

# *Legends of Chaos Player's Guide Preview*

*By Steven Gilman*

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Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®.

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## *The Dawn of Chaos*

The town of Lucidia was unsurprisingly empty. For the past half-year, the people of Morkandia had been at the World Festival in the northern lands, celebrating the union of all the nations of Morkandia. The lands of Morkandia were united under the leadership of King Kandor, lord of the most prestigious nation.

Sir Kael awoke from his slumber at the Bear's Paw Inn, and made his way downstairs. The usual assortment of locals and passing travelers were absent from the main floor, and only the innkeeper was present. After a hearty breakfast, Kael left the inn to proceed exploring his suspicions. Although he was the High Knight of Kandor, Sir Kael refused to attend the World Festival. Something about the whole situation did not leave him with a good feeling, and he had traveled to the southern lands in search of the source of this ill feeling.

Kael stepped out on to the main road. He turned his head to look down both directions of the road. On any given day, this road was packed with traveling merchants hauling goods from Gharrimharr to Kandor and back. A slight, silent breeze blew through Kael's hair. Not a single person could be seen. At this precise moment, he discovered the source of his ill feelings. With the distraction of the World Festival, Morkandia had left itself defenseless.

The sense of evil overwhelmed Kael, and forced him to look to the south. A pair of figures emerged from the forest, armored in heavy plate mail adorned with human skulls and twisted arcane markings. Horns topped their menacing helms, and each held a single battleaxe. As they approached Kael, he held his hand out signaling them to stop.

"Halt, foul beings. Your evil is not welcome in this celestial forest. Return to your southern lands, else I must take vengeance upon your blasphemy!" he demanded.

Without a word, one of the figures lunged at Kael, swinging his battleaxe in a wide arc. Kael stepped back out of the reach of the weapon, and drew his holy sword. With a spin, Kael moved forward and sliced his sword deep into his opponent's side. He pressed his free hand against the warrior's chest and pushed him back.

Kael's adversary glanced to the cut in his side, and returned his gaze toward Kael. A slight grin grew on the warrior's face. Kael could feel the battleaxe of the other warrior cut into his lower back, and he fell to the ground. The pain almost overwhelmed him, but he managed to raise his sword to parry the uninjured warrior's axe as it swung toward his neck.

"Death to the foes of Kandor!" Kael cried out as he leaped to his feet. His holy sword held tight in his hand, he charged at the injured warrior. He swung his sword out, and pushed the warrior's axe to the side. Although the warrior managed to keep hold of his

battleaxe, he had lost all hope of blocking Kael's next maneuver.

As he moved to pierce his sword through the injured warrior's stomach, Kael felt the immense pain of the other warrior's battleaxe as it cut into his left shoulder. The force of the downward swing knocked Kael face first onto the ground.

"Return to your lands," the warrior mocked, "else I must take vengeance upon your idiocy!" He chuckled, and held his battleaxe over his head, preparing for a killing blow. "It matters not, however, for your lands will soon be ours."

Kael focused his divine energies toward his sword hand, and sliced his holy blade across the warrior's chest before the battleaxe had a chance of making contact. In a flash of brilliant white light, the once uninjured warrior fell to the ground lifeless.

"Prepare to meet the same fate," Kael said as he peeled himself from the ground, his once extravagant white tabard covered in blood. He stepped back from the remaining warrior, and held his free hand over his wounded shoulder. A similar white light shined from his hand, and the wound began to close. Kael's healing power wasn't enough to completely heal the deep wound, but he managed to stop the bleeding.

"Heal yourself all you want, paladin. I will still take your life," the warrior stated as he began to move around Kael in circles. The two studied each other, waiting to find weakness in the other's defense to make a powerful blow. The warrior lunged toward Kael, and Kael had found the weakness. He sidestepped the warrior, and cut his sword into the warrior's lower back.

"There will be more. Many more," the warrior groaned after collapsing on the ground. "Your kind will be destroyed."

Kael stood over his fallen enemy, and administered the killing blow. As he tended to his own wounds, he contemplated the meaning of the event.

"These warriors are powerful, and almost bested me, the Champion of Kandor. If it is as he said, and there are many more of them, Morkandia is in great peril. I can't imagine anyone could amass a great army of similarly skilled warriors," Kael thought to himself.

A warning shot off in his mind. He could sense the power of evil approaching him from the south. This evil was much greater than when he sensed the two warriors who lay dead at his feet. Emerging from the trees of the dense forest, Kael could see an army of hundreds of similarly equipped warriors. The two he just defeated were only a scouting group...

## *Introduction*

Welcome to the *Legends of Chaos Campaign Setting*. Within this book you will find a set of game options for playing any d20 System fantasy game. Feel free to use as little or



as much of the supplemental material in this reference in your own games. The classes, feats, spells, and organizations presented here will work with any d20 System game, but are designed to work seamlessly with the campaign setting presented in this book.

*Legends of Chaos* is very similar to existing campaign settings, but has its own differences. The players will adventure in the world of Morkandia, which is split into three continents: Morkandia, Evandikar, and Lamordi. For reasons unknown to common folk, the people of Morkandia are under constant assault from the forces of Chaos.

## The World

Morkandia is a world early in development. Although ancient artifacts and magic exists from ancient civilizations, most of the knowledge and histories of these people are unknown to the sages of present day. As you will find out, early in Morkandia's history the lands were on the brink of destruction, and all knowledge of events previous were lost.

In *Legends of Chaos*, magic is the life force of the world. It is an omnipresent energy that fuels all existence. Six elements define magic: air, earth, fire, light, shadow, and water. Everything in existence is made up of one or more of the elements of magic.

Morkandian wizards are creatures that have learned to manipulate the energy of the world to create unique and powerful spells. They tend to be in constant pursuit of knowledge of these energies. Sorcerers, on the other hand, are creatures that are born with a natural

talent to manipulate the magical energies. The elemental magus, described later in detail, is a rare creature that is composed of a certain element more than others. This unbalance allows him to wield the most powerful of elemental magic.

The races of Morkandia are also tied to the elements of magic. The races of elves, which are referred to as elemental elves, are each composed of mainly one element above all others. The dwarves are creatures of the earth element, and each subrace shares qualities of particular types of stone and metal. Gnomes are earth creatures, as well, and they either share the toughness of stone, or the grace of the forests. Halflings are creatures of the air element, and generally have the grace of the wind.

## The Regions

There are eight regions in Morkandia, each having its own government, alignment, and citizens. Each of these regions is described in detail in the *Legends of Chaos Worldbook*, though a brief description is provided here to help you familiarize yourself with the lands of Morkandia.

**Avlantis:** Within this region exists the Avlantic Mountains, where the ancient dwarven nation of Avlantia resides within the mountains. Barbarian tribes dwell upon the surface of the mountains and within the neighboring forests.

**Evandikar:** This island is the ancient home of the elves and the birthplace of magic. Evandikar consists of many geographical features, including forests, mountains, and plains. Only elves are allowed to set foot on the island of Evandikar, where they live in peaceful unity with the natural animals of the land.

**Gharrimharr:** The bleak marshland known as Gharrimharr is home to many warlords. The reigning warlord leads the majority of the region, though small nations exist outside this warlord's control. Although an evil nation, Gharrimharr is at constant war with itself and is not considered a threat by any of the neighboring nations.

**Kandor:** The plains of Morkandia are home to the chivalric nation of Kandor. Although mostly a human nation, the citizens of Kandor welcome creatures of any race that abide by the laws of the land. Kandor is

home to the divine organizations known as Kenysa's Lightbringers.

**Lamordi:** An honorable culture of humans and monks exists on the island of Lamordi. The lords of the reigning houses lead the government of the island. Lamordi is a land rich with monks and blade adepts as well as powerful spellcasters and ninja.

**Morkandian Underworld:** Beneath the nations of Avlantis, Gharrimharr, Kandor, and Surinya-Ravan, the Morkandian Underworld consists of a plethora of underground cities connected by caves and tunnels. The denizens of this nation are typically evil, and each city holds its own government and diplomacy.

**Surinya-Ravan:** This nation contains an immense forest. The name of the nations literally means "celestial forest" in elven. Surinya-Ravan is home to many elven communities as well as forest gnomes and other woodland creatures.

**Velasharis:** Velasharis is the only organized civilization of water breathing creatures that is known to the surface world. This nation is home to sea elves and merfolk and consists of a few cities and villages.

## *Chaos*

The lands and people of Morkandia are scarred from successive attacks from a supernatural army known as the Legion of Chaos. Led by the God of Chaos himself, Malak, the Legion is destined to bring upon the destruction of the world. This fate remains unaccepted, and Morkandia continues to fight against the Legion of Chaos and against the prophecies of destiny itself.

Sadly, the tale of Morkandia begins with its destruction. The first recorded attack launched by the Legion of Chaos is also the first part of recorded Morkandian history, as all prior recordings were lost in the wake of the Legion's power. Against all odds, the people of Morkandia have managed to live on, reclaiming their lands time and time again. Unknowing of what the future holds for them, the Morkandians continue to battle the Legion of Chaos in hopes that they will someday claim complete victory.

## *The Legends of Chaos Campaign Setting*

The Legends of Chaos campaign setting is contained within three core campaign rulebooks: the Player's Guide, the Worldbook, and the DM's Guide. Players only need a copy of the Player's Guide to familiarize themselves with the lands and to create their characters, though the Worldbook is also helpful to players that want to truly know the land their characters live in. DMs

will need at least a copy of the Worldbook in order to run adventures in Morkandia, and the DM's Guide presents even more information for DMs to use.

## *The Player's Guide*

The Player's Guide is a collection of game rules and campaign information that all players in a Legends of Chaos campaign should be familiar with. This guide reveals information on the races, classes, magic, organizations, and religion in Morkandia, and is likely to see the most use at the gaming table.

## *The Worldbook*

The Worldbook details more in-depth information on the lands of Morkandia. This presents each nation in detail and also details life in Morkandia. The Worldbook also presents an accurate known history of the lands.

## *The DM's Guide*

The DM's Guide provides the DM with even more background information on the lands of Morkandia. The DM's Guide includes secret societies, legendary items of power, enemies and creatures, and a complete mega-adventure depicting the return of the Legion of Chaos.

## *Legends of Chaos Website*

The best resource for Legends of Chaos material, other than the three campaign rulebooks, is the Legends of Chaos website. The website has free classes, prestige classes, feats, spells, races, creatures, magic items, character sheets, cities, maps, NPCs, organizations, and much more. All of these resources are fully compatible with the Legends of Chaos campaign setting or with any other d20 System game.

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## *Blade Adept*

While the majority of martial schools in Lamordi teach the way of the monk, there is growing popularity of a new form of martial discipline. While monks seek perfection of the body as a weapon, the blade adept seeks perfection of his blade as an extension of his body. To him, his weapon and his body are one and the same.

Alrik Aurath of the Silver Dragon developed this style of discipline. Although Alrik found recent

demise, his teachings and techniques live on in many schools in Lamordi. The number of schools teaching this new discipline is rapidly increasing.

**Adventures:** Just as monks do, many blade adepts approach adventures as methods of testing their discipline and technique. It is a tool they use in their quest for self-perfection. Blade adepts may also find themselves as diplomats or champion warriors for their lords.

**Characteristics:** Blade adepts devote their lives to the study of one weapon. To them, this weapon is not an item, but part of their body. Most blade adepts fight unarmored, as armor gets in the way of the techniques they have perfected.

The blade adept also obtains many supernatural abilities in his study of the perfection of the body, such as the ability to resist poisons.

**Alignment:** The techniques of the blade adept require dedication and discipline. Only those of lawful alignment may become blade adepts.

**Religion:** The blade adept rarely ever devotes his life, or part of it, to the worship of a deity. The blade adept feels a strong connection with his body and spirit, and does not care for gods or religion.

**Background:** Blade adepts almost always come from a school that teaches the appropriate martial discipline. Such schools also train monks since many of the abilities gained by both monks and blade adepts are

similar. Other blade adepts learn the techniques by learning from an independent master, and never actually set foot inside of a school.

The training and discipline required of blade adepts often leads them to be sought after by the lords of Lamordi. These lords seek the blade adepts to act as diplomats and personal champions, if they can prove themselves to be worthy. Such an invitation is a high honor.

**Races:** The schools that teach the techniques of the blade adept are exclusively in Lamordi. This almost limits blade adepts to being human, though there is no reason a member of another race could not travel to one of these schools for appropriate training. An elf's grace would make him a prime candidate for becoming a blade adept, and their long lives allow them to spend much time perfecting their art. Half-elves are also likely to become blade adepts, simply because they fit easily into almost any human society.

### Game Rule Information

Blade adepts (Bla) have the following game statistics.

**Abilities:** Wisdom is the prime ability for blade adepts, as it governs their ability to defend themselves and powers many of the additional abilities that blade adepts can learn. Since blade adepts do not wear armor, dexterity becomes necessary for survival. Strength will

### The Blade Adept

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Chosen Blade Attack Bonus	AC Bonus	Unarmored Speed*
1	+0	+2	+2	+2	Chosen blade, evasion, blade flurry	+0	+0	30ft / 20ft
2	+1	+3	+3	+3	Deflect arrows	+1	+0	30ft / 20ft
3	+2	+3	+3	+3	Still mind	+2	+0	40ft / 25ft
4	+3	+4	+4	+4	Slow fall (20 ft)	+3	+0	40ft / 25ft
5	+3	+4	+4	+4	Purity of body	+3	+1	40ft / 25ft
6	+4	+5	+5	+5	Slow fall (30 ft), weapon finesse	+4/+1	+1	50ft / 35ft
7	+5	+5	+5	+5	Wholeness of body, leap of the clouds	+5/+2	+1	50ft / 35ft
8	+6/+1	+6	+6	+6	Slow fall (50 ft)	+6/+3	+1	50ft / 35ft
9	+6/+1	+6	+6	+6	Improved evasion	+6/+3	+1	60ft / 40ft
10	+7/+2	+7	+7	+7	Bonus feat	+7/+4/+1	+2	60ft / 40ft
11	+8/+3	+7	+7	+7	Diamond body	+8/+5/+2	+2	60ft / 40ft
12	+9/+4	+8	+8	+8	Abundant step	+9/+6/+3	+2	70ft / 45ft
13	+9/+4	+8	+8	+8	Diamond soul, bonus feat	+9/+6/+3	+2	70ft / 45ft
14	+10/+5	+9	+9	+9		+10/+7/+4/+1	+2	70ft / 45ft
15	+11/+6/+1	+9	+9	+9	Weapon specialization	+11/+8/+5/+2	+3	80ft / 55ft
16	+12/+7/+2	+10	+10	+10	Bonus feat	+12/+9/+6/+3	+3	80ft / 55ft
17	+12/+7/+2	+10	+10	+10	Timeless body, tongue of the sun and moon	+12/+9/+6/+3	+3	80ft / 55ft
18	+13/+8/+3	+11	+11	+11	Slow fall (any distance)	+13/+10/+7/+4/+1	+3	90ft / 60ft
19	+14/+9/+4	+11	+11	+11	Empty body	+14/+11/+8/+5/+2	+3	90ft / 60ft
20	+15/+10/+5	+12	+12	+12	Perfect self	+15/+12/+9/+6/+3	+4	90ft / 60ft

\*The second number is for small size blade adepts.

help a blade adept deal more damage in combat.

**Alignment:** Any lawful.

**Hit Die:** d8.

### Class Skills

The blade adept's class skills (and key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex). See the *Player's Handbook* for skill descriptions.

Skill Points at 1<sup>st</sup> Level:  $(4 + \text{Int modifier}) \times 4$ .

Skill Points at Each Additional Level:  $4 + \text{Int modifier}$ .

### Class Features

All of the following are class features of the blade adept.

**Weapon and Armor Proficiency:** Blade adepts are proficient with all simple weapons, plus one additional weapon of the blade adept's choice. This extra proficiency is described below. Blade adepts are not proficient with any armor or shields.

A blade adept adds his Wisdom bonus (if positive) to his AC, in addition to his normal Dexterity modifier, and his AC improves as he gains levels. Only add this extra AC bonus if the total of the blade adept's Wisdom modifier and the number in the "AC Bonus" column is a positive number. The Wisdom bonus and the AC bonus represent a preternatural awareness of danger, and a blade adept does not lose either even in situations when he loses his Dexterity modifier due to being unprepared, ambushed, stunned, and so on. He does lose these AC bonuses when immobilized.

When wearing armor, a blade adept loses his AC bonus for Wisdom, AC bonus for class and level, favorable multiple chosen blade attacks per round, and heightened movement. Furthermore, his special abilities all face the arcane spell failure chance that the armor type normally imposes.

**Chosen Blade:** Each blade adept must choose a weapon from the following: dagger, rapier, short sword, or any slashing weapon. This bladed weapon is his chosen blade, the type of weapon that he has studied for his entire life (or good portion of). In addition to gaining proficiency with the weapon, he also gains the benefits of the Weapon Focus feat. This can be any weapon from the list above, including exotic weapons. If an exotic weapon



also has a martial proficiency associated with it (such as a bastard sword), the blade adept only gains martial weapon proficiency with the weapon.

**Chosen Blade Attack Bonus:** The blade adept learns to strike with his chosen blade with remarkable quickness. He gains a more favorable number of attacks that can be used only when wielding a weapon of his chosen type, and when unarmored.

**Evasion:** If a blade adept makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the blade adept instead takes no damage. Evasion can only be used if the blade adept is wearing light armor or no armor. It is an extraordinary ability.

**Blade Flurry:** The blade adept may make one extra attack in a round at his highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the blade adept might make before his next action. The blade adept must use the full attack action to strike with a blade flurry.

**Deflect Arrows:** The blade adept gains the Deflect Arrows feat, but may only use it while armed with his chosen blade.

**Fast Movement:** At 3<sup>rd</sup> level and higher, a blade adept moves faster than normal. A blade adept in armor (even light armor) or carrying a medium or heavy load loses this extra speed. A dwarf or a Small blade adept moves more slowly than a Medium-size blade adept.

From 9<sup>th</sup> level on the blade adept's movement ability is actually a supernatural ability.

**Still Mind:** At 3<sup>rd</sup> level, the blade adept gains a +2 bonus to saving throws against spells and effects from the Enchantment school.

**Slow Fall:** At 4<sup>th</sup> level, the blade adept takes damage as if a fall were 20 feet shorter than it actually is. At 18<sup>th</sup> level, the blade adept can use a nearby wall to slow her descent and fall any distance without harm.

**Purity of Body:** At 5<sup>th</sup> level, the blade adept gains immunity to all diseases except for magical diseases.

**Weapon Finesse:** At 6<sup>th</sup> level, a blade adept gains the benefits of the Weapon Finesse feat while using her chosen blade, regardless of whether the Weapon Finesse feat can normally be applied to the weapon or not.

**Wholeness of Body:** At 7<sup>th</sup> level, a blade adept can cure his own wounds. He can cure up to twice his current level in hit points each day, and he can spread this healing out among several uses. Wholeness of body is a supernatural ability.

**Leap of the Clouds:** At 7<sup>th</sup> level or higher, a blade adept's jumping distance (vertical or horizontal) is not limited according to his height.

**Improved Evasion:** At 9<sup>th</sup> level, the blade adept takes only half damage on failed saves.

**Bonus Feat:** At 10<sup>th</sup> level, 13<sup>th</sup> level, and 16<sup>th</sup> level, the blade adept gains a bonus feat. This feat must be chosen from the following list: Acrobatic Strike\*, Alertness, Blind-Fight, Combat Reflexes, Dodge, Expert Trip\*, Expertise, Focused Attack\*, Gentle Strike\*, Improved Critical, Improved Deflection\*, Improved Disarm, Improved Trip, Improved Unarmed Strike, Mobility, Power Attack, Power Sunder\*, Quick Draw, Spring Attack, Stunning Blade\*, Sunder, and Weapon Mastery\*. Feats marked with an asterisk (\*) are described later in this chapter.

**Diamond Body:** At 11<sup>th</sup> level, a blade adept gains immunity to poison of all kinds. Diamond body is a supernatural ability.

**Abundant Step:** At 12<sup>th</sup> level, a blade adept can slip magically between spaces, as per the spell *dimension door*, once per day. This is a spell-like ability, and the blade adept's effective casting level is one-half his actual level (rounded down).

**Diamond Soul:** At 13<sup>th</sup> level, a blade adept gains spell resistance. His spell resistance equals his level + 10.

**Weapon Specialization:** At 15<sup>th</sup> level, the blade adept gains the benefits of the Weapon Specialization feat with his chosen blade. He loses this benefit while armored.

**Timeless Body:** After achieving 17<sup>th</sup> level, a blade adept no longer suffers ability penalties for aging and cannot be magically aged. Any penalties he may have already suffered remain in place. Bonuses still accrue, and the blade adept still dies of old age when his time is up.

**Tongue of the Sun and Moon:** A blade adept of 17<sup>th</sup> level or above can speak with any living creature.

**Empty Body:** At 19<sup>th</sup> level or higher, a blade adept can assume an ethereal state for 1 round per level per day, as per the spell *etherealness*. The blade adept may go ethereal on a number of different occasions during any single day as long as the total number of rounds spent ethereal does not exceed his level. Empty body is a supernatural ability.

**Perfect Self:** At 20<sup>th</sup> level, a blade adept is forevermore treated as an outsider rather than as a humanoid. Additionally, the blade adept gains damage reduction 20/+1.

**Ex-Blade Adepts:** A blade adept that becomes non-lawful cannot gain new levels as a blade adept, but retains all blade adept abilities.

## Elven Blade Master

Master swordsman of Evandikar, the blade master is a warrior trained in the use of magic to augment his combat abilities. Noble and graceful, the blade master is as much of an elven diplomat as he is a warrior. The main responsibility of the blade master is to protect Evandikar and the elven life. During times of peace, blade masters can be found traveling the lands of

Evandikar and Morkandia. During times of war, the blade masters are called upon to lead the armies of Evandikar into battle.

Unfortunately, not all blade masters are good aligned. Many have been corrupted, or have been trained by corrupt blade masters, and work with the enemies of Evandikar.

Although they must spend some time learning the ways of magic, fighters are the most common blade masters. Arcane paladins are also often attracted toward the art of the blade master, and their stature in the elven nation almost guarantees them training. Some elven spellcasters become blade masters to augment their spellcasting ability with combat prowess.

**Hit Die:** d8.

### Requirements

To qualify to become a blade master (Ebm), a character must fulfill all the following criteria:

**Race:** Any elf.

**Base Attack Bonus:** +5.

**Feats:** Dodge, Mobility, Spring Attack, Weapon Focus (any sword).

**Spellcasting:** The ability to cast 1<sup>st</sup> level arcane spells.

### Class Skills

The blade master's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Hide (Dex), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Use Rope (Dex), and Wilderness Lore (Wis). See the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

### Class Features

All of the following are class features of the blade master prestige class.

#### The Elven Blade Master

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Canny defense, enchant blade +1
2	+2	+3	+3	+0	Empower blade 1
3	+3	+3	+3	+1	Enchant blade +2
4	+4	+4	+4	+1	
5	+5	+4	+4	+1	Enchant blade +3
6	+6	+5	+5	+2	Empower blade 2
7	+7	+5	+5	+2	Enchant blade +4
8	+8	+6	+6	+2	Own the battlefield
9	+9	+6	+6	+3	Enchant blade +5
10	+10	+7	+7	+3	Empower blade 3

**Weapon and Armor Proficiency:** A blade master is proficient with all simple and martial weapons, light armor, medium armor, and shields.

**Canny Defense (Ex):** Blade masters learn to use strategy while in melee combat. When wielding a sword and wearing light armor or no armor, a blade master adds his Intelligence modifier to his AC in addition to his Dexterity modifier.

**Enchant Blade (Su):** At 1st level, every masterwork sword a blade master wields becomes enchanted, gaining a +1 enhancement bonus. A blade master's magic swords only function for him. For every two class levels of blade master the character advances past 1st level, the magic swords he wields gain +1 greater potency. This ability only functions on swords that the blade master has the Weapon Focus feat with.

**Empower Blade 1 (Sp):** Once per day, a blade master may empower his enchanted blade with a special ability. He may choose from the following weapon special abilities to add to his blade: defending, flaming, frost, ghost touch, keen, mighty cleaving, shock, spell storing, or wounding. This effect lasts for 1 minute per level of blade master class the character has taken, and takes a standard action to activate.

**Empower Blade 2 (Sp):** As Empower Blade 1, except the blade master may choose from the following list of special abilities: bane, chaotic, flaming burst, holy, icy burst, lawful, shocking burst, thundering, unholy, or two from the Empower Blade 1 list. The blade master may not empower a blade with an ability that would give him negative levels, such as a chaotic character empowering a blade with the lawful ability.

**Own the Battlefield (Su):** Once per day, the blade master may activate supernatural speed stored within his essence. Using this ability takes a full round action. During the same round that this ability is activated the blade master may make a single attack at -2 to hit on all enemies within 10 feet.

**Empower Blade 3 (Sp):** As Empower Blade 2, except the blade master may choose from the following list of special abilities: brilliant energy, speed, or two from the Empower Blade 2 list.

### Feats

The following feats compliment the feat selection in the *Player's Handbook*, and add extra options to the development of a character. Any qualifying character may take some of the feats, whereas a character may only take those specified as a [Region] feat if he is from the associated region.

Feats specified as [Fighter] feats are general feats that may be selected as a fighter bonus feat. Those specified as [Blade Adept] are general feats that may be selected as a blade adept bonus feat.



### *Acrobatic Strike* [General, Blade Adept]

You can follow up an acrobatic maneuver with a deadly strike.

**Prerequisites:** Tumble 6+ ranks.

**Bonus:** As a move-equivalent action, you may make a Tumble check (DC 25). If this check is successful, you are able to maneuver yourself behind your opponent. After which, you may make an attack on your opponent with a +2 to hit and +2 to damage.

### *Gentle Strike* [General, Blade Adept, Fighter]

Choose one type of weapon, such as longsword. You can deal subdual damage with this weapon just as easily as normal damage.

**Prerequisites:** Weapon Focus with weapon, base attack bonus +3 or higher.

**Benefit:** When using the weapon you selected, you may ignore the -4 penalty for dealing subdual damage with a lethal weapon.

**Normal:** You suffer a -4 penalty on your attack roll when using a weapon that deals normal damage to deal subdual damage.

**Special:** You can gain this feat multiple times. The effects do not stack. Each time you take the feat, it applies to a new weapon.

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