, such as *bull's strength* or *blur*, so long as you have a Charisma score high enough to cast a spell of that level. The target may resist with a Will save (DC 10 + ½ character level + Charisma modifier). If the save fails, the spell is transferred to you and the target is no longer affected. If the target has several magical effects operating at once you may choose any one of the spells that you are aware of. You can even take harmful effects if it suits you to do so, though you may not make a saving throw to resist the spell and spell resistance does not apply. Instantaneous and permanent effects, or those from *geas/quest*-like spells, cannot be stolen by this feat. This is a supernatural ability.

Great Finder [General, Faction-Dependent]

You possess an intuitive knack that borders on the supernatural, finding potentially valuable lost possessions when it may ordinarily seem impossible.

Prerequisite: Membership in the Xaositects or Nathri. Finder.

Benefit: Once a week you may spend an hour searching a public locale or wilderness region and happen upon random “treasure”. The DM rolls on the table below to determine what type of treasure is found and then rolls again on table 3-5 of the *Dungeon Masters' Guide* to see what you find (reroll any results of nothing). The level of treasure found is considered equal to half your character level (rounded up) and the exact item is determined by the DM. This may not be used in desolate areas, at the DM's discretion.

Roll (%)	Type of Treasure
01-50	Find Items
51-80	Find Goods
81-100	Find Coins

Greater Cipher Trance [General, Faction-Dependent]

While it's not the final step of the Cipher path, few reach this exalted state, much less ascend beyond it. Typically, the factol of the Ciphers is often the only member that has come this far, but occasionally a few members have reached this point simultaneously. Those that attain this level are known as Masters of the Spirit.



Prerequisite: Membership in the Transcendent Order. Wis 17, Cipher Trance, Combat Reflexes, Improved Cipher Trance, Concentration 10 ranks, permission from the DM.

Benefit: As Improved Cipher Trance, except you gain a +6 to Dexterity, Wisdom, and Charisma as well while in a trance state and you gain an additional trance use a day.

Greater Dead Truce [General, Faction-Dependent]

You have cultivated your relations with the dead and can enforce the terms of the Dead Truce not only upon mindless undead, but upon intelligent undead as well. While not physically restrained from harming you, intelligent undead feel a subconscious affinity for you because of your belief and respect for death itself, and choose not to hurt you.

Prerequisite: Membership in the Dustmen. Dead Truce, character levels 6th.

Benefit: Intelligent undead will not take hostile actions or impede you in any way unless you make some form of hostile action against the creature's interests, at the DM's discretion. Looting a mummy's crypt, for example, would almost assuredly qualify as a hostile action even if you don't attack the mummy itself. At the DM's option some particularly powerful intelligent undead may resist the Dead Truce by making a Will save (DC 10 + ½ character level + Charisma modifier).

Special: Greater Dead Truce can only be used with Expanded Dead Truce if the shared targets possess the Dead Truce feat.

Greater Power of Imagination [General, Faction-Dependent]

Some signer's imaginations have become even more powerful.

Prerequisite: Membership in the Sign of One. Base Will save of 8+, The Power of Imagination

Benefit: You may imagine spell of up to 9th level, though they still cannot be of a higher level than a wizard, druid, or cleric of the same level could cast. However, when attempting to mimic spells higher than 5th level, if you roll a natural 1, you have imagined yourself out of existence too well, and you are instantly slain with no body remaining (therefore requiring a True Resurrection to be brought back).

Good With People [General, Faction-Dependent]

Godsmen see the divinity inherent in others, and interact with others well.

Prerequisite: Membership in Believers of the Source

Benefit: You gain a +3 bonus to Diplomacy checks, and Diplomacy is always a class skill for you.

Hardheaded [General, Faction-Dependent]

For you, "hardhead" isn't just a nickname - your dedication to order is such that even magical forces cannot impair your judgment.

Prerequisite: Membership in the Harmonium. Iron Will, character level 6th.

Benefit: You gain a +4 bonus to saves vs. mind affecting spells and effects.



Harmless [General, Faction-Dependent]

Your meager demeanor makes others view you as inconsequential and unwilling to harm you.

Prerequisite: Membership in the Ring Givers. Wis 11.

Benefit: You gain the spell-like ability *sanctuary* 3/day as a cleric of your character level. The save DC is Wisdom-based.

Harness Divinity [General, Faction-Dependent]

In studying the doctrine of the Believers of Source you have come to recognize divine potential within yourself, and have even begun to access your latent power. How you perceive it is up to you; many view it as a spark of divine flame that can be channeled while others simply manifest their desires on the multiverse through force of will.

Prerequisite: Membership in the Mind's Eye or Believers of the Source. Wis 11.

Benefit: Choose either Cure Light Wounds or Inflict Light Wounds. You may cast the chosen spell once per day for every four character levels you possess as a cleric of your character level. The save DC is Wisdom-based.

Heal the Dead [General, Faction-Dependent]

Dustmen learn to take care of their undead breathen.

Prerequisite: Membership in the Dustmen

Benefit: The character may heal an undead creature on touch three times per day, as though he had cast inflict light wounds (only functions on undead creatures; as the spell, cast as a sorcerer of the caster's character level).

Helping Hand [General, Faction-Dependent]

For whatever reasons, you have devoted your life to helping others in need. Your dedication and the quality of your cause can be felt by all those you help.

Prerequisite: Membership in the Bleak Cabal or Ring Givers or Sons of Mercy. Heal 6 ranks, base Will save bonus +3.

Benefit: You gain a +1 bonus to Heal checks and cast spells of the healing subschool at +1 caster level. In addition, your class level is considered to be one level higher for class abilities such as *lay on hands* and *wholeness of body*.

Heretic's Strike [General, Faction-Dependent, Fighter]

Your confidence in the flaws of the powers enables you to bypass whatever protections they use to shelter their followers.

Prerequisite: Membership in the Athar. Condemnation, base attack bonus +6.

Benefit: Your attacks ignore deflection and enhancement bonuses to AC granted by divine spells such as *shield of faith*, *magic vestment*, and *holy aura*.



Heretic's Fury [General, Faction-Dependent, Fighter]

Your confidence in the flaws of the powers enables you to bypass whatever protections they use to shelter their followers.

Prerequisite: Membership in the Athar. Condemnation, base attack bonus +6.

Benefit: Your attacks gain +1d6 against divine casters.

Hyperactive [General, Faction-Dependent]

Those that achieve the proper level of mania may be far from sane, but they can react with frightening speed.

Prerequisite: Membership in the Bleak Cabal. Manic-Depressive, base Reflex save +4.

Benefit: Any day you are in a "manic state", you gain the benefits of *haste* for 10 rounds. These rounds do not have to be consecutive. This is a supernatural ability that you may activate as a free action on your turn.

Illusion Perception [General, Faction-Dependent]

Your belief that reality is merely a backdrop for life's tests allows you to easily look beyond what your senses perceive.

Prerequisite: Membership in the Mind's Eye.

Benefit: You automatically get a Will save against illusions, whether you interact with them or not, even if there is not normally a save granted. Also receive a +4 bonus against illusions.

Normal: Many illusionary effects require you to interact with the illusion or purposely attempt to disbelieve the effect before receiving a save.

Imbue Equipment [General, Faction-Dependent]

You can imbue an item with a spark of your divinity, making it an extension of yourself and granting it magical properties. Such weapons have strong mystical ties to their creators, and can be a bane or blessing depending on who wields them.

Prerequisite: Believers of the Source. Skill Focus (Craft).

Benefit: You may create magical equipment that corresponds to your Skill Focus (Craft), such as Craft (Armorsmithing) or Craft (Weaponsmithing), as if you had the appropriate item creation feat so long as your character level equals the prerequisite spell caster level. You may use spell-like abilities or scrolls (which are consumed in the process) to create specific enchantments. You do not need to be able to activate the scrolls but must be able to read the magical script. This feat may only be used on items that you yourself craft.

Improved Cipher Trance [General, Faction-Dependent]

Ciphers that advance farther along their path eventually gain guidance from their trance states, hearing the pulse of the multiverse surrounding them. Those that attain this level are known as Masters of the Mind.



Prerequisite: Membership in the Transcendent Order. Wis 13, Cipher Trance, Combat Reflexes, Concentration 7 ranks.

Benefit: As Cipher Trance, except you also gain a +4 to Wisdom and +4 Charisma while in a trance state and you gain an additional trance use per day.

Improved Entropic Blow [Fighter, General, Faction-Dependent]

The entropic blow, even with its devastating quality, can be refined further. Some have gone beyond the simplest version of the technique, applying their own experience and knowledge to the strike.

Prerequisite: Membership in the Doomguard. Str 13, Power Attack, Entropic Blow, base attack bonus +8.

Benefit: As per Entropic Blow, but you inflict 2d3 points of temporary Constitution damage in addition to the normal damage. This ability supersedes the Entropic Blow feat.

Improved Sift [General, Faction-Dependent]

Your connection to the forces of entropy is so strong you can witness the events leading to a target's destruction.

Prerequisite: Membership in the Doomguard. Sift.

Benefit: When using the Sift ability, you perceive the object's destruction as if you were there by making a successful Wisdom check (DC 12 + one per month that has passed). If you succeed, you can witness the events prior to the destruction of the object for one minute plus an additional minute for every two points by which your check result exceeds the DC. If you wish to witness the destruction of an object that occurred years or centuries ago, you must spend ten minutes concentrating on the object and make a Wisdom check as before, except the DC increases by one per century that has passed since the object's destruction. This is a supernatural ability.

Incorporate Madness [General, Faction-Dependent]

Some Bleakers learn special techniques to relieve others mentally, but at the cost of their own psyche.

Prerequisite: Membership in the Bleak Cabal. Iron Will, Touched in the Head.

Benefit: As a full-round action, you may attempt to absorb a mind-influencing effect affecting someone. You must touch the target and make a Will save against the effect's original DC. If you make the save you gain the effect as if it had targeted you originally with the remaining duration. The original target is no longer affected by that mind-influencing effect. If the target is under multiple effects, you absorb the most recent effect placed on the target. The benefits of Touched in the Head do not apply to effects absorbed through this feat. At the DM's discretion, some effects may simply be beyond your ability to absorb. This is a supernatural ability.

Induce Chaos [General, Faction-Dependent]

Xaositects are skilled at creating chaos in others.

Prerequisite: Membership in the Xaositects

Benefit: You may cast Random Action once per day as a sorcerer of the same level. You may do this an additional time for each four levels you possess.



Infiltrator [General, Faction-Dependent]

You are able to flawlessly disguise yourself as a member of another faction or guild.

Prerequisite: Membership in the Revolutionary League. Bluff 5 ranks, Disguise 5 ranks, Knowledge (factions and guilds) 5 ranks.

Benefit: You may convincingly pose as a member of another faction or guild. While so disguised, you receive a +5 bonus to Bluff and Disguise checks to convince others you are a member. In addition, you receive a Will save against any spell that would expose you, even if that spell does not normally allow a save. Apply your Charisma modifier to this save, in addition to your Wisdom modifier like a typical Will save.

Influence New Form [General, Faction-Dependent]

Some Godsmen learn to control their new forms as they learn the secrets of the multiverse.

Prerequisite: Membership in the Believers of the Source. The Cycle of Testing

Benefit: When you roll for your new form during reincarnation, you may add or subtract five to the result of the roll.

Insight of the Barmy [General, Faction-Dependent]

Every so often, while simply reflecting on the nature of something, you are led by your madness to make astoundingly accurate conclusions.

Prerequisite: Membership in the Bleak Cabal or regional Limbo, Pandemonium. Insanity 1, any chaotic alignment, permission from the DM.

Benefit: Once per day you may focus your thoughts on one particular person, object, or event and gain some hidden insight into its significance or purpose. Studying an individual might reveal that they are not as they seem, perhaps under the effect of a spell to hide or alter their nature, or that they have a hidden agenda in relation to recent events. Examining an object may reveal its significance to its owner or how it can be activated. Considering a recent event could reveal any number of factors that led up to event. You must make a Wisdom check (modified by your Insanity score) against DC 18. Each additional point by which your check result exceeds the DC.

Instant Chaos [General, Faction-Dependent]

Throwing careful formula and long procedures to the wind, you've learned how to manifest chaos in the blink of an eye.

Prerequisite: Membership in the Xaositects. Chaos Infused, Combat Casting, Quicken Spell, any chaotic alignment.

Benefit: You may use the Quicken Spell metamagic feat on one chaotic spell once a day without preparing it ahead of time, using a higher level spell slot, or increasing the casting time.

Insult Factioneers [General, Faction-Dependent]

Your knowledge of the factions provides you with a brilliant repertoire of witty and insulting comments that will get the attention of the most hardheaded faction member.



Prerequisite: Membership in the Free League. Wis 15, Cha 15, Surprise Factioneers, Knowledge (factions and guilds) 9 ranks.

Benefit: As a full-round action, you can make a Knowledge (factions and guilds) check (DC 25) to come up with a very insulting comment to one faction. Shouting the insult allows you to enrage any member of that faction within 60 feet that can hear you into attacking you on their initiative. The targets may make a Will saves (DC 10 + 1/3 character level + Wisdom modifier) to resist the effect. Targets who fail their save go into a frenzy and go out of their way to attack you to the best of their ability until you have fled or are unconscious or dead. Spellcasters may still use spells to attack you, and this ability will not prevent someone from running for their life or defending themselves. You may use this ability once a minute, and the same target can only be affected by it once a day, though a target that makes their save may still be affected by another use of the ability..

Intrinsic Value [General, Faction-Dependent]

You realize that the cost of a material does not determine its worth, and you can find value from even the least expensive objects.

Prerequisite: Membership in the Ring Givers. Wis 13, Eschew Materials.

Benefit: You may replace costly spell components (those costing more than 1 gp) with similar objects worth ¼ the price for your spells.

Intuit Pattern [General, Faction-Dependent]

Everything has a system - a pattern - of Orders it abides by. By understanding groups of small Orders, you've learned how to decipher even the most esoteric languages.

Prerequisite: Membership in the Fraternity of Order. Int 11.

Benefit: You gain the spell-like ability *comprehend languages* at will as a sorcerer of your character level.

Joint Operation [General, Fighter, Faction-Dependent]

Though on your own you may have difficulty with adversaries that are fleet of foot, your training with fellow faction members makes it difficult to evade you when you are working as a team.

Prerequisite: Membership in the Harmonium or Sons of Mercy. Combat Expertise, base attack bonus +6.

Benefit: When you and another character threaten the same opponent from opposite borders or corners, you are both considered to be flanking that opponent and the target loses any Dexterity bonus to AC even if it has an ability that would typically deny prevent this, such as Uncanny Dodge or Hide Mind.

Justice Blow [General, Faction-Dependent]

Mercykillers can strike deadly blows in the name of justice

Prerequisite: Membership in the Mercykillers

Benefit: Once per day you may deliver a Justice Blow to an enemy. This attack must be announced before any roll is made and is at least a full-round action. If the attack succeeds, damage is doubled as

if it were a critical hit with a weapon that dealt x2 damage. However, half the damage caused is also dealt to the Mercykiller. Justice Blows deal no damage to those of Lawful alignment unless the Mercykiller believes beyond a doubt that the person has broken a law or is convicted of such.

Kill Count [General, Faction-Dependent]

Most Sodkillers measure their own worth by their prowess in combat, finding inner power when they defeat a worthy opponent.

Prerequisite: Membership in the Sodkillers. Str 13, Cleave, Killing Blow, Power Attack.

Benefit: For every opponent on which you land a killing blow in combat with equal or higher Hit Dice than you, you gain a +1 morale bonus to attack and damage rolls up to your Wisdom modifier (minimum +1) for 24 hours or until you rest, whichever comes first.

Killing Blow [General, Fighter, Faction-Dependent]

Unlike many misguided “champions of order”, you know that death is the only true arbitrator, and you make sure your opponents are dead before they hit the ground.

Prerequisite: Membership in the Sodkillers. Str 13, Cleave, Power Attack.

Benefit: When you gain an extra attack due to the Cleave or Great Cleave feats, you may apply it to the same target you caused to drop with your last attack (typically by reducing it to 0 hit points), striking it while it’s truly vulnerable rather than applying it to a different creature. The target is considered prone, and if you kill it you gain an additional cleave attack if you have Great Cleave.

Normal: When using the Cleave or Great Cleave feat, you must target a different creature rather than the one you just caused to drop.

Know Lies [General, Faction-Dependent]

To better determine how justice should be served, the Red Death has learned to know when someone is lying.

Prerequisite: Membership in the Mercykillers

Benefit: Sense Motive is always a class skill for you, and you may cast Discern Lies against any question once per day.

Know the Guilty Heart [General, Faction-Dependent]

Many Martyrs have kept the Mercykiller talent for discerning between truth and deception, and some can literally hear the guilt buried in even the darkest of hearts.

Prerequisite: Membership in the Sons of Mercy. Sense Motive 12 ranks.

Benefit: You gain the ability to hear guilty consciences in the words of others. If you succeed at a Sense Motive check with a -5 penalty against a target’s Bluff check you can hear whispers of the dark deeds that weigh on their mind. The target doesn’t actually say anything different; you merely hear the underlying guilt as a soft voice while they speak. This ability only reveals the crimes that the subject believes to be wrong; an extreme Anarchist would not necessarily reveal horrible acts committed as part of the revolution because they believe them to be just acts, but most evil



individuals would reveal their crimes because they know them to be wrong and for whatever reason simply don't care.

Lightning Justice [General, Faction-Dependent]

The Mercykillers were fond of spells like *shocking grasp* and *lightning bolt* for dealing with criminals, and the Sons of Mercy maintain the innovations the Mercykillers made with this type of magic.

Prerequisite: Membership in the Sons of Mercy. Empower Spell, Spellcraft 10 ranks.

Benefit: Add +1 to the DC for all saving throws against spells that deal electricity damage. In addition, you may use the Empower Spell metamagic feat on one spell with the electricity descriptor once a day without preparing it ahead of time, using a higher level spell slot, or increasing the casting time.

Lockdown [General, Fighter, Faction-Dependent]

Through your experience in capturing offenders against order, you've learned how to restrain opponents in the blink of an eye.

Prerequisite: Membership in the Harmonium. Quick Draw, base attack bonus +4.

Benefit: When you have an opponent grappled, you may attach a restraining device (such as manacles or collar) when succeeding at an opposed grapple check instead of pinning or damaging your opponent. You do not need to have the device ready - you merely need to have it within reach after beginning the grapple.

Lord of the Dead [General, Faction-Dependent]

You are one of the rare Dustmen so in tune with the undead that you can command their legions to do your bidding.

Prerequisite: Membership in the Dustmen. Dead Truce, Greater Dead Truce, Leadership, any nongood alignment.

Benefit: When calculating the level of undead cohorts or followers you use the creatures' Challenge Rating instead of their ECL, allowing you a much larger following of undead than normal. You must be at least four levels higher than your undead cohort's Challenge Rating, however, no matter how high your Leadership rating. In addition, most Leadership modifiers do not apply when calculating the level of undead cohorts and followers. The leader's reputation is still taken into account; however, a reputation for cruelty provides a +1 modifier while a reputation for fairness and generosity gives a -2 modifier. The other modifiers listed in the DMG do not apply.

You may enlist unintelligent undead you create or encounter with a command, provided they are not under the control of another power. Intelligent undead must be convinced to join your cause, but most are unusually complacent and you gain a +4 bonus to Diplomacy checks to persuade them to aid you. Undead commanded in this manner do not count against any limits on the number of undead you can control at any one time with the command undead ability, spells, or similar powers.

Special: If you wish to have living creatures in your army as well as undead, you must have the Expanded Dead Truce feat or they must have the Dead Truce feat, and the living creatures must be members of the Dustmen or similar organizations.



Love Thy Weapon [General, Faction-Dependent]

The majority of Sodkillers see their weapons not only as an extension of themselves, but as their most valuable feature. Your belief in your weapon's worth and knowledge of its capabilities has made it an exceptional weapon for its kind.

Prerequisite: Membership in the Sodkillers. Str 13, Cha 13, Power Attack, Weapon Focus, base attack bonus +8.

Benefit: You gain the spell-like ability *greater magic weapon* 3/day as a sorcerer of your character level and usable only on weapons with which you have Weapon Focus.

Master of the Heart [General, Faction-Dependent]

You have learned to act without thought.

Prerequisite: Membership in the Transcendent Order, Base Attack Bonus of 2+

Benefit: You gain a +4 bonus to Initiative rolls, and may enter an "action trance." Whenever you are in combat, you gain a +1 to all Will saves. This benefit begins when you take your first action during combat, and ends at the end of combat. However, since you act without thought, you may not "take back" any actions you choose to make. For instance, if you say "I'm casting a Fireball," you may not change your mind and cast a Lightning Bolt instead. Additionally, if you ready an action, you must take that action when the ready action's conditions are met.

Special: The initiative bonus granted by Master of the Heart does not stack with those of Improved Initiative. However, at the DM's discretion, a character that already has Improved Initiative when they join the Transcendent Order may swap it for Master of the Heart.

Master of the Mind [General, Faction-Dependent]

You are a Master of the Mind, a Cipher who has furthered his ability to act without thought.

Prerequisite: Membership in the Transcendent Order, Master of the Heart, base attack bonus of 6+

Benefit: You may choose a number of skills equal to one plus your wisdom modifier. You may take ten on these skills any time.

Master of the Spirit [General, Faction-Dependent]

You are a Master of the Spirit, a Cipher who has furthered his ability to act without thought.

Prerequisite: Membership in the Transcendent Order, Master of the Mind, must be Factol of the Transcendent Order.

Benefit: You gain an additional +4 to Initiative checks, +2 to Will saves while in an Action Trance, and are considered to be in an Action Trance at all times.

Special: You must take this as your next feat in the unlikely event that you become Factol of the Transcendent Order.



Manic-Depressive [General, Faction-Dependent]

You suffer from a mild manic-depressive condition, where the oppressive meaninglessness of the universe often either brings you low or drives you to bursts of desperate energy.

Prerequisite: Membership in the Bleak Cabal.

Benefit: At the beginning of every day when you awaken, roll 1d20. On a result of 1 or 2 you are depressed and can only perform a single standard action per round for the day, but you gain a +4 circumstance bonus on Will saving throws. On a roll of 19 or 20 you are manic, gaining a +2 morale bonus to any attack rolls, a +2 bonus to caster level, and a -1 circumstance penalty on saving throws.

At the end of any day you are depressed or manic, you may attempt a Will save against DC 20 to return to normal. If you fail, the state continues, but if you succeed, you need not roll for the next day. You may choose to forgo this save and continue on with the state. If you ever suffer through three consecutive days of madness (either a manic state or depression), you must make a Will save (DC 15) or progress further into insanity. Every consecutive day of madness past the first three requires another Will save with a cumulative +5 to the DC. A failed save means you gain an Insanity score (see below).

Special: Upon failing the Will save you gain an Insanity score equal to $\frac{1}{2}$ your character level. For spellcasting purposes (determining bonus spells and DCs), you use your Wisdom score plus your Insanity score in place of Wisdom alone. For all other purposes, such as skill checks and Will saves, use Wisdom minus Insanity in place of Wisdom.

In addition, once per day you can see and act with the clarity of true madness. Use your Insanity score as a positive rather than a negative modifier on a single roll involving Wisdom, such as Listen check or a Will saving throw. You must choose to use this power before the roll is made.

Players are encouraged to work with the DM to develop an appropriate manner to role-play an Insanity score. The type of mental derangements that characters develop differ widely, and only characters with very high Insanity ratings should resemble the stereotypical frothing at the mouth madman. Insanity is detrimental when interacting with other people, however, and the mechanical effects should not be the only consequence.

Being treated for insanity requires a Bleaker with at least 8 ranks of Heal to treat the character, making a Heal check at the end of each week of treatment (DC 15 + the patient's Will save bonus without Insanity modifiers). Each consecutive successful weeks of treatment allows the patient to lose one from their Insanity rating. A failed week of treatment results in temporary Wisdom damage equal to the patient's Insanity rating. Treatment cannot be performed while the patient has Wisdom damage of any sort.

Note: This feat continues to affect you after you gain an Insanity score. Each time you fail the Will save, your Insanity score increases by $\frac{1}{2}$ your character level.

Mental Conditioning [General, Faction-Dependent]

Instead of simply deconstructing a target's beliefs, the skilled Anarchist leaves their captive with just enough faith to pass within their faction while implanting commands deep in the target's subconscious to be enacted at the Anarchist's choosing.

Prerequisite: Membership in the Revolutionary League. Counter-Indoctrinate, Diplomacy 15 ranks, Knowledge (factions and guilds) 15 ranks, any nongood alignment.



Benefit: To use this ability you must successfully use Counter-Indoctrinate to remove a subject's loyalty to their faction. Afterwards you must spend at least eight hours a day attempting to indoctrinate the target through various methods of brainwashing, after which you make another Diplomacy check opposed by their Knowledge (factions and guilds) check as described for Counter-Indoctrinate. Each day your check succeeds you may instill one command in the target's subconscious, to a maximum number of commands equal to your Charisma modifier (minimum 1). While the target can be programmed to do anything, even suicidal actions, each command must be relatively simple, no more than a sentence or two. The command can be activated by anything ranging from a certain amount of elapsed time to hearing a particular tune. The commands may remain dormant for years and each can have its own trigger.

Special: The target does not remember much of their imprisonment and nothing of the conditioning itself, and may truly wish to return to his faction or begin a new life elsewhere, at the Anarchist's choosing. Regardless, a sharp mind can detect the subconscious impulses embedded if they are looking for mental influences and make a successful Sense Motive check against DC 30. Being treated for conditioning requires someone with at least 8 ranks of Heal who makes a Heal check at the end of each week of treatment (DC 15 + the patient's Will save). Each successful week of treatment removes one imbedded command from the target. A failed week of treatment results in either 1d4 temporary Wisdom damage or premature activation of the commands, at the DM's option. Treatment cannot be performed while the patient has Wisdom damage of any sort. If the individual treating the subject also has Mental Conditioning they automatically succeed at removing one command per week of treatment.

Merciful Strike [General, Fighter, Faction-Dependent]

You are capable of putting your very soul into a single strike in order to subdue your opponent.

Prerequisite: Membership in the Sons of Mercy. Combat Expertise, Improved Disarm, base attack bonus +8, smite ability.

Benefit: You may use one of your smite attacks to make a blow capable of incapacitating a target immediately. You do not gain the normal benefits of a smite attack. If the attack hits, the target must make a Fortitude save (DC 10 + damage dealt) or be knocked unconscious for 1d6 minutes. This effect does not work on creatures immune to nonlethal damage, such as constructs and undead. If the attack misses, the ability is wasted. If you or your companions then kill the incapacitated character, you lose this ability for a week.

Minor Loophole [General, Faction-Dependent]

In understanding the multiverse, the Guvners learn the laws of reality, and how to get around them. One of the most important steps in a Guvner's rise through the Fraternity is learning how to exploit the lessons learned and create their own loophole in the laws of the multiverse.

Prerequisite: Membership in the Fraternity of Order. Int 15, base Will save +3 bonus.

Benefit: You may research loopholes in the laws of the multiverse, allowing you to duplicate an arcane spell of a level equal to half your character level (maximum of a 4th level spell) as a spell-like ability cast by a wizard equal to your character level at the time you gain this feat. You may use this ability a number of times equal to your Intelligence modifier + 1d4. The DM should roll and keep track of this number secretly. After you use it that number of times, the multiverse seals that loophole off and the ability may no longer be used.

Special: Upon taking this feat, you automatically learn one minor loophole. To learn a new loophole, you must research it for a number of weeks equal to the level of the spell, expend 1,000 gold per week of research, and make a successful Knowledge (arcana) check (DC 10 + spell level). You may never learn a loophole duplicating the same spell twice.

Multiversal Socialite [General, Faction-Dependent]

You are intimately familiar with the inhabitants and cultures of the planes.

Prerequisite: Membership in the Fated. Knowledge (the planes) 4 ranks.

Benefit: You gain a +2 bonus to Charisma-based skill checks with the natural residents of any planes with which you have a specialty in Knowledge (the planes).

Natural Alpha [General, Faction-Dependent]

Your physical strength combined with your self-confidence lends weight to your words, and it is clear to all Sellswords that you were born to lead.

Prerequisite: Membership in the Sodkillers. Str 13, Cha 13.

Benefit: You add your Strength modifier to Intimidate checks along with your Charisma modifier. In addition, you may add your Strength modifier to Diplomacy checks targeting other members of the Sodkillers, along with your Charisma modifier as usual.

Numb [General, Faction-Dependent]

Like most of your brethren, you see emotions as a sad remnant of your previous life and have striven to give them up so that you may move closer to True Death.

Prerequisite: Membership in the Dustmen. Iron Will.

Benefit: You become immune to spells and effects that alter your emotional state including *antipathy*, *calm emotions*, *fear*, *symbol (hopelessness)*, *Tasha's hideous laughter*, and any spell that grants a morale modifier. This does not apply to effects that alter your outlook or inflict madness, such as *charm person* or *confusion*.

Oathbinder [General, Faction-Dependent]

You recognize the value of someone's word, even if they do not, and ensure the multiverse itself recognizes the promise so that it is not broken.

Prerequisite: Membership in the Ring Givers. Cha 15, Return of Favors, Control 3 ranks, character level 6th.

Benefit: Whenever someone makes an oath in your presence, you can make a touch attack on your next action to enforce that oath. You must declare the use of this feat before making the touch attack, and you suffer 2 points of temporary Constitution damage (or Charisma, if you do not have a Constitution score) when doing so, as you are using your life force to enforce the oath. Unlike normal ability damage, this can only be healed through rest, not by magic. If the target fails a Will save (DC 14 + your Charisma modifier), they are bound by their own words as if affected by a *lesser geas* spell cast by a sorcerer of your character level. You can only attempt to enforce the same oath once; if the target makes the save to avoid performing some action you cannot try again, even if the oath is worded differently. You may only have a number of oaths enacted equal to twice your Charisma modifier; if you go over this limit you choose which oath to release. This is a supernatural ability.

Note: An oath can be as simple as, "I promise not to hurt you," or as elaborate as, "By the blood of my forefathers, I swear to track down your brother's killer and bring him to justice before the rising of the next full moon".



Oathmaster [General, Faction-Dependent]

Your ability to ensure that someone's word is upheld is such that none would give their word lightly around you.

Prerequisite: Membership in the Ring Givers. Cha 17, Oathbinder, Return of Favors, Control 6 ranks, character level 9th.

Benefit: As Oathbinder, except you suffer 4 points of temporary Constitution damage and the target is affected by *qeas/quest* unless they succeed on a Will save (DC 16 + your Charisma modifier). The target cannot be made to make the oath under duress; otherwise the feat functions as Oathbinder.

Oblivion Awaits [General, Faction-Dependent]

Some Dustmen have spent so much time considering Final Death that it is reflected in their eyes. Those meeting the gaze of such Dustmen are unnerved and frightened, and later say the Dustmen's eyes imparted a great desire for death, while others whisper they saw their own fate in the next life reflected, and it was terrifying.

Prerequisite: Membership in the Dustmen. Wis 13, Iron Will, Numb, Vision of Death, Intimidate 9 ranks, Spot 9 ranks.

Benefit: You gain a gaze attack that inflicts the effects of a *scare* spell on non-Dustmen within 30 feet (DC 13 + Charisma modifier) so long as you are only making a single move-equivalent action per round. This is a continuous effect that does not require a standard action and cannot be turned off. As a standard action you may focus your gaze into a *fear* spell directed at one target (DC 15 + Charisma modifier). If the target succeeds at the save against the *fear* effect, they become immune to it for the rest of the day. If they fail, they become panicked and flee for three rounds. This is a supernatural ability that does not work on unintelligent or undead creatures.

Pocket of Order [General, Faction-Dependent]

Your spells temporarily nullify chaos in a small pocket of space, removing any chance.

Prerequisite: Membership in the Fraternity of Order. Any lawful alignment.

Benefit: This feat is applied to spells with the lawful descriptor. For one round per level of the spell an area centered around the destination of the spell in a 30 ft. radius has all random chance removed. All die rolls are determined by their average value, using the table for the feat Static Spell. The effect does not take place until the next round, so any initial saving throws to resist the spell are rolled as normal, and does not move afterwards, even if the spell was centered on an individual. For the duration of the effect events are predictable, even average. Individuals operate according to skill alone, leaving no room for flair or inspiration.

Point Finger [General, Faction-Dependent]

You are a master of verbal deception, and can make others seem dishonest or inept with your quick wit.

Prerequisite: Membership in the Revolutionary League. Bluff 4 ranks.

Benefit: When making a Bluff check to lie, you may subtract a number from your Bluff check up to the number of ranks you possess in the Bluff skill and target somebody within 60 ft. That person receives a



circumstance penalty equal to the number subtracted from your check to their next Bluff or Diplomacy check in that encounter.

Power of Denial [General, Faction-Dependent]

Some Visionaries regard the multiverse as merely an extension of their will; it exists because they believe it so. While this theory is incredibly egocentric, its proponents have provided proof in the past by ignoring whole objects out of existence. Though such power is held only by the most experienced Visionaries and former Signers, you have begun to master the basic principles, and with concentration can disbelieve an object long enough to pass through it.

Prerequisite: Membership in the Mind's Eye or Sign of One. Illusion Perception, Control 6 ranks.

Benefit: By meditating for at least one minute and making a successful Control check (DC 10 + the object's hardness) as a standard action you may ignore the existence of one object and be considered insubstantial with regards to it. A check must be made for every 2 inches of thickness, or every 5 feet for anything nonsolid; every successive roll increasing the DC by 1. If you have touched or otherwise interacted with the object, you have greater difficulty disbelieving it, and the DC increases by 4. While concentrating, you can only move at half speed, and anything that disrupts your concentration, such as a loud noise or being hit by something else, ends the effect unless you make a successful Concentration *and* Control checks against the same DC. You cannot use this ability to evade attacks of any sort, and lead or magical wards (even those that prevent interplanar access) are impenetrable.

Powers of Imagination [General, Faction-Dependent]

Signers can imagine things into existence.

Prerequisite: Membership in the Sign of One

Benefit: You may imagine things into existence. By doing this you may mimic any spell of up to 4th level, though you cannot duplicate a spell of higher level than a cleric, druid, or wizard of the same level could cast. To do this you must pass an imagination check. An imagination check is determined by rolling a d20 and adding your wisdom bonus and half your level to the result. The DC of the imagination check is 20 plus 5 for every imagination check attempted within the last 24 hours. If you fail the check, you may not try again for 24 hours. If you ever roll a natural 1 on the d20 check you have imagined yourself out of existence and become a Shadow Conjunction version of yourself. This reduces them to one fifth on everything as a Shadow Conjunction spell states in its description. Only another Imagination Check or a Remove Curse or similar spell can restore you to normal.

Previous Life Experience [General, Faction-Dependent]

Godsmen with enough past lives often discover that their intuition is strong enough to grant them a small amount of proficiency in skills that they have never trained in.

Prerequisite: Membership in the Believers of the Source. Wisdom 13+, Cumulative Life Experience

Benefit: You may attempt to use all skills untrained, even if they can normally only be used with training.

Priest of the Great Unknown [General, Faction-Dependent]

The Athar venerate the Great Unknown, which they believe is the only true divinity.

Prerequisite: Membership in the Athar or Godsmen, access to a domain.



Benefit: You are now a priest of the Great Unknown, and you must renounce your former deity as a fraud. However, you retain all your spellcasting abilities and may replace your spell domains with any other spell domains of your choice (you may only do this when you first take the feat, and you may not choose an alignment domain unless you are of that alignment, i.e. you cannot choose the Law domain unless you are lawful).

Normal: Priests may forsake their deity and worship the Great Unknown without taking this feat. However, they may not choose new domains when they do this. Clerics that worship the Great Unknown without ever having worshiped any previous powers gain access to the Knowledge domain as well as those domains that match their alignment.

Probability Manipulation [General, Faction-Dependent]

In your quest to understand the intrinsic laws of the multiverse, you have learned how to “bend” the laws affecting an outcome.

Prerequisite: Membership in the Fraternity of Order. Int 15.

Benefit: You may choose to add a +2 or -2 to any attack roll, damage roll, caster level check, or skill check made by a character within 60 ft. of you as a free action at any time during the round. To use this ability, you simply must observe the action about to be performed and comment on the statistical probability of it succeeding. This ability must be used before the die is rolled and may be used a number of times per day equal to half your Intelligence modifier. It can only be used once per round.

Punish the Oppressor [General, Faction-Dependent]

Often the only way to convince others not to take advantage of you is to illustrate the inevitable consequences of their actions. Calling on the multiverse to make sure what goes around comes around, you can answer force with force alike without lifting a finger.

Prerequisite: Membership in the Ring Givers. Wis 11, Harmless, character level 9th.

Benefit: If someone attacks and deals damage to you and you have not participated in the combat until that point you may choose to deal the same amount of damage to them. The damage is inflicted in a backlash of energy that leaves the attacker with strong reservations about harming you further. They must make a Will save (DC 15 + Wisdom modifier) or treat you as if you were protected by a *sanctuary* spell for the next hour. This is a supernatural ability usable once a day.

Purity of Form [General, Faction-Dependent]

Most Martyrs share a common animosity toward all forms of undead and strive to protect themselves from falling to such unnatural and vile creatures.

Prerequisite: Membership in the Sons of Mercy. Great Fortitude, any good alignment.

Benefit: You gain a +2 bonus on saving throws against the special abilities of undead creatures and against spells that use negative energy. These bonuses overlap (do not stack); for instance, you only gain a +2 bonus from this feat against the energy draining ability of undead. In addition, you cannot be made undead by any means short of divine intervention; you are immune to the create spawn special ability possessed by some undead creatures, cannot be turned into a vampire, and cannot have your body transformed into an undead abomination.



Purity of Spirit [General, Faction-Dependent]

Martyrs with true hearts have less to fear from the powers of vile fiends, as their very spirits can shrug them off as the abhorrent sorcery they are.

Prerequisite: Membership in the Sons of Mercy. Iron Will, any good alignment.

Benefit: You gain a +2 bonus on saving throws against the special abilities of evil outsiders and any evil spells. These bonuses overlap (do not stack); for instance, you only gain a +2 bonus from this feat against an *unholy blight* spell cast by a fiend.

Research Loophole [General, Faction-Dependent]

In understanding the multiverse, the Guvners learn the laws of reality, and how to get around them.

Prerequisite: Membership in the Guvners, base will save of 3+

Benefit: You may research loopholes in the laws of the multiverse. This works exactly like a wizard researching a spell and may not grant abilities greater than a wizard of the same level may cast. If the you succeed, you can use the loophole as a standard action. However, each time you use it, there is a cumulative 10% chance the loophole will close and the ability will never work again. Each loophole is unique to it's discoverer and you may not know more loopholes than one quarter your character level.

Renewed Faith [General, Faction-Dependent]

Prerequisite: Membership in the Athar, Mind's Eye or Transcendent Order.

Benefit: Due to your belief in a power beyond deities (such as the Great Unknown, or the Self, or the Multiverse), your spellcasting powers remain intact regardless of what sins or grievances you committed against a deity that caused you to loose your powers in the first place. Full functionality of any cleric levels you have is restored to you. Thus, if you were (for instance) a cleric of Kord, but ceased to have faith in Kord as a deity (and became an ex-cleric), by taking this feat, all the powers that Kord granted you are restored. The difference is that now, they are awarded by a higher power than Kord that you believe in: the Great Unknown for the Athar, the Self for the Mind's Eye, and the Multiversal Harmony for the Transcendent Order.

All divine magic this feat grants access to, and all divine magic gained after it's acquisition, ceases to be called 'divine' magic, and abilities that affect 'divine' magic have no affect on these powers. In name, they are considered 'Belief Magic,' though this abides by the same restrictions and benefits of divine magic (e.g.: can be used in armor). However, things that affect divine magic (such as the Athar feat of Faithless Blessing) does not affect belief magic.

Each faction has their own term for 'belief magic.' The Athar call it 'The Unknown Power,' the Mind's Eye call it 'Self-Empowerment,' and the Transcendent Order call it 'Harmony Magic.'

Renowned Commander [General, Faction-Dependent]

Tales of your deeds have spread your name far and wide through the ranks of the Harmonium, giving you the respect and privilege reserved for the faction's true heroes.

Prerequisite: Membership in the Harmonium. Cha 13, Leadership, Seasoned Officer.

Benefit: You no longer suffer a penalty to your Leadership score for purposes of attracting a cohort because you have a familiar, special mount, or animal companion, and the death of a cohort or

follower does not give you a penalty so long as they died fighting for the ideals of the Harmonium. Finally, you gain the privilege of being able to call on the Harmonium for aid in some suitably heroic endeavor. This aid comes in the form of four to five experienced Hardheads no more than 2/3 your character level, who will serve under you for the duration of a single mission. You may only call upon such assistance once a year and with sufficient cause provided to the Harmonium leadership. During such a period you are charged to ensure their safety and wellbeing, to say nothing of your duty to educate and inspire them to rise higher in the service of justice.

Return of Favors [General, Faction-Dependent]

The Ring-Givers don't make it through the multiverse merely on the good will of others, they have the Unity of Rings on their side to ensure that even the most selfish individuals tend to feel that they owe the Beggars for any favors given. Thus, whenever you give a gift or do a favor for someone else, they have a chance of becoming bound to owe you a debt.

Prerequisite: Membership in the Ring Givers.

Benefit: You must make the recipient aware that you would appreciate or expect some sort of return at the time the gift is given and the recipient cannot be forced to accept it. If the recipient accepts the gift they make a Wisdom check (DC 10 + your Charisma modifier), whether they intended to make it up to you or not. The recipient must make this check once a day for a number of days equal to your character level. Should they fail the check at any point they are bound to owing you a favor in return.

The favor owed you is relative to the value of your gift or favor. For instance, giving a magical item worth \$20,000 gold to someone would cause them to owe you an item of similar value or obligate them to perform some sort of service of equal value to you. Likewise, if you saved someone's life they would owe you a life debt of sorts, and would be required to save your life in order to settle their debt. You may refuse to take the payment, in which case the debt is not absolved, though the DM may rule in certain situations that the individual has made up for their debt.

Under some circumstances you may force someone who owes you a favor to pay up in some desired fashion. You may only do so once per debt. Upon making the request make an opposed Charisma check. If you succeed, the individual must do as you ask. If the request goes against the subject's nature or requires them to give up something of large personal value they gain a +4 bonus to their check. If your request is likely suicidal, directly or indirectly, they simply do not need to listen to you.

Riot Leader [General, Faction-Dependent]

You are exceptionally good at riling up a crowd in order to disrupt the social order.

Prerequisite: Membership in the Revolutionary League or Xaositects. Leadership, Bluff 7 ranks, Diplomacy 7 ranks, any nonlawful alignment.

Benefit: Given at least an hour of public speaking you can make a Diplomacy check (DC 25 + modifiers listed below). If you succeed, you attract a number of additional temporary followers determined by your Leadership score. These followers must hear your speech and must be of chaotic alignment. After attracting them to your cause, you may then direct them to instigate a riot or otherwise cause chaos for at least an hour and possibly longer at the DM's discretion. After the first hour, the additional followers are no longer under your command and will act on their own.

Use of this feat will likely attract the attention of local authorities, and repeated use may draw the wrath of organizations such as the Harmonium. In a worst-case scenario, you may even warrant the attention of inevitables or celestials.

Modifier	Example Circumstance
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+5	If current plane is strongly good-aligned
+5	If current plane is mildly law-aligned
+10	If current plane is strongly law-aligned
-5	If current plane is strongly evil-aligned
-5	If current plane is mildly chaos-aligned
-10	If current plane is strongly chaos-aligned

Sacred Form [General, Faction-Dependent]

Your body is a temple, a vessel of divine potential. Though the purpose of each life is to learn and change through experience, there are certain aspects that must remain pure and unmolested if you are to continue your ascension. Therefore, you have chosen to manifest your divine power to shelter yourself from unwelcome alterations to your body.

Prerequisite: Membership in the Mind's Eye or Believers of the Source. Wis 17, Cleanse Impurity, Harness Divinity.

Benefit: You become immune to petrification and polymorph spells and effects that change your form such as *baleful polymorph*, *flesh to stone*, and *reduce person*. This does not apply to transmutation effects that do not cause a physical change in form, such as *slow*, or to transmutation effects that would destroy your form completely, such as *disintegrate*. Any abilities you possess to change form are unhindered.

Scapegoat [General, Faction-Dependent]

You know how to blame others for your deeds.

Prerequisite: Membership in the Revolutionary League. Bluff 6 ranks.

Benefit: You receive a +5 bonus to Bluff checks when implicating someone for something they didn't do, and spells cannot determine whether you are lying about who is responsible.

Scramblespeak [General, Faction-Dependent]

Xaositects speak to each other using Scramblespeak, a special application of the Innuendo Skill.

Prerequisite: Membership in the Xaositects

Benefit: You gain a +2 bonus to Innuendo skill checks, and it is always a class skill for you. Typically, Xaositects employ a form of Innuendo called Scramblespeak, where words are hopelessly transposed so as to confuse the listener. When speaking in Scramblespeak, you may choose to lower the DC to understand you. For instance, if you try to speak in Scramblespeak, and your Innuendo check sets a DC of 23, you may choose to speak in less complicated scramblespeak and set the DC lower so that another lower ranking Xaositect can better understand you.

Seasoned Officer [General, Faction-Dependent]

Those that dedicate their lives to the Harmonium cause establish a level of respect with their faction that many would envy, and serve as a shining example to those who follow.

Prerequisite: Membership in the Harmonium. Cha 13, Leadership.

Benefit: You gain a +4 circumstance bonus to Charisma-based skill checks with Harmonium members and receive a +2 bonus to your Leadership score if all your followers and your cohort are members of

the Harmonium. In addition, when you lead a cohort or followers into battle they gain a +2 competence bonus to attack rolls and Will saving throws if they are members of the Harmonium.

Sensorium Scholar [General, Faction-Dependent]

You have spent much of your life in the Society experiencing every sensorium made available. This supplies you with a wealth of knowledge not your own, even things unknowingly recorded from the original donors' psyche.

Prerequisite: Membership in the Society of Sensation. Must have gone through every sensation available at a sensorium.

Benefit: You are able to make all Knowledge checks as if you have ranks in them, enabling you to recall more than common knowledge without training. You may still only roll a Knowledge check for a given subject once, though if you spend a sufficient amount of time in a sensorium you may be able to try again, at the DM's discretion. In addition, you gain a +1 bonus to all Knowledge checks.

Special: In order to maintain use of this feat you must experience every sensation available at a different sensorium at least once a year. Failing to do so results in losing the benefits of this feat until you fulfill this requirement.

Sensory Touch [General, Faction-Dependent]

Experience is not a one-way path; we all open ourselves to new states of being through interaction with one another. Thus, most Sensates are taught how to feel the pain of others in exchange for their own wellbeing.

Prerequisite: Membership in the Society of Sensation.

Benefit: Once per day you may transfer a number of hit points of nonlethal damage equal to your character level from yourself to another living creature at the rate of two points healed per point taken. You may also reduce a creature's level of fear or fatigue by bearing the increase yourself. For instance, you can reduce a panicked individual to frightened by becoming shaken, or someone who is exhausted can be reinvigorated if you choose to become exhausted instead. You can use this ability to bring yourself past the normal limits of hit points, fear, and fatigue, but taking such an extreme burden knocks you unconscious for at least one hour. Either use of this ability requires a touch attack as a standard action that provokes an attack of opportunity.

Sift [General, Faction-Dependent]

Your affinity for entropy gives you insight into its manifestations, allowing you to divine information on what destroyed a given object or killed a creature.

Prerequisite: Membership in the Doomguard.

Benefit: By taking a full-round action and making physical contact with a destroyed object or dead body, you can automatically tell what caused the object to break apart, down to the type of damage and what sort of implement or spell was used to inflict it, though not what specific object or person inflicted the damage. For example, you may be able to identify that a greatsword or necromancy spell killed the target, but not the specific greatsword or the caster's identity. If the destruction was magical in nature, a Spellcraft check is required to identify the spell as if the Sinker were witnessing the spell being cast.



Sinker Swordsmanship [General, Fighter, Faction-Dependent]

Members of the Doomguard are well known for their love of swords, and every citadel trains in the usage of myriad types of swords. Some of the best swordsmen in the multiverse hail from this faction, and many learn how to use their techniques for a wide variety of blades.

Prerequisite: Membership in the Doomguard. Proficiency with simple and martial weapons, Weapon Focus, base attack bonus +9.

Benefit: Choose one weapon-based fighter feat that you possess such as Improved Critical, Weapon Focus, or Weapon Specialization. This feat now applies to all swords with which you meet the prerequisites of the feat. Swords include bastard swords, falchions, fullblades, greatswords, longswords, short swords, rapiers, scimitars, and any other weapons at the DM's discretion. For instance, if you took this feat with Improved Critical then you would gain the benefits of that feat for all swords, whereas if you took this feat with Weapon Specialization it would only apply to swords with which you also had Weapon Focus. You are considered to actually have the feat for purposes of prerequisites.

Siphon Spell Slot [General, Faction-Dependent, Wizard]

If another spellcaster hasn't used their spells already, the energy might as well go to someone who will put it to use. Furthering your skills of magical theft, you can slightly replenish your magical abilities by draining another's.

Prerequisite: Membership in the Fated. Grab Magic, Sticky Fingers, Knowledge (arcana) 12 ranks, Spellcraft 12 ranks.

Benefit: By making a touch attack, you may restore a previously cast spell (or gain the ability to cast an additional spell that day, if you cast spells spontaneously) by absorbing the magical energy from your target. The target may make a Will save (DC 10 + ½ your character level + Charisma modifier) to resist the effect. Otherwise, you may take a spell slot from your target up to two levels lower than the maximum spell level you can cast. If the target prepares their spells, they choose which spell is lost. You may use this ability once a day. This is a supernatural ability.

Slippery [General, Faction-Dependent]

You live for freedom, and avoid capture at all costs.

Prerequisite: Membership in the Athar, Free League, or Revolutionary League.

Benefit: You gain a +1 bonus on all saving throws against mind-affecting spells and effects, and a +2 bonus to Escape Artist checks.

Spectrum Enhancement [General, Faction-Dependent]

Few creatures in the multiverse can match the capabilities of the Sensate who develops their vision to this extreme. Though it stretches the physical capabilities of any form, the unique experience is normally enough to attract any true Sensate.

Prerequisite: Membership in the Society of Sensation. Alertness, Extraordinary Sense (Ocular), Spot 15 ranks.

Benefit: You gain a minor form of x-ray vision, giving you the ability to see into and through solid matter. The vision range is 5 feet, allowing you to view everything within that range as it were in

normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision. You may activate this ability as a standard action. For every round that this ability is active you suffer 10 points of nonlethal damage as the strain on your eyes and mind takes its toll.

Steady Decay [General, Faction-Dependent]

Your refusal to tamper with the natural progression of decay likewise ensures that your fate is not ended prematurely by less enlightened individuals.

Prerequisite: Membership in the Doomguard. Destruction Embraced, character level 6th.

Benefit: You become immune to all death spells, magical death effects, energy drain, and negative energy effects. However, you also gain a bonus to saving throws to resist spells of the healing or cure category equal to half your character level and are always considered unwilling for those spells.

Sticky Fingers [General, Faction-Dependent]

You understand that everyone is entitled to whatever they can seize; thus stealing from others is a natural way of life for you no matter what your profession is.

Prerequisite: Membership in the Fated.

Benefit: You gain a +2 bonus to Sleight of Hand when using it to steal from others, and Sleight of Hand becomes a class skill for you.

Strengthened Transmutation [General, Faction-Dependent]

Recognizing the benefits magic provides in improving your combat abilities, you've focused on ways to use transmutation more effectively on yourself.

Prerequisite: Membership in the Sodkillers. Spell Focus (Transmutation).

Benefit: You cast transmutation spells on yourself at +2 caster level.

Structured Mind [General, Faction-Dependent]

Some Guvners restructure their memories as a "memory castle" of sorts, rendering their thoughts relatively resistant to magical attacks or intrusions.

Prerequisite: Membership in the Fraternity of Order. Base Will save +2 bonus.

Benefit: You gain +2 bonus against spells or effects that read, damage, or otherwise remove your mind such as *confusion*, *detect thoughts*, *feblemind*, *insanity*, or the psionic powers *mind seed* or *mind switch*, but not spells that influence or control it such as *charm person*, *suggestion*, or *dominate person*. Furthermore, you are adept at resisting possession, either from a special ability or a *dominate* spell, and may make a Will save once an hour at a -2 penalty to free your mind.

Subdue Criminal [General, Faction-Dependent]

Harmonium officers are trained to bring in criminals, alive if possible.

Prerequisite: Membership in the Harmonium



Benefit: You gain a +2 bonus to grapple checks and receive only a -2 penalty when attempting to deal subdual damage with normal weapons.

Surprise Factioneers [General, Faction-Dependent]

Your knowledge of the factions allows you to catch them off guard with unexpected comments about their philosophy or faction.

Faction: Free League.

Prerequisite: Wis 13, Cha 13, Knowledge (factions and guilds) 6 ranks.

Benefit: As a full-round action, you can make a Knowledge (factions and guilds) check (DC 20) to come up with a particularly shocking comment against one faction. Shouting the comment allows you to “shock” any member of that faction within 60 feet that can hear you as the spell *daze*. The targets may make a Will save (DC 10 + ½ character level + Wisdom modifier) to resist the effect. You may use this ability once a minute, and the same target can only be affected by it once a day, though a target that makes their save may still be affected by another use of the ability.

Sword Training [General, Faction-Dependent]

The Sword, a tool made only for destruction and with no other purpose - is a favorite weapon among the Doomguard

Prerequisite: Membership in the Doomguard

Benefit: You are proficient with all simple and martial swords, plus one exotic sword of your choice.

Taker's Skills [General, Faction-Dependent]

The Takers believe in getting what's theirs - and what's not theirs - by hook or by crook.

Prerequisite: Membership in the Fated.

Benefit: You gain a +1 bonus to Pick Pockets, Bluff, and Diplomacy. You may select one of these skills to always be a class skill for you.

Special: You may take this feat three times. Each time choose a different skill to become a class skill. The bonus to these skills stack.

Talents of the Past [General, Faction-Dependent]

You have awakened vague memories of a past life, allowing you to learn some skills with inexplicable ease.

Prerequisite: Membership in the Mind's Eye or Believers of the Source.

Benefit: Choose two cross-class skills. These skills become class skills for you.

Team Player [General, Faction-Dependent]

Hardhead units are train rigorously so that they may work well together.

Prerequisite: Membership in the Harmonium



Benefit: Whenever you flank a creature, other characters that are also flanking the same creature gain a +2 to their attack roll in addition to normal flanking modifiers.

Tinker With Magic [General, Faction-Dependent]

Even non-wizard Guvners may try to learn a bit of magic.

Prerequisite: Membership in the Fraternity of Order.

Benefit: You may choose three cantrips and you may cast any combination of them a number of times per day equal to 1+ your intelligence modifier. You cast these spells as a wizard and your caster level is considered one third your total character level. In addition, Use Magic Device is always a class skill for you.

The Cycle of Testing [General, Faction-Dependent]

Godsmen believe that your outward form in this life reflects your choices in previous lives.

Prerequisite: Membership in the Believers of the Source. Harness Divinity

Benefit: Whenever you die, you may choose to be reincarnated as per the spell. This reincarnation takes effect ten minutes after you die.

The Chant [General, Faction-Dependent]

While the Free League offers little in terms of material aid, the prevalence of Indeps throughout the planes makes it much easier for you to find helpful friends pretty much anywhere.

Prerequisite: Membership in the Free League. Gather Information 6 ranks, character level 6th.

Benefit: Upon taking this feat you gain a gain a reliable contact in a specialized field (baatezu sociology, black market portal routes, etc.) or position of knowledge (such as within another faction or religion) for every three character levels. This individual may or may not be a member of the Free League, but will help provide you with information related to their area of expertise. Contacts are normally of lower level than you and tend to stay in one region, though the DM may allow you to earn more prominent contacts through role-playing. Contacts will not likely help you beyond providing some bit of information and particularly powerful or fiendish contacts may require some help in return. Maintaining the contact is your responsibility, and the DM is free to role-play the character as they see fit. If you lose a contact, you do not automatically gain a new one.

Special: You can select this feat multiple times. Each time it is taken, you gain an additional contact for every three character levels. If you leave the Free League you may or may not maintain your contacts, depending your relationship with them, at the DM's discretion.

Touched in the Head [General, Faction-Dependent]

There's no more room for additional madness in your head - you already have your share.

Prerequisite: Membership in the Bleak Cabal. Iron Will, character level 9th.

Benefit: You are immune to confusion or madness effects (including spells from the Madness domain) such as *confusion*, *feeblemind*, *insanity*, *Otto's irresistible dance*, *Tasha's hideous laughter*, and other spells and effects at the DM's discretion.



Undead Visage [General, Faction-Dependent]

The Dustmen see the emotionless undead as something to emulate.

Prerequisite: Membership in the Dustmen, not undead

Benefit: The character can cause the skin and flesh of his body to tighten and appear desiccated; this ability takes one round of concentration to activate. So long as the character's modified state is visible, he gains a +4 circumstance bonus to Intimidate checks and a -2 circumstance penalty to Diplomacy checks; these modifiers only apply to social intercourse with living non-Dustmen who are not used to speaking with the dead/undead.

Special: The character possessing this feat may choose to have it be permanently active when purchasing the feat.

Unhealthy Fixation [General, Faction-Dependent]

Your insanity gives you a strange insight into the conditions around you.

Prerequisite: Membership in the Bleak Cabal or regional Pandemonium. Insanity 1.

Benefit: You may add $\frac{1}{2}$ your Insanity score to your Wisdom for purposes of Wisdom-based skill checks all the time, rather than only once a day.

Normal: Your Insanity score is subtracted from your Wisdom for purposes of skill checks.

Unit Tactics [General, Fighter, Faction-Dependent]

Your faction has heavily emphasized safety and teamwork in the heat of battle and you know how to take advantage of the shared training you have with your comrades.

Prerequisite: Membership in the Harmonium or the Sons of Mercy. Base attack bonus +3.

Benefit: You gain a cumulative +1 circumstance bonus to attack rolls and AC against a target for every character with this feat (including yourself) threatening it. Thus, if three individuals with this feat were threatening the same target all three characters would gain a +3 to attack and AC against that opponent. You do not gain any bonuses or count towards granting other characters bonuses if you are immobilized.

Unlikely Event [General, Faction-Dependent]

Randomness is the natural state of the multiverse, and you welcome the unusual occurrences that come with it.

Prerequisite: Membership in the Xaositects.

Benefit: On any d20 roll with the potential for an automatic success or failure, a natural 19 or a natural 20 is considered an automatic success, and a natural 1 or a natural 2 is considered an automatic failure. This does not increase the threat range of weapons.

Normal: On a d20 roll that has the potential for an automatic success or failure, a natural 20 is considered an automatic success, and a natural 1 is considered an automatic failure.



Unwritten Destiny [General, Faction-Dependent]

Your belief that you are not bound by the chains of fate ensures that you are not bound by magical contracts and that none can divine your future.

Prerequisite: Membership in the Fated. Iron Will, character level 9th.

Benefit: You are immune to *geas/quest* and *lesser geas*, as well as other spells and effects that would force you into a magical contract, including the Ring-giver feat Return of Favors. Furthermore, attempts to divine your future, such as through *commune* or *contact other plane*, always return inconclusive answers.

Vision of Death [General, Faction-Dependent]

Some Dustmen become so attuned to death that when they look at other creatures all they can see is the creature slowing decaying and dying, as if Death itself has given them an idea of its schedule.

Prerequisite: Membership in the Dustmen. Wis 11, Spot 6 ranks.

Benefit: As a move-equivalent action you can look at creatures within 30 feet and determine how close to death they are as the *deathwatch* spell, or you may focus on a single living target and determine its hit points.

Walk the Predefined Path [General, Faction-Dependent]

Many Ciphers develop an uncanny knack to reach their destinations despite all obstacles, relying on the Cadence to guide their every step rather than concerning themselves with the details of the trip. While members of other factions may think they're missing the most important part, the multiverse always requires they make up for this shortcut at some point.

Prerequisite: Membership in the Transcendent Order. Cadence Whispers, character level 9th.

Benefit: Once a week you may roll a d20 against the difficulty chosen for Cadence Whispers. If you succeed, you gain one use of *find the path* as an extraordinary ability that must be used immediately. However, upon activating this ability you automatically incur a *geas* debt as described in Cadence Whispers. Such quests may be more or less difficult than the original journey would have been without the use of *find the path*.

What Kills You Makes You Stronger [General, Faction-Dependent]

Godsmen believe that their soul becomes stronger through learning from past mistakes, even the deadly ones.

Prerequisite: Membership in Believers of the Source; You must have died at least once.

Benefit: If your last death was caused by something that allowed a save, you gain a +2 bonus to that saving throw. If your last death was due to damage, you gain a +2 bonus to your fortitude save.

Wounding Martial Strike [General, Fighter, Faction-Dependent]

You know how to hit your opponents where it hurts and how to leave your mark with each blow.

Prerequisite: Membership in the Sodkillers. Int 15, Weapon Focus with specified weapon, base attack bonus +6.



Benefit: Each time you deal damage with the specified type of weapon, the wound it inflicts deals 1 point of damage per round thereafter in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding (two wounds for 2 points of damage per round and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any *cure* or other healing spells.

REGIONAL FEATS

REGIONAL

<u>Lessons of War</u>	Acheron				Gain additional bonuses when using 'aid other' in combat.
<u>Mind of Conflict</u>	Acheron				Gain immunity to spells affecting emotions.
<u>Faerie Friend</u>	Arborea		Human, elf, half-elf, Cha 13		Gain a +2 bonus to all charisma-based skills when interacting with good-aligned fey.
<u>Conduit Rider</u>	Astral				Gain a +4 bonus to will saves when grabbing an astral conduit.
<u>The Stuff of Legends</u>	Bariaur, Ysgard	Chaond,	Str 13, Endurance	Con 13,	Str and Con based checks are influenced by both abilities
<u>Honed Spikes</u>	Bladeling		Martial Proficiency (armor spikes), character level 3rd	Weapon (armor spikes)	Your body's metallic blades deal damage with a successful grapple
<u>Improved Razor Storm</u>	Bladeling		Character level 3rd		Deal additional 2d6 damage with razor storm ability; DC increases by 1
<u>Servant of the Unnamed</u>	Bladeling		Permission from the DM		You are watched carefully by the unnamed ones that oversee bladeling society
<u>Blessed Smith of Bytopia</u>	Bytopia		Wis 13, any alignment	any good	Weapons you create are automatically of masterwork quality and blessed
<u>Devoted Worker</u>	Bytopia		Endurance		Reduce the penalties of fatigue
<u>Eye for Treachery</u>	Carceri		Wis 17, any alignment	nongood	Realize if someone is planning to harm you
<u>Twitch</u>	Carceri, Khaasta,		Dex 15,	Improved	React normally during a surprise



	Tiefling		Initiative		round
<u>Windswept</u>	Elemental Plane of Air			Gain a +4 bonus on fortitude saves to resist high winds.	
<u>Mountain's Stoicism</u>	Elemental Earth	Plane of	Endurance	Add constitution modifier to AC when fighting defensively.	
<u>Swiftess of Flames</u>	Elemental Fire	Plane of		Gain a moral bonus to initiative.	
<u>Accomplished Swimmer</u>	Elemental Water	Plane of	Skill Focus (Swim)	Enhance your swimming speed.	
<u>Patience of the Waves</u>	Elemental Water	Plane of		Observation for a round benefits attack.	
<u>Deep Ethereal Traveler</u>	Ethereal			Travel on the ethereal occurs in less time.	
<u>Self-Sufficiency</u>	Gehenna			Refusing to accept aid gives you bonuses.	
<u>Between the Lines</u>	Gehenna, the Waste, the tiefling, tuladhara	Gray Outlands,	Int 17, Cha 17	Subtly learn someone's secrets	
<u>Calculating Vigilance</u>	Mechanus		Iron Will	Use int bonus to determine bonus damage.	
<u>Focus of the Modron</u>	Mechanus, Outcast, Zenythri	Modron	Int 15, any alignment	Increase the probability of completing some task by ignoring everything else around you	
<u>Functional Wings</u>	Modron Outcast		Character level 6th	Gain a fly speed	
<u>Memory Log</u>	Modron Outcast			Remember everything perfectly	
<u>Precondition</u>	Modron Outcast			Always respond the same to certain situations	
<u>Aversion Barb</u>	Nathri			Your poison barb inflicts aversion	
<u>Natural Protomatter Secretion</u>	Nathri			You can create protomatter out of your barbs	

Minor Negativity	Negative Quasielemental Planes	Touched		Affects of negative and positive energy are halved.
Crossroads of the Planes	Outlands		Any neutral, Leadership	Alignment does not affect recruitment attempts for Leadership
Minor Positivity	Positive Quasielemental Planes	Touched		Affects of negative and positive energy are empowered.
One with the Wild	The Beastlands		Wis 15, Cha 15, any nonlawful, alignment	Animals and plants recognize you as a friend
Primal Energy	The Beastlands			You are not disabled at 0 hit points.

Accomplished Swimmer [General]

Almost all natives to the Plane of Water are exceptional swimmers, and even inhabitants of races not initially from the plane show remarkable aptitude.

Region: Elemental Plane of Water

Prerequisite: Skill Focus (Swim)

Benefit: A successful Swim check allows you to swim at half your full speed as a move-equivalent action, or at your full speed as a full-round action.

Normal: You may only swim at a quarter of your full speed as a move-equivalent action, and half your speed as a full-round action.

Aversion Barb [Psionic, Regional]

You have evolved your poison with psionic augmentation to cause those you infect to recoil away from you.

Region: Bladeling.

Benefit: Whenever you strike someone with your barb, they must make a Will save (DC 11 + your Constitution modifier) in addition to resisting the poison or act as if affected by the power *aversion* towards you for one hour.

Special: If you are not using the *Expanded Psionic Handbook*, treat infected creatures as if affected by the spell *sanctuary*.



Between the Lines [General, Regional]

You are capable of guiding casual conversations to trick others into revealing hidden information without them really being aware of it.

Regions: Gehenna, the Gray Waste, the Outlands, Tiefling, Tuladhara.

Prerequisite: Int 17, Cha 17.

Benefit: Simply by talking to an individual for a few minutes you can pick up information without them being aware of it. Make an Intelligence check versus a base DC set by the DM based on the importance of the information to the character (DC 10 for personal information such as name, home, and hobbies; DC 15 for the location of where they keep valuables; DC 20 for passwords and other sensitive information; DC 25 for closely held secrets) plus the target's Wisdom modifier. Use of this ability can only be used to learn one thing from a person per day, and continuous use of this ability on the same target may result in higher DCs or hostility from the target, at the DM's discretion.

Blessed Smith of Bytopia [General, Regional]

Having learned from the master smiths of Bytopia, you excel at making quality weapons.

Region: Bytopia.

Prerequisite: Wis 13, any good alignment.

Benefit: All weapons you forge with a Craft check are automatically masterwork weapons and are blessed, which means they have special effects on certain creatures. The raw materials cost remains the same as for an ordinary (non-masterwork) weapon.

Calculating Vigilance [General]

You analyse combat on an intellectual level, watching for the correct time and place to strike.

Region: Mechanus

Prerequisite: Iron Will

Benefit: When in combat, use your intelligence modifier to determine bonus damage rather than your strength modifier.

Conduit Rider [General]

You are experienced in using astral conduits to travel between planes.

Region: Astral Plane

Benefit: You gain a +4 bonus to all will saves when attempting to grab an astral conduit.

Crossroads of the Planes [General]

As an inhabitant of the Outlands, you are used to dealing with creatures of differing alignments.

Region: Outlands



Prerequisite: Any neutral alignment, Leadership

Benefit: When recruiting cohorts of a different alignment, your Leadership Score does not suffer any penalties.

Normal: When recruiting cohorts of a different alignment, you suffer a -1 penalty to your Leadership Score.

Deep Ethereal Traveler [General]

Those who frequent the Deep Ethereal learn how to negotiate it more easily, despite its lack of landmarks.

Region: Ethereal Plane

Benefit: When calculating the time taken to travel to a location in the deep ethereal, roll a d4 rather than a d10.

Devoted Worker [General]

The craftsmen of Bytopia are renown for devotion to their work, finding tiredness only a minor setback.

Region: Bytopia

Prerequisite: Endurance

Benefit: When under the effects of fatigue, the Strength and Dexterity penalties are reduced to -1. Exhausted characters only suffer Strength and Dexterity penalties of -3.

Normal: Fatigue causes a -2 penalty to Strength and Dexterity, while exhaustion causes a -6 penalty to Strength and Dexterity.

Eye for Treachery [General, Regional]

Your sharp mind and innate distrust of others gives you the uncanny ability to discern when an individual has hostile intentions.

Region: Carceri.

Prerequisite: Wis 17, any nongood alignment.

Benefit: By being constantly suspicious of those around you and reading the subtle body language of an individual within 30 feet you can determine whether they have plans to harm you or your companions in the near future. Any character in your presence attempting to hide their hostile intentions makes an automatic Bluff check against a DC equal to 11 + your ranks in Sense Motive once per encounter, giving you a chance of recognizing a betrayer even among trusted friends. You do not gain any hints as to the nature of the plot.

Faerie Friend [General]

You are favored by the good fey of Arborea, who react more agreeably towards you.

Region: Arborea



Prerequisite: Human, Elf or Half-elf heritage, Cha 13+

Benefit: You gain a +2 bonus to all charisma-based skills when interacting with good-aligned fey.

Focus of the Modron [General, Regional]

You are able to block out all nonessential data and focus on a single task.

Region: Mechanus, Modron Outcast, Zenythri.

Prerequisite: Int 15, any lawful alignment.

Benefit: Once per day by stating your actions for a single round you enter a trance and increase the likelihood of performing the actions successfully. One round is needed to enter and leave the trance; during the trance you are unable to react to your surroundings (giving you a -5 penalty to AC) or change your specified action. On the second round you perform the stated action and are able to make a number of rerolls on checks equal to your Intelligence modifier. These rerolls may be used for any roll related to the specified action including overcoming spell resistance, damage rolls, or checks to avoid being distracted.

Special: You may take this feat multiple times, gaining an additional usage of the ability each time.

Functional Wings [General, Regional]

You have modified your wings to successfully carry you with some adequacy.

Region: Modron Outcast.

Prerequisite: Character level 6th.

Benefit: You gain a fly speed of 30 ft. with poor maneuverability.

Honed Spikes [General, Regional, Fighter]

Through age and practice, you have learned to use the blades which line your body as a weapon in their own right.

Region: Bladeling.

Prerequisite: Martial Weapon Proficiency (armor spikes), character level 3rd.

Benefit: Your metallic spines have sharpened to the extent that they are considered armor spikes for the purposes of grappling. These spikes can be enchanted through use of *magic fang* and similar spells.

Improved Razor Storm [General, Regional, Fighter]

The accuracy and intensity with which you expel your metallic spines makes them exceptionally deadly.

Region: Bladeling.

Prerequisite: Character level 3rd.



Benefit: The damage dealt by your razor storm ability increases by 2d6 and the DC to avoid it increases by 1.

Special: A character can gain this feat multiple times. Each time the character gains this feat, their razor storm ability deals an additional 2d6 piercing damage and the DC increases by +1.

Lessons of War [General]

In the eternal wars of Acheron you have learned how to defend yourself effectively in mass combat.

Region: Acheron

Benefit: When using the 'Aid Another' combat action to aid a friend's defense, you also gain the +2 competence bonus to AC if you are attacked during that round.

Manipulate Element [General]

Your deep connection to the Elemental Planes allows you limited skill in controlling the elements.

Region: Elemental Planes (Air, Earth, Fire, Water)

Prerequisite: Planar Familiarity

Benefit: You gain the use of either burning hands, feather fall, magic stone or obscuring mist as a spell-like ability, depending on your plane of origin. The spell-like ability gained is burning hands if your region is the Elemental Plane of Fire, feather fall if your region is the Elemental Plane of Air, magic stone if your region is the Elemental Plane of Earth, or obscuring mist if your region is the Elemental Plane of Water. This spell-like ability is usable once per day, cast as a cleric or sorcerer of your character level.

Mind of Conflict [General]

Having come from a world locked in vicious conflict, your soul is devoid of emotion.

Region: Acheron

Benefit: You are immune to all spells and spell-like abilities that effect emotions, such as the spell emotion, but as a side effect all charisma-based skill checks you make suffer a -4 penalty.

Minor Negativity [General]

Coming from one of the Quasielemental Planes bordering the Negative Energy Plane, your body possesses a slight negative charge.

Region: Quasielemental Planes (Ash, Dust, Salt, Vacuum)

Benefit: All damage caused by negative energy, such as that from an inflict wounds spell, inflicts only half damage upon you, while healing caused by positive energy, such as that from a cure wounds spell only heals half its usual damage.

Minor Positivity [General]

Coming from one of the Quasielemental Planes bordering the Positive Energy Plane, your body possesses a slight positive charge.



Region: Quasielemental Planes (Lighting, Mineral, Radiance, Steam)

Benefit: All healing caused by positive energy, such as that from a cure wounds spell, cast upon you are empowered (as if the Empower Spell feat had been used upon them, but the spells don't require higher level slots). All damage caused by negative energy, such as that from an inflict wounds spell, is also empowered.

Memory Log [General, Regional]

You maintain a complete record of all your experiences since venturing out onto the planes.

Region: Modron Outcast.

Benefit: You remember everything that your senses detect with perfect accuracy, allowing you to review every step of your life in detail. As a full-round action you may recall a previous event and make a new Appraise, Listen, Spellcraft, or Spot check to notice or identify something you may have missed before. You may only remake a check once per hour for each scene in memory. You also remember exactly anything you've heard, and it is also nearly impossible for you to become lost as you can simply recall how you reached your current position.

Mountain's Stoicism [General, Fighter]

Your respect for the endurance of the mountain has taught you resilience in combat.

Region: Elemental Plane of Earth

Prerequisite: Endurance

Benefit: When fighting defensively, add your constitution modifier to your AC during that round.

Natural Protomatter Secretion [General, Regional]

Rare nathri possess the unusual ability to actually create protomatter from their own bodies, perhaps one of the oddest adaptations to be seen among residents of the Misty Shore. Planewalking nathri use this to craft anything ranging from food to minor adventuring gear.

Region: Nathri.

Benefit: After spending about a minute concentrating and making a successful Constitution check (DC 20), you can create about a cubic foot of protomatter that oozes out of the barb on your hand. The protomatter will only last a few minutes before dissolving unless a Control check is made as normal to craft it into something.

Special: You may only take this feat as a 1st-level character.

One with the Wild [General, Regional]

You are recognized as a distinguished part of the natural order.

Regions: The Beastlands.

Prerequisite: Wis 15, Cha 15, any nonlawful, nonevil alignment.



Benefit: Animals and plants recognize and trust you as a creature of the land, and will not attack you unless you threaten them first. Even creatures *summoned* or *dominated* must make a Will save (DC 10 + $\frac{1}{4}$ your character level + Charisma modifier) in order to harm you. You may grant this protection to a number of people traveling with you equal to your Charisma modifier for 24 hours. If anyone violates the truce it is broken for all members and cannot be reinitiated for another 24 hours.

Paragon of Virtue [General]

Your very essence seems to radiate a moral and caring quality, telling those who follow you that they fight for a just cause.

Region: Elysium, Mount Celestia

Prerequisite: Any good alignment

Benefit: All allies with half hit points or less gain a +2 moral bonus to all attack rolls as long as they are within 15' of your character.

Patience of the Waves [General, Fighter]

You have learned from the patient yet relentless nature of the ocean, applying it to your fighting style.

Region: Elemental Plane of Water

Benefit: You may spend a full round focusing on your intended target. During your next round you gain a +4 competence to your next attack roll against that creature.

Precondition [General, Regional]

Due to some anomaly encountered upon leaving Mechanus your reflex protocols have made some unusual adaptations to respond to specific situations in a quick and efficient manner.

Prerequisite: Modron Outcast.

Benefit: Choose an action that your character will perform in response to some external stimulus. Neither stimulus nor reaction is interpreted by your character, meaning you cannot make differentiations such as friend or foe, or what specific reaction would be best. For example, a modron outcast that witnesses someone drawing a weapon may immediately cast its highest-level spell or may attack the speaker upon hearing a word or expression. The stimulus and the reaction should be loosely based on some past experience of the character. For example, perhaps the last individual to use a particular phrase turned out to be leading the party into an ambush. The modron outcast's reaction can be anything that can be performed as a standard action, and is always the same reaction for the same event, even if it may not be appropriate at the time. The modron outcast acts immediately, even if it has already made an action in the round; the character's initiative order doesn't change.

At 4th level, and every three levels afterwards, the DM chooses an additional stimulus and reaction for your character. These preconditions should not be used as a punishment, however, and the player and DM are encouraged to work together to invent reactions that are both logical (in your character's mind, anyway) and not abusive.

Special: You may only take this feat as a 1st-level character.



Primal Energy [General]

You can unlock the primal urges that lurk in the depths of your mind, allowing you to keep standing in battle.

Region: the Beastlands

Benefit: You are no longer considered disabled when your health is reduced to 0 hit points, although when you possess -1 or less hit points you still count as dying.

Self-Sufficiency [General]

You have learned to support yourself, rarely needing to rely upon others.

Region: Gehenna

Benefit: When a character chooses to assist you in a skill check you may opt to decline their help. By doing so you gain an automatic +1 circumstance bonus to the skill check in question. You may decline help from multiple helpers during the same round, each providing a +1 circumstance bonus in the process.

Servant of the Unnamed [General, Regional]

Through secret means, you have become initiated in the unnamed pantheon that watches over bladeling society and are now a vessel of their will. You are haunted by vivid dreams, whispers in the wind, and other omens sent by that of which you do not speak. You hear their commands, the tasks they require you to perform. You can only begin to understand the purpose of your orders, which range from mundane to suicidal, but you know that there is a grand scheme according to which you move, and to refuse them is a fate far worse than death. But you gladly fulfill your duty, knowing that you are being watched, guided, and protected.

Region: Bladeling.

Prerequisite: Permission of the DM.

Benefit: Once a day, should you undertake an action that will surely lead you to certain danger, the voices strongly warn you of the threat. Once a week, should you fall between -1 and -9 hit points, you will immediately stop bleeding and regain consciousness. Finally, once in your lifetime, should you be slain in the service of those left unnamed, you will reawaken alive and safe in a haven of the DM's choosing. In exchange for this protection, you will occasionally be called upon to perform strange tasks as described above. Disobedience results in loss of this feat at a minimum, though in all likelihood that will be the least of your troubles once the powers that be decide to punish you for your disloyalty.

Special: You may only take this feat as a 1st level character.

Scavenger [General]

You have spent a lot of your time on Thuldandin, second layer of Acheron, scavenging among the wreckage and debris, making use of what you find.

Region: Acheron

Benefit: When using the craft skill to create a mundane item, you may choose to scavenge, lowering the cost required to create the item, but increasing the time taken, to account for the time required

to find the correct parts. Each week you may opt not to not make a craft check, and instead scavenge for parts, allowing you to reduce the cost to craft the item to 75% of its previous cost.

Swiftmess of Flames [General, Fighter]

The speed and destructive potential of fire inspires you in combat.

Region: Elemental Plane of Fire

Benefit: Every time you inflict a critical hit during combat, you gain a moral bonus to your initiative during the next round equal to your charisma modifier.

The Stuff of Legends [General, Regional]

You possess a physical prowess typical of the Asgardian warriors on the plane of eternal battle.

Region: Bariaur, Chaond, Ysgard.

Prerequisite: Str 13, Con 13, Endurance.

Benefit: Add your Strength modifier in addition to any other bonuses to the checks and saves listed under the Endurance feat. In addition, add your Constitution modifier to your effective Strength score for purposes of lifting/dragging, carrying capacity, and Strength checks.

Twitch [General, Regional]

You have an innate sense of danger and can quickly respond to hidden threats.

Region: Carceri, Khaasta, Tiefling.

Prerequisite: Dex 15, Improved Initiative.

Bonus: You are able to make a partial action as normal during a surprise round in which you normally could not act, even if you are unaware of the attackers beforehand. You may act immediately after the first attacker's actions, provided you recognize the threat.

Windswept [General]

You have grown up on the Plane of Air, where a gentle breeze can become a roaring hurricane at a moment's notice.

Region: Elemental Plane of Air

Benefit: You gain a +4 bonus to all fortitude saves to resist the effects of high wind speed. See page 87 of the DMG for more details on wind hazards.

NEW PRESTIGE CLASSES

Some



One of the few relatively reliable ways to actually survive in the Abyss is to become useful to the tanar'ri. And to the tanar'ri, "useful" typically goes right along with "deadly". Though it may be surprising to clueless, even fiends recruit mortals all the time, making use of their skills to try and gain an edge in the Blood War. Even most mercenaries rarely participate in the conflict, only engaging in a few skirmishes to help their reputation. After all, the survival rate for even powerful tanar'ri is low - what chance does a mortal have?

Those rare few that survive for any length of time are survivors in the deepest sense, developing a touch of the invulnerability normally only found in fiends. Wile and will are required as well, both in dealing with one's baatezu foes and one's tanar'ri superiors. A warrior of the Abyss walks the razor's edge, trying to demonstrate his usefulness while not risking too much in the endless battles. In addition, he is forced to perform reprehensible acts for his superiors, murdering innocents caught in the swath of the war without hesitation or regret. Most are so focused on the continuation of their existence that all else - including morals, honor, and law - is lost in the endless wash of blood that drips from their hands.

Most often, these warriors are humans or tieflings, but occasionally those of more cutthroat and evil races will be recruited - khaasta, half-orcs, drow, etc. The tanar'ri will accept anyone they think might be good with a blade. While they tend to distrust spellcasters because of their mysterious power, mastery of direct violence is something they understand very well.

Hit Die: d10

To qualify to become an abyssal warrior, a character must fulfill the following criteria:

Alignment: Chaotic evil or chaotic neutral

Region: Abyss

Base Attack Bonus: +7

Base Fortitude Bonus: +5

Skills: Speak Language (abyssal)

Feats: Blind-Fight, Power Attack, Cleave, Toughness

Special: If the character has Darkvision, he may forgo the Blind-Fight feat requirement. To qualify for this class, the character must be employed by the tanar'ri as a mercenary for at least a year.

Class Skills

The abyssal warrior's class skills (and the key ability for each skill) are Hide (Dex), Intimidation (Cha), Knowledge (local: abyss) (Int), Move Silently (Dex), Ride (Dex), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier

Level	BaB	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Demonfriend, Survivor of the Infinite +1
2	+2	+3	+0	+0	Favored Enemy (Devils)
3	+3	+3	+1	+1	Damage Reduction 1/-
4	+4	+4	+1	+1	Darkfighting



5	+5	+4	+2	+2	Survivor of the Infinite +2, Painful Blow
6	+6	+5	+2	+2	Damage Reduction 2/-
7	+7	+5	+3	+3	Favored Enemy
8	+8	+6	+3	+3	Legion of the Damned
9	+9	+6	+4	+4	Damage Reduction 3/-
10	+10	+7	+4	+4	Survivor of the Infinite +3, Tough As Nails

Class Features

The following are features of the abyssal warrior prestige class.

Weapon and Armor Proficiencies: Abyssal warriors gain proficiency in all simple and martial weapons, all armor, and all shields (except tower shields).

Demonfriend (Ex): An abyssal warrior gains a +2 circumstance bonus to any Charisma-based check when interacting with demons, but a -2 circumstance penalty to any Charisma-based check when dealing with devils.

Survivor of the Infinite (Ex): The abyssal warrior continues to develop his survival skills even away from the plane, having been honed in one of the most hostile places in the multiverse. He gains a +1 bonus on any saving throw where failure would result in damage of any type (normal, nonlethal, energy, ability score, etc.). This bonus increases to +2 at 5th level, and +3 at 10th level.

Favored Enemy: Devil (Ex): At 2nd level, an abyssal warrior learns to battle the never-ending hordes of devils that assault the Abyss. The abyssal warrior gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against devils. Likewise, he gets a +2 bonus on weapon damage rolls against devils.

Damage Reduction (Ex): At 3rd level, the abyssal warrior becomes toughened and hardened, and gains damage reduction of 1. This feature increases to damage reduction 2 at 6th level, and 3 at 9th level. Reduce any damage taken by the abyssal warrior by his damage resistance. This can reduce damage to 0 but not below 0.

Darkfighting (Su): At 4th level, an abyssal warrior learns to turn the often lightless terrain of the abyss to his advantage, drawing power from it. When in total darkness, he gains a +1 circumstance bonus to hit and damage with a melee attack.

Painful Blow (Ex): Abyssal Warriors of 5th level learn to strike where it hurts, distracting their foes. Whenever they inflict damage that causes a distraction for purposes of the Concentration skill, their damage is considered doubled for the purpose of obtaining the DC of a Concentration check.

Favored Enemy (Ex): At 7th level, the abyssal warrior's favored enemy bonus for devils increases by 2 (to a total of +4), and he chooses a new favored enemy that he gains a +2 bonus against, just like devils. This enemy must be chosen from the following choices: demodands, hordlings, or yugoloths.

Legion of the Damned (Ex): At 8th level, the abyssal warrior gains Leadership as a bonus feat. He may attract a demon of the appropriate level as a special cohort, though it will have its own goals to fulfill, just like that of any evil special cohort. His Leadership score is considered to be at +2 for the purpose of attracting a demon as a special cohort.

Tough As Nails (Su): At 10th level, the warrior has been hardened to the point where he becomes extremely hard to kill. Once per day when damage is inflicted upon him, he may make a Fortitude saving throw against a DC equal to the amount of damage inflicted. Success means he takes no damage whatsoever from the blow.



ACHERONIAN WARMASTER

The plane of Acheron is a world constantly locked in vicious conflict, where the cries of war never die and everywhere is a battlefield. Yet rising above the endless bloodshed, leading the warriors of the plane, are the Acheronian Warmasters, the generals of the infinite war. These mighty leaders carve a bloody path of destruction wherever they go, mercilessly cutting down their foes as they devote their entire existence to their bloodlust. The inhabitants of Acheron flock to these generals, following them in their cause of battle, giving direction and focus to their lives. The greatest warmasters are a force to be reckoned with, mighty warriors followed by retinues of their supporters.

Fighters undoubtedly make the best warmasters, as they are already devoted to the art of warfare, though many barbarians also count themselves among their ranks, called by their bloodthirsty lifestyle. Though few other classes regularly become warmasters, it is not unknown for clerics or even arcane spellcasters to take a few levels in the class from time to time, finding its defensive and leadership abilities useful for their own personal protection.

Hit Die: d10

To qualify to become an acheronian warmaster (Acw), a character must fulfill the following criteria:

Alignment: Any non-good

Skills: Intimidate 8 ranks, Knowledge (Acheron) 4 ranks.

Feats: Endurance, Leadership, Lessons of War

Special: You must prove that you have embraced the eternal conflict of Acheron unflinchingly. For example: Command an army for a year in the Acheron conflicts.

Class Skills

The acheronian warmaster's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (local, Acheron) (Int), Ride (Dex) and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Level	BaB	Fort	Ref	Will	Special
1	+1	+2	+0	+2	Eternal Warrior, Wartime Fighter
2	+2	+3	+0	+3	Hearten
3	+3	+3	+1	+3	Commanding Authority, Bonus Feat
4	+4	+4	+1	+4	Tireless General
5	+5	+4	+1	+4	Fused Armor, Bonus Feat

Class Features

The following are features of the acheronian warmaster prestige class.

Weapon and Armor Proficiency: Acheronian warmasters gain proficiency in all simple and martial weapons, all types of armor, and all shields.

Eternal Warrior (Ex): An acheronian warmaster learns to live in her armor, rarely ever taking it off. Sleeping in heavy armor no longer results in fatigue.



Wartime Fighter (Ex): The warmaster's skill at large-scale combat becomes highly advanced. When using the aid another action in combat, the warmaster uses her class level as the bonus when using the aid another action, rather than the normal +2 bonus.

Hearten (Su): Just like the petitioner commanders of Acheron, the warmaster gains the ability to inspire her followers. All allies and followers within a 100 ft. radius of her gain a +2 morale bonus on saving throws against charm and fear, and a +1 morale bonus on attack and damage rolls.

Bonus Feat: Gain a bonus feat. This is chosen from either the fighter bonus feat list, or from the Acheron regional feat list. The feats gained are in addition to those gained by a character every 3rd level, and a character must still fulfill the prerequisites of the feat chosen.

Commanding Authority (Sp): An acheronian warmaster gains the ability to enforce their authority upon others, causing them to follow commands. She gains command as a spell-like ability, usable a number of times per day equal to her class levels in the acheronian warmaster prestige class. This spell-like ability is cast as though she were a cleric of her character level, but requires eye contact with the target to use.

Tireless General (Ex): The warmaster's sheer devotion to war allows her to continue fighting without tiring almost indefinitely. She can no longer be fatigued or exhausted as long as she is in a combat situation. A combat situation is defined as either a situation in which the warmaster can see, or at least knows that enemies are present, or one in which combat is occurring around the warmaster. The warmaster can still be affected by fatigue or exhaustion out of a combat situation, in which the ability and movement penalties apply as normal, though if combat arises during such a state, the effects are negated for the duration of the combat.

Fused Armor: The warmaster's armor permanently fuses with her body, sealing her within. This armor can never be removed without killing the wearer, and so wearing another suit of armor becomes possible, but as a result of this binding she gains a number of benefits. First of all, the armor check penalty of her armor decreases by 4, though it may be reduced to no more than 0. Any movement penalties that the armor causes are now negated permanently, and its Arcane Spell Failure falls by 10%. Healing spells also now affect her armor, as it has become a part of her, though attacks directed specifically at her armor now apply the same amount of damage to her. Her armor can still be enchanted or psionically enhanced, though she must remain present throughout the imbuing process.

AS+RAL SLIDER

Those with psionic talent are often closely tied to the Astral Plane, otherwise known as the Silvery Void. A realm of mental energies, the Astral serves as a conduit for spiritual and psionic forces, connecting the Outer Planes to one another and to the Prime Material. Few planewalkers learn anymore than that, but a few gifted minds see the Astral for what it really is, and slowly begin to unravel its secrets.

Astral sliders, as they are known, are rare psionic individuals that learn to become one with the void, seamlessly moving in and out of the Astral Plane. Often loners, they spend much of their lives searching for knowledge and methods to increase their power before eventually retiring to some pocket of the Astral Plane. Existing in a realm beyond time, some are believed to possess knowledge of the past and future, and may reemerge when they feel their presence is needed.

Hit Die: d4.

To become an astral slider, the character must fulfill the following criteria:

Manifesting: Able to manifest a 4th level power or higher.



Skills: Control 12 ranks, Knowledge (Astral Plane) 6 ranks, Knowledge (psionics) 12 ranks, Psicraft 12 ranks.

Feats: Combat Manifestation, Greater Psionic Focus (psychoportation), and Psionic Focus (psychoportation).

Special: Has spent at least one week on the Astral Plane. Cannot have the feat Conjunctive Mind.

Class Skills

The astral slider's class skills are Autohypnosis, Concentration, Control, Diplomacy, Intuit Direction, Listen, Knowledge (Astral Plane), Knowledge (psionics), Psicraft, Remote View, Sense Motive, Spot, and Stabilize Self.

Skill Points At Each Level: 4 + Int modifier.

Level	BaB	Fort	Ref	Will	Special	Powers Discovered
1	+0	+0	+0	+2	Astral step 30 ft. 1/day	
2	+1	+0	+0	+3	Silver sight	+1 psion level
3	+1	+1	+1	+3	Astral Step 40 ft. 2/day, Astral conduit	
4	+2	+1	+1	+4	Beyond time	+1 psion level
5	+2	+2	+2	+4	Astral Step 50 ft. 3/day, Astral stride	
6	+3	+2	+2	+5	Silver pathway	+1 psion level
7	+3	+3	+3	+5	Astral Step 70 ft. 4/day, Astral void	
8	+4	+3	+3	+6	Demiplane seed	+1 psion level
9	+4	+4	+4	+6	Astral Step 90 ft. 5/day, Beyond space	
10	+5	+4	+4	+7	Astral projection	+1 psion level

Class Features

All of the following are class features of the astral slider.

Weapon and Armor Proficiency: Astral sliders gain no proficiency in any weapon or armor.

Powers Discovered: At 2nd, 4th, 6th, 8th, and 10th levels, the astral slider discovers powers, gains power points, and learns combat modes as though she gained a level of psion. Powers are chosen from the psion power list, and her effective manifester level goes up by one.

Astral-Dependent Abilities: Some astral slider powers are qualified as astral-dependent abilities. These do not function if the astral slider loses access to the astral plane, for whatever reason.

Astral Step (Sp): The astral slider is so familiar with astral barriers that she can step into the Astral Plane for a brief moment and teleport a few feet away. This counts as a move-equivalent action that does not provoke an attack of opportunity, and the range and uses per day are determined by level, as listed on the table above. This ability is otherwise as the power dimensional slide. This is an astral-dependent ability.

Silver Sight (Su): At 2nd level, the astral slider's senses have extended to perceive movement through the Astral Plane. She immediately notices any teleportation effect used within 50 feet per astral slider class level, even if she cannot see the effect directly. When the astral slider detects the teleportation, she knows where the creature is using the power and the method used for the teleportation. This ability may be suppressed and resumed at will.



Astral Conduit (Su): At 3rd level, the astral slider is considered to have access to the astral plane at all times as if the plane he was on bordered it, though this does not apply to any plane that blocks conventional planar travel in general (such as Sigil).

Beyond Time (Ex): At 4th level, the astral slider's mind and body has adapted such that she no longer needs to fear time catching up with her after spending extensive time on the silvery void. When she leaves the Astral Plane, her body is the same age as when she first entered.

Astral Stride (Sp): At 5th level, the astral slider has learned to bypass the concepts of conventional space and time. Any use of astral step now functions like dimension door instead of dimension slide.

Silver Pathway (Su): At 6th level, the astral slider is capable of forming a bridge between two different planes bordered by the Astral. Once per day she may open a portal to the Astral Plane or any plane the Astral normally touches. The portal is a silvery hole up to 12 feet tall adjacent to the astral slider and lasts 1d6+1 rounds before closing. This ability is otherwise as the plane shift spell. This is an astral-dependent ability.

Astral Void (Su): At 7th level, the astral slider has gained mastery over astral connections that she can completely suppress any access to or from the Astral Plane in a 300 ft. radius once per day as a full round action. All teleportation and summoning effects, as well as any spells or power that rely on a connection to the Astral Plane, are nullified as if in an anti-magic/psionic field. Color pools cease to function, and anyone using astral projection or a similar effect is shunted onto the Astral Plane. Gates and portals, such as those formed by the Silver Pathway ability, continue to function, though the astral slider's other abilities are affected. This effect lasts 10 rounds.

Demiplane Seed (Sp): At 8th level, the astral slider is able to create a demiplane of her own on the Astral Plane. She can use this ability only when on the Astral Plane, and only once a month. Use of this power requires a week of manifestation time. This ability is otherwise as the power genesis.

Beyond Space (Ex): At 9th level, the astral slider's body is no longer completely physical, and has merged with the Astral so that her body is now partially formed of the mental energies there. At any one time she may exist as part of the Astral Plane, and thus physical attacks and targeted spells have a 20% miss chance that cannot be circumvented by the Blind-Fight feat. In addition, the astral slider has the evasion ability for purposes of area effect spells. This is an astral-dependent ability.

Astral Projection (Sp): At 10th level, the astral slider is able to extend her mind and those of her companions onto the Astral Plane once per day. This ability is as the power astral projection.

COGMIND

The Guild of Reason in Automata is a secretive yet powerful organization. By some accounts they are one of the pre-faction Guilds of Sigil, though many, including the members of the Guild of Reason themselves, dismiss this as historical confusion. Regardless of their origins the members of the Guild are a potent force throughout the modern Outlands, and are frequently found as behind-the-scenes players on various Outer Planes.

The philosophy of the Guild of Reason is Order. Not universal lawfulness like the inevitables, nor the forced regime of the Harmonium. The Guild preaches internal Order, a structuring of the mind that empties it of careless thoughts and allows the brain to reach its full potential. Cogminds, as the Guild's students are called by those outside of the Guild, seem cold and removed to others, though this is far from the truth. A cogmind is a buzzing hive of activity, thinking and observing far more than a normal person. The order of the Guild's teachings is the focus of all these buzzing thoughts. Not a single notion in the cogmind's head is without purpose, his entire mind is processing one topic or another.

Hit dice: d6



To become a cogmind, the character must fulfill the following criteria:

Alignment: Must be lawful

Skills: Listen 5 ranks, Spot 5 ranks, Sense Motive 6 ranks.

Feats: Alertness, Iron Will, Skill Focus (Sense Motive).

Special: Must enlist in the Guild of Reason.

Class Skills

The cogmind's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Disable Device (Int), Gather Information (Cha), Intuit Direction (Wis), Knowledge (Mathematics) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill points at each level: 2 + Int modifier

Level	BaB	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Minutiae Cognizance +2, Mind of Metal
2	+1	+0	+0	+3	Fortress of Reason
3	+2	+1	+1	+3	Labyrinthine Logic
4	+3	+1	+1	+4	Mnemonic Insight, Instant Assessment
5	+3	+1	+1	+4	Minutiae Cognizance +5
6	+4	+2	+2	+5	Conceal Thoughts
7	+5	+2	+2	+5	Collective Consciousness
8	+6	+2	+2	+6	Minutiae Cognizance +10
9	+6	+3	+3	+6	Linked Mind
10	+7	+3	+3	+7	Reasoned Metasense

Class Features

Weapons and Armor Proficiency - Cogminds gain no additional proficiency in any weapons or armors.

Minutiae Cognizance (Ex) - Cogminds are first trained to notice the “little things” about people. The way they carry themselves, the brief pauses in their speech, the rhythm of their breathing. All of these details add up to a complete caricature of the subject, allowing the cogmind to accurately interpret their thoughts and emotions. Cogminds gain a +2 to Spot, Listen and Sense Motive. At 5th level this increases to +5, and at 8th level to +10.

Mind of Metal (Ex) - People and animals no longer empathize with a cogmind's alien intellect, nor can he fully understand their motives. As cogminds progress in their studies they forget more and more of their emotions before the Guild. A cogmind receives a penalty equal to half his level in cogmind to Animal Empathy, Innuendo, and Charisma checks to affect people.

Additionally, cogminds find these emotions extremely hard to cope with when they are forced to experience them. When influenced by emotion-affecting spells and powers like confusion, emotion, bane, attraction, demoralize, and fear they are affected for one round longer than normal when they fail these saves. Many mind-affecting spells and powers, though, have no bearing on emotion specifically, like charm person: a cogmind can logically conclude that a stranger is trustworthy enough to confide in without getting sappy. In the case of emotion, this means one round after the caster stops concentrating. In the case of beneficial emotion-affecting spells (such as bless or a bard's songs), the cogmind must make a saving throw against DC 15 to successfully integrate the surge of emotion into his mind. Failure means the spell fails to affect the cogmind. In all other respects, though, cogminds react



normally to these spells and powers: they gain their normal bonuses, and are afforded saving throws whenever a non-cogmind would.

Fortress of Reason (Ex) - Once the cogmind has reached 2nd level he has mastered the first lesson of the Guild of Reason: an ordered mind offers no entry. The cogmind receives a +2 to all mind-affecting spells and powers. This bonus stacks with all others.

Labyrinthine Logic (Ex) - Upon reaching 3rd level a cogmind becomes adept at always knowing where he is. His never-resting mind is always absorbing the surroundings and creating a mental map of the area. He receives a +10 to Intuit Direction, and is immune to maze spells.

Mnemonic Insight (Ex) - A cogmind's mind is never at rest; it constantly interprets and reinterprets data to reach the most accurate conclusion possible. Often, a cogmind will have an epiphany from clues he didn't even realize he had absorbed. Upon reaching 4th level a cogmind may once a week "realize" a clue that he missed before. The player can ask the DM to hint at any one thing that's important, or even if there's any hint that could help at the moment. The player cannot request specific information about a certain topic, such an action is more appropriate to an Intelligence check, rather the DM will let the player know if there's something he should follow up. This clue does not need to be concerning the main focus of the current adventure, the DM might, for instance, reveal to you that a ornamented sword that you picked up has magic runes on it that you recognize as ancient and powerful characters from a lost empire on Mithardir.

If the DM does not want to reveal anything in particular (and he is purely within his rights to) the use for that week is not used up and the cogmind may try again later.

Instant Assessment (Ex) - Cogminds at 4th level are able to instantaneously interpret small clues in an opponent's stance and expression to allow them a second's warning before the individual acts. This gives them a +1 to AC and a +2 to attack against the individual the cogmind chooses, though only one individual a round may be chosen. Concentrating this much in combat takes much concentration, however, and a cogmind can only maintain it for a number of rounds equal to his level of cogmind every day, though these rounds need not be consecutive.

Conceal Thoughts (Ex) - Upon reaching 6th level the cogmind gains the ability to structure his thoughts into a bewildering maze, providing bonus against spells and powers which read thoughts. He permanently gains a +10 circumstance bonus on Bluff checks and also gains a +4 bonus on your saving throw against any spell or power used to read your mind (such as detect thoughts or mind probe).

Collective Consciousness (Su) - Cogminds who reach 7th level have tapped into an ancient mental root that connects their minds with those of all other conscious minds in the multiverse. This collective conscious gives cogminds a store of knowledge, allowing them to know things that they've never even heard of. Once they receive this power they are considered Trained with any Knowledge skill and with Decipher Script. These all are considered cross-class skills for the cogmind unless he would receive them as a class skill from something else.

Linked Minds (Su) - When a cogmind reaches 9th level he unlocks previously unknown potential in his own mind, allowing his regimented consciousness to extend beyond his own head. The cogmind gains an empathetic link with all other lawfully structured minds (including those of cogminds, inevitables, modrons and creatures with the axiomatic template) within 300 feet affording him a prescient awareness of his situation. The cogmind is aware of any dangers that the minds he is connected to are aware of. As long as any one creature in the group is not flat-footed, the cogmind is not as well. Likewise, the cogmind is not flanked unless all friendly creatures to which he is linked are flanked. Minds who are resisting the cogmind's link are afforded a Willpower save against the cogmind's level plus 10. A failed check cannot be tried again for 5d4 rounds.



Reasoned Metasense (Su)- The most powerful of cogminds, those who reach 10th level, develop an ability known by the Guild as metasense. At this level the cogmind's prescience has advanced to such a level that his mind is no longer bounded by his physical brain. He gains blindsight in a 30 foot radius, and is able to communicate telepathically with any creature able to speak a language in the same radius.

ETHEREAL RAIDER

The ethereal plane is know for its traveling nomadic tribes, beings usually regarded as barbaric and feral by those outside their society. Primarily Xill or Nathri, these wandering nomads pillage and raid the demiplanes that fill the ethereal plane, using the resources found within to eek out an existence. Although many would shun such beings, they have actually developed a number of impressive abilities to aid them in their struggle for survival, such as surviving without physical food or an uncanny knack of tracking through the ethereal mists.

Most ethereal raiders are barbarians, as few who have grown up in a civilized environment would actively choose to turn to such a difficult, nomadic lifestyle. Those who are not barbarians are occasionally rogues, though almost no other classes ever become ethereal raiders. The one main exception to this rule are the nathri, whose natural psionic abilities occasionally lead them down the path of the psion or psychic warrior. Although, due to the background of most ethereal raiders, the selection of classes which regularly become one is very limited, there have been cases of other classes taking on the lifestyle of the ethereal raider from time to time.

Hit Die: d6

To qualify to become an ethereal raider (Etr), a character must fulfill the following criteria:

Skills: Control 6 ranks, Intuit Direction 6 ranks, Knowledge (Ethereal) 4 ranks.

Feats: Alertness, Deep Ethereal Traveler, Track

Class Skills

The ethereal raider's class skills (and the key ability for each skill) are Craft (Int), Control (Wis), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Knowledge (Ethereal) (Int), Planar Expertise (Wis), Search (Int), Spot (Wis) and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Level	BaB	Fort	Ref	Will	Special
1	+0	+2	+0	+0	Ethereal Nomad
2	+1	+3	+0	+0	Ethervision
3	+2	+3	+1	+1	Constant Vigilance
4	+3	+4	+1	+1	Ethereal Tracking
5	+3	+4	+1	+1	Open Demiplane

Class Features

The following are features of the ethereal raider prestige class.

Weapon and Armor Proficiency: Ethereal Raiders gain proficiency in all simple weapons.



Ethereal Nomad (Ex): The raider learns the basic skills of ethereal survival. When using the control skill to manipulate protomater to nourish himself, he gains a competence bonus equal to his total levels in the ethereal raider prestige class.

Ethervision (Su): A raider can see more easily through the ethereal mists, a skill which is greatly valued by lookouts in raiding parties. His visual range is doubled while traversing the deep ethereal.

Constant Vigilance (Ex): Time spent raiding demiplanes has made the raider exceptionally wary, helping him tell when danger is near. When an enemy surprises him in combat, he is not considered flat-footed, even though he does not gain a partial action during the surprise round.

Ethereal Tracking (Ex): A raider's talent as an ethereal guide is incredible, as he can track targets by the disturbances their passage leaves in the ethereal protomater of the plane. It is now possible for him to use the Track feat while in the ethereal plane. His surroundings are treated as a soft 'surface' in regards to determining the DC of the check, but the fog conditional modifier always applies. This ability has no affect on tracking when not on the ethereal plane.

Open Demiplane (Su): A raider learns the trick of opening self-contained demiplanes for a short time, allowing him and his companions to enter as needed. This ability takes a full round action, and opens a portal large enough for himself and any companions to enter. The portal only lasts for 1d6 rounds, after which it collapses in on itself. The portal created needs no key to be opened. This ability is usable twice per day, once to get in, and once to get out.

Note: *Under no conditions does Open Demiplane work on a Maze of the Lady of Pain, as they are sealed shut by the powers far beyond that of the Ethereal Raider.*

E+HERFARER SCOUT

Based out of Freehold City in the Ethereal Plane, the Etherfarer society works to explore the Ethereal, as well as maintain communication and supply between its various outposts. The Etherfarers are full of curiosity regarding the endless mists, and are always happy to gain another body willing to help them out. Most new members are sent to deliver a package or message to one of their outposts in the Deep Ethereal. Needless to say, these trips are rarely without incident. Some say the Etherfarers deliberately choose troublesome routes in order to test their would-be members, while others believe that such problems are simply inevitable in the Deep Ethereal. Rarely is a failure permitted to undertake the test, but especially promising candidates are allowed to try again after six months. Etherfarers obtain, upon joining, a special tattoo that marks them as a member. This tattoo is invisible normally, but on the Ethereal it appears as a bright splash of color.

Some who pass the test, however, go on to make exploration and deliveries the whole of their existence. The scouts of the Etherfarer society eventually develop a powerful attunement for the plane, able to travel through even the Deep Ethereal with surprising haste and stealth. They often serve as guides to those new to the plane as well, using their skills to keep an eye out for the plane's more subtle and potent dangers. Though typically not warriors, they can be devastating foes in their home environment despite the "scout" appellation, able to use the mists for ambushes and quick raids.

Hit Die: d6

To qualify to become a etherfarer scout, a character must fulfill the following criteria:

Skills: Knowledge (ethereal plane) 8 ranks, Spot 3 ranks, Survival 3 ranks

Special: To become an etherfarer requires membership in the Etherfarer society. To become a member requires a test wherein the potential member must deliver a message or package into an outpost of the Etherfarers in the Deep Ethereal.



Class Skills

The etherfarer's class skills (and the key ability for each skill) are Escape Artist (Dex), Hide (Dex), Knowledge (local, ethereal plane) (Int), Spot (Wis), Survival (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier

Level	BaB	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Ethersight, Expert of the Ethereal
2	+1	+0	+3	+0	Ethersprint
3	+2	+1	+3	+1	Hide in Mists
4	+3	+1	+4	+1	Uncanny Dodge
5	+3	+2	+4	+2	Ethereal Jaunt 1/day
6	+4	+2	+5	+2	Cyclone Slingshot
7	+5	+3	+5	+3	Ethereal Jaunt 3/day
8	+6	+3	+6	+3	Improved Uncanny Dodge
9	+6	+4	+6	+4	Ethereal Jaunt (at will)
10	+7	+4	+7	+4	Etherealness

Class Features

The following are features of the etherfarer scout prestige class.

Weapon and Armor Proficiencies: Etherfarer scouts gain no proficiency in weapons or armor.

Ethersight (Su): An etherfarer scout can peer into the ethereal plane from any plane that borders it. She may view up to 60 feet into the ethereal at will, viewing creatures present and nearby as ghostly images of their actual selves.

Expert of the Ethereal (Ex): The etherfarer scout gains a +5 competence bonus on any Survival check performed while on the Ethereal Plane.

Ethersprint (Ex): When traveling on the ethereal plane at 2nd level, the etherfarer scout adds 10 feet to her movement rate. In addition, she rolls 1d6 rather than 1d10 when determining the time needed to travel to a specific point in the Deep Ethereal.

Hide in Mists (Sp): The etherfarer scout, at 3rd level, gains the ability to use the spell-like ability invisibility three times per day as a sorcerer of her character level. However, this ability only functions on the ethereal plane.

Uncanny Dodge (Ex): Starting at 4th level, a etherfarer scout can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized. If an etherfarer scout already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Ethereal Jaunt (Sp): At 5th level, the etherfarer scout gains the ability to use ethereal jaunt once a day as a sorcerer of her character level. At 7th level, you can use this three times a day, and a 9th level, it becomes usable at will.

Cyclone Slingshot (Ex): An etherfarer scout, at 6th level, learns how to use the cyclones upon the ethereal plane to "slingshot" herself where she wants to go. When caught in a ether cyclone, she may make a Reflex save against a DC of the effect she desires from the list below. If she succeeds, the normal effect of the cyclone is negated and she can use the effect listed below. If she fails, the normal effect of the Cyclone takes place.



Desired Effect	DC
Move 1d10 miles in a chosen direction	20
Halve the time required to travel to a point in the Deep Ethereal	25
Launch oneself into a random ethereal curtain	25
Launch oneself into a specific ethereal curtain	30

Improved Uncanny Dodge (Ex): An etherfarer scout of 8th level or higher can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does. If a character already has improved uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Etherealness (Sp): At 10th level, the etherfarer scout may use etherealness once a day as a sorcerer of her character level.

HINTERLANDS BANDIT

The bandits of the Hinterlands (the edge of the Outlands) are not so much roving gangs but a nomadic people, relying on their raids and thefts for survival more often than riches. They're well-known for their skill with mounts, riding in with shocking speed and striking merchants before their guards can even react. Typically, their mounts are horses or ponies, though some khassta bandits have been known to use dinosaurs and giant lizards of various sorts. Some of the more fearsome gangs even have a truly monstrous mount or two, such as a wyvern or bulette.

Most such bandits maintain small communities deep in the Hinterlands, traveling out long distances to strike at the caravans that travel from gate-burg to gate-burg. Those that travel on the Great Ring dread them, though not all such bandits are sinister sorts. While some seek to rob every berk blind in the hope of retiring with their riches early in some gate-burg, some have been known to ride up, take only what they need, and then offer their protection as compensation! While the tradition varies from race to race, the tradition and culture of the bandits is one that has lasted largely unchanged for centuries - perhaps even millennia.

Hit Die: d8

To qualify to become a hinterlands bandit (hba), a character must fulfill the following criteria:

Alignment: Any nonlawful

Base Attack Bonus: +4

Base Fortitude Save: +2

Base Reflex Save: +2

Skills: Handle Animal 4 ranks, Ride 8 ranks

Feats: Mounted Combat, Mounted Archery

Class Skills

The hinterland bandit's class skills (and the key ability for each skill) are Handle Animal (Cha), Intimidate (Cha), Knowledge (nature, Int), Knowledge (local, outlands) (Int), Ride (Dex), Spot (Wis), and Survival (Wis).



Skill Points at Each Level: 4 + Int modifier

Level	BaB	Fort	Ref	Will	Special
1	+1	+2	+2	+0	Expert Trainer, Saddlehome
2	+2	+3	+3	+0	Outdoors Combat
3	+3	+3	+3	+1	Improved Mounted Combat
4	+4	+4	+4	+1	Improved Mounted Archery
5	+5	+4	+4	+2	Encircle

Class Features

The following are features of the hinterlands bandit prestige class.

Weapon and Armor Proficiencies: Hinterlands bandits gain no proficiency in all simple and martial weapons, and light and medium armor.

Saddlehome (Ex): The hinterlands bandit adds his class level as a competence bonus to all Ride checks.

Expert Trainer (Ex): When using the Handle Animal skill to train a creature, the hinterlands bandit may teach it a trick in only two days rather than one week. Furthermore, he may teach it two more tricks than it normally would be able to learn.

Outdoors Combat (Ex): The hinterlands bandit, at 2nd level, gains a bonus when in the open terrain advantageous to his fighting style. He gains a +1 bonus to hit and damage when in desert, hills, plains, sky, or comparably open terrain.

Improved Mounted Combat (Ex): At 3rd level, a hinterlands bandit can use his Mounted Combat feat twice per round rather than only once.

Improved Mounted Archery (Ex): At 4th level, a hinterlands bandit may fire ranged weapon from the back of a mount with no penalties unless the mount is moving at a sprint. If the creature is moving at a sprint, he suffers a -2 penalty to hit with a ranged weapon.

Encircle (Ex): The greatest hinterlands bandits use their startling speed to take their opponents by surprise. If a hinterlands bandit of 5th level moves at least ninety degrees around his opponent in a single round, he is considered to be flanking his target for that round. He must at least move around his opponent so he is at the opposite side of the opponent from where he started the round at some point during his movement. This does not allow any other attacker to flank your opponent, and is otherwise subject to all the normal rules of flanking (for example, it only grants a bonus with a melee attack).

HOWLERS

The tunnels and caverns of Pandemonium contain enough evils to drive even the strongest mind insane, given enough time. Winds race along the rock walls creating moaning cacophonies that seep into the bones of travelers and dissolve their sanity. The inhabitants of this plane are among the most precarious of creatures in the multiverse, constantly teetering on the border of madness, and fighting off the shadowy denizens of the plane. Many, like the Banished, have no choice but to live in the dark caverns of Pandemonium, but they struggle to survive regardless. A body learns soon that any who resist the winds are quickly broken, one needs to bend to them and live with the madness. Resistance only leads to failure, but slow acceptance can keep you alive, if a bit altered.

At the pinnacle of this belief are those called the Howlers. Dangerous and unpredictable, the howlers open themselves to the encroaching darkness and use it to make themselves unstoppable weapons. Members of this caste put one in the mind of feral predators, and starved ones at that. They move with dangerous grace, flowing across the ground and unconsciously staying to the shadows. There is a

dangerous glint in the eye of a howler, and usually a chilling smile on his face. They as hazardous and uncontrollable as the winds they try to emulate.

Most howlers were fighters, barbarians or rouges before sinking into madness. Rangers, paladins, and druids usually resist the winds to the bitter end, a tactic which any Pandemonium native can tell you leads to the hardest fall when it does come. Despite both classes' reliance on unarmed fighting, monks almost never become howlers. The lawful monks resist Pandemonium's madness and instinctively resist the level of perversion one's mind must attain before becoming a howler. Howlers are self-taught martial artists, acting on instinct rather than training. Clerics serving gods of madness are sometimes drawn to the wild abandon with which howlers live, as are the most wild of bards. Wizards and sorcerers are the rarest to follow this path since it means a severe handicap on their spellcasting abilities.

Hit Die: d8

To become a howler, the character must fulfill the following criteria:

Alignment: non-lawful, non-good

Skills: Tumble 4 ranks, Climb 3 ranks, Hide 3 ranks, Balance 3 ranks.

Feats: Improved Unarmed Strike, Stunning Fist, Dodge.

Special: Must have spent at least a year living in Pandemonium.

Class Skills

The monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis) and Tumble (Dex).

Skill Points Each Level: 2 + Int.

Level	BaB	Fort	Ref	Will	Unarmed BaB	Unarmed Damage	Special
1	+1	+2	+2	+0	+0	1d6	Darkness of Mind, Deafening Howl, Unarmed Strike
2	+2	+3	+3	+0	+1	1d6	Speed of a Gale 30 ft.
3	+3	+3	+3	+1	+2	1d6	Whispers from the Depths 1/day, Riotous Thoughts
4	+4	+4	+4	+1	+3	1d8	Piercing Shriek 1d8
5	+5	+4	+4	+1	+3/+1	1d8	Speed of a Gale 40 ft., Anathema
6	+6	+5	+5	+2	+4/+2	1d8	Path of Shadows
7	+7	+5	+5	+2	+5/+3	1d10	Whispers from the Depths 2/day, Devastating Howl
8	+8	+6	+6	+2	+6/+3/+1	1d10	Speed of a Gale 50 ft., Piercing Shriek 2d8
9	+9	+6	+6	+3	+7/+4/+2	1d12	Creature of the Deep
10	+10	+7	+7	+3	+8/+5/+3	1d12	Speed of a Gale 60 ft.

Class Features

Weapons and Armor - Howlers gain no proficiencies for weapons all armor, in fact they find such items constrictive and dislike using them. A howler loses all his bonus abilities (but not Darkness of Mind, Anathema, or Creature of the Deep) when wearing armor. Instead of armor, howlers rely on the palpable force of their madness to deflect incoming blows. They may add their Charisma modifier to

their AC, as well as a third of their howler levels rounded up. Howlers may carry weapons freely, but lose their Unarmed Strike ability when doing so.

Darkness of Mind (Su) - Howlers are inexorably twisted by the horrors of Pandemonium. Their minds are constantly filled with the shrieking winds and scuttling shadows of those terrible burrows. Despite their actual alignment, they are affected by the Alignment of planes as if they were Chaotic Evil. If they are either of chaotic or evil already they receive an extra -1 from planes of different alignments for each.

Deafening Howl (Su) - Once per day per level, a howler may release an anguished howl, which affects those in the immediate area. A number of individuals up to the howler's Charisma modifier are affected by the howl and must make a Willpower save ($10 + \text{one-half howler levels} + \text{Cha modifier}$) or are deafened for 3 rounds. All targets must be within 20 feet. A deafened character cannot hear, suffers a -4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells with verbal components, and cannot make Listen skill checks. Deaf creatures, constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits are not affected by a Deafening Howl.

Unarmed Strike - Howlers dislike the weight and formality of weapons and armor, preferring to use their own body to fight. All howlers are considered to have the Improved Unarmed Strike feat, so that they do not incur an attack of opportunity for making an unarmed attack against an armed opponent. If they are medium sized, they use the increased unarmed damage listed on the chart. Small howlers use one dice lower, while Large howlers use the die above. When attacking unarmed, a howler does not have an off-hand with regards to two-weapon fighting. Like a monk, howlers can choose to deal normal or subdual damage with their unarmed attack without penalty.

Speed of a Gale (Ex) - Once a howler reaches 2nd level he can channel the manic strength of the winds into his muscles, increasing his base speed by 10 ft. This bonus increases to 20 ft. at 5th level, 30 ft. at 8th level, and 40 ft. at 10th level. The chart above lists speeds for a standard medium-sized howler. This is the howler's new base speed, not a bonus, so that it stacks with other modifiers.

Riotous Thoughts (Su) - A howler's mind is such a seething cauldron of lunacy that spellcasters and psionics often have trouble holding on to them. Starting at 3rd level, howlers receive a +2 save vs. mind-affecting spells and powers.

Whispers from the Depths (Su) - Upon reaching 3rd level, howlers are able to maintain a litany of inane babbling once per day that festers in the mind of all who hear it. This distracts spellcasters, requiring them to make a Concentration check at a DC of 5 plus the spell level to continue casting. The howler can maintain the Whispers for a number of rounds equal to his howler levels, and may take actions normally, although he suffers -2 to attack. Once the Whispers are done the howler is dazed for one round. A dazed character takes no actions but defends himself normally. At 7th level the howler is able to use the Whispers twice per day.

Piercing Shriek (Su) - At 4th level, a howler is able to achieve a more concentrated yell, directing intense sonic waves at any opponent within 10 feet. Usable once per day, this Piercing Shriek physically rips through the target's body dealing 1d8 damage plus the howler's Charisma modifier. At 8th level the damage increases to 2d8, though the modifier addition is added the same way. Targets of Piercing Shriek can make a Fortitude save (DC 15) for half damage.

Anathema (Ex) - At 5th level, the howler has slipped far enough into madness that he is very unsettling to those he meets. Unable to make himself appear sincere, howler suffers a -2 penalty to Charisma checks to influence NPCs, and Diplomacy, Gather Information, and Animal Empathy checks. This penalty does not apply to Pandemonium natives, whose sympathy balances suspicion.

Path of Shadows (Sp) - With an intimate knowledge of shadows, a howler is unhindered by temporary barriers like walls after reaching 6th level. Once per day he may travel between two shadows as the spell dimension door cast by a sorcerer of one-half the howler's character levels.



Devastating Howl (Sp) - Once a howler reaches 7th level he is able to channel more of the power of Pandemonium into his body. This moaning wail is filled with such tragic cries that it can warp the thoughts of all in the area. All those within 20 feet who can hear the howler must succeed in a Willpower save (DC 15) or be confused as per the spell for 1d4 rounds plus the howler's Charisma score. For all purposes (besides the DC and range) this ability is treated as if cast by a sorcerer of the same level as the howler. The characteristic Deafening Howl power is used interchangeably with the new Devastating Howl ability. Each of these is combined for the total once per day per level that the howler may use them. Thus a 7th level howler may not exceed 7 uses of Deafening Howl and Devastating Howl combined.

Creature of the Deep (Ex) - At 9th level, howlers have grown more accustomed to darkness than light. He gains darkvision up to 60 ft (if the howler already has darkvision it is increased by 20 ft.), but in conditions of bright light he suffers a -2 to all attacks.

PLANAR DETECTIVE

Normal investigations are often rendered pointless by the abilities of planar creatures - tracking a being that can teleport, turn invisible, or change shape can quickly become an exercise in futility. Therefore, many trackers and investigators have developed special skills that can be used against exemplars, elementals, and other planar creatures.

Often, these detectives were part of Sigil's establishment working with the Mercykillers and the Harmonium to bring escaped criminals to justice, but that time has since passed. Nowadays, they often work for hire, serving private interests or the government of a gate-burg. More rarely, they seek out cases and perform their own investigations, trying to bring justice and truth to the planes. In the Harmonium, they're often used to discover wrongdoing in Arcadia or to find those that have harmed the Harmonium.

Hit Die: d6

To qualify to become a planar detective, a character must fulfill the following criteria:

Base Attack Bonus: +4

Skills: Gather Information 8 ranks, Search 4 ranks

Feats: Improved Subdual, Track

Class Skills

The planar detective's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all types, taken separately), Listen (Wis), Perform (Cha) Profession (Wis), Search (Int), Sense Motive (Cha), Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 6 + Int modifier

Level	BaB	Fort	Ref	Will	Special	Spells			
						1	2	3	4
1	+0	+2	+0	+0	Sense Invisibility	1	-	-	-
2	+1	+3	+0	+0	Bonus Feat	1	-	-	-
3	+2	+3	+1	+1	Track Teleport	2	1	-	-
4	+3	+4	+1	+1	Bonus Feat	2	1	-	-
5	+3	+4	+1	+1	Follow Teleport	3	2	1	-

Class Features

The following are features of the planar detective prestige class.

Weapon and Armor Proficiency: Planar detectives gain no proficiency with any type of armor or weapons.

Spells: Beginning at 1st level, the planar detective gains the ability to cast a small number of arcane spells. To cast a spell, the planar detective must have an Intelligence score of at least 10 + the spell's level, so a planar detective with a Intelligence of 10 or lower cannot cast these spells. Planar detective bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the detective's Intelligence modifier. When the planar detective gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. A planar detective without a bonus spell of that level cannot yet cast a spell of that level. The planar detective's spell list appears below. The planar detective must prepare his spells like a wizard, but he needs no spellbook and automatically knows all of the spells listed below. Furthermore, the planar detective does not suffer from arcane spell failure for the purposes of these arcane spells (and these arcane spells only).

Sense Invisibility: Whenever an invisible creature is within 30 feet, she automatically gains a Listen check to notice the invisible creature. This ability is opposed by the Move Silently check of the invisible creature. This does not pinpoint the exact location of the creature, but it alerts the planar detective that such a being is nearby.

Bonus Feats: At 2nd and 4th level, the planar detective gains a bonus feat. This may be any of the following feats: Greater Spell Penetration, Skill Focus (for any Charisma-based, Intelligence-based, or Wisdom-based skill only), or Spell Penetration. The champion must still meet all prerequisites of a feat to take it.

Track Teleport (su): A planar detective, at 3rd level, may sense the location another creature teleported to within the last 24 hours. To do so, the Planar Detective must spend a full round concentrating within 10 feet of where the creature teleported from, and make a Spellcraft check. The DC of this check is 10 + the level of the spell used. If successful, he immediately becomes aware of the destination, including plane, though finding it may require a Intuit Direction check if the planar detective is not familiar with the destination point. This power works with all forms of instantaneous travel across space or planes, including Dimension Door, Plane Shift, Refuge, Teleport, Teleport Without Error, Teleportation Circle, etc.

Follow Teleport (su): At 5th level, the planar detective gains the ability to follow a suspect that has teleported away. Whenever a creature teleports, the planar detective may choose to be automatically teleport along with the caster so long as the planar detective is within 10' of the teleporter. This power works with all forms of instantaneous travel as detailed under Track Teleport, above. He arrives with the same orientation to the creature that he had before the effect. If this would place him inside an object, he is stunted to the nearest free space.

Planar Detective Spell List:

Planar Detective Spell List

1st - detect thoughts, locate object, see invisibility, comprehend languages, command, detect magic, read magic.

2nd - speak with dead, locate creature, hold person, find traps, tongues.

3rd - hold monster, dimensional anchor, invisibility purge, dispel magic, dictate.



PLANE RUNNER

The plane runner is a specialist in traversing the planes. They are consummate guides, explorers and survivalists. Some plane runners learn the back roads of the planes for their own benefit, while others share their expertise with others. Some hire themselves out as guides or bodyguards, while others take up the adventuring path.

Rangers make excellent plane runners, taking their skills and extending them to the planes at large. Barbarians make credible editions to the class, and some enjoy pitting their wills against the harshness of the planes. Bards who enjoy traveling throughout the vistas of the planes are attracted to the class, and less sedentary rogues can be well served by the plane hopper's skills. Wizards and sorcerers who study planar secrets or spend time on the transitive or Inner Planes sometimes join the ranks, although they find it difficult. Some fighters become plane runners in order to serve as skilled caravan guards, while wandering monks occasionally learn these skills in their quest for enlightenment. Clerics and druids rarely take this class, usually only doing so if their religions stress travel or the nature of the planes.

Hit Die: d8

To qualify to become a plane runner, a character must fulfill all the following criteria.

Skills: Knowledge (the planes, any two) 5 ranks, Survival 8 ranks.

Feats: Endurance, Planar Knack, Track.

Class Skills

The plane runner's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Control (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Planar Expertise (Wis), Search (Int), Spot (Wis), Swim (Str), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Level	BaB	Fort	Ref	Will	Special
1	+1	+2	+2	+0	Planar expert
2	+2	+3	+3	+0	Bonus Feat
3	+3	+3	+3	+1	Planar survival
4	+4	+4	+4	+1	Planar companion
5	+5	+4	+4	+1	Planar expert
6	+6	+5	+5	+2	Bonus Feat
7	+7	+5	+5	+2	Grant planar survival, plane shift 1/day
8	+8	+6	+6	+2	Planar expert
9	+9	+6	+6	+3	Plane shift 2/day, bonus feat
10	+10	+7	+7	+3	Planar guide

Class Features

All the following are class features of the plane runner prestige class.

Weapon and Armor Proficiency: A plane runner is proficient with all simple weapons and light armor.

Planar Expert: At 1st, 3rd, 5th, 8th, and 10th level, a plane runner can select a specific plane and gain a competence bonus equal to his class level to all Intuit Direction, Listen, Search, Spot, and Wilderness Lore (and Survival) checks on that plane.



Bonus Feat: At 2nd, 6th level, and 9th level, the plane runner may take a bonus feat. These feats must be region-based feats for the planes the plane runner has selected under Planar Expert. The plane runner must still fulfill the basic requirements of any feat taken in this fashion.

Planar Survival (Ex): When on a plane selected with the Planar Experience class ability (see above), the plane runner functions as if under the permanent effects of an *avoid planar effects* or *attunement* spell.

Planar Companion: Beginning at 4th level, a plane runner becomes so attuned to the planes that she attracts a native of the multiverse. This works just as the druid animal companion class feature, except as follows: the planar companion can be an animal that has the anarchic, axiomatic, celestial, element, fiendish, or shadow template. The plane runner counts his class level -3 for purposes of this ability. Therefore, it would take a 10th level plane runner to have a fiendish giant alligator as a companion, for example.

Grant Planar Survival (Su): A plane runner of 7th level or higher can extend the planar survival ability by touch to a number of others equal to his plane runner level. Once granted, the survival ability lasts for 24 hours. Should the plane runner's companions wind up on a different plane than the plane runner, their protection fades immediately.

Plane Shift (Sp): At 7th level, a plane runner may move from plane to plane once per day as a spell-like ability. This functions as the plane shift spell cast by a sorcerer of a level equal to the plane runner's character level. At 9th level, this ability is usable twice a day.

PLANAR STALKER

Few creatures possess as much innate power as the exemplars found on the Outer Planes. Often far older than any mortal can comprehend, these magical creatures are accustomed to being either feared or revered by "lesser" beings. Despite this, there are some cutters skilled enough, or just plain barmy enough, to make a profession of killing exemplars. Some are praised as heroes, while others are hated as monsters, often depending on their choice of prey. Whether for wealth or fame, vengeance or duty, planar stalkers represent the elite hunters of the Outer Planes.

While many call Sigil home, most are accustomed to hunting alone for days or weeks on the infinite planes, returning to civilized land every so often to rest or sell the spoils of the kill. A few well-known planar stalkers may be hired as guards through contested land or hired killers for particularly powerful exemplar. They serve equally well as guides, and many specialize in the features of one or two planes, but their prices are typically much higher than the average tout.

Hit Die: d10.

To become a planar stalker, the character must fulfill the following criteria:

Base Attack Bonus: +5.

Favored Enemy: At least one exemplar as a favored enemy.

Skills: Knowledge (The planes) 4 ranks, Wilderness Lore (or Survival) 8 ranks.

Feats: Skill Focus (Planar Expertise), Track

Class Skills



The planar stalker's class skills are Climb, Concentration, Control, Craft, Hide, Intuit Direction, Jump, Knowledge (The planes), Listen, Move Silently, Planar Expertise, Profession, Search, Spot, Swim, Use Rope, and Wilderness Lore.

Skill Points At Each Level: 4 + Int modifier.

Level	BaB	Fort	Ref	Will	Special	Spells			
						1	2	3	4
1	+1	+2	+2	+0	Portal Sense	0	-	-	-
2	+2	+3	+3	+0	Resist exemplar	1	-	-	-
3	+3	+3	+3	+1	Planar survival	1	0	-	-
4	+4	+4	+4	+1	Ward circumvention	1	1	-	-
5	+5	+4	+4	+2	Favored enemy	1	1	0	-
6	+6	+5	+5	+2	Strike exemplar	1	1	1	-
7	+7	+5	+5	+3	Banishment immunity	2	1	1	0
8	+8	+6	+6	+3	Planar Sense	2	1	1	1
9	+9	+6	+6	+4	Enchant exemplar	2	2	1	1
10	+10	+7	+7	+4	Favored enemy	2	2	2	1

Class Features

All of the following are class features of the planar stalker.

Weapon and Armor Proficiency: Planar stalkers are proficient with all simple and martial weapons, light armor, medium armor, and shields.

Spells per Day: A planar stalker has the ability to cast a small number of divine spells. To cast a spell, the planar stalker must have a Wisdom score of at least 10 + the spell's level. Planar stalker bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the planar stalker gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the planar stalker gets only bonus spells. (A planar stalker without a bonus spell for that level cannot yet cast a spell of that level.) The planar stalker's spell list appears below. A planar stalker prepares and casts spells just as a cleric does (though the planar stalker cannot use spontaneous casting to lose a spell and cast a cure or inflict spell in its place).

Portal Sense: At 1st level, the planar stalker gains Portal Sense as a bonus feat.

Resist Exemplar (Ex): At 2nd level, the planar stalker gains a bonus to saves versus the spell-like abilities of any exemplars he has as a favored enemy equal to ½ his planar stalker class level.

Planar Survival (Ex): At 3rd level, a planar stalker becomes attuned to the planes he visits and personally immune to natural planar effects. Any effect that would be negated by the avoid planar effects spell is negated by the planar survival ability as well.

Ward Circumvention (Ex): At 4th level, a planar stalker is able to move through areas warded against his alignment-type or race by spells or effects such as magic circle against evil or forbiddance. The planar stalker is still subject to any other effects of the spell while in the area.

Favored Enemy: At 5th and 10th level, the planestalker chooses another favored enemy and may increase the bonuses for any one of his favored enemies by 2, just as a Ranger does.

Strike Exemplar (Ex): At 6th level, the planar stalker has trained himself in striking his chosen exemplars with deadly accuracy. Use the character's bonus against his favored enemy for bypassing the damage reduction of that type of exemplar. For instance, a planar stalker with favored enemy



(baatezu) at +3 would successfully damage any baatezu with damage reduction lower than +4 whether the planar stalker's weapon was sufficiently magical or not. If the same planar stalker also had favored enemy (modron) at +2 his weapons would only be affective against modron with damage reduction lower than +3. This ability overlaps (does not stack) with the enhancements of the weapon, but can be improved by other modifiers such as the planar feat Pierce Damage Reduction.

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At 6th level, the planestalker has trained himself in striking his chosen outsiders with deadly accuracy. When attacking an outsider he has a favored enemy, his weapon can simulate properties for purposes of bypassing damage reduction, as listed below.

Favored Enemy Bonus	Weapon Type Simulated
+2	Magic
+4	Cold Iron, Silver
+6	Chaos, Evil, Good, Law
+8	Adamantine
+10	Epic

Banishment Immunity (Ex): At 7th level, a planar stalker cannot be banished from a plane against his will by spells such as banishment, plane shift, and teleport unless by a caster four levels higher than the planar stalker's class level.

Planar Sense (Sp): At 8th level, a planar stalker's senses extend to coexistent planes and he gains the ability to use extradimensional awareness as a spell-like ability. He may use this ability 3 times per day. This ability otherwise functions as the spell cast by a sorcerer of the planar stalker's character level.

Enchant Exemplar (Su): At 9th level, a planar stalker is so experienced in overcoming the spell resistance of exemplars he has as favored enemies he uses his character level for caster level when penetrating the spell resistance of those types of exemplars.

Planar Stalker Spell List

1st - alarm, comprehend, languages, cure light wounds, delay poison, detect secret doors, expeditious retreat, message, read magic, resist elements, portal beacon, protection from, chaos/evil/good/law

2nd - cure moderate wounds, detect chaos/evil/good/law, detect thoughts, interplanar message, portal alarm*, protection from elements, snare, tongues, undetectable alignment

3rd - avoid planar effects, cure serious wounds, foe sight, hold person, improved alarm, neutralize poison, phantom steed, remove disease

4th - attune form, cure critical wounds, dimension door, dimensional anchor, improved portal alarm, inverted magic, locate creature, foebane, hold monster, nondetection

Spell List

Planestalkers choose their spells from the following list:

1st - alarm, comprehend languages, cure light wounds, delay poison, expeditious retreat, resist elements, portal beacon, protection from chaos, protection from evil, protection from good, protection from law



2nd - detect chaos, detect evil, detect good, detect law, interplanar message, portal alarm, protection from elements, snare, tongues

3rd - avoid planar effects, cure serious wounds, hold person, improved alarm, neutralize poison, phantom steed, remove disease

4th - attune form, cure critical wounds, dimension door, dimensional anchor, improved portal alarm, locate creature, hold monster, nondetection

SKY MAGE

Also known as floating sorcerers or wind wizards, sky mages make up a tradition of arcane spellcasters that have adapted their skills to the unique environment of the Elemental Plane of Air. It's said that the group originates from a Prime wizard that was obsessed with trying to develop a non-magical flying device, and that eventually found his inspiration on the elemental planes. If so, that was millennia ago. Now, it seems that gliders and balloons are mandatory for spellcasters of the Elemental Plane of Air, and one is respected as much for one's skill with a glider as for one's spell-slinging capability.

A fair number of air genasi become sky mages, though the tradition is largely human. Very recently, a group of gnomes have also come to join the tradition, with dreams of building large "air ships" in order to facilitate travel across the planes. While the idea seems barmy, the gnomes seem perfectly serious about the endeavor. But then, it could be said that a touch of enthusiastic madness can be found in all sky mages.

Hit Die: d4

To qualify to become a sky mage (skm), a character must fulfill the following criteria:

Skills: Craft (any two) 2 ranks, Knowledge (elemental plane of air) 3 ranks, Ride 5 ranks

Feats: Craft Wondrous Item

Spells: Ability to cast 3rd-level arcane spells, including feather fall, levitate, and fly.

Special: If your region is Elemental Plane of Air, you may bypass the Knowledge requirement.

Class Skills

The sky mage's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (alchemy) (Int), Jump (Str), Knowledge (local, Elemental Plane of Air) (Int), Ride (Dex), Spellcraft (Int), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier

Level	BaB	Fort	Ref	Will	Special	Spells per Day
1	+0	+0	+2	+2	Glider Pilot, Expert Flier	
2	+1	+0	+3	+3		+1spellcasting level
3	+1	+1	+3	+3	Flying Master	
4	+2	+1	+4	+4		+1spellcasting level
5	+2	+2	+4	+4	Wondrous Flying Device	

Class Features

The following are features of the sky mage prestige class.



Weapon and Armor Proficiencies: Sky mages gain no proficiency in weapons or armor.

Spells per Day: At 2nd and 4th level of the air mage class, the character gains new spells per day as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of air mage to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one arcane spellcasting class before she became an air mage, she must decide to which class she adds each applicable level of air mage for the purpose of determining spells per day.

Glider Pilot: When using a sky glider or balloon sling (see new equipment), the sky mage may use her Ride skill and treat the device as if it were a mount for purposes of feats. She gains a +2 bonus to Ride checks when doing so.

Expert Flyer: When using magic to fly, a sky mage's maneuverability class (see the *Dungeon Masters' Guide*, page 69) is considered to be one higher for every level of Expert Flyer than it would normally be, so a sky mage using fly has perfect maneuverability rather than good maneuverability. In addition, the sky mage gains her expert flyer bonus as a dodge bonus to AC and a circumstance bonus to any Dexterity-based skill check while flying under her own power. These bonuses do not imply if the sky mage is riding a vehicle (such as the sky glider) or a creature - she must fly under her own power rather than that of another. The sky mage's expert flyer bonus is equal to her class level.

Flying Magic Mastery: At 3rd level, when using a metamagic feat to modify feather fall, levitate, or fly, the sky mage may reduce the level of the spell slot by one (not to be lower than the base level of the spell slot). Only a single usage of a single metamagic feat per spell can be modified in such a fashion.

Wondrous Flying Device: At 5th level, when creating a magic item, the sky mage may install feather fall, levitate, or fly for 50% less GP than the normal cost to do so (reducing the base GP and XP base creation costs accordingly). This only applies to the additional cost of the three spells mentioned; the rest of the item is created normally.

WHIRLING DERVISH

Some rogues and monks, especially those that belong to the Ciphers, choose to concentrate on their movement, and speed, rather than on raw damage. For those interested in following this school of thought, the Whirling Dervishes are an excellent choice. Though the Dervishes' ranks are composed mainly of Ciphers, they do not bar other factions from joining, with these non-Ciphers making up about one fifth of the order's numbers.

Hit Die: d6

To qualify to become a whirling dervish, a character must fulfill the following criteria.

Skills: Tumble 10, Move Silently 8, Hide 8

Feats: Dodge, Mobility

Other: Base Attack Bonus of 5+

Class Skills

The whirling dervish's class skills (and the key ability for each skill) are Appraise (int), Balance (dex), Climb (str), Disable Device (int), Escape Artist (dex), Hide (dex), Jump (str), Move Silently (dex), Open



locks (dex), Perform (cha), Search (int), Sense Motive (wis), Spot (wis), Tumble (dex), Use Magical Device (cha), and Use Rope (dex).

Skill Points at Each Level 6 + Int modifier.

Level	BaB	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Increased Movement
2	+1	+0	+3	+0	Improved Evasion, Minor Skill Mastery
3	+2	+1	+3	+1	Cartwheel Charge, Sneak Attack +1d6
4	+3	+1	+4	+1	Critical Sense, Up the Walls
5	+3	+1	+4	+1	Distance Tumbling
6	+4	+2	+5	+2	Whirl of Blades, Sneak Attack +2d6
7	+5	+2	+5	+2	Minor Skill Mastery
8	+6	+2	+6	+2	Defensive Roll
9	+6	+3	+6	+3	Excellent Balance, Sneak Attack +3d6
10	+7	+3	+7	+3	Minor Teleportation

Class Features

All of the following are class features of the Whirling Dervish

Weapon and Armor Proficiency: Whirling Dervishes gain no new weapon or armor proficiencies.

Increased Movement: At first level the Whirling Dervish gains the ability to move farther than normal, gaining an additional ten feet to their base movement distance rate.

Minor Skill Mastery: As Skill Mastery except the character may choose a number of skills equal to 3+Int Modifier divided by 2 (rounded down) at 2nd level. At 7th level this ability is gained again.

Improved Evasion: The Whirling Dervish gains Improved Evasion at 2nd level

Sneak Attack: The Whirling Dervish gains the ability to sneak attack at 3rd level if they do not already have it. She gains +1d6 damage with this attack initially, but this rises to +2d6 at 6th level and 3d6 at 9th level. If she already has the sneak attack ability from a previous class, the damage bonuses stack.

Cartwheel Charge: At 3rd level the Whirling Dervish gains the Cartwheel Charge ability. (See Cartwheel Charge in the Song and Silence)

Critical Sense: At 4th level the Whirling Dervish gains the ability to know how best to attack. By sacrificing one sneak attack bonus dice, if the attack succeeds it is considered an automatic critical threat. The sneak attack die must be sacrificed before the attack is made. The character can do this once every three levels of Whirling Dervish. This is an extraordinary ability.

Up the Walls (Ex): Upon gaining 4th level, the Whirling Dervish is able to use their Tumble skill to climb walls as long as she has two walls to use. If the walls are parallel they must be within 10 feet of each other. If not then the walls must be touching (for instance, at a corner in a room) and at least at a 135 degree angle of each other. The Climb DC does not change, but the Whirling Dervish may use their Tumble skill instead of their Climb skill.

Distance Tumbling: At 5th level the Whirling Dervish gains the ability to move farther than normal while tumbling, gaining an additional five feet to their tumbling distance.



Whirl of Blades: At 6th level, the Whirling Dervish may attack as if she had the Whirlwind Attack feat a number of times per day equal to the Whirling Dervish's Constitution modifier. She may only do this if she is wearing light armor or no armor.

Superior Skill Focus: The Whirling Dervish is able to choose focused skill and an additional bonus again. (i.e. character gains +2 with Skill focus and an additional +2 to a skill focused skill making the focused skill have a total of +4)

Defensive Roll: At 8th level, the Whirling Dervish gains the special ability of Defensive Roll. (see the rogue section of the PHB) if she doesn't already have it.

Excellent Balance (Ex): At ninth level the whirling Dervish can fight normally even while climbing or balancing on something. This means, for example, a Whirling Dervish could climb a few steps up a nearby wall to earn the attack bonus for higher ground while engaged in melee. She may also move at her normal movement rate when climbing or balancing, and may even run (as long as she does so in a straight line). She must, however, keep at least one hand free to climb.

Minor Teleportation (Su): At tenth level, the Whirling Dervish gains the supernatural ability to disappear from sight and travel a distance of their base movement rate in any direction as long as she could have moved there by means of climbing or running. The Whirling Dervish may do this a number of times per day equal to two plus their charisma bonus.

ZERTH

Those who say that githzerai culture has no structure know about as much as a lemures. Not only is the society of Zerthimon's gith very well organized, it has distinct rules of conduct to follow. However, there is no denying that githzerai are very independent, and the structure of their culture is unlike that of any other.

Githzerai tradition is centered upon one tenet: the People come above all. The preservation of the githzerai is just as important today as in Zerthimon's time, and the responsibility for this preservation falls to a special caste of society known as the zerth. Almost a priesthood, the zerth see themselves as the heirs of Zerthimon and thus the chosen few who strive to carry on his role as the Savior of the People.

Zerth philosophy is as curious as the rest of githzerai culture. They strive to achieve mental enlightenment to aid their physical prowess. They utilize intimate understanding of arcane forces to guide their trusted karach blades in deadly combat. They think of themselves as a close-knit brotherhood yet most often work alone, even when pursuing the same end as others in the order. Perhaps most curious of all is the swordplay philosophy which underlies all the order's teachings. Zerth warriors strive to be "the Eye of the Storm," a tightly focused funnel of chaos. This puts them apart from monastic orders which try to order their minds to focus their bodies; zerth embrace the chaos that surrounds them and channel it toward their goal, as aqueduct walls channel bubbling water. In this manner they are always ready to act, yet they remain unpredictable to their calculating enemies. Also, zerth have an easy time identifying with foes such as slaadi, who frequently threaten githzerai cities, allowing the protectors to anticipate and counter these creatures.

To qualify to become a zerth, a character must fulfill the following criteria.

Race: Githzerai

Alignment: any non-lawful

Base Attack: +5



Skills: Concentration 4 ranks, Craft (Weaponsmith) 3 ranks, Knowledge (arcana) 4 ranks, Knowledge (githzerai history) 3 ranks

Feats: Combat Casting, Expertise, Weapon Focus (any sword), Dodge, Power Attack

Spells: Ability to cast 2nd level arcane spells.

Special: Must be proficient in at least one type of sword.

Class Skills

The following are the class skills of the Zerth prestige class (and the key attribute for each): Balance (Dex), Climb (Str), Concentration (Con), Craft (Weaponsmithing) (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex)

Skill Points at Each Level: 2 + Int modifier.

Level	BaB	Fort	Ref	Will	Special	Spells			
						1	2	3	4
1	+1	+0	+2	+2	Forge karach, Eye of the Storm	1	-	-	-
2	+2	+0	+3	+3	Zerth blade	1	-	-	-
3	+3	+1	+3	+3	Channel the Maelstrom I	1	1	-	-
4	+4	+1	+4	+4	The Karach Sings True	2	1	1	-
5	+5	+1	+4	+4	Channel the Maelstrom II	2	1	1	1
6	+6	+2	+5	+5	Chain blade	2	2	1	1
7	+7	+2	+5	+5	Channel the Maelstrom III	3	2	2	1
8	+8	+2	+6	+6	The Karach Sings True	3	2	2	2
9	+9	+3	+6	+6	Channel the Maelstrom IV	3	3	2	2
10	+10	+3	+7	+7	Singing blade	4	3	3	2

Class Features

Weapon and Armor Proficiency: Zerth do not gain proficiency in any new weapons, but they do gain proficiency in light armor.

Forge karach (Su): The symbol of the zerth order is the distinctive karach blade, which initiates must forge as their first test. When a githzerai first becomes a zerth he learns how to siphon away a tiny part of the Chaos Soup from the githzerai home plane to forge into a deadly, flexible weapon. Forging a karach blade takes the same amount of time as a greatsword, although you do not need to pay material costs. A karach blade never takes a definite form, it always seems to shimmer as if behind a heat haze. The blade can superficially look like many weapons, however, although with concerted effort by the zerth. In order to form the karach blade into a coherent weapon, the zerth must make a Concentration check at a DC equal to the weapon’s max damage plus 10. Forming a shortsword, for instance, would require a DC of 16 while a longsword requires an 18. The blade, being made of chaostuff, is extremely temporal and rapidly melts if the zerth is not focused on it (i.e. not in battle) for more than 5 rounds or is unconscious.

Zerth blades are extensions of the zerth’s mind, and the blades easily reflect the zerth’s mind. The blade will turn cruel and black with anger, shining and cold with righteousness, and calm blue for smugness. A zerth with his karach blade formed is at a disadvantage, though, when trying to conceal his emotions. Bluff checks and Innuendos made while the blade is out receive a -2 penalty.

Eye of the Storm (Su): The focus exercises of the zerth order allow exceptional concentration in hectic situations. A zerth envisions himself as the focused eye of a raging tempest, a seemingly benign center



that could turn violent at any moment. A zerth receives his Dex bonus to AC when flat-footed, and also a bonus to reflex saves against traps or other surprises equal to his zerth level.

Zerth Blade (Su): Upon reaching 2nd level, the zerth has begun to exude the force of his will into his karach blade. Regardless of the shape that the blade currently has, it is considered a +2 weapon, but only with regard to meeting a creature's damage reduction. When used against lawful planeborne this bonus increases to +3.

Channel the Maelstrom (Sp): At 3rd level the zerth has achieved a special harmony with his karach blade that allows him to store arcane energy in it. The zerth may store a magic spell or psionic power within the chaostuff which makes up the blade freeing up a slot. The spell or power stored must have as its target a specific creature or object, not an area or individuals within an area, and they may not affect the zerth. For example, shocking grasp would be acceptable since its target reads "creature or object touched," but shout is not acceptable since it affects a cone. The spell or power, once activated, originates from the karach blade not the character, so that any cones are fixed upon it, and any "touch" spells require that the subject is touched by the blade. At 5th level the zerth may store 2 spells at a time, and at 7th and 9th the maximum changes to three and four respectively. Each of the spell slots within the blade may only be used once every 24 hours. Should the blade leave the zerth's possession for more than 1 minute, it immediately melts, releasing all stored spells and powers directed at random targets.

For example, a zerth could memorize hold person and then store it in his blade. For all intents and purposes he has cast the spell and may memorize new spells, or even hold person again, normally. However, the spell's effects do not manifest until the zerth desires, when they are channeled through the blade itself.

The Karach Sings True (Ex): When the zerth reaches 4th level, his blade becomes more deadly, extending its critical range downward by one. At 8th level the critical range is extended downwards by another one, increasing the total adjustment to two.

Chained Blade (Su): At 6th level the zerth has extremely fine control over his karach blade, allowing him to "loosen his command" over the chaostuff without losing complete control. The blade now seems to bend and whirl in combat, though it remains as tangible as before when parrying or pinning. However, when the zerth makes an attack, the karach tries to whip back at the opponent, slashing independently of its master's movements. As long as the zerth hits by more than three, the karach blade will whip like a chain, dealing another dice of damage. This happens every attack so that a zerth attacking someone twice in a round with karach resembling a longsword could conceivably deal 2d8 per attack for a total of 4d8.

Singing blade (Su): At 10th level the zerth has achieved such harmony with his blade, that his willpower fills the air with a haunting cacophony of ghostly tones. Witnesses have described the noise as reminiscent of a high wind through the eaves of a house, though the accounts vary widely. When the zerth wields his weapon in combat, all enemies within 20 feet of the blade must make a Willpower check (DC equal to the zerth's total levels) or suffer a -2 to both attack and armor class. Allies of the zerth are heartened by the tones and feel themselves goaded into fighting with wild abandon, receiving a +2 to their attacks. The zerth himself flows along with the swirling chaostuff in his weapon, a spinning dance which makes him hard to strike and increases his armor class by 2. He is not inspired by the blades song "... *any more than a torch illuminates itself,*" and thus does not receive the attack bonus.

Zerth Spell List

1st - expeditious retreat, color spray, mage armor, magic weapon, protection from law, shield, true strike



2nd - alter self, blur, bull's strength, cat's grace, detect law, detect, chaos, mirror image, protection from arrows, shatter, shield other

3rd - displacement, greater magic weapon, haste, keen edge, magic circle against law, magic vestment

4th - chaos hammer, dimension door, fire shield, improved invisibility, stonewood



Chapter Release Information

Please direct any questions, comments, compliments or complaints to the [Planewalker Forums](#)

Please direct any errata to report to errata@planewalker.com

Release Version: v 2.0 6/3/2006

Updated background image

Reviewed table layout for chapter

Converted PW_Font to Exodus font

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Updated chapter style, added contact info, minor text modifications

Added general prestige classes: Abyssal Warrior, Acheron Warmaster, Astral Slider, Cogmind,

Ethereal Raider, Etherfarer Scout, Hinterlands Bandit, Howler, Planar Detective, Plane Runner,

Planar Stalker, Sky Mage, Whirling Dervish, Zerth

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Reviewed feat and prestige class dependencies.

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