

## Warcraft 3 Campaign Setting

### **Races**

#### *Humans*

The humans in the Warcraft 3 campaign setting follows the human entry in the Player's Handbook.

#### *Elves*

The elves of this campaign setting consist of two sub races. The High Elves of Quel'Thalas and the Night Elves of Kalimdor.

#### *High Elves*

The high elves follow the elf entry in the player's handbook except as follows,

Abilities: +2 Int, +2 Dex, -2 Con.

Favored Class: Ranger

#### *Night Elves*

The night elves follow the elf entry in the player's handbook except as follows,

Abilities: +2 Wis, +2 Dex, -2 Str.

Shadowmeld: Female night elves gain the ability to hide from their enemies in the shadow of the night. They gain a +8 racial bonus to Hide checks when at night. Only female night elves gain this benefit.

Favored Class: Druid

#### *Dwarves*

The dwarves in the Warcraft 3 campaign setting follows the dwarf entry in the player's handbook.

#### *Orcs*

The orcs are a playable race in this campaign setting. They have the following stats.

Abilities: +4 Str, +2 Con, -2 Int, -2 Cha.

Size: Medium.

Speed: 30ft.

Automatic Languages: Orc, Common.

Bonus Languages: Draconic, Elven, Goblin, Dwarven, Tauren.

Has Darkvision 60ft.

Favored Class: Barbarian

#### *Tauren*

Abilities: +6 Str, -2 Int, -4 Cha.

Size: Medium

Speed: 30ft.

Automatic Languages: Tauren, Common.

Bonus Languages: Draconic, Goblin, Troll, Dwarven, Orc.

Has Low-light vision.

Has gore attack (Damage 1d8+Str mod) at base attack bonus + Str mod.

Favored Class: Barbarian

### **Classes**

#### *Barbarian*

This class is unchanged and follows the Barbarian entry in the player's handbook.

#### *Bard*

This class is unchanged and follows the Bard entry in the player's handbook.

#### *Cleric*

This class follows the Cleric entry in the player's handbook except as follows:

Patron: Clerics from the Warcraft 3 campaign setting do not have to choose a patron deity. The domains available are however, restricted to the table below,

<b>Race</b>	<b>Domains Available</b>
Humans	All from Player's Handbook and Forgotten Realms except alignment domains (good, evil, law and chaos).
High Elves	Plant, Animal, Healing, Luck, Magic, Travel, Air, Protection, Magic, Travel, Knowledge, Time*, Nobility*
Night Elves	Plant, Animal, Travel, Magic, Knowledge, Time*, Moon*, Darkness*, Storm*, Protection, Trickery, Fate*
Dwarves	Earth, Cavern*, Time*, Protection, War, Strength, Rune*, Earth, Fire, Trade*, Craft*, Planning* Travel
Orcs	Earth, Fire, War, Destruction, Hatred*, Retribution*, Rune*, Storm*, Suffering*, Tyranny*, Travel, Healing
Taurens	Earth, War, Rune*, Travel, Planning*, Healing, Fate*, Protection, Knowledge, Strength, Trade*, Nobility*

\* Domains found in the Forgotten Realms Campaign Setting

### *Druid*

This class is unchanged and follows the Druid entry in the player's handbook.

### *Fighter*

This class is unchanged and follows the Fighter entry in the player's handbook.

### *Ranger*

This class follows the Ranger entry in the player's handbook except as follows:

**Divine Spellcasting:** Rangers in the Warcraft Campaign setting gains no spellcasting ability.

**Bonus Feats:** At levels 4, 8, 12, 16, 20, rangers gain bonus feats. These feats can be chosen from the fighter list of bonus feats. These feats are gain in addition to the feats he normally gains at every 3 levels.

### *Rogue*

This class is unchanged and follows the Rogue entry in the player's handbook.

### *Wizard*

This class is unchanged and follows the Wizard entry in the player's handbook.

## **Prestige Classes**

### *Druid of the Grove*

**Hit Die:** d8

#### Requirements

To qualify as a druid of the grove, a character must fulfill the following criteria.

**Alignment:** Any non-evil.

**Patron:** Must have Cenarius as his patron deity.

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

**Special:** Must have the ability to change form. E.g. druid's Wildshape or a Shapechange spell.

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

#### Class Skills

The druid of the grove's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Knowledge (Nature) (Int), Knowledge (History) (Int), Religion (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spellcraft (Int), Spot (Wis) and Survival (Wis).  
Skill Points at Each Level: 4 + Int modifier.

#### Class Features

All the following are class features of the druid of the grove prestige class.

**Weapon and Armor Proficiency:** A druid of the grove is proficient with all simple weapons. He is proficient with light armors (barding).

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+0	+0	+0	+2	Child of Cenarius, Thorns, Entangle	+1 to druid spellcasting ability
2	+1	+0	+0	+2	Animate Trees	
3	+2	+1	+1	+3		+1 to druid spellcasting ability
4	+3	+1	+1	+3		
5	+3	+1	+1	+3	Tranquility	+1 to druid spellcasting ability

**Spells:** A 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> levels, a druid of the grove gain additional spellcasting ability as if he has just gained a level in his druid class. This does not grant him increased hit dice or new skill points or any additional druidic abilities.

**Child of Cenarius:** A druid of the grove undergoes a physical change as a gift from the Father Oak. His body becomes like that of a centaur and a pair of sharp antlers grows from his head. He gains 2 hoof attacks at his total attack bonus (1d4 damage) and a gore attack, also at his total attack bonus (1d6 damage). His face becomes 5ft. by 10ft. and all armors he wears must be barding (armors that horses wear).

**Thorns:** A field of baneful druidic magic surrounds the druid of the grove that reflects damage. All melee foes take the same amount of damage+1d8 dealt to the druid. At 3<sup>rd</sup> level, this is increased to damage dealt+2d8. At 5<sup>th</sup> level, it is damage dealt+3d8. This aura extends to all allies within 20ft.

**Animate Trees:** As a standard action, the druid of the grove can animate 1 tree per druid of the grove levels. Trees animated are treants. The animated trees last number of rounds equal to 4+druid of the grove levels before returning to their natural state (If they are not slain first). This ability can be used 3/day.

**Tranquility:** Once per day, a druid of the grove can call down rain that heals all wounds. For a number of rounds equal to 5+wisdom modifier, all affected allies recover 2d8 points worth of hitpoints. This healing rain falls around the druid of the grove in a 30ft radius. Activating this ability requires a standard action and during the effect, the druid can take no other actions. If he is dealt damage, he must roll a concentration check (DC 10+damage dealt). If the check succeeds, the ability continues, if he fails the check, the rain stops prematurely.

### *Demonhunter*

**Hit Die:** d10

### Requirements

To qualify as a demonhunter, a character must fulfill the following criteria.

**Alignment:** Any non-evil.

**Base Attack Bonus:** +5

**Feats:** Toughness, Endurance

**Skills:** Knowledge (Burning Legion) 8 ranks

**Special:** Must be a male night elf that has blinded himself.

### Class Skills

The demonhunter's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Knowledge (Warfare) (Int), Knowledge (History) (Int), Knowledge (Burning Legion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis) and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

### Class Features

All the following are class features of the demonhunter prestige class.

**Weapon and Armor Proficiency:** A demonhunter is proficient with all simple and martial weapons. He is proficient with light armors.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Spellburn, Improved Evasion, Blindsight
2	+2	+0	+2	+0	
3	+3	+1	+3	+1	Immolation
4	+4	+1	+3	+1	
5	+5	+1	+3	+1	Metamorphosis

**Spellburn:** As a standard action, a demonhunter can make a ranged touch attack on an opponent. If successful, the target is drained of 2d4+1 per demonhunter level worth of spell slots. The target also suffers the same amount worth of damage. This ability does not affect non-spellcasters. This can be used a number of times per day equal to 3 + charisma modifier.

**Improved Evasion:** A demonhunter gains the Improved Evasion feat as a free feat.

**Blindsight:** A demonhunter gains the Blindsight feat as a free feat.

**Immolation:** As a standard action, the demonhunter can surround his body with green flames that damage all enemies adjacent to him. All foes within 5ft of him suffer 2d4+2 per demonhunter level points of fire damage per round. All foes are entitled to a reflex save for half damage. A new save must be made every round. This ability lasts as many rounds as twice the character has demonhunter levels.

**Metamorphosis:** Once per day, a demonhunter can change himself into a being that's half-demonic. He gains fast healing 5 and a +5 enhancement to armor class. All his attacks deal additional 2d8 points of divine damage. He also gains spell resistance 11+ character level. This ability lasts as many rounds as the character has demonhunter levels.

*Priestess of the Moon*

**Hit Die:** d10

#### Requirements

To qualify as a priestess of the moon, a character must fulfill the following criteria.

**Alignment:** Any non-evil.

**Base Attack Bonus:** +5

**Domain:** Must have access to either the Darkness or Moon domain.

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

**Feats:** Point Blank Shot

**Special:** Must be a female night elf.

#### Class Skills

The priestess of the moon's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Wis), Hide (Dex), Knowledge (Religion) (Int), Knowledge (History) (Int), Knowledge (Burning Legion) (Int), Move Silently (Dex), Search (Int), Spellcraft (Int) and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

#### Class Features

All the following are class features of the priestess of the moon prestige class.

**Weapon and Armor Proficiency:** A Priestess of the Moon is proficient with all simple weapons. She is also proficient with the shortbow, composite shortbow, longbow, and the composite longbow. She is proficient with light armors.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+1	+0	+2	+2	Tiger mount, Moon Arrows	
2	+2	+0	+2	+2	True Shot, Owl familiar	+1 to existing divine spellcasting class
3	+3	+1	+3	+3	Greater Moon Arrows	

4	+4	+1	+3	+3		+1 to existing divine spellcasting class
5	+5	+1	+3	+3	Starfall	

**Spells:** At 2<sup>nd</sup> and 4<sup>th</sup> level, a priestess of the moon gains the ability to increase her divine spellcasting ability as if she has gained a level in her divine spellcasting class. This does not confer the other benefits like increased hit points and skill points etc. If she has more than one divine spellcasting class, she must decide which class will she improve the spellcasting ability.

**Tiger Companion:** As a boon from the moon goddess, a priestess is granted a mount in the form of a celestial white tiger (Take the stats of the tiger from the Monster Manual and apply the celestial template to it). If the mount were to die, the priestess of the moon must wait for a year and a day before a new tiger can be granted to her. Do not apply the mount rules found in the paladin's entry in the player's handbook here.

**True Shot:** The priestess of the moon gains a +4 to all ranged attack rolls and a +2 to all ranged damage rolls. The extra damage is applied as physical damage before any magical or energy damage. This ability extends to all allies within 30ft. of her who uses ranged weapons.

**Moon Arrows:** In the night, when the moon is visible, all arrows fired by the priestess of the moon gains a +1 enhancement bonus to their attack and damage rolls. They also deal an additional of 1d6 points of magical fire damage.

**Greater Moon Arrows:** As Moon Arrows, except that the enhancement bonus is +3 and all arrows deal an extra 3d6 magical fire damage.

**Owl Familiar:** The priestess also gains an owl as a familiar. The owl is an extension of her will and also a loyal friend. Refer to the Player's Handbook for rules on Familiars. Take Priestess of the Moon levels and all previous divine spellcasting classes and add them up to determine effective arcane levels.

**Starfall:** Once per night, a priestess of the moon can command the very stars to fall from the sky. Within 10ft. per priestess of the moon level, stars dealing 4d6 plus charisma modifier worth of divine damage (per round) will fall from the sky and strike against all foes within range. This will last for as many rounds as the character has priestess of the moon levels. The priestess can end this ability prematurely. All foes are entitled to a reflex save for half damage, but they must make new saves every round. To activate this ability uses a full round action.

*Archmage*

**Hit Die:** d4

#### Requirements

To qualify as an Archmage, a character must fulfill the following criteria.

**Spellcasting:** Must be able to cast 5<sup>th</sup> level arcane spells.

**Feats:** Maximize spell, Spell Focus in any two schools of magic.

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

#### Class Skills

The Archmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Wis), Hide (Dex), Knowledge (Arcana) (Int), Knowledge (All skills taken individually) (Int), Profession (Wis), Search (Int) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

#### Class Features

All the following are class features of the archmage prestige class.

**Weapon and Armor Proficiency:** An archmage is not proficient with any weapons or armors.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+0	+0	+0	+2	Blizzard, Unicorn Mount	+1 to existing arcane spellcasting class
2	+1	+0	+0	+2	Brilliance Aura	
3	+1	+1	+1	+3	Summon Water Elemental	+1 to existing arcane spellcasting class

4	+2	+1	+1	+3		
5	+2	+1	+1	+3	Mass Teleport	+1 to existing arcane spellcasting class

**Spells:** At levels 1, 3 and 5, he gains the ability to increase his arcane spellcasting ability as if he has gained a level in his arcane spellcasting class. This does not confer the other benefits like increased hit points and skill points etc. If he has more than one arcane spellcasting class, he must decide which class will he improve the spellcasting ability.

**Mount:** The archmage of Dalaran rides to war on a magical mount. He gains a unicorn as a mount. This ability does not follow the mount rules as described in the player's handbook. The unicorn mount does not gain the increased saving throws and spell resistance and other benefits.

**Blizzard:** The archmage gains the ability to freeze the moisture in the air into sharp icicles to rain them unto his foes. All foes within 40 ft. of the archmage take 2d8 points of cold, piercing damage per round. The blizzard lasts as many rounds as the archmage has levels plus 3. Activating this ability takes a standard action.

**Brilliance Aura:** All spellcasting allies (Both divine and arcane) within 30 ft. of the archmage gains a +2 to all damage caused by spells. Spells that do no damage (like Color Spray or Daze) are not affected. At 4<sup>th</sup> level, the bonus damage increases to +4.

**Summon Water Elemental:** At 3<sup>rd</sup> level, an archmage can summon a water elemental. He can do this 1/day at 3<sup>rd</sup> level and 3/day at 5<sup>th</sup> level.

**Mass Teleport:** Once per day, the archmage use Teleport without Error as a spell-like ability. This works like the spell except he can carry a total of 200 pounds per arcane spellcaster level.

### *Paladin*

**Hit Die:** d10

### Requirements

To qualify as a paladin, a character must fulfill the following criteria.

**Feats:** Endurance.

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

**Spellcasting:** Must be able to cast 1<sup>st</sup> level divine spells.

**Weapon Proficiency:** Must be proficient with at least 1 martial weapon.

### Class Skills

The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Wis), Heal (Wis), Knowledge (Local) (Int), Knowledge (Religion) (Int), Profession (Wis), Ride (Dex), Search (Int) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All the following are class features of the paladin prestige class.

**Weapon and Armor Proficiency:** A paladin is proficient with all simple and martial weapons. They are also proficient with all armors and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+1	+0	+0	+2	Holy Light, Devotion	
2	+2	+0	+0	+2	Divine Shield	+1 to existing divine spellcasting ability
3	+3	+1	+1	+3		
4	+4	+1	+1	+3		+1 to existing divine spellcasting ability
5	+5	+1	+1	+3	Raise Dead	

**Spells:** At levels 2 and 4, he gains the ability to increase his divine spellcasting ability as if he has gained a level in his divine spellcasting class. This does not confer the other benefits like increased hit points and skill points etc. If he has more than one divine spellcasting class, he must decide which class will he improve the spellcasting ability.

**Holy Light:** The paladin gains the ability to heal his allies. At 1<sup>st</sup> level, he can restore 2d8 points of damage. At 3<sup>rd</sup> level, he heals 4d8 and at 5<sup>th</sup> level, he heals 6d8 points of damage. He can use this ability a number of times a day equal to 2 times paladin level. It takes a standard action.

**Devotion:** The holiness of the paladin reaches out to envelop his allies. All allies within 30ft. gains a +2 sacred bonus to AC. At 4<sup>th</sup> level, the bonus increases to +4. This ability is active at all times.

**Divine Shield:** Once per day, the paladin can summon the power of the light to protect him from the blows of his foes. Activating this ability takes a full action. The paladin gains a +8 sacred bonus to his AC. This does not stack with his devotion aura.

**Raise Dead:** At 5<sup>th</sup> level, the paladin gains the ability to grant a fallen friend a new lease of life. Activating this ability requires the paladin to pray for 1 hour per level of the fallen target. In addition to that, the paladin also must sacrifice 200xp per level of the fallen target. If the paladin does not have enough experience points to lose, he cannot raise the target until he has gained enough experience points to do so. During that period, the paladin cannot do any other activities including talking, eating and drinking. He can use this ability once per week.

### *Mountain Thane*

**Hit Die:** d10

#### Requirements

To qualify as a mountain thane, a character must fulfill the following criteria.

**Base Attack Bonus:** +5

**Feats:** Toughness, Weapon Focus (Warhammer), Weapon Focus (Double Axe).

**Skills:** Knowledge (Underdark) 8 ranks, Knowledge (Warfare).

**Race:** Must be a dwarf.

#### Class Skills

The mountain thane's class skills (and the key ability for each skill) are Craft (Int), Climb (Dex), Diplomacy (Cha), Handle Animal (Wis), Heal (Wis), Knowledge (Local) (Int), Knowledge (Underdark) (Int), Knowledge (Warfare) (Int), Profession (Wis), Ride (Dex) and Search (Int).

Skill Points at Each Level: 2 + Int modifier.

#### Class Features

All the following are class features of the mountain thane prestige class.

**Weapon and Armor Proficiency:** A mountain thane is proficient with all simple and martial weapons. They are also proficient with all armors and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Storm Bolt
2	+2	+2	+0	+0	Bash
3	+3	+2	+1	+1	Thunder Clap
4	+4	+3	+1	+1	
5	+5	+3	+1	+1	Avatar

**Storm Bolt:** At 1<sup>st</sup> level, as a partial action, the mountain thane gains the ability to imbue his warhammer with the might of the earth. His warhammer gains 1d8 points of bonus bludgeoning damage. At 3<sup>rd</sup> level and 5<sup>th</sup> level, the bonus damage is increased to 2d8 and 3d8 points respectively. Any time he successfully deals damage with storm bolt, there is a 50% chance he'll stun the target. He can use this ability 3 times per day.

**Bash:** After level two, the critical range of all weapons the mountain thane uses is doubled. (20 becomes 19-20, 19-20 becomes 17-20...)

**Thunder Clap:** Once per day, the mountain thane can, as a standard action, slam his warhammer unto the ground. This causes shock waves to ripple outwards. This causes all foes within 30ft. to have their movement halved for 2 rounds per mountain thane level. A successful reflex save negates it.

**Avatar:** At 5<sup>th</sup> level, the mountain thane gains the ability to infuse himself with the power of the deep earth. For a number of rounds equal to twice his mountain thane level, he gains a +6 bonus to his strength score and a +4 to his AC (This AC bonus does not stack with the endurance aura). He also gains immunity to all spells, both harmful and beneficial. Activating this ability requires a full round action.

*Blademaster*

**Hit Die:** d10

Requirements

To qualify as a blademaster, a character must fulfill the following criteria.

**Base Attack Bonus:** +5

**Feats:** Two Weapon Fighting, Lightning Reflexes.

**Skills:** Knowledge (Warfare) 4 ranks.

**Race:** Must be an orc.

Class Skills

The blademaster's class skills (and the key ability for each skill) are Craft (Int), Climb (Dex), Diplomacy (Cha), Hide (Dex), Heal (Wis), Jump (Str), Knowledge (Local) (Int), Knowledge (Warfare) (Int), Profession (Wis), Ride (Dex) and Search (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the blademaster prestige class.

**Weapon and Armor Proficiency:** A blademaster is proficient with all simple and martial weapons. They are also proficient with all light armors.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Critical Strike, Windwalk
2	+2	+0	+2	+0	
3	+3	+1	+3	+1	Mirror Image
4	+4	+1	+3	+1	
5	+5	+1	+3	+1	Blade Storm

**Critical Strike:** At 1<sup>st</sup> level, all weapons that the blademaster uses have their threat range double, as if they carry the keen property. This stacks with other modifiers like Improve Critical feat and the keen magic property.

**Windwalk:** Twice per day, the blademaster can ride the winds on his travels. He turns invisible and gains a bonus of 20ft. to his movement. Activating this ability requires a standard action and lasts 4 rounds per blademaster level.

**Mirror Image:** Once per day, the blademaster can use Mirror Image as a 15<sup>th</sup> level wizard. Activating this ability uses a standard action and lasts 2 rounds per blademaster level.

**Blade Storm:** At 5<sup>th</sup> level, the blademaster is so attuned to his weapons that his seem like a storm to his foes. He gains an additional attack at his lowest attack rating. If the blademaster is dual wielding, he then gains two such additional attacks, one for each weapon. He also gains a +2 dodge bonus to AC. He can use this ability once per day for 1 round per blademaster level.

*Far Seer*

**Hit Die:** d6

Requirements

To qualify as a far seer, a character must fulfill the following criteria.

**Feats:** Iron Will, Skill Focus (Knowledge (Nature)).

**Skills:** Knowledge (Religion) 6 ranks, Spellcraft 4 ranks, Knowledge (Nature) 4 ranks.

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

**Race:** Must be an orc.

### Class Skills

The far seer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Wis), Heal (Wis), Knowledge (Local) (Int), Knowledge (Religion) (Int), Knowledge (Nature), Profession (Wis), Ride (Dex), Search (Int) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All the following are class features of the far seer prestige class.

**Weapon and Armor Proficiency:** A far seer is proficient with all simple weapons. They are also proficient with light armors.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+1	+0	+0	+2	Far Sight, Dire Wolf Mount	
2	+2	+0	+0	+2	Feral Spirits	+1 to existing divine spellcasting ability
3	+3	+1	+1	+3	Chain Lightning	
4	+4	+1	+1	+3		+1 to existing divine spellcasting ability
5	+5	+1	+1	+3	Earthquake	

**Spells:** At levels 2 and 4, he gains the ability to increase his divine spellcasting ability as if he has gained a level in his divine spellcasting class. This does not confer the other benefits like increased hit points and skill points etc. If he has more than one divine spellcasting class, he must decide which class will he improve the spellcasting ability.

**Far Sight:** The far seer has his vision enhanced. His darkvision range is doubled to 120ft. He also gains low-light vision 120ft. Once per day, he can cast *Clairaudience/Clairvoyance* with his far seer levels as caster levels.

**Dire Wolf Mount:** A far seer gains a dire wolf as a mount. Apply the mount template as written in the player's handbook in the paladin's entry. Take the character levels to calculate the mount benefits.

**Feral Spirits:** Once per day, the far seer can summon two dire wolves to fight for him. At level 4, these dire wolves summoned are of maximum advancement and hit dice.

**Chain Lightning:** 3 times per day, a far seer can summon the power of the weather to do his bidding. He can cast Chain Lightning as a spell-like ability with twice his far seer levels as the caster levels.

**Earthquake:** At 5<sup>th</sup> level, the far seer can cast Earthquake as a spell-like ability once per day. Range at 600ft. and has an area of effect of 25ft radius.

### *Tauren Chieftain*

**Hit Die:** d10

### Requirements

To qualify as a tauren chieftain, a character must fulfill the following criteria.

**Base Attack Bonus:** +5

**Feats:** Endurance, Toughness, Power Attack, Cleave.

**Skills:** Knowledge (Warfare) 8 ranks.

**Race:** Must be a tauren.

### Class Skills

The tauren chieftain's class skills (and the key ability for each skill) are Craft (Int), Climb (Dex), Hide (Dex), Heal (Wis), Jump (Str), Knowledge (Local) (Int), Knowledge (Warfare) (Int), Profession (Wis), Ride (Dex) and Search (Int).

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All the following are class features of the tauren chieftain prestige class.

**Weapon and Armor Proficiency:** A tauren chieftain is proficient with all simple and martial weapons. They are also proficient with all light and medium armors.

Class Level	<u>Base Attack Bonus</u>	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+0	Endurance Aura
2	+2	+2	+0	+0	Shockwave, War Stomp
3	+3	+2	+1	+1	
4	+4	+3	+1	+1	
5	+5	+3	+1	+1	Reincarnate

**Endurance Aura:** At 1<sup>st</sup> level, the tauren chieftain and all his allies within 30ft. gain a +1 bonus to all attack rolls and +5ft. bonus to movement. At 3<sup>rd</sup> level, these bonuses increase to +2 and 10ft. respectively. This is a constant effect.

**Shockwave:** Twice per day, the tauren chieftain can slam his weapon on the ground and generates a shockwave that damages his foes. This effect takes a standard action, starts at the chieftain and ends 100ft. away in a straight line (5ft. wide). All foes within the line of effect suffer 3d8 points of sonic damage. Reflex save for half damage.

**War Stomp:** Twice per day, a tauren chieftain can stamp his feet on the ground and generate a shock wave on the ground in the shape of a ripple. All foes within 30ft. of the tauren chieftain are effectively slowed for 4 rounds. Those affected must also roll a reflex save or fall prone for 4 rounds.

**Reincarnate:** At 5<sup>th</sup> level, when a tauren chieftain reaches -10 hit points, his hit points instantly reaches 0 and he stabilizes. After 10 minutes, he automatically gains 1 hit point and is no longer disabled. This occurs as many times in his life as his constitution modifier.

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