

Dungeons & Dragons Scarred Lands Prestige Classes

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References: PGFB: Players Guide to Fighters and Barbarians, PGMP: Players Guide to Monks and Paladins, PGWBS: Players Guide to Wizards, Bards, and Sorcerers, CSG: Campaign Setting Ghelspad, CST: Campaign Setting Termana, VWA: Vigil Watch: Assathi, VWWR: Vigil Watch: Warrens of the Ratmen, PGCD: Players Guide to Clerics and Druids, PGR&R: Players Guide to Rangers and Rogues, R&R: Relics and Rituals, R&RII: Relics and Rituals II, S&S:

Secrets and Societies, EI: Edge of Infinity, F&F: The Faithful and the Forsaken, BT: Burok Torn, Mithril, Hornsaw, Hollowfaust, Shelzar, EotP: Echos of the Past, Calastia, BS: Blood Sea

Prestige Classes

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Acolyte of Justice PGMP (p. 91)	Ability: Must be able to cast detect evil as a spell-like ability. Alignment: Lawful good BAB: +6 Faith: Hedrada Feats: Skill Focus (Sense Motive) Skills: Diplomacy 5 ranks, Knowledge (local) 2 ranks, Sense Motive 5 ranks Min lvl: Pal 6	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort Weap: simple, martial Armor: all and shields Class levels: 10 Spells: +1 existing paladin spells per level.	Dex: Ride Con: Concentration Int: Craft, Knowledge (local), Search Wis: Heal, Profession, Sense Motive Cha: Diplomacy, Gather Information, Handle Animal, Intimidate	1: Aura of truth, mantle of law 2: Smite chaos 1/day 3: Touch of justice 4: Turn chaos 5: Domain of law 6: Hallowed hammer 7: Inquisitor's empathy 8: Extra turning 9: Smite chaos 2/day 10: Pass judgement
Adept of Flame PGWBS (p. 113)	Skills: Craft (Alchemy) 8 ranks, Spellcraft 5 ranks, Speak Language(Dark Speech of Thulkas) Spellcasting: Must be able to cast arcane versions of burning hands, protection from energy, and fireball. Special: Must undergo training by an adept of flame. At the end of this period of training, the spellcaster undergoes a ritual that culminates in the drinking of a vessel of alchemist's fire. Min lvl: Soc 6, Wiz 5	HD: d4 Skill Points: 2 Attack: Wizard Good save: Ref, Will Weap: simple Armor: - Class Levels: 10 Spells: +1 existing spells per level. See Adept of Flame spell list for additional spells granted through the Circle of Fire ability.	Con: Concentration Int: Craft, Spellcraft Wis: Profession, Survival	1: fire resist 5, circle of fire (minor) 2: Circle of fire(first), Pyromancy 1/day 3: fire resist 15, circle of fire (second) 4: Circle of fire (third), pyromancy 2/day 5: fire immunity, blood damage 1d4, circle of fire (fourth), elixir of the adepts 6: Circle of fire (fifth), flames of purity, touching the true flame 7: Circle of fire (sixth), blood damage 1d6 8: Circle of fire (seventh), Pyromancy 3/day 9: blood damage 1d8, circle of fire (eighth) 10: Circle of fire (ninth), pyromancy (contact other plans), sacred immolation

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Aerial Cavalier CSG (p. 228)	Skills: Ride 8 ranks, Handle Animal 8 ranks Feats: Mounted Combat, Lightning Reflexes Special: The character must own or have access to an aerial mount. Min lvl: Bbn 5, Drd 5, Ftr 5, Pal 5, Rgr 5, All 13	HD: d10 Skill Points: 4 Attack: Fighter Good save: Fort, Ref Weap: simple, martial Armor: light, medium, and shields Class Levels: 10	Str: Climb, Jump Dex: Balance, Ride, Tumble Int: Craft, Knowledge (geography), Knowledge (nobility and royalty) Wis: Profession, Sense Motive, Spot, Survival Cha: Handle Animal	1: Aerial defense, flyby attack, paladin's mount 2: Aerial evasion 3: Aerial archery 4: Enhanced maneuverability I 5: Crash land 6: Empathic link 7: Spirited charge 8: Enhanced maneuverability II 9: Extended empathic link 10: Improved aerial evasion
Ancestral Warrior VWA (p. 84)	BAB: +6 Skill: Knowledge (ancestors) 5 ranks Special: The aspirant must meet the prerequisites of the Weapon Familiar feat: Weapon Focus (chosen weapon), Weapon Proficiency (chosen weapon), one of Summon Familiar ability or Weapon Specialization (chosen weapon) or Ancestral Daisho ability. The character must also possess a masterwork version of the chosen weapon. Min lvl: Ftr 6, Sam 6	HD: d8 Skill Points: 2 Attack: Fighter Good save: Fort, Will Weap: simple, martial Armor: light, medium and shields	Str: Climb, Jump, Swim Dex: Ride Int: Knowledge (ancestors) Wis: Sense Motive Cha: Bluff, Diplomacy	1: Weapon familiar, bonus feat 2: Ancestral avatar 1/day, hallowed arts 3: Bonus feat 4: Ancestral avatar 2/day 5: Bonus feat 6: Ancestral avatar 3/day 7: Bonus feat 8: Ancestral avatar 4/day 9: Bonus feat 10: Apotheosis, ancestral avatar 5/day

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Anchorite PGCD (p. 92)	Base Fort Save: +5 Skills: Survival 6 ranks Spellcasting: Ability to cast 2 nd level divine spells. Min lvl: Clr 9, Drd 6, Pal 9, Rgr 8	HD: d8 Skill Points: 2 Attack: Wizard Good save: Fort, Will Weap: simple Armor: light, medium, shields. Class Levels: 10 Spells: +1 to existing spells per level.	Dex: Hide, Move Silently Con: Concentration, Ritual Casting Int: Craft, Knowledge (nature), Spellcraft Wis: Heal, Listen, Profession, Survival	1: Animal familiar, solitude DC 15 2: Meditation, wild empathy 3: Immunity to disease, mortification 4: Spiritual defense +1 5: Solitude DC 20 6: Mortification 7: Spiritual defense +2 8: Child of nature 9: Mortification, solitude DC 25 10: Spiritual defense +3, uncanny awareness
Angel-blooded PGWBS (p. 116)	Alignment: Any good Feats: Child of the Heavens, Iron Will Skills: Knowledge (Religion) 4 ranks, Spellcraft 8 ranks Min lvl: Sor 5	HD: d4 Skill Points: 2 Attack: Wizard Good save: Fort, Will Weap: - Armor: - Class Levels: 10 Spells: +1 existing spells per level. See Angel-blooded spells for Lore of the Heavens spells.	Con: Concentration, Ritual Casting Int: Craft, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Spellcraft Wis: Heal, Profession	1: Angelic insight, divine assistance 2: Eyes of heaven, lore of the heavens (1 st) 3: Heavenly ally 4: Lore of the heavens (2 nd) 5: Divine companion 6: Lore of the heavens (3 rd) 7: Blood of angels (average), celestial channeling 8: Lore of the heavens (4 th) 9: Divine guidance 10: Blood of angels (good), divine exaltation, lore of the heavens (5 th)

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Animator Hollowfaust (p. 111)	Spellcasting: Ability to cast seven necromantic spells, including animate vermin, cadaver dance and gentle repose. Skills: Craft (Alchemy) 8 ranks, Knowledge (arcana) 8 ranks, Knowledge (Religion) 8 ranks, Knowledge (anatomy) 8 ranks Feats: Skill Focus (knowledge [anatomy]), Spell Focus (necromancy), Spell Mastery Min lvl: Wiz6	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Class Levels: 10 Spells: +1 existing spells per level	Con: Concentration Int: Craft, Knowledge (any), Spellcraft Wis: Profession, Heal	1: Turn/rebuke undead 3: Animate dead 4: Extra turning 6: Create undead 7: Control undead 9: Golem creation 10: Destruction
Archer of the Steppes PGFB (p. 95)	<u>Ability to rage</u> <u>BAB: +5</u> <u>Feats: Mounted Archery, Mounted Combat, Point Blank Shot, Rapid Shot, Weapon Focus (any bow)</u> <u>Skills: Craft(bowmaking) 5 ranks, Handle Animal 8 ranks, Ride 8 ranks</u>	<u>HD: d10</u> <u>Skill Points: 2</u> <u>Attack: Fighter</u> <u>Good save: Fort, Ref</u> <u>Weap: Simple and martial</u> <u>Armor: Light, medium, and shields</u> <u>Class Levels: 10</u>	<u>Str: Jump</u> <u>Dex: Balance, Ride, Tumble</u> <u>Int: Search</u> <u>Wis: Spot, Survival</u> <u>Cha: Handle Animal</u>	1: <u>Archer's rage 1/day, arrow jab</u> 2: <u>Bonded mount</u> 3: <u>Archer's rage 2/day, bonus feat</u> 4: <u>Improved mounted archery</u> 5: <u>Archer's rage 3/day, flurry of arrows</u> 6: <u>Bonus feat</u> 7: <u>Archer's rage 4/day, share frenzy</u> 8: <u>Improved mounted archery</u> 9: <u>Archer's rage 5/day, bonus feat</u> 10: <u>Flurry of arrows</u>

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Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Beastmaker BS (p. 118)	Base Fort Save: +6 Faith: Kadum Feats: Toughness Skills: Craft(alchemy) 10 ranks Spells: Ability to cast 5 th level druid spells. Special: Someone wishing to become a beastmaker must drink a special potion made from the blood of the titan Kadum. Should the initiate survive, he is then inducted into the mysteries of this group and taught how to continue the Father of Monster's work.	HD: d8 Skill Points: 4 Attack: Cleric Good save: Fort Weap: Simple Armor: Light and medium and shields. Class Levels: 10 Spells: +1 druid spells per level	Str: Swim Con: Concentration, Ritual Casting, Int: Craft, Spellcraft Wis: Heal, Survival Cha: Bluff	1: Immunity 2: Blood frenzy 1/day 3: Imbue creature 4: Twisted summoning 6: Blood frenzy 2/day 10: Child of Kadum, blood frenzy 3/day
Black Thorn Ranger (rangers dedicated to Chardun) PGR&R (p.85)	Ability: Favored Enemy class ability Alignment: Any Evil BAB: +4 Diety: Chardun Feats: Improved Initiative, Track, Two-Weapon Fighting Skills: Hide 6 ranks, Survival 6 ranks Spellcasting: Ability to cast Chardun's Glory (1 st level spell, see R&RII p. 97) Special: Must be a member of the Order of the Black Thorn Min lvl: Rgr 4	HD: d10 Skill Points: 4 Attack: Fighter Good Save: Fort, Ref Weap: Simple, Martial Armor: Light, Med, Shields Class Lvl: 10	Str: Climb, Jump, Swim Dex: Hide, Move Silently, Ride, Use Rope Con: Concentration Int: Craft, Knowledge (nature), Search Wis: Heal, Listen, Spot, Survival Cha: Handle Animal, Intimidate	1: Favored Enemy, Poison Use 2: Combat perception +1 3: Detect good 4: Favored enemy 5: Combat perception +2 6: Dark blessing 7: Favored enemy 8: Combat perception +3 9: Eye of the General 10: Favored enemy

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
<p>Blood Sea Pirate (Blood Sea grants pirates mystical powers) PGR&R (p.88)</p>	<p>Alignment: Non-good, non-lawful BAB: +4 Feats: Alertness, Iron Will Skills: Climb 5 ranks, Profession(sailor) 10 ranks, Swim 5 ranks, Use Rope 5 ranks. Special: Must have sailed the Blood Sea at least one year and have been immersed fully in the Blood Sea at least once during that time. Min lvl: Rog 7, Rgr 7, Brd 7, Clr 7, Drd 7, Mnk 7, Soc 7, Wiz 7</p>	<p>HD: d6 Skills: 4 Attack: Fighter Good save: Fort, Ref Weap: Simple, rapiers, short swords, scimitars, and short bows. Armor: light Class Levels: 10</p>	<p>Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Open Lock, Tumble Con: Concentration Int: Craft, Search Wis: Listen, Profession, Spot Cha: Bluff, Intimidate</p>	<p>1: Rage of the Blood Sea 1/day 2: Blood Sea Alchemy 3: Skills of the sea 4: Blood Sea Alchemy 5: Fierce fighting +1, Rage 2/day 6: Blood Sea Alchemy, Buccaneer's defense +1 7: Fierce fighting +2 8: Blood Sea Alchemy 9: Buccaneer's defense +2 10: Corsair of the Sea, Rage 3/day</p>
<p>Blood Witch R&R(p. 8)</p>	<p>Skills: Concentration 10 ranks, Knowledge (arcana) 10 ranks Feats: any two metamagic feats, Skill Focus (Concentration) Spellcasting: Ability to cast 3rd level spells Special: Must establish some sort of link with the titans' power, commonly by ingesting their flesh or blood Min lvl: Wiz7, Soc7</p>	<p>HD: d4 Skill Points: d4 Attack: Wizard Good save: Will Weap: - Armor: - Class Levels: 10 Spells: +1 existing spells per level</p>	<p>Con: Concentration Int: Craft, Knowledge (arcana), Spellcraft Wis: Heal, Profession, Survival</p>	<p>1: Blood enhancement 2: Nature magic 3: Blood enhancement 4: Alter self 5: Blood enhancement 6: Minor sacrifice 7: Blood enhancement 8: Wild shape 9: Blood enhancement 10: Major sacrifice</p>

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Bounty Hunter PGR&R (p.91)	BAB: +5 Feats: Improved Disarm, Improved Unarmed Strike, Track, Two-Weapon Fighting. Skills: Intimidate 5 ranks, Sense Motive 3 ranks, Survival 4 ranks, Use Rope 6 ranks Min lvl: Rog9, Rgr7, Mnk9, Bbn9, Brd9, Clr9, Drd9, Ftr9, Pal9, Soc10, Wiz10	HD: d8 Skills: 4 Attack: Fighter Good save: Fort Weap: simple, martial Armor: light, medium, shields Class Levels: 10	Skills: Str: Climb, Jump, Swim Dex: Escape Artist, Use Rope Con: Concentration Int: Craft, Decipher Script, Disable Device, Search Wis: Survival Cha: Diplomacy, Disguise, Gather Information, Intimidate	1: Mighty unarmed strike (1d4) 2: Manacle snap, disarm trap 3: Hunt quarry +1 4: Batter (+1d6) 5: Mighty unarmed strike (1d6) 6: Hunt quarry +2 7: Batter (+2d6) 8: Mighty unarmed strike (1d8) 9: Hunt quarry +3 10: Improved manacle slap
Brother of Steel PGMP (p. 94)	Alignment: Lawful neutral or lawful good Feats: Adamantine blade style, Improved unarmed strike, at least one paragon feat Skills: Concentration 8 ranks, Knowledge (arcana) 4 ranks, Spellcraft 2 ranks. Special: Still Mind monk ability, must be a member of the Adamantine Church. Min lvl: Mnk 5	HD: d8 Skill Points: 4 Attack: Rogue Good save: Fort, Ref, Will Weap: - Armor: - Class levels: 10 Spells: -	Str: Climb, Jump Dex: Balance, Hide, Move Silently, Tumble Con: Concentration Int: Decipher Script, Knowledge (arcana), Knowledge (the planes), Search Wis: Listen, Sense Motive, Spot Cha: Diplomacy, Gather Information	1: Adamantine blade mastery, gift of devotion 2: Touch from beyond +1 3: Gift of devotion 4: Touch from beyond +2 5: Gift of devotion 6: Touch from beyond +3 7: Gift of devotion 8: Touch from beyond +4 9: Gift of devotion 10: Touch from beyond +5

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
<p>Brother of the Crimson Temple (defenders of Mormo's temples) PGR&R (p.94)</p>	<p>Alignment: Any non-good BAB: +5 Faith: Must be a follower of Mormo Feats: Great Fortitude, Two Weapon Fighting, Weapon Focus(kukri or scimitar) Gender: Male only Skills: Craft(alchemy) 3 ranks, Hide 4 ranks, Knowledge(nature) 7 ranks, Move Silently 4 ranks, Speak Language (Dark Speech of Mormo) Spellcasting: Must be able to cast 1st level ranger or druid spells. Special: Must be initiated into the Brotherhood, which involves being bitten by a venomous snake from a serpenthold. Min lvl: Rgr 5, Drd 7</p>	<p>HD: d8 Skills: 4 Attack: Fighter Good save: Fort, Ref Weap: simple, martial Armor: light Spells: +1 of existing spellcasting every other level starting at 2nd level</p>	<p>Dex: Escape Artist, Hide, Move Silently Int: Craft, Knowledge(nature), Search Wis: Heal, Listen, Sense Motive, Spot, Survival Cha: Handle Animal</p>	<p>1: Favored weaponry +1 2: Envenoming weapon 3: Blood of venom 4: Bonus feat, strike of the serpent 5: Scales of the Serpentmother(+2) 6: Ophidian affinity 7: Favored weapon +2 8: Bonus feat 9: Scales of the Serpentmother(+3) 10: Serpent apotheosis</p>
<p>Brother of the Scarred Hand CSG (p. 230)</p>	<p>Alignment: Any lawful. Skills: Concentration 10 ranks, Knowledge (arcana) 10 ranks, Heal 5 ranks, Craft (Alchemy) 5 ranks. Feats: Skill Focus (Concentration), Improved Unarmed Strike, Toughness Special: May not worship any god or demi-god. Min lvl: Mnk 7, Sor 7, Wiz 7, All 17</p>	<p>HD: d8 Skill Points: 2 Attack: Rogue Good save: Fort, Will Weap: - Armor: - Class Levels: 10</p>	<p>Con: Concentration Int: Craft, Knowledge (arcana), Knowledge (religion) Wis: Heal, Profession Cha: Diplomacy</p>	<p>1: Altruism 1 2: Minor sacrifice 3: Altruism 2 4: Discipline 5: Altruism 3 6: Major sacrifice 7: Altruism 4 8: Absorb illness 9: Altruism 5 10: Phoenix touch</p>

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Calastian Battle-Mage Calastia (p. 93)	Feats: Battle-Mage Training, Combat Casting Proficiency: Simple and martial weapons and light armor Skills: Concentration 8 ranks, Knowledge (arcana) 4 ranks, Ride 4 ranks, Spellcraft 8 ranks. Spells: Ability to cast 3 rd level arcane spells. Special: Calastian battle-mages are trained, they don't just happen. A mentor, political favor or other such introduction to the ranks of the "true" battle-mages is necessary to learn the finer points of this class. Min lvl: Wiz 5/Ftr 1, Soc6/Ftr1	HD: d4 Skill Points: 2 Attack: Rogue Good save: Will Weap: - Armor: - Spells: +1 existing spells per level	Dex: Ride Con: Concentration, Ritual Casting Int: Knowledge (any), Spellcraft Cha: Intimidate	1: Kiss of Mesos 2: Armored spellcasting 5%, veteran nerves +1 3: Enhanced counterspell 4: Armored spellcasting 10%, veteran nerves +2 5: Sorceries afield +2 6: Quick counterspell, veteran nerves +3 7: Armored spellcasting 15% 8: Sorceries afield +4, veteran nerves +4 10: Armored spellcasting 20%, veteran nerves +5
Chain Legionnaire PGFB (p. 97)	<u>BAB: +5</u> <u>Feats: Bind, Combat Reflexes, Exotic Weapon Feat(spiked chain), Weapon Finesse, Weapon Focus(spiked chain), Weapon Specialization(spiked chain)</u> <u>Special: The character needs to find an appropriate school or a mentor who teaches this fighting style.</u>	<u>HD: d10</u> <u>Skill Points: 2</u> <u>Attack: Fighter</u> <u>Good save: Fort, Ref</u> <u>Weap: Simple and martial</u> <u>Armor: All</u>	<u>Str: Climb, Jump, Swim</u> <u>Dex: Balance, Ride, Use Rope</u> <u>Int: Craft</u> <u>Cha: Bluff, Gather Information, Handle Animal, Intimidate</u>	<u>1: Superior disarm/trip</u> <u>2: Bonus feat</u> <u>3: Sweeping arc</u> <u>4: Bonus feat</u> <u>5: Signature weapon</u> <u>6: Bonus feat</u> <u>7: Binding chain (suggestion)</u> <u>8: Bonus feat</u> <u>9: Iron grasp technique</u> <u>10: Binding chain (dominate person), bonus feat</u>

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Constellation Weaver F&F (p. 99)	Race: Any elf or half-elf Feats: Create Wondrous Item Skills: Craft (any) 9 ranks, Knowledge (arcana) 9 ranks Special: In order to advance to the 5 th level and beyond in this prestige class, a character must additionally possess the Inscribe Magical Tattoo feat and Craft (tattoo) at 9 ranks or more. Min lvl: Wiz 6, Soc 6	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Spells: +1 existing spells per level.	Con: Concentration Int: Appraise, Craft, Knowledge (arcana), Spellcraft Wis: Survival	1: Mark the Cloth, Mastery of Forms +1 3: Mastery of Forms +2 4: Emblems of Magic 5: Mastery of Forms +3 7: Mark the Flesh, Mastery of Forms +4 9: Mastery of Forms +5 10: Emblems of the Earth Mother
Courtesans of Idra S&S (p. 22)	Alignment: Any neutral Religion: The courtesan prestige class does not require any specific religion, but on Ghelspad those who are members of the actual organization must worship Idra. Skills: Diplomacy 5 ranks, Disguise 5 ranks, Gather Information 5 ranks, Perform 6 ranks, Profession (courtesan) 8 ranks Min lvl: Rog 5, Brd 5, Clr 5, Drd 5, Mnk 5, Pal 5, Rgr 5, Sor 5, Wiz 5	HD: d6 Skill Points: 6 Attack: Rogue Good save: Ref, Will Weap: crossbow (hand, light, and heavy), dagger, dart, rapier, sap, shortbow, and short sword. Armor: light Spells: See Courtesans of Idra spell list.	Str: Climb, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble, Use Rope Int: Craft, Knowledge (any), Speak Language Wis: Listen, Profession, Sense Motive Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device	1: Amorous performance, seduction 2: Amorous suggestion 3: Seduction 2/day 4: Dance of Desire 5: Amorous suggestion 2/day 6: Seduction 3/day 7: Infatuation 8: Amorous suggestion 3/day 9: Seduction 4/day 10: Mistress of Desire

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Crypt Lord R&R(p.10)	Alignment: Any evil Spellcasting: Ability to cast seven necromantic spells at least one being 3 rd level or higher. Skills: Knowledge (religion) 7 ranks Feats: Spell Focus (Necromancy) Special: Must have suffered the life-draining attack of an undead, be it energy drain or ability score loss. Min lvl: Wiz5, Soc11	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Class Levels: 10 Spells: +1 existing spells per level	Con: Concentration Int: Craft, Knowledge (arcana), Knowledge (religion), Spellcraft Wis: Profession	1: Extended necromancy, rebuke undead 2: Undead appearance 3: Energy drain resistance 4: Undead familiar 5: Natural armor +1 6: Raise the dead 7: Natural armor +2 8: Create undead 9: Energy drain immunity 10: Lichdom
Cultist of the Forge PGCD (p. 95)	Feats: Craft Magical Arms and Armor Patron: Corean or Golthagga Skills: Craft (any smithing) 8 ranks. Min lvl: Wiz 5, Clr 6, Sor 6, Drd 6, Rgr 12, Pal 12, Brd 6	HD: d8 Skill Points: 2 Attack: Rogue Good save: Fort, Will Weap: simple Armor: light, medium, heavy, and shields. Class Levels: Spells: +1 to existing spells per level.	Con: Concentration, Ritual Casting Int: Appraise, Craft, Disable Device, Knowledge (religion), Spellcraft Wis: Heal, Profession Cha: Intimidate	1: Tempered soul, touch of fire 2: Stoking the fires 3: Great fortitude 4: Soul of steel 5: Soul of the hearth 6: Lighting the darkness 7: The Forge within 8: Repairing the soul 9: The Undying embers 10: The Awakening
Cultist of the Shade R&R (p. 216)	Alignment: Any evil BAB: +3 Base Power Points/Day: 5+ Feats: Encode Stone, Hide Power Skills: Hide 4 ranks, Knowledge (psionics) 6 ranks, Move Silently 4 ranks Min lvl: Psi 6, Psw 5	HD: d6 Skill Points: 4 Attack: Rogue Good save: Ref, Will Weap: simple, martial Armor: light Powers: +1 existing powers every other level starting at 1 st	Dex: Hide, Move Silently Con: Concentration Int: Decipher Script, Knowledge (history), Knowledge (psionics), Psicraft, Remove View Wis: Autohypnosis Cha: Bluff, Disguise	1: Shadowcloak I, Slarecian Pact 2: Sneak attack +1d6 3: Summon shadowspawn 4: Darkblade +1d6 5: Shadowcloak II 6: Sneak attack +2d6 7: Summon shadows 8: Darkblade +2d6 9: Shadowcloak III 10: Sneak attack +3d6

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
<u>Dancer of Steel</u> PGFB (p. 99)	<u>BAB: +5</u> <u>Feats: Cloth Dancing, Combat Expertise, Dodge, Weapon Focus (longsword), Weapon Specialization (longsword)</u> <u>Skills: Perform(dance) 5 ranks, Tumble 4 ranks</u> <u>Special: The character needs to find a mentor or school that teaches this fighting style.</u>	<u>HD: d10</u> <u>Skills: 2</u> <u>Attack: Fighter</u> <u>Good save: Fort, Ref</u> <u>Weap: Simple and martial</u> <u>Armor: All, but not shields</u>	<u>Str: Climb, Jump, Swim</u> <u>Dex: Balance, Move Silently, Perform, Ride, Tumble</u> <u>Int: Craft</u> <u>Cha: Bluff, Handle Animal, Intimidate</u>	<u>1: Longsword finesse</u> <u>2: Bonus feat</u> <u>3: Evasion</u> <u>4: Uncanny dodge, bonus feat</u> <u>5: Signature weapon</u> <u>6: Bonus feat</u> <u>7: Hypnotic dance</u> <u>8: Uncanny dodge, bonus feat</u> <u>9: Tumbling strike</u> <u>10: Bonus feat</u>
Dawn Spear Adept PGMP (p. 97)	Alignment: Lawful good or lawful neutral. Feats: Dawn Spear Technique. Ability: Purity of Body (monk ability) Skills: Heal 4 ranks Special: The character must have trained under another Dawn Spear adept. Min lvl: Mnk 5	HD: d8 Skills: 4 Attack: Rogue Good save: Fort, Ref, Will Weap: Add longspear to her list of Monk weapons. Armor: - Spells: -	Str: Climb, Jump, Swim Dex: Escape Artist, Hide, Move Silently, Tumble Con: Concentration Int: Knowledge (religion), Search Wis: Heal, Listen, Sense Motive, Spot Cha: Diplomacy	1: Dance the dawn, spear specialist 2: Leathered skin (1), warm the soul 3: Glimpse the morning's light, sun spear maneuver +1d6 4: Leathered skin (2) 5: Hand slap, touch of gentle sunlight 6: Leathered skin (3), sun spear maneuver +2d6 7: Morning renewal 8: Leathered skin (4) 9: Sun spear maneuver +3d6 10: Aolib's grace, leathered skin (5)

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Death-touched CST (p. 200)	BAB: +2 Skills: Gather Information 3 ranks, Knowledge (religion) 6 ranks Special: Sufficient exposure to the necromantic energy of the Isle of the Dead to risk level loss. Min lvl: Brd 4, Clr 4, Mnk 4, Pal 3, Wiz 4, Bbn 9, Drd 9, Ftr 9, Rgr 9, Rog 9, Soc 9	HD: d12 Skill Points: 2 Attack: Rogue Good save: Fort, Will Weap: - Armor: -	Dex: Hide, Move Silently Con: Concentration Int: Craft, Knowledge (religion) Wis: Heal, Listen, Profession, Sense Motive, Spot Cha: Bluff, Gather Information, Intimidate	1: Necromantic attunement, flesh of the dead 2: Pallor of death, necromantic art I 3: Blasphemous health 4: Necromantic art II 5: Undying perseverance 6: Necromantic art III 7: Unliving physiology 8: Necromantic art IV 9: Mantle of the undead 10: Necromantic art V
Defender of the Faith PGCD (p. 97)	BAB: +5 Feats: Leadership, Power Attack, Ritualist Skills: Knowledge (religion) 8 ranks, Ritual Casting 8 ranks. Spellcasting: Ability to cast 3 rd level divine spells. Min lvl: Clr 6, Drd 6, Rgr 11, Pal 11	HD: d8 Skill Points: 2 Attack: Rogue Good save: Fort, Will Weap: simple, martial Armor: light, medium, shields Class Levels: 10 Spells: +1 to existing spells per level.	Str: Climb Dex: Ride Con: Concentration, Ritual Casting Int: Craft, Knowledge (religion), Spellcraft Wis: Profession Cha: Intimidate	1: Prayer leader 2: Fanatic abandon 1/day 3: Leader of the faithful 4: Fanatic's bravery 5: Bonus feat 6: Fanatic abandon 2/day 7: Prayer of the faithful 8: Bonus feat 9: Fanatic's prayer 10: Fanatic abandon 3/day
Demonologist PGWBS (p. 121)	Feats: Spell Focus (Abjuration), Spell Focus (Conjuration) Skills: Knowledge (the planes) 6 ranks, Speak Language (Infernal, Abyssal, or Daemonic) Spellcasting: Must have access to and ability to cast dimensional anchor and lesser planar binding. Min lvl: Wiz 9, Sor 10	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells per level.	Con: Concentration, Ritual Casting Int: Craft, Speak Language, Spellcraft Wis: Sense Motive Cha: Bluff, Diplomacy, Intimidation	1: Tainted familiar 2: Devil's bargain 3: Enhanced demonology +4 4: Fiendish lore 5: Fiendish servants 6: Enhanced demonology +6 7: Greater summoning 8: Improved binding 9: Enhanced demonology +8 10: Devil's bargain

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Divine Archer F&F (p. 102)	Race: Any elf or half-elf Alignment: Any non-evil BAB: +6 Feats: Point Blank Shot, Precise Shot, Weapon Focus (any bow other than a crossbow) Special: Ability to cast divine spells Min lvl: Clr 8, Drd 8, Pal 6, Rgr 6	HD: d10 Skill Points: 4 Attack: Fighter Good save: Fort, Ref Weap: simple, martial Armor: light, medium	Con: Concentration Int: Craft, Knowledge (religion), Spellcraft Wis: Listen, Sense Motive, Spot	1: Divine Bow +1d6 2: Archers' Benediction 3: Divine Bow +2d6 4: Spare Innocence 5: Divine Bow +3d6 6: Healing Arrow 7: Divine Bow +4d6 8: Holy Arrow 9: Divine Bow +5d6 10: Arrow of Life
Dragon Knight Calastia (p. 95)	Alignment: Lawful neutral or lawful evil BAB: +8 Feats: Leadership, Mounted Combat, Spirited Charge, Ride-by Attack, Weapon Focus (lance) Race: Human, native of Calastia. Skills: Handle Animal 4 ranks, Ride 6 ranks Min lvl: Ftr 8, Rgr 8, Pal 8	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort Weap: simple, martial Armor: all and shields	Str: Jump Dex: Ride Wis: Heal, Spot, Survival Cha: Handle Animal	1: Detect chaos, dragon mount 2: Blindfighting 3: Dragon warrior +1, endowment of scales +1 4: Dragon spear technique 1/day 5: Endowment of scales +2 6: Dragon warrior +2 7: Dragon spear technique 2/day, endowment of scales +3 8: Dragon warrior +3 9: Dragon spear technique 3/day, endowment of scales +4 10: Wrath of the Black Dragon

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Dragon Warrior VWA (p. 87)	Alignment: Non-chaotic BAB: +3 Spellcasting: Capable of casting 2 nd level spells Special: Claw and bite natural weapons, natural poison Min lvl: Wiz 6, Sor 6, Brd 4, Clr 4, Drd 4, Pal 8, Rgr 8	HD: d8 Skill Points: 2 Attack: Rogue Good save: Ref, Will Weap: club, dagger, kama, quarterstaff, shuriken and sling. Armor: - Spells: +1 existing spells per level.	Str: Climb Dex: Balance Con: Concentration Int: Craft, Knowledge, Search, Spellcraft Wis: Profession, Spot	1: Dance of the dragon -3 2: Bite of the dragon, virulence 3: Evasion 4: Transcendent flesh 5: Poison spitting 6: Strike of the dragon +1 7: Poisoned flesh 8: Dance of the dragon -1, strike of the dragon +2 9: Improved evasion 10: Transference, strike of the dragon +3
Exemplar PGMP (p. 100)	Alignment: Lawful neutral Feats: One paragon feat, one martial arts feat, Weapon prof (appropriate weapon; only applies for weapon exemplars). Ability: Ki strike (lawful) (monk ability). Min lvl: Mnk 10	HD: d8 Skills: 4 Attack: Rogue Good save: Fort, Ref, Will Weap: - Armor: - Spells: -	Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble Int: Knowledge (religion), Search Wis: Heal, Listen, Sense Motive, Spot	1: Exemplar feat 2: Ki strike 3: Exemplar feat 4: Ki strike 5: Exemplar feat 6: Ki strike 7: Exemplar feat 8: Ki strike 9: Exemplar feat 10: Perfected One
Forgemaster CSG (p. 232)	Alignment: Lawful good Skills: Craft (weaponsmith) 8 ranks Min lvl: Bbn 5, Clr 5, Ftr 5, Mnk 5, Pal 5, Rgr 5, Wiz 5, Sor 5	HD: d6 Skill Points: 6 Attack: Rogue Good save: Fort, Will Weap: simple Armor: light, shields Class Levels: 10	Con: Concentration Int: Appraise, Craft, Disable Device Wis: Profession	1: Maker of virtue, forge blessing 2: Forge blessing 3: Turn/rebuke constructs 4: Forge blessing 5: Weapon link 6: Forge blessing 7: Weapon union 8: Forge blessing 9: Physical antipathy 10: Forge blessing, investiture

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Gold Knight CSG (p. 235)	Ability: Lay on hands, and remove disease Alignment: Lawful Good Diety: Corean BAB: +5 Skills: Concentration 4 ranks, Heal 8 ranks, Knowledge (religion) 3 ranks. Spellcasting: Must be able to cast cure light wounds. Special: Must be part of the Order of Gold. Min lvl: Pal 6	HD: d10 Skill Points: 2 Attack: Rogue Good save: Fort, Will Weap: simple, martial Armor: all and shields Class Levels: 10 Spells: +1 to existing spells per level. Also gains additional spells listed under Gold Knight Spell List.	Dex: Ride Con: Concentration, Ritual Casting Int: Craft, Knowledge (religion) Wis: Heal, Profession Cha: Diplomacy, Handle Animal	1: Healer's touch +1, master healer 2: Remove disease 1/week, toughness 3: Healer's touch +2, token of gold 4: Remove disease 2/week, spontaneous curing 5: Healer's touch +3, empowered curing 6: Remove disease 3/week 7: Healer's touch +4, curative enchanter 8: Remove disease 4/week 9: Healer's touch +5, maximized curing 10: Remove disease 5/week
Goreguard (deadly gladiators) PGR&R (p.97)	Alignment: Any non-good BAB: +6 Feats: Exotic weapon proficiency(Net), Two-Weapon Fighting Skills: Intimidation 7 ranks, Perform (act) 11 ranks. Special: Must have ingested distilled blood of Gaurak. Min lvl: Brd11, Mnk11, Rog8, all others 19	HD: d6 Skills: 6 Attack: Rogue Good save: Fort Weap: Simple, guisarme, spiked chain, trident, and two-bladed sword. Armor: light, medium Class levels: 10	Dex: Escape Artist, Hide, Move Silently, Open Lock, Slight of Hand, Use Rope Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Search, Spellcraft Wis: Listen, Profession, Sense Motive, Spot Cha: Bluff, Diplomacy, Gather Information, Intimidate, Perform, Use Magic Device	1: Bite(1d6), Corpulence 2: Weaponry of the pit +1 3: Sneak attack (+1d6) 4: Showboating 5: Corpulence 6: Sneak attack (+2d6) 7: Weaponry of the pit +2 8: Hunger of the glutton 9: Sneak attack (+3d6) 10: Corpulence

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Grenadier VW:WR (p. 79)	BAB: +4 Skills: Craft(Alchemy) 6 ranks, Profession (Herbalist) 4 ranks Feats: Skill Focus (Craft [Alchemy]), Weapon Focus (grenadelike weapons) Special: Most mentors require prospective students to offer a gift in the form of a unique grenadelike weapon. Certain gifted pupils can provide it on their own, but many quest for a long-lost relic of unusual power. Min lvl: Bbn 4, Ftr 4, Rgr 4, Pal 4, Brd 6, Rog 6, Mnk 6, Clr 6, Wiz 8, Soc 8	HD: d6 Skill Points: 2 Attack: Rogue, Grenadelike attack: Fighter Good save: Ref Weap: simple and martial thrown weapons Armor: light	Str: Jump Dex: Hide Int: Craft	1: Bonus feat, grenade use 2: Bonus feat 3: Line of fire 4: Bonus feat 5: Seeking grenade 6: Bonus feat 7: Barrage 8: Bonus feat 9: Phase grenade 10: Bonus feat
Halfling Stalker Calastia (p. 98)	BAB: +4 Feats: Far Shot, Point Blank Shot, Precise Shot, Run Proficiency: Any bow, crossbow, or sling. Race: Halfling Skills: Hide 4 ranks, Spot 2 ranks Min lvl: Any 9	HD: d8 Skill Points: 2 Attack: Fighter Good save: Ref Weap: simple, ranged martial weapons Armor: light	Str: Climb, Jump, Swim Dex: Escape Artist, Hide, Move Silently Int: Craft Wis: Listen, Spot, Survival	1: Improved weapon focus +1 2: Stalker's guile +2 3: Puissant surprise +2d4 4: Improved weapon focus +2 5: Stalker's guile +4 6: Puissant surprise +4d4 7: Improved weapon focus +3 8: Stalker's guile +6 9: Puissant surprise +6d4 10: Improved weapon focus +4

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Hearthguardian PGMP (p. 103)	Alignment: Lawful good BAB: +5 Faith: Goran Feats: Mounted Combat, Trample. Race: Mountain dwarf. Special: Must have a boar as a paladin's special mount. Min lvl: Pal 5	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort Weap: simple, martial, and exotic weapon (Tusked Boar's Helm) Armor: all and shields Spells: +1 existing paladin spells per level.	Str: Climb, Jump, Swim Dex: Ride Con: Concentration Int: Craft, Knowledge (religion) Wis: Heal, Profession, Sense Motive Cha: Diplomacy, Handle Animal, Intimidate	1: Spirited charge 2: Improved bull rush 3: Ferocity 4: Inspiring presence 5: Thick skulled 6: Goran's chosen 7: Tenacity 8: Improved spirited charge 9: Superior Bull Rush 10: Goran's image
High Chorister PGWBS (p. 123)	Alignment: NG, LN, TN, CN, NE Faith: Denev Feats: Enhanced Knowledge Skills: Gather Information 8 ranks, Knowledge (any) 8 ranks, Speak Language (Middle Elven) Special: She must have a masterwork harp and be part of the Chrous of Ages, with the attendant tattoo of a sickle and harp on the hand she uses to play her instrument. Min lvl: Brd 5	HD: d6 Skill Points: 6 Attack: Rogue Good save: Fort, Will Weap: club, dagger, dart, long spear, quarterstaff, scimitar, shortspear, sickle and sling. Armor: light, medium, and shield (no metal armor or shields) Class Levels: 10 Spells: +1 to existing spells per level	Con: Concentration Int: Craft, Decipher Script, Knowledge (any), Search, Spellcraft Wis: Heal, Listen, Sense Motive, Spot, Survival Cha: Bluff, Diplomacy, Gather Information, Intimidate, Perform, Use Magic Device	1: Denev's blessing, chorister memory 2: Eidetic memory 1/day 3: Record memory 4: Eidetic memory 2/day 5: Death record 6: Eidetic memory 3/day 7: Inflict Obscurity 8: Eidetic memory 4/day 9: Steady mind 10: Denev's memory, eidetic memory 5/day

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
High Judicator PGCD (p.99)	Base Will Save: +5 Feat: Iron Will, Sacred Defender Skills: Sense Motive 6 ranks Spellcasting: Access to the Law or Judgement Domains. Min lvl: Clr 6	HD: d8 Skill Points: 2 Attack: Rogue Good save: Will Weap: simple, martial Armor: all, and shields Class Levels: 10 Spells: +1 to existing spells per level.	Str: Climb Con: Concentration, Ritual Casting Int: Appraise, Craft, Search, Spellcraft Wis: Heal, Profession, Sense Motive, Spot Cha: Diplomacy, Intimidate	1: Insightful warning +1, truthseeker +2 2: Judge's inquisition 3: Firm resolve +1, truthseeker +4 4: Insightful warning +2 5: Judge's inquisition, truthseeker +6 6: Firm resolve +2 7: Insightful warning +3, truthseeker +8 8: Judge's inquisition 9: Truthseeker +10, uncorruptable will 10: Inquisitor destiny
High Magus CST (p. 203)	Feats: Spell Focus (Abjuration), Spell Focus (Illusion) Race: Forsaken Elf Skills: Knowledge (arcane) 10 ranks, Spellcraft 10 ranks, and the appropriate Order class skill at 5 ranks. Spellcasting: Must be able to cast five separate Illusion and Abjuration arcane spells, one of each must be at least level 4. Special: Character must be accepted for training by the appropriate order. Min lvl: Wiz 7, Soc 9	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Spells: +1 existing spells per level.	Con: Concentration, Ritual Casting Int: Craft, Knowledge (any), Spellcraft Wis: Profession Order skills: Rose: Knowledge (the planes) Leaf: Survival Star: Spellcraft Wave: Swim Blade: Tumble Eagle: Diplomacy	1: Dual specialty 2: Merged casting 4: Enhanced focus 6: Skill focus 8: Enhanced focus 10: Shatter resistance

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Hornsaw Sentinel Hornsaw (p. 91)	Alignment: Any non-lawful, non-good. BAB: +4 Feats: Alertness, Track Weapon Focus(scimitar). Skills: Knowledge (local - Hornsaw Forest) 3 ranks, Survival 9 ranks. Spellcasting: Ability to cast magic fang as a ranger or druid spell. Min lvl: Rgr 6, Drd 6	HD: d10 Skill Points: 4 Attack: Fighter Good save: Fort, Ref Weap: simple, martial Armor: light Class Levels: 10 Spells: +1 to ranger spells per level.	Str: Climb, Jump, Swim Dex: Hide, Move Silently, Ride Con: Concentration Int: Craft, Knowledge (local - Hornsaw Forest), Knowledge (nature), Search, Spellcraft Wis: Heal, Listen, Profession, Sense Motive, Spot, Survival Cha: Handle Animal, Intimidate	1: Unicorn companion 2: Hornsaw blade (double, +1), Hornsaw proficiency 3: Favored enemy 4: Hornsaw blade +2 5: Magic fang skill 6: Favored enemy, Hornsaw blade +3 7: Venomous blade 8: Hornsaw blade +4 9: Favored enemy 10: Hornsaw blade +5
Horseman of Vangal S&S (p. 39)	Alignment: Chaotic evil or neutral evil BAB: +6 Skills: Ride 5 ranks Feats: Mounted Combat, Trample Special: The Horseman must worship Vangal exclusively. Min lvl: Bbn 6, Ftr 6, Rgr 6, Brd 8, Rog 8, Wiz 12, Sor 12	HD: d12 Skill Points: 4 Attack: Fighter Good save: Fort Weap: simple, martial Armor: light, medium, and shields	Str: Jump Dex: Ride, Use Rope Int: Craft Wis: Listen, Survival Cha: Handle Animal, Intimidate	1: Two-axe fighting 2: Fear 1/day 3: Wounding strike 1/day 4: Greater cleave 5: Fear 2/day 6: Wounding strike 2/day 7: Thunderous Strike 8: Fear 3/day 9: Wounding strike 3/day 10: Shout of Wrath
Huntsmaster PGR&R (p.100)	Alignment: Any non-evil BAB: +5 Feats: Alertness, Track, Track by Scent Skills: Handle Animal 8 ranks, Survival 8 ranks Special: Animal companion class ability (which must be a wolf), and the wild empathy class ability. Min lvl: Rgr 5, Drd 7	HD: d10 Skills: 4 Attack: Fighter Good save: Fort Weap: simple, martial Armor: light, medium Class levels: 10	Skills: Str: Climb, Jump, Swim Dex: Hide, Move Silently Con: Concentration Int: Craft, Knowledge(nature) Wis: Listen, Profession, Spot, Survival Cha: Handle Animal	1: Moon rage 1/night, wolf master 2: Fast movement, scent 3: Uncanny stealth +2, woodland stride 4: Wolf master 5: Moon rage 2/night 6: Uncanny stealth +4 7: Wolf master 8: Fast healing 9: Moon rage 3/night, uncanny stealth +6 10: Summon the pack, wolf master

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Illtrawler BS (p. 1210)	Alignment: CE or NE Base Fort Save: +4 Skills: Knowledge(nature) 4 ranks, Profession (fisherman) 4 ranks, Swim 6 ranks, Use Rope 6 ranks Feats: Exotic Weapon Prof(Net) Special: Must be able to cast 2 nd level spells as a druid, ranger, or adept. Special: The character must perform a ceremony, first drowning a worshipper of the gods in the Blood Sea and then devouring live catch infected with the taint of Kadum's blood.	HD: d8 Skill Points: 4 Attack: Wizard Good save: Fort, Will Weap: Club, dagger, harpoon, halfspear, net, small spear and trident. Armor: - Spells: +1 existing spells every other level starting at 2 nd level	Str: Climb, Swim Dex: Balance Int: Craft, Knowledge (nature), Spellcraft Wis: Profession, Spot, Survival	1: Consume 1, trawling bonus 2: Unnatural health 3: Net mastery 1 4: Bonus feat 5: Consume 2, healing wade 1 6: Bestial visage, net mastery 2 7: Bad blood, consume (+4) 8: Bonus feat 9: Net mastery 3 10: Healing wade 2
Incarnate R&R (p. 12)	Alignment: neutral Class: 4 th level druid Feat: Quicken spell Ability: Wild shape Skills: Knowledge (nature) 7 ranks Special: Must have never voluntarily possessed an alignment other than neutral. Min lvl: Drd4	HD: d8 Skill Points: 4 Attack: Rogue Good save: Fort, Will Weap: club, dart, longspear, quarterstaff, shortspear, stone sickle and sling. (no metal weapons) Armor: padded, leather, hide, wooden or leather shields (no metal armor) Spells: +1 existing spells per level	As per druid	1: 1 st pastlife form, fixed alignment, reincarnate 2: 2 nd pastlife form 3: Domain, spontaneous casting 4: 3 rd pastlife form 5: Baseform, venom immunity 6: 6 th pastlife form 7: Domain, spontaneous casting 8: 5 th pastlife form 9: Timeless body 10: 6 th pastlife form, designate life form

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Incarnate S&S (p. 52)	Alignment: Neutral Feat: Dreams of the Past Ability: Wild Shape Skills: Knowledge (nature) 8 ranks Special: The character must have never voluntarily possessed an alignment other than neutral. Min lvl: Drd 5	HD: d8 Skill Points: 4 Attack: Rogue: Good save: Fort, Will Weap: club, dart, longspear, quarterstaff, shortspear, stone sickle, sling Armor: padded, leather, hide armor, wooden or leather shields Spells: +1 existing spells per level.	Same as druid	1: Fixed alignment, pastlife form(1 st), Soul of the cycle 2: Pastlife form (2 nd) 3: Lore of life, Spontaneous casting 4: Pastlife form (3 rd) 5: Baseform, Venom immunity 6: Pastlife form (4 th) 7: Domain, spontaneous casting 8: Pastlife form (5 th) 9: Timeless body 10: Designate Incarnation, Pastlife form (6 th)
Initiate of the Forge PGMP (p. 106)	Ability: Purity of Body (monk ability) Alignment: any lawful. BAB: +3 Feats: Endurance, Great Fortitude, Ironbone Skill: Concentration 8 ranks, Craft (any smithing) 4 ranks. Min lvl: Mnk 5	HD: d8 Skill Points: 4 Attack: Rogue Good save: Fort, Will Weap: - Armor: - Spells: -	Str: Climb, Jump, Swim Dex: Balance, Hide, Move Silently, Tumble Con: Concentration Int: Craft Wis: Heal, Listen, Profession Cha: Intimidate	1: Tempered steel technique 2: Wholeness of body 3: Ironskin, toughness 4: Armor of iron +2 5: Ironbody 6: Resilience, toughness 7: Superior fortitude 8: Armor of iron +4 9: Toughness, tusker's hide 10: Heart of Thulkas
Initiate of the Ram PGCD (p. 104)	Ability: Wild empathy, wild shape. Feats: Improved Bull Rush Special: Must be trained by another initiate of the Ram, and then initiated into the Order. Min lvl: Drd 5	HD: d8 Skill Points: 4 Attack: Rogue Good save: Fort, Ref Weap: club, dagger, dart, longspear, quarterstaff, scimitar, sickle, sling and spear. Armor: light, medium (no metal armor) Spells: +1 to existing spells per level.	Str: Swim Dex: Hide Con: Concentration, Ritual Casting Int: Craft, Knowledge (nature), Spellcraft Wis: Heal, Profession, Spot, Survival Cha: Diplomacy, Handle Animal	1: Amalthean helm, wild shape advancement 2: Ram companion 3: Ewe's milk 4: Amalthean bull rush (size increase) 5: Amalthean charge 6: Ram's fortitude 7: Ewe's milk 8: Amalthean bull rush (increased distance) 9: Create Amalthean Helm 10: Amalthean wild shape

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Iron Guardsman BT (p. 78)	Alignment: Any lawful Feats: Dodge, Endurance, Toughness, Power Attack, Cleave, Combat Reflexes Class: Must have at least 3 levels of Dwarven Defender Special: The guardsman must swear to protect and serve the current king of Burok Torn without question	HD: d12 Skill Points:2 Attack: Fighter Good save: Fort, Will Weap: All Armor: All Spells: -	Str: Jump Int: Craft Wis: Listen, Sense Motive, Spot	1: Special training 2: Bond of fealty 3: Strength of iron 1/day 4: Health of iron +1 5: Eternal vigilance 6: Strength of iron 2/day 7: Health of iron +2 8: Heart of iron 9: Strength of iron 3/day 10: Health of iron +3
Iron Knight CSG (p. 237)	Alignment: Lawful Good Diety: Corean Skills: Craft (armorsmith or weaponsmith) 8 ranks, Craft (siege weaponry) 3 ranks, Knowledge (architecture & engineering) 2 ranks, Knowledge (religion) 3 ranks, Profession (siege engineer) 3 ranks Feats: Skill Focus (Craft [armorsmith or weaponsmith]) Spellcasting: Ability to cast the divine spell magic weapon. Special: Must be part of the Order of Iron. Min lvl: Pal 5, Clr 5	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort Weap: simple, martial Armor: all, and shields Class Levels: 10 Spells: +1 to paladin spells every other level starting at 2 nd . +2 to existing spells every other level starting at 1 st .	Dex: Ride Int: Appraise, Craft, Knowledge (architecture & engineering), Knowledge (religion) Wis: Profession Cha: Intimidate	1: Bless forge, forge of Corean (1 st), master craftsman 2: Balancing the steel, siege mastery 3: Forge of Corean (2 nd), killing edge 4: Siege Mastery, vessel of faith(1 st) 5: Craft magic arms & armor, forge of corean (3 rd) 6: Skill focus (craft), vessel of faith (2 nd) 7: forge of corean (4 th) 8: enchantment mastery, vessel of faith (3 rd) 9: siege mastery 10: Vessel of faith (4 th)

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Iron Lord EI (p. 119)	Alignment: Lawful evil or lawful neutral. Base Will Save: +6 Faith: Chardun Feats: Leadership, Skill Focus (Intimidate) Skills: Diplomacy 5 ranks, Intimidate 10 ranks, Knowledge (religion) 5 ranks, Sense Motive 5 ranks. Special: The character must gain command of a military unit devoted to the faith of Chardun. The size of the unit does not matter so much as its zeal in pursuing the goals of the Great General. Min lvl: Ftr 6, Bbn 6, Rgr 6	HD: d8 Skill Points: 4 Attack: Rogue Good save: Fort, Will Weap: simple, martial Armor: all and shields	Int: Craft, Knowledge (religion) Wis: Profession, Sense Motive, Survival Cha: Bluff, Diplomacy, Gather Information, Intimidate	1: Aura of hatred, leadership +2 2: Unnerving faith 3: Zeal of iron 1/day 4: Fearsome gaze 5: Leadership +4 6: Unnerving faith 7: Chardun's glory 8: Zeal of iron 2/day 9: Leadership +6 10: Unnerving faith
Japhinian Dynast PGWBS (p. 126)	Alignment: Any non-lawful Feats: Combat casting Race: Half-orc Skills: Profession (sailor) 8 ranks, Spellcraft 8 ranks Spellcasting: Must be able to spontaneously cast arcane spells. Special: Must be a member of the Japhinian dynasty by blood. This can be through birth or via the "Blood Adoption" ability. Min lvl: Sor 5	HD: d4 Skill Points: 2 Attack: Wizard Good save: Fort Weap: Scimitar Armor: - Class Levels: 10 Spells: +1 existing spells per level.	Str: Climb, Swim Dex: Balance, Use Rope Con: Concentration, Ritual Casting Int: Appraise, Craft, Knowledge (arcana), Knowledge (local - Blood Sea), Spellcraft Wis: Profession Cha: Bluff, Intimidate	1: Kadum's fury 1/day, arcane blood 2: Water equilibrium 3: Bladethirst chant 4: Kadum's embrace 5: Kadum's fury 2/day 6: Blood adoption 7: Mass equilibrium 8: Greater bladethirst chant 1/day 9: Kadum's fury 3/day 10: Patriarch's curse, no longer wined after Kadum's fury

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Keeper of Epics PGWBS (p. 129)	Alignment: Any non-lawful Feat: Memory of the Ages Skills: Perform (string instruments) 8 ranks Spellcasting: Must be able to spontaneously cast 2 nd level arcane spells. Special: Must have bardic music ability. Min lvl: Brd 5	HD: d6 Skill Points: 2 Attack: Rogue Good save: Ref, Will Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells per level.	Con: Concentration Int: Craft (Instrument), Knowledge (any), Speak Language, Spellcraft Wis: Heal, Listen, Profession, Sense Motive, Spot, Survival Cha: Bluff, Diplomacy, Perform, Use Magic Device	1: Epic mastery 2: Epic mastery 3: Epic mastery 4: Epic mastery 5: Epic mastery 6: Epic mastery 7: Epic mastery 8: Epic mastery 9: Epic mastery 10: Epic mastery
Keeper of the Eternal Flame CSG (p. 240)	Ability: Must be able to turn undead. Alignment: Any good. Diety: Corean or Madriel. Skills: Concentration 5 ranks, Heal 5 ranks, Knowledge (religion) 8 ranks. Spellcasting: Must be able to cast divine version of resist elements. Special: Must make the Pilgrimage of Light. Min lvl: Pal 8, Clr 5	HD: d8 Skill Points: 2 Attack: Rogue Good save: Fort, Will Weap: longspear and longsword Armor: all and shields. Class Levels: 10 Spells: +1 to existing spells per level.	Con: Concentration, Ritual Casting Int: Craft, Knowledge (religion), Spellcraft Wis: Heal, Profession, Sense Motive Cha: Diplomacy	1: Blessings of the eternal flame 2: Healing flame 3: Blessings of the Eternal Flame 4: Inner Fire 5: Blessings of the Eternal Flame 6: Sovereignty of the Flame 7: Blessings of the Eternal Flame 8: Inner Fire 9: Blessings of the Eternal Flame 10: Pilgrimage of Fire
Keeper of the Great Laws EI (p. 121)	Alignment: Lawful neutral Faith: Hedrada Skills: Knowledge (law) 10 ranks, Knowledge (religion) 10 ranks. Spellcasting: Ability to cast 5 th level divine spells. Min lvl: Clr 9	HD: d8 Skill Points: 2 Attack: Wizard Good save: Will Weap: simple Armor: all and shields, except tower shields Spells: +1 existing spells per level.	Con: Concentration, Ritual Casting Int: Craft, Knowledge (any) Wis: Listen, Profession, Sense Motive, Spot Cha: Diplomacy, Intimidate	1: Imbue law 2: Law immunity 3: Champion of law +4 4: Chaos resistance 5: Maze 1/day 6: Champion of law +6 7: Maze 2/day 8: Champion of law +8 9: Maze 3/day 10: Bound by law

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Khetan Phagist PGCD (p. 101)	Alignment: Any non-good. Skills: Knowledge (nature) 10 ranks. Special: Member of the druidic theocracy of Kirdet. Min lvl: Drd 7, Rgr 7, Brd 7, Wiz 7, All 17	HD: d8 Skill Points: 2 Attack: Wizard Good save: Fort, Will Weap: simple Armor: - Class Levels: 10 Spells: +1 to existing spells per level.	Con: Concentration, Ritual Casting Int: Craft, Knowledge (religion), Spellcraft Wis: Heal, Profession Cha: Diplomacy	1: Meat-teeth 2: Curing the meat 3: Consume the flesh (moderate) 4: Quicken body 5: Strengthen body 6: Invigorate body 7: Curing the meat 8: Cannibal's frenzy, consume the flesh (serious) 9: Blood feast 10: Honor the fallen
Kilharman League Envoy Calastia (p. 100)	Alignment: Any non-good Feats: Noble Immunity, Skill Focus (Diplomacy), Skill Focus (Bluff) Skills: Bluff 6 ranks, Gather Information 6 ranks Special: As the Kilharman League is an outgrowth of exiled or blacklisted noble families, the character must have some degree of relation to one of these families. This must be a "blooded" relation - one cannot marry into the Kilharman League - though a single parent with a connection to the League or a Family is enough Min lvl: Brd 6, Rog 6, All 9	HD: d6 Skill Points: 6 Attack: Wizard Good save: Ref, Will Weap: simple Armor: light Spells: -	Dex: Escape Artist Int: Appraise, Forgery, Knowledge (local), Knowledge (nobility and royalty), Search Wis: Listen, Sense Motive, Spot Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform	1: Sneak attack +1d6 2: Inscrutable 3: Scoundrel's luck +4 4: Sneak attack +2d6 5: Pulse of the underworld 6: Scoundrel's luck +8 7: Sneak attack +3d6 8: Sense scrying 9: Scoundrel's luck +12 10: Sneak attack +4d6

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Knights of Tears PGMP (p. 109)	Alignment: Lawful good BAB: +6 Feats: Ghostspeaker, Iron Will Skills: Diplomacy 9 ranks, Knowledge (religion) 9 ranks Special: Aura of courage ability, ability to turn undead. Min lvl: Pal 6	HD: d8 Skill Points: 4 Attack: Fighter Good save: Fort Weap: simple, martial Armor: all and shields Spells: +1 existing paladin spells per level.	Dex: Ride Con: Concentration Int: Craft, Knowledge (religion) Wis: Heal, Profession, Sense Motive Cha: Bluff, Diplomacy, Handle Animal, Intimidate	1: Spirit medium, sanctity 2: Shield of tears +2 3: Improved turning 4: Shield of tears +4 5: Ghost blade 6: Shield of tears +6 7: Visions of the lost 8: Shield of tears +8 9: Exorcism 10: Shield of tears +10
Knights of the Coventacle PGFB (p. 101)	BAB: +7 Faith: Must worship the titans Feats: Mounted Combat, Ride-by Attack, Spirited Charge, Trample Skills: Ride 10 ranks, Handle Animal 5 ranks. Special: Must have been initiated into the Knights by another, senior Knight.	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort Weap: Simple and martial Armor: All	Str: Climb, Jump, Swim Dex: Balance, Ride Int: Craft Wis: Profession Cha: Diplomacy, Handle Animal, Intimidate	1: Titan's blessing, loyalty of ages 2: Skilled rider 3: Titan's blessing 4: Bonus feat 5: Titan's blessing 6: Mounted warrior 7: Titan's blessing 8: Bonus feat 9: Titan's blessing 10: Superior charge
Knights of the Oak PGFB (p. 105)	Alignment: Any neutral BAB: +6 Feats: Military Training, Weapon Focus(spear), Weapon Specialization(spear) Race: Wood elf or half-elf (of wood elf blood) Skills: Balance 4 ranks, Climb 8 ranks, Jump 4 ranks Special: The character must have already been accepted as a knight-aspirant of the Knights of the Oak. In addition they must have sworn an oath of loyalty and service to the Verdant Seat.	HD: d10 Skill Points: 4 Attack: Fighter Good save: Fort Weap: Simple and martial Armor: All	Str: Climb, Jump Dex: Balance, Hide, Move Silently Int: Craft Wis: Heal, Profession, Survival Cha: Handle Animal	1: Forest friend, living armor 2: Seizing the high ground 3: Tree-leap (20 feet) 4: Oakspear 1/day 5: Leaping strike (x2) 6: Treewalker 7: Tree-leap (30 feet) 8: Oakspear 2/day 9: Improved critical 10: Leaping strike (x3)

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Knights of the Morning Sky CSG (p. 243)	Alignment: Neutral Good or Chaotic Good BAB: +5 Diety: Madriel Skills: Diplomacy 3 ranks, Heal 5 ranks, Knowledge (religion) 4 ranks Special: Must be a member of the Order of the Morning Sky. Min lvl: Ftr 7, Clr 7, Drd 7, Rgr 5, Wiz 10, Sor 10, Brd 7	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort, Will Weap: simple, martial Armor: all and shields Class Levels: 10 Spells: Prepares spell as a Cleric. Spell may be chosen from the Knight of the Morning Sky Spell List.	Dex: Ride Con: Concentration Int: Craft, Knowledge (religion), Search Wis: Heal, Profession, Sense Motive Cha: Diplomacy, Gather Information, Handle Animal, Intimidate	1: Divine health, lay on hands, Redeemer's blessings, turn undead 2: Great fortitude, remove disease 1/week 3: Smite undead 4: Remove disease 2/week, spontaneous curing 5: Greater turning 6: Remove disease 3/week 7: Weapon of the Sun 8: Remove disease 4/week 9: Circle of sunlight 10: Redeemer's avatar, remove disease 5/week
Knights of the Silver Heart PGMP (p. 112)	Ability: Aura of Courage (paladin ability) Alignment: Lawful good BAB: +5 Faith: Corean Feats: Mounted Combat, Spirited Charge. Race: Wood elf Skills: Ride 8 ranks. Special: Must have bonded a flying creature as a paladin's mount. Min lvl: Pal 9	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort, Will Weap: simple, martial Armor: all and shields Spells: +1 existing paladin spells per level.	Str: Climb, Jump, Swim Dex: Balance, Ride Con: Concentration Int: Craft, Knowledge (religion) Wis: Heal, Profession, Sense Motive, Spot Cha: Diplomacy, Handle Animal	1: Oaken oath 2: Aura of the righteous, flyby attack 3: Aerial dodge 4: Great fortitude 5: Leadership 6: Eagle's eye 7: Aerial archery 8: Charge of the faithful 9: Enhanced maneuverability 10: Gift of the harrier

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Liliandeli Archer Hornsaw (p. 95)	BAB: +5 Skills: Climb 6 ranks, Craft (bowyer/fletcher) 8 ranks, Survival 4 ranks Feats: Point Blank Shot, Weapon Focus (any bow) Special: The character must have created a masterwork bow entirely on her own in order to gain entry into the order. Min lvl: Bbn 5, Ftr 5, Rgr 5, Pal 9, Clr 9, Rog 7, Drd 9, Brd 7, Mnk 7, Wiz 10, Sor 10	HD: d10 Skill Points: 4 Attack: Wizard (Archery: Fighter) Good save: Ref Weap: simple, all bows Armor: light Class Levels: 10 Spells: Levels of Liliandeli Archer stack with cleric (Tanil), bard, or ranger levels for the purpose of determining caster level. Certain spells are cast at a lower level due to membership in this class. See Liliandeli Archer Spells for details.	Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble Int: Craft, Search Wis: Heal, Listen, Profession, Spot, Survival Cha: Handle Animal	1: Bonus feat, kiss of the Huntress (silver) 2: Broadreach training, Tanil's blessings 3: Bonus feat, kiss of the Huntress +1 4: Broadreach training 5: Hornet shot +1d6 6: Bonus feat, kiss of the Huntress +2 7: Broadreach training 8: Broadreach training 9: Bonus feat, kiss of the Huntress +3 10: Hornet shot +2d6, invest the bow
Locus Master VWA (p. 90)	Feats: Any three locus feats. Skills: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks. Spellcasting: Ability to cast 3 rd level spells. Min lvl: Wiz 6, Soc 6	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Spells: +1 existing spells per level.	Con: Concentration Int: Craft, Decipher Script, Knowledge (arcana), Knowledge (history), Speak Language, Spellcraft Wis: Survival Cha: Gather Information	1: Bestow locus 2: Locus mastery 4: Shared locus 5: Locus mastery 7: Mass shared locus 8: Locus mastery 10: Awaken locus

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Lodge-Warrior PGFB (p. 107)	BAB: +5 Feats: Fur-like-Dusk, Improved Grab, Merciful Strike, Toughness or Alertness, Point-blank shot, Weapon Focus(bow), Wings-of-Fire or Improved Bull Rush, Mounted Combat, Stag-of-Seven-Tines, Weapon Focus(spear) or Battle Cry, Dodge, Military Training, Moon-in-the-Eyes Race: Wood elf, or half-elf (of wood elf lineage) Skills: Handle Animal 4 ranks and Climb 8 ranks or Jump 8 ranks or Ride 8 ranks	HD: d12 Skill Points: 4 Attack: Fighter Good save: Fort, Ref Weap: Simple and martial Armor: Light	Str: Climb, Jump, Swim Dex: Balance, Hide, Move Silently Int: Knowledge(nature) Wis: Listen, Profession, Survival Cha: Handle Animal, Intimidate	1: Beast mind 2: Bonus feat, enhanced channeling 3: Animal companion, beast-lore 4: Bonus feat 5: Beast form 1/day 6: Bonus feat, enhanced channeling 7: Movement of the beast 8: Bonus feat 9: Beast form 2/day 10: Bonus feat
Master Cabalist PGWBS (p. 131)	Base Will Save: +5 Feats: Cabalist Skills: Knowledge (Religion) 8 ranks, Knowledge (Arcana) 8 ranks. Spellcasting: Ability to cast arcane spells. Special: Must make contact with one of the various cabalist societies in the Scarred Lands and undergo initiation. Min lvl: Wiz 5, Sor 13, Brd 5	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells per level.	Con: Concentration, Ritual Casting Int: Craft, Knowledge (any), Speak Language, Spellcraft Wis: Profession Cha: Diplomacy	1: Cabalistic lore 2: Invocation secrets 3: Invoke domain 1/day 4: Invocation secrets, greater invocation 5: Invoke domain 2/day 6: Invocation secrets, prepare domain spell 7: Invoke domain 3/day 8: Invocation secrets 9: Invoke domain 4/day 10: Invocation secrets, true invocation

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Master of the Iron Wind PGFB (p. 111)	BAB: +5 Feats: Cloth Dancing, Dodge, Exotic Weapon Proficiency (iron war fan), Weapon Finesse, Weapon Focus(iron war fan), Weapon Specialization(iron war fan) Special: The character needs to find a mentor or school that teaches this fighting style.	HD: d10 Skills: 2 Attack: Fighter Good save: Fort, Ref Weap: Simple and martial Armor: All	Str: Climb, Jump, Swim Dex: Balance, Ride Cha: Bluff, Diplomacy, Intimidate	1: Increased attacks 2: Bonus feat 3: Signal 4: Bonus feat 5: Zephyr of iron (defensive) 6: Bonus feat 7: Signature weapon 8: Bonus feat 9: Iron Wind mastery, signature weapon (returning) 10: Bonus feat, zephyr of iron (offensive)
Master of the Scaled PGR&R(p. 103)	Ability: Evasion Base Reflex Save: +3 Feats: Dodge, Silent Spell Skills: Bluff 5 ranks, Move Silently 7 ranks, Search 5 ranks, Spellcraft 5 ranks Spellcasting: 2 nd level arcane spells. Special: Must undergoe extensive training in a Scaled academy and work for the Scaled organization Min lvl: Rog2/Wiz3, Rgr9/Wiz3	HD: d6 Skills: 6 Attack: Rogue Good save: Ref, Will Weap: same as rogue Armor: light, anything heavier than leather interferes with spellcasting Class Levels: 10	Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope Con: Concentration Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge(any), Search, Spellcraft, Speak Language Wis: Survival, Listen, Profession, Sense Motive, Spot Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform	1: Uncanny dodge 2: Sneak attack (+1d6) 3: Fast talker, guild master 4: Unbindable 5: Bonus feat, sneak attack(+2d6) 6: Improved uncanny dodge 7: Rogue special ability 8: Bonus feat, sneak attack (+3d6) 9: Rogue special ability 10: Bonus feat, Rogue special ability

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Mercenary of the Hawk PGFB (p. 113)	BAB: +5 Feats: Improved Initiative, Military Training, Skill Focus(Handle Animal) Skills: Handle Animal 8 ranks Special: A mercenary of the Hawk must have trained a raptor herself and taught it a minimum of three tricks.	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort Weap: Simple and martial Armor: All	Str: Climb, Jump, Swim Dex: Ride Int: Craft, Search Wis: Profession, Spot Cha: Handle Animal	1: Bond the raptor 2: Empathy 3: Alertness, harry +1d6 4: Telepathy 5: Shared sight 6: Uncanny Dodge, harry +2d6 7: Shared sight 8: Friend in the sky 9: Two eyes, harry +3d6 10: Uncanny dodge
Mind Hunter EotP (p. 111)	Ability: Favored enemy: (anything with psionic abilities), Uncanny dodge Alignment: not evil and not lawful Base Will Save: +2 Feats: Iron Will, Track Skills: Survival 8 ranks Special: Must have psionic potential, must swear fealty to the Mind Hunter organization	HD: d10 Skill Points: 4 Attack: Fighter Good save: Ref, Will Weap: simple and martial Armor: light armor and shields	Str: Climb, Jump, Swim Dex: Balance, Hide, Move Silent, Ride, Use Rope Con: Concentration, Stabilize Self Int: Craft, Knowledge (psionics), Psicraft, Search Wis: Autohypnosis, Heal, Listen, Profession, Spot, Survival Cha: Handle Animal, Intimidate	1: Wall of fury 2: Bonus feat 3: Mind body fusion (½) 4: Bonus feat 5: Static blast 6: Bonus feat 7: Mind body fusion (1:1) 8: Bonus feat 9: Psionic rage 10: Mind body fusion (x2)
Mithril Disciple EI (p. 123)	Alignment: Lawful good Base Fortitude Save: +7 Faith: Corean Feats: Endurance, Great Fortitude, Toughness Skills: Craft (blacksmithing) 5 ranks, Knowledge (religion) 10 ranks. Special: Must submit to a religious and physical test of her devotion to the teaching of Corean and his church. Min lvl: Bbn 17, Clr 10, Drd 17, Ftr 17, Mnk 10, Pal 10, Rgr 17	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort Weap: simple, martial Armor: all and shields	Str: Climb, Jump, Swim Con: Concentration Int: Craft, Knowledge (religion) Wis: Profession, Survival	1: Iron blessing, smite evil 2: Damage reduction 2/- 3: Divine health 4: Damage reduction 4/-, silver blessing 5: Massive damage immunity 6: Damage reduction 6/- 7: Gold blessing 8: Damage reduction 8/- 9: Spell resistance 10: Mithril blessing

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Mithril Knight PGMP (p. 115)	Alignment: Lawful good BAB: +6 Faith: Corean Feats: Leadership, Weapon Focus (longsword) Skills: Craft (weaponsmithing) 5 ranks, Diplomacy 5 ranks, Knowledge (religion) 5 ranks Special: ability to smite evil Min lvl: Pal 6	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort Weap: simple, martial Armor: all and shields Spells: +1 existing paladin spells per level.	Dex: Ride Con: Concentration Int: Craft, Knowledge (religion) Wis: Heal, Profession, Sense Motive Cha: Diplomacy, Handle Animal	1: Divine focus 2: Leadership +1, mithril sword 3: Smite evil 1/day 4: Leadership +2 5: Virtue 6: Leadership +3 7: Righteous aura 8: Leadership +4 9: Smite evil 2/day 10: Leadership +5
Mithril Knights Mithril (p. 87)	BAB: +6 Alignment: Lawful Good Feats: Weapon Focus (longsword) Skills: Craft (Weaponsmithing) 8 ranks, Diplomacy 5 ranks, Knowledge (religion) 5 ranks. Special: Must have the supernatural ability smite evil. Min lvl: Pal 6	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort Weap: simple, martial Armor: all and shields	Dex: Ride Con: Concentration Int: Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nobility and royalty), Knowledge (religion) Wis: Heal, Profession Cha: Diplomacy, Handle Animal	1: Lay on hands, smite evil, turn undead 2: Craft magic arms and armor level bonus 3: Leadership, smite evil 2/day 4: Turn outsiders 5: Mithril sword 6: Smite evil 3/day 7: Righteous aura 8: Turn titanspawn races 9: Smite evil 4/day 10: Turn evil

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Monk of the Sacred Chain Calastia (p. 102)	Ability: Still Mind (monk ability) Alignment: Lawful neutral or lawful evil BAB: +5 Base Will Save: +5 Faith: Chardun Feats: Exotic Weapon Proficiency (spiked chain), Thousand Chain Style, Two-weapon fighting, Weapon Focus (spiked chain) Skills: Intimidate 4 ranks, Knowledge (religion) 2 ranks Min lvl: Mnk 7	HD: d8 Skill Points: 4 Good save: Fort, Will Weap: monk weapons Armor: -	Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Tumble Con: Concentration Int: Craft, Knowledge (religion) Wis: Listen, Profession, Sense Motive, Spot Cha: Intimidate	1: Slaver's strike, spiked chain mastery 2: Climbing the chain, snaking chain 3: Dervish of terror (shaken), mind of iron 4: Infusion of hate +1d4 5: Improved two-weapon fighting 6: Savage blow 7: Dervish of terror (frightened), infusion of hate +2d4 8: Iron tempest 9: Mind of steel 10: Infusion of hate +3d4
Moonlight Lord EI (p. 125)	Alignment: Any non-good, non-lawful. BAB: +8 Feats: Blind Fight, Endurance, Night Predator, Track Skills: Intimidate 4 ranks, Survival 9 ranks Min lvl: Bbn 9, Brd 15, Clr 15, Drd 11, Ftr 15, Mnk 15, Pal 15, Rgr 8, Rog 15, Sor 16, Wiz 16	HD: d6 Skill Points: 4 Attack: Fighter Good save: Fort, Ref Weap: simple, martial Armor: light, medium	Str: Climb, Jump, Swim Dex: Hide, Move Silently Int: Craft Wis: Listen, Spot, Survival Cha: Intimidate	1: Fast movement +10ft, eyes of the owl - eyes of the wolf 2: Bonus feat 3: Black howl 1/day 4: Lord of night beasts 5: Black howl 2/day 6: Lord of moonlight 7: Fast movement +20ft 8: Bonus feat 9: Black howl 3/day, fast movement +30ft 10: Lord of savagery

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Moonwitch PGWBS (p. 134)	Alignment: Any non-good Skills: Spellcraft 8 ranks Feats: Spell Focus (Enchantment, Illusion, Necromancy, or Transmutation) Spellcasting: Ability to cast 3 rd level arcane or 3 rd level divine spells granted by a god. Special: Must have invoked Belsameth at least three times in a single Lunar month. Min lvl: Wiz 5, Sor 6, Clr 5, Brd 7	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells per level.	Dex: Escape Artist, Hide, Move Silently Con: Concentration, Ritual Casting Int: Craft, Forgery, Knowledge (any), Speak Language, Spellcraft Wis: Sense Motive, Spot Cha: Disguise, Gather Information	1: Belsameth's blessing, granted domain 2: Divine spell focus 3: Belsameth's blessing 4: Divine spell focus 5: Belsameth's blessing 6: Divine spell focus 7: Belsameth's blessing 8: Divine spell focus 9: Belsameth's blessing 10: Lycanthropy
Mourner Hollowfaust (p. 113)	Spellcasting: Ability to cast bard spells of 2 nd level or higher. Skills: Knowledge (Religion) 7 ranks, Perform 7 ranks Feats: Skill Focus (Perform) Min lvl: Brd4	HD: d6 Skill Points: 4 Attack: Rogue Good save: Ref, Will Weap: as bard Armor: as bard Class Levels: 10 Spells: +1 existing spells per level	Str: Jump Dex: Balance, Escape Artist, Hide, Move Silently, Tumble Con: Concentration Int: Craft, Knowledge (any), Speak Language, Spellcraft Wis: Listen, Profession, Sense Motive, Survival Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device	1: Phantom Howl 2: Speak with Souls 3: Dirge of Woe 4: Resolute Aura 5: Song of Vengeance 6: Find the Truth 7: Hymn of Life 8: Wrath of the Righteous 9: Doomwail 10: Lay the Dead to Rest

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Nightblade PGMP (p. 118)	Ability: Evasion, Slow Fall 30 feet (monk ability) Alignment: Lawful evil Flurry of Blows Attack Bonus: +3/+3 Skills: Hide 10 ranks, Move Silently 10 ranks. Min lvl: Mnk 9	HD: d6 Skill Points: 6 Attack: Rogue Good save: Ref, Will Weap: - Armor: -	Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope Con: Concentration Int: Decipher Script, Disable Device, Forgery, Search, Speak Language Wis: Listen, Sense Motive, Spot Cha: Bluff, Disguise, Gather Information, Intimidate, Use Magic Device	1: Ki suppression, poison use 2: Improved evasion 3: Sneak attack +1d6 4: Poison immunity, uncanny dodge 5: Shadow invisibility 6: Sneak attack +2d6 7: Wall walking 8: Improved uncanny dodge, shadow step 9: Sneak attack +3d6 10: Death attack
Nine-Stings Master PGFB (p. 116)	BAB: +5 Feats: Two-Weapon Fighting, Weapon Finesse, Weapon Focus(short sword), Weapon Specialization(short sword) Special: The character needs to find a mentor or school that teaches this fighting style	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort, Ref Weap: Simple and martial Armor: All, but not shields	Str: Climb, Jump, Swim Dex: Ride Int: Craft Cha: Handle Animal, Intimidate	1: Increased attacks 2: Bonus feat 3: Defensive block 4: Bonus feat 5: Signature weapon 6: Bonus feat 7: Split perceptions (-1/-2) 8: Defensive block, bonus feat 9: Double strike +1d6 10: Split perceptions (0/-1), bonus feat

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Oaken Shadow PGR&R(p.107)	Alignment: Any non-evil BAB: +6 Feats: Forest Terrain, Point Blank Shot, Precise Shot, Track Race: Wood elf or half elf Skills: Hide 8 ranks, Move Silently 8 ranks, Survival 9 ranks Spellcasting: Ability to cast pass without trace. Min lvl: Rgr6, Drd3/Rog3, Drd13	HD: d10 Skill Points: 4 Attack: Fighter Good save: Fort, Ref, Will Weap: simple, martial Armor: light, medium, shields Class Levels: 10 Spells: +1 of existing class every other level starting at 1 st	Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Ride, Use Rope Con: Concentration Int: Craft, Disable Device, Knowledge(nature), Search Wis: Heal, Listen, Sense Motive, Spot, Survival	1: Of the forest 2: Favored enemy 4: Forest Walker 6: Favored enemy, skin of wood 8: Guardian of the forest 10: Between the light and dark, favored enemy
Occultist EI (p. 128)	Feats: Spell Focus (Conjuration), Ghost Spell, Greater Spell Focus (Conjuration) Skills: Concentration 6 ranks, Knowledge (the planes) 10 ranks. Spellcasting: Must have access to, and be able to cast, dimension door, dream, secret chest, and shadow conjuration. Special: Must have visited at least two of the occult planes. Min lvl: Wiz 9, Sor 10	HD: d4 Skill Points: 2 Attack: Wizard Good save: Ref Weap: - Armor: - Spells: +1 existing spells per level.	Dex: Hide, Move Silently Con: Concentration Int: Craft, Knowledge, Spellcraft Wis: Profession Cha: Use Magic Device	1: Occult lore (1 st), see invisibility 2: Ghost touch 3: Favored plane, occult lore (2 nd) 4: Occult servant, shadow walk 5: Favored plane, occult lore (3 rd) 6: Dreamwalk 7: Favored plane, occult lore (4 th) 8: Etherealness 9: Favored plane, occult lore (5 th) 10: Astral projection

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
One in Black CST (p. 206)	Alignment: Lawful evil BAB: +5 Feats: Exotic Weapon (warscepter), Iron Will Race: Charduni dwarf Skills: Intimidate 5 ranks, Knowledge (religion) 5 ranks, Profession (soldier) 10 ranks. Spellcasting: If cleric, must have access to the Domination domain. Patron: Chardun Min lvl: Bbn 17, Brd 7, Clr 7, Drd 7, Ftr 5, Mnk 7, Rgr 7, Rog 7, Sor 10, Wiz 10	HD: d8 Skill Points: 2 Attack: Fighter Good save: Fort, Will Weap: simple, martial Armor: all and shields Spells: See One in Black spell list.	Dex: Use Rope Con: Concentration Int: Knowledge (religion), Spellcraft Wis: Profession, Sense Motive Cha: Bluff, Diplomacy, Intimidate	1: Rebuke undead, Fear aura 10ft 2: Iron Mind +2 3: Necromancy 4: Craft Rod 5: Fear aura 20 ft 6: Iron Mind +4 7: Improved Fear 8: Chardun-Slain 9: Fear Aura 30 ft 10: Iron Mind +6
Oracle of Hedrada PGCD (p. 107)	Alignment: Neutral Feats: Alertness Skills: Knowledge (arcana) 10 ranks, Knowledge (religion) 10 ranks. Spells: Must be able to cast 4 th level divine spells and have access to the Knowledge domain. Min lvl: Clr 7	HD: d8 Skill Points: 6 Attack: Wizard Good save: Will Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells per level.	Con: Concentration, Ritual Casting Int: Decipher Script, Knowledge (any), Speak Language, Spellcraft Wis: Heal, Profession Cha: Gather Information, Perform, Use Magic Device	1: Divination bonus, meditative trance 2: True seeing 3: Oracular insight 4: Uncanny dodge 5: Channeling 6: Trap sense +2 7: Meditative trance 8: Improved uncanny dodge 9: Vision 10: Foresight, trap sense +4

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Order of Obsidian R&RII (p. 214)	BAB: +3 Power Points/Day: 5+ Feats: Power Penetration, Rapid Metabolism, Iron Will Skills: Autohypnosis 2 ranks, Concentration 6 ranks, Knowledge (psionics) 8 ranks, Psicraft 8 ranks, Stabilize Self 2 ranks Special: Must be accepted and trained by the order Min lvl: Psi 6, PsW 6	HD: d8 Skill Points: 4 Attack: Rogue Good save: Fort, Will Weap: simple, martial Armor: all and shields Powers: +1 existing powers every other level starting at 1 st	Str: Climb, Jump Dex: Tumble Con: Concentration, Stabilize Self Int: Disable Device, Knowledge (psionics), Psicraft, Search Wis: Autohypnosis, Spot	1: Slarecian bane 2: Obsidian body I 3: Obsidian shield (2pp) 4: Bonus feat 5: Breach resistance 6: Obsidian shield (3pp) 7: Obsidian body II 8: Bonus feat 9: Obsidian shield (4pp) 10: Power resistance 25
Ornamancer VWA (p. 94)	Feats: Craft Wondrous Item, one other Item Creation feat. Skills: Appraise 8 ranks, Craft (jewelcraft) 8 ranks, Knowledge (arcana) 5 ranks. Spellcasting: Must be able to cast 3 rd level arcane spells. Min lvl: Brd 7, Sor 13, Wiz 13	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: simple Armor: - Spells: +1 existing spells per level.	Con: Concentration Int: Appraise, Craft, Knowledge (arcana), Search, Spellcraft	1: Improved creation, gem resistance (SR10) 2: Imbue gemstone (1 st level) 3: Enhanced jewel magic 4: Gem resistance (SR15) 5: Imbue gemstone (2 nd level) 7: Redirect imbuing, gem resistance (SR20) 8: Imbue gemstone (3 rd level) 10: Jewel mastery, gem resistance (SR25)

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Paragon Warrior VWA (p. 96)	BAB: +6 Alignment: Any lawful Special: The aspirant must meet the prerequisites of the Weapon Familiar feat: Weapon Focus (chosen weapon), Weapon Proficiency (chosen weapon), one of Summon Familiar ability or Weapon Specialization (chosen weapon) or Ancestral Daisho ability. The character must also possess a masterwork version of the chosen weapon. Must truly exemplify one of the central three tenets: conscience, honor, or insight. Min lvl: Ftr 6, Sam 6	HD: d8 Skill Points: 2 Attack: Fighter Good save: Fort, Will Weap: simple, martial Armor: light, medium and shields	Int: Craft, Knowledge Wis: Heal, Listen, Sense Motive, Spot Cha: Diplomacy, Handle Animal, Perform	1: Weapon familiar, virtue awakened 2: Paragon's strike +1 3: Bonus feat 4: Paragon's strike +2 5: Bonus feat 6: Paragon's strike +3 7: Bonus feat 8: Paragon's strike +4 9: Bonus feat 10: Virtue is mine, paragon's strike +5
Penumbra Lord R&R (p. 15)	Skills: Hide 10 ranks Spellcasting: Ability to cast three different illusion (shadow) spells, one of which must be shadow conjuration. Feats: Silent Spell Min lvl: Brd10, Wiz7/Rog2, Soc8/Rog2	HD: d4 Skill Points: 2 Attack: wizard Good save: Will Weap: dagger, club, quarterstaff and all simple ranged weapons Spells: Prepare and cast as a wizard using Intelligence. See Penumbra Lord spell list.	Dex: Hide, Move Silently Con: Concentration Int: Craft, Knowledge (arcana), Spellcraft Wis: Profession	1: Darkvision, shadow strength 2: Shadowcat form 3: Shadowcast I 4: Improved darkvision 5: Shadowcast II 6: Shadowraven form 7: Shadowcast III 8: Shadowstep 9: Shadowcast IV 10: Shadow home

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Pursuivant PGCD (p. 110)	Skills: Intimidate 6 ranks, Knowledge (religion) 6 ranks, Sense Motive 6 ranks, Spellcraft 3 ranks. Feats: Skill Focus (Knowledge [religion]). Abilities: Must be able to turn or rebuke undead. Special: Must receive the formal blessing of a church devoted to the gods to undertake the vocation of pursuivant. Min lvl: Clr 9, Pal 9	HD: d8 Skill Points: 4 Attack: Rogue Good save: Fort, Will Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells per level.	Con: Concentration, Ritual Casting Int: Knowledge (arcana), Knowledge (religion), Search, Spellcraft Wis: Sense Motive, Spot Cha: Bluff, Diplomacy, Gather Information, Intimidate	1: Detect scion, divine blessing 2: Smite spellcaster 3: Improved counterspell +1 4: Compel titanspawn, conviction +1 5: Improved counterspell +2 6: Conviction +2, counterspell substitution 7: Improved counterspell +3 8: Conviction +3 9: Improved Counterspell +4 10: Conviction +4, Flames of righteousness
Rage-Bringer PGWBS (p. 137)	Alignment: Any non-lawful Feat: War song Skills: Perform (percussion instruments, wind instruments, or singing) 9 ranks. Spellcasting: Must be able to spontaneously cast 2 nd level arcane spells including battlecry and rage. Special: Must be able to use bardic music. Min lvl: Brd 6	HD: d6 Skill Points: 4 Attack: Rogue Good save: Fort, Ref Weap: Simple, martial Armor: light (wearing armor may cause spell failure) Class Levels: 10 Spells: +1 to existing spells per level.	Str: Climb, Jump, Swim Dex: Balance, Move Silently, Ride Con: Concentration Int: Knowledge (any), Spellcraft Wis: Listen, Spot, Survival Cha: Bluff, Intimidate, Perform	1: Lesser songs of war, rage-bringer music 2: Fast movement 4: Greater songs of war 7: Drums of war 10: Rage-song
Ragewitch PGFB (p. 118)	Ability to rage Feats: Combat casting, Empower spell Skills: Concentration 8 ranks, Knowledge (arcana) 5 ranks, Survival 5 ranks Spellcasting: Must be able to spontaneously cast 2 nd level arcane spells, including at least two spells of the Evocation school	HD: d6 Skill Points: 2 Attack: Rogue Good save: Fort Weap: Simple Armor: Light Spells: +1 to existing spells per level.	Con: Concentration Int: Craft, Knowledge(arcana), Search, Spellcraft Wis: Listen, Spot, Survival	1: Rage casting (0-level, 1 st) 2: Witch's fury (+2) 3: Rage casting (2 nd) 4: Unshakable will 5: Rage casting (3 rd), witch's fury (+3) 6: Channel spell 7: Rage casting(4 th) 8: Witch's fury(+4) 9: Rage casting(5 th) 10: Combat sorcery

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Ramrider F&F (p. 104)	BAB: +5 Base Fort Save: +4 Feats: Mounted Combat, Trample Race: Dwarf Skill: Handle Animal 6 ranks, Ride 6 ranks Special: Character must have been born and raised in a ramrider family within the Charduni Empire and must have been assigned a young (5HD) charduni battle ram as a mount. Min lvl: Bbn 5, Brd 12, Clr 9, Drd 7, Ftr 5, Mnk 9, Rgr 5, Rog 12, Sor 12, Wiz 12	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort, Ref Weap: simple, martial Armor: all and shields	Str: Climb, Jump Dex: Ride, Tumble Int: Craft Cha: Handle Animal	1: Mount Bond, Ride-by-Attack bonus feat 2: Mount Link, ram 6 HD, Rider's Intuition 3: Mounted Archery bonus feat, ram 7 HD 4: Ram 8 HD 5: Spirited Charge bonus feat 6: Life Share, ram 9 HD 7: Weapon Focus (warscepter) bonus feat 8: Ram 10 HD, Summon Mount 9: Ram 11 HD, Weapon Specialization (warscepter) bonus feat 10: Healing Bond
Relic Hunter VWA (p. 99)	BAB: +3 Feat: Toughness Skills: Appraise 5 ranks, Disable Device 3 ranks, Gather Information 5 ranks, Knowledge (history) 7 ranks, Search 5 ranks. Special: Must be literate. Min lvl: Brd 7, Clr 7, Wiz 7, All 11	HD: d8 Skill Points: 6 Attack: Rogue Good save: Fort, Ref Weap: simple, martial Armor: light	Str: Climb, Jump Dex: Escape Artist, Open Lock Int: Appraise, Craft (alchemy), Decipher Script, Disable Device, Knowledge (history), Search, Speak Language Wis: Survival Cha: Bluff, Diplomacy, Gather Information, Use Magic Device	1: Relic lore, trapfinding 2: Specialized lore, trap sense +1 3: Fast recovery, skill mastery 4: Uncanny dodge, construction sense +2, trap sense +2 5: Evasion 6: Damage reduction 2/-, specialized lore, trap sense +3 7: Spell resistance 8: Improved uncanny dodge, construction sense +4, trap sense +4 9: Damage reduction 4/- 10: Improved evasion, specialized lore, trap sense +5

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Renewer CSG (p. 246)	Alignment: Any good. BAB: +5 Faith: Denev Skills: Survival 10 ranks, Concentration 10 ranks, Knowledge (nature 5 ranks) Spellcasting: 1 st level druid or ranger spells. Special: Must slay a hornsaw unicorn single-handedly. Min lvl: Rgr 7, Drd 7	HD: d8 Skill Points: 4 Attack: Rogue Good save: Fort, Will Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells every other level starting at 1 st level.	Str: Swim Dex: Ride Con: Concentration Int: Craft, Knowledge (nature), Spellcraft Wis: Heal, Profession, Survival Cha: Handle Animal	1: Verdant restoration 2: Nature's vengeance, favored enemy 3: Call upon nature 4: Smite Abomination 5: Nature's favor 6: Nature's vengeance, favored enemy 7: Restore the land 8: Craft nature magic 9: Warrior of nature 10: Nature's vengeance, favored enemy
Rune Master BT (p. 74)	Alignment: LG or LN Feats: Inscribe Rune Skills: Knowledge(runes) 5 ranks, Knowledge(religion) 3 ranks	HD: same as original class Skill Points: 2 Attack: Wizard Good save: Fort, Will Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells at every level	Con: Concentration Int: Craft(stonemasonry), Decipher Script, Knowledge(runes), Knowledge(religion), Spellcraft Wis: Heal, Sense Motive Cha: Perform, Use Magic Device	1: Runecasting 2: Design of faith 3: Runic shield 1/day 4: Craft rune 5: Runic healing 6: Runic shield 2/day 7: Share rune 8: Rune collision 9: Runic shield 3/day 10: Recall rune
Scourge of Tanil PGCD (p. 113)	Alignment: Chaotic Neutral BAB: +6 Feats: Dodge, Great Fortitude Skills: Handle Animal 6 ranks, Knowledge (nature) 6 ranks, Survival 6 ranks. Spells: Must be able to cast 2 nd level divine spells and have access to the Animal domain. Min lvl: Clr 9	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort Weap: simple, martial Armor: light Class Levels: 10 Spells: +1 to existing spells every other level starting at 2 nd level.	Dex: Hide, Move Silently Int: Knowledge (nature) Wis: Survival Cha: Handle Animal, Intimidate	1: Divine rage 2: Animal companion 3: Defend the weak +1, empathic link 4: Wrath of the huntress +1d6 5: Natural armor, speak with master 6: Defend the weak +2 7: Wrath of the huntress +2d6 8: Beast blessing 9: Defend the weak +3 10: Wrath of the huntress +3d6

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Seaborn BS (p. 127)	Alignment: CN Skills: Survival 6 ranks, Swim 10 ranks Faith: Manawe Feats: Sea's Kindness	HD: d8 Attack: Rogue Good save: Fort Weap: Simple Armor: - Class Levels: 10 Spells: +1 to existing spells per level.	Str: Jump, Swim Dex: Escape Artist, Use Rope Con: Concentration Int: Craft, Knowledge (nature), Knowledge (religion), Spellcraft Wis: Profession, Spot, Survival Cha: Sense Motive	1: Powerful swimmer 2: Auspices of Manawe 3: Tears of the sea 1 4: Bestow curse 5: Transformation, voice of the waters 6: Companion 7: Tears of the sea 2 8: Fast healing 9: Resistance 10: Weaponry of the surf
Sea Witch BS (p. 125)	Feats: Great fortitude, Skill Focus(profession[sailor]) Skills: Profession (sailor) 8 ranks Special: A sea witch must accept the character as a student. Mentor sea witches typically arrange tests that try all of their pupils' attributes and abilities. Would-be sea witches rarely come away from their testing and their training unchanged, and many have long unkempt hair that seems tormented by the wind even on still days.	HD: d6 Skill Points: 4 Attack: Rogue Good save: Ref, Will Weap: Simple Armor: Light armor and shields. Class Levels: 10 Spells: They cast spells spontaneously as a Sorcerer and their primary attribute is Charisma.	Str: Climb, Swim Dex: Balance, Use Rope Con: Concentration Int: Appraise, Craft, Knowledge (any), Speak Language Wis: Profession, Sense Motive Cha: Bluff, Handle Animal	1: Bond with small boat 2: Ignore metamagic penalty (1) 3: Aquatic wild shape 1 4: Bond with large boat 5: Ignore metamagic penalty (2) 6: Aquatic wild shape 2 7: Bond with small ship 8: Ignore metamagic penalty (3) 9: Aquatic wild shape 3 10: Bond with large ship

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Sea Witch R&R (p. 18)	Spellcasting: Ability to cast 3 rd level spells. Skills: Concentration 8 ranks, Profession (sailor) 8 ranks. Special: A sea witch must accept the character as a student. Min lvl: Wiz5, Soc6, Drd5, Brd7, Rng11, Pal11, Clr5	HD: d6 Skill Points: 4 Attack: Rogue Good save: Ref, Will Weap: simple Armor: light, shield Class Levels: 10 Spells: They must choose a spellcasting class they previously had, and cast all sea witch spells as they cast spells previously. See Sea Witch spell list for spells.	Str: Swim Dex: Balance, Use Rope Con: Concentration Int: Appraise, Craft, Knowledge (any), Speak Language Wis: Profession, Sense Motive, Survival Cha: Bluff, Handle Animal	1: Bond with small boat 2: Ignore metamagic penalty (1 level) 3: Aquatic wild shape (med. Size 1/day) 4: Bond with large boat 5: Ignore metamagic penalty (2 levels) 6: Aquatic wild shape (small, large, 2/day) 7: Bond with small ship 8: Ignore metamagic penalty (3 levels) 9: Aquatic wild shape (tiny, huge, 3/day) 10: Bond with large ship
Seeker on the Wind PGCD (p. 116)	Feats: Bloodline of Power, Empower Spell, Eyes of Magic, and one other metamagic feat. Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks. Spellcasting: A total of 5 levels in sorcerer and druid spellcasting ability. These levels can be in any mix of the two magic types and may be drawn from multiple classes. The ability to cast arcane spells without preparation. Min lvl: Sor5/Drd4	HD: d6 Skill Points: 4 Attack: Wizard Good save: Fort, Will Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells per level.	Con: Concentration, Ritual Casting Int: Craft, Knowledge (any), Spellcraft Wis: Heal, Profession, Survival Cha: Handle Animal	1: Eddying magics 0-level, rider on the wind 2: Read the wind 3: Eddying magics 1 st 4: Calm the wind 5: Eddying magics 2 nd 6: Power surge 7: Eddying magics 3 rd 8: Hurricane of magic 9: Eddying magics 4 th 10: Wind of Mesos

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Shade Touched Hollowfaust (p. 115)	Skills: Hide 8 ranks, Listen 7 ranks, Move Silently 8 ranks, Perform 5 ranks, Spot 7 ranks Feats: Combat Reflexes, Dodge, Mobility Min lvl: Rog6, Brd11, Mnk6, Rgr7, All 13	HD: d8 Skill Points: 6 Attack: Rogue Good save: Ref Weap: club, crossbow (hand, light, or heavy), dagger, dart, mace, Morningstar, quarterstaff, rapier, sap, shortbow, and short sword. Armor: light Class Levels: 10	Str: Climb, Jump Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble, Use Rope Int: Appraise, Craft, Decipher Script, Search Wis: Listen, Profession, Sense Motive, Spot Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform	1: Shade's Kiss (1d6 DC14) 2: Drain resistance +1, shadow cloak +5 3: Chill aura, Mantle of Twilight 1/day 4: Drain resistance +2, Shade's Kiss (2d6, DC18) 5: Shadow cloak +10 6: Drain resistance +3, Mantle of Twilight 2/day 7: Chill aura, Shade's Kiss (3d6, DC22) 8: Drain resistance +4, shadow cloak (+15) 9: Mantle of Twilight 3/day 10: Drain resistance +5, Shade's Kiss (4d6, DC26)
Shelzari Eroticist PGWBS (p. 140)	Alignment: Any non-lawful Feats: Eroticist Skills: Bluff 9 ranks, Diplomacy 9 ranks, Perform (dance) 9 ranks Spellcasting: Must be able to spontaneously cast arcane spells. Min lvl: Brd 6	HD: d6 Skill Points: 4 Attack: Rogue Good save: Ref Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells per level.	Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble Con: Concentration Int: Appraise, Knowledge (any), Search, Speak Language, Spellcraft Wis: Listen, Profession, Sense Motive, Spot Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform	1: Dances of the perfumed blossom, Shelzari dance 4: Dance of the radiant lotus 7: Acclaim of the masses 10: Dance of the stolen heart

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Shelzari Knife-Fighter Shelzar (p. 110)	BAB: +6 Feats: Combat Reflexes, Dodge, Two-Weapon Fighting, Weapon Focus (dagger) Special: If the character is not already a slave, she must join a fighting stable and agree to a term of service of at least three years. Min lvl: Ftr 6, Bbn 6, Rgr 6, Pal 6, Rog 8, Brd 8, Mnk 8, Clr 8, Wiz 12, Soc 12	HD: d10 Skill Points: 2 Attack: Fighter Good save: Ref Weap: all knives Armor: -	Str: Jump Dex: Balance, Escape Artist, Tumble Con: Concentration Wis: Sense Motive, Spot Cha: Bluff, Intimidate, Perform	1: Monk-like AC bonuses, uncanny dodge 2: Puissant strike +1d4, flurry of blades 3: Uncanny dodge, improved critical 1 4: Improved Two-Weapon Fighting 5: Puissant strike +2d4 6: Improved critical 2 7: Imbue knife +1, dexterous parry 8: Puissant strike +3d4 9: Improved critical 3 10: Imbue knife +3, phase knife
Silver Knights S&S (p. 75)	Ability: Detect evil as a spell-like ability Alignment: Lawful Good BAB: +6 Diety: Corean Skills: Knowledge (arcana) 2 ranks, Knowledge (religion) 4 ranks, Knowledge (the planes) 2 ranks, Spellcraft 3 ranks Special: Must be a member of the Order of Silver. Min lvl: Pal 6	HD: d10 Skill Points: 4 Attack: Fighter Good save: Fort, Will Weap: simple, martial Armor: all and shields Spells: +1 to paladin spells per level. The spells from the Silver Knight Spell list are added to the knight's paladin spell list.	Dex: Ride Con: Concentration, Ritual Casting Int: Craft, Knowledge (arcana), Knowledge (the planes), Knowledge (religion), Search, Spellcraft Wis: Heal, Profession, Sense Motive Cha: Diplomacy, Gather Information, Intimidate	1: Blade blessing +1, sense for evil 2: Protective enlargement, smite outsiders 1/day 3: Blade blessing +2, sacred defense +2, turn outsiders 4: Protective extension, smite outsiders 2/day 5: Holy aegis (SR 15), holy strike, blade blessing +3 6: Banish summonings, protective quickening 7: Blade blessing +4, holy aegis (SR20), sacred defense +4 8: Consecration of silver, smite outsiders 3/day 9: Blade blessing +5, holy aegis (SR25) 10: Holy banishment

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Sister of the Sun CST (p. 209)	Ability: Detect evil as a spell-like ability. Alignment: Lawful Good BAB: +5 Deity: Madriel Skills: Knowledge (religion) 4 ranks, Knowledge (religion) 2 ranks, Spellcraft 3 ranks Special: Must be female Min lvl: Pal 5	HD: d10 Skill Points: 4 Attack: Fighter Good save: Fort, Will Weap: simple, martial Armor: all and shields Spells: -	Dex: Ride Con: Concentration Int: Craft, Knowledge (arcana), Knowledge (religion), Spellcraft Wis: Heal, Profession, Sense Motive Cha: Diplomacy, Gather Information, Intimidate	1: Convert 2: Power of mercy 1/day 3: Light of justice 1/day, stun evil 4: Convert 2/day 5: Power of mercy 2/day 6: Light of justice 2/day 7: Convert 3/day, paralyze evil 8: Power of mercy 3/day 9: Light of justice 3/day 10: Convert 4/day, destroy evil
Slaver of the Dead PGWBS (p. 142)	Feats: Spell Focus (necromancy), Spell Mastery (one of the spells chosen must be animate dead) Skills: Intimidate 2 ranks, Knowledge (arcana) 8 ranks, Knowledge (religion) 5 ranks, Spellcraft 10 ranks Spellcasting: Must be able to cast both necromancy and enchantment spells and be capable of casting at least two necromancy spells of 5 th level, one of which must be animate dead. Min lvl: Wiz 9	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Class levels: 10 Spells: +1 to existing spells per level.	Con: Concentration, Ritual Casting Int: Craft, Knowledge (any), Spellcraft Wis: Profession Cha: Intimidate	1: Enslave the dead (+5HD) 2: Slaver's eye 3: Enslave the dead (+10HD) 4: Eternal servitude 5: Create lieutenant 6: Enslave the dead (+15HD) 7: Visage of Chardun 8: Conscripts of the Overlord 9: Enslave the dead (+20HD) 10: Create commander

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Speaker of the Dead Hollowfaust (p. 117)	Spellcasting: Ability to cast seven necromantic spells, including speak with dead. Skills: Knowledge (arcana) 8 ranks, Knowledge (genealogy) 8 ranks, Knowledge (history) 8 ranks, Knowledge (religion) 8 ranks. Feats: Skill Focus(knowledge [history]), Spell Focus (Necromancy) Min lvl: Clr9	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Class Levels: 10 Spells: +1 existing spells per level	Con: Concentration Int: Craft, Knowledge (any), Spellcraft Wis: Profession	1: Speak with the dead 2: Guidance +1 3: Turn/Rebuke undead 4: Guidance +2 5: Spiritual Possession 6: Guidance +3 7: Extra Turning 8: Guidance +4 9: Exorcism 10: Guidance +5
Stone Guardsman BT (p. 80)	Class: Must have at least 3 levels of dwarven defender Special: The defender must be given a special commission by the King of Burok Torn to slay a particular enemy of the dwarves. Upon completion of this task, the dwarf may advance as a stone guardsman. The enemy is usually a monster or other foe of a level and CR comparable to the defender.	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort, Will Weap: All Armor: All Class Levels: 10 Spells: -	Str: Jump Dex: Use Rope Int: Craft, Search Wis: Listen, Sense Motive, Spot, Survival	1: Track 2: Target prey 3: Favored weapon +1 4: Dogged pursuit 5: Enchanted strike 1/day 6: Favored weapon +2 7: Enchanted strike 2/day 8: Fortification 9: Favored weapon +3 10: Enchanted strike 3/day

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Stormsinger PGCD (p. 119)	Patron: Lethene. Skills: Perform 10 ranks, Survival 8 ranks. Spellcasting: Ability to cast call lightning. Special: Must have been struck by either summoned or natural lightning. Min lvl: Drd5/Rog1	HD: d8 Skill Points: 2 Attack: Rogue Good save: Fort, Ref Weap: club, dagger, dart, longspear, quarterstaff, scimitar, sickle, sling and spear. Armor: light, medium, shields (armor and shields must be metal) Class Levels: 10 Spells: +1 to existing spells per level.	Str: Climb, Swim Dex: Hide, Move Silently Con: Concentration, Ritual Casting Int: Craft, Knowledge (nature), Spellcraft Wis: Heal, Listen, Spot, Survival Cha: Perform	1: Storm resistance 5 2: Stormflight, stormsense 3: Storm resistance 10 4: Spontaneous casting (call lightning) 5: Storm resistance 15 6: Eye of the storm 7: Storm resistance 20 8: Spontaneous casting (chain lightning) 9: Storm immunity 10: Stormsinging
Summoner R&R (p. 20)	Spellcasting: Ability to cast three different summoning spells, all of the same type(arcane or divine) Skills: Knowledge (the planes) 8 ranks Feats: Skill Focus (Knowledge (the planes)) Special: The Pact: The formation of the pact must be roleplayed extensively. Some sort of test should be required before a pact is granted. Brd5, Wiz5, Clr5, Soc13, Drd13	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells per level	Con: Concentration Int: Craft, Knowledge (the planes), Spellcraft Wis: Profession Cha: Bluff, Diplomacy	1: Metamagic feat 2: Summoning spell 3: Metamagic feat 4: Summoning spell 5: Metamagic feat 6: Summoning spell 7: Metamagic feat 8: Summoning spell 9: Metamagic feat 10: Summoning spell

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Swan Knight PGMP (p. 121)	BAB: +5 Faith: Madriël Feats: Chastity Race: any female Skills: Diplomacy 8 ranks, Heal 5 ranks Special: Must have sworn a vow of chastity. Min lvl: Clr 7, Pal 5, Ftr 5	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort Weap: simple, martial Armor: all and shields Spells: +1 existing paladin spells per level.	Str: Climb, Jump, Swim Dex: Ride Con: Concentration Int: Craft, Knowledge (religion) Wis: Heal, Profession, Sense Motive Cha: Diplomacy, Handle Animal Perform	1: Woman's wrath 1/day 2: Compassion 3: Steadfast +2 4: Charming presence +1 5: Mercy, woman's wrath 2/day 6: Steadfast +4 7: Vow to the innocent 8: Charming presence +2 9: Golden virtue, steadfast +6, woman's wrath 3/day 10: Knight of the swan
Tail Fighter VW:WR (p. 80)	BAB: +7 Feats: Two-Weapon Fighting, Expertise Special: Has a tail Min lvl: Bbn 7, Ftr 7, Pal 7, Rgr 7, Brd 10, Rog 10, Mnk 10, Wiz 14, Soc 14	HD: d8 Skill Points: 2 Attack: Fighter Good save: Fort Weap: all weapons designed to be used by the tail Armor: -	Same as previous class	1: Tail use 2: Tail strike 1d4 3: Tail shield 4: Tail trip 5: Tail strike 1d6 6: Tail fend 7: Improved tail shield 8: Tail strike 1d8 9: Scorpion stance 10: Improved tail trip
Tattoo Adept BT (p. 82)	Race: Dark elf Skills: Craft(tattoo) 9 ranks, Heal 2 ranks, Knowledge(arcana) 9 ranks, Special: Must possess at least one magical tattoo of at least rank two.	HD: d6 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Spells: +1 existing spells every other level starting at 1 st	Con: Concentration Int: Craft, Knowledge(arcana), Spellcraft	1: Inscribe magical tattoo 2: Instant access 3: Tattoo armor ½ ranks 4: Embrace of pain 1 5: Tattoo transcendence +1 6: Ink augmentation 7: Enduring markings 8: Tattoo transcendence +2 9: Embrace of pain 2 10: Tattoo mastery

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Tepuje Winddancer CST (p. 211)	BAB: +3 Feats: Alertness, Endurance, Windrider Skills: Balance 5 ranks, Craft (Wind-glider) 5 ranks, Diplomacy 3 ranks, Listen 3 ranks, Spot 3 ranks Min lvl: Ftr 3, Pal 3, Rgr 3, Rog 4, Mnk 4, Brd 4, Wiz 6, Soc 6	HD: d10 Skill Points: 6 Attack: Fighter Good save: Fort, Ref Weap: simple, martial Armor: light	Str: Climb, Jump Dex: Balance, Tumble, Use Rope Int: Craft Wis: Listen, Profession, Sense Motive, Spot, Survival Cha: Bluff, Diplomacy, Gather Information	1: Fluid strike 2: Enduring vigil 3: Grace of the sparrow 4: Eagle's sight 5: Strike of the night owl 6: Harness the man-wings 7: Ceaseless vigil 8: Embracing the sky 9: Wheeling of the falcon 10: Master of the heavens
The Blessed of Mesos PGWBS (p. 119)	Feats: Bloodline of Power, any two metamagic feats Skills: Knowledge (arcana) 10 ranks, Spellcraft 10 ranks Spellcasting: Ability to spontaneously cast 4 th level arcane spells. Min lvl: Sor 8	HD: d4 Skill Points: 2 Attack: Wizard Good save: Will Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells per level.	Con: Concentration, Ritual Casting Int: Craft, Knowledge (arcana), Knowledge (the planes), Spellcraft Wis: Profession	1: Meta-sorcery 2: Gift of Mesos 3: Legacy of blood 4: Gift of Mesos 5: Unravel sorcery 6: Legacy of blood 7: Devourer's devotion 8: Gift of Mesos 9: Legacy of blood 10: Reclaim sorcery
The Unfailing Hollowfaust (p. 119)	BAB: +5 Skills: Spot 5 ranks, Listen 5 ranks Feats: Endurance, Great Fortitude, Iron Will, Toughness Min lvl: Ftr 9, Rgr 6, Bbn9, Brd9, Rog9, Clr9, Pal9, Sor 10, Wiz 10	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort, Will Weap: simple, martial Armor: all, shields Class Levels: 10	Wis: Listen, Sense Motive, Spot Cha: Intimidate	1: Harm's way 2: DR 1/-, drain resistance +1 3: Critical immunity (piercing) 4: Drain resistance +2, Improved Initiative 5: DR 3/- 6: Critical Immunity (slashing), drain resistance +3 7: Undying 8: DR 5/-, drain resistance +4 9: Critical Immunity (bludgeon) 10: Drain resistance +5, Wraithsight

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Thorned Purifier Calastia (p. 104)	Alignment: Lawful evil Base Will Save: +4 Faith: Chardun Feats: Iron Will Proficiency: Warscepter Skills: Intimidate 4 ranks, Knowledge (religion) 8 ranks Min lvl: Ftr 4, Rgr 4, Bbn 4, Rog 6, Mnk 6, Brd 6, Clr 6, Wiz 8, Soc 8	HD: d8 Skill Points: 2 Good save: Fort, Will Weap: simple Armor: all and shields Spells: +1 existing spells per level	Con: Concentration Int: Knowledge (religion), Search, Spellcraft Wis: Heal, Sense Motive Cha: Bluff, Gather Information, Intimidate	1: Rebuke undead 2: Rending the sovereign soul 4: Chardun's torments 6: Immunity to charm 8: Overlord's disfavor 10: Return to the Halls of Dominion
Totem Caller PGCD (p. 122)	Feats: Initiate of the Spirit Ways, Totemic Shapeshifter, any two Totem feats. Skills: Handle Animal 8 ranks. Abilities: Wild empathy, wild shape. Min lvl: Drd 9	HD: d10 Skill Points: 4 Attack: Fighter Good save: Fort, Will Weap: - Armor: - Class Levels: 10	Str: Swim Con: Concentration, Ritual Casting Int: Craft, Knowledge (nature), Spellcraft Wis: Heal, Profession, Survival Cha: Diplomacy, Handle Animal	1: Extra wild shape, master channeler 2 2: Blessing of the Totems, shamanic immunity 3: Extra totem feat, extra wild shape 4: Master channeler 3, totem's endurance 5: Extra wild shape 6: Extra totem feat, totem's kinship 7: Extra wild shape, master channeler 4 8: Totem's roar 9: Extra totem feat, extra wild shape 10: Master channeler 5, totem's fury

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Totem Warrior PGFB (p. 120)	Skills: Knowledge(nature) 5 ranks, Survival 8 ranks Feats: Initiate of the Spirit Ways, any one totem feat	HD: d10 Skill Points: 4 Attack: Fighter Good save: Fort Weap: Simple and martial Armor: Light and medium and shields	Str: Climb, Jump, Swim Dex: Balance, Ride Int: Knowledge(nature) Wis: Listen, Spot, Survival Cha: Handle Animal	1: Extra channeling 2: Totem feat 3: Totem form 1/day 4: Totem feat, extra channeling 5: Greater channeling 6: Totem feat, totem form 2/day 7: Extra channeling 8: Totem feat, enhanced duration 9: Totem form 3/day 10: Totem feat, composite form
Trapmaster PGR&R(p.110)	Base Reflex Save: +5 Feats: Lightning Reflexes, Skill Focus (Craft [trapmaking]) Race: Gnome Skills: Craft (trapmaking) 7 ranks, Hide 4 ranks, Move Silently 4 ranks Min lvl: Rog6, Rgr6, Brd6, Mnk6	HD: d6 Skill Points: 4 Attack: Wizard Good save: Ref Weap: simple Armor: light Class Levels: 10	Str: Climb, Jump Dex: Escape Artist, Hide, Move Silently, Open Lock, Tumble, Use Rope Int: Craft, Disable Device, Knowledge(nature), Search Wis: Listen, Profession, Sense Motive, Spot, Survival	1: Trapmastery +2 2: Favored enemy trap, sneak attack +1d6 3: Monkey leap, slow fall(20ft) 4: Sneak attack +2d6, wood-bound 5: Trapmastery +4 6: Favored enemy trap, slow fall(40ft), sneak attack +3d6 7: Spirits of the Gamulganjus 8: Sneak attack +4d6 9: Slow fall(60ft), trapmastery +6 10: Favored enemy trap, slaughter-trap

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Twilight Warden VW:WR (p. 81)	Alignment: Any evil BAB: +9 Skills: Any three of the following at 10 ranks: Craft (Alchemy), Handle Animal, Hide, Intimidate, Move Silently, Spot, Survival Feats: Any three, though these feats must increase or allow for the increase of the slitheren's attack bonus, damage, AC, and/or number of attacks. Note that feats which reduce penalties to the above values can count toward this total. Special: All twilight wardens swear an oath to repel trespassers and carry out the dictates of the priest-kings. Min lvl: Ftr 9, Bbn 9, Rgr 9, Rog 12, Mnk 12, Clr 12, Brd 12, Wiz 18, Soc 18	HD: d8 Skill Points: 4 Attack: Fighter Good save: Fort Weap: simple, martial Armor: all and shields Spells: See Twilight Warden spell list.	Str: Climb, Jump, Swim Dex: Hide, Move Silently Int: Craft(Alchemy), Knowledge(Nature) Wis: Listen, Spot, Survival Cha: Handle Animal, Intimidate	1: 1 st Favored Ally 2: Swamp affinity 3: Swamp step 4: 2 nd Favored Ally 5: Affect terrain 6: Affect wildlife 7: 3 rd Favored Ally 8: Master terrain 9: Master wildlife 10: 4 th Favored Ally
Vigil Stalker PGR&R(p. 116)	Ability: Uncanny dodge Alignment: Any non-evil Base reflex save: +4 Feats: Run, Urban Track Skills: Bluff 5 ranks, Disguise 5 ranks, Gather Information 7 ranks, Search 5 ranks Special: Vigil stalkers must pass an initiation test and swear an oath of allegiance to Vesh, an oath that is enforced by their fellow vigil stalkers. Min lvl: Rog 6, Bbn 4	HD: d8 Skill Points: 6 Attack: Rogue Good save: Ref, Will Weap: as rogue Armor: light Class Levels: 10	Str: Climb, Jump Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope Con: Concentration Int: Craft, Decipher Script, Forgery, Search, Speak Language Wis: Listen, Profession, Sense Motive, Spot Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform	1: Read faces 2: Blend in, sneak attack +1d6, spells 3: Toughness, true lies 4: Lightning reflexes 5: Iron will, sneak attack +2d6 6: Great fortitude 7: Toughness 8: Perfect disguise, sneak attack +3d6 9: Undeivable 10: Natural healing

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Vigilant R&R (p. 22)	BAB: +5 Alignment: Any non-evil Feats: Endurance, Track Skills: Diplomacy 5 ranks, Gather Information 5 ranks, Handle Animal 5 ranks, Survival 7 ranks Special: Vigilants must pass an initiation test and swear an oath of allegiance to Vesh, an oath that is enforced by their fellow Vigilants. Min lvl: Rgr7, Bbn7, Drd7, All 11	HD: d12 Skill Points: 4 Attack: Fighter Good save: Fort Weap: simple, martial Armor: light, medium (except chainmail) and shields. Class Levels: 10 Spells: Prepares and casts as a druid using Wisdom as the primary ability.	Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Ride, Use Rope Int: Appraise, Decipher Script, Search Wis: Listen, Profession, Sense Motive, Spot, Survival Cha: Bluff, Diplomacy, Disguise, Gather Information, Handle Animal	1: Sprint 2: Tireless, favored enemy 3: Toughness, Diehard 4: Great Fortitude 5: Iron Will 6: Lightning Reflexes 7: Toughness 8: Resist massive damage 9: Natural armor 10: Natural healing
Vigilant Arcanist PGR&R(p.113)	Alignment: Any non-evil Feats: Endurance, Track Skill: Spellcraft 7 ranks Spellcasting: Must be able to cast 2 nd level arcane spells. Special Ability: Favored enemy. Special: Vigilant arcanists, like all other members of the Vigils of Vesh, must pass an initiation test and swear an oath of allegiance to Vesh Min lvl: Rgr1/Wiz3, Rgr1/Sor4	HD: d6 Skill Points: 4 Attack: Rogue Good save: Will Weapons: simple, martial Armor: none Class Levels: 10 Spells: +1 existing class per level	Str: Climb, Jump, Swim Dex: Hide, Move Silently Con: Concentration Int: Craft, Knowledge (arcana), Knowledge (nature), Spellcraft Wis: Heal, Listen, Profession, Survival Cha: Handle Animal	1: Favored enemy focus +2, vigilant spells 2: Favored enemy damage +1 3: Sprint, tireless 4: Favored enemy 5: Favored enemy focus +3 6: Favored enemy damage +2 7: Great fortitude 8: Favored enemy 9: Favored enemy focus +4 10: Favored enemy damage +3

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Viromancer CST (p. 214)	Base Fort Save: +3 Skills: Craft (Alchemy) 5 ranks, Heal 8 ranks, Knowledge (arcana) 5 ranks or Knowledge (religion) 5 ranks Spellcasting: Must be able to cast 3 rd level spells including 3 spells from the viromancer specialty list. Special: Must have been affected by and recovered from a disease or poison. Min lvl: Clr 5, Drd 5, Wiz 5, Soc 6	HD: d4 Skill Points: 2 Attack: Wizard Good save: Fort, Will Weap: - Armor: - Spells: +1 existing spell per level, except for 3 rd and 7 th level. See Viromancer Spell list for additional spells.	Con: Concentration, Ritual Casting Int: Craft, Knowledge (any), Search, Spellcraft Wis: Heal, Profession, Survival	1: Poison use, enhanced spell progression 2: Disease/poison immunity 3: Disease artistry 4: Disease/poison immunity 5: Poison artistry 6: Disease/poison immunity 7: Disease artistry 8: Disease/poison immunity 9: Master of plague 10: Master of venom
Voice of Sumara PGWBS (p. 144)	Feats: Inheritor of Sumara, Spell Focus (Necromancy) Skills: Knowledge (local - Hollowfaust) 6 ranks, Speak Language (Sumaran), Knowledge (religion) 9 ranks Min lvl: Sor 15	HD: d4 Skill Points: 2 Attack: Wizard Good save: Fort, Will Weap: - Armor: - Class Levels: 10 Spells: +1 to existing spells per level.	Con: Concentration Int: Decipher Script, Spellcraft, Knowledge (any) Cha: Bluff, Diplomacy	1: Deathly knowledge, lore of the dead, teachings of the dead 2: Inspiration from the dead 1/day 3: Teachings of the dead 4: Inspiration from the dead 2/day 5: Teachings of the dead 6: Inspiration from the dead 3/day 7: Teachings of the dead 8: Inspiration from the dead 4/day 9: Teachings of the dead 10: Epiphany from the dead 1/day

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Warped One R&RII (p. 218)	Alignment: Any chaotic BAB: +5 Feats: Psionic Focus (Telepathy), Psychic Bastion, Iron Will Psionics: Ability to manifest 1 st -level psionic powers, at least one of which must be from the Telepathy discipline Skills: Bluff 5 ranks, Concentration 5 ranks, Knowledge (Psionics) 4 ranks Special: Must have been infected with the Slarecian language virus Min lvl: Psi 6, Psw 15	HD: d4 Skill Points: 4 Attack: Wizard Good save: Will Weap: - Armor: - Powers: +1 existing powers per level	Con: Concentration Int: Decipher Script, Knowledge (Psionics), Psicraft, Remove View Wis: Autohypnosis, Spot, Sense Motive Cha: Bluff, Diplomacy, Gather Information	1: Insanity, Improved Psycrystal 2: Draining madness 3: Virus shield 4: Lunatic's charm 5: Mind trap 6: Inflict virus 7: Insanity bastion 8: Inflict insanity 9: Enhanced mind trap 10: Ultrablast
Warrior of White Fire PGFB (p. 123)	BAB: +3 Feats: Combat Expertise, Two-Weapon Fighting, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff) Spellcasting: Must be able to cast 2 nd level arcane spells. Special: The character needs to find a mentor or school that teaches this fighting style	HD: d8 Skill Points: 2 Attack: Rogue Good save: Fort, Will Weap: Simple and martial Armor: All, but not shields Spells: +1 to existing spells per level	Str: Climb, Jump, Swim Dex: Ride Con: Concentration Int: Craft, Knowledge(arcana), Spellcraft Cha: Handle Animal, Intimidate	1: Increased attacks 2: Bonus feat 3: Focus weapon 4: Bonus feat 5: Armor sympathy (10%), signature weapon 6: Bonus feat 7: Martial spellcasting 8: Bonus feat 9: Armor sympathy (15%) 10: Still spell, bonus feat

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
Waverider PGMP (p. 123)	Ability: Slow Fall 30 feet (monk ability) Alignment: Any lawful BAB: +4 Feats: Skill Focus (Profession [Sailor]), Waveriding Skills: Balance 8 ranks, Profession (sailor) 6 ranks Special: Must spend at least 6 months studying the ways of the sea on board a ship. Min lvl: Mnk 6	HD: d8 Skill Points: 4 Attack: Rogue Good save: Ref Weap: Improvised weapons found on a ship, these are considered monk weapons. Armor: - Spells: -	Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble, Use Rope Con: Concentration Int: Craft, Knowledge (local) Wis: Listen, Profession, Spot Cha: Diplomacy	1: Deck fighting, master of rigging 2: Rigging dodge, seafarer's skill 3: Octopus entanglement, ride the breeze 4: Deck defense +1, rope walk (full movement) 5: Rigging mobility, seafarer's survival 6: Crashing wave technique 7: Rope walk (double move) 8: Strike as the wind 9: Deck defense +2, rigging spring attack 10: Rope walk (running), sea's serenity
Weaver of Spirits CST (p. 217)	Feats: Spell Focus (Illusion), Brew Potion Skills: Craft (Alchemy) 5 ranks, Heal 5 ranks, Knowledge (nature) 5 ranks, Profession (herbalist) 10 ranks Spellcasting: Ability to cast 5 illusion spells, one of which must be 3 rd level; or ability to cast 3 rd level druid spells. Min lvl: Drd 5, Wiz 5, Soc 6	HD: d4 Skill Points: 4 Attack: Wizard Good save: Fort, Will Weap: - Armor: - Spells: +1 existing spells per level.	Con: Concentration Int: Craft (Alchemy), Knowledge (arcane), Knowledge (nature), Knowledge (religion), Spellcraft Wis: Heal, Profession, Survival Cha: Diplomacy, Handle Animal	1: Herbal magic 1 2: Shadow spirits (damage) 3: Herbal magic 2 4: Visions 5: Herbal magic 3 6: Shadow spirits (empower) 7: Herbal magic 4 8: Inflict hallucinations 9: Herbal magic 5 10: Shadow spirits (maximize)

Prestige Class	Minimum Requirements	Class Features	Skills	Level Dependent Class Features
White Fist F&F (p. 106)	Alignment: Lawful Evil Race: Dwarf BAB: +4 Skills: Knowledge (religion) 3 ranks Feats: Cleave, Power Attack Special: A white fist must swear to follow a strict code of conduct and never to perform a single chaotic act in his life. Deviation from this code will lead to a loss of all white fist prestige class special powers and abilities. Min lvl: Ftr 4, Rgr 4, Bbn 4, Rog 6, Clr 6, Brd 6, Mnk 6, Wiz 8, Soc 8	HD: d10 Skill Points: 2 Attack: Fighter Good save: Fort Weap: simple, martial Armor: all and shields Spells: +1 existing spells every other level starting at 2 nd level.	Dex: Ride Con: Concentration Int: Craft, Knowledge (religion) Wis: Heal, Profession Cha: Diplomacy, Handle Animal, Intimidate	1: Chardun's Grace, Chardun's Protection, detect chaos, Hands of Judgement 2: Aura of Courage, Smite Chaos 3: Extra Rebuking, Punish 5: Special mount 6: Punish 2/week 7: Mount advances in abilities 8: Punish 3/week 9: Mount advances in abilities 10: Mount advances in abilities, punish 4/week
Whitefur PGFB (p. 126)	Ability to rage Alignment: non-Lawful BAB: +7 Feats: Great Fortitude Skills: Survival 10 ranks Special: The character must have the <i>huror's paw</i> magical tattoo on their body	HD: d12 Skill Points: 2 Attack: Fighter Good save: Fort Weap: Simple and martial Armor: Light	Str: Climb, Jump, Swim Dex: Balance, Hide, Ride Int: Craft Wis: Heal, Listen, Spot, Survival Cha: Handle Animal	1: Strength of the Huror 2: Wind friend, huror's stride 3: Child of the north 10 4: Huror's clench 5: Child of the north 15 6: Pelt of frost 1/day 7: Child of the north 20 8: Eye of the storm 1/day 9: Child of the north 25, pelt of frost 2/day 10: Eye of the storm 2/day

Spell Lists

Adept of Flame Spell List

These spells are added to the spells available through the Adept's primary spellcasting class.

Circle of Fire (minor), 0th level
Know Direction

Purify Food and Drink

Circle of Fire (first), 1st level
Continual flame

Faerie fire

Circle of Fire (second), 2nd level
Flame blade

Heat metal

Produce flame

Circle of Fire (third), 3rd level
Searing light

Circle of Fire (forth), 4th level
Wrath of Thulkas(R&RII p. 148) - Uses sunbeams
to harm opponents.

Circle of Fire (fifth), 5th level
Flame strike

Circle of Fire (sixth), 6th level
Elemental kiss(R&RII p.

Fire seeds

Circle of Fire (seventh), 7th level
Fire storm

Sunbeam

Circle of Fire (eighth), 8th level
Sunburst

Circle of Fire (ninth), 9th level
Elemental swarm

Angel-blooded Spell List

Spells are added to the caster's primary spellcasting class spell list.

Lore of the Heavens, 1 st level Bless Detect evil	Sanctuary	Invisibility to undead
Lore of the Heavens, 2 nd level Aid Continual flame	Shield other	Spiritual weapon
Lore of the Heavens, 3 rd level Enthrall	Life force transfer(R&R	Negative energy protection
Lore of the Heavens, 4 th level Deathward Discern lies	Dispel evil	Divine power
Lore of the Heavens, 5 th level Atonement	Holy smite	Sending

Black Thorn Ranger Spell List

Prepared divine spells based on wisdom (PGR&R p.87)

1st Level

Bane(PH3.5 p.203) – Enemies take -1 on attack rolls and saves against fear.

Chardun's Glory(R&RII p. 97) – Caster gains +4 natural armor bonus, but is surrounded by a dark nimbus.

Command(PH3.5 p. 211) – One subject obeys selected command for 1 round.

Cure Light Wounds(PH3.5 p.215) – Cures 1d8 damage +1/level (max +5)

Ears of the Wolf(R&RII p.108) – Adds +1 insight bonus per level to caster's Listen checks.

Inflict Light Wounds(PH3.5 p.244) – Touch deals 1d8 damage +1/level(max +5)

Protection from Good(PH3.5 p.266) - +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Rabbit Feet(R&R p.99) – Gives +2 bonus/level to Move Silently

2nd Level

Bladethirst(R&R p.90) – Weapon touched cuts or pierces deeper, inflicting more damage
Cure Moderate Wounds(PH3.5 p.216) – Cures 2d8 damage +1/level (max +10)

Foreaction(R&R p.115) – Subject gains a +5 bonus to initiative.
Hunter’s Stalk(R&R p.84) – Provides concealment in rustic surroundings

Inflict Moderate Wounds(PH3.5 p.244) – Touch deals 2d8 damage +1/level (max +10)
Shocking Missile(R&R p.134) – Enchants arrow or bolt to inflict 1d8+1/level (max 10d8+10) electrical damage upon a successful hit.

3rd Level

Assassin’s Senses (R&R p.50) – Increases caster’s critical threat range and multiplier by one.
Chardun’s Torments(R&R p.58) – Victim takes subdual damage and suffers penalties from pain.

Cure Serious Wounds(PH3.5 p.216) – Cures 3d8 damage +1/level (max +15)
Enhanced Senses(R&R p.112) – Grants darkvision; +10 bonus to Listen, Search, and Spot; plus Scent ability.

Inflict Serious Wounds(PH3.5 p.244) – Touch deals 3d8 damage +1/level (max +15)
Prayer(PH3.5 p.264) – Allies +1 bonus on most rolls, enemies -1 penalty

4th Level

Chardun’s Presence(R&R p.98) – Caster gains 1d4+3 Charisma and fear ability.
Cure Critical Wounds(PH3.5 p.216) – Cures 4d8 damage +1/level (max +20)

Haste(PH3.5 p.239) – One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Inflict Critical Wounds(PH3.5 p.244) – Touch deals 4d8 damage +1/level (max +20)

Courtesan of Idra Spell List

1st Level:

Change Self
Charm Person
Detect Poison

Hypnotism
Rabbit Feet(R&R)
Sleep

Spider Climb

2nd Level:

Alter self
Cat’s Grace
Commanding Presence(R&R)

Darkness
Entrhall
Intoxicate(R&R)

Suggestion
Undetectable Alignment

3rd Level:

Deeper darkness
Emotion

Invisibility
Nondetection

4th Level:

Dominate Person
Improved Invisibility

Poison
Rie’s dance of seduction(R&R)

Gold Knight Spell List

Prepare and cast spells as a Paladin.

1st Level

Deathwatch

Shield Other

2nd Level

Cure moderate wounds

Lesser restoration

3rd Level

Cure serious wounds

Life force transfer(R&R)

4th Level

Cure critical wounds

Holy channel(R&R)

Restoration

Death ward

Master of the Scaled Spell List

Spontaneous casting per bard spells, no arcane heat.

0th Level

Arcane Mark(PH3.5 p.201) – Inscribes a personal rune (visible or invisible).
Clean(R&R p.58) – Cleans grime and dirt from one object or person.
Dancing Lights(PH3.5 p.216) – Creates torches or other lights.
Daze(PH3.5 p.217) – Humanoid creature of 4 HD or less loses next action.
Detect Magic(PH3.5 p.219) – Detects spells and magic items within 60 ft.
Detect Poison(PH3.5 p.219) – Detects poison in one creature or small object.
Distort Shadow(R&R p.67) – Change the shape of any ordinary shadow.
Elina's Perfume(R&R p.110) – Changes the scent of an object or person.
Enumerate(R&R p.72) – Allows caster to quickly count a number of creatures or objects.

False Flavor(R&R p.113) – Gives food or drink an illusory taste.
Filch(R&R p.115) – Conjure a small nearby object into your hand.
Flare(PH3.5 p.232) – Dazzles one creature (-1 on attack rolls).
Ghost Sound(PH3.5 p.235) – Figment sounds.
Light(PH3.5 p.248) – Object shines like a torch.
Mage Hand(PH3.5 p.249) - 5-lb telekinesis
Mending(PH3.5 p.253) – Makes minor repairs on an object.
Obscuring Mist(PH3.5 p.258) – Fog surrounds you.
Open/Close(PH3.5 p.258) – Opens or closes small or light things.
Prestidigitation(PH3.5 p.) – Performs minor tricks.

Quick Sober(R&R p.99) – Cures the target of alcoholic influences.
Rabbit Feet(R&R p.99) – Gives +2/level to Move Silently
Read Magic(PH3.5 p.269) - Read scrolls and spellbooks.
Sneeze(R&R p.114) - Causes target to sneeze.
Spark(R&R p.116) - Creates a tiny spark.
Steal Sleep(R&R p.116) - Transfers need for sleep to target creature.
Ventriloquism(PH3.5 p.298) - Throws voice for 1 min/level.

1st Level

Alarm(PH3.5 p.197) - Wards an area for 2 hours/level.
Animate Rope(PH3.5 p.199) - Makes a rope move at your command.
Arrow Charm(R&R p.49) - Creates a magical pointer that leads the way to a prespecified object or person.
Chameleon Skin(R&R p.57) - Gives +1 bonus per level to Hide (max +10).
Change Self(replaced with Disguise Self)(PH3.5 p.222) - Changes your appearance.
Charm Person(PH3.5 p.209) - Makes one person your friend.
Comprehend Languages(PH3.5 p.212) - You understand all spoken and written languages.
Detect Gold(R&R p.66) - Detects gold or other metals.
Detect Secret Doors(PH3.5 p.220) - Reveals hidden doors within 60ft.
Dissappear(R&R p.67) - Caster becomes invisible for 2 rounds.

Elina's Wardrobe(R&R p.110) - Allows caster to change outfits quickly.
Erase(PH3.5 p.227) - Mundane or magical writing vanishes.
Expeditious Retreat(PH3.5 p.228) - Your speed increases by 30 feet.
Feather Fall(PH3.5 p.229) - Objects or creatures fall slowly.
Flash(R&R p.73) - Causes a flash of light that blinds enemies.
Foreaction(R&R p.115) - Subject gains a +5 bonus to initiative.
Glue(R&R p.76) - Makes a 10-ft square surface sticky.
Grease(PH3.5 p.237) - Makes 10-ft square or one object slippery.
Hold Portal(PH3.5 p.241) - Holds door shut.
Hypnotism(PH3.5)
Jump(PH3.5)
Message(PH3.5)

Nystal's Magical Aura(PH3.5)
Protection from Law(PH3.5)
Salamar's Quiet Contemplation(R&R)
Serpent's Stare(R&R II)
Shade's Sight(R&R)
Silent Image(PH3.5)
Sleep(PH3.5)
Spider Climb(PH3.5)
Tensor's Floating Disk(PH3.5)
Unseen Servant(PH3.5)

2nd Level

Alibi(R&R)
Alter Self(PH3.5)
Arcane Lock(PH3.5)
Aura of Menace(R&R II)
Blur(PH3.5)
Cat's Grace(PH3.5)
Commanding Presence(replaced with Eagle's Splendor)(PH3.5)
Darkness(PH3.5)
Darkvision(PH3.5)

Ever Scent(R&R)
Fog Cloud(PH3.5)
Gloom(R&R)
Hypnotic Pattern(PH3.5)
Intoxicate(R&R)
Invisibility(PH3.5)
Knock(PH3.5)
Minor Image(PH3.5)
Mirror Image(PH3.5)
Misdirection(PH3.5)

Nose of the Rat(R&R II)
Obscure Object(PH3.5)
Rie's Lustful Gaze(R&R II)
Rope Trick(PH3.5)
Whispering Wind(PH3.5)

3rd Level

Blink(PH3.5)
Displacement(PH3.5)
Haste(PH3.5)
Illusory Script(PH3.5)
Lure(R&RII)

Major Image(PH3.5)
Mask Magic(R&RII)
Mind Raid(R&R)
Nondetection(PH3.5)
Scrying(PH3.5)

Tongues(PH3.5)
Unbuckle(R&R)
Veil of Lust(R&RII)

4th Level

Accelerate Reflexes(R&RII)
Arcane Eye(PH3.5)
Confusion(PH3.5)
Detect Scrying(PH3.5)

Dimension Door(PH3.5)
Emotion(PH3.5)
Enhanced Senses(R&RII)
Ghostweomer(R&R)
Illusory Wall

Improved Invisibility
Mind Over Matter(R&R)
Mirror Safe(R&R)
Shadow form of Lyrand(R&R)
Tattoo Item(R&R)

5th Level

Dominate Person
Feeblemind
Gulaben's Ecstasy(R&RII)

Gullibility(R&RII)
Prying Eyes
Rie's Dance of Seduction(R&R)

Seeming
Teleport

6th Level

Mislead

Sequester

Shadow Walk

Occultist Spell List

Occult Lore 1st Level:
Longstrider

Pass without a trace

Occult Lore 2nd Level:
Find traps

Silence

Occult Lore 3rd Level:
Banish shadow(R&R)

Deeper darkness

Occult Lore 4th Level:
Divination

Freedom of Movement

Occult Lore 5th Level:
Plane shift

Spell Resistance

One in Black Spell List

1st Level

Bane
Cadaver Dance(R&R
Cause Fear

Chardun's Glory(R&RII
Command
Detect Undead

Grim Feast(R&R
Inflict light wounds

2nd Level

Aura of Menace(R&RII
Bull's Strength
Commanding Presence(R&R

Death Knell
Desecrate
Inflict Moderate Wounds

Rend the Sovereign Soul(R&R
Scare

3rd Level

Animate Dead
Chardun's Torments(R&R
Curse of Terror(R&R

Fist of Iron(?
Inflict Serious Wounds
Repair Dead(R&RII

Suggestion

4th Level

Cloak of Righteousness(R&R
Chardun's Presence(R&RII
Chains of Binding(R&RII

Dominate Person
Fear
Inflict Serious Wounds

Lesser geas
Unholy Channel(R&R

5th Level

Circle of Doom
Create Undead
Darksoul(R&RII

Greater command(R&R
Mind Fog
Righteous Might

Shadow Chains(R&RII
Visage of the Overlord(D&D

Penumbra Lord Spell List

Prepared spells as wizard using Intelligence.

* These spells were introduced after the Penumbra Lord prestige class, but fall within the Illusion (shadow) category, and so I have added them to the spell list.

0th Level

Arcane Mark
Dancing Lights

Detect Magic
Distort shadow(R&R

Prestidigitation
Read Magic

1 st Level Gloom(R&R Obscure shadow	Penumbral Trap(R&R Reshape Shadow(R&R	Shade's Sight(R&R
2 nd Level Animate Shadow Banish Shadow	Dar' Tan's Shadow Bolt(R&R Minor Shadow Conjunction	Shadow Images
3 rd Level Control Light Minor Shadow Evocation *Malicious Image(R&RII	Shadow Form of Lyrand Shadow Strike	Shadow Touch *Battle Projection(R&RII
4 th Level Imbue Shadow *Shadow Chains(R&RII p.134) - Binds different shadows together, holding their owners captive.	Shadow Conjunction	Shadow Shield
5 th Level Curtain of Darkness	Shadow Evocation	Shadow Weapon
6 th Level Shades	Shadow Smash(R&R	Transmute Flesh to Shadow(R&R
7 th Level Shade Evocation	Shadow Storm	Shadow Walk
8 th Level Blackflame(R&R	Shadow Twin(R&R	
9 th Level Eclipse(R&R	*Tendrils of Eternal Night(R&RII p.143) - Conjures 4 shadowy tentacles that pull their victim through a portal.	

Sea Witch Spell List

Prepared/Spontaneous casting as per previous spellcasting class. Ability same as previous spellcasting class.

*Modified to fit with 3.5 rules

0th Level

Clean(RR) Chill/Warmth(RR) Cure Minor Wounds Dancing Lights Daze	Detect Magic Dowsing(RR) False Flavor(RR2) Filch(RR2) Flare	Mending Quick Sober(RR) Read Magic
--	---	--

1st Level

Alarm Animal Messenger Bouyancy Net(R&R) Call aquatic animal I(R&R) Spider Climb Champion Swimmer(RR2)	*Charm Animal *Charm Person Chart Bearer(BS) Comprehend Languages Create Water Swift Water	Expeditious Retreat Obscuring Mist Silent Image Sleep Speak with Animals Unseen Servant Voice of the Deep. Allows the caster to remain on land or aboard a ship and converse with a single sentient creature underwater. (BS)
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2nd Level

Animal Trance Animate Rope Augury Blur Call Aquatic Humanoid I(R&R)	Charm Monster Cold Snap Daylight Detect Thoughts Downdraft(RR2) Fog Cloud	*Gust of Wind Hold Animal Identify Invisibility Lure(RR2) Wind Wall
---	--	--

3rd Level

Battle Projection(RR2) Call Aquatic Animal II(R&R) Call Lightning Clairaudience/Clairvoyance Create Food and Water	Dispel Magic Dominate Animal Gaseous Form Gust of Wind Pressure Sphere(R&R)	Shrink Item Stinking Cloud Touch of the Eel(R&R) Water Breathing Water Walk
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4th Level

Air Walk
Burning Sails (BS)
Call Aquatic Monster(RR)
Control Water
Control Winds
Detect Scrying

Blood Water(RR2)
Diminish Plants
Freedom of Movement
Hold Monster
Improved Invisibility
Live Wood(RR)

Repel Vermin
Ship Snare(RR)
Solid Fog
Water's Embrace(RR)

5th Level

Animal Growth
Awaken
Call Aquatic Humanoid II(RR)
Call Celestial/Fiendish Aquatic Monster(RR)
Cloudkill
Control Weather

Dark Water
Dolomar's Limited Liquification(RR)
Fabricate
Find the Path
Greater Familiar(water elemental, avian, or aquatic only)(RR)

Hunter's Pledge. (BS)
Ice Storm
Iron Wood(RR)
Mislead
Sending
Undead Crew(RR2)
Veil

Silver Knight Spell List

1st Level:

Alarm
Detect magic

Detect Object
Mount

Obscure object
Summon monster I

2nd Level:

Nondetection

See Invisibility

Summon monster II

3rd Level:

Dimensional Anchor
Lesser planar binding

Negative energy protection
Summon monster III

4th Level:

Dismissal

Planar binding

Summon monster IV

Twilight Warden Spell List:

1st Level

Cause light wounds
Chameleon skin(R&R)
Endure Elements

Entangle
Magic Fang
Rabbit Feet(R&R)

Shockwave strike(R&R)

2nd Level

Animal Infusion(R&R)
Barkskin
Flame/frost weapon(R&R)

Hunter's Stalk
Speak with Animals
Summon Swarm

Wolf's Cry

3rd Level

Contagion
Cause moderate wounds
Dominate Animal

Meld into Stone
Neutralize Poison
Poison

Wall of Hornets(R&R)

Vigil Stalker Spell List

Prepared spells as Druid using Wis

1st Level

Alarm
Chameleon Skin(R&R)
Charm Person
Detect Secret Doors
Disappear(R&R)

Ears of the Wolf(R&R II)
Erase
Expeditious Retreat
Feather Fall
Message

Nose of the Rat(R&R II)
Rabbit Feet(R&R II)
Read Magic
Shade's Sight(R&R)
Steal Sleep(R&R)
Ventriloquism

2nd Level

Alibi(R&R)
Darkness
Dead Man's Eyes(R&R)

Detect Thoughts
Intoxicate(R&R)
Invisibility

Locate Object
Silence
Whispering Wind

3rd Level

Confusion
Dispel Magic

Displacement
Enhanced Senses(R&R II)

Illusory Script
Mind Raid(R&R)

4th Level

Detect Scrying
Improved Invisibility

Modify Memory
Nondetection

Tattoo Item(R&R)

Vigilant Spell List

Prepared spells as a druid using Wisdom as primary ability for spells.

1st Level

Alarm
Calm Animals
Chameleon Skin(R&R)
Chill/Warmth
Clean

Delay Poison
Detect Animals or Plants
Detect Snares and Pits
Dowsing
Goodberry

Pass without Trace
Rabbit Feet
Resist Elements
Shade's Sight
Speak with Animals
Steal Sleep

2nd Level

Animal Messenger
Circle of Sounds
Detect Chaos/Evil/Good/Law

Hunter's Stalk
Protection from Energy
Snare

Speak with Plants
Warp Wood
Wolf's Cry

3rd Level

Animal Spy
Endurance

Neutralize Poison
Remove Disease

Spike Growth
Water Walk

4th Level

Animal Infusion
Freedom of Movement

Repel Vermin
Spike Stones

Wind Wall

Viromancer Spell List

0th Level:

Bleeding disease(R&R)

Detect Poison

1st Level:

Bed Bug Bites(R&RII)

Delay Poison

2 nd Level: Remove Disease	Sethris' Potency(R&R)
3 rd Level: Contagion	Neutralize Poison
4 th Level: Poison	Verminplague(R&R)
5 th Level: Durlock's Withering Pox(PGWBS)	Insect Plague
6 th Level: Chern's Exhalation(R&RII)	Plague Touch(R&RII)
7 th Level: Virulence(R&RII)	
8 th Level: Horrid Wilting	
9 th Level: Incapacitate(R&R)	

Prestige Class Availability

Lists the lowest level a single classed character can enter the specified Prestige Class. The lowest level calculation does not include any racial specific bonuses, such as a human's bonus feat, or an Elf's weapon familiarities, etc.

Ranger

Level	Feats	Class	BAB	Fort	Ref	Will	Skill	Skill CC	Prestige Classes
1	1	Favored Enemy, Track, wild empathy	1	2	2	0	4	2.0	
2	1	Combat style	2	3	3	0	5	2.5	
3	2	Endurance	3	3	3	1	6	3.0	
4	2	Animal Companion, Spells	4	4	4	1	7	3.5	Black Thorn Ranger
5	2	2 nd Favored Enemy	5	4	4	1	8	4.0	
6	3	Improved Combat Style	6	5	5	2	9	4.5	
7	3	Woodland stride	7	5	5	2	10	5.0	
8	3	Swift tracker	8	6	6	2	11	5.5	
9	4	Evasion	9	6	6	3	12	6.0	
10	4	3 rd Favored Enemy	10	7	7	3	13	6.5	
11	4	Combat style mastery	11	7	7	3	14	7.0	
12	5		12	8	8	4	15	7.5	
13	5	Camouflage	13	8	8	4	16	8.0	
14	5		14	9	9	4	17	8.5	
15	6		15	9	9	5	18	9.0	
16	6		16	10	10	5	19	9.5	
17	6	Hide in plain sight	17	10	10	5	20	10.0	
18	7		18	11	11	6	21	10.5	
19	7		19	11	11	6	22	11.0	
20	7		20	12	12	6	23	11.5	

Barbarian

Level	Feats	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill CC	Prestige Classes
1st	1	Fast movement, illiteracy, rage 1/day	+1	+2	+0	+0	2.0	
2nd	1	Uncanny dodge	+2	+3	+0	+0	2.5	
3rd	2	Trap sense +1	+3	+3	+1	+1	3.0	
4th	2	Rage 2/day	+4	+4	+1	+1	3.5	Grenadier, Thorned Purifier, Vigil Stalker, White Fist
5th	2	Improved uncanny dodge	+5	+4	+1	+1	4.0	Aerial Cavalier, Forgemaster, Lilliandeli Archer, Ramrider
6th	3	Trap sense +2	+6/+1	+5	+2	+2	4.5	Horseman of Vangal, Iron Lord, Shelazari Knife-Fighter
7th	3	Damage reduction 1/—	+7/+2	+5	+2	+2	5.0	Tail-Fighter, Vigilant
8th	3	Rage 3/day	+8/+3	+6	+2	+2	5.5	
9th	4	Trap sense +3	+9/+4	+6	+3	+3	6.0	Bounty Hunter, Death-Touched, Moonlight Lord, The Unfailing, Twilight Warden, Kilharman League Envoy
10th	4	Damage reduction 2/—	+10/+5	+7	+3	+3	6.5	
11th	4	Greater rage	+11/+6/+1	+7	+3	+3	7.0	Relic Hunter
12th	5	Rage 4/day, trap sense +4	+12/+7/+2	+8	+4	+4	7.5	
13th	5	Damage reduction 3/—	+13/+8/+3	+8	+4	+4	8.0	Shade Touched
14th	5	Indomitable will	+14/+9/+4	+9	+4	+4	8.5	
15th	6	Trap sense +5	+15/+10/+5	+9	+5	+5	9.0	
16th	6	Damage reduction 4/—, rage 5/day	+16/+11/+6/+1	+10	+5	+5	9.5	
17th	6	Tireless rage	+17/+12/+7/+2	+10	+5	+5	10.0	Mithril Disciple, One in Black, Brother of the Scarred Hand, Khetan Phagist
18th	7	Trap sense +6	+18/+13/+8/+3	+11	+6	+6	10.5	
19th	7	Damage reduction 5/—	+19/+14/+9/+4	+11	+6	+6	11.0	Goreguard

13th	5		+9/+4	+4	+8	+8	3	3	3	3	2	0	—	Aerial Cavalier, Shade Touched
14th	5	Inspire courage +3	+10/+5	+4	+9	+9	4	3	3	3	3	1	—	
15th	6	Inspire heroics	+11/+6/+1	+5	+9	+9	4	4	3	3	3	2	—	Moonlight Lord
16th	6		+12/+7/+2	+5	+10	+10	4	4	4	3	3	2	0	
17th	6		+12/+7/+2	+5	+10	+10	4	4	4	4	3	3	1	Brother of the Scarred Hand
18th	7	Mass suggestion	+13/+8/+3	+6	+11	+11	4	4	4	4	4	3	2	
19th	7		+14/+9/+4	+6	+11	+11	4	4	4	4	4	4	3	Goreguard
20th	7	Inspire courage +4	+15/+10/+5	+6	+12	+12	4	4	4	4	4	4	4	

Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Prestige Classes
1st	+0	+2	+0	+2	Turn or rebuke undead	3	1+1	—	—	—	—	—	—	—	—	
2nd	+1	+3	+0	+3		4	2+1	—	—	—	—	—	—	—	—	
3rd	+2	+3	+1	+3		4	2+1	1+1	—	—	—	—	—	—	—	
4th	+3		+4	+1	+4	5	3+1	2+1	—	—	—	—	—	—	—	Death-Touched, Dragon Warrior
5th	+3															Courtesan of Idra, Forgemaster, Iron Knight, Keeper of the Eternal Flame, Moonwitch, Sea Witch, Summoner, Viromancer
6th	+4		+4	+1	+4	5	3+1	2+1	1+1	—	—	—	—	—	—	Cultist of the Forge, Defender of the Faith, Grenadier, High Judicator, Thorned Purifier, White Fist
7th	+5		+5	+2	+5	5	3+1	3+1	2+1	—	—	—	—	—	—	Blood Sea Pirate, Knight of the Morning Sky, One in Black, Oracle of Hedrada, Relic Hunter, Swan Knight
8th	+6/+1		+5	+2	+5	6	4+1	3+1	2+1	1+1	—	—	—	—	—	Divine Archer, Shelzari Knife-Fighter
9th	+6/+1		+6	+2	+6	6	4+1	3+1	3+1	2+1	—	—	—	—	—	Anchorite, Bounty Hunter, Keeper of the Great Laws, Lilliandeli Archer, Pursuivant, Ramrider, Scourge of Tanil,
			+6	+3	+6	6	4+1	4+1	3+1	2+1	1+1	—	—	—	—	

																Speaker of the Dead, The Unfailing, Kilharman League Envoy
10th	+7/+2	+7	+3	+7	6	4+1	4+1	3+1	3+1	2+1	—	—	—	—	Mithril Disciple	
11th	+8/+3	+7	+3	+7	6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	Vigilant	
12th	+9/+4	+8	+4	+8	6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	Twilight Warden	
13th	+9/+4	+8	+4	+8	6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	Aerial Cavalier, Shade Touched	
14th	+10/+5	+9	+4	+9	6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—		
15th	+11/+6/+1	+9	+5	+9	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	Moonlight Lord	
16th	+12/+7/+2	+10	+5	+10	6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—		
17th	+12/+7/+2	+10	+5	+10	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	Khetan Phagist	
18th	+13/+8/+3	+11	+6	+11	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1		
19th	+14/+9/+4	+11	+6	+11	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	Goreguard	
20th	+15/+10/+5	+12	+6	+12	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1		

Druid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Prestige Classes
1st	+0	+2	+0	+2	Animal companion, nature sense, wild empathy	3	1	—	—	—	—	—	—	—	—	
2nd	+1	+3	+0	+3	Woodland stride	4	2	—	—	—	—	—	—	—	—	
3rd	+2	+3	+1	+3	Trackless step	4	2	1	—	—	—	—	—	—	—	
4th	+3	+4	+1	+4	Resist nature's lure	5	3	2	—	—	—	—	—	—	—	Dragon Warrior, Incarnate, Seeker on the Wind (drd4/sor5)
5th	+3	+4	+1	+4	Wild shape (1/day)	5	3	2	1	—	—	—	—	—	—	Aerial Cavalier, Courtesans of Idra, Incarnate, Initiate of the Ram, Sea Witch, Stormsinger (drd5/rog1), Viromancer, Weaver of Spirits
6th	+4	+5	+2	+5	Wild shape (2/day)	5	3	3	2	—	—	—	—	—	—	Anchorite, Cultist of the Forge, Defender of the Faith, Hornsaw Sentinel

					Wild shape (3/day)											Blood Sea Pirate, Brother of the Crimson Temple, Huntsmaster, Khetan Phagist, Knight of the Morning Sky, One in Black, Ramrider, Renewer, Vigilant
7th	+5	+5	+2	+5		6	4	3	2	1	—	—	—	—	—	Divine Archer
8th	+6/+1	+6	+2	+6	Wild shape (Large)	6	4	3	3	2	—	—	—	—	—	
9th	+6/+1	+6	+3	+6	Venom immunity	6	4	4	3	2	1	—	—	—	—	Bounty Hunter, Death Touched, Lilliandeli Archer, Totem Caller
10th	+7/+2	+7	+3	+7	Wild shape (4/day)	6	4	4	3	3	2	—	—	—	—	
11th	+8/+3	+7	+3	+7	Wild shape (Tiny)	6	5	4	4	3	2	1	—	—	—	Moonlight Lord
12th	+9/+4	+8	+4	+8	Wild shape (plant)	6	5	4	4	3	3	2	—	—	—	
13th	+9/+4	+8	+4	+8	A thousand faces	6	5	5	4	4	3	2	1	—	—	Oaken Shadow, Summoner
14th	+10/+5	+9	+4	+9	Wild shape (5/day)	6	5	5	4	4	3	3	2	—	—	
15th	+11/+6/+1	+9	+5	+9	Timeless body, wild shape (Huge)	6	5	5	5	4	4	3	2	1	—	
16th	+12/+7/+2	+10	+5	+10	Wild shape (elemental 1/day)	6	5	5	5	4	4	3	3	2	—	
17th	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	2	1	Mithril Disciple
18th	+13/+8/+3	+11	+6	+11	Wild shape (6/day, elemental 2/day)	6	5	5	5	5	4	4	3	3	2	
19th	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3	
20th	+15/+10/+5	+12	+6	+12	Wild shape (elemental 3/day, Huge elemental)	6	5	5	5	5	5	4	4	4	4	

Fighter						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Prestige Classes
1st	+1	+2	+0	+0	Bonus feat	Calastian Battle Mage (ftr1/wiz5)
2nd	+2	+3	+0	+0	Bonus feat	
3rd	+3	+3	+1	+1		Tepuje Winddancer
4th	+4	+4	+1	+1	Bonus feat	Grenadier, Thorned Purifier, White Fist
5th	+5	+4	+1	+1		Aerial Cavalier, Forgemaster, Lilliandeli Archer, One in Black, Ramrider, Swan Knight
6th	+6/+1	+5	+2	+2	Bonus feat	Ancestral Warrior, Horseman of Vangal, Iron Lord, Paragon Warrior, Shelzari Knife-Fighter
7th	+7/+2	+5	+2	+2		Knight of the Morning Sky, Tail Fighter
8th	+8/+3	+6	+2	+2	Bonus feat	Dragon Knight
9th	+9/+4	+6	+3	+3		Bounty Hunter, Death- Touched, The Unfailing, Twilight Warden
10th	+10/+5	+7	+3	+3	Bonus feat	
11th	+11/+6/+1	+7	+3	+3		
12th	+12/+7/+2	+8	+4	+4	Bonus feat	
13th	+13/+8/+3	+8	+4	+4		
14th	+14/+9/+4	+9	+4	+4	Bonus feat	
15th	+15/+10/+5	+9	+5	+5		Moonlight Lord
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat	
17th	+17/+12/+7/+2	+10	+5	+5		Mithril Disciple
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat	
19th	+19/+14/+9/+4	+11	+6	+6		
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat	

Changelog

10/9/04 - Revision 3, added psionic prestige classes from R&RII which I missed the first time around, added min lvl to those prestige classes that were missing it, added some class charts.

11/21/04 - Revision 4, added prestige classes from Burok Torn, Echoes of the Past, and Blood Sea

3/12/05 - Revision 5, added prestige classes from Players Guide to Fighters and Barbarians