

WENDEAM (Prestige Class)

The wendeam are a handful of wandering vaati descended from the Captains of Law (houdeams) who scattered the *Rod of Seven Parts* at the battle of Pesh and pursued Miska the Wolf Spider through the planar rift.

Because they devote all their energies to tracking the *Rod* as it moves from world to world, other vaati see them as outcasts; only the trygrideam understand the value of the wendeam's efforts.

Hit Die: d10

Requirements

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

Race: Vaati

Base Attack Bonus: +6

Knowledge (Law): 8 ranks

Wilderness Lore: 6 ranks

Feats: Track

Class Skills

The wendeam's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Knowledge (Law), Listen (Wis), Ride (Dex), Sense Motive (Cha), Spot (Wis), and Wilderness Lore (Wis).

THE WENDEAM

Class	Base	Fort	Ref	Will	
Level	Attack	Save	Save	Save	Special
1st	+1	+2	+2	+0	Favored Enemy (Spyder-Fiends) +1
2nd	+2	+3	+3	+0	Locate Rod (same plane)
3rd	+3	+3	+3	+1	Magic Circle against Chaos 1/day
4th	+4	+4	+4	+1	Favored Enemy (Spyder-Fiends) +2
5th	+5	+4	+4	+1	Teleportation Track
6th	+6	+5	+5	+2	Magic Circle against Chaos 2/day
7th	+7	+5	+5	+2	Favored Enemy (Spyder-Fiends) +3
8th	+8	+6	+6	+2	Locate Rod (extra-planar)
9th	+9	+6	+6	+3	Magic Circle against Chaos 3/day
10th	+10	+7	+7	+3	Favored Enemy (Spyder-Fiends) +4

CLASS FEATURES

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

Weapon and Armor Proficiency: A wendeam 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.

Favored Enemy (Ex): Beginning at 1st level, a wendeam gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against spyder-fiends (q.v.). Likewise, the wendeam gets the same bonus to weapon damage rolls against spyder-fiends. This bonus increases to +2 at 4th level, +3 at 7th level, and finally, +4 at 10th level.

Locate Rod (Sp): At 2nd level, the wendeam can unerringly locate any part of the *Rod of Seven Parts* so long as it remains on the same plane of existence as the wendeam.

At 8th level, the wendeam can track the *Rod* (or its parts) even if it is on another plane of existence.

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

Teleportation Track (Su): At 5th level, a wendeam can sense the residual magic left when a creature uses extra-dimensional travel magic (*teleport, dimension door, etc.*).

The wendeam must succeed at a Wilderness Lore check (DC 15) to determine where the creature went. If successful, the wendeam knows the exact location of the creature (and can follow with no chance of error, if the wendeam has the means to do so).

In the case of teleporting, the wendeam can sense when disaster has occurred (such as the teleporting creature misses its destination, teleports into a solid object, etc.) and can choose not to follow.