

## DANGER WAYFARER

A danger wayfarer is an elite member of the Wayfarer's Union. They have proven their loyalty and worth to the union and have focused their skills on the magic of travel. In order to become a full danger wayfarer, they must take a certification exam that covers the many aspects of geography (such as reading maps correctly), and planar travel (i.e. how the cosmology is intertwined).

Danger wayfarers are usually clerics with the travel domain, sorcerers, and wizards who have devoted their studies to the prospects of traveling. These individuals also take levels in bard or ranger to meet the Knowledge requirements more quickly. They are frequently found in the union's personal libraries, pouring over maps, spell books, and creature compendiums hoping to be prepared for whatever they may encounter abroad. Since they can also transport to different planes of existence, the union frequently holds seminars on the dangers of interplanar travel, usually including a package of useful gear for such occasions.

Most danger wayfarers have been part of the union for years, and usually are utilized by state governments to transport military goods and personnel, though players can hire their services for more dangerous excursions, so long as they have the funds to do so. A danger wayfarer's dues are generally higher, but with the extra price, they gain access to many benefits that a wayfarer guide does not. These include health benefits that cover not only the danger wayfarer, but also the people to which she is employed, access to the union's libraries, and many training seminars on how to accurately use their abilities.

**Adaptation:** The danger wayfarer is usually a high ranked member of the Wayfarer's Union. Even if your campaign doesn't have a worldwide union in place, a danger wayfarer may be present, usually under the employ of local governments. However, they may in fact break the laws of other governments if they are transporting goods or travelers into areas that may be controlled by another rival union.

**Hit Die:** d6.

### Requirements

To qualify to become a danger wayfarer, a character must fulfill all the following criteria.

**Skills:** Knowledge (arcane) 10 ranks, Knowledge (geography) 10 ranks, Knowledge (the planes) 5 ranks.

**Spell:** Able to cast *teleport*.

**Special:** A prospective danger wayfarer must either be or have been a member of the Wayfarers Union and completed the exam to be certified as a danger wayfarer.

### Class Skills

The danger wayfarer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Speak Language (n/a), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int Modifier.

### Class Features

All the following are class features of the danger wayfarer.

**Weapon and Armor Proficiency:** Danger wayfarers are proficient with light armor, but do not gain any proficiency with shields.

**Spells per Day/Spells Known:** At each level indicated on Table 1-2, a danger wayfarer gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not; however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If she had more than one spellcasting class before becoming a danger wayfarer, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

**Enhanced Capacity (Ex):** A danger wayfarer can transport material more efficiently. When casting any spell with the teleportation descriptor that allows other willing creatures to be brought along, a danger wayfarer

**TABLE 1-2: Danger Wayfarer**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Enhanced Capacity, Enhanced Range	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Extra Teleportation	
3rd	+1	+1	+1	+3	Enhanced Accuracy	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Extra Plane Shift	
5th	+2	+1	+1	+4	Improved Capacity	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Improved Range	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Improved Accuracy	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Extra (teleportation) spell slot	
9th	+4	+3	+3	+6	Exemplary Range	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Perfect Accuracy	+1 level of existing arcane spellcasting class

can bring along one additional Medium touched willing creature (carrying gear or objects up to its maximum load) per class level, subject to the same restrictions given in the *teleport* spell description.

For example, a 10th-level sorcerer/ 4th-level danger wayfarer can bring up to seven other Medium or smaller creatures with her (instead of the normal limit of four creatures for a 12th-level caster).

**Enhanced Range (Ex):** A danger wayfarer can travel greater distances when teleporting. When the character casts any spell with the teleportation descriptor, the maximum distance covered by the spell increases by 50%.

For example, a 9th-level wizard/ 1st-level danger wayfarer can teleport up to 1,500 miles with a single teleport spell (instead of the normal limit of 1,000 miles for a 10th-level caster).

**Extra Teleportation:** Beginning at 2nd level, a danger wayfarer gains an extra 5th-level spell slot, which can be used only for a *teleport* spell.

**Enhanced Accuracy (Ex):** At 3rd level, a danger wayfarer becomes more skilled at arriving on target. When casting any spell with the teleportation descriptor that includes a random chance for determining the actual destination (such as *teleport*), a danger wayfarer can roll twice and choose the result she wants.

**Extra Plane Shift:** Beginning at 4th level, a danger wayfarer gains an extra 7th-level spell slot, which can be used only for a *plane shift* spell.

**Improved Capacity (Ex):** At 5th level, a danger wayfarer's capacity for transporting material becomes even more efficient. When casting any spell with the teleportation descriptor that allows other willing creatures to be brought along, a danger wayfarer can bring along two additional Medium touched willing creatures (carrying gear or objects up to its maximum load) per class level, subject to the same restrictions given in the *teleport* spell description.

**Improved Range (Ex):** Upon achieving 6th level, a danger wayfarer can travel even greater distances when teleporting. When the character casts any spell with the teleportation descriptor, the maximum distance covered by the spell increases by 100%.

**Improved Accuracy (Ex):** Beginning at 7th level, a danger wayfarer continues her ability to arrive closer to her target. When casting any spell with the teleportation descriptor that includes a random chance for determining the actual destination (such as *teleport*), a danger wayfarer can roll three times and choose the result she wants.

**Extra (teleportation) Spell Slot:** At 8th level, a danger wayfarer gains an extra spell slot that may be used for any spell with the teleportation descriptor. Once the spell is chosen, it is the only spell that may be used in this spell slot.

**Exemplary Range (Ex):** Upon achieving 9th level, a danger wayfarer continues her ability to travel greater distances when teleporting. When the character casts any spell with the teleportation descriptor, the maximum distance covered by the spell increases by 150%.

**Perfect Accuracy (Ex):** At 10th level, a danger wayfarer may roll a Knowledge (geography) skill check DC 25 to arrive on target when casting any spell with the teleportation descriptor that includes a random chance for determining the actual destination (such as *teleport*). If a danger wayfarer fails the check, she can still roll three times and choose the result she wants.