

PATH OF SHADOW

The essential d20 System resource for rogues!

This definitive sourcebook provides players and DMs alike with everything they need to add depth and versatility to one of the most exciting character classes in the d20 System game. Path of Shadow includes:

- 19 new prestige classes, including the aerialist, the night hunter, and the royal assassin
- 13 new legendary classes, high-level character options for rogue characters of truly legendary ability, skill, and renown
- New shadow schools, such as the razorfiend tradition of drow knife-fighting
- New organizational templates, including rules for membership in thieves' guilds and assassins' guilds
- New feats, skill uses, equipment, weapons, magic items and spells of particular interest to rogue characters and easily integrated into any d20 System fantasy campaign

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



ISBN 1-58994-074-1



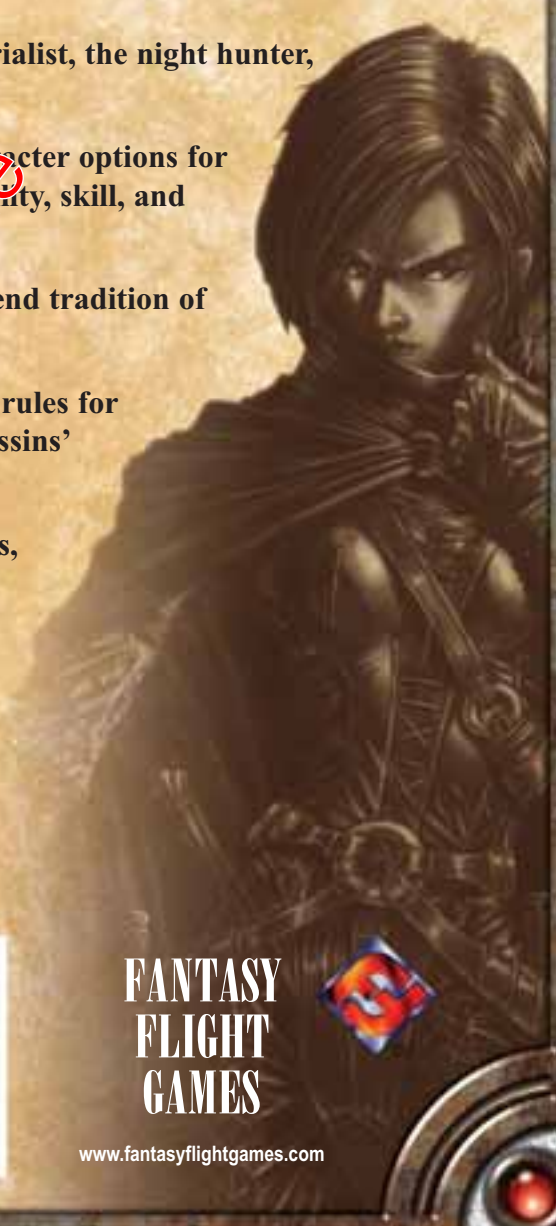
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LEGENDS & LAIRS™

PATH OF SHADOW™

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A CHARACTER RESOURCE
FOR ROGUES

PATH OF SHADOW

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WELCOME

Fantasy Flight Games is pleased to present *Path of Shadow*, the ninth volume in our Legends & Lairs line of sourcebooks for the d20 System. *Path of Shadow* brings together a host of information for those characters interested in the arts of stealth, deception, and larceny.

Chapter 1 contains 19 new prestige classes for use by rogue characters. These classes include the aerialist, the night hunter, the psychic interloper, and the royal assassin. Each prestige class is accompanied by a new organization, designed to fit into any campaign world.

Chapter 2 details more than a dozen new legendary classes—special class options for high-level rogue characters. Legendary classes were first introduced in *Path of the Sword*, the Legends & Lairs class resource for fighting characters. These unique classes include the blood thief, grey hand, fortune's fool, and jack-of-knives.

Chapter 3 presents several new alternate classes for use in any campaign. These include the chameleon, the con artist, the delver, and the psychic thief. The chapter provides sufficient diversity that you could play the ever-popular “all rogue” campaign that still features very different player characters with distinct skills, abilities, strengths, and weaknesses.

Chapter 4 presents information on techniques and tools of special interest to rogue characters. It includes a selection of new equipment, weapons, and magic items, as well as new feats and new uses for existing rogue class skills.

Chapter 5 details a broad selection of shadow schools and organizations, from the razorfiend tradition of drow knife-fighting to assassins' guilds and thieves' guilds. Schools and organizations provide characters with new options if they are willing to devote the time, energy, money, and loyalty to a specialized calling or organization.



THE OPEN GAME LICENSE

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CHAPTER ONE

PRESTIGE CLASSES

CHAPTER ONE: PRESTIGE CLASSES

INTRODUCTION

This chapter contains 19 new prestige classes for use by characters that are well versed in the way of the rogue. These classes include the aerialist, the royal assassin, the shadow hunter, and the white rose.

The names and game statistics of the classes are designated as **Open Game Content**, as are all rules derived from the d20 System Reference Document. Background and descriptive text, including the prestige class organizations, are designated as closed content.

ACOLYTE OF CHANCE

The acolyte of chance is part rogue and part religious devotee combined to create an odd combination. Unlike clerics, the acolyte of chance does not attend any regularly scheduled ceremonies of worship to the luck goddess, but rather worships in her own way. While her rogue skills are important to her survival, it is the aura of chance that develops around her that provides many of her successes (and failures). Rogues and bards make for the ideal acolyte of chance, as their rogue skills are crucial.

Multiclassed fighters, clerics, sorcerers, wizards, and barbarians also do well as acolytes of chance. Monks, paladins, and any characters of a lawful mentality do not become acolytes of chance.

Hit Die: d6.

REQUIREMENTS

To qualify to become an acolyte of chance, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Base Attack Bonus: +4.

Skills: Two class skills 8 ranks each and Knowledge (religion) 3 ranks.

Special: The character must make a life-changing (or life-threatening) decision with a coin flip. Examples include: Save an evil cleric from death or allow her to die, get married or do not get married, or face the orc battalion head on.

CLASS SKILLS

The acolyte of chance's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock