



Primal Heroes: The Sentinel



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

Primal Heroes: The Sentinel

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 Sentinel**. To see the full list of over 140 special abilities and class features, download **the Sentinel** today for only \$2.50!

Primal Heroes: The Sentinel

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2

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Primal Heroes: The Sentinel Contents

INTRODUCTION ...6

- Sentinel to Ranger...6
- Sentinel to Paladin...7
- Document Features...7

SENTINEL ...8

- Adventures...8
- Characteristics...8
- Alignment...9
- Background...9
- Race...9
- Role...9

GAME RULE INFORMATION...9

- Abilities...9
- Alignment...11
- Hit Dice...11
- Class Skills...11

CLASS FEATURES...11

BONUS ENDOWMENT...11

- Advanced Expert Moves...11
- Advanced Favored Enemy...12
- Advantage of Surprise...12
- Against All Odds...12
- Against the Odds...12
- Aura of Courage...12
- Aura of Protection ...13
- Beast Trainer ...13
- Bonded Companion...13
- Camouflage...15
- Combat Style...15
- Combat Style Mastery...15
- Continuous Holy Aura...16
- Detect Enemy...16
- Divine Grace ...17
- Divine Health...17
- Ear to the Ground...17
- Environmental Attack...18
- Environmental Defense...18
- Evasion...18

Note: This is an abbreviated, censored version of the full file. The complete version includes a fully hyper-linked Table of Contents, and bookmarks. Download [the Sentinel](#) today for only \$2.50!

Primal Heroes: The Sentinel

Expert Moves...18
Expert Trapper...18
Fast Movement...18
Favored Enemy...19
Favored Terrain...20
Find the Path...20
Greater Aura of Protection ...20
Greater Holy Aura...21
Greater Sixth Sense ...20
Hide in Plain Sight...21
Holy Aura ...21
Hunter-Gatherer...21
Ignite Courage...22
Ignite Morale...22
Improved Combat Style ...22
Improved Expert Moves ...23
Improved Natural Healing...23
Improved Paralyzing Strike...23
Improved Sixth Sense ...23
Improved Smite...23
Improved Spell Casting...24
Improved Uncanny Dodge...24
Inspire Bloodlust ...24

Inspire Greater Rage ...25
Inspired Initiative...26
Inspire Rage...26
Lay on Hands ...27
Low-Light Vision...27
Mastery of Surprise...28
Nature Sense...28
Paralyzing Strike ...28
Rebuke Clean Creature...28
Remove Disease...29
Run Through the Jungle...29
Scent...29
Sixth Sense ...29
Smite Enemy...30
Speak With Animals...30
Speak With Plants...30
Speak With Stone ...30
Special Mount ...31
Spells Casting...31
Superhuman Metabolism...32
Superior Metabolism...32
Survivalist...33
Survivalist Guide...33

Primal Heroes: The Sentinel

Swift Tracker...33
Take Them Alive...33
Trackless Step ...33
Trap Sense...34
Trapper's Subdue...34
Turn Unclean Creature ...34
Uncanny Dodge...34
Vermin Handler...35
Weapon Expert...35
Wild Empathy ...35
Wolf Style...35
Woodland Stride...36

RESTRICTIONS...36

Code of Conduct...36
Associates...36
Ex-Sentinels...37

APPENDIX I: FEATS...38

APPENDIX II: CLEAN SPELLS...39

APPENDIX III: ADDITIONAL SPELLS ...41

OPEN GAME LICENSE...45

5

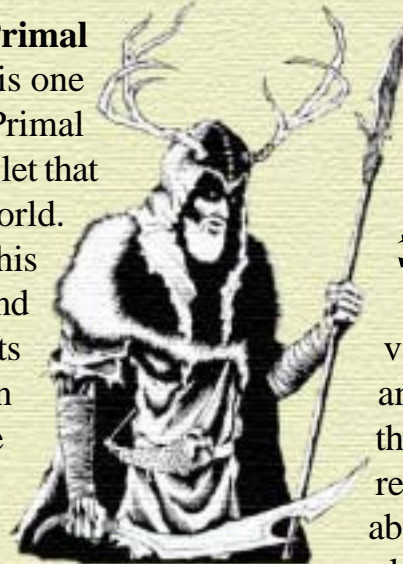
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Primal Heroes: The Sentinel

Introduction

Welcome to the free preview of **Primal Heroes: The Sentinel**. The Sentinel 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 [Knave](#), the [Sibyl](#), and the [Savage](#).

The Sentinel is a hybrid ranger/paladin core class. Like paladins, Sentinels can not be evil and they gain several holy powers. Like rangers, Sentinels have an affinity for the wilderness and animals. The



Sentinel is an essential class for gaming in [Axiom](#), the land of Primal Legends. But if you intended to use this class in other campaigns, it can be easily adjusted to function as either a ranger variant or a paladin variant by simply ignoring certain options and changing a few minor details. Guidelines for converting the Sentinel into a paladin or ranger variant are presented below.

Sentinel to Ranger

To convert the Sentinel to a ranger variant, add Knowledge (dungeoneering) and remove Knowledge (religion) from the class skill lists. Change the alignment restriction to “Any.” Ignore any special abilities (endowments) that you feel are too paladin-like.

6

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Primal Heroes: The Sentinel

Sentinel to Paladin

To convert the Sentinel to a paladin variant, remove Climb, XX, Jump, Knowledge (nature), Knowledge (XX), Listen, XX, Search, Spot and Survival from the class skill lists. Add Diplomacy, Knowledge (XX), and Sense Motive to the skill list. Reduce the number of skill points to 2 + Intelligence modifier per level. Change the alignment restriction to "Lawful Good." Reduce the base XX save to poor quality (equal to the base XX save). Increase Hit Dice to d10s. Add proficiency with heavy armor. Ignore any special abilities (endowments) that you feel are too ranger-like.

Spells

The spell list for the Sentinel is also different from the spell lists in the d20 core system. Note that the Sentinel has access to "clean" spells, which are any spells that deal directly with elemental forces (earth air, fire, or water), nature, protection, and benevolence. Any magic dealing with illusion, necromancy, force, or evil is "unclean." A list of 1st through 4th level clean spells is presented at the [end](#) of this supplement.

Document Features

This full version of 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.

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.

Primal Heroes: The Sentinel

When needed, Sentinels also work as huntsmen, helping to provide food for their communities.

Sentinel

Sentinels are skilled huntsmen, survivalists and wilderness soldiers. They are also the champions and defenders of the clean races of Axiom. Like the [Sibyls](#), they are very close to the clean forces of the world, gaining bonded companions, divine auras, and the ability to use the clean magic.

An average Sentinel's typical duties involve hunting and patrolling the territory around their lands, keeping it free of predators and enemies. They are often found working as scouts or guides for groups who make forays into the wilderness. Powerful Sentinels often serve elemental lords or fairy kings as elite agents and champions.



Adventures

Most adventures involving Sentinels occur on the fringes of humanoid and fey civilizations. Most Sentinels are often concerned with keeping the hunting grounds clear of predators and other hunters such as giants.

Sentinels are also the first line of defense against the many marauding beasts that sweep across the lands. Stopping a raging demonic tyrannosaur or a mob of spell-wielding trolls is a typical day's work for most experienced Sentinels.

8

Characteristics

The Sentinel is a skilled warrior and a knowledgeable outdoorsman. He is a champion of the natural world and he fights against the

Primal Heroes: The Sentinel

corruption and evil that pollutes the lands. He is at home in the wilderness, living at peace with the elements and creatures of the wild. He is also an expert tracker and a superb trap maker. He studies the vile creatures that plague the lands and is an expert on their secrets.

Alignment

Sentinels are of a good alignment, living in harmony with the environment, taking only what they need and protecting it from evil creatures and defilement.

Background

Sentinels usually learn their skills from a mentor starting early in life. Many of their abilities are derived from their lifestyle and unique experiences and cannot be taught in the formal sense.

Race

Fey and humans are most commonly Sentinels but occasionally humanoids such as hobgoblins also take this class.

Role

The role of the Sentinel is that of a guide, huntsmen, scout or beast master. They are also defenders of nature and are dedicated to defeating the dark creatures that have invaded Axiom. The Sentinel is a respectable combatant but usually performs best at a range or in short melee engagements. Those Sentinels that can cast spells are an invaluable asset to any group they adventure with.

GAME RULE INFORMATION

Sentinels have the following game statistics.

9

ABILITIES

Many ability scores are important to the Sentinel, including Strength, Dexterity, Intelligence and Constitution. Sentinels often get into combat and must be able to defend themselves; they also have a wide assortment of skills.

Primal Heroes: The Sentinel

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

Primal Heroes: The Sentinel

Alignment

Sentinels may be any sort of Good alignment.

Hit Dice

Sentinels gain a number of hit points equal to 1dXX + their Constitution modifier every level.

Class Skills

The Sentinel's class skills (and the key ability for each) are XX, XX, XX, XX Jump (Str), XX, Search (Int), XX, XX, XX, and Use Rope (Dex).

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

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

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CLASS FEATURES

All of the following are class features of the Sentinel.

Weapons and Armor: A Sentinel is proficient with all simple and martial weapons, light armor, medium armor and shields.

BONUS ENDOWMENT

At 1st level and most levels after that, the Sentinel gains special class endowments. These special abilities must be selected from the list below. These endowments are all considered exceptional abilities, except where noted otherwise.

11

Advanced Expert Moves

With this endowment, the Sentinel's Expert Moves bonus increases to +3 to his attack roll when using the following combat maneuvers: disarm, grapple, strike a weapon, trip.

Prerequisites: Base attack bonus +XX, Improved Expert Moves, Expert Moves

Primal Heroes: The Sentinel

Advanced Favored Enemy

With this endowment the Sentinel increases his bonuses against one previously selected favored enemy. The Sentinel now gains a +3 bonus against one favored enemy that he already has selected, rather than the +2 that he normally would with only the Favored Enemy endowment. The Sentinel may take this endowment multiple times. Its effects do not stack. Each time it applies to a new favored enemy.

Prerequisites: Favored Enemy, base attack bonus +XX

Advantage of Surprise

The Sentinel with this endowment has become especially good at preparing ambushes. He may take a full-round action instead of a partial action during a surprise round.

Prerequisites: Improved Initiative, Alertness, Hide XX ranks

Against All Odds

The Sentinel is skilled at fighting vastly superior numbers. With this endowment, the maximum bonus that can be gained from the Sentinel's Against the Odds ability increases to +XX (when outnumbered 6 to 1).

Prerequisite: Base attack bonus +XX

Against the Odds

The Sentinel is skilled at fighting superior numbers. With this endowment, the Sentinel gains a +1 bonus to attack for each adjacent enemy after the first. This bonus applies against those adjacent enemies (example: a Sentinel with 3 adjacent enemies gains a +2 bonus). The maximum bonus the Sentinel may have from this endowment is +3.

Prerequisite: Base attack bonus +5

Primal Heroes: The Sentinel

Ear to the Ground

By putting his ear to the ground, the Sentinel with this ability can hear the movement of any large group of men or creatures such as armies or stampedes. He can hear any marching, charging or battle that is occurring within a radius equal to XX miles per class level. Creatures that are not in contact with the ground, such as those that are flying or swimming, can not be detected with this ability.

Prerequisite: Listen XX ranks

Environmental Attack

With this endowment, the Sentinel can use his familiarity with the environment to improve his attack rolls. This ability allows him to add a +1 circumstance bonus to all of his attack rolls whenever he is in a favored terrain. If the Sentinel has multiple favored terrains, this ability applies to them all.

Prerequisites: Base attack bonus +XX, Favored Terrain.

Environmental Defense

With this special ability, the Sentinel can use his familiarity with the environment to improve his AC. This ability allows him to add a +1 dodge bonus to his AC whenever he is in a favored terrain. If the Sentinel has multiple favored terrains, this ability applies to them all.

Prerequisites: Base Reflex save +XX, Favored Terrain.

Evasion

With this endowment, a Sentinel 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 Sentinel is wearing light armor or no armor. A helpless Sentinel does not gain the benefit of evasion.

Prerequisite: Base Reflex save +XX

Primal Heroes: The Sentinel

Expert Moves

The Sentinel with this ability gains a +1 competence bonus to his attack roll when using the following combat maneuvers: disarm, grapple, strike a weapon, trip.

Prerequisite: Base attack bonus +XX

Expert Trapper

With this endowment, Sentinels gain a bonus to the Craft (trap making) skill. This bonus is equal to their Sentinel class level divided by 3. This bonus only applies to constructing [wilderness traps](#).

Prerequisite: None

Fast Movement

With this endowment, a Sentinel'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 Sentinel's speed because of any load carried or armor worn.

Prerequisite: XX

Favored Terrain

A Sentinel with this endowment must select a favored terrain type (aquatic, desert, forest, hill, marsh, mountains, plains, or underground). While in this terrain the Sentinel gains a +2 bonus on all Climb, Craft (trap making), Handle Animal, Hide,

Knowledge (geography), Knowledge (nature), Listen, Move Silently, Profession (herbalist), Spot, and Survival checks.

The Sentential may take this endowment multiple times. Each time it either increases his current bonus by +1 or it allows him to gain a new terrain type at a +1 bonus.

Prerequisite: Survival 4 ranks

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Primal Heroes: The Sentinel



Find the Path

With this endowment, the Sentinel may attempt to use his Survival skill to improve his speed in trackless terrain by finding the best path through.

If walking, this requires a DC 20 check once per day. If the Sentinel is hustling, the check must be made once per hour. If the Sentinel is alone, he can traverse the terrain as if on a “highway.” If he is guiding a party of others, he can lead them as if on a “road/trail.”

Prerequisite: Survival 4 ranks

Greater Aura of Protection

Sentinels with this endowment radiate a protective aura with a radius of 10 feet. Allies within range of the aura gain a +2 sacred bonus to all saving throws. This bonus does not stack with the one gained from Divine Grace.

Prerequisites: Base Will save +XX, Aura of Courage, Aura of Protection

Greater Holy Aura

This ability increases the damage inflicted upon unclean creatures by the Sentinel’s Holy Aura to 1d6.

Prerequisites: Base Will save +4, Aura of Courage, Aura of Protection, Greater Aura of Protection, Holy Aura.

Greater Sixth Sense

With this endowment, the range of the Sentinel’s Sixth Sense increases to 20 feet.

Prerequisites: Alertness, Sixth Sense, Improved Sixth Sense, Survival 18 ranks

Hide in Plain Sight

While in any sort of natural terrain, a Sentinel with this endowment can use the Hide skill even while being observed.

Prerequisites: Base Reflex save +10, Hide 20 ranks

Primal Heroes: The Sentinel

Holy Aura

This aura surrounds the Sentinel with a golden luminescence that burns unclean creatures. The divine power of the aura inflicts 1d4 points of holy damage on any aberration, dragon, evil magical beast, evil humanoids, evil giants, or undead creature that comes within 10 feet of the Sentinel. There is no saving throw. Unclean creatures suffer this damage every round they remain within the area of the aura. However, to be affected, creatures with spell resistance must have their spell resistance overcome. The aura has a caster level equal to the Sentinel's class level. The Holy Aura can be activated for up to 10 rounds per day. Those rounds need not be continuous. The Holy Aura can be started and ended with a free action.

Prerequisites: Base Will save +XX, Aura of Courage, Aura of Protection, Greater Aura of Protection

Hunter-Gatherer

With this endowment, the Sentinel gains the ability to take 10 on all Survival checks within a certain environment (usually one that he grew up in or around), from the following list: desert, jungle, plains, mountain, tundra, forest, swamp, or ocean. The Sentinel may take this ability multiple times. The effects do not stack. Each time the bonus applies to a different terrain type.

Prerequisite: Survival XX ranks.

Improved Expert Moves

With this endowment, the Sentinel's Expert Moves bonus increases to +2 to his attack roll when using the following combat maneuvers: disarm, grapple, strike a weapon, trip.

Prerequisites: Base attack bonus +8, Expert Moves

Primal Heroes: The Sentinel



Improved Natural Healing

With this ability, the Sentinel recovers with natural healing at twice the normal rate. He gains 2 hit points per level when he rests for 8 hours rather than 1 and he recovers 2 points of ability damage per night of rest, rather than 1. If he assumes full bed rest

to recover, which also doubles the rate of recovery, he effectively triples his recovery rate. A Sentinel with this ability who takes complete bed rest gains 3 hit points per level and/or 3 ability points for each 24 hour period of recovery he undergoes.

Prerequisites: Base Fortitude save +5, Constitution 13

Improved Paralyzing Strike

With this endowment, the Sentinel gains the ability to make paralyzing strikes against one of his favored

enemies an additional number of times per day equal to his class level divided by 5, to a maximum of 4 additional times per day.

Prerequisites: Base attack bonus +XX, Favored Enemy, Paralyzing Strike

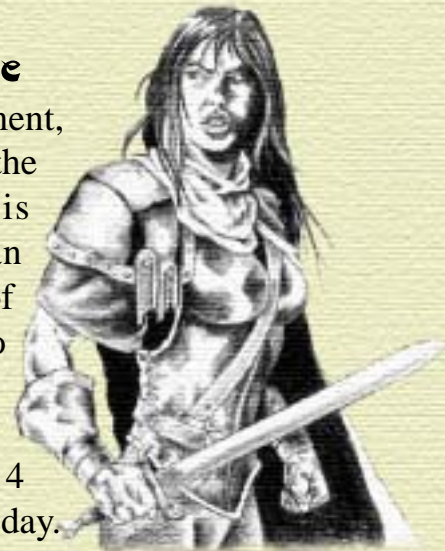
Improved Sixth Sense

With this endowment, the Sentinel's Sixth Sense ability increases. He now gains the **Blindsight** ability with a range of 10 feet.

Prerequisites: Alertness, Sixth Sense, Survival XX ranks

Improved Smite

With this endowment, the Sentinel gains the ability to smite his favored enemies an additional number of times per day equal to his class level divided by 5, to a maximum of 4 additional times per day.



Primal Heroes: The Sentinel

Prerequisites: Favored Enemy, Smite Enemy, base attack bonus +5

Improved Spell Casting

With this endowment, the Sentinel can cast spells of 3rd and 4th level, as detailed on the table below. A complete spell list can be found in [Appendix II](#).

Prerequisite: Wisdom 13, Spell Casting, Knowledge (nature) 14 ranks, Knowledge (religion) 14 ranks

Level	1st	2nd	3rd	4th
4th	XX	—	—	—
5th	XX	—	—	—
6th	XX	—	—	—
7th	1	XX	—	—
8th	1	XX	XX	—
9th	1	XX	XX	—
10th	1	XX	XX	—
11th	1	1	XX	XX
12th	XX	1	1	XX
13th	XX	1	1	XX
14th	XX	1	1	XX
15th	2	XX	XX	XX
16th	XX	XX	XX	1
17th	XX	XX	2	1
18th	3	XX	XX	XX
19th	XX	XX	XX	XX
20th	XX	XX	3	3

Woodland Stride

With this ability, a Sentinel may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Prerequisite: Survival XX ranks

Primal Heroes: The Sentinel

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RESTRICTIONS

All Sentinels have all the following restrictions.

Code of Conduct

A Sentinel must be of good alignment and loses all class abilities if he ever willingly commits an evil act.

Additionally, a Sentinel's code requires that he respect the legitimate authority of his leader and the Elemental Lords, treat nature with respect, act

with heroism, help his people who are in need (provided they do not use the help for evil or unclean ends), and punish those who harm or threaten his people.

Associates

While he makes an adventure with characters of a good or neutral alignment, a Sentinel will never knowingly associate with evil or unclean characters, nor will he continue an association with someone who consistently offends his moral code. A Sentinel may accept only henchmen, followers, or cohorts who are good.



Primal Heroes: The Sentinel

APPENDIX I: FEATS

In addition to these abilities the following feats from the [Core Rules](#) can also be selected as abilities. Note that the Savage must still meet all the requirements for any feat he selects as a special ability.

XX	Improved Grapple	Run
Animal Affinity	Improved XX	XX
Armor Proficiency (Heavy)	Improved Overrun	Shot on the Run
XX	Improved XX	XX
Blind-Fight	Improved XX	Spell Focus
Cleave	Improved Sunder	Spirited Charge
Combat Reflexes	Improved XX	XX
XX	Improved XX	Stealthy
Dodge	Improved Unarmed Strike	XX
XX	XX	Track
Exotic Weapon Proficiency	Leadership	Trample
Far Shot	Lightning Reflexes	XX
XX	XX	Two-weapon Fighting
Greater Two Weapon Fighting	Mounted Archery	Weapon Focus
Greater Weapon Focus	Mounted Combat	XX
XX	XX	
XX	Precise Shot	
Improved Critical	XX	
XX	Ride-by-Attack	

Primal Heroes: The Sentinel

APPENDIX II: CLEAN SPELLS

1ST LEVEL

Bless	Pass Without Trace	Bear's Endurance	XX
Burning Hands	XX	Bull's Strength	Owl's Wisdom
Calm Animals	Protection from Evil	Cat's Grace	XX
XX	XX	Chill Metal	Remove Paralysis
Cure light Wounds	Sanctuary	Consecrate	XX
Detect Undead	Shield of Faith	Continual Flame	Restoration, Lesser
XX	Shillelagh	XX	Scorching Ray
Divine Favor	Shocking Grasp	Darkvision	XX
XX	XX	Delay Poison	Soften Earth and Stone
Entangle	Summon Nature's Ally I	Eagle's Splendor	Spiritual Weapon
XX		XX	Spider Climb
Goodberry	2ND LEVEL	Fire Trap	XX
Hide from Undead	Acid Arrow	Flame Blade	Summon Nature's Ally II
XX	XX	Flaming Sphere	Summon Swarm
Long Strider	Align Weapon (good only)	XX	XX
Magic Fang	XX	Fox's Cunning	Warp Wood
Magic Stone	XX	XX	XX
XX	Augury	XX	Wood Shape
Obscuring Mist	XX	Heat Metal	Web

Primal Heroes: The Sentinel

3RD LEVEL

Call lightning
Create Food and Water
XX
Cure serious wound
Daylight
XX
Fireball
XX
Halt Undead
Heroism
Invisibility Purge
Lightning Bolt
XX
XX
Neutralize Poison
XX
Protection from Energy
Remove Blindness/Deafness
XX
Remove Disease
Searing Light

Sleet Storm
Speak with Plants
Spike Growth
XX
Summon Nature's Ally III
Wind Wall
XX
Water Walk

4TH LEVEL

XX
Break Enchantment
Command Plants
Commune With Nature
Control Water
Cure Critical Wounds
XX
XX
XX
Discern Lies
Dismissal
XX

Dispel Evil
Divination
Divine Power
XX
Flame Strike
Freedom of Movement
Giant Vermin
Ice Storm
Mark of Justice
XX
Nondetection
XX
Remove Curse
Restoration
XX
Solid Fog
XX
Stone Shape
XX
Summon Nature's Ally IV
XX
Wall of Ice
Wall of Fire

Primal Heroes: The Sentinel

APPENDIX III: ADDITIONAL SPELLS

Bloodstone Press publishes over 150 unique spells for the d20 system (see the [Spellbinder's Sourcebook Volume I](#), [Volume II](#), and [God Spells](#)). These spells can also be divided into clean and unclean groups. Although most are unclean spells of arcane power, there are several clean spells in [God Spells](#), Bloodstone's collection of divine magic. A list of the clean spells from [God Spells](#) is presented below, along with the descriptions of two of the spells. To get a copy of [God Spells](#) for only \$2.88, [click here](#).

Earth Fist

Conjuration (Summoning)

Level: Drd XX, Clr XX, Earth XX

Components: V, S

Casting Time: 1 standard action

Range: Close (25ft. +5 ft./2 levels)

Effect: 15-ft. arm and fist of earth

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell summons a large column of earth matter that resembles a human forearm and fist. This large earthen arm has a 15-ft reach and inflicts 2d6+4 points of bludgeoning damage. The fist is rooted

to the ground and has no speed. It has a hardness of 8 and half as many hit points as the caster's maximum hit point total. The *earth fist* strikes once per round at the caster's verbal command with an attack bonus equal to the caster's level + his Wisdom modifier +4 for the arm's Strength score (18), -1 for being Large.

Pollen Cloud

Conjuration (Creation)

Level: Drd XX, Clr XX

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Long (400 ft.+40 ft./level)

Area: 20-ft. radius burst

Primal Heroes: The Sentinel

Duration: Instantaneous and see text
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell causes a sudden burst of highly allergenic pollen. Creatures in the area must make a Fortitude save or begin sneezing violently for 1d4 rounds. During that time they may take no other actions and are effectively stunned. Furthermore, their eyes also begin watering profusely, blurring their vision and causing a 20% miss on all of their melee attacks and a 50% miss chance on all of their ranged attacks. This condition persists for 1 round per caster level. Those who succeed at the saving throw do not suffer from blurred vision but still sneeze violently for 1 round. Undead, constructs, plants and oozes are unaffected by this spell.

Material Component: A leaf from a highly allergenic plant.

Clean Magic From **God Spells:**

Armor of Acid
Armor of Ice
Armor of Stone
Armor of Voltage
Armor of Flame
Armor of Thunder
Armor of Waves
Armor of Wind
Cone of Flame
Desert Wind
Earth Fist
Eruption
Geyser
Pollen Cloud
Sorghum's Wrath
Spirit of the Bear
Spirit of the Leopard
Spirit of the Owl
Sunburn
Vulpine Evasion



God Spells contains 50 spells for divine casters. Stunning new magic such as pollen cloud, and armor of stone can be found among these pages. Druids, clerics, paladins and any other divine caster in your game will be impressed with this assortment of miracles. Mass resurrection is always a crowd-pleaser and the deadly tongue of swords is sure to get any enemy's attention!

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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.

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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 Sentinel

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