



BENEFITS OF MEMBERSHIP

Substitution Levels for Minor Valorous Organizations in *Champions of Valor*

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Champions of Valor discusses what it means to be valorous and heroic in Faerûn. The book introduces heroic ideals, as well as new feats, prestige classes, and substitution levels for heroes associated with the major valorous organizations. However, it does not provide any alternate mechanics for heroes belonging to all the minor valorous organizations in its pages. Some of these organizations are more suited for player characters than others, and several seem to cry out for some player character options. Thus, this web enhancement offers substitution levels for members of six minor valorous organizations.

Champions of Ruin, on the other hand, discusses what it means to be evil in Faerûn, but it offers no substitution levels for any of the organizations that appear in its pages. To rectify this apparent oversight, substitution levels for the Zhentarim fighter and the Dark Moon monk are provided here as well.

As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*—as well as *Champions of Valor* and *Champions of Ruin*—to use this material. The information presented here utilizes the D&D v.3.5 rules.

ORGANIZATION-BASED SUBSTITUTION LEVELS

To get the benefits of the substitution levels described here, your character has to join the appropriate organization. Membership has its privileges, as someone once said.

All the new class features for the various substitution levels are described in detail here. The descriptions for any class features that are identical to existing ones may be found in the appropriate sections of the *Players Handbook*.

GOLDEN HANDS OF VERGADAIN (ROGUE)

The Golden Hands of Vergadain defend the interests of the dwarves, particularly in areas of commerce and trade. Furthermore, the members of this organization work to eliminate threats to dwarven commercial ventures and recover goods stolen from dwarf merchants. The training provided by the Golden Hands helps members track foes of the dwarves and deal with them appropriately.

Hit Die: d6.

Requirements

To take a Golden Hands substitution level, a character must be a dwarf, a member of the Golden Hands of Vergadain, and about to take his 2nd, 3rd, or 6th level of rogue.

Class Skills

A Golden Hand of Vergadain has the same selection of class skills as a standard rogue does, plus Survival.

Skill Points at Each Level: 8 + Int modifier.

GOLDEN HANDS SUBSTITUTION LEVELS

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
2nd	+1	+0	+2	+0	Evasion, favored enemy
3rd	+2	+1	+3*	+1	Sneak attack +2d6, track
6th	+3	+2	+4*	+2	Urban tracking

*These values are each lowered by 1 if the character has also taken the 2nd Golden Hand substitution level.

Class Features

All the following are features of the Golden Hands substitution levels.

Favored Enemy (Ex): A Golden Hand of Vergadain can choose any organization in Faerûn that opposes dwarves as a favored enemy, in the same way that a ranger chooses favored enemies. The Golden Hand gains a +2 bonus on weapon damage rolls against recognized members of the chosen organization, and a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against such individuals. This ability cannot be used to “detect” members of the chosen organization, and it applies only against actual members. Thus, the Golden Hand cannot simply declare someone a member to gain the bonuses.

This benefit replaces the +1 bonus on Reflex saves that a standard rogue gains at 2nd level. From this point forward, the Golden Hand’s Reflex save modifier is 1 point lower than that of a standard rogue.

Track (@@): A Golden Hand of Vergadain gains Track as a bonus feat. This benefit replaces the trap sense class feature that a standard rogue gains at 3rd level. Any time thereafter that the Golden Hand

would normally gain an increase in the trap sense ability, he gains a +1 bonus on any check made to track instead.

Urban Tracking (Ex): A Golden Hand of Vergadain can use the Gather Information skill to track targets in an urban setting. The tracking DCs and results are the same, but the skill used is different.

This benefit replaces the +1 base attack bonus that a standard rogue gains at 6th level. From this point forward, the Golden Hand’s base attack bonus is 1 point lower than that of a standard rogue.

HARMONIOUS KNIGHT (PALADIN)

Paladins of the Harmonious Order, called Harmonious Knights, serve Milil and do good works in his name, though they tend to be egotistical and overly sure of themselves. Milil grants paladins of this order musical abilities to complement their fighting.

Hit Die: d10.

Requirements

To take a Harmonious Knight substitution level, a character must have Milil as his patron deity and be about to take his 1st, 6th, or 9th level of paladin.

Class Skills

A Harmonious Knight adds Perform to the standard paladin’s list of class skills.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are features of the Harmonious Knight substitution levels.

Inspire Courage (Su): A Harmonious Knight can use songs to inspire courage in his allies and himself. As a standard action, he can sing rallying or inspiring war songs that grant all allies that hear him a +1 morale bonus on attack and damage rolls. This effect lasts as long as the Harmonious Knight sings, and for 5 rounds afterward. This ability is usable once per day per paladin level, and Harmonious Knight substitution levels count as paladin levels for this purpose.

This benefit replaces the standard paladin’s *detect evil* ability.

Inspire Competence (Su): A 6th-level Harmonious Knight with at least 4 ranks in Perform can use

HARMONIOUS KNIGHT SUBSTITUTION LEVELS

Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of good, inspire courage, smite evil 1/day	—	—	—	—
6th	+6/+1	+5	+2	+2	Inspire competence	1	—	—	—
9th	+9/+4	+6	+3	+3	Inspire greatness	1	0	—	—

singing to help an ally (but not himself) succeed at a task. The ally must be within 30 feet and able to see and hear the Harmonious Knight. The ally gains a +2 competence bonus on skill checks made with a particular skill as long as she continues to hear the Harmonious Knight's singing (maximum 2 minutes). Inspire competence is a mind-affecting ability and is usable once per day.

This benefit replaces the *remove disease* ability that the standard paladin gains at 6th level. From this point onward, the character has one fewer weekly uses of *remove disease* than a normal paladin of his level does.

Inspire Greatness (Su): A 9th-level Harmonious Knight with at least 5 ranks in Perform can sing to inspire greatness in himself or one chosen ally as a standard action. The effect lasts for as long as the ally hears the Harmonious Knight sing and for 5 rounds thereafter. The affected ally gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (applying the target's Constitution modifier, if any, to both extra Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells such as *sleep*. Inspire greatness is a mind-affecting ability and is usable once per day.

This benefit replaces the second weekly use of *remove disease* that the standard paladin gains at 9th level. From this point onward, the Harmonious Knight gains another daily use of inspire greatness or inspire competence (if he took the 6th Harmonious Knight level) instead of each additional weekly use of *remove disease* that he would otherwise have gained.

HIN DISCIPLE (MONK)

Halfling monks of the Hin Fist are trained to use a foe's size against it. Their fighting style emphasizes bringing down larger foes and evading their attacks.

Hit Die: d6.

HIN DISCIPLE SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Base Damage*	AC Bonus	Unarmed Speed Bonus
1st	+0	+2	+2	+2	Bonus feat,	-2/-2 flurry of blows, improved unarmed strike	1d4	+0	+0 ft.
6th	+4	+5	+5	+5	Blur of motion, slow fall 30 ft.	+3/+3	1d6	+1	+20 ft.
9th	+6/+1	+6	+6	+6	The harder they fall	+6/+6/+1	1d8	+1	+30 ft.

*Base damage is for Small monks, since only Small monks qualify for these levels.

Requirements

To take a Hin Disciple substitution level, a character must be a halfling member of the Hin Fist order and be about to take his 1st, 6th, or 9th level of monk.

Class Skills

A Hin Disciple has the same selection of class skills as a standard monk does.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are features of the Hin Disciple substitution levels.

Bonus Feats: At 1st level, a Hin Disciple monk may choose either Underfoot Combat or Stunning Fist as a bonus feat, instead of Improved Grapple. At 2nd level, he can choose between Improved Trip and Combat Reflexes as a bonus feat. He need not meet the prerequisites for these feats. The Hin Disciple does not gain a bonus feat at 6th level.

Underfoot Combat: You can move into or through a space occupied by a Large or larger foe without provoking attacks of opportunity. While you are in a square occupied by a Large or larger creature, you gain a +4 cover bonus to AC against all attacks, even those made by the creature whose space you occupy.

Blur of Motion (Ex): A 6th-level Hin Disciple with at least 5 ranks in Tumble can use the total defense option and still make a single attack in the same round. Blur of motion is a full-round action that can be used only against Large or larger foes.

This benefit replaces the choice of bonus feats that a standard monk gains at 6th level.

The Harder They Fall (Ex): A 9th-level Hin Disciple monk who has taken Improved Trip may grant allies some of that feat's benefit. When the Hin Disciple trips a foe whose square he occupies, every ally within melee reach of the downed foe may immediately make a single attack at its full attack bonus on that opponent. Each ally also gains the +4 bonus on attack rolls for attacking a prone foe. This attack is made on the Hin Disciple's turn and does not count against the number

of attacks that the allies can make on their own turns. No combination of feats or abilities can grant a second attack by any ally during the Hin Disciple's turn.

This benefit replaces the standard monk's improved evasion ability. Furthermore, the Hin Disciple may never gain improved evasion from any class in the future.

SHADOW CLOAK KNIGHT (PALADIN)

For many decades, the gnome paladins belonging to the Knights of the Shadowy Cloak have worked to eliminate evil humanoids. To minimize the possibility of retaliation against gnome communities, they have developed ways to work in secret.

Hit Die: d10.

Requirements

To take a Shadow Cloak Knight substitution level, a character must be a gnome, a member of the Knights of the Shadowy Cloak, and about to take her 4th, 6th, or 9th level of paladin.

Class Skills

A Shadow Cloak Knight has the same class skills as a standard paladin does, plus Hide and Move Silently.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are features of the Shadow Cloak Knight substitution levels.

Favored Enemy (Ex): A Shadow Cloak Knight paladin trains to fight the gnomes' traditional enemies and learns special tactics to defeat them. She gains humanoids as her favored enemy type and can choose any of the humanoid subtypes indicated for rangers on page 47 of the *Player's Handbook*. The Shadow Cloak Knight gains a +2 bonus on weapon damage rolls against her favored enemy and a +2 bonus on Bluff, Listen, Sense Motive, Spot, and

Survival checks when using these skills against creatures of this type.

Hide in Plain Sight (Ex): A 6th-level Shadow Cloak Knight can use her Hide skill even when she has nothing to hide behind, or when she is being observed. To do so, she must be within 10 feet of any area of shadowy illumination in which she could hide, or in the dark. She cannot hide in her own shadow, and she can hide in the shadow of a creature only if it is Large or larger. She cannot use a creature's own shadow to hide from it.

One with the Darkness (Sp): Once per day, a Shadow Cloak Knight paladin can become invisible, as if using the 2nd level sorcerer/wizard spell *invisibility*. Caster level equals paladin level, and Shadow Cloak Knight substitution levels count as paladin levels for this purpose.

HIGH ONE WARRIOR-WIZARD (WIZARD)

Some paladins of Azuth belong to the Order of the Swords of the High One. These rare warriors must progress as paladins before studying wizardry fulltime, since they cannot multiclass freely. This dual focus fuses their paladin training with their wizardry.

Hit Die: d4.

Requirements

To take a level of High One warrior-wizard, a character must be a member of the Swords of the High One, have at least two paladin levels, and be about to take her 2nd, 4th, or 5th level of wizard.

Class Skills

High One warrior-wizards have all the class skills that a standard wizard does, plus Diplomacy, Handle Animal, Heal, and Ride.

Skill Points at Each Level: 2 + Int modifier.

SHADOW CLOAK KNIGHT SUBSTITUTION LEVELS

Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
4th	+4	+4	+1	+1	Favored enemy	0	—	—	—
6th	+6/+1	+5	+2	+2	Hide in plain sight	1	—	—	—
9th	+9/+4	+6	+3	+3	One with the darkness	1	0	—	—

HIGH ONE WARRIOR-WIZARD SUBSTITUTION LEVELS

Level	Base				Special	Spells Per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1	2	3	4	5	6	7	8	9
2nd	+1	+0	+0	+3	Wizardly smiting	4	1	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Reduce armor hindrances	4	3*	1	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Familiar mount	4	3*	2*	1	—	—	—	—	—	—

*These values could be reduced by 1 if the High One warrior-wizard took the previous substitution levels.

Class Features

All the following are features of the High One warrior-wizard substitution levels.

Wizardly Smiting (Su): At 2nd level, a High One warrior-wizard can smite evil as a paladin (see page 44 of the *Player's Handbook*). Her wizard levels stack with her paladin levels for the purpose of determining how many times per day she can use this ability.

This benefit replaces the 1st-level spell that a standard wizard gains at 2nd level. From this point forward, the character has one fewer 1st-level spells that she can prepare per day than a standard wizard does.

Reduce Armor Hindrances (Ex): The High One warrior-wizard's training in spellcasting allows her to ignore some of the hindrances of armor. The arcane spell failure chance imposed by her armor is reduced by 20% (minimum 0%). Thus, she can wear light armor without penalty, or medium or heavy armor with reduced penalties.

This benefit replaces the 2nd-level spell that a standard wizard gains at 4th level. From this point forward, the character has one fewer 2nd-level spells that she can prepare per day than a standard wizard does.

Familiar Mount: If a High One warrior-wizard has access to a special mount based on her paladin levels, this creature gains the characteristics of a familiar as well as those of a paladin mount. The High One warrior-wizard must dismiss her familiar (if she has one) to gain this benefit, but she takes no penalties for doing so. She then uses her wizard level to determine the natural armor bonus, Intelligence, and special abilities that her familiar should have and applies those to her special paladin mount. Her High One warrior-wizard levels count as wizard levels for this purpose.

The mount's natural armor bonuses from both sources stack, and it gains the greater of the two Intelligence scores. Thus, the mount has all the abilities of a special mount appropriate to the character's paladin level and a familiar appropriate to her wizard level. Bonuses of the same type do not stack, except as noted above, and the mount cannot gain the same ability twice; it takes the better version to which it is entitled.

The High One warrior-wizard does not lose experience points if the familiar mount is killed because she

can summon a new one according to the rules given for paladins.

This benefit replaces the bonus feat that a standard wizard gains at 5th level.

WAYWARD WARDEN (PALADIN)

Wayward Warden paladins dedicate their lives to defending halfling communities and trade caravans. Because they use both stealth and honorable confrontation to achieve their goals, paladins in this organization train in abilities that use the sneakiness of their companions to the group's advantage.

Hit Die: d10.

Requirements

To take a Wayward Warden substitution level, a character must be a halfling, a member of the Wayward Wardens organization, and about to take her 3rd, 5th, or 10th level of paladin.

Class Skills

A Wayward Warden has the same class skills as a standard paladin does.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are features of the Wayward Warden substitution levels.

Distracting Presence (Su): When confronting evil, a Wayward Warden can focus the attention of her foes on herself, causing each of them to take a -4 penalty on Spot and Listen checks while she is present.

This benefit replaces the aura of courage class feature gained by a standard paladin at 3rd level.

Use Your Allies (Ex): When a Wayward Warden is flanking a foe at least one size category larger than herself, she deals an extra +1d6 points of damage on every attack. This extra damage applies even if the foe cannot be flanked or is immune to flanking, but it does not apply when the foe is simply denied its Dexterity bonus. Use your allies is otherwise the same as the rogue sneak attack ability (see page 50 in the *Player's Handbook*).

This benefit replaces the second daily use of smite evil that a standard paladin gains at 5th level. From this point onward, she has one fewer daily use of smite evil than a standard paladin does.

WAYWARD WARDEN SUBSTITUTION LEVELS

Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
3rd	+3	+3	+1	+1	Distracting presence, divine health	0	—	—	—
5th	+5	+4	+1	+1	Special mount, use your allies	0	—	—	—
10th	+10/+5	+7	+3	+3	Commanding presence	1	1	—	—

Commanding Presence (Su): A 10th-level Wayward Warden can influence the battlefield with her very presence. Once per day, as a standard action, she can grant her allies (but not herself) a competence bonus on attack rolls equal to her Charisma bonus (maximum +5). Only allies within 60 feet of the Wayward Warden that can see and hear her are eligible to receive this bonus. It lasts for 1 round per paladin level that the character possesses, and Wayward Warden substitution levels count as paladin levels for this purpose.

This benefit replaces the 3rd daily use of the smite evil ability that a standard paladin gains at 10th level. From this point forward, she has one fewer daily use of smite evil than a normal paladin does, or two fewer uses if she also took the 5th-level Wayward Warden substitution level.

DARK MOON DISCIPLE (MONK)

The Monks of the Dark Moon are sorcerer-monks who have dedicated their bodies, minds, and souls to Shar, the Lady of Loss. Because they deal with shadows and the Shadow Weave, they have developed special powers to take advantage of their connection to Shar.

Hit Die: d6.

Requirements

To take a Dark Moon Disciple substitution level, a character must be a member of the Monks of the Dark Moon sect, have Shar as her patron deity, and be about to take her 3rd, 7th, or 12th level of monk.

Class Skills

A Dark Moon Disciple has the same selection of class skills as a standard monk does.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are features of the Dark Moon Disciple substitution levels.

Darkvision (Ex): At 3rd level, a Dark Moon Disciple gains darkvision with a range of 60 feet.

This benefit replaces the still mind class feature that the standard monk gains at 3rd level.

Shadow Blend (Su): In any conditions other

than full daylight, a 7th-level Dark Moon Disciple can disappear into the shadows, gaining total concealment. Artificial light does not negate this ability, though a *daylight* spell does.

This benefit replaces the wholeness of body class feature that the standard monk gains at 7th level.

Walk the Shadows (Su): At 12th level, a Dark Moon Disciple can jump from shadow to shadow. This ability works like the *dimension door* spell, except that the Dark Moon Disciple can leave and arrive only in areas of shadowy illumination. The caster level equals the character's monk level, and Dark Moon Disciple substitution levels count as monk levels for this purpose. This ability is usable once per day.

This benefit replaces the abundant step class feature that a standard monk gains at 12th level.

ZHENTARIM SOLDIER (FIGHTER)

The Zhentarim work across Faerun to bring other realms under their influence and eventual control. To that end, Zhentarim Soldiers learn that intimidation is as effective for coercing the masses as physical force is.

Hit Die: d10.

Requirements

To take a Zhentarim Soldier substitution level, a character must be a member of the Zhentarim and about to take his 3rd, 5th, or 9th level of fighter.

Class Skills

A Zhentarim Soldier fighter has the same selection of class skills as a standard fighter does, plus Bluff and Diplomacy.

Skill Points at Each Level: 2 + Int modifier.

ZHENTARIM SOLDIER SUBSTITUTION LEVELS

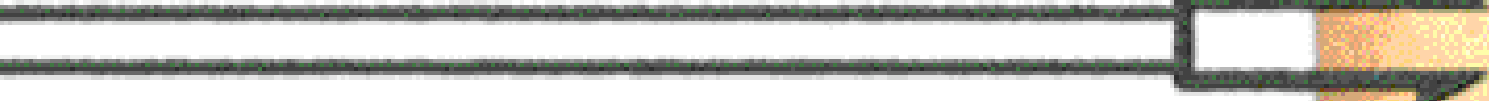
Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
3rd	+3	+3	+1	+1	Bonus feat
5th	+5	+4	+1	+1	Extended intimidation
9th	+9	+6	+3	+3	Swift demoralization

Class Features

All the following are features of the Zhentarim Soldier substitution levels.

DARK MOON DISCIPLE SUBSTITUTION LEVELS

Level	Base					Special	Flurry of Blows	Attack Bonus	Unarmed	Unarmed
	Attack Bonus	Fort Save	Ref Save	Will Save	Base Damage*				AC Bonus	Speed Bonus
3rd	+2	+3	+3	+3	Darkvision	+0/+0		1d6	+0	+10 ft.
7th	+5	+5	+5	+5	Shadow blend	+4/+4		1d8	+1	+20 ft.
12th	+9/+4	+8	+8	+8	Slow fall 60 ft., walk the shadows	+9/+9/+9/+4		2d6	+3	+40 ft.



Bonus Feat: A Zhentarim Soldier gains Skill Focus (Intimidation) as a bonus feat at 3rd level.

Extended Intimidation (Ex): A target successfully intimidated by a 5th-level Zhentarim Soldier suffers lasting effects. Instead of ending when the Zhentarim Soldier leaves, as is normal for the Intimidate skill, the intimidation effect lasts for 24 hours after his departure. Thereafter, the target's attitude toward the Zhentarim Soldier shifts to unfriendly, but a lingering fear remains. Whenever the Zhentarim Soldier returns to someone he has previously intimidated, he gains a +4 bonus on his Intimidate check to re-establish the effect.

Swift Demoralization (Ex): A 9th-level Zhentarim Soldier can use the demoralize opponent aspect of the Intimidate skill as a swift action rather than as a standard action.

ABOUT THE AUTHOR

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA™ Network for almost seven years, overseeing the creation of the *Living Greyhawk* and *Living Force* campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets. He is still involved in writing, organizing conventions, and playing, and in his spare time, he models proteins for the Biochemistry Department of the University of Nevada, Reno.