

who fall, having known the heights of purity, become evil beyond reckoning.

Convinced of their own moral purity, fallen inquisitors pursue their vile agenda without ever feeling doubt, and they are often charismatic enough to draw others into their wicked plans. Should an inquisitor who also has paladin levels ever gain levels in the blackguard class, his shadowbane inquisitor levels stack with his paladin levels when determining the number of extra abilities that the blackguard gains for having paladin levels. For example, if a 5th-level paladin/1st-level rogue/5th-level shadowbane inquisitor takes a level of blackguard, he gains extra blackguard class abilities as if he were a fallen paladin of 10th level.

## SAMPLE SHADOWBANE INQUISITOR

**Kalva:** Male human rogue 2/paladin 4/shadowbane inquisitor 2; CR 8; Medium humanoid; HD 2d6+4 plus 6d10+10; hp 60; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +7; Cmp +10; Atk +12 melee (1d10+5/19–20, +1 *greatsword*); Full Atk +12/+7 melee (1d10+5/19–20, +1 *greatsword*); SA smite 1/day, smite evil 1/day, sneak attack +1d6, turn undead 5/day (+4, 2d6+3, 1st); SQ absolute conviction, aura of courage, aura of good, *detect evil*, divine grace, divine health, evasion, lay on hands 8/day, pierce shadows, sacred stealth, trapfinding; AL LG; SV Fort +12, Ref +5, Will +5; Str 16, Dex 10, Con 14, Int 8, Wis 12, Cha 14.

**Skills and Feats:** Diplomacy +4, Disable Device +3, Gather Information +6, Hide +5, Listen +5, Knowledge (religion) +4, Move Silently +5, Search +3, Sense Motive +9, Spot +9; Cleave, Devoted Inquisitor†, Power Attack, Stealthy, Weapon Focus (greatsword).

† New feat described on page 107.

**Language:** Common.

**Smite (Su):** Kalva can attempt to smite a creature he judges to be corrupt with one normal melee attack. He adds 2 to his attack roll and deals an extra 2 points of damage.

**Smite Evil (Su):** Once per day, Kalva can attempt to smite evil with one normal melee attack. He adds 2 to his attack roll and deals an extra 4 points of damage.

**Sneak Attack (Ex):** Kalva deals an extra 1d6 points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. Kalva

can choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

**Absolute Conviction (Ex):** Kalva does not lose any shadowbane inquisitor class abilities if he changes alignment.

**Aura of Courage (Su):** Immune to fear, and each ally within 10 feet gains a +4 morale bonus on saving throws against fear effects.

**Detect Evil (Sp):** Kalva can use *detect evil* at will. See the spell, page 218 of the *Player's Handbook*.

**Divine Health (Ex):** Immunity to disease.

**Evasion (Ex):** If Kalva is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

**Pierce Shadows (Su):** Kalva can spend one of his daily uses of his turn undead ability to brightly illuminate an area with a 30-foot radius centered on himself. This radiance lasts for 20 minutes.

**Sacred Stealth (Su):** Kalva can lose a prepared divine spell from memory to gain a +4 sacred bonus on Hide and Move Silently checks for a number of minutes equal to 2 plus the level of spell given up in this manner.

**Trapfinding (Ex):** Kalva can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

**Paladin Spell Prepared (caster level 2nd):** 1st—*bless weapon*.

**Possessions:** +2 full plate, +1 greatsword, cloak of resistance +1, scroll of *bless weapon*, 2 scrolls of *iron silence*†, scroll of *lesser restoration*.

† New spell described on page 153.

## SHADOWBANE STALKER

Those they name as heretics or servants of evil call them zealots. Those they protect from darkness call them saviors and defenders of the truth. Whatever their label, shadowbane stalkers rank as some of the most feared individuals wherever they go.

All shadowbane stalkers belong to the Order of Illumination (see page 179), a fellowship of holy knights dedicated to finding and rooting out hidden evil. The Order of Illumination hunts evil—from liars and petty con artists to mind flayer cabals hidden in the heart of a

decadent empire—in its most secret lair, and shadowbane stalkers lead the search.

Although many think it restrictive and insensitive, the Order of Illumination is a powerful force for good. Shadowbane stalkers do their part to find evil hidden within the midst of civilized areas so that the martial arm of the order, led by the shadowbane inquisitors (see the previous prestige class), can spearhead the attack against the corruption. Shadowbane stalkers usually work alone or with small groups of independent adventurers, but it is also common for a stalker and an inquisitor to adventure together as partners. Their skills and abilities complement each other, and they know that the other members of the order are some of the few beings they can trust implicitly.

Almost all shadowbane stalkers are clerics who took a few levels of rogue. This unorthodox career path gives a character the divine spellcasting power and martial training necessary to deal with powerful and subtle evils, as well as giving her the broad expertise in skills and stealth required to find and ambush the hidden evils that she seeks.

**Adaptation:** The Order of Illumination might be too zealous for some campaigns. Its members are so thoroughly dedicated to good that they can sometimes stray into intolerance or unfounded accusations. But by leaving the game mechanics unchanged and simply removing the flavor elements of zealotry and suspicion, the shadowbane stalkers become a small group of dedicated cleric/rogues who are extremely skilled at finding evil monsters. This order probably would consist of clerics from several different churches and would welcome characters who have the right skills. Alternatively, a single shadowbane stalker might run into more than she can handle in the course of an investigation and turn to the PCs for help. In this way, the shadowbane stalkers could become a steady source of adventure leads and staunch allies as the campaign progresses.

**Hit Die:** d8.

## REQUIREMENTS

To qualify to become a shadowbane stalker, a character must fulfill all the following criteria.

**Alignment:** Lawful good.

**Skills:** Gather Information 8 ranks, Search 4 ranks, Sense Motive 4 ranks.

**Special:** Detect evil class feature or ability to cast *detect evil* as a divine spell.

**Special:** Sneak attack +1d6.

## CLASS SKILLS

The shadowbane stalker's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

**Skill Points at Each Level:** 6 + Int modifier.

## CLASS FEATURES

All of the following are class features of the shadowbane stalker prestige class.

**Weapon and Armor Proficiency:** Shadowbane stalkers gain no proficiency with any weapon or armor.

**Spells per Day/Spells Known:** A shadowbane stalker continues training in divine spellcasting as well as learning. At each level gained in the shadowbane stalker class except for 4th and 9th, she gains new spells per day (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained. If she had more than one divine spellcasting class before becoming a shadowbane stalker, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

**Detect Evil (Sp):** A shadowbane stalker can use *detect evil* at will. See the spell, page 218 of the *Player's Handbook*.

**Sacred Stealth (Su):** A shadowbane stalker can channel some of her divine spellpower to become stealthier. To do this, she must lose a prepared divine spell from memory (or give up a potential spell slot for the day if she casts spells as a sorcerer). She gains a +4 sacred bonus on Hide and Move Silently checks for a number of minutes equal to her Charisma bonus (if any) plus the level of spell given up in this manner.

At 7th level, the bonus increases to +8.

Using this ability is a swift action that does not provoke attacks of opportunity.

**Discover Subterfuge (Ex):** A shadowbane stalker trains diligently to detect subterfuge and the misdirection of others. At 2nd level and higher, she gains a +2 competence bonus on Search and Sense Motive checks. This bonus increases to +4 at 5th level and +6 at 8th level.

TABLE 2–19: THE SHADOWBANE STALKER

Level	Base				Special	Spells per Day/Spells Known
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+2	+2	<i>Detect evil</i> , sacred stealth +4	+1 level of existing divine spellcasting class
2nd	+1	+0	+3	+3	Discover subterfuge +2	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	Sneak attack +1d6	+1 level of existing divine spellcasting class
4th	+3	+1	+4	+4	Sacred defense	—
5th	+3	+1	+4	+4	Discover subterfuge +4	+1 level of existing divine spellcasting class
6th	+4	+2	+5	+5	Sneak attack +2d6	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+5	Sacred stealth +8	+1 level of existing divine spellcasting class
8th	+6	+2	+6	+6	Discover subterfuge +6	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+6	Sneak attack +3d6	—
10th	+7	+3	+7	+7	Sacred strike	+1 level of existing divine spellcasting class

**Sneak Attack (Ex):** Beginning at 3rd level, a shadowbane stalker deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. It increases to 2d6 points at 6th level and 3d6 points at 9th level. See the rogue class feature, page 50 of the *Player's Handbook*. If a shadowbane stalker gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

**Sacred Defense (Su):** At 4th level and higher, a shadowbane stalker can channel some of her divine spellpower to help her avoid the attacks of enemies. To do this, she must lose a prepared divine spell from memory (or give up a potential spell slot for the day if she casts spells as a sorcerer). The stalker gains a +4 sacred bonus to Armor Class for a number of rounds equal to the level of the divine spell given up in this manner.

Using this ability is a swift action that does not provoke attacks of opportunity.

**Sacred Strike (Su):** At 10th level, a shadowbane stalker can channel her divine spellpower to deal extra damage. To do this, she must lose a prepared divine spell from memory (or give up a potential spell slot for the day if she casts spells as a sorcerer). The stalker can add an extra 1d6 points of damage per level of the spell lost, up to the number of her sneak attack damage dice. This ability affects the next attack she makes in the same round that she uses this ability.

Creatures immune to sneak attacks are immune to extra damage from this ability. If the affected attack misses, the sacred strike is lost with no effect.

Using this ability is a swift action that does not provoke attacks of opportunity.

## SAMPLE SHADOWBANE STALKER

**Farsi:** Female human rogue 3/cleric 2/shadowbane stalker 3; CR 8; Medium humanoid; HD 3d6+3 plus

4d8+4; hp 43; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +5; Grp +7; Atk or Full Atk +9 melee (1d8+3, +1 *heavy mace*); SA sneak attack +3d6, turn undead 3/day; SQ aura of good, aura of law, *detect evil*, discover subterfuge +2, evasion, sacred stealth, trap sense +1, trapfinding, turn undead 3/day (+0, 2d6+2, 2nd); AL LG; SV Fort +6, Ref +9, Will +9; Str 14, Dex 16, Con 12, Int 8, Wis 14, Cha 10.

**Skills and Feats:** Bluff +4, Gather Information +8, Hide +13, Listen +13, Knowledge (religion) +4, Move Silently +13, Search +6, Sense Motive +8, Spot +13; Dodge, Improved Initiative, Mobility, Weapon Focus (heavy mace).

**Language:** Common.

**Sneak Attack (Ex):** Farsi deals an extra 3d6 points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. Farsi can choose to deliver nonlethal damage with her sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

**Detect Evil (Sp):** Farsi can use *detect evil* at will. See the spell, page 218 of the *Player's Handbook*.

**Evasion (Ex):** If Farsi is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

**Sacred Stealth (Su):** Farsi can lose a prepared divine spell from memory to gain a +4 sacred bonus on Hide and Move Silently checks for a number of minutes equal to the level of spell given up in this manner.

**Trapfinding (Ex):** Farsi can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If

her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

**Cleric Spells Prepared** (caster level 5th): 0—*create water, detect magic, light, mending, resistance*; 1st—*bless, detect chaos, doom* (DC 13), *protection from chaos*<sup>DL</sup>, *shield of faith*; 2nd—*align weapon, hold person* (DC 14), *shatter*<sup>D</sup> (DC 13), *silence* (DC 13); 3rd—*magic circle against chaos*<sup>DL</sup>, *summon monster III*.

**D:** Domain spell. **Domains:** Destruction (smite 1/day, +4 on attack, extra 2 damage), Law (cast lawful [L] spells at caster level 6th).

**Possessions:** +1 mithral breastplate, +1 light shield, +1 heavy mace, triple weapon capsule retainer†, ghostblight capsule†, quickspark capsule†.

† New equipment detailed in Chapter 5.

## SHADOWMIND

A specter in the thoughts of the unwary, the shadowmind moves through the twisting pathways of the mind as easily as she slides through the dark alleyways of the city. A shadowmind blends psionic powers and uncanny stealth into an effective whole. Although they can be capable spies or thieves, shadowminds view themselves as much more. Shadowminds see their training and psychic powers as an extension of a deep self-examination process that requires the knowledge of the innermost goals and motivations of others.

While a few shadowminds are trained in secret by governments, covert cabals, and the like, most train at a distant monastery. These ascetics forsake many of the worldly goals they had before joining the shadowmind monastery, instead devoting themselves to peering inside the minds and secrets of others. The rigorous training stresses the need to see the faults and secrets of others as extensions of the shadowmind's own experiences. To a shadowmind, enlightenment and true understanding come from using the secret motivations of others as a means of self-awareness.

Most shadowminds begin their careers as psions and later diversify their skills and abilities by taking a level of rogue. Psychic warriors also find the class appealing, although they are more likely to multiclass as a ranger or ninja than as a rogue. Although wilders can qualify for the class as easily as psions, few wilders become shadowminds. (For full information about psionic classes and psionic powers, see the *Expanded Psionics Handbook*.)

**Adaptation:** With their excellent skill selection and steady progression of psionic powers, shadowminds can be recast easily to fill almost any niche. Simply change the powers that a shadowmind learns for free to match the desired flavor of the class. Two examples appear below. The powers noted in the examples replace the shadowmind's 1st-level ability *read thoughts*, the 3rd-level ability *cloud mind*, and the 9th-level ability *mass cloud mind*.

**Cerebral infiltrator** (psionic spy): 1st—*distract*, 3rd—*forced sense link*, 9th—*mind probe*.

**Thought killer** (psionic assassin): 1st—*conceal thoughts*, 3rd—*energy stun*, 9th—*personal mind blank*.

**Hit Die:** d6.

## REQUIREMENTS

To qualify to become a shadowmind, a character must fulfill all the following criteria.

**Base Attack Bonus** +3.

**Skills:** Hide 5 ranks, Move Silently 5 Ranks, Sleight of Hand 3 ranks.

**Special:** Manifester level 3rd.

**Special:** Able to manifest *concealing amorpha*.

## CLASS SKILLS

A shadowmind's class skills (and the key ability for each skill) are Autohypnosis\* (Wis), Bluff (Cha), Concentration\* (Con), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics)\* (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Psicraft\* (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), and Tumble (Dex).

\*New skill or skill use described in the *Expanded Psionics Handbook*.

**Skill Points at Each Level:** 4 + Int modifier.

## CLASS FEATURES

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

**Weapon and Armor Proficiency:** Shadowminds gain no proficiency with any weapon or armor.

**Powers Known:** At every level indicated on the accompanying table, a shadowmind gains additional power points per day and access to new discovered powers as if she had also gained a level in whatever psionic manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. If a character had more than one psionic class before becoming a shadowmind, she must decide to which class to add the new level of shadowmind for the