

# Neiyar

## New Class: Wise Ones

**While** Krakadonian culture is highly patriarchal, there is a great deal of respect paid to the clerics of Shadraseque. Consort to the Krakadonian dragon god Sequedoroc, Shadraseque heals all injuries, cures all diseases, and protects the future generations of the race. Her clerics are her eyes, watching over her people. And they are also her claws, defending her children from those that would deny them their glory.



While all clerics of Shadraseque are given the honorable title of Wise One, the Wise Ones are in fact a class apart from the goddess's clerics. When a female enters the clergy, she decides if she will serve the goddess as a cleric or as a Wise One. It is a difference in mindset. Clerics tend to remain in the villages, using their powers for the immediate protection of the village and offering guidance to the Elders. Wise Ones tend to adventure, joining with adventuring parties to insure they successfully complete objectives that are beneficial to the race as a whole. Once a path is set, it is final. One cannot multi-class between the two classes.

A Wise One is more likely to join a non-Krakadon adventuring group than a normal cleric, so long as the overall goals of the group serve the greater goals of the race. For example, she might join an adventuring party journeying into ancient Krakadonian ruins after receiving a vision of an artifact therein, or a group of Outsiders conspiring against the Neiyar to push them out of Mezzerratrine. Wise Ones also join adventuring groups with promising Krakadon warriors, regardless of the group's goals, in order to insure that the strongest of the race are properly supported.

**Using the class in non-Neiyar settings:** The Wise One class can be used in non-Neiyar settings, where there is a deity available with the same domains and general goals as Shadraseque (i.e. the protection of a given race)



## Wise One

**Alignment:** Neutral, Neutral Good

**Requirements:** Wisdom 14, Female Krakadon

Must have Shadraseque as her patron

**Hit Dice:** d8

The Wise One's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Spellcraft (Int), and Survival (Wis).

**Skill Points at 1st Level:** (4 + Int modifier) x4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th
1st	+1	+2	+0	+2	Member of the Sisterhood	—	—	—	—	—	—	—	—
2nd	+2	+3	+0	+3		—	—	—	—	—	—	—	—
3rd	+3	+3	+1	+3		—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Initiation into the Mysteries, Spells	4	2+1	—	—	—	—	—	—
5th	+4	+4	+1	+4	Lore	4	2+1	1+1	—	—	—	—	—
6th	+5	+5	+2	+5		5	3+1	2+1	—	—	—	—	—
7th	+6/+1	+5	+2	+5		5	3+1	2+1	1+1	—	—	—	—
8th	+6/+1	+6	+2	+6	Lore	5	3+1	3+1	2+1	—	—	—	—
9th	+7/+2	+6	+3	+6		6	4+1	3+1	2+1	1+1	—	—	—
10th	+8/+3	+7	+3	+7		6	4+1	3+1	3+1	2+1	—	—	—
11th	+9/+4	+7	+3	+7	Lore	6	4+1	4+1	3+1	2+1	1+1	—	—
12th	+9/+4	+8	+4	+8		6	4+1	4+1	3+1	3+1	2+1	—	—
13th	+10/+5	+8	+4	+8		6	5+1	4+1	4+1	3+1	2+1	1+1	—
14th	+11/+6/+1	+9	+4	+9	Lore	6	5+1	4+1	4+1	3+1	3+1	2+1	—
15th	+12/+7/+2	+9	+5	+9		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1
16th	+12/+7/+2	+10	+5	+10		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1
17th	+13/+8/+3	+10	+5	+10	Lore	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1
18th	+14/+9/+4	+11	+6	+11		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1
19th	+15/+10/+5	+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1
20th	+15/+10/+5	+12	+6	+12	Lore	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1

### Class Features

All of the following are class features of the Wise One.

**Weapon and Armor Proficiency:** Wise Ones are proficient with all simple and martial weapons, and with light and medium armor

**Spells:** A Wise One casts divine spells, which are drawn from the cleric spell list. To prepare or cast a spell, a Wise One must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Wise One's spell is 10 + the spell level + the Wise One's Wisdom modifier.

Like other spellcasters, a Wise One can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table above. In addition, she receives bonus spells per day if he has a high Wisdom score. A Wise One also gets one domain spell of each spell level she can cast. When a Wise One prepares a spell in a domain spell slot, it must come from one of her two domains. The Wise One may select her two domains from the following: healing, protection, and animal.

Wise Ones meditate or pray for their spells in the morning. Unlike clerics, a Wise One does not need to specify which spells she is praying for. Like a sorcerer, she can cast any spell that she knows, because she must be ready for whatever situation her charges end up in.

Wise Ones do not have the ability to Turn or Rebuke Undead.

**Member of the Sisterhood:** Those chosen for the status of Wise One must undergo a period of study and meditation. During this time, she is considered a Sister, not a Wise One. However, her status still affords her a certain level of respect. The Sister receives a +2 circumstance bonus to all charisma-based skills when dealing with Krakadons.

**Initiation into the Mysteries:** The Sister becomes a full Wise One. She receives an additional 8 skill points to distribute between any of her knowledge or craft skills.

**Lore:** At 5<sup>th</sup>, 8<sup>th</sup>, 11<sup>th</sup>, 14<sup>th</sup>, 17<sup>th</sup>, and 20<sup>th</sup> levels, the Wise One may select from the following list of Lores.

**Lore of the All-Seeing Eye (su):** A Wise One can enter a meditative trance to determine the best course of action or to check on the status of those under her care. When used to determine if an action will be beneficial, the Lore works like the spell *Divination*, except that there is no material component requirement. When used to check on others, the lore works like the spell *Scrying*, with the exception that Krakadons or those under the direct care of the Wise One (such as party members) receive a penalty to the Will Save equal to the Wise One's level. This ability in either form can be used a number of times per day equal to the Wise One's Wisdom Modifier.

**Lore of the Mother's Shield (ex):** Though normally reserved and nurturing, a Wise One becomes a force of nature when those under her care are in danger. Whenever a member of her party loses 1/3 of his hit points or more or suffers ANY ability drain, the Wise One's protective instincts kick into overdrive. She may apply her wisdom modifier to all attack and damage rolls, and any spells she casts are done so as if she was one level higher for purposes of determining range, damage, etc. Furthermore, any direct action to defend or heal a party member that would normally provoke an attack of opportunity does not. This includes casting a healing spell or moving into a threatened area to protect a party member. Only actions that directly help another party member benefit from this ability.

**Lore of the Mother's Wisdom:** Though not formally schooled, the Wise One has an innate understanding of the natural world and a strong understanding of the mysteries of the mind. Because of this, she may use her Wisdom modifier instead of her intelligence modifier on any skill check based off of intelligence. She also adds her Wisdom modifier to her Reflex saves and AC. Situations that would cause her to lose her dexterity bonus also cause her to lose the wisdom bonus.

**Lore of the Mother's Wrath (ex):** When fighting to defend or assist those under her care, the Wise One receives the following bonuses: +2 dodge bonus to AC, +2 circumstance bonus to saving throws. +4 circumstance bonus to attack and damage rolls

**Lore of the Nurturing Nest:** The Wise One knows how to help those under her care achieve their full potential through support and guidance. By offering her encouragement or advice to another, she can grant a +2 synergy bonus to any one skill check performed by another person in her party. The Wise One rolls her diplomacy (DC 15). If successful, the target receives a +2 synergy bonus to their next skill check. Using this ability is a full round action for the Wise One. **Lore of the Greater Nurturing Nest:** If the Wise One has already selected Lore of the Nurturing Nest, she may select this lore and add an additional +2 synergy bonus to the skill check any one skill check performed by another person in her party.

**Lore of the Watchful Eye:** A Wise One is ever watchful of those under her care. She receives a +4 bonus to all spot, listen, and search checks to detect potential dangers. This includes the ability to detect

traps, even magical ones, like the rogue ability. This lore does not apply to checks to simply find items, open treasure chests, or eavesdrop on a conversation. The bonus only applies to potential physical dangers. **Lore of the Greater Watchful Eye:** If Lore of the Watchful Eye has already been selected, the Wise One can select this lore to receive an additional +4 bonus to spot, listen, and search checks to detect potential dangers.

#### **Ex-Wise Ones**

A Wise One who grossly violates the code of conduct required by Shadraseque loses all spells and class features, except for armor and weapon proficiencies. She cannot thereafter gain levels as a Wise One until she atones (see the *atonement* spell description).

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