

## KHEIRDEAM (Prestige Class)

The kheirdeam are the vaati's physicians and spiritual counselors. They tend other vaati the way the trygrideam tend the animals and plants of the Vale of Aaqa. During the war against Chaos, the kheirdeam formed a medical corps that cared for the wounded and acted as reserve troops.

**Hit Die:** d8

### Requirements

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

**Race:** Vaati

**Knowledge (Law):** 8 ranks

**Heal:** 6 ranks

**Knowledge (religion):** 4 ranks

**Spellcasting:** Ability to cast divine spells of 3rd level or higher.

### Class Skills

The kheirdeam's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Law), Knowledge (religion), Swim (Str) and Wilderness Lore (Wis).

### THE KHEIRDEAM

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1st	2nd	3rd	4th
1st	+0	+2	+0	+2	Extra Turning	0	-	-	-
2nd	+1	+3	+0	+3	Calm Air 1/day	1	-	-	-
3rd	+2	+3	+1	+3		1	0	-	-
4th	+3	+4	+1	+4	Reveal Truth 1/day	1	1	-	-
5th	+3	+4	+1	+4	Calm Air 2/day	1	1	0	-
6th	+4	+5	+2	+5		1	1	1	-
7th	+5	+5	+2	+5	Reveal Truth 2/day	2	1	1	0
8th	+6	+6	+2	+6	Calm Air 3/day	2	1	1	1
9th	+6	+6	+3	+6	Shield of Law	2	2	1	1
10th	+7	+7	+3	+7	Reveal Truth 3/day	2	2	2	1

### CLASS FEATURES

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

**Weapon and Armor Proficiency:** A kheirdeam is proficient with all simple and martial weapons, with light armor, with medium 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.

**Extra Turning (Su):** A kheirdeam gains the Extra Turning feat usually available only to clerics. This allows the kheirdeam to turn undead four more times per day.

If the feat is already possessed, the effects stack, allowing an additional four turning attempts per day.

**Calm Air (Su):** This ability calms all forms of wind, magical or normal, in a 30-foot radius around the kheirdeam, 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 kheirdeam's class level.

**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 + kheirdeam's Charisma modifier) or be forced to tell the truth for 1 round per class level of the kheirdeam. The subject can refuse to speak, but evasions of the truth are not possible as long as the effects last.

**Shield of Law (Su):** 1/day—This ability is as the spell of the same name cast by a cleric with a caster level equal to the kheirdeam's class level.

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

#### **Kheirdeam Spell List**

**1st level**—*bleed*, *cure light wounds*, *protection from chaos*, *remove fear*, *shield of faith*

**2nd level**—*augury*, *cure moderate wounds*, *calm emotions*, *detect thoughts*, *lesser restoration*

**3rd level**—*clairaudience/clairvoyance*, *cure serious wounds*, *magic circle against chaos*, *magic vestment*, *remove disease*

**4th level**—*cure critical wounds*, *dismissal*, *divination*, *order's wrath*, *restoration*