



Primal Heroes: The Knave



Requires the use of the Dungeons and Dragons Third Edition Core Rules,
published by Wizards of the Coast Inc.

Primal Heroes: The Knave

Primal Heroes:

The Knave

FREE PREVIEW

CREDITS

Design and Development: Lahn J. Ogre

Editing: John Alger and Chris Cant

Cover Art: Mongoose Publishing

Cover Design: Joel Grahn

Interior Art: Jason Walton (c/o Louis Porter Jr Design), Joel Grahn, and Mongoose Publishing

Bloodstone Press
P.O. box 332703
Murfreesboro TN, 37133
www.bloodstone-press.com

This free preview features a look at the Table of Contents, some of the basic class information, and a few of the special abilities that are available for [the Knave](#). To see the full list of over 140 special abilities and class features, download [the Knave](#) today for only \$2.50!

2

The “d20 System” and the “d20 System” logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of the License can be found at www.wizards.com/d20. Dungeons & Dragons®, Dungeon Master®, and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission.

“Bloodstone Press,” and the Bloodstone Press logo are trademarks owned by Bloodstone Press. Some portions of this book which are Open Game Content originate from the System Reference Document and are ©1999–2005 Wizards of the Coast, Inc. The remainder of this material is protected under the copyright laws of the United States of America (copyright 2005). Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Bloodstone Press.

This product is a work of fiction. Any similarity to actual people, places, organizations or events is purely coincidental.

Primal Heroes: The Knave

Contents

Introduction ...6

Rogues and Bards...6

Spells ...7

Document Features...7

Knave...8

Adventures...8

Characteristics...9

Alignment...9

Religion...9

Background...9

Races...10

Role...10

Game Rule Information ...10

Abilities...10

Alignment...10

Hit Die...10

Class Skills...11

CLASS FEATURES...11

Weapon and Armor Proficiency ...11

BONUS TALENTS...11

Achilles Heel...13

Acrobatic Charge ...13

Advanced Skills ...13

Advanced Unarmed Strike...13

Advantage of Surprise...14

Armed and Dangerous...14

Artful Dodge...14

Bypass Armor...14

Canny Defense ...15

Celeritous Skulking...15

Combat Dodge...15

Contortionist...15

Crippling Strike...15

Cunning...15

Death Attack...16

Deeds of Renown...16

Primal Heroes: The Knave

Defensive Roll...17	Improved Spell Ability ...23
Derision...17	Improved Tactical Strike...24
Distraction...17	Improved Trap Sense...24
Elaborate Parry...18	Improved Trip...24
Enhanced Mobility...18	Improved Uncanny Dodge...24
Evasion...18	Inspired Initiative...24
Expert Sneak Attack...18	Intimidating Weapon Display...25
Fast Movement ...18	Knockout Punch...25
Focused Will...19	Leaps and Bounds...26
Gambler's Luck...19	Legend Lore...26
Greater Spell Ability ...19	Light Footed...27
Greater Weapon Display...21	Lucky Devil...27
Gymnast...21	Mastery of Surprise...27
Hide in Plain Sight (Su)...21	Observation...27
Improvised Weapons ...21	Opportunist...27
Improved Death Attack ...22	Pass Without Trace ...28
Improved Evasion...22	Pathetic Cowering...28
Improved Precise Strike ...22	Poison Resistance...28
Improved Shadow Fighting ...22	Poison Use...28
Improve Sneak Attack I...22	Precise Critical...28
Improve Sneak Attack II...22	Precise Strike ...29
Improve Sneak Attack III...22	Rapid Actions...29
Improve Sneak Attack IV...23	Reach Around...29

Primal Heroes: The Knave

Serpentine Strike...29
Shadow Fighting ...30
Silencing Strike...30
Skill Mastery...30
Slippery Mind...30
Slow Fall...31
Sneak Attack...31
Spell Ability ...32
Sticky Shadow...34
Stealth Mastery...34
Tactical Strike...34
Trapfinding...34
Trap Sense ...35
Uncanny Dodge ...35
Vanish...35
Weakening Strike...35
Weapon Display...35
Weapon Expert...36
Wounding Strike...36

Appendix I: Feats...37

Appendix II: Knaves of Song and Story...38

Counter Performance (Su)...38
Fascinate (Sp)...39
Inspire Competence (Su)...40
Inspire Courage (Su)...40
Inspire Greatness (Su)...40
Inspire Heroics (Su)...41
Mass Suggestion (Sp)...41
Song of Freedom (Sp)...42
Suggestion (Sp)...42

Appendix III: Clean Spells...43

5

Appendix IV: Unclean spells...47

Open Game License...53

Note: This is an abbreviated, censored version of the full file. The complete file includes a fully hyper-linked Table of Contents, bookmarks, and a printer-friendly version. Download a copy of [the Knave](#) today!

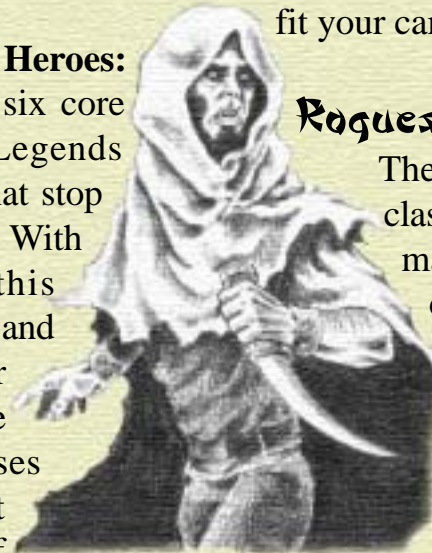
Primal Heroes: The Knave

Introduction

Welcome to the pages of **Primal Heroes: The Knave**. The Knave is one of six core classes available in the Primal Legends Campaign Setting, but do not let that stop you from using it in your own world. With the diverse rules provided in this supplement, you can create hundreds and hundreds of different character concepts tailored to your favorite campaign world. Other core classes from the Primal Legends setting that feature this same method of customized advancement include the **Sentinel**, the **Sibyl**, and the **Savage**.

The Knave combines elements from several roguish character archetypes include the Bard, the Assassin and the duelist. Like standard rogues, knaves do not have an alignment restriction and

they have a very wide range of skills and abilities to choose from. The Knave is the only urban class in **Axiom**, the land of Primal Legends. But if you intended to use this class in other campaigns, feel free to ignore any special abilities you feel do not fit your campaign concepts.



Rogues and Bards

The Knave is based on the rogue core class from the d20 system. It also includes many of the features that are needed to create a bard. However, the bard in the core rules is very front-loaded, gaining several abilities at 1st level and few in the levels after that. The Knave features a smoother progression of abilities. Therefore, if you wish to create a bard with these rules, you will likely need to create a Knave of no less than 5th level.

Also note that in the lands of Axiom, traditional bards (dandies and minstrels) are quite rare. Bard-like characters in Axiom are usually historians and storytellers akin to Homer.

Primal Heroes: The Knave

Spells

The spell list for the Knave is also different from the spell lists in the d20 core system. Note that the Knave may have access to either “clean” spells or “unclean” spells, depending on his alignment. A list of clean spells can be found in [Appendix II](#). A list of unclean spells can be found in [Appendix III](#).

CLARIFICATIONS

Despite the long hours spent developing and honing this material, clarifications may still be in order. If you have any questions or need clarification concerning these rules, do not hesitate to contact us at questions@bloodstone-press.com. We will do our best to get you an answer and we will try to make suitable adjustments to future releases of this material.

Document Features

This supplement fully embraces the advantages of electronic publishing. The Table of Contents is completely hyper-linked, as is the list of Bookmarks. There are also several internal hyper-links in this document to assist in navigation. This document also features several external hyper-links connecting to the [hypertext d20 SRD](#). These links appear in [blue text](#) and are often key words such as [shaken](#). If you are connected to the Internet, you can click on these links to bring up the relevant game information quickly without consulting your books.

Note: This free preview features the onscreen version only. The full download of [the Knave](#) also includes a printer-friendly version.

Primal Heroes: The Knave

Knave

Knives typically come from the lower social classes. They fill many different roles in society, but most are primarily interested in the easy life. They are the sort of people who are not particularly good at doing any of the essential tasks of their communities, so they drift from one profession to another and often dabble in crime. They prefer civilized lands, prepared food and comfortable beds. Knives have learned how



to live like parasites on civilization, taking what they need to survive from the community and not giving their own fair share back. Often viewed as the lazy, burdensome elements of society, Knives usually have careers as entertainers, gamblers, hustlers, smalltime con-artists, pick pockets, and worse. A few Knives are of a more benevolent disposition and serve their communities as spies, scouts, or guides.

Adventures

8

The adventures that happen to Knives usually involve convoluted plots and intelligent adversaries. Often debts, crime, love, or gambling are part of the plot. Knives most often adventure in settled areas. The towns, villages, and cities where they prefer to live often become the scenes of their harrowing escapades.

Primal Heroes: The Knave

Characteristics

Knives rely on their personal skills to survive. They rarely wield magic and they are not terrific hunters. Since they prefer civilized areas, their skills tend to be best suited for that environment. Many Knives focus on Charisma-based skills that will help them interact with and outwit their adversaries peacefully. Being around buildings and manufactured goods also allows them to specialize in “urban” skills such as Disable Device and Open Locks. Some thug-like Knives come from rough neighborhoods and are skilled with dirty, street-fighting tactics.

Alignment

Knives can be of any alignment. However they are most likely to be some form of Neutral and least likely to be Good.

Religion

Knives are perhaps the least religious of the classes in Axiom, but even they can not deny the reality of the Elemental Lords and the many God-Kings of Axiom.

Background

Knives typically come from the streets of small villages and towns. They are sometimes orphans or other times, just poorly supervised. Usually, they are affiliated with some sort of gang or loose organization of like-minded people. On the rare occasion that a Knave is not of the lawless sort, they most commonly have backgrounds as vigilantes and activists.

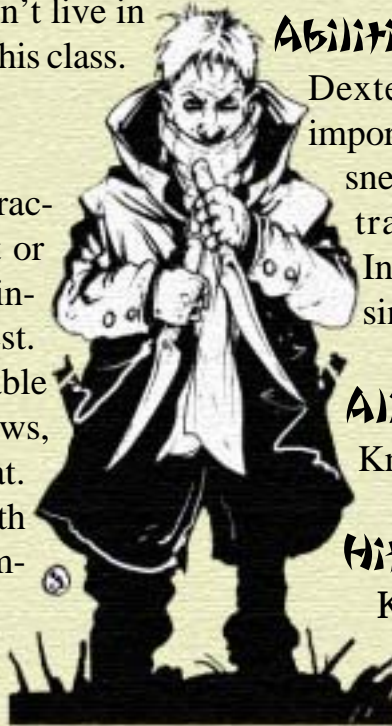
Primal Heroes: The Knave

Races

Most Knaves are human, though some Sylphs (elves) and Eidolons (dwarves) also take this class. Half-orc Knaves are rare, as most don't live in the sort of civilized regions suited for this class.

Role

The Knave is a highly versatile character that sometimes serves as a scout or guide. Other times, it is the Knave's interpersonal skills that serve them best. Knaves are lightweight fighters, capable of delivering a few quick, deadly blows, but are not suited for direct combat. They are also occasionally skilled with magic, though they are amateurs compared to Sibyls and Magi.



Game Rule Information

Knaves have the following game statistics.

Abilities

Dexterity and Charisma are the two most important abilities for Knaves. The ability to sneak around and fool others is stock and trade of almost all Knaves. A high Intelligence is also desirable for Knaves, since they often rely on their skills.

Alignment

Knaves may be of any alignment.

Hit Die

Knaves gain a number of hit points equal to 1d6 + their Constitution modifier.

Primal Heroes: The Knave

Class Skills

The Knave's class skills (and the key ability for each skill) are XX, Balance (Dex), Bluff (Cha), Climb (Str), XX, XX, XX, XX, XX, Intimidate (Cha), Jump (Str), Knowledge (XX) (Int), XX, Perform (Cha), XX, Sense Motive (Wis), XX, XX, Swim (Str), Tumble (Dex), Use Magic Device (Cha), and XX.

Skill Points at 1st Level: (XX + Int modifier) x4.

Skill Points at Each Additional Level: XX + Int modifier.

XX: Some of the information in this preview is censored out (XX). To see the full, uncensored version of these rules, download a copy of [the Knave](#) today!

CLASS FEATURES

All of the following are class features of the Knave.

Weapon and Armor Proficiency

Knives are proficient with all simple weapons, plus the throwing axe, sap, short sword, bolas, shortbow, throwing arrow*, and stone thrower*. Knives are proficient with light armor, but not with shields. A Knave can cast spells while wearing light armor without incurring the normal spell failure chance. (The throwing arrow and the stone thrower can be found in [Arms and Armor of the Stone Age](#))

BONUS TALENTS

At 1st level, 2nd level, and most levels thereafter, Knives gain bonus abilities (called talents). These additional abilities must be selected from the list below. These abilities are all considered exceptional abilities except where noted otherwise.

Primal Heroes: The Knave

The Knave

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	XX	+0	XX	XX	XX bonus talents
2nd	XX	XX	XX	XX	XX
3rd	XX	XX	XX	XX	XX bonus talents
4th	+3	XX	XX	XX	XX
5th	XX	+1	XX	XX	XX
6th	XX	XX	XX	XX	
7th	XX	XX	XX	XX	Bonus talent
8th	+6/+1	XX	XX	XX	XX
9th	XX	+3	XX	XX	XX
10th	XX	XX	XX	XX	XX
11th	XX	XX	XX	XX	XX
12th	+9/+4	XX	XX	XX	XX
13th	+9/+4	+4	XX	XX	XX
14th	+10/+5	+4	XX	XX	Bonus talent
15th	XX	XX	XX	XX	XX
16th	XX	XX	XX	XX	XX
17th	XX	XX	XX	XX	XX
18th	XX	XX	XX	XX	XX
19th	XX	XX	XX	XX	XX
20th	XX	XX	XX	XX	XX

Primal Heroes: The Knave

Achilles Heel

This ability allows the Knave to spot weaknesses in a creature's natural defenses and exploit them. After studying a target creature for 1 round, the Knave's attacks against the target creature ignore an amount of natural armor bonus equal to half his Knave class level. For example, a 10th level Knave with this ability can ignore up to 5 points of natural armor bonus of a creature's AC.

Prerequisites: Search XX ranks, base attack bonus +3

Acrobatic Charge

A Knave with this talent gains the ability to charge into situations where others cannot. He may charge over difficult terrain that normally slows movement. Depending on the circumstance, he may still need to make appropriate checks to successfully move over the terrain.

Prerequisites: Jump XX ranks, Tumble XX ranks

Advanced Skills

Knives with this talent add the following skills to their list of class skills: Concentration, Knowledge (XX), and Spellcraft.

Prerequisite: None

Advanced Unarmed Strike

With this talent the Knave inflicts greater damage with his unarmed strikes, depending on his current damage die size. The damage die for the Knave's unarmed attacks increases by one step, as if the Knave's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

The Knave may take this talent multiple times, but not more than once every 4 levels. Its effects stack.

Prerequisites: Improved Unarmed Strike, base attack bonus +XX

XX: Some of the information in this preview is censored out (XX). To see the full, uncensored version of these rules, download a copy of [the Knave](#) today!

Primal Heroes: The Knave

Advantage of Surprise

With this ability, the Knave becomes especially good at preparing ambushes and equally good at reacting to them. He may take a full-round action instead of a partial action during a surprise round.

Prerequisites: Bluff XX ranks, Hide XX ranks

Armed and Dangerous

With this talent, the Knave adds a +4 bonus to all Intimidate checks while brandishing or displaying his weapon.

Prerequisites: Base attack bonus +2, Intimidate 4 ranks.

Artful Dodge

When engaged in combat, the Knave with this talent can integrate basic tumbling maneuvers into his fighting routine, thereby increasing the dodge bonus to his AC. As long as the character is aware of the attack and is not flat-footed or otherwise denied his Dexterity bonus to AC, he gains a dodge bonus equal to one-third his



class level rounded down. So an 11th level Knave would receive a +3 dodge bonus, for example.

Prerequisites: Lightning Reflexes, Dodge, base Reflex save +4, Tumble 7 ranks

Bypass Armor

With this talent the Knave gains the ability to make highly precise attacks that bypass his opponent's armor. He can make precise strikes through the joints, seams and soft places in the armor, thereby negating the opponent's armor bonus to AC. The amount of armor bonus negated is equal to one half the Knave's class level. Note that the enhancement bonus from magical armor can not be negated with this ability.

Prerequisites: Search 10 ranks, base attack bonus +5

XX: Some of the information in this preview is censored out (XX). To see the full, uncensored version of these rules, download a copy of [the Knave](#) today!

Primal Heroes: The Knave

Elaborate Parry

If a Knave with this talent chooses to **fight defensively** or use **total defense** in melee combat, he gains an additional +XX dodge bonus to AC for every 3 levels of Knave he has.

Prerequisites: Base attack bonus +XX, Lightning Reflexes, Dodge

Enhanced Mobility

When wearing no armor and not using a shield, a Knave with this talent gains an additional +4 bonus to AC against attacks of opportunity caused when he moves out of a threatened square.

Prerequisites: Dodge, Mobility, Tumble XX ranks

Evasion

With this talent, a Knave can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful

save, he instead takes no damage. Evasion can be used only if the Knave is wearing light armor or no armor. A helpless Knave does not gain the benefit of evasion.

Prerequisite: Base Reflex save +XX

Expert Sneak Attack

Knaves with this talent add +1 per die of damage to all sneak attacks.

Prerequisites: Sneak Attack, Improved Sneak Attack I, Improved Sneak Attack II, base attack bonus +XX

Fast Movement

With this talent, a Knave's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the Knave's speed because of any load carried or armor worn.

Prerequisite: None

Primal Heroes: The Knave

Greater Weapon Display

This talent functions just like Weapon Display, except that it can affect a number of creatures equal to the Knave's Charisma modifier and creatures above 6 HD are not immune to the effects.

Prerequisites: Armed and Dangerous, Weapon Display, base attack bonus +XX

Hide in Plain Sight (Su)

A Knave with this ability can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a Knave can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

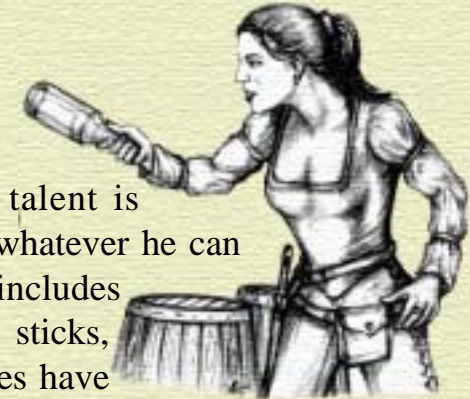
Prerequisite: Hide 10 ranks

XX: Some of the information in this preview is censored out (XX). To see the full, uncensored version of these rules, download a copy of [the Knave](#) today!

Improvised Weapons

The Knave with this talent is skilled in fighting with whatever he can get his hands on. This includes furniture, tools, trinkets, sticks, stones, and so on. Knaves have even been known to use smaller creatures as weapons. Damage from improvised weapons is generally 1d4 points from Small weapons (meat cleavers, belaying pins, gnomes etc.). Medium-size objects (chairs, pitch forks, etc.) inflict 1d6 points of damage and Large objects (tables, benches, wagon wheels etc.) typically inflict 1d8 points of damage. Improvised weapons with protrusions or odd shape (such as chairs) grant a +2 circumstance bonus to all Disarm attempts. Note that small, light improvised weapons can also be thrown and are therefore potential missile weapons

Prerequisites: Base attack bonus +3



Primal Heroes: The Knave



Intimidating Weapon Display

With this talent, a Knave can wield his weapon in such an intimidating fashion that it convinces his opponents to fight defensively. A number of opponents equal to or less than

the Knave's Charisma modifier can be forced to make a Will save (DC 10 + the Knave's Charisma modifier + half the Knave's class level) or begin fighting defensively. Opponents with the Combat Expertise feat who fail the save begin using their expertise to maximum benefit for their AC. This effect continues for 1 round per class level of the Knave. Those characters that are in a state of rage and those with an Intelligence score less than 3 are immune to this effect. A creature that successfully

saves cannot be affected again by the same Knave's Intimidating Weapon Display for 24 hours

Prerequisites: Weapon Display, Armed and Dangerous, base attack bonus +XX.

Knockout Punch

You must declare that you are using this talent before you make your attack roll (thus, a failed attack roll ruins the attempt). Knock-Out Punch forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + $\frac{1}{2}$ your Knave level + your Wisdom modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a knockout punch once per day for every four Knave levels you have attained, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Prerequisites: Wisdom XX, Dexterity 13, Improved Unarmed Strike, base attack bonus +XX

Primal Heroes: The Knave

Pass Without Trace

A Knave with this ability leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Prerequisites: Hide XX ranks, Move Silently XX ranks

Pathetic Cowering

To use this ability, the Knave must spend a full round action cowering. He assumes an extremely pathetic and sniveling posture as he grovels for mercy. Any opponent with an intelligence of 3 or more who attempts to strike or otherwise directly attack the Knave while he is using this ability must pass a Will save (DC 10 + the Knave's Charisma modifier + half the Knave's class level). This includes targeted spells, but not area or effect spells. Those attackers who fail the save decide he is harmless and ignore him, in an effect similar to the *sanctuary* spell. Attackers who fail the save remain affected for 1 round per level of the Knave. However, if the Knave attacks, the effect automatically ends. The Knave may engage in other non-threaten activities without breaking the effect.

Prerequisites: Diplomacy 9 ranks or Bluff 9 ranks

Poison Resistance

The Knave with this talent gains a natural saving throw bonus to all poisons. This bonus is equal to +1 for every two additional levels the Knave gains after acquiring this ability.

Prerequisites: Poison Use, base Fortitude save +XX

Poison Use

Knives with this talent are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Prerequisite: None

Precise Critical

When a character with this talent strikes a critical hit with a ranged weapon, the target also suffers 2 points of temporary Constitution damage.

Prerequisites: Base attack bonus +4, Point Blank Shot, Precise Shot.

Primal Heroes: The Knave

Appendix I: Feats

In addition to these abilities, Knaves can also choose the following feats as talents. Descriptions of these feats can be found in the [SRD](#). Note that the character must still meet all the prerequisites of any feat he selects.

Acrobatic

XX

Alertness

XX

Blind-Fight

Combat Expertise

Combat Reflexes

XX

Deflect Arrows

XX

Diligent

Dodge

XX

Exotic Weapon Proficiency

XX

Greater Two-Weapon Fighting

XX

Improved Disarm

XX

Improved Grapple

XX

Improved XX

Improved XX

Improved Two-Weapon Fighting

Improved Unarmed Strike

Investigator

Leadership

XX

Manyslot

Martial Weapon Proficiency

XX

Negotiator

Nimble Fingers

Persuasive

XX

Precise Shot

Quick Draw

XX

Rapid Shot

Run

Shield Proficiency

XX

Skill Focus

Snatch Arrow

XX

Stealthy

Two-Weapon Fighting

XX

XX

Weapon Focus

19

XX: Some of the information in this preview is censored out (XX). To see the full, uncensored version of these rules, download a copy of [the Knave](#) today!

Primal Heroes: The Knave

Appendix II: Knaves of Song and Story

Some Knaves make their living as thespians, jugglers, comics, and most commonly, storytellers. Elderly Knave's filled with legends about the gods and the early ages can often be found in the city-states and sometimes among the larger tribes. Like all the Knave's talents, these can be selected freely, as long as the Knave meets the prerequisites. They are collected in this Appendix because they are all related and fall under the same heading.

Magical Performances

Once per day per Knave level, a Knave with one of these talents can use his Perform skill to produce magical effects on those around him (usually including himself, if desired). These abilities can all be activated by reciting poetry, giving a speech, telling stories, telling jokes, chanting, singing lyrical songs, singing melodies, whistling, playing an

instrument, or playing an instrument in combination with some spoken performance.

Starting a magical performance effect is a standard action. Some magical performances require concentration, which means the Knave must take a standard action each round to maintain the ability. Even while using a magical performance that doesn't require concentration, a Knave cannot activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf Knave has a 20% chance to fail when attempting to use a magical performance. If he fails, the attempt still counts against his daily limit.

Counter Performance (Su)

A Knave can use his performance to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the Counter Performance, he makes a Perform check. Any creature within 30 feet of the Knave (including the Knave himself) that is affected by a

Primal Heroes: The Knave

sonic or language-dependent magical attack may use the Knave's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the counter performance is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the Counter Performance, but it must use the Knave's Perform check result for the save. Counter Performance has no effect against effects that don't allow saves. The Knave may keep up the Counter Performance for 10 rounds.

Prerequisites: Perform 3 ranks

Fascinate (Sp)

A Knave can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the Knave, and able to pay attention to him. The Knave must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from

working. For every three levels a Knave attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a Knave makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the Knave cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the performance, taking no other actions, for as long as the Knave continues to perform and concentrate (up to a maximum of 1 round per Knave level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the Knave to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Prerequisite: Perform 3 ranks

Primal Heroes: The Knave

Appendix III: Clean Spells

Clean magic consists of many arcane and divine spells that rely on the four elements for their effect such as *fireball*, *shocking grasp*, and *cone of cold*. Clean magic also includes any spells that are related to nature, such as *speak with animals*, *plant growth*, and *summon nature's ally*. Spells of protection and healing are also considered clean magic.

0-Level

Acid Splash
XX
Cure Minor Wounds
XX
Detect Magic
XX
Disrupt Undead
Flare
XX
Know Direction
Ray of Frost
XX
Purify Food and Drink
XX
Virtue

1st level

Bless
Burning Hands
Calm Animals
XX
Cure Light Wounds
Detect Animals and Plants
XX
Divine Favor
Endure Elements
XX
Farie Fire
Goodberry
XX
Jump
XX

Magic Fang

XX
Mount
XX
XX
Produce Flame
Remove Fear
Sanctuary
XX
Shillelagh
Shocking Grasp
XX
Summon Nature's Ally I

Primal Heroes: The Knave

2nd level

Acid Arrow
Aid
Align Weapon (good only)
XX
XX
Augury
Barkskin
XX
Bull's Strength
XX
XX
Chill Metal
Consecrate
XX
Cure Moderate Wounds
Darkvision
XX
Eagle's Splendor
Find Traps
XX
Flame Blade
XX

Fog Cloud
Fox's Cunning
XX
Gust of Wind
Heat Metal
XX
Owl's Wisdom
XX
Remove Paralysis
XX
Restoration, Lesser
XX
Shield Other
Soften Earth and Stone
XX
Spider Climb
XX
XX
Summon Swarm
XX
Warp Wood
XX
Wood Shape
XX

3rd level

XX
Cure Serious Wound
XX
Fireball
XX
Halt Undead
XX
Lightning Bolt
XX
Meld into Stone
XX
Prayer
XX
Remove Blindness/Deafness
XX
Sleet Storm
XX
Spike Growth
XX
Summon Nature's Ally III
XX
Water Breathing

Primal Heroes: The Knave

4th level

XX

Break Enchantment

XX

Commune With Nature

XX

Cure Critical Wounds

XX

Detect Scrying

XX

Discern Lies

XX

Dispel Chaos

XX

Divination

XX

Fire Shield

XX

Freedom of Movement

XX

Ice Storm

XX

Minor Creation

Nondetection

XX

Remove Curse

Repel Vermin

XX

Rusting Grasp

Solid Fog

Spike Stones

XX

Stoneskin

Summon Nature's Ally IV

Tree Stride

Wall of Ice

Wall of Fire

5th level

Animal Growth

Atonement

XX

Call Lightning Storm

Commune

XX

Control Winds

XX

Dispel Chaos/Evil

Disrupting Weapon

Flame Strike

XX

Insect Plague

Raise Dead

XX

Scrying

XX

Summon Nature's Ally V

XX

XX

Transmute Rock to Mud

Tree Stride

XX

Wall of Stone

Wall of Thorns

Primal Heroes: The Knave

6th level

Acid Fog

XX

Bear's Endurance, Mass

XX

Cat's Grace, Mass

XX

Cure Moderate Wounds, Mass.

XX

Forbiddance

XX

Fire Seeds

XX

Fox's Cunning, Mass

XX

Glyph of Warding, Greater

XX

Heroes' Feast.

XX

Ironwood

Liveoak

Move Earth

Owl's Wisdom, Mass

XX

Stone Tell

Stone to Flesh

Summon Nature's Ally VI

XX

Transport via Plants

True Seeing

XX

Wall of Iron

Wind Walk

25

XX: Some of the information in this preview is censored out (XX). To see the full, uncensored version of these rules, download a copy of [the Knave](#) today!

Primal Heroes: The Knave

Appendix (V): Unclean spells

Unclean magic consists of many arcane and divine spells that fool the senses or exert mental influence, such as *command*, *suggestion*, and *mirror image*. Any spells dealing in a productive way with undead or necromancy, such as *ghoul touch* and *animate dead*, are also unclean. The list of unclean spells also includes many transmutations as well any spells dealing with force (*magic missile*) or raw magical energy (*magic weapon*). Unclean magic also includes harmful or evil cleric spells such as *inflict light wounds*, *harm* and *bestow curse*.

0-Level Spells

Arcane Mark
Daze
XX
XX
Inflict Minor Wounds
Light
XX
XX
Open/Close
XX
Read Magic
Touch of Fatigue

1st level

Animate Rope
XX
Cause Fear
Chill Touch
XX
Command
Curse Water
Detect Animals and Plants
XX
Doom
XX
Entropic Shield
Erase
XX
Feather Fall
XX
XX

Hide from Animals
XX
Identify (unclean items only)
Inflict Light Wounds
XX
Magic Aura
XX
XX
Protection from Good
Ray of Enfeeblement
XX
Shield
Silent Image
XX
Summon Monster I
True Strike
XX

Primal Heroes: The Knave

2nd level

Align Weapon (Evil only)
XX
Arcane Lock
XX
Blur
Command Undead
XX
Daze Monster
Death Knell
XX
Detect Thoughts
XX
False Life
Ghoul Touch
XX
Hideous Laughter
XX
Hold Person
XX
Inflict Moderate Wounds
Invisibility
XX

Levitate
XX
Magic Mouth
Minor Image
XX
Obscure Object
XX
Protection From Arrows
XX
Rope Trick
XX
See Invisibility
XX
Silence
XX
Spectral Hand
Summon Monster II
Touch of Idiocy
Undetectable Alignment

3rd level

XX
Bestow Curse

Blink
Blindness/Deafness
XX
Contagion
Deep Slumber
XX
Dispel Magic
XX
Dominate Animal
XX
XX
Gaseous Form
XX
Helping Hand
XX
Inflict Serious Wounds
XX
XX
XX
Magic Weapon, Greater
Magic Vestment
Major Image
XX
Rage

Primal Heroes: The Knave

Ray of Exhaustion
XX
Sepia Snake Sigil
XX
Slow
Speak with Dead
XX
Suggestion
Vampiric Touch

4TH LEVEL

Animate Dead
Antiplant Shell
XX
Black Tentacles
XX
Charm Monster
XX
Crushing Despair
XX
Enervation
XX

Fear
Geas, Lesser
XX
Hallucinatory Terrain
XX
Inflict Critical Wounds
XX
Locate Creature
IXX
Magic Weapon, Greater
XX
Phantasmal Killer
XX
Poison
Polymorph
XX
Reduce Person, Mass
RXX
Resilient Sphere
Srying
XX
Shadow Conjunction
XX

Summon Monster IV
Tongues

5TH LEVEL

XX
Cloudkill
XX
Command, Greater
XX
Dream
XX
Fabricate
XX
Feeblemind
XX
Inflict Light Wounds, Mass
Interposing Hand
XX
Mage's Private Sanctum
XX
Mirage Arcana
Nightmare
Overland Flight.

Primal Heroes: The Knave

XX
Permanency
Persistent Image
XX
XX
XX
XX
Seeming
XX
Slay Living
Shadow Evocation
Summon Monster V
XX
Symbol of Sleep
XX
Teleport
XX
Unhallow
Waves of Fatigue
XX

6th level
Analyze Dweomer

Antilife Shell
XX
XX
Blade Barrier
Circle of Death
XX
Create Undead
XX
Dispel Magic, Greater
XX
Forceful Hand
XX
Globe of Invulnerability
Guards and Wards
Harm
XX
XX
Mage's Lucubration
Mislead
XX

Planar Binding
XX
Repel Wood
XX
Shadow Walk
Summon Monster VI
Suggestion, Mass
Symbol of Fear
XX
XX
XX

XX: Some of the information in this preview is censored out (XX). To see the full, uncensored version of these rules, download a copy of [the Knave](#) today!

Primal Heroes: The Knave

Primal Legends

Primal Legends is a campaign setting of primordial adventure at the dawn of time, where **mighty** races of elementals, ancient giants, and extra-dimensional dragons vie to control a new, pristine world. In the cracks of the mighty **Bronze-Age** empires, clans of Stone-Age people can be found struggling against all odds to survive and win control of their world's future. These small, scattered tribes of fey and humanoids lead desperate lives steeped in superstition and plagued with **hardship**. Hunting demonic dinosaurs for food, evading slave lords from the Giant Kingdoms, grappling with the raw power of nature as creation slowly comes to an end; these are the hazards of life in the age of **Primal Legends**.

This isn't a world with a long and storied history. The heroic sagas and epic tales are yet to be written. The Age of Legends is **now!** And if the right people don't survive this age, those legends may never come to pass.

This is **bone-crushing** adventure at the dawn of time, where an Eden-like world has been polluted with evil. Before humanity barely had the chance to climb down out of the trees and take up weapons, vile **dragons** and demonic aberrations invade from another dimension, enslaving thousands, creating suffering, and building empires of **horror**.

Now it is up to **you** to make sure humanity survives and has a chance to thrive in this beautiful but deadly world of good and evil. If you succeed, your name will be remembered for eons. But if you fail, there will be no one to remember you at all.



Primal Heroes: The Knave

Open Game Content

All text material in this document relating directly to d20 game mechanics is hereby declared Open Game Content. This includes all text under the headings Game Rule Information, Class Features, and Bonus Endowments. The artwork from Mongoose Publishing is also Open Game Content.

All other text in this document including the text appearing on pages 6, 7, 8, and most of 9 as well as page 43 is reserved as Product Identity. This material is unique to the Primal Legends campaign world and may not be reproduced in any format without prior written consent from Bloodstone Press. The remaining artwork in this document is owned by Louis Porter Jr. Design. It is protected by copyright and used with permission. The graphic design and cover design are trademarks owned by Bloodstone Press.

Primal Heroes: The Knave

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs

that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to

Primal Heroes: The Knave

indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Character Portraits: Fantasy Heroes copyright 2003, Mongoose Publishing

Character Portraits: Fantasy Heroines copyright 2003, Mongoose Publishing

Unorthodox Rogues, Copyright 2004 The Le. Published by The Le Games, www.TheLeGames.com

Pocket Sourcebooks, Copyright 2004 The Le. Published by The Le Games, www.TheLeGames.com

Primal Heroes: The Knave, Copyright 2005, Bloodstone Press.