

# Chapter Two: Feats

## Soul of Iron [Bonding]

You can bind your very being to the magical essence of metal ores, gaining the iron-souled template for a short time each day.

**Prerequisites:** Bonding ritual, Oath of Iron, Con 15+.

**Benefits:** Once per day, you can gain the qualities of an iron-souled creature (see the Iron-Souled template in **Chapter 4: Creatures** for more information). Activating this ability is a free action. This benefit lasts for a number of rounds equal to your Constitution bonus.

## Stoic [General]

You seldom reveal what you are thinking or feeling, making it easy to conceal your intent from others and aiding your dealings with those who value emotional distance.

**Prerequisites:** Wis 13+.

**Benefits:** You gain a +3 circumstance bonus on Bluff checks when others try to read your reactions or emotions. This bonus applies only when another initiates a Sense Motive check against you. You also get +1 circumstance bonus on Diplomacy checks made to influence the reactions of dwarves and other individuals who dislike emotional exuberance.

## Stonebinder [Bloodgift]

Your ancestral tie with the earth allows you to summon more powerful earth creatures than normal.

**Prerequisites:** Stoneblood, Cha 12+.

**Benefits:** Whenever you use a Conjunction spell to summon a creature with the Earth subtype, it gains the iron-souled template (see Iron-Souled in **Chapter 4: Creatures** for more information).

## Stoneblood [Prime Bloodgift]

Your family has an ancient bond with elemental earth, which enhances your natural instincts.

**Prerequisites:** Dwarf, Con 15+.

**Benefits:** The bonuses granted by your stonemagical racial ability all increase by +2.

**Special:** You can take Stoneblood only at 1st level. A character can never have more than one prime bloodgift.

## Stoneborn Sorcery [General]

Your sorcerous powers are derived from a hereditary link with elemental earth rather than the blood of dragons.

**Prerequisites:** Dwarf, Con 13+.

**Benefits:** You use your Constitution modifier instead of your Charisma modifier for all spell-oriented effects that use an ability score modifier. This includes determining bonus spells per day, saving throw DCs, and the maximum level of spells that you can learn. This affects only spells that you cast as a bard or sorcerer.

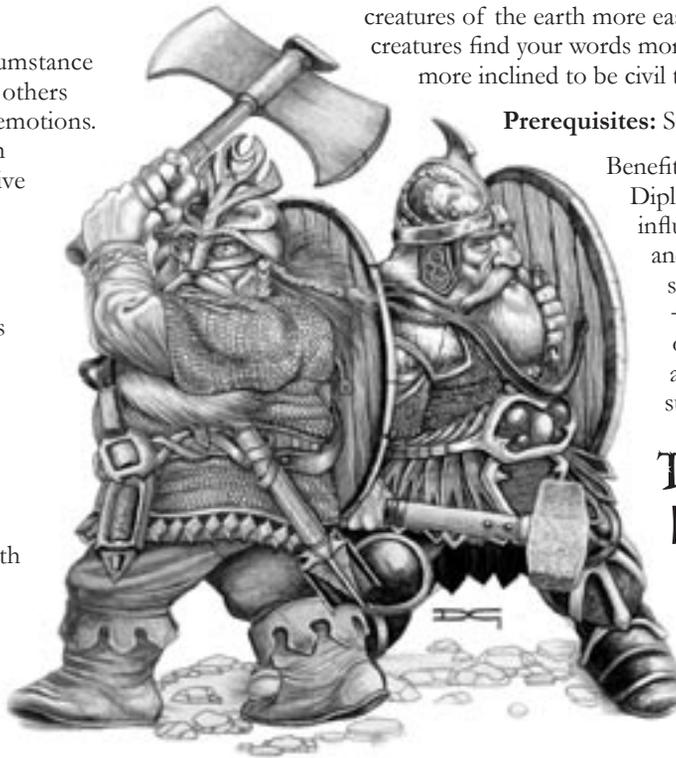
**Special:** You can take this feat only at 1st level. You can never learn spells from the Enchantment school.

## Stonelord [Bloodgift]

Your ancestral tie with the earth allows you to compel creatures of the earth more easily. Other dwarves and earth creatures find your words more appealing and are generally more inclined to be civil to you.

**Prerequisites:** Stoneblood, Cha 12+.

**Benefits:** You gain a +4 bonus on Diplomacy skill checks made to influence the reactions of dwarves and creatures with the Earth subtype. In addition, you add a +4 racial bonus to the save DCs of Enchantment spells you cast against creatures with the Earth subtype.



## Tandem Fighting [General]

You are skilled at fighting alongside other skilled warriors, and you are more effective in combat when coordinating your attacks against a single opponent.

**Prerequisites:** Back-to-Back.

**Benefits:** When you are adjacent to an ally who also has the Tandem Fighting feat, you get a +1 circumstance bonus on attack and damage rolls against foes that you both threaten.

## Wisdom of Ages [General]

You have seen many things in your long life, and those experiences give you a great store of knowledge to draw upon.

**Prerequisites:** Wis 13+, 200+ years old.

**Benefits:** You gain a +1 competence bonus on all Knowledge checks. You also pick two Knowledge skills that you may use untrained.

## - Ironbound -

The ironbound devote themselves to mastering the protective qualities of the armor that they wear. Living proof that dwarven armor can stop any blow, the ironbound shrug off attacks that others might never recover from. They embody the philosophy that if you cannot be overcome, you must eventually prevail. To the ironbound, armor is more than just a useful tool—it's ultimate safety in battle, protecting that which is most valuable. Members of this prestige class often serve as last-ditch defensive forces in large dwarven cities.

Tales of heroism fill the annals of the ironbound, and they carry these like a standard. For every dwarven hero who completed a desperate quest, the ironbound can cite a stalwart who saved innocents by refusing to yield passage. In the tight confines of a dwarven stronghold, one determined ironbound defender, sheathed in sturdy dwarven armor, can hold off a tremendous number of attackers.

Fighters, paladins, and clerics become ironbound much more often than members of other classes.

**Abbreviation:** Irb

**Hit Die:** d10.

### Requirements

To qualify to become an ironbound, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5.

**Craft (Weaponsmithing):** 5 ranks.

**Feats:** Armor Proficiency (heavy), Exotic Armor Proficiency (any).

### Class Skills

The ironbound's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Wis), and Swim (Str).

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

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

#### Weapon and Armor Proficiency

Ironbound gain no proficiency in any weapons but are proficient with light, medium, and heavy armor and with shields.

#### Exotic Armor Proficiency (Su)

At 1st level and every other level thereafter, an ironbound gains a bonus Exotic Armor Proficiency.

#### Ready Shield (Ex)

At 1st level, the ironbound can equip a stowed shield as a free action. He may take one such free action per round.

#### AC Bonus (Ex)

At 2nd level, the ironbound gains a +2 armor bonus to AC while wearing armor. At 5th level, this bonus increases to +3. This bonus stacks with the normal bonuses provided by the character's armor and shield.

Purely magical armor bonuses, such as from the *mage armor* spell or *bracers of armor* do not trigger this ability. The armor must be a physical suit of armor that the character is proficient with.

#### Armored Home (Ex)

At 3rd level, the ironbound can sleep in armor with an armor check penalty of up to -7 without suffering the effects of fatigue the next day. At 7th level, the ironbound is never fatigued after sleeping in armor, regardless of its armor check penalty.

#### Fortress of One (Ex)

At 4th level, the ironbound becomes especially skilled in defensive fighting.

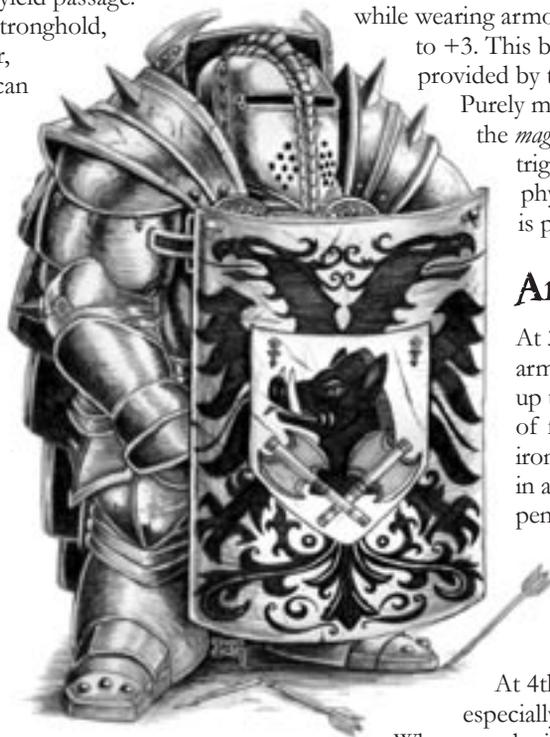
Whenever the ironbound takes the total defense action, he gains a +6 dodge bonus to AC instead of the normal +4 bonus. If he also has 5 ranks or more in the Tumble skill, the bonus increases to +8. The ironbound gains this bonus only if he is wearing medium or heavy armor.

#### Shield of Faith (Sp)

At 4th level, the ironbound can cast *shield of faith* once per day as a cleric of a level equal to the ironbound's class level.

#### Dual Shield (Ex)

At 6th level, the ironbound may use two shields at once and gain armor bonuses from both of them. He gains the benefits of any enhancement bonuses from both shields, as well as other special properties of both. This prohibits the ironbound from making attacks other than shield bash attacks—even if he has more than two limbs. However, he can use two bucklers



# Chapter Three: Prestige Classes

Table 3-9: The Ironbound

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Exotic Armor Proficiency, ready shield
2nd	+1	+3	+0	+0	AC bonus (+2)
3rd	+2	+3	+1	+1	Exotic Armor Proficiency, armored home (-7)
4th	+3	+4	+1	+1	Fortress of one, shield of faith
5th	+3	+4	+1	+1	Exotic Armor Proficiency, AC bonus (+3)
6th	+4	+5	+2	+2	Dual shield
7th	+5	+5	+2	+2	Exotic Armor Proficiency, armored home (any)
8th	+6	+6	+2	+2	Unhindered, magic vestment
9th	+6	+6	+3	+3	Exotic Armor Proficiency, armored will
10th	+7	+7	+3	+3	Untouchable

and still make attacks, although with difficulty: One buckler normally imposes a -1 penalty on an attack roll, but two combined greatly hinder movement and raise this penalty to -4.

## Unhindered (Ex)

At 8th level, the ironbound treats any suit of armor worn as though its armor check penalty were 1 better.

## Magic Vestment (Sp)

At 8th level, the ironbound can cast *magic vestment* once per day as a cleric of a level equal to the ironbound's class level.

## Armored Will (Su)

Once per day on attaining 9th level, the ironbound may apply the armor bonus from a suit of armor worn as a

resistance bonus on one Will save. He must decide to apply the bonus before rolling the saving throw. This resistance bonus takes into account only the ironbound's armor and any accompanying enhancement bonus. It does not include armor bonuses from the character's shield, the AC bonus class ability, and purely magical sources such as the *mage armor* spell or *bracers of armor*.

## Untouchable (Ex)

At 10th level, the ironbound may apply half of his total armor bonus to his touch AC. This includes bonuses from his armor and shield (plus appropriate enhancement bonuses), as well as that from the AC bonus class ability. It does not include armor bonuses from purely magical sources such as the *mage armor* spell or *bracers of armor* (although such bonuses still add to the ironbound's touch AC if applicable). This bonus can be applied even if the ironbound is flat-footed.

## - Knight of the Black Forge -

On an anvil of unworked iron, the dwarven paladin/priest Durgen Kinroth shattered the phylactery of the arch-lich Malicath. But Malicath had prepared for this doom, working magic to curse whoever destroyed the phylactery with the burden of his own dark soul. The lich's curse was strong, and not even the blessings of the Forge God could free Durgen from it. The priests warned him that the lich's soul would eventually overcome his own, and that death was the only escape. Even resurrection would offer no release, since Malicath's soul would return with Durgen's. Wary from the great struggle with the lich, Durgen nonetheless knew that he could not give in to death while the dwarves still needed the protection of his sword. He left the stronghold, vowing that although darkness might overtake him, its power would never harm the dwarves but only those of evil.

Durgen yet remains, hanging between life and undead by will alone, struggling to serve his clan and people even as the taint of Malicath decays his body. Deep in the Underdark, he

trains soldiers to turn the blight of necromantic magic against the other evils of the world, using the tools of darkness to keep dwarven cities safe. The anvil too had been tainted by Malicath's curse; Durgen took it and now uses it as a symbol of the order that he leads.

The Knights of the Black Forge are a powerful order of martial spellcasters protecting the fringes of dwarven cities and nations. Alone or in small groups, they battle deep in the Underdark, often taking the fight to powerful evil creatures before they approach too close to dwarven settlements. The order is a mix of paladins, fighters, and members of other martial classes eager to share the burden of the great Durgen, and outcasts from the dwarven nations who retain some loyalty to their people despite their exile. The Black Forge is often the final hope of those who come to serve, offering one last, dark road by which they can help their people.

**Abbreviation:** Kbf  
**Hit Die:** d10.

## Fortitude Domain

**Deities:** Campaign-specific deities chosen by the GM.

**Granted Power:** You may still act normally whenever your hit points are reduced to 0 or below. You continue to take 1 point of damage each round you are at negative hit points until you stabilize or receive healing. You die as normal when you reach -10 hit points.

### Fortitude Domain Spells

- 1 **Endure elements**
- 2 **Endurance**
- 3 **Negative energy protection**
- 4 **Resist Damage.\***  
Gain damage reduction of Con modifier/+2.
- 5 **Spell resistance**
- 6 **Stoneskin**
- 7 **Weather the Storm.\***  
Take damage 1 round later.
- 8 **Globe of invulnerability**
- 9 **Iron body**

\*This is a new spell, described in the following section.

## Stonehearth Domain

**Deities:** Campaign-specific deities chosen by the GM.

**Granted Power:** You gain the Clanheart Magic feat.

### Stonehearth Domain Spells

- 1 **Bless**
- 2 **Augury\*\***
- 3 **Ancestral Guidance.\*** You gain temporary benefits to abilities and skill checks.
- 4 **Divination\*\***
- 5 **Hallow**
- 6 **Word of recall\*\***

- 7 **Refuge**
- 8 **Halls of the Clan.\*** Consecrates an area and improves allies' combat ability.
- 9 **Miracle\*\***

\*This is a new spell, described in the following section.

\*\*These spells have restrictions and bonuses, as described below, only when they are cast as domain spells by a cleric with the Stonehearth domain.



**Augury and Divination:** If the question asked pertains to the caster's clan or family, the chance for a correct result is 70% + 2% per caster level. Otherwise the spells function as normal.

**Word of Recall:** This spell always returns the caster to the center of the clan's stronghold.

**Miracle:** This spell is granted only if the casting will benefit the clan (GM's discretion).

## Sword Domain

**Deities:** Campaign-specific deities chosen by the GM.

**Granted Power:** Free Martial Weapon Proficiency (if necessary) with the sword of your choice.

### Sword Domain Spells

- 1 **Magic weapon**
- 2 **Bless weapon**
- 3 **Flame blade**
- 4 **Greater magic weapon**
- 5 **Keen edge**
- 6 **Reforge Weapon.\***  
Transforms one magic weapon into another equivalent weapon.
- 7 **Fabricate** (normal weapons only)
- 8 **Mordenkainen's sword**
- 9 **Holy sword**

\*This is a new spell, described in the following section.

**Note:** If appropriate deities exist in the campaign, the sword domain can easily be modified to represent other melee weapons. Particularly appropriate choices include axes, spears, and hammers.