

for that feat. This benefit replaces the standard ranger's Endurance bonus feat.

Sandskimmer: At 7th level, a wasteland ranger gains Sandskimmer as a bonus feat. This benefit replaces the standard ranger's woodland stride class feature.

Waste Hunter (Ex): At 10th level, a wasteland ranger chooses a specific kind of favored enemy native to the waste from among the types or subtypes he has already chosen. (For example, he could choose dunewinders if he has magical beasts as a favored enemy.) He gains an additional +2 bonus on weapon damage rolls, and on Bluff, Listen, Sense Motive, Spot, and Survival checks against creatures of this kind. In addition, the ranger gains a +2 bonus on saves against the chosen creature's special abilities and damage reduction 2/– against its physical attacks. This benefit replaces the new favored enemy gained at 10th level by a standard ranger, but the waste ranger's bonuses against previously selected favored enemies increase as if he had gained a new favored enemy.

SORCERER

Sorcerers of the waste often fulfill the role of shamans among the more savage people. Many have the blood of brass dragons in their veins, giving them bronze complexions and blazing eyes.

Familiar: Sorcerers in waste regions can summon different familiars than those in more temperate climates. In addition to the familiars described in the *Player's Handbook*, a waste sorcerer can summon a horned lizard (see page 194) as a familiar. A horned lizard familiar gives its master a +2 bonus on Will saves.

WIZARD

Wizards of the waste usually specialize in fire magic, and many have either the Searing Spell metamagic feat or the Drift Magic feat (both described in the next section). Wizards are usually found only among literate people.

Familiar: As described for the sorcerer class, wizards in the waste can select the horned lizard as a familiar.

NEW FEATS

Although these new feats are generally the most useful in the waste, many of them retain their utility in other terrains. An NPC encountered in a waste environment often has one or more of the feats found in this section. The new feats described in this chapter are summarized on Table 2–8: New Feats.

BLAZING BERSERKER

When you enter your rage, your body becomes infused with fire.

Prerequisite: Ability to rage.

Benefit: As long as you are under the effects of a rage, you gain the fire subtype. You gain immunity to fire, but have vulnerability to cold, which means you take +50% damage from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

BLESSED BY TEM-ET-NU

Tem-Et-Nu has marked you as having an important destiny in her temple.

Prerequisites: Patron deity Tem-Et-Nu, must have defeated a hippopotamus in single combat.

Benefit: Hippopotami cannot attack you unless they are magically compelled. In addition, if you possess the turn or rebuke undead class feature, you can rebuke and command hippopotami as an evil cleric rebukes or commands undead. You gain a +2 sacred bonus to your Armor Class against chaotic-aligned creatures with the fire subtype.

Cleric is now an additional favored class for you; the cleric class does not count when determining whether you take an experience point penalty for multiclassing.

Special: Your aura radiates law with a strength equal to your character level (see *detect law*, page 219 of the *Player's Handbook*). If you ever lose favor with Tem-Et-Nu, or change your patron deity to another deity, you lose all benefits of this feat and take damage as if you were bitten by a hippopotamus. You do not gain a replacement feat. If you later return to Tem-Et-Nu's faithful and receive an *atonement* spell, you regain the benefit of this feat.

DRIFT MAGIC

You can tap the power of drift magic.

Prerequisites: Knowledge (local wasteland region) 4 ranks, ability to cast spells.

Benefit: You can use drift magic, as described on page 105.

EAGLE'S FURY

You know how to wield the eagle's claw with deadly speed.

Prerequisites: Dex 15, proficiency with eagle's claw.

Benefit: You can get one extra attack per round with an eagle's claw (see page 96). The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a –2 penalty. You must take a full attack action to use this feat.

FIERY SPELL [METAMAGIC]

Your fire magic is bolstered, further scorching your enemies.

Benefit: A fiery spell deals an extra 1 point of fire damage for each die of damage the spell deals. This feat can be applied only to spells with the fire descriptor. For

TABLE 2–8: NEW FEATS

General Feats	Prerequisites	Benefit
Blazing Berserker	Ability to rage	Gain the fire subtype while raging
Blessed by Tem-Et-Nu	Patron deity Tem-Et-Nu, ritual	Special favor of Tem-Et-Nu
Drift Magic	Knowledge (local) 4, ability to cast spells	Use of drift magic
Eagle's Fury	Dex 15, proficiency with weapon	Extra attack with the eagle's claw
Heat Endurance	Base Fort save +2	+2 on saves against fire, heat protection 1
Improved Heat Endurance	Base Fort save +6, Heat Endurance	Fire resistance 5, heat protection 3
Judged by Aurifar	Patron deity Aurifar, ritual	Special favor of Aurifar
Light of Aurifar	Ability to turn or rebuke undead, access to the Fire or Sun domain	Turned or rebuked undead takes 2d6 fire damage
Pharaoh's Fist ¹	Str 15, Improved Unarmed Strike, Stunning Fist	Foe and adjacent creatures stunned by thundering blow
Priest of the Waste	Access to Fire, Summer, Sun, Travel, or Water domain	Spontaneously cast certain waste-related spells
Rattlesnake Strike ¹	Wis 15, Improved Initiative, Improved Unarmed Strike, Stunning Fist	Deal Con damage with your unarmed strike
Sand Camouflage	Sandskimmer, Hide 5 ranks	Quickly bury yourself in sand to gain a Hide bonus
Sand Dancer	Wis 13, Tumble 4 ranks	Blind foe with thrown sand during another attack
Sand Spinner	Wis 13, Tumble 8 ranks, Sand Dancer	Blind foes in 5-ft. radius with thrown sand
Sand Snare	Combat Expertise, Improved Trip	Foe is hindered in rising when knocked prone in sand
Sandskimmer	—	You can ignore some difficulties of moving on sand
Scorpion's Grasp	Str 13, Dex 13, Improved Unarmed Strike, Improved Grapple	Begin grapple with a melee strike
Scorpion's Instincts	Dex 13, Hide 5 ranks	Become stealthy like a scorpion
Scorpion's Resolve	—	+4 bonus on saves against mind-affecting spells and abilities
Scorpion's Sense	Scorpion's Resolve	Minor tremorsense
Serpent Fang	Wis 15, Improved Unarmed Strike, Stunning Fist	Project your ki to deal unarmed damage 5 ft. beyond your normal reach
Touchstone	Knowledge (local) 8 ranks or native 250-gp item	You can use touchstone sites
Metamagic Feats		
Searing Spell	—	Your fire spells deal damage to fire-resistant creatures
Fiery Spell	—	+1 point of damage per die for fire spells

¹ A fighter may select this feat as one of his bonus feats.

example, if a 9th-level wizard with this feat casts a fiery *fireball*, the *fireball* deals 9d6+9 points of damage. A fiery spell uses up a spell slot one level higher than the spell's actual level.

HEAT ENDURANCE

Either as a result of growing up in the waste, or by training your body and mind to ignore the effects of searing heat, you can exist with ease in high-temperature environments.

Prerequisite: Base Fortitude save +2.

Benefit: You gain a +2 bonus on saving throws against fire effects. You can exist comfortably in temperatures up to 120° F without having to make Fortitude saves (see Heat Dangers, page 12). Your protection against heat is level 1 (see Protection against Heat, page 14).

IMPROVED HEAT ENDURANCE

You can survive even in the most extreme natural heat conditions.

Prerequisites: Base Fortitude save +6, Heat Endurance.

Benefit: You gain fire resistance 5. If you already have fire resistance, it increases by 5. You can exist comfortably

in temperatures up to 160° F without having to make Fortitude saves (see Heat Dangers, page 12). Your protection against heat is level 3 (see Protection against Heat, page 14).

JUDGED BY AURIFAR

Aurifar, the Caliph of the Sky, has judged you, and he now shows you special favor.

Prerequisites: Patron deity Aurifar, must have survived at least three days in the waste without water.

Benefit: You gain a +2 sacred bonus on Constitution checks to avoid the negative effects of thirst (see Dehydration, page 15). You gain a +2 sacred bonus to your Armor Class against undead creatures that are adversely affected by sunlight, such as vampires and wraiths.

Cleric is now an additional favored class for you; the cleric class does not count when determining whether you take an experience point penalty for multiclassing.

Special: Your aura shows faint abjuration magic. If you ever lose favor with Aurifar, or change your patron deity to another deity, you lose the benefit of this feat, and you immediately begin experiencing the effects of thirst as

though you had gone without water for one week. You do not gain a replacement feat. If you later return to Aurifar's faithful and receive an *atonement* spell, you regain the benefit of this feat.

LIGHT OF AURIFAR

Undead that you turn or rebuke immolate.

Prerequisites: Ability to turn or rebuke undead, access to either the Fire or Sun domain.

Benefit: Any undead that you successfully turn or rebuke take 2d6 points of fire damage in addition to the normal turning or rebuking effect.

PHARAOH'S FIST

Your unarmed strikes echo with thunder, stunning your foe and those nearby.

Prerequisites: Str 15, Improved Unarmed Strike, Stunning Fist.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). By expending one Stunning Fist use for the day, you force an opponent successfully struck by your unarmed attack, and all creatures adjacent to that opponent, to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier) or be stunned for 1 round. The opponent struck by the unarmed attack is dealt damage normally. This feat can be used only once per round.

Special: A fighter may select Pharaoh's Fist as one of his fighter bonus feats.

PRIEST OF THE WASTE

You can swap out prepared spells for others that aid in exploring and surviving in wastelands.

Prerequisite: Access to the Fire, Summer[†], Sun, Travel, or Water domain.

Benefit: You can use a spell slot currently occupied by a prepared spell that is not a domain spell to cast a spell

of equal or lower level that appears on the following list: *cloak of shade*[†], *control weather*, *create food and water*, *create water*, *endure elements*, *heroes' feast*, *hydrate*[†], *protection from dessication*[†], *protection from energy*, and *resist energy*.

[†] New domain or spell described in Chapter 5.

RATTLESNAKE STRIKE

Having observed the ways of a desert viper, you have learned to use *ki* in a fashion similar to poison.

Prerequisites: Wis 15, Improved Initiative, Improved Unarmed Strike, Stunning Fist.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). By expending one of your Stunning Fist uses for the day, you imbue your next unarmed attack with disruptive *ki* that mimics the effects of mild viper venom. If that attack hits, it deals normal damage and forces the target to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). A creature that fails the saving throw takes 1d3 points of Constitution damage and must make a similar saving throw 1 minute later or take another 1d3 points of Constitution damage. This feat can be used only once per round.

Special: A fighter may select Rattlesnake Strike as one of his fighter bonus feats.

SAND CAMOUFLAGE

You can hide yourself in sand with a moment's notice.

Prerequisites: Hide 5 ranks, Sandskimmer.

Benefit: As a standard action, you can quickly camouflage yourself in any area of ash, dust, loose earth, or sand that is at least 1 inch deep. In areas with 1 to 11 inches of appropriate loose soil, you gain a +4 bonus on Hide checks. In areas with 12 inches or more of appropriate loose soil, you instead gain a +10 bonus on Hide checks. You must still have cover or concealment to make a Hide check, as described on page 76 of the *Player's Handbook*.

DETERMINING LOOSE SOIL

Many of the feats in this section rely on knowing the composition of surrounding soil and work to best advantage only if the ground is made up of or covered by a layer of ash, dust, loose earth, or sand.

Environment	Chance of 1 Inch Loose Soil*
Desert	100%
Desert ruin/dungeon	100%
Desert dwelling/city	90%
Forest	80%
Forest ruin/dungeon	70%
Forest dwelling/city	60%
Plains	70%
Plains ruin/dungeon	60%
Plains dwelling/city	50%
Hills	60%

Environment	Chance of 1 Inch Loose Soil*
Hills ruin/dungeon	50%
Hills city/dwelling	40%
Mountains	50%
Mountains ruin/dungeon	40%
Mountains dwelling/city	30%
Marsh	10%
Marsh ruin/dungeon	10%
Marsh dwelling/city	10%

* Material can be ash, dust, grit, loose earth, or sand.

SAND DANCER

While making another attack, you attempt to blind a foe with thrown sand.

Prerequisites: Wis 13, Tumble 4 ranks.

Benefit: In any round when you first move at least 10 feet using your Tumble skill in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand, you can supplement an attack made in that same round with flung or kicked material. A foe damaged by your attack must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier) or be blinded for 1 round.

SAND SNARE

When you knock your foes into the sand, they have a hard time regaining their feet.

Prerequisites:
Combat Expertise,
Improved Trip.

Benefit: If you successfully trip an opponent in any area of ash, dust, loose earth, or sand that is at least 1 inch deep, that opponent must take a full-round action to stand during the round after being tripped. Following that round, the target can get to his feet with a move action (as normal). The opponent still provokes attacks of opportunity while attempting to stand, as normal.

SAND SPINNER

You spray sand with your acrobatic maneuvers.

Prerequisites: Wis 13, Tumble 8 ranks, Sand Dancer.

Benefit: In any round when you first move at least 10 feet using your Tumble skill in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand, you

can take a standard action to hurl a spray of sand into the eyes of all creatures in a 5-foot-radius burst. Those within the area must make Fortitude saving throws (DC 10 + 1/2 your character level + your Wis modifier) or be blinded for 1 round.

SANDSKIMMER

You are particularly adept at moving over sand.

Benefit: You treat shallow sand as normal terrain and deep sand as shallow sand. Sand crust does not break beneath your feet, allowing you to move atop it as if it were normal terrain.

Special: This feat can be taken twice, allowing a creature to treat all sand as normal terrain. Its effects also stack similarly with other abilities that improve movement over sand. For example, if a bhuka takes Sandskimmer, she treats all sand as normal terrain and never breaks through sand crust by moving across it.

SCORPION'S GRASP

Like the scorpion, you can grab and hold your prey.

Prerequisites:
Str 13, Improved
Unarmed Strike,
Improved Grapple.

Benefit: If your attack with an unarmed strike or a light or one-handed melee weapon hits, the strike deals normal damage and you can attempt to start a grapple as a free action; no initial touch attack is required. If you succeed in starting the grapple, you must drop your one-handed weapon, but

if you started the grapple with a light weapon, you can use it in each round to make an attack

against the creature you are grappling without taking the normal -4 penalty on the attack roll. If you initiated the grapple while armed, however, you cannot make additional grapple checks to deal damage during the round in which you use this feat.

Lidda blinds her foe with the Sand Dancer feat

You have the option to conduct the grapple normally, or you may hold a creature one or more sizes smaller than you with your off hand. If you choose to do the latter, you take a –20 penalty on grapple checks against that creature and you cannot deal damage with your grapple checks, but you are not considered grappled yourself. You don't lose your Dexterity bonus to AC, you still threaten an area, and you can use remaining attacks against other opponents. While maintaining this latter type of hold, you can move normally (possibly carrying your opponent away), provided you can drag the opponent's weight.

SCORPION'S INSTINCTS

You are hard to find in the waste.

Prerequisites: Dex 13, Hide 5 ranks.

Benefit: You have an inborn sense of where to lurk without being seen, gaining a +2 bonus on your Hide checks and reducing the distance within which creatures can detect you by scent to 10 feet (20 feet if upwind, 5 feet if downwind). If you are in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand, you gain an additional +2 bonus on Hide checks, a +2 bonus on Move Silently checks, and a creature can detect you by scent only if it is within 5 feet (pinpointing your location as normal).

SCORPION'S RESOLVE

Like the scorpion, you are not easily distracted.

Benefit: You gain a +4 bonus on saving throws against mind-affecting spells and abilities.

SCORPION'S SENSE

Like the scorpion, you sense other creatures simply by perceiving their contact with the sand.

Prerequisite: Scorpion's Resolve.

Benefit: You are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is moving and in contact with the ground so long as it is within 10 feet. The range expands to 20 feet if you are in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand. This ability only tells you what square the creature is in, so you still have the normal miss chance from concealment if you cannot see the creature.

SEARING SPELL [METAMAGIC]

Your fire spells are so hot that they can damage creatures that normally have resistance or immunity to fire.

Benefit: A searing spell is so hot that it ignores the resistance to fire of creatures affected by the spell, and affected creatures with immunity to fire still take half damage. This feat can be applied only to spells with the fire descriptor.

Creatures with the cold subtype take double damage from a searing spell. Creatures affected by a searing spell are still entitled to whatever saving throw the spell normally allows. A searing spell uses up a spell slot one level higher than the spell's actual level.

SERPENT FANG

You are able to project your *ki* to strike foes as though you had extended reach.

Prerequisite: Wis 15, Improved Unarmed Strike, Stunning Fist.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). By expending one Stunning Fist use for the day, you can project your *ki* to strike an opponent that is 5 feet beyond your normal unarmed reach. If the blow hits, it deals normal unarmed damage. This feat can be used only once per round.

Special: Monks can use special monk weapons when using this feat, dealing damage according to the weapon.

TOUCHSTONE

You forge a link with a power-rich location, referred to as a touchstone site.

Prerequisites: Knowledge (local) 8 ranks for the area in which the touchstone lies, or possession of a touchstone key (a portable object native to the touchstone's area and worth at least 250 gp). To forge a link between yourself and the touchstone, you must spend a day in meditation, spending 10 XP and 250 gp in material components. Alternatively, the key object for the touchstone can be destroyed as part of the ritual, in place of the material components.

Benefit: You gain the base ability associated with the touchstone to which you are linked. If you physically visit the location to which you have forged a link, you can also gain a higher-order ability with a limited number of uses, as described for that touchstone. You can swap sites any time you visit a new one and fulfill its higher-order recharge condition. See Touchstone Sites for more information.

Special: You can take this feat more than once. Each time you do, you are able to retain one more touchstone site's base ability. You also gain the capacity to retain uses of one more touchstone's higher-order ability. Thus, by taking this feat twice, you could retain the base abilities for both the Shrine at Kahar and the Sunken City of Pazar simultaneously, as well as both sites' higher-order abilities and uses. If you then visit a third touchstone site and fulfill its recharge condition, unless you have taken this feat three times, you must choose which of your two previous touchstone site abilities to lose as you gain the abilities of the new touchstone site.