

## VINDEAM (Prestige Class)

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The vindeam are the scholars, advisors, and philosophers of the vaati. Outside the Vale of Aaqa, they serve as ambassadors and troubleshooters.

In the war against Chaos they served as support troops and magical artillery. Today, they stand ready to defend the Vale of Aaqa.

**Hit Die:** d6

### Requirements

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

**Race:** Vaati

**Knowledge (Law):** 8 ranks

**Knowledge (arcana):** 6 ranks

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

### Class Skills

The vindeam's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (Law) (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int), Speak Language (Int), and Spellcraft (Int).

### THE VINDEAM

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	One with Air (+2)	+1 level of existing class
2nd	+1	+0	+0	+3	Calm Air 1/day	+1 level of existing class
3rd	+1	+1	+1	+3		+1 level of existing class
4th	+2	+1	+1	+4	Solid Fog	+1 level of existing class
5th	+2	+1	+1	+4	Calm Air 2/day	+1 level of existing class
6th	+3	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+5	Cloudkill	+1 level of existing class
8th	+4	+2	+2	+6	Calm Air 3/day	+1 level of existing class
9th	+4	+3	+3	+6	One with Air (+4)	+1 level of existing class
10th	+5	+3	+3	+7	Whirlwind	+1 level of existing class

### CLASS FEATURES

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

**Weapon and Armor Proficiency:** A vindeam is proficient with all simple weapons and with light armor. 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.

**One with Air (Ex):** At 2nd level, the vindeam gains a +2 bonus on the DC of any air type spell (*whirlwind*, *gust of wind*, etc.) that he casts. At 9th level, the bonus improves to +4.

This can be applied to the vindeam's Whirlwind power (described below).

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

**Solid Fog (Sp):** This ability duplicates the *solid fog* spell as cast by a sorcerer with a caster level equal to the vindeam's total character levels.

This ability can be used a number of times per day equal to the vindeam's Wisdom modifier.

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

**Whirlwind (Sp):** This ability functions as the 8th-level spell *whirlwind* as cast by a sorcerer with a caster level equal to the vindeam's total character levels. The vindeam's "One with Air" ability can be applied to the DC of this ability.