

## Airwalker (Akadi)

**Hit Die:** d8

### Requirements

**Feats:** Mobility

**Skills:** Knowledge (Religion) 8 ranks

**Spells:** Must be able to cast 3<sup>rd</sup> level divine spells, three of which must have the [Air] Descriptor.

**Special:** Must have Akadi as a patron.

**Class Skills:** Concentration, Craft, Escape Artist, Heal, Knowledge (Arcana), Knowledge (Religion), Knowledge (The Planes), Listen, Profession, Spellcraft and Tumble.

**Skill Points:** 2 + Int Modifier.

### Class Features:

**Extra Domain:** Gains an extra domain, chosen from your deity's list of domains, as a bonus domain. For clerics, this simply means an additional domain spell choice and additional domain power, but no increase in domain slots.

For spontaneous casters, you gain the use of the additional domain's power as a cleric equal to your airwalker levels and gain the spells from the additional domain as bonus spells known.

For other preparatory casters (other than clerics), you gain the use of the additional domain's power as a cleric equal to your airwalker level and gain a '+1' domain slot per spell level to be prepared with your additional domain spells in your 'Spells per day' list.

**Hand of Akadi (Su.):** Everytime you fall, pushed off a cliff for example, you gain the effects of the Feather Fall spell for 10ft per airwalker levels before the spell ends. That means you reduce your falling damage by 10ft per airwalker level. Example, while falling off a 70ft cliff, a 5<sup>th</sup> level airwalker enjoys the effects of Feather Fall for 50ft before taking damage for the last 20ft.

**Blessings of Akadi (Su.):** The airwalker gains a +2 sacred bonus to all saving throws involving spells and spell-like effects that duplicate cloud, air or wind effects. This includes spells that have the words 'cloud', 'wind' and 'air' like Stinking Cloud or Control Winds.

**Gaseous Form (Sp.):** The airwalker can use Gaseous Form as a spell-like ability 1/day. Caster level is equal to airwalker levels.

**Summon Elemental (Sp.):** The airwalker can summon an air elemental 1/day for a number of minutes equal to airwalker levels. The summoning duration may not be used consecutively. As the airwalker increases in levels, the type of elemental changes according to the table.

**Fly (Sp.):** The airwalker can use Fly as a spell-like ability 1/day. Caster level is equal to airwalker levels.

**Cloudkill (Sp.):** The airwalker can use Cloudkill as a spell-like ability 1/day. Caster level is equal to airwalker levels and DC is 15 + Cha Modifier.

Level	BAB	Fort	Reflex	Will	Special	Spells
1	+0	+0	+2	+2	Extra Domain, Hand of Akadi	+1 to existing divine spellcasting class.
2	+1	+0	+3	+3	Blessings of Akadi	+1 to existing divine spellcasting class.
3	+2	+1	+3	+3		+1 to existing divine spellcasting class.
4	+3	+1	+4	+4	Gaseous Form 1/day	+1 to existing divine spellcasting class.
5	+3	+1	+4	+4	Summon Large Air Elemental 1/day	+1 to existing divine spellcasting class.
6	+4	+2	+5	+5	Fly 1/day	+1 to existing divine spellcasting class.
7	+5	+2	+5	+5	Summon Huge Air Elemental 1/day	+1 to existing divine spellcasting class.
8	+6	+2	+6	+6	Cloudkill 1/day	+1 to existing divine spellcasting class.

9	+6	+3	+6	+6		+1 to existing divine spellcasting class.
10	+7	+3	+7	+7	Summon Greater Air Elemental 1/day	+1 to existing divine spellcasting class.

## Ice Priest (Auril)

**Hit Die:** d8

### Requirements

**Feats:** Endurance

**Skills:** Knowledge (Religion) 8 ranks, Survival 4 ranks

**Spells:** Must be able to cast 3<sup>rd</sup> level divine spells, three of which must have the [Cold] Descriptor.

**Special:** Must have Auril as a patron.

**Class Skills:** Concentration, Craft, Heal, Knowledge (Arcana), Knowledge (Religion), Knowledge (The Planes), Listen, Profession, Spellcraft and Survival.

**Skill Points:** 2 + Int Modifier.

### Class Features:

**Extra Domain:** Gains an additional domain, chosen from your deity's list of domains, as a bonus domain. For clerics, this simply means an additional domain spell choice and additional domain power, but no increase in domain slots.

For spontaneous casters, you gain the use of the additional domain's power as a cleric equal to your ice priest levels and gain the spells from the additional domain as bonus spells known.

For other preparatory casters (other than clerics), you gain the use of the additional domain power as a cleric equal to your ice priest level and gain a '+1' domain slot per spell level to be prepared with your bonus domain spells in your 'Spells per day' list.

**Frost Fingers (Sp.):** Ice priests can use Frost Fingers as a spell-like ability 3/day. Caster level is equal to ice priest level. Treat as the Burning Hands spell, except that it deals cold damage. DC is 11 + Cha Modifier.

**Ice for Blood (Su.):** Ice priests gains a +2 sacred bonus to all saving throws against spells and spell effects that are cold base or deal cold damage. They suffer half damage from a failed saving throw, and no damage from a successful saving throw when making saves against cold based effects.

**Ice Blade (Sp.):** Ice priests can use Ice Blade as a spell-like ability 3/day. Caster level is equal to ice priest level. Treat as the Flame Blade spell, except that it deals cold damage and you can apply your strength modifier to the damage.

**Ice Storm (Sp.):** Ice priests can use Ice Storm as a spell-like ability 1/day. Caster level is equal to ice priest level. DC is 14 + Cha Modifier.

**Summon Elemental (Sp.):** The ice priest can summon an ice elemental 1/day for a number of minutes equal to ice priest levels. The summoning duration may not be used consecutively. As the ice priest increases in levels, the type of elemental changes according to the table.

**Cone of Cold (Sp.):** Ice priests can use Cone of Cold as a spell-like ability 1/day. Caster level is equal to ice priest level. DC is 15 + Cha Modifier.

Level	BAB	Fort	Reflex	Will	Special	Spells
1	+0	+2	+0	+2	Extra Domain, Frost Fingers 3/day	+1 to existing divine spellcasting class.
2	+1	+3	+0	+3		+1 to existing divine spellcasting class.
3	+2	+3	+1	+3	Ice for Blood	+1 to existing divine spellcasting class.
4	+3	+4	+1	+4	Ice Blade 3/day	+1 to existing divine spellcasting class.
5	+3	+4	+1	+4		+1 to existing divine spellcasting class.
6	+4	+5	+2	+5	Ice Storm 1/day	+1 to existing divine spellcasting class.
7	+5	+5	+2	+5	Summon Large Ice Elemental 1/day	+1 to existing divine spellcasting class.

8	+6	+6	+2	+6	Cone of Cold 1/day	+1 to existing divine spellcasting class.
9	+6	+6	+3	+6		+1 to existing divine spellcasting class.
10	+7	+7	+3	+7	Summon Huge Ice Elemental 1/day	+1 to existing divine spellcasting class.

## Magistrati (Azuth)

**Hit Die:** d8

### Requirements

**Feats:** One metamagic feat.

**Skills:** Knowledge (Religion) 8 ranks, Knowledge (Arcana) 4 ranks, Spellcraft 4 ranks.

**Spells:** Must be able to cast 2<sup>nd</sup> level divine spells and 2<sup>nd</sup> level arcane spells.

**Special:** Must have Azuth as a patron.

**Class Skills:** Concentration, Craft, Decipher Script, Heal, Knowledge (Arcana), Knowledge (Religion), Knowledge (The Planes), Listen, Profession, and Spellcraft.

**Skill Points:** 2 + Int Modifier.

### Class Features:

**Armored Casting (Ex.):** The magistrati gains the ability to ignore arcane failure in light armor. This ability extends to medium armor at level 7. This ability does not grant armor proficiency if he or she does not have it.

**Read Magic and Detect Magic (Sp.):** Gains the ability to use Read Magic and Detect Magic as spell-like abilities at will. Caster level is equal to magistrati level plus all arcane spellcasting levels.

**Identify (Sp.):** Gains the ability to use Identify as spell-like ability 3/day. Caster level is equal to magistrati level plus all arcane spellcasting levels.

**Magic Missile (Sp.):** Gains the ability to use Magic Missile as a spell-like ability 3/day. Caster level is equal to magistrati level plus all arcane spellcasting levels.

**Lightning Bolt or Fireball (Sp.):** Gains the ability to use either Lightning Bolt or Fireball as a spell-like ability 1/day. Caster level is equal to magistrati level plus all arcane spellcasting levels. DC is 13 + Cha modifier.

**Wall Spell (Su.):** Gains the ability to use any wall spell (Wall of Stone, Wall of Ice, etc...) as a spell-like ability 1/day. Type of wall spell to be chosen at the point of casting. Caster level is equal to magistrati level plus all arcane spellcasting levels.

Level	BAB	Fort	Reflex	Will	Special	Spells
1	+0	+2	+0	+2	Armored Casting (Light)	+1 to existing divine spellcasting class, +1 to existing arcane spellcasting class.
2	+1	+3	+0	+3	Read Magic and Detect Magic at will	+1 to existing divine spellcasting class.
3	+2	+3	+1	+3		+1 to existing divine spellcasting class, +1 to existing arcane spellcasting class.
4	+3	+4	+1	+4	Identify 3/day	+1 to existing divine spellcasting class.
5	+3	+4	+1	+4		+1 to existing divine spellcasting class, +1 to existing arcane spellcasting class.
6	+4	+5	+2	+5	Magic Missile 3/day	+1 to existing divine spellcasting class.
7	+5	+5	+2	+5	Armored Casting (Medium)	+1 to existing divine spellcasting class, +1 to existing arcane spellcasting class.
8	+6	+6	+2	+6	Lightning Bolt or Fireball 1/day	+1 to existing divine spellcasting class.
9	+6	+6	+3	+6		+1 to existing divine spellcasting class, +1 to existing arcane spellcasting class.
10	+7	+7	+3	+7	Wall Spell 1/day	+1 to existing divine spellcasting class.

## Doommaster (Beshaba)

**Hit Die:** d8

### Requirements

**Skills:** Knowledge (Arcana) 4 ranks, Knowledge (Religion) 8 ranks

**Spells:** Must be able to cast 3<sup>rd</sup> level divine spells

**Special:** Must have Beshaba as a patron, must have the Luck Domain.

**Class Skills:** Concentration, Craft, Heal, Knowledge (Arcana), Knowledge (Religion), Knowledge (The Planes), Intimidate, Listen, Profession, Spellcraft and Survival.

**Skill Points:** 2 + Int Modifier.

### Class Features:

**Extra Domain:** Gains an additional domain, chosen from your deity's list of domains, as a bonus domain. For clerics, this simply means an additional domain spell choice and additional domain power, but no increase in domain slots.

For spontaneous casters, you gain the use of the additional domain's power as a cleric equal to your doommaker levels and gain the spells from the additional domain as bonus spells known.

For other preparatory casters (other than clerics), you gain the use of the additional domain power as a cleric equal to your doommaker level and gain a '+1' domain slot per spell level to be prepared with your bonus domain spells in your 'Spells per day' list.

**Touch of Bad Luck (Su.):** 1/day as a standard action, a doommaster can force a target to suffer a -2 penalty to attack rolls, saving throws, damage rolls, caster level checks or skill checks, choose one effect. The target gets a Will Save (DC 12 + doommaster's levels) to negate this effect. If the target failed his or her saving throw, the doommaster gains a +2 profane bonus to the same effect. This ability can be used 2/day at 5<sup>th</sup> level and 3/day at 10<sup>th</sup> level. The effect lasts for 1 round per doommaster level.

**Bestow Curse (Sp.):** Gains the ability to use Bestow Curse as a spell-like ability 1/day. Caster level is equal to doommaster levels. DC is 13 + Cha modifier. Can be used 3/day at 7<sup>th</sup> level.

**Greater Curse (Su.):** Whenever the Bestow Curse spell-like ability (not the spell) is used, use the following table (choose one):

- -10 decrease to one ability score (cannot reduce to less than 1).
- -8 Penalty on attack rolls, saves, ability checks and skill checks.
- Each turn, target has a 25% chance to act normally, otherwise it takes no action.

**Tasha's Hideous Laughter (Sp.):** Gains the ability to use Tasha's Hideous Laughter as a spell-like ability 3/day. Caster level is equal to doommaster levels. DC is 11 + Cha modifier.

Level	BAB	Fort	Reflex	Will	Special	Spells
1	+0	+0	+2	+2	Extra Domain, Touch of Bad Luck 1/day	+1 to existing divine spellcasting class.
2	+1	+0	+3	+3	Tasha's Hideous Laughter 3/day	+1 to existing divine spellcasting class.
3	+2	+1	+3	+3		+1 to existing divine spellcasting class.
4	+3	+1	+4	+4	Bestow Curse 1/day	+1 to existing divine spellcasting class.
5	+3	+1	+4	+4	Touch of Bad Luck 2/day	+1 to existing divine spellcasting class.
6	+4	+2	+5	+5		+1 to existing divine spellcasting class.
7	+5	+2	+5	+5	Bestow Curse 3/day	+1 to existing divine spellcasting class.
8	+6	+2	+6	+6		+1 to existing divine spellcasting class.
9	+6	+3	+6	+6	Greater Curse	+1 to existing divine spellcasting class.
10	+7	+3	+7	+7	Touch of Bad Luck 3/day	+1 to existing divine spellcasting class.

## Glyphscribes (Deneir)

**Hit Die:** d8

### Requirements

**Feats:** Scribe Scroll

**Skills:** Knowledge (Arcana) 8 ranks, Knowledge (Religion) 8 ranks

**Spells:** Must be able to cast 3<sup>rd</sup> level divine spells

**Special:** Must have Deneir as a patron, must have the Knowledge domain.

**Class Skills:** Concentration, Craft, Decipher Script, Forgery, Heal, Knowledge (All), Listen, Profession, Spellcraft.

**Skill Points:** 2 + Int Modifier.

### Class Features:

**Extra Domain:** Gains an additional domain, chosen from your deity's list of domains, as a bonus domain. For clerics, this simply means an additional domain spell choice and additional domain power, but no increase in domain slots.

For spontaneous casters, you gain the use of the additional domain's power as a cleric equal to your glyphscribe levels and gain the spells from the additional domain as bonus spells known.

For other preparatory casters (other than clerics), you gain the use of the additional domain power as a cleric equal to your glyphscribe level and gain a '+1' domain slot per spell level to be prepared with your bonus domain spells in your 'Spells per day' list.

**Glyph Protection (Su.):** Glyphscribes gain a +4 sacred bonus to all saving throws against spells and spell effects that contain the words 'glyph', 'symbol', 'rune' or other similar words.

**Speak with Animals (Sp.):** Gains the ability to use Speak with Animal as a spell-like ability 3/day. Caster level is equal to glyphscribe levels. DC is 11 + Cha modifier.

**Speak with Dead (Sp.):** Gains the ability to use Speak with Dead as a spell-like ability 3/day. Caster level is equal to glyphscribe levels. DC is 13 + Cha modifier.

**Speak with Plants (Sp.):** Gains the ability to use Speak with Plants as a spell-like ability 3/day. Caster level is equal to glyphscribe levels. DC is 13 + Cha modifier.

**Lesser Tongues (Su.):** At the beginning of every day, glyphscribes can add a number of languages equal to his intelligence score to his list of languages known. These languages cannot be from other crystal spheres, including other planes belonging exclusively to other crystal spheres. These bonus languages allow the glyphscribe to understand and speak with people who do not understand common or have a common language. The glyphscribe cannot put these bonus languages into writing or teach them to other people, as this is a special blessing from Deneir to his priests only.

**Identify Rune (Ex.):** When examine a rune of any kind, a glyphscribe can attempt a special knowledge check to determine more information from it. The glyphscribe rolls an intelligence check and adds twice his Hit Dice to the roll as a bonus. His score reflects what information he gleans from that check. Many runes contain traps. Many glyphscribes are warned that using this ability can trigger some magical runes.

Score	Information
15	How long the rune has been there.
20	What mundane tool was used to make the rune.
25	What language was the rune scribed in.
30	What was the message.

35	Race of the scribe who drew the rune.
40	Name of the person who drew the rune.

**Dispel Magic (Sp.):** Gains the ability to use Dispel Magic as a spell-like ability 1/day. Caster level is equal to glyphscribe levels.

**Symbol (Sp.):** Gains the ability to use any Symbol spell as a spell-like ability 1/day. Choose the type of symbol at the moment of casting. Caster level is equal to glyphscribe levels. DC is 16 + Cha modifier.

Level	BAB	Fort	Reflex	Will	Special	Spells
1	+0	+0	+0	+2	Extra Domain, Glyph Protection	+1 to existing divine spellcasting class.
2	+1	+0	+0	+3	Speak with Animal 3/day, Lesser Tongues	+1 to existing divine spellcasting class.
3	+2	+1	+1	+3	Identify Rune	+1 to existing divine spellcasting class.
4	+3	+1	+1	+4		+1 to existing divine spellcasting class.
5	+3	+1	+1	+4	Speak with Dead 3/day	+1 to existing divine spellcasting class.
6	+4	+2	+2	+5	Glyph of Warding 1/day	+1 to existing divine spellcasting class.
7	+5	+2	+2	+5	Dispel Magic 1/day	+1 to existing divine spellcasting class.
8	+6	+2	+2	+6	Speak with Plants 3/day	+1 to existing divine spellcasting class.
9	+6	+3	+3	+6		+1 to existing divine spellcasting class.
10	+7	+3	+3	+7	Symbol 1/day	+1 to existing divine spellcasting class.

## Peaceman (Eldath)

**Hit Die:** d8

### Requirements

**Feats:** Sacred Vow, Vow of Non-Violence, Vow of Peace

**Skills:** Knowledge (Religion) 8 ranks, Diplomacy 4 ranks

**Spells:** Must be able to cast 3<sup>rd</sup> level divine spells

**Special:** Must have Eldath as a patron, must have the Protection domain.

**Class Skills:** Concentration, Craft, Diplomacy, Heal, Knowledge (Religion), Listen, Profession, Spellcraft.

**Skill Points:** 2 + Int Modifier.

### Class Features:

**Extra Domain:** Gains an additional domain, chosen from your deity's list of domains, as a bonus domain. For clerics, this simply means an additional domain spell choice and additional domain power, but no increase in domain slots.

For spontaneous casters, you gain the use of the additional domain's power as a cleric equal to your peaceman levels and gain the spells from the additional domain as bonus spells known.

For other preparatory casters (other than clerics), you gain the use of the additional domain power as a cleric equal to your peaceman level and gain a '+1' domain slot per spell level to be prepared with your bonus domain spells in your 'Spells per day' list.

**Hold Spells (Sp.):** Gains the ability to use Hold Spells (as stated in the table below) as a spell-like ability 1/day. Caster level is equal to peaceman levels. DC is 10 + lowest effective spell level + Cha modifier.

**Remove Fear (Sp.):** Gains the ability to use Remove Fear as a spell-like ability 3/day. Caster level is equal to peaceman levels.

**Calm Emotions (Sp.):** Gains the ability to use Calm Emotions as a spell-like ability 3/day. Caster level is equal to peaceman levels. DC is 12 + Cha modifier.

**Immunity to Pain Touch (Su.):** Peacemen gains immunity to the Pain Touch ability of Loviatans.

**Deep Sleep (Sp.):** Gains the ability to use Sleep as a spell-like ability 1/day except maximum Hit Die affected is twice peaceman levels. Caster level is equal to peaceman levels. DC is 15 + Cha modifier.

**Extra Enchantment Spell (Ex.):** At the indicated levels, a peaceman may select an Enchantment spell from another source and add it permanently into his list of spells known. The spell selected cannot be higher than his current spell level. Spells must be either from the (Mind-affecting [Compulsion]) or (Mind-affecting [Charm]) subschools.

**Parry (Ex.):** Whenever a peaceman is being attacked while actively defending himself or an ally, the attacker suffers a penalty to all his attack rolls equal to 1d12 plus the peaceman's Str modifier. This penalty applies to enemy's melee and range attacks only, not spells that require attack rolls.

Level	BAB	Fort	Reflex	Will	Special	Spells
1	+0	+2	+2	+2	Extra Domain, Hold Person 1/day	+1 to existing divine spellcasting class.
2	+1	+3	+3	+3	Extra Enchantment Spell, Remove Fear 3/day	+1 to existing divine spellcasting class.
3	+2	+3	+3	+3	Calm Emotions 3/day	+1 to existing divine spellcasting class.
4	+3	+4	+4	+4	Extra Enchantment Spell, Immunity to Pain Touch	+1 to existing divine spellcasting class.
5	+3	+4	+4	+4	Hold Monster 1/day	+1 to existing divine spellcasting class.
6	+4	+5	+5	+5	Extra Enchantment Spell, Deep Sleep 1/day	+1 to existing divine spellcasting class.
7	+5	+5	+5	+5		+1 to existing divine spellcasting class.

8	+6	+6	+6	+6	Extra Enchantment Spell	+1 to existing divine spellcasting class.
9	+6	+6	+6	+6	Hold Monster, Mass 1/day, Parry	+1 to existing divine spellcasting class.
10	+7	+7	+7	+7	Extra Enchantment Spell	+1 to existing divine spellcasting class.

## **Earthwalkers (Grumbar)**

**Hit Die:** d8

### **Requirements**

**Feats:** Toughness

**Skills:** Knowledge (Religion) 8 ranks, Knowledge (Underdark) 4 ranks

**Spells:** Must be able to cast 3<sup>rd</sup> level divine spells

**Special:** Must have Grumbar as a patron.

**Class Skills:** Concentration, Craft, Heal, Knowledge (Religion), Knowledge (Underdark), Listen, Profession, Spellcraft, Survival.

**Skill Points:** 2 + Int Modifier.

### **Class Features:**

**Extra Domain:** Gains an additional domain, chosen from your deity's list of domains, as a bonus domain. For clerics, this simply means an additional domain spell choice and additional domain power, but no increase in domain slots.

For spontaneous casters, you gain the use of the additional domain's power as a cleric equal to your earthwalker levels and gain the spells from the additional domain as bonus spells known.

For other preparatory casters (other than clerics), you gain the use of the additional domain power as a cleric equal to your earthwalker level and gain a '+1' domain slot per spell level to be prepared with your bonus domain spells in your 'Spells per day' list.

**Summon Elemental (Sp.):** The earthwalker can summon an earth elemental 1/day for a number of minutes equal to earthwalker levels. The summoning duration may not be used consecutively. As the earthwalker increases in levels, the type of elemental changes according to the table.

**Earthblood (Su.):** Earthwalkers gain a +2 sacred bonus to all saving throws against spells or spell-effects with the [Earth] descriptor, or with the words 'stone', 'earth', 'rock' or 'mud' in them.

**Earthskin (Ex.):** Earthwalkers can move at their normal speed when wearing medium or heavy armor made of stone or metal.

**Stoneskin (Sp.):** Gains the ability to use Stoneskin as a spell-like ability 3/day. Caster level is equal to earthwalker levels.

**Earthenport (Sp.):** Gains the ability to use Earthenport as a spell-like ability 3/day. As a standard action, an earthwalker can 'teleport' himself and his allies (1 ally per earthwalker level) through stone. Earth, stone or dirt must connect the point of origin and destination in a straight line. This means this ability cannot be used to cross rivers, oceans or large fires, though. It takes 2 rounds to complete the teleport, plus additional 2 rounds per ally brought along. Your destination must contain 5ft worth of earth, dirt or stone per person exiting the earthenport. When you reach your destination, you and your allies will be encased in a capsule of air. It will then take 1 full round to rise to the surface.

If you and your allies are subjected to Transmute Rock to Mud, Transmute Mud to Rock, Stoneshape or Earthquake spells while travelling, you all will be shunted out to the nearest rocky surface forcefully, taking damage equal to 1d6 per spell level of the spell that interrupted your journey.

**Earth Adaptation (Su.):** Earthwalkers gain the ability to ignore environment hazards when travelling in the Elemental Plane of Earth. This means that they can breathe and walk normally there as natives.

**Stoneshape (Sp.):** Gains the ability to use Stoneshape as a spell-like ability 1/day. Caster level is equal to earthwalker levels.

**Earthquake (Sp.):** Gains the ability to use Earthquake as a spell-like ability 1/day. Caster level is equal to earthwalker levels. DC is 19 + Cha modifier.

Level	BAB	Fort	Reflex	Will	Special	Spells
1	+0	+2	+0	+2	Extra Domain, Earthblood	+1 to existing divine spellcasting class.
2	+1	+3	+0	+3	Earthskin, Stoneskin 3/day	+1 to existing divine spellcasting class.
3	+2	+3	+1	+3	Earthenport 1/day	+1 to existing divine spellcasting class.
4	+3	+4	+1	+4		+1 to existing divine spellcasting class.
5	+3	+4	+1	+4	Summon Large Earth Elemental 1/day	+1 to existing divine spellcasting class.
6	+4	+5	+2	+5	Earth Adaptation, Stone Shape 1/day	+1 to existing divine spellcasting class.
7	+5	+5	+2	+5	Summon Huge Earth Elemental 1/day	+1 to existing divine spellcasting class.
8	+6	+6	+2	+6		+1 to existing divine spellcasting class.
9	+6	+6	+3	+6	Earthquake 1/day	+1 to existing divine spellcasting class.
10	+7	+7	+3	+7	Summon Greater Earth Elemental 1/day	+1 to existing divine spellcasting class.

## Watchers (Helm)

**Hit Die:** d8

### Requirements

**Equipment:** Must own a +1 full plate.

**Feats:** Alertness, Heavy Armor Proficiency

**Skills:** Knowledge (Religion) 8 ranks, Spot 6 ranks.

**Spells:** Must be able to cast 3<sup>rd</sup> level divine spells

**Special:** Must have Helm as a patron.

**Class Skills:** Concentration, Craft, Heal, Knowledge (Religion), Knowledge (Local), Listen, Profession, Spellcraft, Spot, Survival.

**Skill Points:** 2 + Int Modifier.

### Class Features:

**Extra Domain:** Gains an additional domain, chosen from your deity's list of domains, as a bonus domain. For clerics, this simply means an additional domain spell choice and additional domain power, but no increase in domain slots.

For spontaneous casters, you gain the use of the additional domain's power as a cleric equal to your watcher levels and gain the spells from the additional domain as bonus spells known.

For other preparatory casters (other than clerics), you gain the use of the additional domain power as a cleric equal to your watcher level and gain a '+1' domain slot per spell level to be prepared with your bonus domain spells in your 'Spells per day' list.

**Everbright Armor (Su.):** A watcher's +1 full plate armor is now a +1 Everbright full plate armor. This ability functions for the watcher only. When this armor is worn by anyone else, it loses the everbright ability. This armor can still be enhanced as per normal.

**Protection (Su.):** Once per day, a watcher gains a sacred bonus equal to his watcher levels, to all saving throws. This ability lasts a number of rounds equal to watcher levels. At 2<sup>nd</sup> level, this ability affects himself and one ally (must be within 30ft of the watcher). At 5<sup>th</sup> and 8<sup>th</sup> level, the number of allies increased to 2 and 3 respectively.

**Helm's Eyes (Ex.):** The bonus granted to the Alertness feat increases to +4 at 3<sup>rd</sup> level, +6 at 6<sup>th</sup> level and +8 at 9<sup>th</sup> level. In addition, the watcher is entitled to a Spot or Listen check even when he is asleep, treating him as if he is awake.

**Mace of Odo (Sp.):** Gains the ability to use Mace of Odo as a spell-like ability 1/day. Caster level is equal to watcher levels. Spell can be found in Player's Guide to Faerun. DC is 13 + Cha modifier.

**Improved Initiative (Su.):** Gains the Improved Initiative feat as a bonus feat.

**True Seeing (Sp.):** Gains the ability to use True Seeing as a spell-like ability 1/day. Caster level is equal to watcher levels

**Guardian (Su.):** The watcher now only needs 2 hours of sleep per day to gain the benefits of 8 hours of sleep. Spell preparation is still as per normal.

Level	BAB	Fort	Reflex	Will	Special	Spells
1	+1	+2	+0	+2	Extra Domain, Everbright Armor	
2	+2	+3	+0	+3	Protection 1 ally	+1 to existing divine spellcasting class.
3	+3	+3	+1	+3	Mace of Odo 1/day, Helm's Eyes +4	
4	+4	+4	+1	+4	Improved Initiative	+1 to existing divine spellcasting class.

5	+5	+4	+1	+4	Protection 2 allies	
6	+6	+5	+2	+5	Helm's Eyes +6	+1 to existing divine spellcasting class.
7	+7	+5	+2	+5	True Seeing 1/day	
8	+8	+6	+2	+6	Protection 3 allies	+1 to existing divine spellcasting class.
9	+9	+6	+3	+6	Helm's Eyes +8	
10	+10	+7	+3	+7	Guardian	+1 to existing divine spellcasting class.

## Waterwalkers (Istisha)

**Hit Die:** d8

### Requirements

**Feats:** Endurance

**Skills:** Knowledge (Religion) 8 ranks, Swim 6 ranks

**Spells:** Must be able to cast 3<sup>rd</sup> level divine spells, three of which must have the [Water] Descriptor.

**Special:** Must have Istisha as a patron.

**Class Skills:** Concentration, Craft, Heal, Knowledge (Arcana), Knowledge (Religion), Knowledge (The Planes), Listen, Profession, Spellcraft and Swim.

**Skill Points:** 2 + Int Modifier.

### Class Features:

**Extra Domain:** Gains an extra domain, chosen from your deity's list of domains, as a bonus domain. For clerics, this simply means an additional domain spell choice and additional domain power, but no increase in domain slots.

For spontaneous casters, you gain the use of the additional domain's power as a cleric equal to your waterwalker levels and gain the spells from the additional domain as bonus spells known.

For other preparatory casters (other than clerics), you gain the use of the additional domain's power as a cleric equal to your waterwalker level and gain a '+1' domain slot per spell level to be prepared with your additional domain spells in your 'Spells per day' list.

**Summon Elemental (Sp.):** The waterwalker can summon a water elemental 1/day for a number of minutes equal to waterwalker levels. The summoning duration may not be used consecutively. As the waterwalker increases in levels, the type of elemental changes according to the table.

**Waterborn (Su.):** Waterwalkers enjoy a +2 sacred bonus to all saving throws against spells or effects that deal cold damage, or contains the words 'ice', 'cold', 'water' or 'fog'. This also includes spells and effects with the [Water] and [Cold] descriptor.

**Oceanbound (Su.):** A waterwalker treats water as air with regards to movement. She can walk along the bottom of the ocean with the same ease as strolling on the land. Pressure or other dangers do not affect her. She is still subject to drowning.

**Water Walk (Sp.):** Gains the ability to use Water Walk as a spell-like ability at will. Caster level is equal to waterwalker levels.

**Melf's Acid Arrow (Sp.):** Gains the ability to use Melf's Acid Arrow as a spell-like ability 1/day. Caster level is equal to waterwalker levels. DC is 12 + Cha modifier.

**Water Breathing (Sp.):** Gains the ability to use Water Breathing as a spell-like ability at will. Caster level is equal to waterwalker levels.

**Control Water (Sp.):** Gains the ability to use Control Water as a spell-like ability 3/day. Caster level is equal to waterwalker levels. DC is 13 + Cha modifier.

**Ice Storm (Sp.):** Gains the ability to use Ice Storm as a spell-like ability 1/day. Caster level is equal to waterwalker levels. DC is 14 + Cha modifier.

**Waterkin (Ex.):** The waterwalker no longer suffers any environment hazards while travelling in the Elemental Plane of Water, like a native.

**Acid Storm (Sp.):** Gains the ability to use Acid Storm as a spell-like ability 1/day. Caster level is equal to waterwalker levels. DC is 17 + Cha modifier. Acid Storm can be found in Complete Arcane.

Level	BAB	Fort	Reflex	Will	Special	Spells
1	+0	+2	+0	+2	Extra Domain, Waterborn	+1 to existing divine spellcasting class.
2	+1	+3	+0	+3	Oceanbound, Water Walk at will	+1 to existing divine spellcasting class.
3	+2	+3	+1	+3	Melf's Acid Arrow 1/day	+1 to existing divine spellcasting class.
4	+3	+4	+1	+4	Water Breathing at will, Control Water 3/day	+1 to existing divine spellcasting class.
5	+3	+4	+1	+4	Summon Large Water Elemental 1/day	+1 to existing divine spellcasting class.
6	+4	+5	+2	+5	Ice Storm 1/day	+1 to existing divine spellcasting class.
7	+5	+5	+2	+5	Summon Huge Water Elemental 1/day	+1 to existing divine spellcasting class.
8	+6	+6	+2	+6	Waterkin	+1 to existing divine spellcasting class.
9	+6	+6	+3	+6	Acid Storm 1/day	+1 to existing divine spellcasting class.
10	+7	+7	+3	+7	Summon Greater Water Elemental 1/day	+1 to existing divine spellcasting class.

## Firewalker (Kossuth)

**Hit Die:** d8

### Requirements

**Feats:** Endurance

**Skills:** Knowledge (Religion) 8 ranks, Intimidate 6 ranks

**Spells:** Must be able to cast 3<sup>rd</sup> level divine spells, three of which must have the [Fire] Descriptor.

**Special:** Must have Kossuth as a patron.

**Class Skills:** Concentration, Craft, Heal, Knowledge (Arcana), Knowledge (Religion), Knowledge (The Planes), Listen, Profession, Spellcraft and Swim.

**Skill Points:** 2 + Int Modifier.

### Class Features:

**Extra Domain:** Gains an extra domain, chosen from your deity's list of domains, as a bonus domain. For clerics, this simply means an additional domain spell choice and additional domain power, but no increase in domain slots.

For spontaneous casters, you gain the use of the additional domain's power as a cleric equal to your firewalker levels and gain the spells from the additional domain as bonus spells known.

For other preparatory casters (other than clerics), you gain the use of the additional domain's power as a cleric equal to your firewalker level and gain a '+1' domain slot per spell level to be prepared with your additional domain spells in your 'Spells per day' list.

**Summon Elemental (Sp.):** The firewalker can summon a water elemental 1/day for a number of minutes equal to firewalker levels. The summoning duration may not be used consecutively. As the firewalker increases in levels, the type of elemental changes according to the table.

**Fire Resistant (Su.):** Firewalkers gain a +2 sacred bonus to all saving throws against effects or spells that uses fire effects or deals fire damage.

**Burning Hands (Sp.):** Gains the ability to use Burning Hands as a spell-like ability 1/day. Caster level is equal to firewalker levels. DC is 11 + Cha modifier.

**Immunity to non-magical fire (Ex.):** Firewalkers are immune to damage from a non-magical fire source for 5 rounds. After that, the firewalker takes damage as per normal.

**Fireball (Sp.):** Gains the ability to use Fireball as a spell-like ability 1/day. Caster level is equal to firewalker levels. DC is 13 + Cha modifier.

**Flamstrike (Sp.):** Gains the ability to use Flamstrike as a spell-like ability 1/day. Caster level is equal to firewalker levels. DC is 15 + Cha modifier.

**Life of Fire (Su.):** Firewalkers can travel and live in the Elemental Plain of Fire without suffering from any ill effects.

Level	BAB	Fort	Reflex	Will	Special	Spells
1	+0	+2	+0	+2	Extra Domain, Fire Resistant	+1 to existing divine spellcasting class.
2	+1	+3	+0	+3	Burning Hands 1/day	+1 to existing divine spellcasting class.
3	+2	+3	+1	+3	Immunity to non-magical fire (5 rounds)	+1 to existing divine spellcasting class.
4	+3	+4	+1	+4	Partial Fireshield	+1 to existing divine spellcasting class.
5	+3	+4	+1	+4	Summon Large Water Elemental 1/day	+1 to existing divine spellcasting class.
6	+4	+5	+2	+5	Fireball 1/day	+1 to existing divine spellcasting class.
7	+5	+5	+2	+5	Summon Huge Water Elemental 1/day	+1 to existing divine spellcasting class.

8	+6	+6	+2	+6	Flamestrike 1/day	+1 to existing divine spellcasting class.
9	+6	+6	+3	+6	Life of Fire	+1 to existing divine spellcasting class.
10	+7	+7	+3	+7	Summon Greater Water Elemental 1/day	+1 to existing divine spellcasting class.

## **Sibylites (Savras)**

**Hit Die:** d8

### **Requirements**

**Feats:** Greater Spell Focus (Divination)

**Skills:** Knowledge (Religion) 8 ranks, Knowledge (Arcana) 8 ranks.

**Spells:** Must be able to cast 3<sup>rd</sup> level divine spells, three of which must be from the school of divination.

**Special:** Must have Savras as a patron.

**Class Skills:** Concentration, Craft, Heal, Knowledge (Arcana), Knowledge (Religion), Knowledge (The Planes), Listen, Profession and Spellcraft.

**Skill Points:** 2 + Int Modifier.

### **Class Features:**

**Extra Domain:** Gains an extra domain, chosen from your deity's list of domains, as a bonus domain. For clerics, this simply means an additional domain spell choice and additional domain power, but no increase in domain slots.

For spontaneous casters, you gain the use of the additional domain's power as a cleric equal to your sibylite levels and gain the spells from the additional domain as bonus spells known.

For other preparatory casters (other than clerics), you gain the use of the additional domain's power as a cleric equal to your sibylite level and gain a '+1' domain slot per spell level to be prepared with your additional domain spells in your 'Spells per day' list.

**Extra Spell (Su.):** Sibylites gain this feat as a free feat at the indicated levels. Any spell chosen with this special ability must be arcane in nature and must be a spell from the school of divination. The spell is simply added to the spell list of the class that has the divine spellcasting class feature. The spell chosen is then considered divine with regards to this character forever.

**Augury (Sp.):** Gains the ability to use Augury as a spell-like ability 1/day. Caster level is equal to sibylite levels.

**Clairvoyance (Sp.):** Gains the ability to use Clairaudience/Clairvoyance as a spell-like ability 1/day. However, you can only use the spell to 'see', not 'hear'. Caster level is equal to sibylite levels.

**Remove Blindness (Sp.):** Gains the ability to use Remove Blindness/Deafness as a spell-like ability 1/day. However, you can only use the spell to remove blindness status. Caster level is equal to sibylite levels.

**Discern Lies (Sp.):** Gains the ability to use Discern Lies as a spell-like ability 3/day. Caster level is equal to sibylite levels. DC is 13 + Cha modifier.

**True Seeing (Sp.):** Gains the ability to use True Seeing as a spell-like ability 1/day. Caster level is equal to sibylite levels.

**Uncanny Dodge (Su.):** A sibylite retains her dexterity bonus to AC even if flat-footed. If the sibylite already has Uncanny Dodge from another class, she instead gains Improved Uncanny Dodge.

**Improved Uncanny Dodge (Su.):** A sibylite can no longer be flanked. She cannot be sneak-attacked unless the attacker has 4 more rogue levels than her total hit dice. If she already has Improved Uncanny Dodge, she gains no further bonus.

**The All Seeing Eye (Su.):** The sibylite is now under the constant effect of the True Seeing spell. This ability is not dismissable. He gains a +4 sacred bonus to all spot and search checks. Furthermore, the

sibylite can never be surprised. A sibylite can act normally during a surprise round. The sibylite gains darkvision 60ft (if he already has darkvision, increase the range by 30ft.) and low-light vision. This ability works even when the sibylite is blind. The sibylite can see all even when his eyes are closed. The only time a sibylite cannot see is when asleep.

Level	BAB	Fort	Reflex	Will	Special	Spells
1	+0	+2	+0	+2	Extra Domain, Extra Spell	+1 to existing divine spellcasting class.
2	+1	+3	+0	+3	Augury 1/day	+1 to existing divine spellcasting class.
3	+2	+3	+1	+3	Extra Spell, Clairvoyance 1/day	+1 to existing divine spellcasting class.
4	+3	+4	+1	+4	Remove Blindness 1/day	+1 to existing divine spellcasting class.
5	+3	+4	+1	+4	Extra Spell, Discern Lies 3/day	+1 to existing divine spellcasting class.
6	+4	+5	+2	+5	True Seeing 1/day, Uncanny Dodge	+1 to existing divine spellcasting class.
7	+5	+5	+2	+5	Extra Spell	+1 to existing divine spellcasting class.
8	+6	+6	+2	+6	Improved Uncanny Dodge	+1 to existing divine spellcasting class.
9	+6	+6	+3	+6	Extra Spell	+1 to existing divine spellcasting class.
10	+7	+7	+3	+7	The All Seeing Eye	+1 to existing divine spellcasting class.

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