

THAYAN SLAVER – Prestige Class

THAYAN SLAVER

Thayan Slavers are cruel marauders who use their awful abilities to abduct creatures and then break their wills. They are experts at creating docile slaves who obey their masters without question.

Most Thayan Slavers start out as rogues, but they can come from virtually any class other than paladin. Morally ambivalent sorcerers and wizards sometimes become Thayan Slavers to more easily handle assistants and subjects for their questionable experiments. However, true Red Wizards generally employ Thayan Slavers, rather than become one, as their devotion to their wizardly endeavors is nearly absolute, but there are exceptions. Some fighters, barbarians, and other warrior types find the prestige class is a natural extension of their aggression, as well as expanding their treasure options to include 'other people'. There are even entire monk monasteries that deal in slave trading. Only bards, druids, and rangers with appropriate outlooks can abide the ways of the Thayan Slavers, and the prestige class is abhorrent to clerical servants of the good deities.

Thayan Slavers can be found throughout Faerun, wherever slaves are traded or acquired. Sometimes they work or travel incognito, especially in places in which slavery is outlawed. Of course, Thay is filled with all sorts of Thayan Slavers, many of whom work together in the great slave markets of Bezantur, Tyraturos, and Eltabbar. There are many additional locales on Toril where the trade in intelligent beings is simply a cultural function (without excessive moral implications) and a part of everyday life. It is in these places that Thayan Slavers, or those with similar outlooks, feel most at home. There are slavers in the world, and then there are Thayan Slavers... many cultures have a slave trade, but few cultures can claim individuals who approach the concept with such professionalism and zeal.

Hit Die: d6

THAYAN SLAVER – Requirements

To qualify to become a Thayan Slaver, a character must fulfill all the following criteria.

Race: Human, SoulForged

Region: Thay or acquiring Knowledge (Local - Thay) 2 ranks

Skills: Appraise 4 ranks, Intimidate 6 ranks, Use Rope 4 ranks, Profession (slaver) 4 ranks

Feats: Intimidating Strike

Alignment: any non-good

Special: Must have sold an intelligent being to another as a slave, solely for profit.

Table: **THAYAN SLAVER**

Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Ruthless Beating, Enervating Attack
2	+1	+0	+3	+0	Break Will, Sneak Attack +1d6
3	+2	+1	+3	+1	Bonus Feat
4	+3	+1	+4	+1	Crippling Strike
5	+3	+1	+4	+1	Sneak Attack +2d6
6	+4	+2	+5	+2	Bonus Feat
7	+5	+2	+5	+2	Stunning Blow 3/day
8	+6/+1	+2	+6	+2	Sneak Attack +3d6
9	+6/+1	+3	+6	+3	Bonus Feat
10	+7/+2	+3	+7	+3	Stunning Blow (extended duration)



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Class Skills

The Thayan Slaver's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Profession (slaver) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are Class Features of the Thayan Slaver prestige class.

Weapon and Armor Proficiency: Thayan Slavers are proficient with all simple weapons, light armor, and with shields (although not Tower Shields). In addition they are proficient with the sap, spiked chain, whip, and net.

Ruthless Beating (Ex): A Thayan slaver is an expert at dealing out non-lethal punishment. Thayan Slavers take no penalty for choosing to deal subdual damage instead of normal damage with a melee weapon. A slaver may also use a melee weapon to deal subdual damage in a sneak attack (if available), although he attacks with a -2 penalty in this case.

Enervating Attack (Ex): as the assassin Death Attack ability, except that Thayan Slavers have only the option of paralyzing their victims. If a Thayan slaver has levels in the assassin prestige class, he adds his assassin and Thayan Slaver levels together for purposes of calculating the DC of the Enervating attack (non-lethal paralyzing attack). Thayan Slaver levels do not add to the assassin's lethal form of death attack. Any other variant classes, which grant Death Attack special ability or equivalent, should follow this same logic.

Death Attack [Class Ability: Assassin]: if an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Feat referenced, Prerequisite for class:

Intimidating Strike [General]: You make a display of your combat prowess designed to strike terror in your foe. Your stance, attack method, and demeanor demonstrate to your foe that you are capable of defeating him with little effort. Your intent is clear - if you decide to hit your foe, you could easily slay him.

Prerequisite: Intimidate 4 ranks

Benefit: As a standard action, you make a single melee attack against your foe. You subtract a number from this attack equal to or less than your base attack bonus. If your attack hits, you can make an Intimidate check against the foe you struck, with a bonus equal to the number you subtracted from your attack roll. If this check succeeds, your opponent is shaken for the rest of the encounter. You cannot use this feat to worsen an opponent's fear condition beyond shaken.

Special: A fighter can select Intimidating Strike as one of his fighter bonus feats.

Source: Player's Handbook 2 p.79



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Break Will (Ex): At 2nd level, the Thayan Slaver gains the ability to break a target's will. Any time the Thayan Slaver wins an Intimidation check by 10 or more, the opponent takes 1 point of temporary Wisdom damage. Such lost Wisdom returns at the rate of 1 point per day of rest, but most Thayan Slavers don't give their slaves a chance to recover.

The Thayan Slaver must speak to the target, threaten the target in a combat situation (*Demoralize Opponent*), or use his Intimidating Strike feat (a prerequisite of the class) to initiate the ability. Unlike normal uses of Intimidate skill to demoralize opponents, the Break Will special ability may be used repeatedly in an encounter to wear down the target's mental state, as can multiple attacks with the Intimidating Strike feat, although the Intimidating Strike feat itself cannot produce more than the shaken effect, lasting the duration of the encounter (see Intimidating Strike, PHB2 p.79). This effect coupled with Ruthless Beating (non-lethal attack) is often used while acquiring new slaves, breaking their will to defy the Thayan Slaver or attempt escape.

Fighter Feat: At 3rd level the Thayan Slaver gets a bonus feat. The Thayan Slaver may choose any feat available as a bonus fighter feat, but generally takes feats that hampers, disarms, trips, or otherwise helps the Thayan Slaver to subjugate his opponent without an unnecessary death. The Thayan Slaver must otherwise qualify for the feat normally (for example Weapon Specialization requires 4th level in the Fighter class). The Thayan Slaver gets another such bonus feat at 6th level and again at 9th level.

Sneak Attack (Ex): At 2nd, 6th, and 9th level, a Thayan Slaver deals additional sneak attack damage as the rogue ability. If the Thayan Slaver gets a sneak attack bonus from another source (such as rogue levels), the bonus to damage stacks.

Sneak Attack [Class Ability: Rogue]: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 for every two rogue-levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals non-lethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal non-lethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Alternatives to Sneak Attack:

The default class ability is Sneak Attack dice, but it is possible for characters with classes such as Ninja or Scout to become Thayan Slavers. If and only if the Thayan Slaver has access to one of the alternatives to Sneak Attack, like the Ninja's Sudden Strike or the Scout's Skirmish damage, then the Slaver may choose to gain bonus dice of the appropriate type instead of actual Sneak Attack dice.

The Thayan Slaver may choose which damage type for each acquired bonus dice (either Sneak Dice, or the Alternative ability), but he cannot choose a damage type that he does not already possess, other than basic Sneak Attack dice.



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Crippling Strike (Su): At 4th level, a Thayan Slaver can sneak attack opponents with such precision that his blows weaken and help to break the will of them. When the slaver damages an opponent with a sneak attack, that opponent also takes 1 point of temporary Strength damage and 1 point of temporary Wisdom damage. Ability points lost in this way return on their own at the rate of 1 point per day of complete rest for each damaged ability.

This effect is similar to the rogue ability of the same name. If the Thayan Slaver has levels in a class that grants the rogue Crippling Strike ability or a similar effect, then the ability damage is the sum of those abilities, unless otherwise noted. For instance, a standard rogue's Crippling Strike causes 2 points of Strength damage, so a Rogue/Thayan Slaver of the appropriate levels causes 3 points of Strength damage and 1 point of Wisdom damage in addition to the Sneak Attack damage. This should only occur with advanced characters (such as Thayan Slaver level 4+, coupled with Rogue level 10+).

***Crippling Strike [Class Ability: Rogue, Ex]:** A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.*

Stunning Blow (Ex): Three times per day, a 7th-level Thayan Slaver may declare a stunning blow before any melee attack. If the Slaver hits, the victim must make a successful Fortitude save (DC10 + Thayan Slaver class level + Thayan Slaver's Intelligence modifier) or be stunned for 1 round (until just before the slaver's next turn). A stunned character can't act and loses Dexterity bonus to Armor Class. Attackers, including the Thayan Slaver, if he has any attacks left during that round, get a +2 bonus on attack rolls against a stunned opponent. At 10th-level, the duration of the stun is increased to 2 rounds, setting the Slaver up for additional devastating attacks.

Original Source:

FORGOTTEN REALMS – UNAPPROACHABLE EAST, altered



Commentary:

The Thayan Slaver described here is similar to the class described originally in the book, *Unapproachable East*. The intent was to preserve the 'feel' of the class, but to modify the class so that it would be more accessible to a wider variety of classes, as well as at an earlier level. The Thayan Slaver embodies strong yet stealthy fighting skills with a focus on non-lethal or subjugating attacks. Killing prospective slaves is not good for business.

The biggest difference in approach that I took was to strip out the spell usage. I am sure there are other opinions on the matter, but it seemed an appropriate choice. Nothing in the description of the class or any other special ability described really suggests that spell use is necessary. I can see the usefulness of a few of the spells on the list, but I felt that the successful Thayan Slaver would likely employ or associate with specialists (i.e. actual spell casters), rather than trying to be a jack-of-all-trades (as the book version produced - again, as I see it). Additionally, as I have relaxed the entry requirements to allow other classes, and lower levels, it seems that the appropriate spellcasting power can be available to the Thayan Slaver that desires it by multiclassing. Removing the spellcasting also allowed me to put more emphasis on combat aspects - namely, the bonus fighter feats.

Other than spellcasting and requirements, the biggest change was a re-distribution of the level granted special abilities and feats.

---- SmootRK