

RENEGADE HUNTER

Keeping arcane magic out of the hands of those who would abuse it (and punishing those who do) is a charge that the Orders of High Sorcery take very seriously. Across Ansalon, those who carry out the task of locating and dealing with defiance of the Conclave are the renegade hunters. Working alone or in small groups, armed with tightly held rituals of power designed to counter or eliminate the threat of rogue wizards, renegade hunters fulfill their responsibilities to the Conclave with a measure of dedication that few other Wizards of High Sorcery can match.

All renegade hunters are wizards, though their backgrounds can vary. Some have experience as fighters, the better to handle aggressive opposition from their quarry. Others have backgrounds as rogues or rangers, making use of tracking and stealth to find renegades where they hide. With their dedication to law and their commitment to the Gods of Magic, renegade hunters rarely (if ever) arise from the barbarian or divine spellcaster ranks.

NPC renegade hunters will most often be encountered tracking down a renegade or accompanying one back to the Towers of High Sorcery. A PC wizard's or sorcerer's chance of running afoul of a renegade hunter depends on the era of play. After the War of Souls, most renegade hunters will be assigned to keep tabs on powerful sorcerers in an effort to gauge any resistance to the rebuilding of the Orders. During the early Age of Despair, the fear and distrust in which wizards are held accentuates the need to deal quickly with renegades.

Hit Dice: d6

REQUIREMENTS

To qualify to become a renegade hunter, a character must fulfill all the following criteria.

Alignment: Any lawful.

Skills: Gather Information 5 ranks, Sense Motive 5 ranks, Search 5 ranks.

Feats: Improved Counterspell, Track.

Spells: Able to prepare and cast 4th-level arcane spells, including dispel magic.

Special: Must have passed the Test of High Sorcery and be a member in good standing of one of the Orders of High Sorcery.

CLASS SKILLS

The renegade hunter's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis) and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.



Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the renegade hunter prestige class.

Weapon and Armor Proficiency: Renegade hunters gain no additional proficiency with any weapon or armor.

Spells per Day: At 1st, 3rd, and 5th level, a renegade hunter gains new spells per day as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a renegade hunter, she must decide to which class she adds the new level for purposes of determining spells per day and spells known.

Lunar Rebuke (Su): A renegade hunter has the weight of her order and her patron God of Magic behind her, and may draw on this when facing off against other wizards. She gains a +2 bonus on all Spellcraft checks made to identify spells for the purpose of counterspelling and a +2 bonus on caster level for dispel checks.

Investigator: At 1st level, the renegade hunter gains Investigator as a bonus feat. If she already has this feat, she may choose another feat so long as she meets all requirements.

Minor Syzygy (Su): A renegade hunter's understanding of the influence of the moons of magic is advanced. Once per day as a free action, she may act as if the moon of her Order was in alignment with one other moon for the purposes of determining moon magic effects. If the renegade

hunter's moon is already in alignment with that moon, there is no additional effect. This effect lasts for a number of rounds equal to the renegade hunter's class levels.

Discern Lies: At 2nd level, the renegade hunter may cast discern lies as a 4th-level arcane spell. It is automatically added to her spellbook and does not require a divine focus to cast.

Lunar Censure (Su): At 3rd level, the renegade hunter's connection to her patron God of Magic intensifies. As a standard action, she may impose the effects of a Low Sanction on a single target wizard within 30 feet (if the target is normally unaffected by moon phases), or reduce the effects of moon magic on a single target wizard within 30 feet by one step (High Sanction to waxing or waning, waxing or waning to Low Sanction) if he was normally affected by moon magic. The target wizard is allowed a Will save to negate the effects (DC 10 + caster level + Charisma bonus) or the lunar censure takes effect for a number of rounds equal to the renegade hunter's class levels. If the target makes its saving throw (or once the duration of the censure expires), the renegade hunter may not use lunar censure on that target again for 24 hours. Lunar censure may only be imposed on one target at a time.

Major Syzygy (Su): At 4th level, the renegade hunter's knowledge of moon magic reaches its peak. Once per day, the renegade hunter may take moon magic bonuses as if the moon of her order was in alignment with both of the other moons. If the three moons are already in alignment or the mage has already invoked a minor syzygy, there is no additional effect. If the moons are all in High Sanction, the renegade hunter effectively gets all benefits of the Night of the Eye (all moon magic bonuses are at +3). The major syzygy lasts for a number of rounds equal to the renegade hunter's class levels.

Mark of Justice: At 4th level, the renegade hunter may cast mark of justice as a 5th-level spell. It is automatically added to her spellbook and does not require a divine focus to cast.

Lunar Interdiction (Su): At 5th level, the renegade hunter's devotion to her cause affords her greater power against other wizards. Once per day as a standard action, she may choose to temporarily reduce her own caster level in order to reduce the caster level of a single target wizard within 30 feet by the same amount. Neither caster level may be reduced below 0. Any prepared spells that could not be cast at the reduced caster level are lost from both wizards' memories as if they had been cast. As well, any currently active spells with a duration of 'concentration' which could not be cast at the reduced caster level automatically fail.

The effect lasts for a number of rounds equal to 3 + the renegade hunter's Wisdom bonus, but can be voluntarily ended by the renegade hunter at the end of her turn as a free action.

EX-RENEGADE HUNTERS

A renegade hunter who abandons the Orders of High Sorcery or transgresses the orders' law immediately loses all supernatural class abilities and all bonus spellcaster levels. The renegade hunter must be reinstated by the Conclave of Wizards before these benefits can be regained.

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Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+2	Lunar rebuke, investigator	+1 level of arcane spellcasting class
2nd	+1	+3	+3	+3	Minor syzygy, discern lies	—
3rd	+1	+3	+3	+3	Lunar censure	+1 level of arcane spellcasting class
4th	+2	+4	+4	+4	Major syzygy, mark of justice	—
5th	+2	+4	+4	+4	Lunar interdiction	+1 level of arcane spellcasting class