



Home > Games > D&D

Home

D&D Archive






Consolidated Lists

Prestige Class Index

Updated: 05/04/2007

05/04/2007

-  Printer Friendly
-  Email A Friend
-  Discuss This Article

The following provides a consolidated index of prestige classes from D&D published sourcebooks. This index will first appear sorted based on prestige class name, to sort alphabetically by source title, simply click the "Source" column header (please refer to product key for complete sourcebook titles). Indexes will be periodically updated as new sourcebooks are released.

 Search by keyword:

Class	Source	Page	Description
abolisher	LoM	182	The abolisher is a crusader against that which taints, usurps, and replaces the ordered nature of things with alien desires and monstrous needs.
acolyte of the skin	CAr	19	Acolytes of the skin seek to gain power by replacing their skin with that of a demon's.
acolyte of the skin	TB	43	Acolytes of the skin seek to gain power by replacing their skin with that of a demon's.
agent retriever	EL	24	Finding items, especially long-lost ones, is an agent retriever's specialty.
Aglarondan griffonrider	Una	18	Soaring above the Yuirwood and the coasts of Aglarond, the famed Aglarondan griffonriders are an elite force of aerial knights who serve the Simbul and defend their homeland against attack.
Akodo champion	OA	220	Akodo champions are the leaders of the mighty army of the Lion clan.
alienist	CAr	21	Alienists deal with powers and entities from terrifyingly remote reaches of space and time.
alienist	TB	45	Alienists deal with powers and entities from terrifyingly remote reaches of space and time.
ancient master	SK	159	Those yuan-ti who grow mightier of mind and gain additional psionic powers are called ancient masters.
animal lord	CAd	22	Each animal lord forms a bond with one group of animals.
animal lord	MW	43	Each animal lord forms a bond with one group of animals.
anointed knight	BE	49	The anointed knight is a holy soldier who has taken great pains to learn the intricacies of alchemy in order to become a more capable combatant.
apostle of peace	BE	51	The apostle of peace is an advocate for nonviolent resolution of conflict.
arachne	FP	182	Arachnes are priestesses of Lolth who have risen to the pinnacle of drow society, worshiping Lolth only for the power she grants.
Arboreal Guardian	Gh	19	Within the Spirit Wood are the Arboreal Guardians, men and women dedicated to protecting and ministering the living repositories of elf and half-elf spirits.
arcachnomancer	Und	28	Many creatures of the Underdark are drawn to the power of the spider and that of the master of spiders -- the arachnomancer.
arcane archer	DMG	176	The arcane archer is a warrior skilled in using magic to supplement her combat prowess.
arcane devotee	FRCS	40	Arcane devotees complement the divine magic of a church's clerical leaders and are among the most important and respected members of a deity's following.
arcane devotee	PG	48	Arcane devotees complement the divine magic of a church's clerical leaders and are among the most important and respected members of a deity's following.
arcane hierophant	RW	108	Arcane hierophants wield a blending of arcane magic and divine magic with a heavy emphasis on nature and the elements.
arcane trickster	DMG	177	Arcane tricksters combine their knowledge of spells with a taste for intrigue, larceny, or just plain mischief.
arcane trickster	TB	47	Arcane tricksters combine their knowledge of spells with a taste for intrigue, larceny, or just plain mischief.
archmage	DMG	178	The most advanced practitioners of arcane magic are frequently archmages.
archmage	FRCS	41	The archmage gains strange powers and the ability to alter spells in remarkable ways, but must sacrifice some of her spell capability to master these arcane secrets.
ardent dilettante	PIH	55	A diversity of interests and a moderate level of ability in one skill can lead one to become an ardent dilettante.
argent savant	CAr	24	The argent savant regards spells that evoke or apply magical force as the noblest and most fascinating spells at her disposal.
ashworm dragoon	Sa	66	Ashworm dragoons have formed a bond with a single ashworm that is so strong that it is almost an extension of their wills.
assassin	DMG	180	The assassin is the master of dealing quick, lethal blows.
astral dancer	PIH	63	A few skilled combatants learn to take advantage of conditions on the Astral Plane.

atavist	RE	133	The discipline of an atavist strengthens his bond to the ancestral spirit and to all other kalashtar that have embraced their unique heritage.
auspician	FP	184	Auspicians, who manipulate luck as if it were the strings of a worn mandolin, give credence to their claims.
bane of infidels	MW	46	The bane of infidels is the leader of a xenophobic tribe.
battle maiden	OA	34	Battle maidens are the stuff of wonder and legend, an order of mounted female samurai whose swift, fearless attacks are renowned throughout the world.
battle scion	UA	164	This prestige class is for the wielders of legendary weapons made for the hands of fighters, barbarians, rangers, monks, and the occasional paladin.
battlerager	Rac	178	Dwarven battleragers, or kuldjargh ("axe idiots"), are legendary berserker warriors who can enter a battle frenzy through ritualist singing.
battlesmith	RS	97	A battlesmith is a skilled dwarf armorer and weaponsmith who uses her experience in battle, as well as her masterful weaponsmithing and armorsmithing abilities, to create deadly items for her kinsmen to wield in defense of their homes.
Bayushi deceiver	OA	225	The Bayushi are charged with the dirtiest work in the empire.
bear warrior	CW	16	Bear warriors, through a special relationship with bear spirits, literally adopt a bear's strength in the rage of battle, actually transforming into bears while they fight.
bear warrior	OA	36	Bear warriors, through a special relationship with bear spirits, literally adopt a bear's strength in the rage of battle, actually transforming into bears while they fight.
beastmaster	CAd	26	A beastmaster feels more at home among the animals of nature than fellow sentient beings.
beholder mage	LoM	42	Through ritual destruction of its central eye, a beholder can learn to channel and use magic much more quickly and efficiently than can almost any other race.
beholder mage	Mon	21	Through ritual destruction of its central eye, a beholder can learn to channel and use magic much more quickly and efficiently than can almost any other race.
beloved of Valarian	BE	53	The beloved of Valarian are women who have foresworn the love of mortals to dedicate themselves entirely to the unicorn deity Valarian.
berserk	DD	201	Berserks are warriors who dress themselves in bearskins, taking advantage of the fear most people have for wild animals and inviting the wild rage of the animal into the warrior's body.
Black Blood cultist	CR	44	Black Blood cultists are savage fighters whose natural attacks become more fearsome as they increase in level.
black blood hunter	PG	177	Malar grants exceptional power to those who supplement their bestial level of evil with truly vile acts.
black flame zealot	CD	21	Trained in unholy rites, the black flame zealots use stealth, divine magic, and the zeal of fanaticism to destroy those who have given offense to their god.
Black Flame zealot	Una	21	Trained in the rites of Kossuth's temple, the Black Flame zealots use stealth, divine magic, and the zeal of fanaticism to destroy those who have given offense to the Lord of Flames.
blackguard	DMG	181	The blackguard is the quintessential black knight.
blade bravo	RS	99	Blade bravos are gnomes who learn the ways of the rapier.
blade dancer	OA	37	To blade dancers, the sword is more than a weapon -- it is an ally, a friend, a spirit companion.
bladesinger	CW	17	Bladesingers are elves who have blended art, swordplay, and arcane magic into a harmonious whole.
bladesinger	Rac	179	Bladesingers are elves who have blended art, swordplay, and arcane magic into a harmonious whole.
bladesinger	TB	49	Bladesingers are elves who have blended art, swordplay, and arcane magic into a harmonious whole.
blighter	CD	23	Blighters bring desolation wherever they tread.
blighter	MW	48	Blighters bring desolation wherever they tread.
blood magus	CAr	26	Blood magi are deceased spellcasters who gain an understanding of blood's importance when returned to life.
blood magus	TB	50	Blood magi are deceased spellcasters who gain an understanding of blood's importance when returned to life.
bloodhound	CAd	28	A bloodhound tracks down wrongdoers and brings them to whatever justice awaits them.
bloodhound	MW	49	A bloodhound tracks down wrongdoers and brings them to whatever justice awaits them.
bloodscaled fury	Dr	86	A bloodscaled fury is a dragon whose rage surpasses that of a human barbarian as the barbarian's rage surpasses a child's tantrum.
bonded summoner	MH	16	He who learns to leash the furies of the Elemental Planes is known as a bonded summoner.
bone collector	Gh	21	A bone collector is a person who draws personal power from the destruction of undead.
breachgnome	Rac	181	A breachgnome is a mighty gnome who is skilled in fighting in cramped conditions.
cabinet trickster	RE	139	Cabinet tricksters are the changeling agents of the Cabinet of Faces.
cancer mage	BV	52	The cancer mage makes quick, poisonous attacks and then retreats.
candle caster	TB	52	Also called "spell chandlers," these specialists fill their time fashioning candles, both for esthetics and for power.
Cannith wand adept	Sh	162	The Cannith wand adept is an artificer or other spellcaster who specializes in mastering wands.
cavalier	CW	19	Representing the ultimate in mounted warfare, the cavalier is the quintessential knight in shining armor.

cavalier	SF	12	Representing the ultimate in mounted warfare, the cavalier is the quintessential knight in shining armor.
cavelord	Und	30	A passion for the narrow, dim ways of the world burns in the breast of the cavelord.
celebrant of Sharess	PG	178	Celebrants of Sharess are seducers and warriors, hedonists and pious champions of good.
celestial mystic	BE	55	Celestial mystics seek to attain ultimate unity with the perfect good.
cerebremancer	XPH	141	Cerebremancers access both the arcane mysteries of spellcasting and the psionic powers of the mind.
chameleon	RD	111	Chameleons are dilettantes in every class and masters of none.
champion of Corellon Larethian	RW	113	The champion of Corellon Larethian is a noble elf fighter, an elf knight or lord who can stand up to any orc or human warrior.
champion of Gwynharwyf	BE	56	The champion of Gwynharwyf is a mortal barbarian who strives to emulate her sublime balance of fury and reserve while retaining a focus on good.
chaotician	PIH	61	Chaoticians seek to enjoy the beauty of the unpredictable, and by seeking to emulate the philosophy of chaos in their actions, they create a fabulous journey through life in which nothing is a bore.
church inquisitor	CD	26	The church inquisitor uncovers taint within the church and cuts it away.
church inquisitor	DF	51	The church inquisitor uncovers taint within the church and cuts it away.
cipher adept	PIH	58	Seamless integration brings the cipher adept bliss.
Citadel elite	Sh	163	The elite agent of the Citadel is the best of the best, saved for the most dangerous, most important assignments or granted latitude to serve the King and Crown as he sees fit.
cloud anchorite	Fr	52	The cloud anchorite seeks a way to achieve immortality while maintaining life and awareness.
cognition thief	PG	174	A cognition thief's subtle ability to worm her way into a target's very consciousness makes her the ultimate secret agent.
coiled cabalist	SK	161	Standing apart from the priests of Sseth but careful never to draw their collective ire by openly opposing them, the members of the Coiled Cabal pursue the arcane arts largely in secrecy.
combat medic	HB	99	The combat medic keeps her allies alive and tends to the fallen on the front lines of battle.
consecrated harrier	CD	28	The consecrated harrier acts as a bounty hunter for her religion or organization.
consecrated harrier	DF	52	The consecrated harrier acts as a bounty hunter for her religion or organization.
contemplative	CD	30	Contemplatives devote their lives to cultivating a greater closeness with their deities.
contemplative	DF	54	Contemplatives devote their lives to cultivating a greater closeness with their deities.
cosmic descryer	EL	26	The cosmic descryer is interested in the infinite variety of the planes and fascinated by the different layers of the multiverse.
cragtop archer	RS	101	Cragtop archers train their eyes and minds to find target at great distances, and to quickly compensate for wind, movement, and other factors that affect shots of such difficulty.
Crinti shadow marauder	ShS	23	Crinti shadow marauders combine the physical prowess of master rider with the stealth of the most cunning shadowdancers.
cryokineticist	Fr	54	The cryokineticist is the master of cold psionic energy.
cultist of the Shattered Peak	LE	10	Cultists of the Shattered Peak possess skill at arms, stealth, and a smattering of ancient lore.
daggerspell mage	CAd	31	Daggerspell mages work to perfect a unique fighting and spellcasting (arcane) style that relies on wielding a pair of daggers at all times.
daggerspell shaper	CAd	36	Daggerspell shapers work to perfect a unique fighting and spellcasting (druid) style that relies on wielding a pair of daggers at all times.
Daidoji bodyguard	OA	215	The Daidoji concentrate on defensive maneuvers and a style of fighting that induces their opponents to defeat themselves.
dark hunter	CW	20	Dark hunters specialize in hunting down and eliminating creatures in the dark, twisting caves of the Underdark.
Darkmask	LD	33	Darkmasks strike a balance between their faith and their skills at stealth.
darkrunner	LoM	186	Darkrunners devote their lives to traveling the haunted underground depths.
darkwood stalker	CW	23	Some elves train as elite hunters of orcs; these hunters are called darkwood stalkers.
dawncaller	RS	103	Dawncallers are goliath bards responsible for guarding their tribe throughout the night.
death's chosen	LM	41	If chosen by his would-be undead master, a death's chosen serves as the master's living minion.
Deathwarden chanter	Gh	23	The Deathwarden chanters are the most prestigious, respected, and mysterious members of the dwarven Deathwarden clan.
deep diviner	Und	32	Deep diviners are intimates of the earth and all that it hides.
deepwarden	RS	105	Deepwardens are dwarves who serve as a living early warning system against threats from both the environment and other creatures.
deepwood sniper	MW	52	A deepwood sniper is patient, careful, quiet, and deadly accurate.
defender of Sealtiel	BE	58	Defenders of Sealtiel are sworn to uphold the ideals of Sealtiel, which includes fighting off forces of evil when they assault good.
defiant	PIH	44	Defiants take the teaching of the Athar to heart in a way that grants them tremendous powers against those who claim to wield divine might.

demonologist	BV	54	A demonologist is a mortal who has devoted his life to the study of demons.
dervish	CW	25	The dervish epitomizes speeds, quickness, and abandon.
devoted defender	SF	13	The devoted defender is a professional guardian.
diabolist	BV	56	A diabolist does not serve devils -- she wants to be one.
dirgesinger	LM	43	Dirgesingers voice melodies not of celebration and joy, but of sorrow and grief.
disciple of Ashardalon	Dr	87	Disciples of Ashardalon bind fiendish spirits to their own hearts, eventually taking on the characteristics of demonic spawn themselves.
disciple of Asmodeus	BV	57	A disciple of Asmodeus uses his power and influence to learn secrets, which in turn gains him more power.
disciple of Baalzebul	BV	58	A disciple of Baalzebul uses deceit and trickery to get what she wants.
disciple of Dispater	BV	60	A disciple of Dispater is a warlike general of evil.
disciple of Mammon	BV	60	A disciple of Mammon takes what she wants any way she can.
disciple of Mephistopheles	BV	62	A disciple of Mephistopheles wields hellfire as his weapon.
disciple of Thrym	Fr	56	Aside from predictions of Ragnarok, disciples of Thrym spend a large portion of their time undermining those who serve Thor and Loki, the deities who conspired against Thrym.
dispassionate watcher of Chronopsis	Dr	89	Taking the role of observers rather than active participants, dispassionate watchers of Chronopsis remain aloof from the events of the world.
divine agent	MP	24	The divine agent is a specially selected agent of her deity, and she acts in the service of that power or deity.
divine champion	FRCS	42	Divine champions are mighty warriors who dedicate themselves to their deity's cause, defending holy ground, destroying enemies of the church, and slaying mythical beasts and clerics of opposing faiths.
divine champion	PG	49	Divine champions are mighty warriors who dedicate themselves to their deity's cause, defending holy ground, destroying enemies of the church, and slaying mythical beasts and clerics of opposing faiths.
divine crusader	CD	33	The divine crusader embodies devotion and dedication to a chosen deity.
divine disciple	FRCS	43	Divine disciples interpret the divine will, act as teachers and guides to other members of the clergy, and arm lay followers of their deity with the power of their patron.
divine disciple	PG	51	Divine disciples interpret the divine will, act as teachers and guides to other members of the clergy, and arm lay followers of their deity with the power of their patron.
divine emissary	EL	27	Deities have need of powerful servants, many of whom are epic clerics, paladins, and other characters.
divine oracle	CD	34	Some mortals hear the words of deities; these can be divine oracles.
divine oracle	DF	56	Some mortals hear the words of deities; these can be divine oracles.
divine prankster	RS	107	These gnomes embrace Garl's methods of teaching through harmless object lessons and dedicate their lives to acting as his agents in the world.
divine seeker	FRCS	44	The divine seeker infiltrates dangerous places to rescue prisoners, reclaim stolen relics, or eliminate enemy leaders.
divine seeker	PG	52	The divine seeker infiltrates dangerous places to rescue prisoners, reclaim stolen relics, or eliminate enemy leaders.
doomdreamer	RT	162	Doomdreamers are the elite among the ranks of the cult of Tharizdun.
doomguide	FP	186	Doomguides belong to an elite order of spellcasting warriors in service to the Judge of the Damned.
doomlord	PIH	47	The doomlord's life holds the greatest appeal for fighters and barbarians who enjoy smashing and destroying.
dracolyle	Dr	122	The dracolyle takes up worship of the draconic gods.
dragon ascendant	Dr	90	Dragon ascendants seek to transcend the limitations of material existence so as to become nothing less than deities.
dragon disciple	DMG	183	Dragon disciples use their magic as a catalyst to ignite their dragon blood.
dragon disciple	TB	55	Dragon disciples use their magic as a catalyst to ignite their dragon blood.
dragon rider	DCS	77	Dragon riders develop a strong bond with their mounts that allows the two to work together.
dragon samurai	MH	18	Dragon samurai are dedicated warriors, members of a special, self-selected class who revered dragonkind and emulate dragons' ferocious martial abilities to the point of taking on some draconic traits.
dragonkith	Dr	123	Dragonkith are creatures that serve and aid dragons.
dragonmark heir	ECS	73	Dragonmark heirs have the ability to improve the dragonmarks they have manifested, as well as to develop additional abilities related to their dragonmarks.
dragonrider	Dr	124	Dragonriders soar through the clouds atop a draconic steed.
dragonslayer	Dr	125	Dragonslayers combat dragons.
dragonsong lyrist	Dr	127	The dragonsong lyrist taps into the power of dragonsong.
dragonstalker	Dr	128	The dragonstalker uses stealth and guile to combat dragons.
dread commando	HB	103	Dread commandos are the elite scouts and strike force of a well-trained mercenary band.
dread pirate	CAd	39	A dread pirate has mastered every aspect of larceny on the high seas.

dread pirate	SaS	5	A dread pirate has mastered every aspect of larceny on the high seas.
dreadmaster	FP	188	Dreadmasters seek to rule absolutely, preferably through terror and domination.
drow judicator	Und	33	A mortal imbued with fiendish cruelty, the drow judicator is a knight most foul.
drunken master	CW	27	By weaving and staggering about as if inebriated, drunken boxers avoid many blows.
drunken master	SF	14	By weaving and staggering about as if inebriated, drunken boxers avoid many blows.
duelist	DMG	185	The duelist is a nimble, intelligent fighter trained in making precise attacks with light weapons.
duelist	SF	17	The duelist is a nimble, intelligent fighter trained in making precise attacks with light weapons.
dungeon delver	CAd	42	In many ways, the dungeon delver is the ultimate adventuring rogue.
dungeon delver	SaS	7	In many ways, the dungeon delver is the ultimate adventuring rogue.
durthan	Una	22	Durthans are an order of spellcasters who tap into the darker spirits of Rashemen.
dwarven defender	DMG	186	The defender is a sponsored champion of a dwarven cause
dweomerkeeper	FP	189	Dweomerkeepers are Mystra's shepherds, safeguarding the Weave against threats to its integrity.
earth dreamer	RS	110	Earth dreamers move within the ancient dreams of the mountains, attuning themselves to their power and mastering strange abilities over the earth.
effigy master	CAr	30	The effigy master is an expert in the imitation of true life.
Eldeen ranger	ECS	74	An Eldeen ranger learns special techniques and abilities that help him to fulfill the goal of his sect.
eldritch knight	DMG	187	Studying the martial and arcane arts to equal degree, the eldritch knight is a versatile combatant.
elemental archon	FP	190	Elemental archons are servants of powerful, seemingly uncaring elemental forces who want to once and for all tip the balance in favor of their chosen element.
elemental master	Dr	92	Elemental masters strive to attain the purity of perfect attunement with both the energy of their breath weapons and the elemental nature of their core.
elemental savant	CAr	32	Elemental savants study the basic building blocks of existence -- air, earth, fire, and water -- learning to harness their powers.
elemental savant	TB	57	Elemental savants study the basic building blocks of existence -- air, earth, fire, and water -- learning to harness their powers.
elemental warrior	PIH	65	The elemental warrior sees that great strength comes from focusing on the most basic aspects of reality.
elocater	XPH	142	Elocaters are renowned for their agile combat stratagems, using their knowledge of motion and space to set themselves up for quick attacks against slower opponents.
elven high mage	Rac	182	Elven high mages are the masters of creating their own epic spells -- mythals that can grow to engulf entire cities.
emancipated spawn	SS	75	Those spawn of undead who find themselves free of their masters can begin to recall their former lives and a measure of redemption.
emissary of Barachiel	BE	59	The emissaries of Barachiel are peacemakers, diplomats, and evangelists, as well as staunch opponents of evil and corruption.
enlightened fist	CAr	34	Enlightened fists master the use of touch spells, creating new forms of combat with their fists.
entropomancer	CD	36	Entropomancers gain attunement to the great nothingness they say lies at the center of the universe.
ephemeral exemplar	LM	53	Ephemeral exemplars are paragons of incorporeality.
epic arcane archer	EL	17	The epic arcane archer is a living extension of the bow, capable of achieving wonders of archery that cause lesser beings to gape in awe.
epic assassin	EL	18	The epic assassin flits from shadow to shadow, lying in wait until his target is vulnerable, then striking like a cobra.
epic blackguard	EL	19	The epic blackguard is a twisted reflection of the epic paladin, radiating evil power from every pore of his body.
epic dwarven defender	EL	20	The epic dwarven defender becomes the very definition of immovable object.
epic infiltrator	EL	28	The epic infiltrator is an agent of espionage, an undercover operative, and sometimes a saboteur.
epic loremaster	EL	20	If the epic loremaster doesn't know something, it probably isn't worth knowing.
epic psion	EL	22	The epic psion has evolved his inborn mental abilities, achieving mental mastery of lesser mentalities.
epic psychic warrior	EL	23	The epic psychic warrior is a meld of mental and martial prowess.
epic shadowdancer	EL	21	While the epic assassin uses the shadows, the epic shadowdancer becomes the shadows, indistinguishable from the darkness cloaking her.
eunuch warlock	OA	38	Eunuch warlocks must be arcane spellcasters of significant ability, and they are often sorcerers rather than wu jen.
evangelist	CD	39	Evangelists travel the world proclaiming their devotion to a particular deity, pantheon, or religious doctrine.
Evereskan tomb guardian	PG	53	The Evereskan tomb guardians are on hand to ensure that the defenses of the tombs are very good indeed.
exalted arcanist	BE	61	Exalted arcanists gain access to spells that channel celestial energy.
exemplar	CAd	44	An exemplar focuses her energy on improving the skills she possesses until she can perform them with fluidity, grace, and art.

exorcist of the Silver Flame	ECS	77	Exorcists of the Silver Flame lead the Church of the Silver Flame's efforts in combating extraplanar threats.
exotic weapon master	CW	30	The only real requirement for exotic weapon master is commitment and perseverance.
exotic weapon master	MW	53	The only real requirement for exotic weapon master is commitment and perseverance.
extreme explorer	ECS	79	The extreme explorer is the iconic action hero of Eberron.
eye of Gruumsh	CW	31	An orc or half-orc who heeds the call to serve Gruumsh in his image can become an eye of Gruumsh.
eye of Gruumsh	MW	54	An orc or half-orc who heeds the call to serve Gruumsh in his image can become an eye of Gruumsh.
eye of Horus-Re	PG	54	Eyes of Horus-Re are champions of good, sworn enemies of Set, and bane to undead.
faith scion	UA	166	This prestige class is meant for characters who wield legendary weapons of divine power for clerics, druids, and paladins.
fang of Lolth	SaS	8	Fangs of Lolth undergo a transformation that both provides them power and changes them in ways they may not necessarily want.
Fang of Sseth	SK	162	The Fangs of Sseth constitute the strike force of the Vipers -- the stealthy killers who leave no trace.
fatemaker	PIH	50	"There are two paths to take; one is easy, and that is its only reward."
fatespinner	CAr	37	A fatespinner has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability.
fatespinner	TB	58	A fatespinner has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability.
fiend of blasphemy	FF	200	The fiend of blasphemy is a master of the infernal art of perverting the desire to worship and turning it toward the corrupt veneration of fiendish masters.
fiend of corruption	FF	202	Fiends of corruption are preoccupied with corrupting mortals to ensure that their souls end up on the Lower Planes after death.
fiend of possession	FF	204	A fiend of possession is an invasive presence that taints the very soul, corrupting from within.
Fist of Hextor	SF	18	Fists of Hextor are templars sworn to the service of their unforgiving master.
fist of Raziel	BE	62	The fists of Raziel represent a knightly order dedicated to the celestial patron of holy warfare against evil.
Fist of Zuoken	XPH	144	The Fists of Zuoken are members of an order of martial artists devoted to mastering their own physical and mental development while protecting psions and other psionic creatures.
fleshwarper	LoM	189	The fleshwarper finds no greater canvas than flesh itself.
Fochlucan lyrist	CAd	47	The Fochlucan lyrist is a legendary figure who serves as the herald and teacher to great kings, the champion of the common folk, and the keeper of lore long forgotten elsewhere.
foe hunter	MW	56	The foe hunter has but one purpose in life: to kill creatures of the type she hates.
forest master	FP	193	Guardians of the pristine wilderness and defenders of the ancient trees, forest masters are the living embodiments of sentient nature.
forsaker	MW	57	The forsaker rebels against the magic of the fantastic world around him.
frenzied berserker	CW	34	The frenzied berserker is constantly seeking out more conflict to feed her craving for battle.
frenzied berserker	MW	59	The frenzied berserker is constantly seeking out more conflict to feed her craving for battle.
frost mage	Fr	58	Frost mages usually hail from lands of cold, snow, and ice: tundra, glaciers even outer planes perpetually shrouded in winter.
frostrager	Fr	60	The frostragers are powerful and dangerous warriors believed by some to be gifted from (and others cursed by) the frost giant deity Thrym with an unstable but powerful supernatural battle rage.
gatecrasher	MP	26	Gatecrashers see themselves as cosmic free agents, independent forces who can influence the natives of the planes and even the dynamic forces of magic itself.
geomancer	CD	41	To the geomancer, all magic is the same.
geomancer	MW	60	To the geomancer, all magic is the same.
geometer	CAr	39	The geometer is the master of written magic and spells inscribed within a perfectly rendered diagram.
ghost slayer	Gh	26	The ghost slayer studies ghost so that they can be dispatched easily and no longer bother the living with their presence.
ghost-faced killer	CAd	51	Ghost-faced killers act as assassins and spies for hire, a mercenary clan that hides behind a guise of open and honorable conduct.
ghostwalker	SF	20	Ghostwalkers have abilities that point to some underlying, mysterious mysticism.
giant-killer	SM	109	Giant-killers are great heroes so long as they are killing giants.
gladiator	SF	21	Rich or poor, all gladiators face death whenever they step into the arena.
glorious servitor	LE	13	Glorious servitors are exceptionally loyal and devout servants of the Mulhorandi gods.
gnome artificer	Mag	23	Gnome artificers dabble in technology to create fantastic devices, delving into shadow magic when their mundane equipment is insufficient for the task.
gnome giant-slayer	CW	36	The gnome giant-slayer relies on a combination of agility, combat prowess, and pure craftiness to deal with foes.
goldeye	FP	194	Goldeyes are agents and promulgators of commercial intercourse, seeking to increase the wealth of their communities and realms by promoting the exchange of

			coins in trade.
goliath liberator	RS	112	Goliath liberators are experts at infiltrating giant dwellings, freeing the captives within, then exacting revenge on the giants while the freed goliaths escape.
Gray Hand enforcer	CSW	77	Gray Hand enforcers are highly trained members of the Gray Hands, Waterdeep's elite, high-powered fighting force.
Great Rift deep defender	ShS	24	The Great Rift deep defender has a keen understanding of the importance of making a stand.
Great Rift skyguard	Rac	183	The hippogriff-mounted skyguards of the Great Rift patrol the skies, ever watchful for the enemies of the gold dwarves.
Great Sea corsair	ShS	26	Adapt the dread pirate prestige class from <i>Song and Silence</i> to create the Great Sea corsair prestige class.
Green Star adept	CAr	41	A Green Star adept is the master of the strange and powerful magic derived from Alhazarde's glittering green starmetal.
guardian paramount	EL	30	The guardian paramount is an extraordinary bodyguard, a protector of others who is skilled in preventing harm to his charge.
guild thief	FRCS	45	Guild thieves are thieves who operate in urban areas as part of an organized thieves' guild.
guild wizard of Waterdeep	Mag	26	The wizards of the order study and exchange information, create magic items to help support the guild's financial independence, and offer their services to others in the city as watch-wizards or fire guards.
halfling outrider	CW	38	Halfling outriders are elite champions whose task is to warn their fellows of, and protect them from, danger.
halfling outrider	SF	22	The halfling outrider is naturally skilled in the arts of riding and scouting.
Halruaan elder	ShS	27	Halruaan elders are the epitomy of magic cast with panache, and their dazzling and unique displays of arcane force make them the most respected practitioners in the land.
Halruaan magehound	ShS	29	Magehounds are Halruaa's inquisitors.
hammer of Moradin	PG	56	An elite order of warrior-priests stands ready to defend the dwarven people against the onslaught of fell giants, dark elves, and goblinoids.
hand of the Adama	ShS	31	The hand of the Adama is a benign leader, judge and jury, and protector of the common folk all rolled into one.
Harper agent	PG	58	Harper agents are the "field agents" of the Harper organization, acting directly to gather intelligence and eliminate threats to the greater good.
Harper mage	Mag	28	The Harper mage has two principal responsibilities: They aid the Harpers with spells and arcane knowledge, and they study, record, and pass on ancient lore.
Harper paragon	PG	181	A Harper paragon actively promotes the welfare of other creatures while preventing evil forces from preying on innocents.
Harper priest	Mag	29	Some Harpers choose to pursue a closer relationship to the deities who inspired the creation of the Harpers.
harper scout	FRCS	46	Harper scouts are members of the Harpers, a secret society dedicated to holding back evil, preserving knowledge, and maintaining the balance between civilization and the wild.
hathran	FRCS	47	Hathrans comprise an elite sisterhood of spellcasters who lead Rashemen.
hathran	PG	59	Hathrans comprise an elite sisterhood of spellcasters who lead Rashemen.
havoc mage	MH	20	The havoc mage shares as much in common with a fighter as with a wizard.
heartwarder	FP	196	Heartwarders are aesthetes and hedonists who actively seek out pleasure and beauty in all things and who nurture the creation of beautiful objects.
heir of Siberys	ECS	80	The magic of a Siberys mark is undeniably powerful, and an heir of Siberys manifests one.
henshin mystic	OA	39	Henshin mystics are members of a monastic order that teaches what they consider a great mystery of the universe: that humanity is capable of a transformation (henshin) into divinity.
hexer	MW	63	The hexer uses the power of his gaze.
Hida defender	OA	212	Hida defenders train in great armor, a unique characteristic that fits in well with the Crab philosophy of strength and endurance.
hidecarved dragon	Dr	94	Hidecarved dragons are members of an enigmatic order of dragons and half-dragons.
hierophant	DMG	188	A divine spellcaster who rises high in the service of his deity gains access to spells and abilities of which lesser faithful can only dream.
hierophant	FRCS	48	A divine spellcaster who rises high in the service of his deity gains access to spells and abilities of which lesser faithful can only dream.
high proselytizer	EL	31	The high proselytizer is the holy inspiration that begins religious movements.
highland stalker	CAAd	54	Highland stalkers are consummate trackers with an instinctive knowledge of their mountainous territories.
hin fist	ShS	32	Adapt the sacred fist prestige class from <i>Complete Divinity</i> to create a hin fist.
Hoardstealer	Dr	130	The hoardstealer specializes in relieving wealthy individuals from large amounts of said wealth.
holy liberator	CD	45	The holy liberator is a holy warrior, a distant cousin of the paladin.
holy liberator	DF	57	The holy liberator is a holy warrior, a distant cousin of the paladin.
hordebreaker	SM	110	The hordebreaker is a person who makes destroying the horde threat the perfect engine of orc destruction.
horizon walker	DMG	189	The horizon walker is an unceasing traveler to the universe's most dangerous places.
horned harbinger	FP	197	The horned harbingers are agents of the fallen Lord of Bones.

hospitaler	CD	48	Hospitalers are a fighting force of necessity, sworn to poverty, obedience, and the defense of those in their care.
hospitaler	DF	60	Hospitalers are a fighting force of necessity, sworn to poverty, obedience, and the defense of those in their care.
hulking hurler	CW	40	Hulking hurlers belong to those races of generously proportioned creatures who enjoy nothing more than wrenching boulders, trees, and even buildings free of their earthly bonds and throwing them at their foes.
hunter of the dead	CW	42	The hunter of the dead spends each restless night tracking undead to their lairs and cleansing the land of their foul presence.
hunter of the dead	DF	62	The hunter of the dead spends each restless night tracking undead to their lairs and cleansing the land of their foul presence.
iaijutsu master	OA	41	Iaijutsu masters harness their ki energy to strike with blinding speed and devastating power.
ilnitiator of the draconic mysteries	Dr	131	Some become students of draconic knowledge that leads to greater power.
illithid body tamer	Und	35	Illithids who embrace the Tamer Creed believe that military might is the most important factor in their race's future mastery of the multiverse.
illithid savant	SS	77	The illithid savant is an academic who deals in applied science, acquiring new knowledge from the brains he consumes.
illithid slayer	XPH	146	Illithid slayers have dedicated their lives to the eradication of the mind flayer "infection."
Imaskari vengeance taker	Und	37	A secret society dedicated to righting wrongs, the Imaskari vengeance takers are trained by hidden masters in the rites and rituals of revenge.
incantatrix	Mag	31	The incantatrixes are the practitioners of metamagic in Faerûn, studying spells that affect other spells and having a fondness for magic that thwarts extraplanar beings.
incantatrix	PG	61	The incantatrixes are the definitive practitioners of metamagic in Faerûn, devoting themselves to the study of spells and techniques that affect other spells.
initiate of Pistis Sophia	BE	64	The path of these initiates requires great sacrifices (in the form of at least three sacred vows), but brings great rewards of spiritual power.
Initiate of the Sevenfold Veil	CAr	44	A master of defensive magic, the Initiate of the Sevenfold Veil approaches the prismatic barrier by mastering one by one its constituent veils or layers.
inquisitor	DCS	80	By definition, an inquisitor is one who inquires, someone who hunts for people, information, or answers.
inquisitor of the Drowning Goddess	Und	39	Some kuo-toa monks go on to become inquisitors of the Drowning Goddess, who are tasked with protecting the community from inside threats.
invisible blade	CW	44	Invisible blades are deadly fighters who prefer to use daggers and related weapons in combat.
iron mind	RS	114	Elite warriors trained to resist mental compulsions of all kinds, members of the iron mind prestige class defend dwarf and gnome kingdoms against intrusions by mind flayers, dark elf enchanters, and the like.
Jordain vizier	ShS	33	The Jordaini are a special servitor caste, though still upper class, in the magocracy of Halruaa.
justice of weald and woe	CR	48	The justice of weald and woe is the go-to person when something unsavory -- usually involving the removal of humans -- needs doing.
justiciar	CW	47	Justiciars make a living kicking the daylighters out of criminals who desperately deserve it.
justiciar of Taiia	DD	205	Justiciars of Taiia fulfill the role of carrying out Taiia's sentence against wrongdoers.
justiciar of Tyr	PG	63	Justiciars are the very elite of Tyr's mortal servants, and they act as living embodiments of their god's portfolio.
Keeper of the Cerulean Sign	LoM	194	The Cerulean Sign is an ancient rune of power, created untold eons ago by a race or deity long since vanished; now it has keepers.
kensai	CW	49	The kensai masters body, mind, weapon, and will.
king/queen of the wild	MW	65	Where nature's fury is at its height, there you'll find the kings and queens of the wild.
kishi charger	OA	42	Kishi chargers are cavalry soldiers trained to make the greatest possible use of a horse's speed and a rider's agility.
Knight of the Blue Moon	CSW	81	Knights of the Blue Moon are elite soldiers in the endless battle against the Mistress of the Night.
knight of the Chalice	CW	53	The knight of the Chalice is a member of an elite knightly organization devoted to fighting demons and other evil outsiders.
knight of the Chalice	DF	63	The knight of the Chalice is a member of an elite knightly organization devoted to fighting demons and other evil outsiders.
Knight of the Crown	DCS	56	The Order of the Crown is the first tier of the Solamnic Knights.
Knight of the Iron Glacier	Fr	62	The Knights of the Iron Glacier continue to honor the memory of General Aengrist in their deeds and actions.
Knight of the Lily	DCS	63	The Knights of the Lily are the order of warriors within the Knights of Neraka.
knight of the Middle Circle	DF	65	Knights of the Middle Circle provide security for Stargazer chapterhouses and may be called upon for similar service for allies of the Stargazers.
Knight of the Rose	DCS	59	The Knights of the Rose are the highest tier of the Solamnic Knights.
Knight of the Skull	DCS	65	Entering battle with strength and divine magic, Knights of the Skull are the spirit of the Dark Knights.
Knight of the Sword	DCS	58	Knights of the Sword are warriors of the Solamnic Knights who fight with power and

			faith to defend justice and truth.
Knight of the Thorn	DCS	66	The Knights of the Thorn are also known as the "gray robes" for the ash-colored robes they wear to indicate that they do not serve the Orders of High Sorcery.
knight protector	CW	55	Knight protectors are martial characters dedicated to restoring the ideals of knightly chivalry before they fade forever.
Knight Protector of the Great Kingdom	SF	24	Knight protectors are martial characters dedicated to restoring the ideals of knightly chivalry before they fade forever.
knight-errant of Silvermoon	SM	112	Charged with the safety of the city of Silvermoon and its citizens, the professional fighting force known as the Knights in Silver is often all that stands between Silvermoon and the dangers of the frontier.
lasher	SF	25	The lasher prestige class uses the whip as an extension of herself.
legendary dreadnought	EL	33	The legendary dreadnought is the ultimate foot soldier, an absolute force of destruction, a total warrior who excels at sheer combat prowess.
legendary leader	HB	107	Legendary leaders are the stuff of bards' tales come to life.
legendary tactician	DCS	81	Legendary tacticians are respected (or feared) for their ability to inspire their troops.
lifedrinker	BV	63	Lifedrinkers are vampires who have been undead for a very long time.
lion of Talisid	BE	65	The lions of Talisid protect nature and emulate their patron in more concrete ways.
lord of tides	Sa	70	A lord of tides can sense the movement of magma, summon beings of elemental might, and open portals to the Elemental Planes.
loredelver	RD	117	Loredelvers are illumian spellcasters who find and explore ruins, disable the magical protections that guard them, and sift through the ancient secrets found within.
loremaster	DMG	191	Loremasters are spellcasters who concentrate on knowledge, valuing lore and secrets over gold.
luckstealer	RW	118	As a luckstealer, you're part spellcaster, part professional gambler -- and 100% mischief-maker.
Luiren marchwarden	ShS	35	The Luiren marchwarden is the defender of the frontier in the land of the halflings.
lurking terror	LM	54	Lurking terrors are the quintessential hunting undead, displaying great prowess with their special abilities and amazing powers of stealth.
maester	CAd	56	Maesters are the master crafters of the gnome world.
mage of the Arcane Order	CAR	48	Also called a "guildmage," a member of this prestige class is a spellcaster who belongs to an academy and guild known as the Arcane Order.
mage of the Arcane Order	TB	60	Also called a "guildmage," a member of this prestige class is a spellcaster who belongs to an academy and guild known as the Arcane Order.
mage-killer	Mag	32	Mage-killers master magic designed for combat against other spellcasters.
magelord	LE	17	Quick to anger, haughty, and proud of his Art, the magelord is an arcane spellcaster who studies an ancient magical tradition known for extremely fast and versatile spellcasting
maho-bujin	OA	236	When Taint overcomes a character, she may find her way to the Festering Pit of Fu Leng and become a maho-bujin.
maho-tsukai	OA	237	Maho (blood magic) wielders are called maho-tsukai.
maiden of pain	PG	182	Loviatar's most dedicated servants, the maidens of pain, are depraved women who literally make pain their meat and drink.
Mantis mercenary	OA	231	Mantis mercenaries make use of peasant weapons and a rolling motion.
Maquar crusader	ShS	38	A Maquar crusader follows a strict code of conduct that not only limits what he can own or where he can live, but also limits the ways in which merchants can influence him.
martyred champion of Ilmater	PG	184	Having already offered his life in sacrifice once, the martyred champion of Ilmater perseveres in Ilmater's faith.
master alchemist	Mag	34	The master alchemist is a spellcaster who specializes in producing potions and elixirs that reproduce the effects of spells of 4th level or higher.
master inquisitive	ECS	82	The master inquisitive takes the art of investigation and deduction to the ultimate level, rising to the top of the field.
master of chains	SF	27	The master of chains is a combatant specializing in the use of chains -- specifically the spiked chain -- as a weapon.
master of flies	SS	80	The master of flies is an intelligent swarm that can form a massive being at need, or a single creature that can dissolve into a cloud of vermin.
master of many forms	CAd	58	A master of many forms has no shape that she calls her own.
master of radiance	LM	44	Masters of radiance channel the pure, undiluted power of the sun.
master of shrouds	DF	66	The master of shrouds is an evil spellcaster who magically seizes incorporeal undead and sets them to do her bidding.
master of shrouds	LM	46	The master of shrouds is an evil spellcaster who magically seizes incorporeal undead and sets them to do her bidding.
master of the unseen hand	CW	60	Masters of the unseen hand delight in crushing their foes with invisible force, flinging massive objects into the sky, and disarming enemies with a single thought.
master of the Yuirwood	Una	24	The masters of the Yuirwood are an elite group of foresters who work to keep the ancient Yuirwood free of evil influence.
master of vipers	SK	163	Outcast yuan-ti learn to hunt not only to feed themselves, but also to spread destruction far and wide for the pure pleasure of it.
master samurai	SF	29	The master samurai is a military retainer of a feudal overlord; he practices a code of behavior that emphasizes the value of personal honor over life itself.

master thrower	CW	58	Master throwers depend on quick reflexes, good planning, and deadly aim.
master transmogrifist	CAr	51	The master transmogrifist is a sorcerer or wizard who has chosen to specialize in spells that change his form.
master vampire	LM	55	Any vampire can create spawn, but it takes a very special vampire to rule over an entire gang of minions.
menacing brute	RD	123	The menacing brute takes advantage of how much humans fear half-orcs, playing on that dread to make his living.
metamind	XPH	147	Metaminds know that accumulating the most power in the shortest time is the key to psionic superiority.
mindbender	CAr	54	Mindbenders seek to control the thoughts and dreams of others.
mindbender	TB	63	Mindbenders seek to control the thoughts and dreams of others.
mindspy	CW	62	By reading the minds of her enemies, a mindspy knows exactly what they're going to do a fraction of a second before they do it.
Mirumoto niten master	OA	218	The Mirumoto school teaches a unique style of swordplay, rooted in this sense of duty.
monk of the long death	PG	65	Monks of the long death are members of a macabre, secretive order of scholars seeking to understand the true nature of death.
moonspeaker	RE	143	Bound to the magic of their lycanthrope ancestors, moonspeakers breathe the magic of the world, guided by the twelve moons of Eberron.
Moonstar agent	CSW	84	Moonstar agents, also known as Teukir, are members of the Tel Teukiira, a group founded by Kheiben "Blackstaff" Arunsun when he broke from the Harpers.
morninglord of Lathander	PG	66	Morninglords are, in many ways, the epitome of the classical cleric archetype.
mortal hunter	BV	64	Mortal hunters are fiends who specialize in killing mortals.
Moto avenger	OA	228	The Moto avenger is dedicated to a war against the Shadowlands and its evils.
mystic theurge	DMG	192	Blurring the line between divine and arcane, mystic theurges draw power from divine sources and musty tomes alike.
mystic wanderer	Mag	35	Mystic wanderers are divine spellcasters who eschew normal church hierarchies and instead embrace freedom, wanderlust, and independence.
naga overlord	SK	165	Naga overlords are evil masterminds who operate in secret, usually behind cults of devoted followers.
Nar demonbinder	Una	25	Master of the black art of demon summoning, the Nar demonbinder keeps alive the sinister traditions of the old Empire of Narfell.
nature's warrior	CW	63	Nature's warriors are defenders of the wild, protectors of the natural world . . . and often druids who have spent "too much time" in wild shape form.
Nentyar hunter	Una	28	Sworn to defend the great forests and serve the Nentyarch, druidic ruler of the Circle of Leth, the Nentyar hunters roam the wild lands of the East, uprooting foul and evil things.
Night Mask deathbringer	CR	53	Night Mask deathbringers are highly trained members of the Westgate thieves' guild who have caught the favorable attention of the vampires in charge of the organization.
nightcloak	FP	198	Nightcloaks are the apple of Shar's eye -- devoted to her vision, preserving her secrets, practicing her magic, as twisted and bitter as it is.
nightsong enforcer	CAd	60	The enforcers of the Nightsong Guild focus on the stealth-centered combat training that rogues usually learn.
nightsong infiltrator	CAd	62	The nightsong infiltrator is the perfect thief and the perfect spy.
Ninja of the Crescent Moon	SF	30	The Ninja of the Crescent Moon is a mercenary clan whose members engage in sabotage and other covert missions for an outlandish fee.
ninja spy	OA	43	True ninja spies are masters of exotic weapons, tools of stealth, and strange ki powers.
occult slayer	CW	66	The occult slayer is driven to confront any arcane or divine spellcaster who crosses her path.
ocular adept	FP	200	Ocular adepts have pledged their religious devotions to the alien entity known as the Great Mother, the deity matron of all beholders.
Olin Gisir	LE	21	The Olin Gisiae are elite elf mages who have taken it upon themselves to guard dark secrets from the rest of the world.
ollam	CAd	66	In Dwarven, the word "ollam" means teacher.
oozemaster	MW	67	Oozemasters relate one-on-one with things that relate to nothing at all.
orc scout	SM	114	Part wilderness warrior and part spy, the orc scout is a hero to his people.
orc warlord	Rac	184	The orc warlord is a savage general of an unruly army, the leader of one of the deadly and all too common orc hordes that rampage down from the Spine of the World.
Order of the Bow initiate	CW	68	By learning the meditative art of the Way of the Bow, the archer improves his discipline, precision, and spirituality.
Order of the Bow Initiate	SF	32	By learning the meditative art of the Way of the Bow, the archer improves his discipline, precision, and spirituality.
outcast champion	RD	126	Outcast champions bring hope to those who have no place in society.
outlaw of the crimson road	SaS	10	An outlaw of the crimson road might be a revolutionary, a loyal supporter of some deposed ruler, or merely an ordinary individual who angered the wrong person at the wrong time.
pale master	LM	47	Arcane casters can become pale masters, who draw on necromantic lore that provides a macabre power all its own.

pale master	TB	64	Arcane casters can become pale masters, who draw on necromantic lore that provides a macabre power all its own.
peerless archer	SM	115	The peerless archer devotes her life to perfecting her skill with the bow.
peregrine runner	RS	116	When goliaths need to send a message to another tribe, they send an elite, fleet-of-foot warrior known as a peregrine runner.
perfect wight	EL	34	The perfect wight is a master of skulking, the ultimate prowler and thief.
pious templar	CD	50	Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance.
planar champion	MP	28	The planar champion moves between the planes, always driven to battle.
planesifter	MP	30	The planesifter is a magical scholar and expert in planar travel, and through arcane research develops not only the ability to sense planar portals, but also the ability to create his own demiplane.
platinum knight	Dr	133	The platinum knight protects good-aligned dragonkind from their natural enemies.
prestige bard	UA	69	The prestige bard is a jack-of-all-trades, master of none.
prestige paladin	UA	70	After training in the arts of combat and the mysteries of the divine, the prestige paladin is anointed as a holy warrior dedicated to the protection of law and goodness.
prestige ranger	UA	71	The prestige ranger navigates the dark forests, craggy mountains, or desert wastes of her homeland with unparalleled skill.
prime Underdark guide	Und	40	These skilled guides not only know how to overcome the physical challenges of the Underdark, but they also can help them over the social and cultural hurdles they are sure to face.
primeval	Fr	65	The primeval is a warrior who has tapped into his racial memories to find and forge a bond with an ancient creature.
prophet of Erathaoi	BE	66	The prophet of Erathaoi is a seer and visionary, a medium of the heavenly will, pronouncing judgment on corruption and evil in the world.
psion uncarnate	XPH	148	Formless, fleshless, and unbound by the limits of corporeality -- this is the goal of every psion uncarnate.
Purple Dragon knight	CW	70	Purple Dragon knights develop uncanny skills related to coordinating and leading soldiers.
Purple Dragon knight	FRCS	49	Purple Dragon knights develop uncanny skills related to coordinating and leading soldiers.
Purple Dragon knight	PG	68	Purple Dragon knights develop uncanny skills related to coordinating and leading soldiers.
pyrokineticist	XPH	151	Pyrokineticists know that a little psionic power goes a long way -- for those interested in fire.
quori nightmare	RE	148	The quori nightmare taps into the primal horrors and urges of the subconscious.
radiant servant of Pelor	CD	52	The radiant servants of Pelor put the dogma of demonstrating strength through charity and modesty into living practice.
rage mage	CW	72	The rage mage's approach to magic is based on the primal passion of magic more than the studious quasi-scientific approach.
rainbow servant	CD	54	Those who have learned what the couatl temples have to offer are known as rainbow servants.
Raumathari battlemage	Una	29	Employing sword and spell with dauntless courage and deadly force, the handful of Raumathari battlemages remaining in the world comprise a lonely and little-known order of adventurers, explorers, and mercenaries in search of battle.
ravager	CW	73	The infamous ravager has dedicated himself to the service of Erythnul, deity of slaughter.
ravager	SF	33	The infamous ravager has dedicated himself to the service of Erythnul, deity of slaughter.
reachrunner	RE	153	Known for their mastery of the untamed world, some shifters rise above others in woodslore, physical ability, and stamina to claim the revered mantle of the reachrunner -- the greatest of shifter trackers and scouts.
reaping mauler	CW	75	Reaping maulers are the back-breakers, the limb-twisters, and the neck-snappers among pit fighters.
recaster	RE	157	To the recaster, the change her own body is capable of is a simple reflection of the mutability of the world around her.
Red Avenger	SF	34	The Red Avenger is the master of <i>ki</i> , an ancient and formidable discipline that allows the user to accomplish the extraordinary.
Red Wizard	DMG	193	The Red Wizards are the masters of Thay, the would-be magical overlords of the land of Faerûn.
Red Wizard	FRCS	50	The Red Wizards are the masters of Thay, the would-be magical overlords of the land of Faerûn.
reforged	RE	161	The reformed represents the realized ideal of the warforged's living aspects.
righteous zealot	DCS	83	The righteous zealot is a person with a cause that directs every aspect of life.
rimefire witch	Fr	67	A rimefire witch is one who has followed a mysterious call to the core of a rimefire iceberg and becomes infused with great power by the rimefire eidolon.
risen martyr	BE	68	A risen martyr is an exalted character who continues in his earthly existence after his martyrdom in order to finish some unfinished task.
ronin	CW	77	A ronin is a masterless warrior cast adrift in the world, but still clinging to the remnants of his former life.
royal explorer	SaS	13	Some monarchs sponser crack teams of explorers.
ruathar	RW	122	Also known as "elf-friend" or "star-friend," a ruathar is a person of some other race who has earned the special friendship of the elven folk. Those that choose to master the ability to create runes of power are runecasters.

runecaster	FRCS	51	
runecaster	PG	69	Those that choose to master the ability to create runes of power are runecasters.
runescarred berserker	Una	31	Deadly barbarians who bear magical runes carved into their flesh, runescarred berserkers are among the most feared of Rashemen's defenders.
runesmith	RS	118	A runesmith has learned to harness the power of runes and can fling <i>fireballs</i> and other staple arcane spells even while encased in full plate armor.
sacred exorcist	CD	56	Sacred exorcists hope to drive away the spiritual forces of evil, preventing them from causing harm to the bodies and souls of humanity.
sacred exorcist	DF	68	Sacred exorcists hope to drive away the spiritual forces of evil, preventing them from causing harm to the bodies and souls of humanity.
sacred fist	CD	59	Sacred fists are independent organizations found within many temples.
sacred fist	DF	70	Sacred fists are independent organizations found within many temples.
sacred purifier	LM	49	Sacred purifiers are priestly characters who specialize in destroying undead.
sacred warder of Bahamut	Dr	96	Sacred warders of Bahamut protect others from the power of Tiamat's brood.
sanctified mind	LoM	198	A sanctified mind believes that all evil-aligned psionics-using creatures must be crushed.
sand shaper	Sa	76	Sand shapers are part prophet, part priest, part magician, and part assassin.
savant aboleth	LoM	21	Savant aboleths are the eldest, most intelligent, wisest and most forceful of personality.
scaled horror	SS	83	Scaled horrors are elite amphibious soldiers.
scar enforcer	RD	130	Scar enforcers are angry, embittered half-elves who have rejected both sides of their ancestry.
scion of Tem-Et-Nu	Sa	82	Paladins of the temple of Tem-Et-Nu are sometimes selected to become the guardians of the rivers.
scorpion heritor	Sa	86	Scorpion heritors, through a special relationship with the scorpion spirit, gain the mystical abilities of the scorpion, and can even take its shape.
scourge maiden	ShS	40	Scourge maidens are warrior-priestesses of Loviatar dedicated to pain and anguish.
Sea Mother whip	Und	42	Devout worshipers of Blibdoolpoolp who seek closer communion with the Sea Mother often gain additional abilities in the Sea Mother whip prestige class.
seeker of the Misty Isle	CD	61	Seekers search for the lost elves of Misty Isle.
seeker of the song	CAr	56	Seekers of the song wield the power of music in ways that amaze even the most skilled bards.
sentinel of Bharrai	BE	69	Respect for the power of nature, the desire to further the ends of good, and the resolve to destroy evil are the core beliefs of a sentinel of Bharrai.
serpent slayer	SK	166	Some individuals devote their entire lives to thwarting the yuan-ti.
Shaaryan hunter	PG	71	On the backs of their swift horses, Shaaryan hunters can run down even the fastest prey and either spear it with a lance or pelt it with arrows from horseback.
shade hunter	CR	58	The shade hunter is a breed of adventurer who lives for the thrill of finding lost treasure, defeating ancient traps, and surviving deadly curses laid by the priests of dead gods.
shadow adept	FRCS	52	Shadow adepts hurl themselves into the abyss of the Shadow Weave, immediately acquiring all the gifts available to casual students and discovering secrets unavailable to all but the most dedicated.
shadow adept	PG	72	Shadow adepts hurl themselves into the abyss of the Shadow Weave, immediately acquiring all the gifts available to casual students and discovering secrets unavailable to all but the most dedicated.
shadow scout	OA	44	The camouflage of a tiger, the stamina of a horse, the eyes of an eagle: these are the ingredients of the shadow scouts.
shadow sentinel	RD	137	Shadow sentinels are elite illumian warriors who protect their people from githyanki raiders, demonic invasions, and hordes of barely imaginable monsters from the Plane of Shadow.
shadow thief of Amn	PG	74	A shadow thief of Amn knows only her own minions, her coworkers, and her superior.
shadowbane inquisitor	CAd	68	Shadowbane inquisitors battle incessantly against evil in whatever form it takes.
shadowbane stalker	CAd	70	Shadowbane stalkers find evil hidden in civilized areas so that the martial arm of the order (the inquisitors) can spearhead the attack.
shadowcraft mage	RS	120	Some gnomes have an even greater affinity for illusions than the average representative of their race, resulting in the prestige class known as the shadowcraft mage.
shadowcrafter	Und	43	Shadowcrafters long ago mastered illusions and glamers.
shadowdancer	DMG	194	Operating in the border between light and darkness, shadowdancers are nimble artists of deception.
shadowmind	CAd	74	A shadowmind blends psionic powers and uncanny stealth into an effective whole.
shapeshifter	OA	45	Shapeshifters must already have some means of changing their form before learning to master that change.
Sharn skymage	Sh	165	By studying the properties of the manifest zone in which Sharn is situated, learning its intricacies and methods for manipulating it, a spellcaster can improve her magical or natural ability to fly.
Shiba protector	OA	222	The warriors of the Shiba family are sworn to protect the Isawa family.
shifter	MW	68	The shifter has no form that she calls her own.

shining blade of Heironeous	CD	63	The shining blade of Heironeous is a member of an order of knights dedicated to prowess in melee combat.
Shintao monk	OA	46	Shintao monks are dedicated to following the teachings of Shinsei.
Shou disciple	Una	32	Shou disciples are martial artists who have studied or observed the monks of Kara-Tur and seek to emulate their style.
silverstar	FP	201	Silverstars are dedicated advocates of freedom and tolerance, wanderers on the path of truth, and absolute foes of Shar.
singh rager	OA	48	Singh ragers draw their furious strength from the noble lion.
siren	SS	84	A harpy siren is an artist who constantly seeks to expand and improve upon her innate sonic ability.
skullclan hunter	MH	20	The skullclan hunter is the acclaimed foe of unlife.
skylord	BE	71	An elf crusader, the skylord uses his kinship with creatures of the sky and the power of the winds to fight evil.
skypledged	RW	126	The skypledged represent a mystical tradition among the raptorans that harkens back to an ancient pact with powerful lords of the Elemental Plane of Air.
slaad brooder	SS	87	The brooder's sole purpose is to implant as many eggs pellets as he can to produce the widest possible range of progeny.
slayer of Domiel	BE	73	Sometimes the skillset of an assassin is required for more noble pursuits.
slime lord	PG	186	Slime lords, the most favored of Ghaunadar's servants, are not clerics; they are spies and infiltrators who can change their shapes in order to move unnoticed among members of any race.
Soldier of Light	DD	208	The Soldiers of Light are a military order dedicated to open warfare against the minions of their church's enemies.
soul eater	BV	66	The soul eater is a monstrous being that feeds on the very essence of life force.
spell scion	UA	167	This prestige class is for characters who wield legendary weapons designed for use by arcane spellcasters, such as wizards, sorcerers, and sometimes bards.
spellcarved soldier	RE	166	Spellcarved soldiers are warforged warriors who engrave magic runes into the plating of their inherently magic bodies, gaining remarkable defensive abilities.
speldancer	Mag	37	Speldancers are an energetic sort of spellcaster who draw on the quasi-primal energy of song and dancing to power their magic.
spellfire channeler	Mag	38	Those who practice their spellfire can hone their talent into a tool with fantastic abilities that most dabblers can only dream of.
Spellguard of Silverymoon	PG	75	The Spellguard, Silverymoon's elite cadre of battle-trained arcane spellcasters, protects the city against the threat of hostile magic and aids the Knights in Silver against more mundane threats.
spellsinger	Rac	185	Spellsingers are rare practitioners of an ancient elven bardic tradition.
spellsword	CW	79	The dream of melding magic and weaponplay is fulfilled in the person of the spellsword.
spellsword	TB	67	The dream of melding magic and weaponplay is fulfilled in the person of the spellsword.
Spur Lord	LD	11	The Spur Lords are elite zealots of the church, wielding the dark power of Cyric and commanding the attention of even the most fanatical clerics.
spymaster	CAAd	76	Spymasters do their work quietly and in private, and they often have a cover identity.
spymaster	SaS	14	Spymasters do their work quietly and in private, and they often have a cover identity.
stalker of Kharash	BE	75	The stalkers of Kharash are a loose-knit order of rangers, rogues, and other characters devoted to fighting evil under Kharash's patronage.
steel legionnaire	DCS	68	Steel legionnaires are members of the Legion of Steel.
stoneblessed	RS	122	A stoneblessed bonds to the stone of the mountains, blending into a dwarf, gnome, or goliath community and making it her home.
stonedeath assassin	RS	124	Most stonedeath assassins are hobgoblin rogues or rangers, but bugbears and even exceptional goblins have been known to undertake stonedeath training and learn the ways of infiltrating dwarf strongholds by disarming traps, weakening gates, and assassinating dwarf leaders.
stonelord	CW	81	The earth whispers to special dwarves known as stonelords.
stonespeaker guardian	RS	127	The stonespeaker guardian taps into the divine power of the earth itself to defend her fellow stonespeakers, as well as other goliaths and friendly races, from their enemies.
stormlord	CD	65	Stormlords often live as brigands, indulging their personal desires for wealth, food, luxury items, and wanton behavior as they crave random, spectacular acts of violence.
stormlord	FP	203	Stormlords are the chief agents of the Destroyer's wrath, inflicting destructive rampages wherever they wander in order to spread word of his endless fury.
stormsinger	Fr	70	The stormsingers have learned the secret methods of harnessing the magic powers of music to influence and control the weather.
stormtalon	RW	131	The stormtalons are consummate aerial warriors, using both their weapons and their razor-sharp foot talons to dive on their hapless foes.
streetfighter	CAAd	79	Streetfighters seek the challenges of the back alleys as a way of testing themselves and their experience in the wilder world.
strifeleader	FP	204	Strifeleaders are the chief instruments of the Dark Sun, charged with spreading the One True Way of Cyric through force and deception.
sublime chord	CAr	60	In return for abandoning her continuing study of bardic music, a sublime chord instead masters a number of spells more powerful than most bards can ever use.
Suel arcanamach	CAr	63	Arcanamach formerly served as elite guards and agents for powerful wizards.

Monks of the Sun Soul Order believe that they each harbor a small fragment of the

Sun Soul monk	CSW	88	sun's divine essence.
sunmaster	LE	25	The sunmasters are members of a sect within the church of Lathander who believe that the Morninglord is the living reincarnation of Amaunator.
survivor	SS	89	Those who survive a program of frequent assaults and other dangers emerge a few weeks later -- tougher, faster, and less vulnerable to attacks.
swanmay	BE	76	Swanmays are members of a secretive order sworn to protect wilderness areas from evil.
swift scion	UA	168	This prestige class is for those who wield legendary weapons that make use of or improve the wielder's stealth, speed, or dexterity (in the general sense).
sword dancer	FP	205	Sword dancers are expected to lead the drow migration and work to promote harmony between drow and surface-dwelling races.
sword of righteousness	BE	77	Pursuit of a commitment to righteousness and purity that exceeds the norm is a quality of a sword of righteousness.
sybil	SS	90	Steeped in ancient lore, or maddened by divine inspiration, the sybil is a reclusive prophet.
tactical soldier	MH	22	The tactical soldier is the master of teamwork in melee.
tainted sorcerer	UA	191	Tainted sorcerers find an easy path to tremendous magical power.
tainted warrior	UA	193	When a character's taint threatens to exceed the capacity of his body and soul to contain it, he may become possessed by its evil power and transformed into a creature of taint.
talon of Tiamat	Dr	134	The talon of Tiamat furthers the goals of evil dragonkind.
Talontar blightlord	Una	34	Corrupt priests who revel in decay, the blightlords of Talona are feared and reviled throughout the Unapproachable East.
tamer of beasts	MW	70	Through magic and his overwhelming concern for his charges, the tamer of beasts can make them tougher and more intelligent.
tattooed monk	CW	82	Certain monastic orders bestow supernatural or spell-like powers on their members by inscribing magic tattoos on their skin.
tattooed monk	OA	49	Certain monastic orders bestow supernatural or spell-like powers on their members by inscribing magic tattoos on their skin.
techsmith	FP	206	Techsmiths are devoted to the development of new inventions and the progression of achievement in the name of the Wonderbringer.
Telflammar shadowlord	Una	36	Above all the criminals of the Shadowmasters of Telflamm stand the Telflammar shadowlords, the secret captains of iniquity who demand unquestioned obedience from their numerous minions.
tempest	CAd	81	A tempest is the point of calm within a whirling barrier of deadly blades.
tempest	MW	72	A tempest is the point of calm within a whirling barrier of deadly blades.
templar	DF	72	Sworn to the defense of a temple site, the templar is a holy warrior blessed by her deity with combat prowess and great endurance.
temple raider of Olidammara	CD	67	The temple raiders are an elite cadre of thieves who worship the Laughing Rogue and specialize in stealing valuables and secret lore from the temples of other deities.
temple raider of Olidammara	SaS	16	The temple raiders are an elite cadre of thieves who worship the Laughing Rogue and specialize in stealing valuables and secret lore from the temples of other deities.
thaumaturgist	DMG	196	The thaumaturgist reaches out with divine power to other planes of existence, calling creatures there to do his bidding.
Thayan gladiator	CR	63	Popular and skillful gladiators fill the arenas of Faerûn from Calimshan to the Dragon Coast, but the brutal Thayan gladiators are the best of the best.
Thayan knight	CW	85	Thayan knights have mastered the art of swordplay, are familiar with magic, and are loyal to none but the tattooed mages.
Thayan knight	LD	64	Thayan knights have mastered the art of swordplay, are familiar with magic, and are loyal to none but the tattooed mages.
Thayan slaver	Una	37	Thayan slavers are cruel marauders who use their awful abilities to abduct creatures and then break their wills.
thief-acrobat	CAd	83	A thief-acrobat excels in getting in and getting out.
thief-acrobat	SaS	18	A thief-acrobat excels in getting in and getting out.
thrall of Demogorgon	BV	67	A thrall of Demogorgon thrives on the chaotic nature of mutation and deformity.
thrall of Graz'zt	BV	68	The thrall of Graz'zt is a sinister, conniving, and thoroughly evil master of arcane lore and dark secrets.
thrall of Juiblex	BV	70	A thrall of Juiblex oozes a horrible slime and is surrounded by a nauseating stench.
thrall of Orcus	BV	71	A thrall of Orcus has devoted herself to the demon prince of undeath.
thrallherd	XPH	153	Thrallherds manipulate the minds of others as if they were clay in the hands of a sculptor.
tomb warden	LM	57	Tomb wardens serve as selfless, undying protectors of the dead.
topaz guardian	LoM	203	Resolute crusaders, the topaz guardians are the elite initiates of the Holy Order of the Supernal Topaz Defenders.
tribal protector	SF	35	The tribal protector is the battlefield champion of a savage humanoid race.
troubadour of stars	BE	78	Bards who channel their celestial music through their mortal voices and instruments are troubadours of stars.
true necromancer	LM	51	Those who seek to raise an unyielding obedience from the dead willingly tread the path of necromancy.
true necromancer	TB	69	Those who seek to raise an unyielding obedience from the dead willingly tread the path of necromancy.

unholy ravager of Tiamat	Dr	97	Those who devote themselves to Tiamat's cause become unholy ravagers of Tiamat.
Union Sentinel	EL	35	A Union Sentinel is a member of an elite police force that guards the demiplane city of Union.
urban soul	RD	141	Urban souls are the chosen champions of the deity Urbanus, charged with protecting city denizens from external dangers and from subtler threats to the city.
ur-priest	BV	72	A small number of ur-priests have learned to tap into divine power and use it without praying to or worshipping a god.
ur-priest	CD	70	A small number of ur-priests have learned to tap into divine power and use it without praying to or worshipping a god.
vassal of Bahamut	BE	80	A vassal of Bahamut is a devout, non-draconic champion in the service of the Dragon King.
vengeance knight	CR	67	Vengeance knights roam the Lands of Intrigue in search of those who have committed acts of treachery against their employers, the Knights of the Shield.
verdant lord	MW	73	The verdant lord is the final defender of the forest.
vermin keeper	Und	44	To a vermin keeper, insects are perfect killers.
vermin lord	BV	73	The vermin lord offers itself as a host for all manner of parasitic organisms.
vigilante	CAd	85	The vigilante combines magical and mundane investigative techniques to assess a crime scene.
vigilante	SaS	20	The vigilante combines magical and mundane investigative techniques to assess a crime scene.
virtuoso	CAd	89	The typical virtuoso is outgoing, charismatic, and gregarious.
virtuoso	SaS	22	The typical virtuoso is outgoing, charismatic, and gregarious.
visionary seeker	PIH	53	A visionary seeker knows how to navigate the mental plain stretching out ahead, finding landfall and truly discovering what it means to know.
void disciple	CD	72	Void disciples understand that everything in the world contains all the basic elements, held together by the least tangible essence.
void disciple	OA	51	Void disciples understand that everything in the world contains all the basic elements, held together by the least tangible essence.
walker in the waste	Sa	89	A walker in the waste embodies the harsh, unforgiving nature of the desert.
war chanter	CW	87	A war chanter's music flows across the battlefield like a raging torrent, catching friends and foes alike in its wake.
war hulk	MH	22	The war hulk is a creature of great size and talent who is specifically trained to shock and awe opposing massed troops.
war mind	XPH	155	War minds are expert fighters who claim to possess unequalled knowledge in the art of war.
war weaver	HB	112	By weaving together strands of pure arcane power, the war weaver becomes a force to be reckoned with on the battlefield.
war wizard of Cormyr	Mag	40	The Cormyrean war wizards are some of the most respected battle-mages in Faerûn.
warchief	MH	24	A warchief leads a primitive, aggressive tribe of humanoids, especially when they turn to marauding.
warforged juggernaut	ECS	83	As a machine of war, the juggernaut is among the best at dealing damage and sustaining punishment.
warmaster	SF	37	Warmasters are trained at the College of War and can become a formidable presence on the battlefield.
warpriest	CD	74	Warpriests are fierce, earthy clerics who pray for peace but prepare for war.
warpriest	DF	74	Warpriests are fierce, earthy clerics who pray for peace but prepare for war.
warrior of darkness	BV	75	The warrior of darkness, sometimes called the dark knight, is a practitioner of black magic.
warrior skald	Rac	186	Accompanying heroes of great renown, warrior skalds fight at their sides while composing the epics that will be told for centuries to come.
warshaper	CW	89	The warshaper grows and evolves her own weapons and armor to suit the threat at hand.
warsling sniper	Rac	188	The warsling sniper is an expert in the use of the weapon commonly associated with the halfling race.
watch detective	MW	75	The watch detective specializes in solving mysteries.
waverider	SS	93	The waverider and her companion animal defend their city with a vigor that exceeds either's individual powers.
waveservant	FP	209	Waveservants serve the Bitch Queen as both tribute gatherers and enforcers.
wayfarer guide	CAr	65	The wayfarer guide focuses on honing her skill at instantaneous magical transportation.
wayfarer guide	TB	70	The wayfarer guide focuses on honing her skill at instantaneous magical transportation.
weapon master	SF	38	For weapon masters, the perfection of <i>kis</i> found in the mastery of a single melee weapon.
weapon master (kensei)	OA	53	For weapon masters, the perfection of <i>kis</i> found in the mastery of a single melee weapon.
wearer of purple	FP	210	Wearers of purple are members of the Cult of the Dragon who embrace the creation and veneration of the Sacred Ones, the great dracoliches of Faerûn.
weretouched master	ECS	85	Weretouched masters are shifters who learn to enhance their shifting ability to accentuate the power of their lycanthrope heritage.
whisperknife	RW	135	The halfling whisperknife seeks to repay murder, theft, or humiliation in the same

			coin.
wild mage	CAr	68	Wild mages aspire to cast spells without structure.
wild plains outrider	CAd	92	Wild plains outriders work tirelessly to keep the plains as safe as such remote places can be.
wild scout	SM	117	Wild scouts are the spies of the wilderness, traversing the open and wild country in search of valuable information.
wildrunner	RW	139	Wildrunners give themselves almost wholly to nature, seeking to return to their untamed roots and eventually become fey creatures.
windrider	MW	77	The windrider is a specialist in mounted combat, but hers is no ordinary mount.
windwalker	FP	212	Windwalkers learn to shape the winds with their hands and ride them to lands as yet unseen.
winterhaunt of Iborighu	Fr	72	As minions of the Frozen King, the winterhaunts of Iborighu lust for nothing less than eternal winter.
witch hunter	OA	54	Witch hunters combine magical training with combat expertise to battle the spiritual forces of evil in the world.
Wizard of High Sorcery	DCS	71	Once a wizard successfully completes (and survives) the Test of High Sorcery, his choices dictate his robe color and which deity of magic grants him power.
wonderworker	BE	82	Wonderworkers sacrifice some of their spellcasting ability to grow closer to the ideal of goodness they revere.
yakuza	OA	55	Yakuza represent the shadowy underworld and provide protection for the helpless.
Yathchol webriдер	Und	46	With their intimate understanding of webspinning and their familiarity with the Overweb, Yathchol webriders can move about the Underdark as they choose.
yathrinshes	PG	187	Yathrinshes, the elite ranks of Kiaransalee's priests, are powerful masters of necromantic magic, both arcane and divine.
yuan-ti cultist	SS	97	The mysteries of the evil deities of the yuan-ti are mastered by yuan-ti cultist masters.
Zhentarim skymage	LD	102	These powerful spellcasters ride strange flying beasts and serve the Zhentarim by performing acts of espionage and causing unrest on the frontiers of civilization.
Zhentarim spy	PG	77	The Zhentarim spy is probably the one Faerûnians encounter most often -- even if they never realize it.
knight phantom	FN	41	The knight phantom prestige class takes capable wizards and gradually turns them into capable melee fighters, without slowing their spellcasting too much.
Dark Lantern	FN	68	The Dark Lanterns serve the crown of Breland as spies and assassins.
Cyran avenger	FN	86	These survivors of the Day of Mourning seek to uncover the cause of the cataclysm and avenge their people against the architects of the Mourland.
bone knight	FN	117	Bone knights are Karm patriots, living protectors who fight alongside the undead legions of their land.
silver pyromancer	FN	150	The silver pyromancer is an arcane champion of the Church of the Silver Flame, taking his place alongside clerics, paladins, and exorcists in the Church's cause.
legacy champion	WL	19	You are so devoted to the history and chronicle of a particular item of legacy that you enjoy enhanced access to your item's legacy abilities.
cataclysm mage	EH	58	Cataclysm mages seek after Eberon's most powerful mysteries, long lost to the past.
thunder guide	EH	64	Bodyguards to nobles on safari, shepherds to spelunking university professors, and the real-life heroes of chronicle serials across Khorvaire, thunder guides provide the strong blades, keen senses, and local knowledge necessary to survive a trip across the Thunder Sea.
windwright captain	EH	70	The self-proclaimed masters of sky and sea, the windwright captains are the finest pilots of airships and wind galleons on Eberon.
knight of the pearl	Sto	52	The knight of the pearl is a loyal defender of the aventi people, dedicated to the service of Aventernus and his appointed kings.
legendary captain	Sto	56	A legendary captain might be the commander of a fleet's flagship or a bloodthirsty pirate, but whatever the role, her reputation is widespread and her crew fanatically loyal.
leviathan hunter	Sto	61	The leviathan hunter is dedicated to hunting down creatures of the perilous depths.
scarlet corsair	Sto	65	The scarlet corsair relies on the reputation of her quick blade and terrible fighting skills to drive her prey before her.
sea witch	Sto	68	A sea witch is a terrible chaotic mage who wields the powers of water and calls on the living horrors of the deep.
stormcaster	Sto	72	The stormcaster is one who seeks to tap into the power of a strange and terrifying phenomenon: the raging storm.
wavekeeper	Sto	76	Some druids feel the call of the primal deeps.
Knight of the Flying Hunt	CoV	106	Defenders of Nimbral, protectors of the island realm's quiet, simple folk, noble soldiers answering to the powerful but mysterious Nimbral Lords -- the Knights of the Flying Hunt epitomize valor and grace in word, deed, and bearing.
Knight of the Weave	CoV	111	Members of this mystic order of sacred defenders cherish the Weave like a fine wine.
Moonsea skysentinel	CoV	117	Moonsea skysentinels are the eyes in the sky for the Knights of the North, scouting the landscape, looking for evidence of Zhentarim activity.
Triadic knight	CoV	123	Triadic knights are holy warriors who worship the Triad of Tyr, Torm, and Ilmater.
corrupt avenger	HH	88	A corrupt avenger accepts any cost to have his vengeance, even to the forfeit of his very soul.
death delver	HH	93	The death delver is that rare individual, who, rather than fearing and avoiding death, delves as deeply into its mysteries as he can, to better understand and eventually gain some small power over it.

dread witch	HH	98	The dread witch is a spellcaster who manipulates fear as readily and effectively as other casters manipulate magic itself.
fiend-blooded	HH	102	With careful exploration, a spellcaster who feels a call from within can slowly bring the power of their fiendish lineage to the surface.
purifier of the Hallowed Doctrine	HH	108	Purifiers of the Hallowed Doctrine consider themselves servants not of gods but of the spiritual well-being of the world itself.
tainted scholar	HH	113	No secret is barred from the tainted scholar's grasp, and if such forbidden knowledge comes at the cost of his soul, he's willing to pay that price.
alchemist savant	MoE	53	The alchemist savant excels in the capacity to break down the normal barriers that lie between alchemy and magic, between potion and alchemical fluid, between science and art.
deadgrim	MoE	57	The deadgrim are an elite faction within the Red Watchers, a new organization of undead hunters within Karnath.
dragon prophet	MoE	63	The dragon prophet is a member of one of the "lesser races" who shares the dragons' ambitious goal of understanding the complex and convoluted draconic Prophecy.
elemental scion of Zilargo	MoE	68	The elemental scion of Zilargo attempts to understand the true nature of the elements through bizarre methods.
impure prince	MoE	73	Of those who make it their special mission to rid the world of aberrations and their masters, only impure princes can claim the distinction of using daelkyr-inspired corruptions and symbionts as their most effective tool in aberration cleansing.
quori mindhunter	MoE	77	The quori mindhunter has a single mission: to hunt down and destroy the quori spirits that corrupt humanity, and the possessed Inspired that further the aims of the Dreaming Dark.
renegade mastermaker	MoE	81	A renegade mastermaker applies the secrets of warforged creation methods to his own body, slowly replacing parts of his body with mechanical augmentations.
vigilant sentinel of Aerenal	MoE	85	Part spy, part assassin, and completely loyal to the Sibling Kings and Aerenal's undying rulers, the sentinels roam across Eberron.
incandescent champion	Mol	115	The incandescent champion seeks to dispense with barriers and obstacles both tangible and intangible so that she can touch the cosmic soul with her unveiled body, mind, and spirit.
incarnum blade	Mol	121	Using a secret passed down through the generations, the incarnum blade shapes soul energy drawn from the greatest warriors of the past into a special soulmeld that is incorporated into his melee weapon of choice.
ironsoul forgemaster	Mol	126	Only the ironsoul forgemaster can craft a weapon that combines these arts with the shaping of soul essence.
necrocarnate	Mol	132	Dealers in death and torturers of souls, necrocarnates number among the most evil creatures in any world.
sapphire hierarch	Mol	136	The elite members of an order of priests of law defend the temple, contemplate the mysteries of the Sapphire Eidolon, and seek to fulfill its single command by perfecting themselves and bringing order out of chaos wherever they find it.
soulcaster	Mol	142	Soulcasters excel at incorporating soul energy into their magic.
spinemeld warrior	Mol	147	When a spinemeld warrior trains, he is participating in a tradition that has long been venerated in skarn society.
totem rager	Mol	153	The totem rager embodies the wrath of nature in its most bestial form.
umbral disciple	Mol	158	The umbral disciple is a student of shadow in both a literal and a metaphysical sense.
witchborn binder	Mol	162	Elite agents within the Vigilant Servants, a society whose members make it their business to frustrate the plans of the witchborn, witchborn binders are incarnum-wielding mage-hunters who can use the power of soul energy to create shields, traps, and shackles.
gatekeeper mystagogue	PE	88	Heirs to a tradition over sixteen millennia old, the gatekeeper mystagogues stand among the greatest foes of the daelkyr and their aberration spawn.
high elemental binder	PE	104	As a high elemental binder, you can reach into the planes and immediately draw elemental beings into objects -- coating your armor in stone or your blade in fire.
revenant blade	PE	108	The revenant blade is a Valenar elf who can draw on the skills of ancient heroes, the giant-slayers of Xen'drik.
court herald	PF	108	The court herald prestige class is a modified version of the loremaster prestige class, which is described in the <i>Dungeon Master's Guide</i> .
disciple of the eye	RDr	75	As a disciple of the eye, you know the messages that the eyes alone can impart.
dracolexi	RDr	79	As a dracolexi, you try to understand that primordial vocabulary by devoting yourself to the study of ancient dialects and languages, hoping to discover how certain Draconic words were once uttered.
dragon devotee	RDr	84	Some individuals feel the call of dragons more strongly, which may lead them into an attempt to awaken their blood and bring those traits to the fore.
dragonheart mage	RDr	88	The dragonheart mage is perfect for the dedicated spellcaster who wishes to embrace the power of dragon blood while still advancing in magical expertise.
Singer of Concordance	RDr	91	The Singers of Concordance are a small order of wandering draconic spiritual guides who begin as servitors of Io, the Ninefold Dragon, creator of all dragonkind.
anima mage	TM	50	Anima mages see vestiges as mere tools, no different from spell component pouches or a wand of fireball.
knight of the sacred seal	TM	54	A knight of the sacred seal is never alone because she has formed a true partnership with a single vestige.
scion of Dantalion	TM	59	The scions believe that their destiny is to one day take up the crown of a long-forgotten human empire, bear the scepter of rulership, and rebuild the empire that could rival the stars.

Tenebrous apostate	TM	63	The remnant of divinity once possessed by Orcus, Tenebrous is perhaps the only vestige still worshiped in some places as a god. Some followers, however, believe that Tenebrous is a separate deity, so these Tenebrous apostates revere him as such.
witch slayer	TM	67	Witch slayers devote themselves to capturing and destroying those who share their souls with other entities.
child of night	TM	117	They prefer to call themselves "black transmogrifists," but most know them as children of night.
master of shadow	TM	121	Some driven or domineering souls seek nothing less than mastery of darkness itself -- the ability to turn the very shadows into their agents and allies.
noctumancer	TM	125	Noctumancers bridge the gap between shadow and arcane magic.
shadowblade	TM	129	Shadowblades are martial combatants with an innate link to shadow.
shadowsmith	TM	132	Shadowcasters draw power from darkness, and masters of shadow command it, but no one truly manipulates the darkness as does the shadowsmith.
acolyte of the ego	TM	204	By learning to speak their own truenames, acolytes of the ego strive to unlock hidden powers lost to the cosmos.
bereft	TM	208	The bereft are a group of truenamers who devote themselves to mastering the <i>word of unmaking</i> , a powerful component of Truespeech purportedly able to unravel creation.
brimstone speaker	TM	212	Brimstone speakers regard the secret language of truenames as nothing less than a gift from the gods.
disciple of the word	TM	216	Disciples of the word are intellectual warrior monks who, through a deeper understanding of their truenames, transcend the limits of their mortal form.
fiendbinder	TM	220	A fiendbinder seeks to unlock the truenames of demons, devils, and other vile fiends, and use that knowledge to bind them to service.
merchant prince	PF	71	A merchant prince (known as a merchant princess if female) is a member of the merchant nobility who has acquired his position and wealth either by being born into a wealthy family or by earning every last coin himself.
anarchic initiate	CP	17	The anarchic initiate is more than a wilder; he is an initiate to the truth that underlies the wildness in the depth of his being.
ebon saint	CP	22	The ebon saint lives in the darkness, but seeks to expose his enemies to the light.
ectopic adept	CP	26	Ectoplasm is the preferred medium of creation for the ectopic adept, and his mind serves as the mold, kiln, and wheel upon which his works are turned.
flayerspawn psychic	CP	30	Willing to sacrifice her life, appearance, and even her sanity, the flayerspawn psychic walks a dangerous road, growing in psionic power as she slowly embraces her secret mind flayer heritage.
illumine soul	CP	33	The illumine soul is a living conduit of positive energy.
soulbow	CP	36	In the tradition of the soulknife, a soulbow realizes the direct capacity of her own mind to give shape to weapons of psionic perfection.
storm disciple	CP	40	A storm disciple is a character who decides that the best, most glorious way to serve his ideals is through the natural power, fury, and splendor of the storm.
zerth cenobite	CP	43	The core of a zerth cenobite's studies involve strict meditation on the nature of time and the body's movements through it, culminating in a martial art known as zerthin.
landforged walker	SX	123	Even as they speak for nature, landforged walkers coax the living bounty of the earth to grow on their metal hides, drawing power from the environment around them.
primal scholar	SX	127	Primal scholars are spellcasters bent on uncovering and mastering the ancient magic that lies buried in the jungles, deserts, and mountains of Xen'drik.
scorpion wraith	SX	130	Scorpion wraiths are the elite warriors of the drow.
wearer of purple	DrF	67	Updated from Faiths and Pantheons.
bloodclaw master	ToB	96	A bloodclaw master embraces the animal within to a degree that it becomes external, partially transforming him into the beast from which the discipline was inspired.
bloodstorm blade	ToB	100	Other martial adepts rightfully look with wonder upon those who learn the bloodstorm style.
deepstone sentinel	ToB	105	The Stone Dragon discipline traces its roots back to an ancient order of dwarves that used the power of the earth to enhance their combat style.
eternal blade	ToB	109	An eternal blade is an elf who learns a variety of exotic fighting maneuvers with the aid and advice of the spirit of a mighty, ancient elf warrior.
jade phoenix mage	ToB	113	Long ago, a fellowship of swordsages known as the Masters of the Jade Phoenix took up the study of arcane magic in search of a new martial discipline.
master of nine	ToB	119	Some savants of the Nine Disciplines believe that none of the paths are complete, true disciplines in and of themselves.
Ruby Knight vindicator	ToB	122	The Ruby Knights are a crusader order in the service of Wee Jas, goddess of death and magic.
Shadow Sun ninja	ToB	126	A Shadow Sun ninja is a martial artist who studies the balance between good and evil, light and dark.
diamond dragon	DM	30	The boldest of the sages study the link between gem dragons and psionics, learning to tap into what they refer to as the draconic psionic collective.
dragon descendant	DM	34	A secret monastic order, dragon descendants tap into the power of their draconic heritage to call on their ancestors in times of need.
dragon lord	DM	38	A dragon lord is the general at the head of an army, the emperor at the helm of an empire, or the warleader who dominates a battlefield.
hand of the winged masters	DM	43	Dragons often need expert servants to be their eyes, ears, and hands in humanoid society.
pact-bound adept	DM	46	Pact-bound adepts are sorcerers who have learned to transcend their beliefs about

			spells and magic and embrace arcane power as dragons do.
swift wing	DM	50	Swift wings are church servants who see themselves as the fast-moving, hard-hitting crusaders of their god's cadre of worshipers.
wyrm wizard	DM	55	Wyrm wizards are spellcasters who learn new spells not through research and experimentation but rather by tapping into the vast wealth of arcane knowledge possessed by dragons.
sovereign speaker	FE	32	Although devotion to a single god enables some individuals to gain additional power, overriding
escalation mage	FE	52	By giving themselves over to the Shadow and focusing on the dark side of magic, these arcane spellcasters learn how to bargain with their god to make their spells more effective -- for a price.
argent fist	FE	70	Only a precious few possess the focus, the dedication, and the physical prowess to master the abilities of the argent fist, but few enemies can stand against those who do.
thief of life	FE	84	When the prize is immortality, there is precious little a thief of life will not do to grasp it.
planar shepherd	FE	105	Some druids, especially among the Greensingers or those who have dealt extensively with that sect, reject narrow interpretations of what constitutes the natural world.
knight of the raven	Rav	200	Before evil descended on the land of Barovia, it was home to an order of virtuous champions, the Knights of the Raven.
Lightbringer	Rav	204	The Lightbringers are an expansive guild of undead hunters that readily hands out charter memberships to anyone who wants to stamp out undead.
aburant champion	CM	50	A warrior who dabbles in abjuration magic.
eldritch disciple	CM	53	A multiclass warlock and divine spellcaster.
eldritch theurge	CM	57	A multiclass warlock and arcane spellcaster.
enlightened spirit	CM	60	A warlock who takes on celestial characteristics.
holy scourge	CM	64	An arcane spellcaster that specializes in blasting evil.
lyric thaumaturge	CM	67	A bard with enhanced spellcasting prowess.
master specialist	CM	70	A wizard with greater mastery over a school of specialization.
nightmare spinner	CM	74	An arcane spellcaster who weaves fear into illusions.
ultimate magus	CM	77	A multiclass arcane preparation spellcaster and arcane spontaneous spellcaster.
unseen seer	CM	81	A stealthy character who dabbles in divination magic.
wild soul	CM	84	An arcanist who wields power from the realm of the fey.
black dog	Dra	95	Travelers might hear tales of a secret society within House Ghallanda, a cabal of vigilante assassins who specialize in the use of poison.
blade of Orien	Dra	99	The blade of Orien is a soldier who uses her Mark of Passage to gain a tactical edge in combat.
Cyre scout	Dra	101	Cyre scouts combine the creative traditions of House Cannith with the ability to survive in the most hazardous environments.
Deneith warden	Dra	105	The Deneith warden is devoted, body and soul, to the apprehension of lawbreakers wherever they are found.
Duraak'ash	Dra	107	A duraak'ash is an implacable foe who uses her Mark of Finding to form a link to her prey: a bond that grants her benefits both during the hunt and in the inevitable battle at its end.
Medani prophet	Dra	110	As a Medani prophet, you learn to draw on your dragonmark to peer into the future - and potentially, to unlock the secrets of the past.
nosomatic surgeon	Dra	114	A nosomatic surgeon is a halfling student of sickness, and a master of the ebb and flow of the energies of life and death.
shadow hunter	Dra	117	A shadow hunter is a warrior of his house, and must be familiar with the arts of battle as well as stealth.
silver key	Dra	120	A silver key is a master of stealth and security, and an expert at getting into and out of tight places.
storm sentry	Dra	124	A storm sentry is a soldier first and foremost, and must be a capable combatant.
unbound scroll	Dra	127	Unbound scrolls are drawn from the most gifted artificers and wizards of House Sivis, though a few exceptional magewrights have made their way into the order.
Vadalis beastkeeper	Dra	130	Vadalis beastkeepers are scouts and guides, hunters and warriors.
Ebonmar infiltrator	Ci	79	The infiltrator is a master of stealth and deception, an interpreter, and an escape artist.
crimson scourge	Ci	92	The crimson scourge is a tough and efficient tracker who specializes in dealing painful but ultimately nonlethal wounds.
urban savant	Ci	100	An urban savant is a scholar at heart, with a voracious appetite for information.
hellbreaker	FCII	86	Hellbreakers are consummate adventurers. Called thieves by their detractors and heroes by their apologists, they specialize in infiltrating infernal strongholds and relieving them of their treasures.
hellfire warlock	FCII	89	The hellfire warlocks are a secretive group of specialist warlocks who have mastered hellfire, a dangerous energy found only in the Nine Hells.
hellreaver	FCII	92	Hellreavers are warriors whose outrage at the actions of the fiends and their ability to corrupt and seduce without consequences fuels and array of combat abilities.
soulguard	FCII	95	Soulguards openly oppose fiendish practices and go to great lengths to protect those beset by the power of Baator.
serene guardian	ShG	PG7	Those who master the esoteric, mind-enhancing techniques of the Luminous Order have earned the right to call themselves serene guardians.

solar channeler	ShG	PG9	Holy warriors ready to defend the Material Plane against demonic invasion, solar channelers are effective healers and spellcasters until the situation demands melee combat. Then they become furious angels.
dark scholar	ShG	PG11	Dark scholars are arcanists who have delved deeply into texts regarded as too revolutionary or too dangerous for others.
twisted lord	ShG	PG13	The stealthy assassins of the Ebon Cabal, twisted lords can turn their visages fearsome at a moment's notice.
avenging executioner	CS	24	Relentless and inventive, these stalkers wield psychology as deftly as their weapons.
battle trickster	CS	28	The battle trickster engages in combat not only to defeat enemies but to impress them with martial and acrobatic prowess.
cloaked dancer	CS	31	The cloaked dancer dances into the hearts and minds of her audience, beguiling those around her with boundless charm and careful dance moves, leaving her victims in a state of ecstasy even as she kills them.
combat trapsmith	CS	34	Combat trapsmiths can litter a battlefield or dungeon with devices of their own cunning design.
fortune's friend	CS	38	The fortune's friend lives by his luck.
gray guard	CS	40	Gray guards are less restrained by their knightly vows, doing what must be done, no matter how unpleasant.
magical trickster	CS	45	Relying as much on her wits as on her spellcasting prowess, the magical trickster can sacrifice her spellcasting ability to gain even greater access to skill tricks.
malconvoker	CS	48	Daring summoners known as malconvokers bargain with their lives.
master of masks	CS	52	Wearer of a thousand faces, with an identity as fluid as that of a crowd of strangers, this thespian of possibilities decides what is real and what can be.
mountebank	CS	57	Mountebanks are frauds and con artists, capable of slipping into new identities as others change clothing.
psibond agent	CS	60	A psibond agent sees through the eyes of others, gently guiding (or in some cases forcefully commanding) her puppet to go places she could never enter herself.
spellwarp sniper	CS	64	The spellwarp sniper contorts spells, changing area effects into rays that deliver precise, devastating attacks.
uncanny trickster	CS	67	The uncanny trickster combines the features of his primary class with a wider range of skill tricks than any other character can achieve.
Fist of Dal Quor	SoS	119	The Fists of Dal Quor are a combat order drawing supernatural power from the Region of Dreams.
Haztaratain	SoS	122	The ascetic nature of the Haztaratain order appeals to those who focus on self-mastery; its martial spirit draws those who concentrate on might rather than mysticism.
beast heart adept	Du	48	By attuning himself to the bestial urges of dungeon creatures, he learns to form powerful bonds with a small number of monsters.
trapsmith	Du	53	A trapsmith excels at rigging deadly surprises to harm her enemies, secure her camp, and confound pursuers.
demonwrecker	EDP	168	Spellcasters specializing in demon eradication can gain great fame and prestige -- if they survive long enough.
jaunter	EDP	172	The jaunter is a consummate expert on travel who specializes in getting exactly where he wants to go -- whether it's across the multiverse or just across the battlefield.
fist of the forest	CC	80	For some among the Guardians of the Green, the pursuit of an animalistic lifestyle is a form of asceticism.
forest reeve	CC	82	Forest reeves are chosen by Guardians of the Green to patrol local wilderness areas to check for dangers and humanoid activities that could be harmful to the land.
holt warden	CC	84	Holt wardens are the highest spiritual leaders in the Guardians of the Green.
mythic exemplar	CC	86	Few are as devoted to history as the Disciples of Legend, and none among that august group are as committed to their paragons as the mythic exemplars.
ordained champion	CC	90	Steepled in a tradition older than most religions, the ordained champions stride through the chaotic fog of violence and bloodshed.
paragnostic apostle	CC	94	The paragnostic apostles are the most devoted of the Paragnostic Assembly -- the most erudite of a sect dedicated, mind and soul, to the acquisition of knowledge.
paragnostic initiate	CC	96	Not all who follow the precepts of the Paragnostic Assembly are spellcasters.
sanctified one	CC	99	The cleric, the paladin, the priest, and the holy warrior -- all these are classic divine hero archetypes.
shadowspy	CC	105	Shadowspies are the covert arm of Pelor's Shadow Guard.
shadowstriker	CC	108	The elite group known as the shadowstriker is the military arm of Pelor's Shadow Guard.
squire of legend	CC	110	Not everyone who reveres the Six from Shadow desires to shape her entire life around her chosen paragon.
arachnomancer	DrU	65	By discarding the religious traditions dominating drow culture, the arachnomancer finds a different way to serve the Weaver of Webs.
cavestalker	DrU	68	The Underdark's most dangerous predators are not its horrific monstrosities, but rather they are the deadly cavestalkers who move effortlessly through a jungle of living rock.
demonbinder	DrU	72	The demonbinder draws the essence of demons into herself to acquire their power.
dread fang of Lolth	DrU	76	The dread fangs of Lolth are elite soldiers who fight for the drow matriarchs.
eye of Lolth	DrU	80	The eyes of Lolth are stealthy servants and watchers faithful to the Church of Lolth.
insidious corruptor	DrU	83	The insidious corruptor is a manipulator, a devious and sinister villain who lures individuals to their doom.

kinslayer DrU 87 Though the ancient conflict that rent the elves and the drow asunder has long passed into antiquity, neither race has forgotten.

782 results.

Product Key

An	<i>Anauroch: The Empire of Shade</i>
AE	<i>Arms and Equipment Guide</i>
BFK	<i>Barrow of the Forgotten King</i>
BB	<i>Bastion of Broken Souls</i>
BC	<i>Book of Challenges: Dungeon Rooms, Puzzles, and Traps</i>
BE	<i>Book of Exalted Deeds</i>
BV	<i>Book of Vile Darkness</i>
CR	<i>Champions of Ruin</i>
CV	<i>Champions of Valor</i>
CiP	<i>City of Peril</i>
CSW	<i>City of Splendors: Waterdeep</i>
CSQ	<i>City of the Spider Queen</i>
Ci	<i>Cityscape</i>

Consolidated Lists

- Invocation Index 05/04/2007
- Monster Index 08/08/2007
- Spell Index 12/19/2005
- Feat Index 09/04/2007
- Character Class Index 02/01/2007

(MORE)

Recent Articles

- This Month's *Dragon* Magazine 04/26/2007
- Chapter 2: Conflict 09/24/2007
- Eastern Classes 09/18/2007
- Crusaders, Swordsages, Warblades 09/11/2007
- *Fortress of the Yuan-Ti* 09/04/2007

(MORE)

[About Us](#) [Jobs](#) [New to the Game?](#) [Inside Wizards](#) [Find a Store](#) [Press](#) [Help](#) [Sitemap](#)



©1995-2019 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved.
Terms of Use - Privacy Statement