

## Harrower

	Base Attack	Fort	Ref	Will	Special	Spells Per Day
Level	Bonus	Save	Save	Save		
1st	+0	+2	+0	+2	Authority of Izrador +1	+1 level of existing class
2nd	+1	+3	+0	+3	Inspire fanaticism +1	+1 level of existing class
3rd	+2	+3	+1	+3	Speak with dead 1/day, bonus feat	+1 level of existing class
4th	+3	+4	+1	+4	Authority of Izrador +2	+1 level of existing class
5th	+3	+4	+1	+4	Inspire fanaticism +2	+1 level of existing class
6th	+4	+5	+2	+5	Speak with dead 2/day, bonus feat	+1 level of existing class
7th	+5	+5	+2	+5	Authority of Izrador +3	+1 level of existing class
8th	+6/+1	+6	+2	+6	Inspire fanaticism +3	+1 level of existing class
9th	+6/+1	+6	+3	+6	Speak with dead 3/day, bonus feat	+1 level of existing class
10th	+7/+2	+7	+3	+7	Authority of Izrador +4	+1 level of existing class

# Prestige Classes

The following prestige classes are suitable for legate player characters.

## Harrower

Some members of the legate class prove themselves to be especially adept at ferreting out those who would defy the word of Izrador—rebels, spies, rogue channelers, those who still revere the Lost Gods, and others. These individuals are recruited by the greater legates, granted retinues of warriors and servants, and unleashed to bring Izrador's rough justice to the world. They are known as the harrowers, and they are terror incarnate.

A harrower is selected based on his abilities and the strength of his devotion to Izrador. He has absolute authority to enter any dwelling or private structure, to arrest and detain anyone he chooses, and to use any means necessary to locate, arrest, and punish the Shadow's enemies. A harrower is judge, jury, and—if necessary—executioner.

**Hit Die:** d8.

## Requirements

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

**Alignment:** Lawful evil.

**Skills:** Diplomacy 8 ranks, Gather Information 4 ranks, Intimidate 8 ranks.

**Feats:** Iron Will, Leadership.

**Special:** Must already be a temple legate.

## Class Skills

The harrower's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

## Class Features

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

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

**Spells per Day:** When a new harrower level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a harrower, he must decide to which class he adds the new level for purposes of determining spells per day.

**Authority of Izrador:** A harrower receives a +1 bonus to all Diplomacy, Intimidate, and Gather Information checks at 1st level. This bonus improves to +2 at 4th level, +3 at 7th level, and +4 at 10th level.

**Inspire Fanaticism (Ex):** A harrower's presence aids his followers, lending them some of his power and authority. When the harrower is 2nd level, followers who remain within sight of him receive a +1 morale bonus on all attack rolls, Will saves, and Diplomacy and Intimidate checks. The bonus improves to +2 at 5th level and +3 at 8th level.

**Speak with Dead (Sp):** Those arrested and interrogated by a harrower do not often survive the experi-

## Legate Martial

Level	Base				Special	Spells Per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+2	+0	+2	Tactical insight 1	
2nd	+2	+3	+0	+3	Bonus feat	+1 level of existing class
3rd	+3	+3	+1	+3	Increase morale	
4th	+4	+4	+1	+4	Divine enhancement	+1 level of existing class
5th	+5	+4	+1	+4	Tactical insight 2	
6th	+6	+5	+2	+5	Bonus feat	+1 level of existing class
7th	+7	+5	+2	+5	Divine enhancement +1/day	
8th	+8	+6	+2	+6	Drain vitality	+1 level of existing class
9th	+9	+6	+3	+6	Tactical insight 3	
10th	+10	+7	+3	+7	Bonus feat, divine enhancement +2/day	+1 level of existing class

ence, and they occasionally perish without passing on the information that he needs. Beginning at 3rd level, a harrower can *speak with dead* as a spell-like ability once per day. The harrower can use this ability 2/day at 6th level and 3/day at 9th level.

**Bonus Feat:** At 3rd level, the harrower can take Investigator, Negotiator, or Persuasive as a bonus feat. He may choose another of the three feats at 6th level and another at 9th level. If he already has the chosen feat, he can raise the bonus derived from it to +4.

## Legate Martial

Izrador's elite military force, the soldier legates carry his word throughout Aryth on the point of their swords. Among the soldier legates, the legates martial are the best of the best, entrusted with command of soldier legate companies and important missions for the highest-ranking officials in the Order of Shadow. Legates martial are expected at all times to present themselves as the perfect embodiment of Izrador's military and divine power—their armor must always be flawless, their weapons the finest quality available. Their primary duty is to lead the Shadow's forces into battle, showing neither hesitation nor mercy.

Like the other soldier legates, the legates martial are not subject to the intrigue and backstabbing that is so typical of life in Izrador's temples. They respect authority and demand respect in return. Their orders are to be instantly obeyed, even by those who they do not officially command. Likewise, unquestioning obedience to one's superiors is expected of every legate martial.

Legates martial are often given command of independent bodies of troops such as orc warbands, especially when Izrador's military meets with unexpected opposition or similar difficulties. The mere presence of a legate martial is often enough to bolster flagging morale and inspire lesser troops to acts of enormous bravery and suicidal fanaticism, and although the warriors assigned to a legate martial often do not survive

their association with him, they almost invariably perish with honor.

**Hit Die:** d10.

## Requirements

To qualify to become a legate martial, a character must fulfill all of the following criteria.

**Alignment:** Lawful evil.

**Skills:** Concentration 8 ranks, Intimidate 8 ranks, Profession (soldier) 8 ranks.

**Feats:** Leadership.

**Special:** Must have been accepted as a soldier legate, must have a masterwork longsword and masterwork chainmail, half-plate, or full plate.

## Class Skills

The legate martial's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2+ Int modifier.

## Class Features

All of the following are class features of the legate martial prestige class.

**Weapon and Armor Proficiency:** Legates martial are proficient with all simple and martial weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

**Spells per Day:** Each time a legate martial gains an even class level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effec-

tive level of spellcasting. If a character had more than one spellcasting class before becoming a legate martial, he must decide to which class he adds the new level for purposes of determining spells per day.

**Tactical Insight (Ex):** The legate martial can anticipate an opponent's tactics and rob him of advantage in battle. To use this ability, the legate martial must select a single opponent within 30 feet and study the foe's movements as a full-round action. The legate martial need not be in combat with this foe. While studying the opponent, the legate martial cannot attack but defends himself normally. At the end of this period, the legate and all allies within 60 ft. gain a +1 divine bonus on attack rolls and AC against that opponent for the duration of the combat. When the legate martial reaches 5th level, the bonus increases to +2, and by 9th level the bonus increases to +3. Legates martial often stay behind the lines and use this ability to aid their minions.

**Bonus Feats:** At 2nd, 6th, and 10th level, the legate martial can take one of the following feats as a bonus: Cleave, Combat Casting, Combat Reflexes, Great Cleave, Greater Weapon Focus, Greater Weapon Specialization, Improved Two-weapon Fighting, Mounted Combat, Ride-by Attack, Spirited Charge, Trample, Two-Weapon Fighting, Weapon Finesse, or Weapon Focus. The legate martial must still meet the prerequisites for any feats that require them.

**Increase Morale (Ex):** At 3rd level, the legate martial can improve the morale and skill of anyone under his command that is within the sound of his voice once per day. The following effects apply to any allies within 60 feet:

- All *fear* effects are automatically dispelled
- All allies gain a bonus on their next attack and damage rolls equal to the legate martial's class level
- All allies gain a bonus to AC for one round equal to the legate martial's Charisma modifier

**Divine Enhancement (Su):** The legate martial can transform magical energy into raw physical strength. Beginning at 4th level, a legate martial can expend a prepared divine spell, gaining a bonus to attack and damage equal to the level of the expended spell. The spell is lost as if cast and must be recovered normally. The legate martial can use this ability a number of times per day equal to 1 plus his Charisma bonus (if any). At 7th and 10th level, the legate martial gains an additional use of this ability.

**Drain Vitality (Su):** At 8th level, the legate martial can use his ability to inflict profane damage on foes to enhance his own health. The legate martial recovers any lost hit points equal to the damage inflicted on a foe using an *inflict* spell. The legate martial cannot recover more hit points than his full normal hit point total.