

Duman'kir Sorcery (d20)

Sorcery of the Wolves and Mists From the Crescent Empire

Duman'kir is the sorcery of the Kurta-kir (Crescent Empire) tribe, a result of their descent from the legendary leader Dur-Kan. Those of his bloodline are magically connected to the wolves and mist that he came to know so well. The power of the Duman'kir allows the sorcerer to hear, smell, run, and fight like a wild wolf, and to run with a pack of wolves. It also grants him the power to create a mist or fog with which he can conceal his comings and goings.

While Duman'kir sorcery does not allow the sorcerer to transform himself into a wolf, such rumors have persisted for centuries, and are mostly likely the cause of legends about horrible shape-shifting monsters called rakshasas. The legends maintain that these beasts never have green eyes, and so cannot be Pyeryem sorcerers.

Because it takes time and discipline to master these powers, Duman'kir is considered a prestige class.

Requirements

To qualify as a student of Duman'kir sorcery, a character must fulfill the following criteria:

Nationality: Kurta-kir (Crescent Empire)

Special: Constitution 13+, Animal Empathy 8 ranks, Wilderness Lore 8 ranks

Feat: Half-Blooded (Duman'kir) or Full-Blooded (Duman'kir), as appropriate

Game Rule Information

Alignment: Any

Hit Die: d10

| Level | Base Attk | Fort Save | Ref Save | Will Save | Special |
|-------|-----------|-----------|----------|-----------|-------------------|
| 1 | +1 | +2 | +0 | +2 | Wolf Speak |
| 2 | +2 | +3 | +0 | +3 | Eyes of the Wolf |
| 3 | +3 | +3 | +1 | +3 | Scent, Wolf Fangs |
| 4 | +4 | +4 | +1 | +4 | Iron Jaw |
| 5 | +5 | +4 | +1 | +4 | Howl |

| | | | | | |
|----|-----|----|----|----|-------------------|
| 6 | +6 | +5 | +2 | +5 | Obscuring Mist |
| 7 | +7 | +5 | +2 | +5 | Hide of the Wolf |
| 8 | +8 | +6 | +2 | +6 | Ears of the Wolf |
| 9 | +9 | +6 | +3 | +6 | Move through mist |
| 10 | +10 | +7 | +3 | +7 | Gift of Dur-Kan |

Class Skills

The sorcerer's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Duman'kir sorcerer prestige class:

Weapon and Armor Proficiency: Duman'kir sorcerers gain no proficiency in any weapon or armor.

Wolf Speak: At 1st level, the sorcerer can communicate with natural wolves, those in his pack (natural or other Duman'kir sorcerers), and all other Duman'kir sorcerers when they are using this sorcery.

Eyes of the Wolf: At 2nd level, the sorcerer's eyesight becomes sharper and he gains a +2 racial bonus to Spot and Search checks.

Scent: At 3rd level, the sorcerer's sense of smell becomes greatly enhanced. He gains the scent ability (see Monster Manual™, Appendix I: Animals, Wolf) and a +2 racial bonus to Wilderness Lore checks when tracking by scent.

Wolf Fangs: Also at 3rd level, the sorcerer's teeth turn into fangs and his jaw becomes stronger when he is using Duman'kir. He gains a Bite Attack that deals 1d6 + Str

modifier points of piercing damage.

Run with the Wolf: At 4th level, the sorcerer gains the Run feat and can keep up with the pack. His base speed increases by 20 ft.

Iron Jaw: At 4th level, the sorcerer gains mastery over his natural weapons. He receives Weapon Focus (Bite) as a Bonus Feat. In addition, he may choose Weapon Specialization (Bite) as a Feat, as if he were a 4th level Fighter. This applies only when he is using Duman'kirsorcery.

Howl: At 5th level, the sorcerer gains the ability to let out a piercing wolf howl. Howling is a full round action and grants a +2 bonus to Intimidate checks against creatures within 30 ft. for one minute. A howl can also be used to communicate with the any of the pack who are within one mile. It sends simple messages like "Help!," "Danger! Flee!," "Difficult prey," and "Come to me." The sorcerer understands howls from other pack members as well.

Obscuring Mist: At 6th level, the character can cast obscuring mist as if he were a 5th level druid. The effects last for one hour but are otherwise identical to obscuring mist. The character may use this ability a number of times per day equal to his Wis bonus. (See Player's Handbook™, Ch.11: Spells, obscuring mist).

Hide of the Wolf: At 7th level, the sorcerer's skin toughens and he gains a +1 bonus to natural armor.

Ears of the Wolf: At 8th level, the sorcerer's ears become more sensitive and he gains a +2 racial bonus to Listen checks. He can also hear noises produced when a spell is cast within 30 ft. of him.

Move through Mist: At 9th level, while surrounded by fog or mist, the sorcerer conceals himself as if he had cast the spell blur like a 6th level wizard. He may move instantaneously through the mist, disappearing and reappearing at any point up to 100 yards away, provided it is still within the mist. However, he suffers 1d6 points of damage for every 10 yards he moves in this wrenching fashion. The ability is otherwise identical to the spell teleport (see Player's Handbook™, Ch. 11: Spells, teleport). The sorcerer may not use these powers on any other character;

they are his and his alone.

Gift of Dur-Kan: At 10th level, the sorcerer gains a permanent +2 bonus to his Con.

Credits

Line Development

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7th Sea System Creation

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