

VMCS: Prestige Class Supplement

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Welcome to the *Veluna Meta-Campaign Sourcebook: Prestige Class Supplement*. Inside this document you will find class descriptions for three of the prestige classes available in Veluna. These classes – the Darkhagard, the Knight of Veluna, and the Vetha – were all published in either the *Living Greyhawk Journal*, or on the LIVING GREYHAWK section of the Wizards of the Coast web site (<http://www.wizards.com/default.asp?x=lg/welcome>), and are reprinted here for the convenience of our players.

Although the classes described herein are not Open access, PCs belonging to the appropriate Veluna meta-organizations may be able to take levels in these classes once all the necessary requirements are met. Specific requirements for each class are detailed in the *Veluna Meta-Campaign Sourcebook*, but the requirements for each are briefly described below.

Darkhagard:

- The PC must be a male Rhennee, a resident of Veluna, and must speak Rhopan.
- The PC must be a member of the Rhennee meta-organization at either the Bargewright or Darkhagard rank.
- The PC must have been blooded in a battle with a hostile lake creature (dragon turtle, giant lamprey, etc.) – in game terms, the PC must have been dealt some amount of lethal damage by the creature – and had such injuries noted by the GM in the Play Notes section of the AR for the adventure where the battle took place.
- The PC may not belong to any other meta-organizations without special permission.

Knight of Veluna:

- The PC must be a human or half-elf, a resident of Veluna, and must worship Rao, St. Cuthbert, or Heironeous.
- The PC must join the Order of the Hart meta-organization, either by spending influence points granted by existing Knights, or the nobility of Veluna. A PC may also be invited to join the Order by special invitation of the Triad, in which case certain other requirements may be waived.
- The PC must vanquish a foe or break up a plot of Iuz, Hextor, Nerull, or Tharizdun in at least three of the following lands: Veluna, Verbobonc, Furyondy, Highfolk, Bissel, or the Shield Lands. Such deeds may be noted by the GM in the Play Notes section of the AR for the adventure where the vanquishing took place.

Vetha:

- The PC must be a female Rhennee, a resident of Veluna, and must speak Rhopan.
- The PC must be a member of the Rhennee meta-organization at the Wise Woman rank.

PCs must otherwise meet all other requirements described in the *LIVING GREYHAWK Campaign Sourcebook* and the *Veluna Meta-Campaign Sourcebook*.



DARKHAGARD

Only those Rhennee men who have exhibited a high degree of skill and vigor are considered for membership in the darkhagard. A darkhagard has devoted himself to defending the Rhennee way of life. He sees all landfolk as threats to his continued existence, and has left behind his mundane duties aboard the barge to keep a constant vigil against outside forces. To this end, he pursues weapon mastery and seamanship with equal ardor, honing his dual crafts so that his people will not have to fear giving up their nomadic lifestyle at the demand of a foreign prince. Being bound by any sovereign rule would be tantamount to death.

ENTRY REQUIREMENTS

Race, Sex, and Age: Rhennee Male.

Base Attack Bonus: +5.

Skills: Profession (boater) 4 ranks.

Feats: Exotic Weapon Proficiency (darkha), Weapon Focus (darkha).

Special: Sneak Attack +1d6.

Special: Must have been bloodied in a battle with a hostile lake creature (dragon turtle, giant lamprey, etc.).

CLASS FEATURES

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

Weapon and Armor Proficiency: A darkhagard is proficient in all simple and martial weapons, with all types of armor, and shields.

Prone Fighting (Ex): Having spent countless hours training with their darkhas, the darkhagard suffer no penalties to melee attacks using a darkha while prone. Further, opponents fighting a prone darkhagard enjoy no melee attack bonuses due to his prone status.

Bonus Languages: In their travels, the darkhagard come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the darkhagard an edge in dealing with trading partners and potential enemies.

Each time the darkhagard achieves a bonus language, choose one tongue from the *Player's Handbook* or

the *Living Greyhawk Gazetteer*. The darkhagard can read and write in this language as if he had acquired it in the usual manner. The language must be one with which the darkhagard has had some contact.

Darkha Specialization (Ex): The darkhagard gains Weapon Specialization (per the feat) with the darkha, giving him a +2 damage bonus with that weapon.

Increased Range (Ex): Each time this ability is acquired, a darkhagard may add 25% to the base range increment when hurling his darkha.

Uncanny Swim (Ex): On a successful Swim check, a darkhagard may swim his full speed (as a full-round action) or one half of his speed (as a move action), failure indicating no progress. Furthermore, members of the Darkhagard suffer normal armor check and encumbrance penalties to their Swim checks, rather than the double penalty most swimmers face.

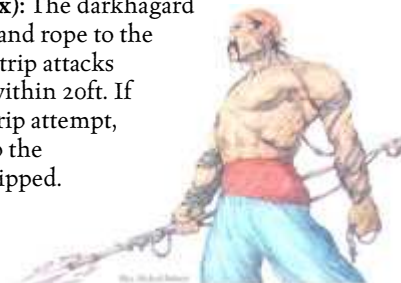
Superior Weapon Focus (Ex): Stacking on top of any existing Weapon Focus bonus, this ability grants the darkhagard an additional +1 to attack rolls with the darkha.

Instant Stand (Ex): Naturally agile and train for combat, a darkhagard has learned to leap to his feet from a prone position as a free action.

Darkha Mastery 1 (Ex): Through arduous practice with his weapon and rope, the darkhagard has mastered his weapon to the degree that it can be considered to have reach, allowing him to make melee attacks against enemies within 10 ft. Further, he may swing the darkha and strike with the blunt haft of the weapon, inflicting subdual damage at a to-hit penalty of only -2.

Darkha Mastery 2 (Ex): The darkhagard has mastered his darkha and rope to the degree that he can make trip attacks with it against enemies within 20 ft. If tripped during his own trip attempt, the darkhagard may drop the weapon to avoid being tripped.

Hold Breath (Ex): Having conditioned his lungs and learned to control his respiration, a darkhagard may hold his breath for a number of rounds equal to three times his Constitution score.



THE DARKHAGARD

HIT DIE: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Prone Fighting
2nd	+2	+3	+0	+0	Bonus Language, Darkha Specialization
3rd	+3	+3	+1	+1	Increased Range (37½ ft.)
4th	+4	+4	+1	+1	Uncanny Swim, Improved Weapon Focus
5th	+5	+4	+1	+1	Instant Stand
6th	+6	+5	+2	+2	Bonus Language, Darkha Mastery 1
7th	+7	+5	+2	+2	Increased Range (45 ft.)
8th	+8	+6	+2	+2	Bonus Language, Darkha Mastery 2
9th	+9	+6	+3	+3	Hold Breath
10th	+10	+7	+3	+3	Water Tracking

Class Skills (2 + Int modifier per level): Balance, Knowledge (geography), Profession (boater), Spot, Survival, Swim, Use Rope.



Water Tracking (Su): The most difficult skill for a darkhagard to master, the ability to track creature on water poses a mighty challenge to even the most veteran seaman. In effect, this allows members of the darkhagard to follow a creature's trail across the surface of the Nyr Dyv, as per the Track feat. In a sense, the darkhagard consults the water itself, reading signs and portents from waves and ripples. In this manner the darkhagard may track a creature that has not even broken the surface. The base DC for such checks is 25, and the usual modifiers for Track checks apply. This is a supernatural ability.

The Darkha

Members of the darkhagard are seldom far from their special two-pronged harpoon, the darkha. The darkha is considered a two-handed exotic melee weapon with the following statistics: Cost 4 gp; Damage 1d8; Critical x3; Range Increment 30 ft.; Weight 4 lbs; Type Piercing. A darkhagard takes great pride in his weapon, which has been individually crafted to his personal specifications. Some warriors prefer shorter, heavier darkhas for more effective hand-to-hand combat. Others affix iron rings to the butts of their weapons in order to use the darkhas as harpoons, with ropes attached to draw the darkhas once it's been thrown (this counts as a move action, and assumes the darkha is free to be pulled back). Certain darkhagard have been known to conceal slender daggers, potion vials, or lockpicks in the shafts of their darkas. Handling a warrior's darkha without permission is considered an insult to the weapon's owner.



KNIGHT OF VELUNA

The Knights of Veluna are mainly used as the brawn of the force of the Knights of the Hart and ride out to meet their enemy head on; more often than not, they are victorious. However, they are not beyond using diplomatic means to end a conflict, so that blood may not be spilled. They are often used as dignitaries to quell potential political tensions and possibly help secure trade agreements, as well as to bring new trade to countries to further the Knights of the Harts' interests.

There are 120 Knights of Veluna currently in action across the Vale. However, recent attacks against Veluna have led to anxious moments amongst the citizens. The clergy now feels that they have protected others long enough and it is now time to protect the citizenry. The esteemed Canon Hazen has decided to pull back all of the Knights of Veluna (except in Thornward, Bissel where the treaty must be upheld) to protect the homeland. Many of the knights feel this decree too extreme, but they do not question the wisdom and faith of the esteemed Canon Hazen.

All Knights of Veluna wear an insignia that bears a golden stag's antlers on a black background in sable. This symbol is visible at all times on a knight, usually on their armor or shield so that their enemy may see who is bringing their death.



Entry Requirements

Race: Human or half-elf.

Alignment: Lawful good.

Base Attack Bonus: +7.

Skills: Diplomacy 3 ranks, Knowledge (local) 2 ranks, Knowledge (nobility and royalty) 3 ranks, Knowledge (religion) 3 ranks, Ride 6 ranks.

Feats: Mounted Combat, Weapon Focus (with deity's favored weapon), Armor Proficiency (Medium), Ride by Attack, Power Attack.

Special: For purposes of the **Living Greyhawk** campaign, the human or half-elf must be a Veluna regional character and also be a worshipper of Rao, St. Cuthbert, or Heironeous. Also, a prospective Knight of Veluna must have traveled to at least three lands and vanquished a foe or broken up a plot of Iuz, Hextor, Nerull, or Tharizdun in the lands of Verbobonc, Furyondy, Bissel, the Shield Lands, Veluna, or Highfolk. The knight must act with honor and dignity at all times, and must never let his/her emotions get the better of them. The Knights of Veluna have a code to uphold and must honor that to their last breath.

CLASS FEATURES

All of the following are class features of the Knight of the Veluna prestige class.

Weapon and Armor Proficiency: Knights of Veluna gain no proficiency with any weapon or armor.

Spells per Day: Starting at 1st level, and at every other Knight of Veluna level thereafter, the character gains new spells per day as if she had also gained a level in the divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained. If the character had no divine levels before becoming a 1st-level Knight of Veluna, she gains the spellcasting ability of a 1st-level cleric when she takes her first knight level (and must choose two domains as a 1st-level cleric).

Aura of Confidence (Su): At 1st level, a Knight of Veluna exudes such confidence when in combat that all allies within 10 feet receive a +1 morale bonus to attack and damage.

True Grit (Ex): At 2nd level, a Knight of Veluna gains the Improved Toughness feat.

The Flame of Eternal Smite (Su): At 2nd level, a Knight of Veluna gains the ability to attempt to smite an evil minion of Iuz with one attack per day. She adds her Charisma modifier (if any) to her attack roll and deals 1 extra point of damage per class level. For example, a 5th-level Knight of Veluna armed with a longsword would deal 1d8+5 points of damage, plus any additional bonuses from high Strength or magical effects that normally apply.

Woe to Old Wicked (Su): At 3rd level, a Knight of Veluna has grown to spite all that Iuz embodies and with that, she scornfully attacks with fury. A knight

THE KNIGHT OF VELUNA HIT DIE: D10

Level	Base				Special	– Spells per Day –
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+2	+0	+2	Aura of confidence	+1 level of existing divine spellcasting class
2nd	+2	+3	+0	+2	True grit, the flame of eternal smite	–
3rd	+3	+3	+1	+3	Woe of Old Wicked, blessed brightness (+2)	+1 level of existing divine spellcasting class
4th	+4	+4	+1	+4	Aura of natural confidence	–
5th	+5	+4	+1	+4	–	+1 level of existing divine spellcasting class
6th	+6	+5	+2	+5	Relentless pursuit, blessed brightness (+4)	–
7th	+7	+5	+2	+5	Aura of valor	+1 level of existing divine spellcasting class
8th	+8	+6	+2	+6	Aura of supreme confidence	–
9th	+9	+6	+3	+6	Holy wielder, blessed brightness (+6)	+1 level of existing divine spellcasting class
10th	+10	+7	+3	+7	Strike at the heart of the Old One	–

Class Skills (2 + Int modifier per level): Concentration, Diplomacy, Gather Information, Handle Animal, Heal, Knowledge (religion), Knowledge (local), Knowledge (nobility and royalty), Ride, Sense Motive.



gains a +2 sacred bonus to attack and damage against all of Iuz's forces. This ability stacks with aura of confidence and aura of supreme confidence.

Blessed Brightness (Ex): At 3rd level, a Knight of Veluna begins a journey that allows her to garner even more respect amongst the regions that she travels in. This is due to the long-standing reputation that Knights of Veluna are highly favored in the regions of Bissel, Furyondy, Highfolk, Shield Lands, Veluna, and Verbobonc. When traveling in these areas, a Knight of Veluna receives a +2 morale bonus to Diplomacy, Sense Motive, and Intimidate (for more of awe than overbearing presence) skill checks when in those previously mentioned regions. This bonus increases to +4 at 6th level, and +6 at 9th level.

Aura of Natural Confidence (Su): At 4th level, a Knight of Veluna exudes such poise in battle that all allies within 10 feet of the knight gain a +1 sacred bonus to AC.

Relentless Pursuit (Ex): At 6th level, a Knight of Veluna endures long nights of patiently waiting out the forces of evil to put an end to their wicked ways. The knight gains the Endurance feat.

Aura of Valor (Su): At 7th level, a Knight of Veluna is immune to fear and charm effects (magical or otherwise). Allies within 10 feet of the knight gain a morale bonus on saving throws against fear and charm effects equal to the knight's Charisma bonus. If the knight already has this ability from another class, the radius of the morale bonus gained by allies increases to 20 feet.

Aura of Supreme Confidence (Su): At 8th level, a Knight of Veluna exudes such confidence when in combat that all allies within 20 feet receive a +2 morale bonus to attack and damage. This does not stack with aura of confidence.

Holy Wielder (Ex): At 9th level, a Knight of Veluna becomes so well attuned with the weapon of his choice that she gains Weapon Specialization feat for free. If the knight already has this feat, then she gains Greater Weapon Specialization.

Strike at the Heart of the Old One (Ex): At 10th level, a Knight of Veluna may attempt to strike with a crippling, powerful blow to any individuals swearing allegiance to the foul deities of Iuz, Hextor, Nerull, or Tharizdun. Against agents of the aforementioned deities, once per day, the knight can declare a single melee attack with her chosen weapon to be an automatic threat before making the attack roll. If the attack is successful, you roll to confirm the critical, regardless of whether the actual attack roll was a threat. This affects only living creatures with discernible anatomies – undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to this attack. This ability does not stack with the Power Critical feat from *Complete Warrior*.



VETHA

As the only trusted spellcasters among the bargefolk, the vetha are able to exert a subtle though powerful influence on the Rhennee lords. None truly know where their magic originates; most believe that the vetha are born with a tenuous yet vital link to the homeland of Rhop. They tend to phrase their counsel in riddles, and are often accused of being intentionally abstruse.

Entry Requirements

Race, Sex, and Age: Rhennee female, aged 35 or older.

Skills: Heal 4 ranks, Spellcraft 8 ranks.

Feat: Craft Wondrous Item.

Special: The ability to cast arcane spells without the need of memorization or spellbooks.

CLASS FEATURES

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

Weapon and Armor Proficiency: A veth is proficient with all simple weapons, though she is not proficient with any type of armor or shield, as such things tend to interfere with spellcasting.

Spells: Beginning at 1st level, a veth gains the ability to cast a small number of arcane spells. To cast a spell, the veth must have a Charisma score of at least 10 + the spell's level, so a veth with a Charisma of 10 or lower cannot cast these spells. Veth bonus spells are based on Charisma and saving throws against these spells have a DC of 10 + spell level + Charisma modifier. When the veth gets 0 spells of a given level, such as 0 1st-level spells at 1 level, the veth gets only bonus spells. A veth without a bonus spell for the level cannot yet cast a spell of that level. The number of spells of a given level that the veth might know from this list is given in the "Veth Spells Known" table. A veth casts spells just as a sorcerer does.

Improved Caster Level: When determining the caster level for one of her spells, the veth adds both her veth levels and her levels in one of her other spell casting classes (in the case of multiple spellcasting

classes, she adds her veth levels to whichever level is highest).

Reading the Lake: The vetha are trained to empathize with the waters of the Nyr Dyv and its tributaries, seeing in their disposition some glimmer of the future. Each evening under a clear sky, the veth can survey the waters of a river or lake and make a limited prediction on the future of one passenger on her barge. The veth's knowledge is usually vague, clouded in metaphor and obscure imagery. The base chance of success on the reading is 70% + 1% per caster level, to a maximum of 90%. If a successful check is made, the veth can foresee a general event of the next 10 days, based on the DM's intentions for the next few gaming sessions (or, in the case of the Living Greyhawk campaign, the contents of the scenario being played). The prediction only indicates the potential outcome and does not guarantee the result. If the check fails, no information can be gained concerning the subject for the next month, as the mists of the future have proven too thick. A veth may consult the waters only once each night.

Hex Mastery: All vetha are instructed in the art of bestowing curses and manipulating the minds and emotions of their enemies. Each time the veth achieves a new level in Hex Mastery, she adds two to her effective caster level when casting the following spells: *bestow curse*, *cause fear*, *charm person*, *charm monster*, *confusion*, *contagion*, *hypnotism*, and *scare*.

Bonus Languages: In their travels, the vetha come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the veth an edge in dealing with trading partners and potential enemies. Each time the veth achieves a bonus language, choose one tongue from the Player's Handbook or the Living Greyhawk Gazetteer. The veth can read and write in this language as if she had acquired it in the usual manner. The language must be one with which the veth has had some contact.

Master Healer: As a veteran in the arts of medicine, a veth has greatly refined her talents as a healer. She doubles the hit points of damage she may restore with long-term care, as per the Heal skill.

THE VETHA

HIT DIE: D4

Class Level	Base				Special	– Spells per Day –			
	Attack Bonus	Fort Save	Ref Save	Will Save		1	2	3	4
1st	+0	+0	+0	+2	Reading the Lake, Improved Caster Level	3	–	–	–
2nd	+1	+0	+0	+3	Hex Mastery +1	4	–	–	–
3rd	+1	+1	+1	+3	Bonus Language	5	–	–	–
4th	+2	+1	+1	+4	Hex Mastery +2	6	3	–	–
5th	+2	+1	+1	+4	Master Healer	6	4	–	–
6th	+3	+2	+2	+5	Hex Mastery +3	6	5	3	–
7th	+3	+2	+2	+5	Bonus Language	6	6	4	–
8th	+4	+2	+2	+6	Hex Mastery +4	6	6	5	3
9th	+4	+3	+3	+6	Bonus Language	6	6	6	4
10th	+5	+3	+3	+7	Greater Eyebite	6	6	6	5

Class Skills (4 + Int modifier per level): Bluff, Knowledge (geography), Knowledge (arcana), Sense Motive, Spellcraft, Use Magic Device.



Greater Eyebite: Upon reaching 10th level, a veth may use a gaze attack, as per the spell *eyebite*, two times per day. This is a spell-like ability. The caster level for the spell is the caster's class level in veth.



Vetha Spell List

Vetha choose their spells from the following list:

1st Level: *alarm, animate rope, cause fear, change self, chill touch, color spray, comprehend languages, endure elements, hypnotism, identify, mage armor, magic weapon, message, Nystul's magical aura, Nystul's undetectable aura, obscuring mist, protection from chaos.*

2nd Level: *alter self, arcane lock, blur, bull's strength, cat's grace, continual flame, darkness, darkvision, detect thoughts, endurance, fog cloud, invisibility, knock, locate object, minor image, misdirection, obscure object, protection from arrows.*

3rd Level: *clairaudience/clairvoyance, dispel magic, greater magic weapon, gust of wind, hold person, lightning bolt, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, major image, nondetection, protection from elements, sleet storm, slow, stinking cloud, suggestion, tongues.*

4th Level: *arcane eye, bestow curse, charm monster, confusion, contagion, detect scrying, dream, emotion, enervation, Evard's black tentacles, fear, improved invisibility, lesser geas, locate creature, mind fog, minor creation, phantasmal killer, remove curse.*

VETHA SPELLS KNOWN

Level	– Spells Known –			
	1	2	3	4
1st	2*	–	–	–
2nd	3	–	–	–
3rd	3	2*	–	–
4th	4	3	–	–
5th	4	3	–	–
6th	4	4	2*	–
7th	4	4	3	–
8th	4	4	3	–
9th	4	4	4	2*
10th	4	4	4	3

* Provided the veth has sufficient Charisma to have a bonus spell of this level.

