

SAGE MUMBLER

Prestige Class

These are the high priests and matriarchs of the Danic People. Only women may become these dark and mysterious priests. Upon their initiation they drink a vessel of boiling liquid that burns their throats and renders them near mute. They do have voices but they can usually only be understood by the sister adepts (Mumblers in training) and each other. They rule the Danic people although they usually withhold their advice until times of trouble rather they stand behind some warlord, usually a clan or tribal leader (either male or female).

Requirements

Ability to cast 4th level Divine Spells

10 ranks in Wilderness Lore, 6 ranks in Scry

Must undergo *the burning*

Hit Dice: d8 Weapon and Armor Proficiencies: None

Class Skills: Alchemy, Animal Empathy, Craft, Handle Animal, Heal, Knowledge all, Profession (Herbalism), Scry, Spellcraft, Wilderness Lore

Mumblers gain 1 additional skill point per level per level, plus Int bonus. So 1+Int bonus at 1st level, a 10th level Mumbler gains 10+Int bonus skill points.

Class Features:

Mumblers continue to gain spells, but do not gain any other benefits of the clerical advancement (Turning Undead, Skills, Etc..)

Turn/Rebuke Animal/Fey (Su): Mumblers are able to turn or rebuke animals and fey as though they were undead. They add their level to any cleric or druid levels to determine their abilities.

Speak with Animals (Su): Mumblers can speak with animals as per the spell a number of times a day equal to their level.

Trancing (Su): Mumblers can go into a trance and accomplish a number of effects. A Mumbler can go into a trance once a day per their constitution bonus, and stay in that for 10 minutes per level+con bonus. During the trance any ability up to their maximum can be performed. Trances take 3d6x10minutes to enter.

Dream (as per spell), *Legend Lore* (as per spell), *Scry* (as per spell), *Clairvoyance*

Uncanny Command (Su): Mumblers gain the uncanny ability to command other creatures. Any creature (excluding constructs) of any level must make a Will Save vs DC 10+Mumble level + Cha bonus or obey the command as per a suggestion spell. If they save they must still pause for one round and have their initiative (if appropriate) reduced as if they rolled a 1. (if combined with a Command spell there is no save).

Familiar: Mumblers can take on one or more Familiars equal to Cha bonus. Druids Mumblers can transform their animal companions into familiars if they choose.

Wildshape (Su) This is exactly like the Druid ability of the same name. If the Mumbler already has wildshape, this merely adds one more use a day. If not it grants one transformation per day. Add Mumbler levels and Druid levels to determine the effect.

Mettle (Su): This ability allows the Mumbler to shrug off completely spells that she makes a save against, even if normally there would still be some effect.

Animal Possession (Su): The Mumbler is able to possess, as per Magic Jar any animal (animal gets a Will save vs DC:19+Cha bonus). This lasts as long as the Mumbler desires.

Additional Domains: Mumlbers gain all the domain abilities and spells (even if they are not normally available to the class) as they advance in levels. The Mumbler much choose whether to develop Plant or Animal Domains first.

Progression Chart

	Attack Bonus	Fort	Ref	Will	Special Abilities	Spell Progression
1	+0	+1	+0	+3	Speak with Animals Turn/Rebuke Animal/Fey	+1 Level ^S
2	+1	+1	+1	+4	New Domain (Knowledge [†])	+2 Level ^S
3	+1	+2	+2	+4	Trancing, Familiar	+3 Level ^S
4	+2	+3	+2	+5	New Domain (Plant or Animal [†])	+4 Level ^S
5	+2	+3	+3	+6	Uncanny Command	+5 Level ^S
6	+3	+4	+4	+6	New Domain (Animal or Plant [†])	+6 Level ^S
7	+3	+5	+4	+7	Wildshape +1/day ^D	+7 Level ^S
8	+4	+5	+5	+8	New Domain (Magic)	+8 Level ^S
9	+4	+6	+6	+8	Mettle	+9 Level ^S
10	+5	+7	+6	+9	New Domain (Madness)	+10 Level ^S
11	+5	+7	+7	+10	Animal Possession	+11 Level ^S

[†] Druids and other non-cleric classes simply add the spells from this domain to their normal lists

^S Mumlbers may take an additional spell level in adept, druid or cleric, even if they have none yet (they just get 1st level, 2nd level etc.. spells)

^D As per Druid ability (add Mumbler level to any Druid Levels for ability)