

TRYGRIDEAM (Prestige Class)

The trygrideam are charged with tending all the plants and animals of the Vale of Aaqa. The trygrideam also mediate any disputes that might arise between vaati and pass judgment on visitors who break the law.

Hit Die: d8

Requirements

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

Race: Vaati

Base Attack Bonus: +6

Knowledge (Law): 8 ranks

Knowledge (nature): 8 ranks

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

Class Skills

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

THE TRYGRIDEAM

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1st	2nd	3rd	4th
1st	+0	+2	+0	+2	Nature Sense	0	-	-	-
2nd	+1	+3	+0	+3	Calm Air 1/day	1	-	-	-
3rd	+2	+3	+1	+3	Vortex Blade	1	0	-	-
4th	+3	+4	+1	+4	Solid Fog	1	1	-	-
5th	+3	+4	+1	+4	Calm Air 2/day	1	1	0	-
6th	+4	+5	+2	+5	Vortex Blade	1	1	1	-
7th	+5	+5	+2	+5	Cloudkill	2	1	1	0
8th	+6	+6	+2	+6	Calm Air 3/day	2	1	1	1
9th	+6	+6	+3	+6	Vortex Blade	2	2	1	1
10th	+7	+7	+3	+7	Summon Elemental	2	2	2	1

CLASS FEATURES

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

Weapon and Armor Proficiency: A trygrideam 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.

Nature Sense (Ex): This ability functions as the druid's ability of the same name.

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

Vortex Blade (Su): This ability is similar to the *flame blade* spell except that it is a blast of high-pressure air. The blade deals 1d6 points of damage +1 per class level of the trygrideam. It has no effect on creatures with the air subtype, but deals double damage to creatures with the earth subtype.

Solid Fog (Su): This ability duplicates the *solid fog* spell as cast by a sorcerer with a caster level equal to the trygrideam's class levels. This ability can be used a number of times per day equal to the trygrideam's Wisdom modifier.

Cloudkill (Su): This ability duplicates the *cloudkill* spell as cast by a sorcerer with a caster level equal to the trygrideam's class levels. This ability can be used a number of times per day equal to the trygrideam's Wisdom modifier.

Summon Elemental (Sp): This ability functions as the 9th-level spell *summon monster* as cast by a sorcerer with a caster level equal to the trygrideam's class levels. It can only be used to summon air elementals.

Once per day, the trygrideam can summon one elder air elemental, 1d3 greater air elementals, or 1d4+1 Huge size or smaller elementals.

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

Trygrideam Spell List

1st level—*calm animals, entangle, protection from chaos, shillelagh, summon nature's ally I*

2nd level—*barkskin, calm emotions, hold animal, speak with animals, summon nature's ally II*

3rd level—*magic circle against chaos, plant growth, poison, snare, summon nature's ally III*

4th level—*control plants, order's wrath, rusting grasp, sleet storm, summon nature's ally IV*