



Legends
of the
Samurai

MYSTIC PRESTIGE CLASSES

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MYSTIC PRESTIGE CLASSES



Only four mystic classes are provided in the *Legends of the Samurai* core book. To supplement those core classes, we have converted some prestige classes from other third-party d20 supplements for use in a *Legends of the Samurai* campaign. See Section 15 of the OGL at the back of this book for a complete list of our sources.

JADE MAGISTRATE

Jade magistrates belong to a military order of priests that serves the Emperor. Charged with defending the throne from any and all threats, jade magistrates are given broad authority to enforce the Emperor's laws.

Hit Die: 1d6

REQUIREMENTS

To qualify to become a jade magistrate, a character must meet the following criteria.

Base Attack Bonus: 3+

Skills: Knowledge (law) 5 ranks, Knowledge (politics) 3 ranks, Gather Information 5 ranks.

Feats: Combat Casting

Honor: 40+

Special: Ability to cast 3rd-level divine spells.

CLASS SKILLS

The jade magistrate's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana, astrology, calligraphy, composition and rhetoric, divination, history, law, nobility and royalty, politics, tactics) (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the jade magistrate.

Weapon and Armor Proficiency: Weapon Proficiency (Agricultural, Bows, Knives, Spears and Staves), Armor Proficiency (Light).

+1 Spell Level: As the jade magistrate gains levels, his caster level as a senkensha or shukke continues to advance.

Ki: Beginning at 1st level, the jade magistrate gains the ability to harness his ki to enhance his spellcasting abilities. At 1st level, the jade magistrate can call upon his ki once per day to deal +2 damage per die for any damage-dealing spell.

At 5th level, the jade magistrate can call upon his ki twice per day and can use it to inflict nonlethal damage with his spells.

At 10th level, the jade magistrate can call upon his ki three times per day and can use it to deal +3 damage per die for any damage-dealing spell.

Strength of Purpose: Jade magistrates are able to resist influences that would distract them from their duty. Starting at the level indicated, the jade magistrate gains a +2 morale bonus to resist any attempt to turn him away from his duty, either through the use of skill (Bluff, Diplomacy, Intimidate) or magic (mind-affecting or fear effects). This bonus increases to +4 and +6 at later levels.

Watchful Gaze: The jade magistrate is ever vigilant, and gains a permanent +4 competence bonus to Search, Sense Motive, and Spot checks.

Awareness of the Kami: The jade magistrate is so attuned to the elements that the kami themselves provide him with advance warning of attacks against him. Thus, he may no longer be flanked. Ninjas





TABLE I: THE JADE MAGISTRATE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Ki 1/day (Jade's Wrath); +1 Spell Level
2 nd	+1	+0	+0	+3	Strength of Purpose +2; +1 Spell Level
3 rd	+1	+1	+1	+3	Watchful Gaze; +1 Spell Level
4 th	+2	+1	+1	+4	Awareness of the Kami; +1 Spell Level
5 th	+2	+1	+1	+4	Ki 2/day (Jade's Mercy); +1 Spell Level
6 th	+3	+2	+2	+5	Strength of Purpose +4; +1 Spell Level
7 th	+3	+2	+2	+5	+1 Spell Level
8 th	+4	+2	+2	+6	For the Empire; +1 Spell Level
9 th	+4	+3	+3	+6	Strength of Purpose +6; +1 Spell Level
10 th	+5	+3	+3	+7	Ki 3/day (Jade's Fury); +1 Spell Level

and similar attackers cannot sneak attack the jade magistrate unless they are at least five class levels higher than him.

For the Empire: Instead of making a melee attack, a jade magistrate may cast a touch spell on an enemy. This ability may be used in place of any type of melee attack, including normal attacks, attacks of opportunity, and extra attacks granted by his base attack bonus. Using this ability provokes an attack of opportunity unless the jade magistrate casts defensively. This ability may only be used once per round, and only if the spell's casting time is 1 action or less.

NECROMANCER

Perhaps the most dishonorable of the mystic professions, the necromancer is universally despised. Those who practice the profane art of necromancy often must do so in secret. Many necromancers are actually foreigners or travelers who learned the dark arts in lands outside the Orient, where such practices are less reviled.

Arcane Necromancer: If you would like to add arcane necromancers to your campaign, add the *animate dead* spell to the mahoutsukai spell list.

Hit Die: 1d6

REQUIREMENTS

To qualify to become a necromancer, a character must meet the following criteria.

Skills: Spellcraft 5 ranks.

Spells: Animate Dead

Honor: 20 or less (entry into this class marks the character as both wicked and unclean).

CLASS SKILLS

The necromancer's class skills (and the key ability for each skill) are: Alchemy (Int), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Intimidate (Cha), Knowledge (arcana, astrology, divination, history, medicine, nature) (Int), Move Silently (Dex), and Spellcraft (Int).

Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the necromancer.

Weapon and Armor Proficiency: Weapon Proficiency (Knives, Spears and Staves).

Ki: Beginning at 1st level, the necromancer gains the ability to harness his ki to enhance his abilities.

At 1st level, the necromancer can call upon his ki once per day to command or rebuke undead as an evil cleric of the same level.



At 5th level, the necromancer can call upon his ki twice per day, and can use it to cast *animate undead* or *create undead* as a spell-like ability.



TABLE 2: THE NECROMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Ki 1/day (Command / Rebuke Undead); +1 caster level
2 nd	+1	+0	+0	+3	+1 Spell Level
3 rd	+1	+1	+1	+3	Undead Legions; +1 Spell Level
4 th	+2	+1	+1	+4	+1 Spell Level
5 th	+2	+1	+1	+4	Ki 2/day (Animate / Create Undead); +1 Spell Level
6 th	+3	+2	+2	+5	Undead Servant; +1 Spell Level
7 th	+3	+2	+2	+5	+1 Spell Level
8 th	+4	+2	+2	+6	+1 Spell Level
9 th	+4	+3	+3	+6	Mark of the Beast; +1 Spell Level
10 th	+5	+3	+3	+7	Ki 3/day (Empower Undead); +1 Spell Level

At 10th level, the necromancer can call upon his ki three times per day, and can use it to empower 5 HD of undead per necromancer level. The necromancer can only empower undead which he is capable of commanding, whether through his ki, by summoning them, or by attracting them through another class ability (see below).

Empowered undead gain a bonus to attack and damage rolls equal to the necromancer's Charisma bonus (+2 minimum). The DC to turn or destroy empowered undead is increased by +10. Once empowered, undead retain these increased abilities for one day per necromancer level, though the total HD that the character may empower can never exceed 5 times his necromancer level in HD.

+1 Spell Level: As the necromancer gains levels, his caster level continues to advance.

Undead Legions: At 3rd level, the necromancer begins to attract a loyal group of undead who follow him out of a sense that he is a kindred spirit. The necromancer can attract skeletons, zombies and ghouls in this manner—up to 1 HD per necromancer level times the necromancer's Charisma bonus, if any. (For example, a necromancer with an 18 Charisma would attract 4 HD of undead at 1st level and 40 HD of undead at 10th level.) Undead will slowly arrive to serve the character after he gains this

class ability. If undead following the character are destroyed, he attracts a new follower every 1-4 days until his "retinue" is complete.

Undead Servant: At 6th level the necromancer gains a single, powerful undead as a faithful servant. This undead can be of any kind approved by the GM. This undead is treated as a cohort in terms of maximum HD.

Mark of the Beast: At 9th level the necromancer is regarded as one of the undead, and will not be molested or attacked by any undead unless he strikes first. This protection extends to one companion per necromancer level.

REIBAI (MEDIUM)

Among the common people, senkensha serve most frequently as mediums, go-betweens who communicate with the spirit world. A true medium begins her training at a young age and takes a strict vow of celibacy and purity.

Hit Die: 1d6

REQUIREMENTS

To qualify to become a reibai, a character must meet the following criteria.

Base Attack Bonus: 3+

Skills: Diplomacy 5 ranks, Knowledge

(Divination) 5 ranks.

Honor: 20+

Specials: Ability to cast 3rd-level divine spells.

CLASS SKILLS

The reibai's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana, astrology, calligraphy, divination, history, medicine, nature) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the reibai.

Weapon and Armor Proficiency: Weapon Proficiency (Knives, Spears and Staves).

Ki: Beginning at 1st level, the reibai gains the ability to harness her ki to enhance her spellcasting abilities. At 1st level, the reibai can call upon her ki once per day to commune with spirits by casting *augury* as a spell-like ability.

At 5th level, the reibai can call upon her ki twice per day and can use it to cast *divination* as spell-like ability.

At 10th level, the reibai can call upon her ki three times per day and can use it to cast *commune* as a spell-like ability.

+1 Spell Level: As the reibai gains levels, his caster level as a senkensha or shukke continues to advance.

Detect Spirits: The reibai can *sense spirit* at will as a spell-like ability.

Shield of Purity: The purity of the reibai's soul is such that malevolent spirits have difficulty harming her. She is considered to be under a continual *sanctuary* spell, though this effect only works against creatures of the undead, outsider, or spirit subtypes. This ability renews every 24 hours, so creatures that break the spell must make new saves if they attack