

# HOUDEAM (Prestige Class)

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The houdeam conduct the vaati's civil and military affairs. They are primarily charged with guarding the Vale of Aaqa and keeping an eye on wary visitors to the valley.

During the war against Chaos, the houdeam formed an elite corps many thousands strong. These were the Captains of Law mentioned in the history of the *Rod of Seven Parts*.

**Hit Die:** d10

## Requirements

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

**Race:** Vaati

**Base Attack Bonus:** +8

**Knowledge (Law):** 8 ranks

**Knowledge (history):** 6 ranks

**Feats:** Weapon Focus (any sword)

## Class Skills

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

## THE HOUDEAM - Captains of Law

| Class Level | Base Attack | Fort Save | Ref Save | Will Save | Special                           |
|-------------|-------------|-----------|----------|-----------|-----------------------------------|
| 1st         | +1          | +2        | +2       | +0        | Improved Unarmed Strike, Homeland |
| 2nd         | +2          | +3        | +3       | +0        | Magic Circle against Chaos 1/day  |
| 3rd         | +3          | +3        | +3       | +1        | Vaati Enchantment +1              |
| 4th         | +4          | +4        | +4       | +1        | Sword Dancing 1/day               |
| 5th         | +5          | +4        | +4       | +1        | Magic Circle against Chaos 2/day  |
| 6th         | +6          | +5        | +5       | +2        | Vaati Enchantment +2              |
| 7th         | +7          | +5        | +5       | +2        | Sword Dancing 2/day               |
| 8th         | +8          | +6        | +6       | +2        | Magic Circle against Chaos 3/day  |
| 9th         | +9          | +6        | +6       | +3        | Vaati Enchantment +3              |
| 10th        | +10         | +7        | +7       | +3        | Sword Dancing 3/day               |

## CLASS FEATURES

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

**Weapon and Armor Proficiency:** A houdeam 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.

**Improved Unarmed Strike:** The houdeam gains the Improved Unarmed Strike feat for free.

**Homeland (Ex):** Houdeam gain a +2 bonus to Hide, Intuit Direction, Move Silently, and Wilderness Lore checks when they are within the Vale of Aaqa.

**Magic Circle Against Chaos (Su):** This functions as the spell of the same name with a caster level equal to the houdeam's class level.

**Vaati Echantment (Ex):** At 3rd level, any sword or bow (not crossbow) in the hands of a houdeam gains an enchantment bonus to attack rolls as if the weapon were magical. This bonus improves by +1

per 3 levels to a maximum of +3 at 9th level. This bonus does not stack with any other enchantment bonus. A houdeam can hit creatures with damage reduction by using this ability.

**Sword Dancing (Su):** At 4th level, a houdeam can make any sword it wields function as a sword of dancing. The sword will dance for a number of rounds per day equal to the houdeam's Charisma bonus.