

HAIKJADEAM (Prestige Class)

The haikjadeam serve as record keepers, police, and teachers.

During the war against Chaos, the Captains of Law included companies of haikjadeams for use against undead troops. The haikjadeam were responsible for security and kept a lookout for spies.

Hit Die: d10

Requirements

To qualify to become a haikjadeam, a creature must meet the following criteria.

Race: Vaati

Base Attack Bonus: +6

Knowledge (Law): 8 ranks

Knowledge (religion): 4 ranks

Feats: Power Attack, Sunder

Class Skills

The haikjadeam's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Law), Knowledge (religion), Ride (Dex), and Sense Motive (Cha).

THE HAIKJADEAM

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Detect Chaos	0	-	-	-
2nd	+2	+3	+3	+0	Calm Air 1/day	1	-	-	-
3rd	+3	+3	+3	+1	Turn Undead	1	0	-	-
4th	+4	+4	+4	+1	Reveal Truth 1/day	1	1	-	-
5th	+5	+4	+4	+1	Calm Air 2/day	1	1	0	-
6th	+6	+5	+5	+2		1	1	1	-
7th	+7	+5	+5	+2	Reveal Truth 2/day	2	1	1	0
8th	+8	+6	+6	+2	Calm Air 3/day	2	1	1	1
9th	+9	+6	+6	+3		2	2	1	1
10th	+10	+7	+7	+3	Reveal Truth 3/day	2	2	2	1

CLASS FEATURES

All of the following are class features of the haikjadeam prestige class.

Weapon and Armor Proficiency: A haikjadeam is proficient with all simple and martial weapons, with all types of armor, and with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Detect Chaos (Sp): At will, the haikjadeam can detect chaos as the spell cast by a sorcerer equal to the haikjadeam's class level. This ability duplicates the effects of the spell *detect chaos*.

Calm Air (Su): This ability calms all forms of wind, magical or normal, in a 30-foot radius around the haikjadeam, reducing them to nothing more than a gentle breeze. This ability functions as a *protection from evil* against creatures from the Elemental Plane of Air. This ability lasts a number of rounds equal to the haikjadeam's class level.

Turn Undead (Su): This ability allows the haikjadeam to turn undead as a cleric of a level equal to the haikjadeam's class levels. This ability

may be used a number of times per day equal to three plus the haikjadeam's Charisma modifier.

Reveal Truth (Su): This ability functions as the spell *dispel magic* against all illusions or other forms of magical deception, including *invisibility*, *polymorphed* creatures, or *shapechanged* creatures.

If cast on a creature, the target must succeed at a Will save (DC 15 + haikjadeam's Charisma modifier) or be forced to tell the truth for 1 round per class level of the haikjadeam. The subject can refuse to speak, but evasions of the truth are not possible as long as the effects last.

Spells: Beginning at 1st level, a haikjadeam gains the ability to cast a small number of divine spells. To cast a spell, the haikjadeam must have a Wisdom score of at least 10 + the spell's level, so a haikjadeam with a Wisdom of 10 or lower cannot cast these spells. Haikjadeam bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + haikjadeam's Wisdom modifier (if any). When the haikjadeam gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the haikjadeam gets only bonus spells. A haikjadeam without a bonus spell for that level cannot yet cast spells of that level. The haikjadeam's spell list appears below. The haikjadeam prepares and casts spells just as a cleric does (though the haikjadeam cannot use spontaneous casting to substitute a *cure* spell in place of a prepared spell).

Haikjadeam Spell List

1st level—*bless, charm person, cure light wounds, protection from chaos, true strike*

2nd level—*augury, bull's strength, calm emotions, cure moderate wounds, suggestion*

3rd level—*cure serious wounds, emotion, locate object, magic circle against chaos, prayer*

4th level—*charm monster, cure critical wounds, divination, keen edge, order's wrath*