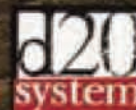


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THE QUINTESSENTIAL BARBARIAN II

Advanced Tactics
Book Ten

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THE QUINTESSENTIAL BARBARIAN II: ADVANCED TACTICS

Patrick Younts

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INTRODUCTION

Wildman. Berserker. Savage. Primitive. Monster. Boogiemán of the civilised peoples. The barbarian is known as all these things and more. In truth, the barbarian *is* all these things and more.

The barbarian is, arguably, *the* iconic character of fantasy, with the wizard and the knight his only rivals for the title. The barbarian is a romantic figure, a savage who knows nothing of fear, who speaks his mind at all times, who treads the length and breadth of the world doing as he will, not bound by morality or any of the mundane concerns which so trouble the civilised man. The barbarian is strength and fury, he is a survivor, a warrior who stands like a colossus above all others who dare claim the title, a man of titanic rages and passions whose animal nature can inspire awe.

The barbarian speaks to us in a way that few other archetypes do. He is a man of no contradictions, a man who does not compromise and does not kowtow to the will of the majority. He is the ultimate self-made man.

This book, the *Quintessential Barbarian II*, is your guide to creating and playing the ultimate barbarian. Read on and discover the power of instinct, of fury, of the way of the barbarian.

THE ADVANCED TACTICS SERIES

The Advanced Tactics series takes an advanced look at the whole range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a Player's options for his character within the d20 games system. More than simple continuations, the second series of Quintessential books slot seamlessly into any fantasy-based campaign, giving advanced alternatives for characters of one class or race within the game, allowing both Players and Games Masters the chance to give mid- and high-level characters new options without overpowering or unbalancing the game as a whole. The Advanced Tactics series will not necessarily allow Players to make their characters even better, but they will be able to do a lot more than they ever thought possible before.

THE QUINTESSENTIAL BARBARIAN II

Welcome to the *Quintessential Barbarian II*, the sequel to Mongoose Publishing's *Quintessential Barbarian*.

This sourcebook begins with Career Paths, new mechanics which allow you to focus your barbarian's training along specific paths. Here, you will discover the way of the stone bison, a Career Path for barbarians who cannot be tamed or humbled by any force the world has to offer. Here too is the way of wind and wave, a Career Path perfect for those barbarians who ply the trade lanes, pillaging, plundering and discovering new lands. Multiclassing comes next, a collection of pre-made multiclass combinations, complete with variant abilities that mesh the abilities of sometimes wildly divergent classes into a seamless whole. From there, you will proceed to the Legendary Barbarian, a chapter full of new prestige classes perfect for high level play. Here you will find the rider of the golden horde, a horse-borne archer whose arrows can shatter steel and the dog warrior, a tireless defender of his people, who selects a plot of ground which he will defend unto death and beyond.



After that, you will find new skill uses and barbarian specific abilities in the Tricks of the Trade chapter, new tools and weapons for high level play in Superior Tools, a collection of new feats ideal for creating barbarians of all cultures in Barbarian Feats and an arsenal of new magical armours, weapons and wondrous items in the Fury of Magic.

The Unfettered Spirit is your introduction to alternative forms of rage, in the form of environmental, spiritual and elemental expressions of fury which completely transform the nature of the barbarian class. Here, too, are rules for magical tattoos and woad, as well as rules for calling upon the favour of totem animals, spirits who cloak themselves in the guise of beasts.

So, read on and enter the gateway to a wilderness full of adventure, danger, unfettered might and all things barbarian.



It stood above him, taller than two men but with no humanity in its features, its skin, bright and crimson as blood even in the depths of the shadows. It had no eyes and no nose but its mouth was wide and deep, fixed with rows of teeth like ivory daggers, each thick as a strong man's wrist. Rothgar stared at its arms, so thickly muscled its forearms were wider than his own chest and he saw that its right arm ended in a stump, capped with a bowl of radiant jade and gold.

For a time he lay transfixed by its awful majesty, heart caught up in his throat, pounding like that of the wounded tiger. Then he was seized up by an awful rage and threw himself backwards, heedless of the agony in his legs and side. His muscles bulged and he strained against the shackles with the fury of a man given over to madness, giving voice to a primal howl that echoed through the labyrinth and sent shivers of terror through the hearts of guards and prisoners alike.

The beast smiled, its mouth a horror. It crouched at his side and plucked him up, as one might grab an errant child. 'Do not fear me, Northman.'

'I fear nothing,' Rothgar spat in its face and heaved his body up, breaking free of the beast's terrible grip. He fell heavily, his head striking the stone floor so hard that he lay stunned for a moment. Then he pushed himself onto his feet. 'You'll not kill me on my knees. I am no dog, I do not grovel for mercy.'

'Yes, yes,' the beast thundered, stamping its feet. 'There is the fury of the Northman. There is the courage I seek.' The beast sat back on its haunches, its legs stretched to either side of Rothgar. 'Know this, Northman. The priest gave you to me, as offering and appeasement for broken promises. I give oath now, Northman, that I will not harm you.'

Rothgar laughed and then spat again, a tooth falling to the floor in a crimson goblet. 'Oath? The broken oath of the priest is what brought me here. What worth then the word of a demon? I am sick of false oaths, beast. Come now and test your strength. You will not find me wanting.'

The beast reared up and Rothgar saw that all the power of time and night was in its aspect. Its shadow filled the cell, darkening even those far corners which had known nothing but the deepest shadow since the labyrinth's creation. 'Do not dismiss my word so lightly. I am bound by oaths older than time and it is nothing but my own honest word, freely given, which holds me to this place. The priest has no power over me save that which I have given him.' It lashed out with its stump, quick as a striking snake, and Rothgar was thrown back, striking the prison door with force enough to bend it. 'I will not suffer your disrespect.'

Rothgar staggered up and braced himself against the door, gathering himself for the attack he knew must soon be coming. He strained again at his shackles but they stood firm against even the full weight of his fury.

But the demon did not attack and instead folded its arms across its chest. 'We need one another, Northman. You cannot escape your bonds but I can shatter them without effort. I cannot escape this cell but you can free me with ease. We must help one another.'

'Why?' Rothgar relaxed a little, but did not give up his wariness, staying on the balls of his feet, legs tensed to spring forward. 'Why should I help you?'

'Because we both hunger for vengeance but it cannot be found here. He hungers for your death because that will free him from mortality. I hunger for his because it will free me from my foolish oath. Give me your oath as a Northman that you will kill the priest and I will break your bonds and shatter the doors of this cell.'

'And if I do not?' Rothgar asked. 'If I refuse?'

'Then you die here and whatever destiny your gods intend for you turns to dust in these shadows.'

Rothgar bowed his head in thought, then nodded. 'What must I do?'



CAREER PATHS

In d20 fantasy gaming, the word ‘barbarian’ has a very specific connotation. The barbarian is the outsider from the edges of civilisation; half animal, half howling madman, he is wild eyed and uncontrolled, uncomfortable in the trappings of modern man and disdainful of urban decadence. Brave to a fault, ferocious in battle and blessed with the wisdom of the old world, he is the epitome of the grace and purity of the natural man.

Of course, like all stereotypes, this one is just as much a lie as it is the truth.

In reality, the barbarian is nothing more and nothing less than a man who was born into a society which does not share the values of mainstream culture. While the typical society in a fantasy setting values technological advancement, leisure and lives of peace and safety, barbarian tribes prefer to live close to nature, surrounded by wilderness and taking what they need from the land and no more. The barbarians of fantasy have their own codes, their own desires and their own peculiar expressions of passion.

This chapter attempts to address those peculiar expressions. Though this chapter is known as Career Paths, it is really more of a discussion of life paths. The barbarians who choose to follow these paths have focused their whole being on that choice; they do not follow these paths because they wish to, they follow them because they must.

CAREER PATHS

Career Paths are a core idea for the *Quintessential II* series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class and race that will allow a Player to plan his character’s advancement following a given concept. While a Career Path focuses on the mechanics of advancement by providing a small benefit and disadvantage to the character’s abilities, it also serves as a roleplaying aid to guide the character’s progress and goals through his adventuring career, shortening the time spent choosing new abilities and powers during level advancement.

Any one Career Path may be applied to a character when he gains a new level. The listed benefits and disadvantages are applied, any roleplaying description modified and adjusted to take into account the template and then the character is ready to follow his chosen path. From this point forth, both the Player and the Games Master should be aware of the selected Career Path and take steps to ensure the character is played accordingly. It

must be stressed that Career Paths are a roleplaying tool, not simply a method to gain lots of new abilities!

FOLLOWING A BARBARIAN’S CAREER PATH

A character can tread onto a barbarian’s Career Path at any time he gains a new level. The character *must* possess at least one level of barbarian in order to follow a barbarian’s Career Path. In each path’s description, the advancement options section describes a number of skills, feats or other choices that serve both as a route map and a list of prerequisites for that path. The character must possess the following requirements:

- + Two skills at the requisite rank from that path’s advancement options.
- + Two feats from that path’s advancement options.
- + The minimum ability requirement (if any) for that path.

A character may only follow *one* path at any time. In addition, the path he has chosen must be maintained. Every time the character advances a level, he must do at least one of the following:

- + Select a new feat from the Career Path’s advancement options (only available if his level advancement grants a feat).
- + Increase the ability listed as the minimum ability for that path (only available if his level advancement grants an ability increase). Not an option for Way of the World paths.
- + Increase a skill from that path’s advancement options. If the character is taking a barbarian level, he need only spend 1 point. If he is taking any other class level, he must spend 2 points, though he may split this among two different path skills if he wishes.

For example, a 5th level barbarian with a base Constitution of 16, Climb 6 ranks, Survival 6 ranks and the Iron Will feat decides he wants to follow the way of the stone ox Career Path. As he meets all of that path’s requirements, he may start following the path when he next increases his level. When he reaches 6th level as a barbarian he must either spend one skill point on Climb, Survival or Swim, or select his new feat from the way of the stone

ox's options (meeting all the normal prerequisites for that feat). He is now a 6th level barbarian who follows the way of the stone ox path and receives the relevant benefits and disadvantages. If he chose to advance as a fighter instead, making him a barbarian 5/fighter 1, he must either spend his one new feat from the way of the stone ox's options (meeting all the normal prerequisites for that feat), or spend 2 skill points on Climb, Survival or Swim. In neither case can he opt to increase the path's required ability in order to maintain his dedication, though he could do so when attaining 8th level.

Note that skills and feats do not change their status regarding the character. Cross-class skills do not become class skills and he must still meet the prerequisites of a feat in the advancement options list before being able to gain it. The Career Path is more like a road map that restricts the character's freedom of choice in exchange for a benefit and a clearer sense of purpose.

The character immediately gains a benefit upon entering the Career Path but also suffers a disadvantage. Some Career Paths offer several benefits and disadvantages that a character can choose from, representing the different choices present to even the narrowest path. Only one of these benefit/disadvantage combinations is chosen in this case.

Abandoning a Career Path

A character may voluntarily abandon a Career Path, and lose both the benefit and disadvantage immediately. This normally happens when the character is preparing to switch to a new Career Path (possibly not even a barbarian path). Switching paths is entirely feasible. This mostly involves time – at least 6 months minus the character's Intelligence modifier in months (minimum 1 month) between dropping the old path and gaining the new path's benefits and disadvantages. During this period, the character demonstrates how he is changing his style and philosophy through roleplay. He must still meet all the prerequisites for the new Career Path.

If the character gains a level and does not comply with at least one of the Career Path's advancement options, he is considered to have abandoned the path. He will lose the benefit (but also the disadvantage) of the chosen path, as he has allowed his top-notch skills to get rusty in favour of training in other areas. In order to regain the path, he will have to wait until he gains another level, this time complying with the path's advancement requisites, in order to walk the path and gain the benefits once more. Note that a character that has followed multiple Career Paths and then abandoned his most recent one altogether can only regain the path in this manner for the path he has most recently abandoned.

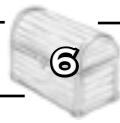
Rothgar moved down the labyrinth, swift as a stalking cat, moving from shadow to shadow. He made no sound, even his breath was silent. His footsteps were light and assured in the darkness, his limbs, well honed from years in the wilderness, instinctively picking out the safest footing.

After a few seconds he came upon a split in the corridor, hallways branching to the left and right. He cocked his head in the manner of a wolf, sniffed the air and listened. His keen nose picked up the scent of sweat from the left passage and he heard the soft crackle of burning torches and the muffled sound of chain links scraping on leather coming from the same direction. He chose that path.

Soon after, he came upon the front door of the labyrinth. Two guards stood on each side of it and he threw himself into the deepest shadows, pressing himself against the wall as he studied them. They were inattentive, their crossbows at their crossed feet, their spears held loosely in their grips. Two of them had their eyes closed, as though sleeping on their feet. Without hesitation, Rothgar sprang into action, moving with a speed no civilised man could match. His was on them in an instant, moving with a fury that stunned them. He struck one guard in the face with his left hand and the man fell, his skull staved in as though from axe blow. He wrenched the spear from the slack hands of a second guard, and thrust it through the stomach of a third, striking with such force that the spear pierced his body fully, impaling him on the labyrinth's walls. The fourth guard fumbled for his crossbow and Rothgar knocked it aside, so the bolt shattered against the floor, then drove the fingers of his right hand into the man's wide eyes, burying them all the way to the knuckles. The last guard, the one whose spear Rothgar had taken, fell back and opened his mouth as if to scream but Rothgar seized his head and tore off his jaw before he could even draw breath.

The key to the labyrinth door was around the neck of the guard impaled on the wall. Rothgar took it and was through the door before the guards' bodies stopped shuddering.





WAY OF THE NATURAL MAN

The way of the natural man is to pay homage to the innate physical and mental gifts which all men possess. The barbarian is greater and stronger than other men not because of some gift of birth that makes him intrinsically superior, instead he is greater because he does not suppress his animal instincts. Instead, he indulges in them, he swims in the river of unfettered emotion and tempers, his spirit in the flames of base passion.

The following Career Paths all represent ways in which the barbarian gives free reign to his instinctive nature and focuses his will to develop one of the attributes all men possess to its absolute zenith. The abilities which the barbarian gains for doing so are not supernatural, they are instead the peak of human potential, the heights all men could reach if they allowed their instinct to guide them to their true selves.

The Way of the Iron Lion

The lion hunts and does not regret its savagery. Iron kills and sheds no tears for blood and misery. So it is for those who choose the way of the iron lion. Men are stronger than they permit themselves to be. In choosing civilisation, in choosing compromise and peace and accommodation, they willingly chain themselves to weakness. Those who follow this path reject these chains, they burst them and revel in the freedom that merciless strength brings. Those who choose this path do not kill or brutalise needlessly, for that is counter to the notion of instinctive strength; instead, they act as they must, without regret and without thought, as the lion does. As iron does.

Adventuring: The iron lion is an enthusiastic participant in any adventure which has the potential to involve heavy amounts of combat, or which will allow him to pit his Strength against imposing physical barriers. So, for example, the iron lion would jump at the chance to tear the doors of the City of Brass off their hinges, so long as he was able to do it with his bare hands. Iron lions enjoy promoting the virtues of Strength and demonstrating what can be accomplished by a man who does not allow hesitation to impede him.

In an adventuring party, the iron lion will be at the forefront of any battle, directing his allies in the use of their physical gifts so that they can achieve maximum results. The iron lion is always the first to enter a battle and the last to retreat, covering his friend's escape even as he berates them for their weakness.

Roleplaying: The iron lion is confident in his abilities and boisterous in their use, a dangerous predator who

will not hide his power no matter how uncomfortable it makes those around him. Despite this, he is not one for needless killing and violence, nor does he ever back down from delivering a thrashing to one who has earned it and will not restrain himself because of any sense of social niceties. The iron lion is vigorous and unrestrained in his passions, even more than other barbarians, and lives life to its fullest, for that is a form of strength as well.

Advancement Options: A barbarian follows the way of the iron lion by choosing from the following advancement options: Minimum Strength 13; Climb 5 ranks, Craft (armour or weaponsmith) 5 ranks, Jump 5 ranks, Swim 5 ranks; Athletic, Improved Critical, Improved Unarmed Strike, Power Attack (Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Savage Cleave).

Benefits: A follower of the way of the iron lion can choose from one of the following benefits (and corresponding disadvantages):

- + **Tireless Lion:** Once a day, the iron lion can enter a rage and determine its duration in rounds using his rage-modified Strength score, rather than his Constitution score.
- + **Devastating Charge:** When the lion pounces, it strikes with the fury of lightning. When performing the charge action, the iron lion gains a +2 bonus to damage, in addition to the normal +2 bonus to attack rolls.
- + **Deadly Force:** The lion's claws rarely fail to meet their target, nor does the iron lion's blade. Once a day, the iron lion can reroll any one attack roll. The decision to reroll must be made immediately and the second roll is binding, whatever its result.

Disadvantages: A follower of the way of the iron lion suffers from one of the following disadvantages, depending on the benefit he chose.

- + **Battered Iron:** Following a rage in which the iron lion used his Strength, rather than his Constitution to determine duration, the iron lion is exhausted for the duration of the encounter and fatigued for one hour after. This disadvantage corresponds to the Tireless Lion benefit.
- + **Reckless Predator:** The lion charges forward, heedless of danger. The iron lion suffers a -3 penalty to his armour class when charging, rather than a -2. This disadvantage corresponds to the Devastating Charge benefit.

✦ **The Blade That Cannot Be Blunted:** The lion does not attack to wound, it strikes to kill. While on this path, the iron lion cannot attack to deal nonlethal damage, either with weapons or with unarmed attacks. This disadvantage corresponds to the Deadly Force benefit.

The Way of the Quicksilver Cobra

The snake spares no thought for the mouse. So, too, is it for those who follow the way of the quicksilver cobra. Thought and action are one and the mind that troubles itself with worry of consequence is the mind which no longer sees the true path. Those who choose this way embrace the surety of passionate instinct, they allow their animal spirit to run free and demand nothing of it save that it preserve its own freedom. The way of the quicksilver cobra is the path of surety, of conviction, of deeds, not discussion.

Adventuring: The quicksilver cobra adventures as the need requires. He will not adventure just for the sake of glory, or because he is bored. Instead, he adventures so that he might strike quickly to neutralise threats to himself, or to those things that he considers sacred. For this reason, he will not happily participate in dungeon delves that will net naught but gold and glory but will take part in those which may earn him magical items powerful enough to further his goals.

In an adventuring party, the quicksilver cobra is the defender of the group's interests, striking out with lightning precision at anything, or anyone he feels is a threat. For this reason, he makes a poor party spokesman but an excellent enforcer.

Roleplaying: The quicksilver cobra is dangerous and radiates menace. He cannot help it, really, anymore than the cobra can help the fear it causes. Nor is the quicksilver bothered by the dread and unease he inspires in others, though he does not revel in it, either. The quicksilver cobra tends to be languid in his movements, his limbs sinuous, his motions precise and controlled. He will sit still for hours at a time if he feels no pressing need to act but will move with lightning speed at the exact moment that decisive action is called for.

Advancement Options: A barbarian follows the way of the quicksilver cobra by choosing from the following advancement options: Minimum Dexterity 13; Intimidate 5 ranks, Jump 5 ranks, Survival 5 ranks, Tumble 5 ranks; Acrobatic, Agile, Alertness, Combat Reflexes, Dodge (Mobility,

Spring Attack), Improved Initiative, Lightning Reflexes, Stealthy, Weapon Finesse.

Benefits: A follower of the way of the quicksilver cobra can choose from one of the following benefits (and corresponding disadvantage):

- ✦ **Striking Snake:** The snake does not think, it reacts. The quicksilver cobra gains a +2 bonus to all initiative checks, a bonus which stacks with Improved Initiative and spells which increase initiative.
- ✦ **Warning Rattle:** The snake is a consummate predator and its aura radiates menace. The quicksilver cobra gains a +2 bonus to all Intimidate skill checks.
- ✦ **Coiling Serpent:** The snake depends on quickness to defend itself, coiling and dodging out of harm's way. The quicksilver cobra gains a +2 bonus to armour class while wearing light or no armour and when carrying only a light load.

Disadvantages: A follower of the way of the quicksilver cobra suffers from one of the following disadvantages, depending on the benefit he chose.



- ✦ **Instinct, Not Thought:** The snake does not consider its actions, as its nature does not permit it. The quicksilver cobra suffers a -2 penalty to all Intelligence based skill checks. This disadvantage corresponds to Striking Snake.
- ✦ **Predatory Menace:** The snake has no friends, only enemies. The quicksilver cobra suffers a -2 penalty to all Charisma based skill checks, except for Intimidate, and a -2 penalty to all Charisma checks made to influence the attitudes of others. This disadvantage corresponds to Warning Rattle.
- ✦ **Fragile:** The snake is fast but not durable. The quicksilver cobra's Constitution score is considered to be two points lower for determining his hit points (minimum 1). This disadvantage corresponds to Coiling Serpent.

The Way of the Stone Ox

Stone endures and the ox toils without complaint. So, too, is it for those who follow the way of the stone ox. Enduring hardship without comment, battering themselves against the fury of the world just to see if they can withstand it, those who follow this path are hardened survivors, laughing in the face of rain and snow and accepting pain without complaint. Though many would, incorrectly, call them masochists, the walkers of the way of the stone ox are nothing more than men and women who have decided that they will rule pain, it will not rule them.

Adventuring: Practitioners of the way of the stone ox willingly undertake any adventure that includes a component of physical hardship, particularly if that hardship involves them pitting their bodies against natural obstacles. For this reason, barbarians who follow this way would enthusiastically partake in adventures which required them to journey to the bottom of the sea, or which involved climbing a mountain to assault a hidden fortress. They will be less interested in adventures which do not involve heavy physical hardship and will typically be bored senseless by political manoeuvring of any sort.

In the adventuring party, the stone ox will often take a leadership role when it comes time for the party to pit itself against a natural obstacle, exhorting his companions to their maximum effort and leading by example.

Roleplaying: A follower of the way of the stone ox can be as boisterous or quiet as he wishes but one thing he is not is a braggart. Instead, he discusses his enormous resilience in matter of fact terms, neither embellishing nor holding back when talking about what he has accomplished. He takes a dim view of those who self-



aggrandise, does not suffer fools willingly and will not hesitate to invite them to prove their words with deeds.

Advancement Options: A barbarian follows the way of the stone ox by choosing from the following advancement options: Minimum Constitution 13; Climb 5 ranks, Jump 5 ranks, Survival 5, Swim 5 ranks; Acrobatic, Athletic, Endurance (Diehard), Great Fortitude, Iron Will, Self Sufficient, Toughness, Will To Live, Wounded Animal.

Benefits: A follower of the way of the stone ox can choose from one of the following benefits (and corresponding disadvantage):

- ✦ **Body of Stone:** The stone ox's body is well used to pain of all sorts and cannot be brought low by agony, no matter how severe. The stone ox gains a +4 bonus to all saving throws against pain, nausea and stunning effects.
- ✦ **A Stone Does Not Bleed:** The stone ox's body does not easily yield and part before the ravages of metal, fang and claw. The stone ox is immune to the effects of *wounding* weapons and other, similar effects which cause Constitution damage from bleeding. In addition, if reduced to zero or fewer hit points, he has a 25% chance of stabilising each round.



- ✦ **The Proud Oak:** The oak does not yield to the force of wind, nor does the stone ox give ground. The stone ox adds his Constitution bonus to all attempts to resist a bull rush, a trip attempt, a grappling check, to avoid pinning and to saving throws against spells or spell-like effects that push him back or knock him down.

Disadvantages: A follower of the way of the stone ox suffers from one of the following disadvantages, depending on the benefit he chose.

- ✦ **Slow Wit:** Due to the stone ox's dull wit and outward resilience he seems slow when in fact he may be sharp and deeply intelligent. The stone ox suffers a -2 to all Charisma based checks when dealing with non-barbarians. This disadvantage corresponds to Body of Stone.
- ✦ **Unyielding Flesh:** The stone ox's body does not respond well to unnatural healing, for his spirit is proud. All *cure* spells used upon the stone ox heal one less hit point for each die rolled. This disadvantage corresponds to A Stone Does Not Bleed.
- ✦ **Deep Roots:** The stone ox is unyielding as the oak but like the oak, his roots run deep. The stone ox suffers a -2 penalty to all initiative checks and a -1 penalty to Reflex saving throws. This disadvantage corresponds to The Proud Oak benefit.

The Way of the Sapphire Dragon

The dragon sees the beginning of time and the ending. It is the sum of the world's knowledge, the keeper of secrets and the bringer of truth. Those who embrace the way of the sapphire dragon are possessed of rare, intuitive genius. They are not necessarily learned men, instead theirs is a natural intellect, the genius of the man who is not bound to accepted methods of learning.

Adventuring: A practitioner of the way of the sapphire dragon adventures as he feels is necessary. He adventures to learn facts, because he values the strength that knowledge brings. For this reason, he will quite happily participate in any adventure in which he can reasonably expect to learn something new. As a consequence of his hunger for knowledge, he prefers not to partake in the same adventures over and over again; once he has plundered a dungeon and uncovered the secrets within, he feels no need to do the same in a different dungeon.

Roleplaying: Those who follow the way of the sapphire dragon are quick in thought and deed, rarely hesitating and trusting in their knowledge to prove their instinctual

reactions correct. They have little patience for hide bound scholars, those who refuse to acknowledge that there may be more than one accepted truth for any notion and would gladly surround themselves with ignorant fools, rather than spend a single moment in the presence of a stuffy intellectual.

Advancement Options: A barbarian follows the way of the sapphire dragon by choosing from the following advancement options: Minimum Intelligence 13; Craft 5 ranks, Handle Animal 5 ranks, Knowledge (nature) 5 ranks, Survival 5 ranks; Alertness, Combat Expertise, Improved Disarm, Improved Feint, Improved Initiative, Improved Trip, Iron Will, Self Sufficient, Skill Focus (any Knowledge), Skill Focus (Survival).

Benefits: A follower of the way of the sapphire dragon can choose from one of the following benefits (and corresponding disadvantage).

- ✦ **Instinctive Intellect:** The dragon does not learn, he simply knows. While following this path, the sapphire dragon can attempt any Knowledge check as though he were trained, even when he has no skill ranks in that skill; the Knowledge check is made as an Intelligence check as normal for untrained skills but the sapphire dragon is not limited to only common knowledge.
 - ✦ **Knowledge Over Instinct:** The dragon succeeds because he applies the truths he knows to every task. While following this path, the sapphire dragon can substitute his Intelligence bonus for his Wisdom or Charisma bonus with any two of the following skills: Handle Animal, Intimidate, Listen or Survival.
 - ✦ **Killing Genius:** Even when the dragon rages, it retains its cold, reptilian intellect. While following this path, the sapphire dragon retains the ability to use Intelligence based skills while raging and can also make use of the Combat Expertise feat, if he possesses it.
- Disadvantages:** A follower of the way of the sapphire dragon suffers from one of the following disadvantages, depending on the benefit he chose.
- ✦ **Chained By Genius:** In order to come to an instinctive knowledge of facts, the sapphire dragon must chain his animal cunning. So long as he follows this path, his Wisdom is considered to be two points lower than normal for the purposes of determining skill check bonuses. This disadvantage corresponds to Instinctive Intellect.



- ✦ **Dulled Instinct:** This disadvantage corresponds to the Knowledge Over Instinct benefit. Whenever he makes a skill check with one of the two skills to which he did not choose to apply the benefits of Knowledge Over Instinct, he suffers a -3 penalty to the check.
- ✦ **Quiet Fury:** Because he keeps his wits about him, the sapphire dragon does not feel the absolute freedom of giving in to his killing instincts. The sapphire dragon's rage lasts one fewer rounds than normal; in effect, the sapphire dragon's Constitution score is considered to be two points lower than normal for determining the length of his rage. This disadvantage corresponds to the Killing Genius benefit.

The Way of the Jade Owl

The owl is wise not because it is learned but because it rejects notions of what could be, what should be, for what is. This is the way of the jade owl. Those who follow this path reject civilised notions of codifying knowledge, trapping it, stagnant and unchanging, in books and scrolls and tomes. Instead, they hear the song of the natural world, their teacher is the patter of rain on rocks, the moment of stillness that follows the last light of day and the crunch of leaves beneath the doe's feet. The way of unquestioning instinct, that is the way of the jade owl.

Adventuring: The jade owl adventures so that he can be exposed to more of the world's truths and so that he can develop his instinctive understanding to greater heights. For this reason, adventures which involve discovery or exploration of new vistas are quite appealing to him, though he does not approach them with the intellectual detachment of the sage but with the open eyed acceptance of the child.

In an adventuring party, the jade owl is the voice of calm reason and an advisor to those who are brasher than he is. The jade owl is an excellent puzzle solver but not because he knows a vast catalogue of facts, nor because he is a mathematical genius. Instead, it is because he sees the lever's natural position, he senses the falseness of the fake gemstone and because he understands the thoughts and nature of the one who weaves illusion spells into a tapestry.

Roleplaying: The jade owl is wise but that does not mean he is automatically quiet and contemplative. His understanding of the true nature of reality is instinctive, so he need not spend hours musing over decisions, or puzzling out facts. He does, however, appear more cautious than other barbarians, though that is not saying much, because his natural Wisdom saves him from making foolish errors. The jade owl does not push what

he knows on others, instead preferring to act while others debate, to accomplish while others consider.

Advancement Options: A barbarian follows the way of the jade owl by choosing from the following advancement options: Minimum Wisdom 13; Gather Information 5 ranks, Knowledge (nature) 5 ranks, Listen 5 ranks, Search 5 ranks, Sense Motive 5 ranks, Spot 5 ranks, Survival 5 ranks; Alertness, Diligent, Improved Critical, Investigator, Iron Will, Natural Scholar, Negotiator, Point Blank Shot (Precise Shot), Self Sufficient, Skill Focus (any Career Path skill), Track.

Benefits: A follower of the way of the jade owl can choose from one of the following benefits (and corresponding disadvantage):

- ✦ **Sudden Inspiration:** The jade owl has an instinctive understanding of the true causes of events around him and the correct course of action necessary to resolve them to his satisfaction. Once a day, he can add a bonus equal to his Wisdom bonus to any skill check (this bonus stacks with any other bonuses). If the skill to be modified is Wisdom based, then he doubles his Wisdom bonus instead. The decision to use this bonus must be made before the check is attempted.



- ✦ **Truthful Eyes:** The jade owl sees things as they are, not as they appear to be. He gains a +2 bonus to all saving throws against spells of the illusion school, or against illusion based spell-like effects or supernatural abilities.
- ✦ **Owl's Eyes:** The owl's luminous eyes see all and its keen ears can detect the rustle of a mouse moving through grass. The jade owl adds a +2 bonus to all Search and Spot skill checks made at night, or in areas of darkness.

Disadvantages: A follower of the way of the jade owl suffers from one of the following disadvantages, depending on the benefit he chose.

- ✦ **Devastating Insight:** The burden of seeing the truth is that the jade owl knows when his cause is doomed to failure. Once a day, the Games Master can assign a penalty equal to his Wisdom bonus to any skill check; if the skill to be modified is Wisdom based, then he instead loses his Wisdom bonus instead. The penalty is applied before the roll is made. This disadvantage applies to the Sudden Insight benefit.
- ✦ **Truthful Mind:** The jade owl cannot be tricked by false blessings. He gains no benefit from mind-affecting spells or spell-like effects which would have given him bonuses of any sort, for example the *bless* spell. This disadvantage corresponds to the Truthful Eyes benefit.
- ✦ **Sun Seared:** The owl is nocturnal, for its insight is so keen that the stark truths revealed by daylight overwhelm it. The jade owl suffers a -2 penalty to all Search and Spot skill checks made during the day, or in areas lit to the equivalency of daylight. This disadvantage applies to the Owl's Eyes benefit.

The Way of the Golden Peacock

The peacock knows no vanity; gold is unaware of the longing and lust it creates in others. So it is for those who choose the way of the golden peacock. They luxuriate in the beauty that is inherent in the mortal form, their limbs move with the grace of those who are not ashamed of their glory and who are radiant in their flesh, whether they be fat or thin, smooth skinned or pockmarked. The barbarians who follow this path are not beautiful by the standards of society, they are beautiful, as all men are, by the mere fact of their existence.

Adventuring: A follower of the way of the golden peacock is enthusiastic about any adventure which involves heavy amounts of social interaction, or which might allow him to seek out and explore new expressions

of natural beauty. For this reason, he will be most enthusiastic about adventures to new locations, or adventures which allow him to interact with other people, such as diplomatic missions to broker peace between tribes. Otherwise, he is not opposed to adventures of other sorts but will only undertake them if his friends wish to; he will not suggest such quests himself.

In the adventuring party, the golden peacock will be an outgoing and enthusiastic party spokesman and though he may, in some cases, lack the refined social niceties of the bard, he will make up for it with his personal magnetism and the unconscious aura of beauty and natural grace which radiates from him at all times.

Roleplaying: Effortless grace, effortless beauty, these are the words which define the golden peacock. He is the beautiful savage, the Adam, the Adonis of the world, conscious of his beauty and of the potential for beauty in all men but possessed of no envy and no vanity. The golden peacock sees beauty in all natural things and holds the perfection of a flower about even the most carefully sculpted work of art.

Advancement Options: A barbarian follows the way of the golden peacock by choosing from the following advancement options: Minimum Cha 13; Diplomacy 5 ranks, Gather Information 5 ranks, Perform 5 ranks; Acrobatic, Animal Magnetism, Leadership, Negotiator, Persuasive, Skill Focus (any Career Path skill).

Benefits: A golden peacock can choose from one of the following benefits (and corresponding disadvantage):

- ✦ **Plumage:** The golden peacock's inner beauty calls out to those who know desire. The golden peacock adds a +4 bonus to all Bluff, Diplomacy, Gather Information and Perform skill checks and to any Charisma check made to influence another's attitude. These benefits apply only to checks made against those of the opposite sex, or those who would be sexually attracted to the character.
- ✦ **Grace:** The golden peacock has an innate understanding of beauty and his words and his movements resonate with those around him. Once a day, the golden peacock can reroll any Bluff, Diplomacy, Gather Information or Perform skill checks, or any Charisma check made to influence another's attitude. The decision to reroll must be made immediately and the second roll is binding, whatever its result.
- ✦ **Inspiration of Beauty:** The radiant beauty of the golden peacock is an inspiration to those around him. When the golden peacock uses the aid another action



successfully, his ally gains a +4 bonus to his roll or check, rather than the normal +2.

Disadvantages: A golden peacock suffers from one of the following disadvantages, depending on the benefit he chose.

- ✦ **Jealousy:** Those who cannot accept that all men can achieve the beauty of the golden peacock are given to mad, jealous rages. The golden peacock suffers a -2 penalty to all Bluff, Diplomacy, Gather Information and Perform skill checks and to any Charisma check made to influence the attitude of members of his own sex, or against others who would not be sexually attracted to him. This disadvantage corresponds to Plumage.
- ✦ **Fragile Beauty:** The golden peacock truly believes that the inner grace of men is capable of overcoming any obstacle, so when this does not prove true, he is left despondent. Whenever the golden peacock is unsuccessful in his use of the Bluff, Diplomacy, Gather Information or Perform skills, or when a Charisma check made to influence the attitude of others fails, he is sickened for one hour. This disadvantage corresponds to Grace.
- ✦ **The Ugliness of Failure:** The golden peacock does not believe he can fail to inspire others, so when he does, the blow devastates him. When he uses the aid another action to assist someone who ultimately fails in their action, he suffers a -2 morale penalty to all attack rolls, damage rolls, skill checks and saving throws for one hour. This disadvantage corresponds to Inspiration of Beauty.

THE WAY OF THE WORLD

The barbarian is not just concerned with his flesh and spirit. He is a being of the natural world and a citizen of civilisation. The following Career Paths are intended for those who devote themselves to vocational perfection, rather than the perfection of flesh and spirit.

The Way of Rain and Wave

The sea calls to the barbarian and he is helpless to resist its desires. Barbarians are the premier sailors of most any fantasy world, plying the rivers, the lakes and the open seas, questing for new lands and preying upon the treasure barges of fat, merchant kings. Those who follow this path owe their lives and their livelihoods to the sea. It sustains them, provides them with food and offers up its treasures to their coffers.

Adventuring: Those who follow the way of rain and wave prefer to confine their adventures to the waterways. They are pirates, merchants and explorers, with a passion for discovery and a lust for gold and jewels. Their adventures are almost always raids or exploratory missions and they have little use for traditional dungeon delving, though they are not adverse to exploring the ruins of the ancient coastal civilisations they often discover on their voyages.

In the adventuring party, the sailor of the way of rain and wave is a hearty warrior and a doughty companion. He is the natural choice to lead any sea-based venture.

Roleplaying: Those who follow the way of rain and wave live life with gusto, for they know that the next tide could carry them down to their death. Many are savage pirates who enjoy the thrill of plunder and high seas bloodshed, while others are brave and daring explorers, ever questing for the lands beyond the next horizon.

Advancement Options: A barbarian follows the way of rain and wave by choosing from the following advancement options: Balance 6 ranks, Knowledge (geography) 6 ranks, Survival 6 ranks, Swim 6 ranks, Use Rope 6 ranks; Alertness, Animal Soul (Whale Rider), Athletic, Deft Hands, Endurance, Nature's Chosen (aquatic), Skill Focus (Profession (sailor)).

Benefit: A sailor of the way of rain and wave has the following benefit (and corresponding disadvantage):

- ✦ **Sea Dog:** The sailor is well versed in the ways of shipboard combat. He gains a +2 bonus to all attack rolls and a +2 bonus to his armour class while fighting aboard a ship, or when fighting in water at least waist deep.

Disadvantage: A sailor suffers from the following disadvantage.

- ✦ **Beached Whale:** The sailor is, pardon the pun, a fish out of water when fighting on land. He suffers a -1 penalty to all attack rolls and to his armour class when fighting on land. This disadvantage corresponds to Sea Dog.

The Way of Sun and Earth

The endless plains and rolling hills are the cradle of barbarian civilisation, home to grazing animals and vast expanses of open land upon which to stake a claim. The barbarians of the plains ride wolves and horses, bears and unicorns and dragons, swooping down upon unsuspecting villages and cities to take what they will.



Adventuring: Those who follow the way of the sun and earth are restless nomads and born horsemen. Their adventures invariably revolve around territorial conflicts with rival tribes, or missions of plunder in more civilised lands. On occasion, they will seek out the many unexplored ruins which dot the endless plains, delving for treasures and the lost secrets of the ancients.

In an adventuring party, the voyagers of the way of sun and earth are scouts and explorers, fighting as light cavalry and helping rangers, druids and rogues hunt, explore ancient paths and ambush opponents.

Roleplaying: The voyagers of the way of sun and earth are restless explorers and nomads at heart, forever obsessed with seeking out new horizons and claiming the lands there as their own. They are vivacious and bold, though many also hold a deep, spiritual reverence for the gods of the sun and of the plains.

Advancement Options: A barbarian follows the way of sun and earth by choosing from the following advancement options: Handle Animal 6 ranks, Knowledge (geography) 6 ranks, Ride 6 ranks, Survival 6 ranks; Animal Soul (Horse Lord), Endurance, Great Fortitude, Mounted Combat (Mounted Archery, Ride By Attack, Spirited Charge), Nature's Chosen (plains), Run.

Benefits: A voyager of the way of sun and earth has the following benefit (and corresponding disadvantage):

- ✦ **Born to the Saddle:** The voyager and his horse are as one. The voyager gains a +2 bonus to all Ride skill checks and a +1 bonus to all attacks made while mounted.

Disadvantages: A voyager of the way of the sun and earth suffers from the following disadvantages:

- ✦ **Lamed Horse:** The voyager is only comfortable when mounted. He suffers a -1 penalty to all attack rolls made when not mounted on his steed. This disadvantage corresponds to the Born to the Saddle benefit.

The Way of Fire and Ash

Some barbarian tribes survive by plunder. Led by fearsome warlords, they swoop down from the wilderness onto unsuspecting kingdoms, looting, pillaging and raping, taking what they will and leaving the survivors to weep among the bodies of their friends and family. Those who follow the way of fire and ash are monstrous beasts who wear human skin.

Adventuring: Those who follow the way of fire and ash live in a state of constant conflict and adventure. When they are not plundering cities and raiding tombs, they are fighting off rival tribes and clashing with the armies of the kingdom they prey upon. Raiders of the way of fire and ash rarely, if ever, adventure out of the goodness of their heart, or because they wish to help others. Instead, they adventure to help only themselves.

Roleplaying: Raiders of the way of fire and ash are brutal and merciless to all who are not their friends or of their tribe. They have no compunction against taking from the weak and, in fact, most prefer to do so, rather than face those who might pose them actual risk. Fiery, passionate and thuggish, raiders admire and fear strength in equal measure but are usually fiercely loyal to their friends and to their tribe.

Advancement Options: A barbarian follows the way of fire and ash by choosing from the following advancement options: Hide 6 ranks, Intimidate 6 ranks, Move Silently 6 ranks, Search 6 ranks, Survival 6 ranks; Eye of the Tiger (Infamous Killer), Heart Eater, Persuasive, Power Attack (Cleave, Great Cleave, Savage Cleave), Skill Focus (Intimidate), Stealthy, Toughness.

Benefit: A raider of the way of fire and ash gains the following benefit (and corresponding disadvantage):



- ✦ **Prey on the Weak:** The raider gains a +2 bonus to all attack rolls against those who have been demoralised by his Intimidate skill.

Disadvantage: A raider of the way of fire and ash suffers from the following disadvantage.

- ✦ **Jackal:** The raider cannot use the Intimidate skill to attempt to demoralise opponents whose class levels or hit dice are equal to, or higher than the raider's. In addition, the raider suffers a -1 penalty to all attack rolls against such beings. This disadvantage applies to the Prey on the Weak benefit.

The Way of Frost and Snow

The barbarians of the far north are well used to living and even thriving in conditions that would kill lesser men. Hardy, savage and surefooted, they prowl the endless fields of ice and scale mountains of pure, glistening frost, the better to harvest the secret bounties of the perpetual tundra.



Adventuring: Those who follow the way of frost and snow are survivors, first and foremost, treading with ease across the harshest terrain in the natural world. They adventure primarily to find items which will prove useful to their survival and place greater value on magic objects than they do on mounds of gold. If they feel there is a good chance of finding some useful, practical trinket, they will willingly accept any challenge; as a general rule, however, the greater the challenge, the greater the reward which must be expected. A barbarian who considers himself short-changed at the end of a difficult adventure is likely to take out his frustration on his allies.

Roleplaying: Those who follow the way of frost and snow are grim, implacable survivors, self-assured and willing to take on any challenge which they feel they have a reasonable chance of completing. They tend to have no fear of so-called hostile environments; as veterans of the harshest conditions on almost any fantasy world, they fear the snowy wastes no more than a child fears a kitten.

Advancement Options: A barbarian follows the way of frost and snow by choosing from the following advancement options: Balance 6 ranks, Hide 6 ranks, Intimidate 6 ranks, Move Silently 6 ranks, Search 6 ranks, Survival 6 ranks; Animal Soul (Pack Leader), Endurance (Die Hard), Great Fortitude, Iron Will, Nature's Chosen (arctic), Self Sufficient, Skill Focus (Balance), Skill Focus (Survival), Toughness.

Benefits: An explorer of the way of frost and snow gains the following benefit (and corresponding disadvantage):

- ✦ **Firm Grip:** The explorer has spent so much time traversing ice and treacherous terrain that he no longer even feels the slippery ground beneath his feet. He gains a +4 bonus to all Balance skill checks and a +4 bonus to resist all bull rush attempts, trip attempts or other attempts to knock him from his feet.

Disadvantages: An explorer of the way of frost and snow suffers from the following disadvantage.

- ✦ **Heavy Gate:** The explorer has grown so accustomed to the unique stepping patterns of moving on frozen ground that he no longer remembers how to walk on surfaces that are not constantly iced over. He loses his fast movement ability while not in an arctic environment. This disadvantage corresponds to Firm Grip.

Multiclassing

Though the barbarian is an exceptional character class, one which begins with great power and only grows more mighty with time and experience, it does not present a broad archetype. There are many, very valid character types which benefit most strongly from using the barbarian class as their core but quickly diverge from the default 'wild man of the wilderness' flavour of the *Core Rulebook I* barbarian class.

This chapter presents multiclass paths designed to optimise characters who diverge from the core barbarian class. Since the barbarian has specific needs and specific abilities, each of these multiclass paths comes tailor made with new optional, variant abilities that build upon the themes of the barbarian and provide a more satisfying playing experience.

Multiclassing and the Barbarian

Though the barbarian is a class, not all who are barbarians are members of that class, nor do all barbarians address themselves as such. While the multiclass combinations listed below are all 'barbarian' in their mechanics, there is no reason to limit the thematic concept of the character who pursues them to 'barbarian who casts spells', or 'barbarian who snaps trees in half with his bare hands'. Instead, the combinations listed below should be used as a framework to develop your own character themes. A barbarian/paladin might be a holy warrior who fights in the name of his tribe's benevolent ancestors, but also just as easily could be a rustic knight whose warrior passion is inflamed by the injustices of cruel kings and necromancers. Likewise, while a barbarian/rogue might be a scout in service to a tribal king, he might also be a thieves guild enforcer with a murderous streak he cannot control.

The flavour text which accompanies each multiclass combination defaults to a tribal, barbaric background and since this is the *Quintessential Barbarian II*, this is only appropriate. Do not, however, allow yourself to be chained to these backgrounds; interpret, change and disregard as you see fit, the better to create the character you want to play.

Prestige Classes

One of the strengths of multiclassing is that the character may meet the prerequisites of the more exotic prestige classes. A character can break off the suggested progression or take a slightly different one in order to meet the requirements for a prestige class and then continue with his career along those lines. Many of these classes give far greater strengths than simple multiclassing as

they combine different abilities into a single class level so the Games Master has the final word about what prestige classes exist in his campaign.

Epic Advancement

Note that the tables presented in this chapter are not for a complete character class, but a combination of two. A character can reach epic levels once he gains his 21st level from either class and is subject to the rules for epic characters, although they continue gaining the abilities in their appropriate class table until they reach 20th level in either class. Spellcasting barbarians continue to gain spells per day and spells known according to the normal table and may not purchase epic feats that demand that he be able to cast spells from the spellcasting class' maximum level because he has not reached the spellcasting class' maximum.

Variant Rules

Each of the multiclass descriptions given below has a section marked as 'variant rules'. This deals with optional, specialised rules that represent how a character following multiple paths can develop abilities pertinent to both, but that are not normally represented. Some of these variant rules are simply a crossing of class skills, enabling the character to choose from a wider range of skills. Others grant entirely new abilities that develop as the two classes combine. However, there are a number of limitations that must be obeyed:

- ✦ All are subject to the Games Master's final approval.
- ✦ Each variant rule starts with the line 'Upon gaining X level'. Every variant rule is selected instead of an appropriate ability that would have been gained at either the appropriate barbarian level, or the appropriate alternate (non-barbarian) class level. A barbarian may take this variant after the given level, but only if he is still able to sacrifice the necessary ability, power or skills required to gain the variant rule.

Base Bonus Progression

Multiclassing can get tricky after a few levels because the class tables indicate a total bonus for each level, listing the accumulated total. To mix and match this chapter's advancement tables use the information on the next page, listing by what amount the base bonus progresses at any given level, depending on class.



Level	Base Attack Bonus			Base Save Bonus	
	Good (Bbn, Ftr, Pal, Rgr)	Average (Brd,Clr, Drd, Mnk, Rog)	Bad (Sor, Wiz)	Good	Bad
1 st	+1	+0	+0	+2	+0
2 nd	+1	+1	+1	+1	+0
3 rd	+1	+1	+0	+0	+1
4 th	+1	+1	+1	+1	+0
5 th	+1	+0	+0	+0	+0
6 th	+1	+1	+1	+1	+1
7 th	+1	+1	+0	+0	+0
8 th	+1	+1	+1	+1	+0
9 th	+1	+0	+0	+0	+1
10 th	+1	+1	+1	+1	+0
11 th	+1	+1	+0	+0	+0
12 th	+1	+1	+1	+1	+1
13 th	+1	+0	+0	+0	+0
14 th	+1	+1	+1	+1	+0
15 th	+1	+1	+0	+0	+1
16 th	+1	+1	+1	+1	+0
17 th	+1	+0	+0	+0	+0
18 th	+1	+1	+1	+1	+1
19 th	+1	+1	+0	+0	+0
20 th	+1	+1	+1	+1	+0

- ✦ In addition, the character must have at least one level in the alternate (non-barbarian) class. Occasionally more levels are needed in the alternate class; this will be specified in the text.
- ✦ Once a variant rule has been taken, it cannot be reversed later on. The ability, power or skills sacrificed to gain the variant rule are lost forever.

THE LORE KEEPER (BARBARIAN/BARD)

Barbarian tribes have a long history, one which is traditionally kept and passed down orally by specially trained tribesmen chosen both for their memories and for their ability to convey the grandeur of their people's history. These storytellers have many names but the greatest of them are the lore keepers.

Lore keepers are blessed with more than a head for recall and a silver tongue. They are blessed by the ancestors and looked upon with great favour by the totem spirits of the owl, the wind, the water and the endless sky. Lore keepers command magic and they command the hearts and the spirits of their people. There is no greater power and no greater glory.

The lore keeper is an excellent archetype for almost any campaign. In a game oriented around inter-tribal

relations, the lore keeper is the mediator, the peacemaker and the envoy between chieftains. His role is important and carries great weight and dignity, though the lore keeper himself may choose to play the role of the wise fool. In a more typical campaign, the lore keeper is the envoy of his people, questing in the civilised lands to gather new wisdom, or to re-enact one of the legendary spirit quests of his people.

The typical lore keeper is more serious than other bards, more prone to reflection and contemplation, of matters both earthy and spiritual. If he is more foolish, in the manner of the jester, then he will have purposefully taken on that role, to keep his people honest and to be a living totem for the spirit of the trickster gods.

Strengths

The lore keeper enjoys a number of considerable advantages over single class barbarians.

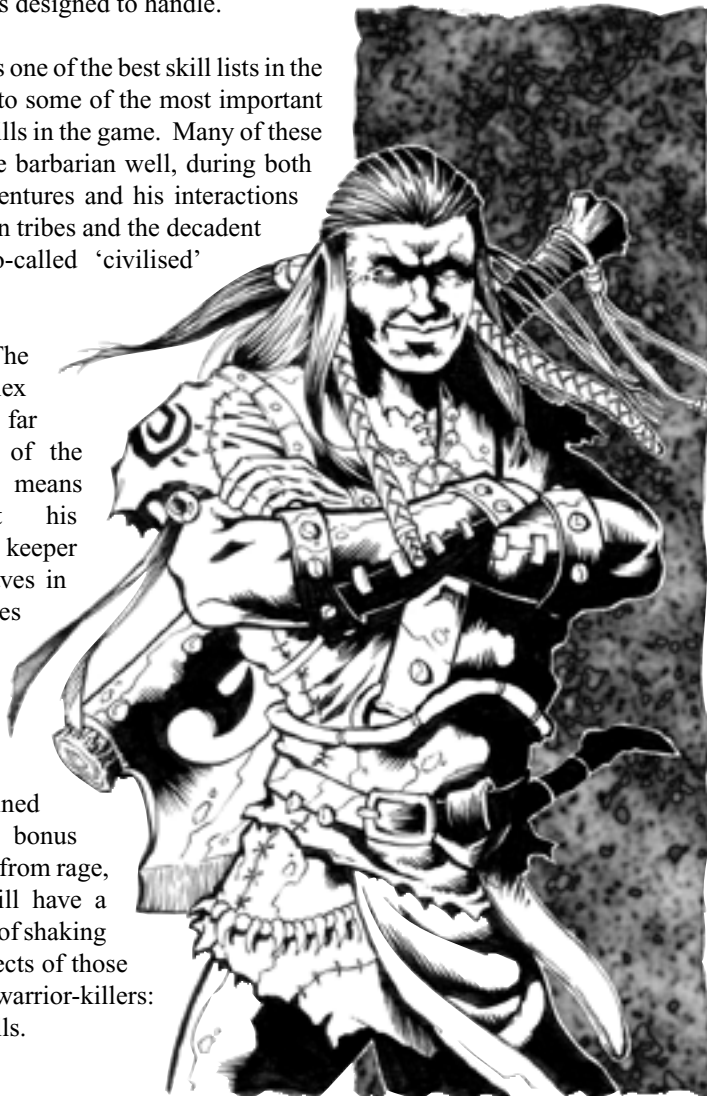
- ✦ **Bardic Music:** The signature ability of the bard class is, of course, bardic music. The lore keeper, by virtue of his access to this potent class ability, can boost both his own ability scores and those of his allies. The lore keeper's bardic music truly comes into its own if and when the character gains access to the variant abilities presented below.

✦ **Spells:** The other key ability of the bard class is its wide assortment of useful support spells. Though the lore keeper never gains access to more than 3rd level spells, and those only relatively late in his career, they will still prove a valuable asset to both he and his allies. Using a combination of spells and bardic music, the lore keeper can boost the abilities of his allies to the point where they gain bonuses equivalent to barbarian rage, while his own abilities, in conjunction with rage, are boosted to incredible levels.

✦ **Bardic Knowledge:** Though it is an easily overlooked ability, bardic knowledge will prove its worth again and again in the hands of a smart Player, particularly if the lore keeper is built around the concept of tribal councillor or mediator between tribes. Even if he is not, this skill can and will still come in handy – after all, fiction is rife with tales of barbarian heroes stumbling across ancient, vine covered ruins, lost artefacts and ancient wizards who are remembered only in fragments of song and story, just the things bardic knowledge is designed to handle.

✦ **Skills:** The bard has one of the best skill lists in the game, with access to some of the most important and widely used skills in the game. Many of these skills will serve the barbarian well, during both his wilderness adventures and his interactions with other barbarian tribes and the decadent peoples of the so-called ‘civilised’ nations.

✦ **Saving Throws:** The bard has good Reflex and Will saves, far superior to those of the barbarian. This means that, throughout his career, the lore keeper will have better saves in those two categories than the single class barbarian, the fighter or almost any other front line melee combatant. Combined with his morale bonus boost to Will saves from rage, the lore keeper will have a respectable chance of shaking off the harmful effects of those traditional melee warrior-killers: mind-affecting spells.



Weaknesses

The multiclass barbarian/bard suffers several weaknesses when compared to his single class barbarian peers, as outlined below.

✦ **Loss Of Barbarian Abilities:** Since the lore keeper does not focus on the powers of the barbarian class, he loses access to several, very valuable high level abilities. Most importantly, he will never be able to maximise his rage with tireless rage, or mighty rage, nor will he ever be able to rage more than three times a day. Further, his damage reduction will never rise above 2/–, meaning it will be a largely inconsequential ability.

✦ **Hit Points:** The bard has very poor hit points, especially when compared to the barbarian, who has the most potential hit points in the game. This means that, throughout his career, the lore keeper will always be far behind a single class barbarian in hit points. At

the highest levels of play, it is realistic to assume that a single class barbarian will have literally scores more hit points than the lore keeper.

✦ **Base Attack Bonus:** The bard class’ base attack progression is only fair, meaning the lore keeper will lag behind a single class barbarian in terms of attack power. As a result, at high levels, he will not gain extra attacks as quickly as his single-minded peers, he will not be able to count on successfully striking with all attacks in his full attack sequence and he will not enjoy the maximum benefits of feats like Power Attack.

✦ **Saving Throws:** While the lore keeper enjoys a favourable advantage over the single class barbarian in terms of both his Reflex and Will saves, he falls behind in his Fortitude save progression. This means that, while the



lore keeper will have a better than average chance to save against almost any type of spell, or spell-like ability, he will have trouble against spellcasters who have focused their spell power with feats like Spell Focus.

- ✦ **Clashing Ability Scores:** The most important ability scores for the barbarian are Strength, Constitution and Dexterity, in that order. The most important ability scores for the bard are Charisma and then either Dexterity or Intelligence. Members of both classes see the most benefit when their scores in each of their favoured abilities are maximised. This creates a problem for the lore keeper, since it will prove virtually impossible for him to have high scores in everything but his Wisdom.

Recommended Options

While the decision of which feats and skills a lore keeper selects is ultimately the Player's to make, the following options are recommended for those who wish to both maximise the power of this multiclass path and adhere closely to its themes.

- ✦ The lore keeper gains access to bard spells of up to 3rd level, meaning he will have the ability to cast several spells which will prove very useful to him. A complete rundown of all the spells that might

prove useful is beyond the capabilities of this book to provide but the following spells should be standard choices throughout the lore keeper's career.

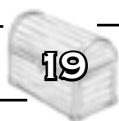
The recommended 0 level cantrips are: *detect magic*, *flare*, *know direction* and *resistance*.

The lore keeper's choice of 1st level spells is critical, as they will be his mainstays for the majority of his early adventures. The key is to select spells which boost his combat abilities, allowing him to equal, or even temporarily surpass, single class barbarians. The following spells are highly recommended: *cause fear*, *charm person*, *cure light wounds*, *expeditious retreat*, *lesser confusion*, *hideous laughter* and *sleep*. *Summon Monster I* may also prove valuable, particularly if the lore keeper needs something to stall the enemy's advance as he prepares himself for melee combat.

The lore keeper gains access to 2nd level bard spells as he approaches mid-levels of play. By this point, he will have begun to feel the pinch of his reduced combat abilities, at least compared to a single class barbarian. Fortunately, now is when the lore keeper gains access to all important ability boosting spells. The following spells are highly recommended: *blindness/deafness*, *blur*, *cat's grace*, *cure moderate wounds*, *eagle's*

The Lore Keeper

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Bbn 1	+1	+2	+0	+0	Rage, illiteracy, fast movement, (character feat)
2 nd	Brd 1	+1	+2	+2	+2	Bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1
3 rd	Bbn 2	+2	+3	+2	+2	Uncanny dodge, (character feat)
4 th	Brd 2	+3	+3	+3	+3	(ability increase)
5 th	Bbn 3	+4	+3	+4	+4	Trap sense +1
6 th	Brd 3	+5	+4	+4	+4	Inspire competence, (character feat)
7 th	Bbn 4	+6/+1	+5	+4	+4	Rage 2/day
8 th	Brd 4	+7/+2	+5	+5	+5	(ability increase)
9 th	Bbn 5	+8/+3	+5	+5	+5	Improved uncanny dodge, (character feat)
10 th	Brd 5	+8/+3	+5	+5	+5	
11 th	Bbn 6	+9/+4	+6	+6	+6	Trap sense +2
12 th	Brd 6	+10/+5	+7	+7	+7	<i>Suggestion</i> , (ability increase), (character feat)
13 th	Bbn 7	+11/+6/+1	+7	+7	+7	Damage reduction 1/-
14 th	Brd 7	+12/+7/+2	+7	+7	+7	
15 th	Bbn 8	+13/+8/+3	+8	+7	+7	Rage 3/day, (character feat)
16 th	Brd 8	+14/+9/+4	+8	+8	+8	Inspire courage +2, (ability increase)
17 th	Brd 9	+14/+9/+4	+9	+8	+8	Inspire greatness
18 th	Bbn 9	+15/+10/+5	+9	+9	+9	Trap sense +3, (character feat)
19 th	Bbn 10	+16/+11/+6/+1	+10	+9	+9	Damage reduction 2/-
20 th	Bbn 11	+17/+12/+7/+2	+10	+9	+9	Greater rage, (ability increase)



splendour, glitterdust, heroism, invisibility, mirror image, scare, sound burst and *summon swarm*. While *rage* seems an obvious choice, it lacks the power of the barbarian's class ability and is redundant; it is, however, very thematically appropriate for lore keeper's who take on the role of tribal war leader.

The lore keeper gains access to 3rd level spells at higher levels of play, meaning it is important that he select only those spells of maximum utility and power, since he will be using these spells against opponents of consummate power. The following spells should prove eminently useful, though their power may not seem obvious at first: *charm monster, confusion, crushing despair, cure serious wounds, dispel magic, displacement, fear, good hope, haste, invisibility sphere, phantom steed, scrying, see invisibility, slow* and *speak with animals*. Of all these spells, *haste* and *displacement* are the ones which no lore keeper should be without; since the lore keeper is a skilled melee combatant, with a reasonable base attack bonus, these two spells will be far more effective for him than they would be for a bard.

- ✦ In terms of feats, the lore keeper should strongly consider both the Skill Focus (Perform) feat and the Spell Focus feat, as both will help him overcome his

enemy's Will saves. Otherwise, the lore keeper should consider feats like Dodge and Combat Expertise (if he has the Intelligence), as both will help keep him safe from enemy attacks when he closes into melee combat. Leadership is another feat the lore keeper should consider; not only does it fit thematically, it also provides him with a cohort who can protect him in battle.

- ✦ The lore keeper is well served arming himself with the largest weapon he can find, since he does not have the hit points for extended battle. It is also recommended that the lore keeper spend the first rounds of any battle hanging back, to prepare his body with spells and to quickly give his allies boosts with his bardic music abilities.
- ✦ Alternately, the lore keeper can do well with a ranged weapon, particularly a bow which has been modified to accommodate his prodigious Strength. While it is likely he will not have a Dexterity score optimised for ranged attacks, the benefit of his Strength bonus to damage, coupled with his ability to stay out of range of enemy melee attacks and thus preserve his hit points, should more than make up for that.
- ✦ The lore keeper can and should outfit himself with the finest suit of light armour he can find, since his hit points are little better than those of a monk or cleric. In addition, he might consider equipping himself with a shield, particularly a magical one, as that will maximise his ability to avoid his enemy's attacks.

Lore Keeper Spells

Level	Caster Level	Spells per day				Spells known			
		0	1 st	2 nd	3 rd	0	1 st	2 nd	3 rd
1 st	0	—	—	—	—	—	—	—	—
2 nd	1 st	2	—	—	—	4	—	—	—
3 rd	1 st	2	—	—	—	4	—	—	—
4 th	2 nd	3	0	—	—	5	2 ¹	—	—
5 th	2 nd	3	0	—	—	5	2 ¹	—	—
6 th	3 rd	3	1	—	—	6	3	—	—
7 th	3 rd	3	1	—	—	6	3	—	—
8 th	4 th	3	2	0	—	6	3	2 ¹	—
9 th	4 th	3	2	0	—	6	3	2 ¹	—
10 th	5 th	3	3	1	—	6	4	3	—
11 th	5 th	3	3	1	—	6	4	3	—
12 th	6 th	3	3	2	—	6	4	3	—
13 th	6 th	3	3	2	—	6	4	3	—
14 th	7 th	3	3	2	0	6	4	4	2 ¹
15 th	7 th	3	3	2	0	6	4	4	2 ¹
16 th	8 th	3	3	3	1	6	4	4	3
17 th	9 th	3	3	3	2	6	4	4	3
18 th	9 th	3	3	3	2	6	4	4	3
19 th	9 th	3	3	3	2	6	4	4	3
20 th	9 th	3	3	3	2	6	4	4	3

¹ Provided the lore keeper has a high enough Charisma score to have a bonus spell of this level.

- ✦ The lore keeper should diversify his skill list, as he has enough skill points to gain expertise in a wide variety of areas. Bluff, Concentration, Diplomacy, Hide, Listen, Move Silently, Sense Motive and Tumble are all useful bard skills for the lore master and he should always maximise his Perform skill, the better to use his bardic music abilities. Since the bard is one of only two classes who can gain true mastery of Use Magic Device, the lore master should also have as many ranks in that skill as he can, as it will increase his power, both in and out of combat immensely.

Variant Rules

The following rules variants are intended for multiclass barbarian/bard only and reflect the special training a lore keeper might receive in the course of his adventuring career.

- ✦ Upon achieving 1st level as a bard, the lore keeper adds Intimidate and Survival to his class skill list. Upon achieving 2nd level as a barbarian, the lore keeper adds Perform and Sense Motive to his barbarian class skill list.



- ✦ **Demoralise (Ex):** Upon achieving 1st level as a bard, the lore keeper gains demoralise in lieu of the bardic music ability *fascinate*. A lore keeper with three or more ranks in the Perform skill can use his music or poetics to demoralise others, filling them with dread. The creature to be demoralised must be within 90 feet of the lore keeper, must be able to see and hear him and must be able to pay attention to him. For every three bard levels beyond the 1st the lore keeper has, he can use demoralise on one additional creature.

To use the ability, the lore keeper makes a Perform check, with the check result the DC for each affected creature's Will save. Those who succeed at their save cannot be affected by this ability for a full day. Those that fail to save are demoralised, as by the Intimidate skill. The target creatures are demoralised for as long as the lore keeper continues to play and maintains his concentration.

- ✦ **Terror (Sp):** Upon achieving 6th level as a bard, the lore keeper gains *terror* in lieu of the bardic music ability *suggestion*. A lore keeper with three or more ranks in the Perform skill can use his music or poetics to frighten others. The creature to be frightened must be within 90 feet of the lore keeper, must be able to see and hear him and must be able to pay attention to him. For every three bard levels beyond the 1st the lore keeper has, he can use *terror* on one additional creature.

The Pen – Much Less Mighty Than the Axe

Frankly, the barbarian/bard multiclass combination is one of the weakest in the game, at least in a strict mechanical sense, since the prime abilities of both classes – rage for the barbarian and spell use and bardic music for the bard – generally cannot be used in conjunction with one another. What is more, the traditional roles of the two classes are almost directly opposite of one another; the barbarian is the ultimate front line melee combatant, while the bard works best in a supporting role, boosting his ally's abilities with spells and music before darting in to deliver quick, lightly damaging blows.

For this reason, both Players and Games Masters are cautioned that the lore keeper requires careful play to truly come into its own as a multiclass. Therefore, consider very carefully before choosing this multiclass.

To use the ability, the lore keeper makes a Perform check, with the check result the DC for each affected creature's Will save. Those that fail to save are frightened, as by the spell *cause fear*, though the hit dice limit of what can be affected by this ability is equal to the lore keeper's barbarian + bard class levels. The effects of *terror* last for a total number of rounds equal to 1 + the lore keeper's Charisma bonus. This is a spell-like ability.

THE SHAMAN (BARBARIAN/CLERIC)

The shaman is the spiritual heart of the tribe, a wise counsellor well versed in all matters relating to ancestral spirits, totem animals, the gods of the trees, rocks and beasts, and the great kings of the earth and the infinite sky. It is the shaman's job to serve as the intermediary between the people of his tribe and all the spirits they revere, a job he takes very seriously.

The tribal shaman is not like the clerics and priests of civilised lands. He does not sequester himself behind stone walls, praying in silence and memorising ancient texts written by men with no more wisdom than he. Instead, the shaman immerses himself in the living world. He worships on the battlefield, screaming his ancestor's names as he raises a still-beating heart to the heavens. He worships as he rides across the plains, his devotionals the thunder of hooves on hard-packed earth. The shaman's worship is a living thing, for he believes his ancestors and his gods stand at his side at all times, moving through the ether unseen, smoke and glory and spirit.

The shaman is a particularly strong archetype for tribe oriented campaigns. In such a campaign, he is one of the foremost heroes of his community and a man trusted by all. It is his duty to oversee the spiritual welfare of the tribe, offering up daily sacrifices to appease the totem gods and appealing to the wisdom of the tribe's ancestors for guidance. In many barbarian societies, the shaman is also a war leader and the spokesman of the tribe, using the magic he receives from his totems, gods and/or ancestors to rain down curses on his people's enemies, or to cast the bones and read the runes that foretell weal and woe.

In a more typical campaign, the shaman is the perfect character for a Player who enjoys the idea of playing an outsider. The shaman is likely to come into conflict with more 'civilised', staid religious folk, not because he scorns their religion – though he might – but because priests and clerics tend to see him as a primitive buffoon, chasing after powerless ghosts and memories, when the true gods stand aloof above the squalor of the mortal world.

Strengths

The shaman enjoys a number of considerable advantages over single class barbarians.

- ✦ **Spells:** The chief ability of the cleric class is, of course, its access to powerful divine spells. The shaman, by virtue of his nine cleric levels, has access to potent spells of up to 5th level. With these spells, he will be able to boost his own combat abilities, as well as those of his friends, and heal himself of the damage he is sure to suffer on the front line of battle.
- ✦ **Domain Powers:** The cleric's domain spells are important but it is his access to domain abilities which will aid the shaman the most. The more potent clerical domains will boost the character's combat abilities and give him access to potent, supernatural abilities. The recommended options section, below, goes into detail about the relative advantages of different clerical domains.
- ✦ **Turn Undead:** While the single class barbarian is forced to hew down zombies and other undead with his axe, the shaman can utilise divine energies to turn, or even command undead into his service. This is a powerful advantage, as it minimises the risk of ability score loss, or temporary (or permanent) level drains and allows the shaman to conserve his barbarian's rage for other opponents.
- ✦ **Skills:** While the cleric class lacks the barbarian's skill points per level, his skill list includes several valuable skills that a single class barbarian does not have access to.
- ✦ **Saving Throws:** The cleric class shares the barbarian's good Fortitude save but also benefits from the best Will save progression. As a result, the shaman will be very difficult for opposing

spellcasters to stop with mind-affecting spells, particularly when the shaman enters a rage.

Weaknesses

The multiclass barbarian/cleric suffers several weaknesses when compared to his single class barbarian peers, as outlined below.

- ✦ **Loss Of Barbarian Abilities:** Since the shaman does not focus on the powers of the barbarian class, he loses access to several, very valuable high level abilities. Most importantly, he will never be able to maximise his rage with tireless rage, or mighty rage, nor will he ever be able to rage more than three times a day. Further, his damage reduction will never rise above 2/-, meaning it will be a largely inconsequential ability against powerful opponents.
- ✦ **Hit Points:** While the cleric class possesses a respectable 1d8 hit points per level, this is still far below the barbarian class' potential 12 hit points, before Constitution bonus, at each level. This means that the shaman should expect to have a minimum of two fewer hit points than a single class barbarian each time he gains a cleric level. At 20th level, this means that he will have almost a score fewer hit points than his single class barbarian peers.
- ✦ **Skill Points:** The cleric receives only two skill points per level. As a result, he will be more versatile than a single class barbarian but overall less adept with his many skills.
- ✦ **Base Attack Bonus:** The cleric class has only a fair base attack bonus progression. This means that, at higher levels of play, the shaman will not be able to count on hitting with his full attack sequence. In addition, the shaman's lower base attack bonus means the character will not receive new iterative attacks until well after a single class barbarian.



The Shaman

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Bbn 1	+1	+2	+0	+0	Rage, illiteracy, fast movement, (character feat)
2 nd	Clr 1	+1	+4	+0	+2	Turn or rebuke undead
3 rd	Bbn 2	+2	+5	+0	+2	Uncanny dodge, (character feat)
4 th	Clr 2	+3	+6	+0	+3	(ability increase)
5 th	Bbn 3	+4	+6	+1	+4	Trap sense +1
6 th	Clr 3	+5	+6	+2	+4	(character feat)
7 th	Bbn 4	+6/+1	+7	+2	+4	Rage 2/day
8 th	Clr 4	+7/+2	+8	+2	+5	(ability increase)
9 th	Clr 5	+7/+2	+8	+2	+5	(character feat)
10 th	Bbn 5	+8/+3	+8	+2	+5	Improved uncanny dodge
11 th	Clr 6	+9/+4	+9	+3	+6	
12 th	Clr 7	+10/+5	+9	+3	+6	(ability increase), (character feat)
13 th	Bbn 6	+11/+6/+1	+10	+4	+7	Trap sense +2
14 th	Bbn 7	+12/+7/+2	+10	+4	+7	Damage reduction 1/-
15 th	Clr 8	+13/+8/+3	+11	+4	+8	(character feat)
16 th	Bbn 8	+14/+9/+4	+12	+4	+8	Rage 3/day, (ability increase)
17 th	Clr 9	+14/+9/+4	+12	+5	+8	
18 th	Bbn 9	+15/+10/+5	+12	+6	+9	Trap sense +3, (character feat)
19 th	Bbn 10	+16/+11/+6/+1	+13	+6	+9	Damage reduction 2/-
20 th	Bbn 11	+17/+12/+7/+2	+13	+6	+9	Greater rage, (ability increase)

✦ **Rage/Spell Conflict:** The cleric's most potent ability is his spell casting and the barbarian his ability to rage. Unfortunately, the shaman cannot cast most of his spells while raging, as he lacks the concentration necessary to focus his will towards channelling divine energies. This means that the shaman will have to prepare his body with spells ahead of time and wait to heal himself until after the battle is concluded.

✦ **Ability Score Conflict:** The cleric's spellcasting ability is dependant upon his Wisdom, while his ability to turn undead is based on his Charisma. This is in direct conflict with the barbarian class, which has no abilities (and few skills) dependant on either. In order to wring maximum efficiency out of his abilities, or for those abilities to be useful at all, the shaman will have to spread his magic items and level based ability score advancements amongst a minimum of four abilities, five if he also wishes to have a decent armour class. As a result, the shaman is unlikely to have the massive Strength or Constitution scores of single class barbarians, at least not without temporary boosts from his divine spells.

Recommended Options

While the decision of which feats and skills a shaman selects is ultimately the Player's to make, the following options are recommended for those who wish to both

maximise the power of this multiclass path and adhere closely to its themes.

✦ The ability to spontaneously heal, at least when he is not raging, will serve the shaman very well. Fortunately, the shaman need not prepare *cure* spells ahead of time, freeing him up to prepare divine spells which boost his and his ally's combat abilities. Over the course of his adventuring career, the shaman will gain access to cleric spells of up to 5th level, meaning that, at high levels, he will control significant godly power.

The recommended 0 level orisons for the shaman are: *detect magic*, *guidance* and *resistance*.

For his 1st level spells, the following are recommended, both for their power and versatility: *bane*, *bless*, *cause fear*, *command*, *death watch*, *divine favour*, *doom*, *magic weapon*, *protection* (evil, good, law) and *remove fear*.

Recommended 2nd levels spells are: *aid*, *align weapon*, *death knell*, *hold person*, *shield other*, *silence*, *sound burst*, *spiritual weapon* and *summon monster II*. In addition to the listed spells, it is imperative that the shaman prepare at least one each of *bear's endurance*, *bull's strength* and *owl's wisdom*, as those spells

will improve his combat and spellcasting abilities immensely.

Recommended 3rd level spells include: *animate dead*, *bestow curse*, *blindness/deafness*, *dispel magic*, *magic circle against (evil/good/law)*, *magic vestment*, *prayer*, and *summon monster III*.

Recommended 4th level spells include: *dismissal*, *divine power*, *freedom of movement*, *greater magic weapon*, *lesser planar ally*, *poison* and *spell immunity*.

Recommended 5th level spells include: *greater command*, *dispel (evil/good/law)*, *flame strike*, *raise dead*, *righteous might*, *slay living* and *summon monster V*. Of these, *righteous might* will prove an absolute powerhouse spell, one which will allow the shaman to meet or exceed the combat capabilities of a barbarian.

- ✦ In terms of domains, the shaman is best served selecting those which grant his powerful domain powers, rather than ones with weak granted powers but strong spells. Death, Destruction, Healing, Luck, Magic, Strength, Travel and War are all very good choices, though Strength only comes into its own at high levels of play. In addition to those domains,

Animal and Plant are other good choices, if only for their thematic appropriateness.

- ✦ The shaman should strongly consider at least one feat which will boost the power of his spells, typically Spell Focus, though the feat Extend Spell can also prove useful, especially once the shaman gains access to ability boosting spells. Otherwise, the shaman should feel free to select any feat that would normally appeal to a barbarian; though his hit points and base attack bonus are slightly reduced in comparison to the barbarian, both are still superior to the cleric's, who is a perfectly serviceable melee combat character. Once the shaman gains access to *bull's strength*, the Power Attack feat becomes an especially attractive choice, as the bonus to Strength he gains from that spell will make up for the reduced attack bonus of his strikes and also maximise the damage he deals.

- ✦ The various Craft item feats can be somewhat useful for the shaman, as they allow him to create his own magical equipment, rather than forcing him to rely on found, or purchased items. Craft Magic Arms and Armour is the best choice here, both because the shaman is so focused on melee combat. Scribe Scroll is another good choice for the shaman, as it will allow him to supplement his somewhat limited number of spells per day.

- ✦ Since the cleric can cast spells even while wearing heavy armour, the shaman should outfit himself with the most protective suit of light armour he can. Should he choose to take more of a supporting role in the party, or should he frequently adventure in environs like dungeons and caverns, where cramped conditions are the norm, he should strongly consider wearing medium, or even heavy armour, as the bonus to his armour class will more than make up for the temporary loss of his fast movement ability.

- ✦ For skills, it is highly recommended that the shaman have maximum, or near maximum ranks in Heal, Intimidate, Listen and Survival. Knowledge (religion) is another useful skill, as is Spellcraft but the limited number of skill points the shaman possesses means he can ill afford to dedicate too many of his resources to either.

Shaman Spells

Caster		Spells Per Day					
Level	Level	0	1 st	2 nd	3 rd	4 th	5 th
1	0	—	—	—	—	—	—
2	1 st	3	1+1	—	—	—	—
3	1 st	3	1+1	—	—	—	—
4	2 nd	4	2+1	—	—	—	—
5	2 nd	4	2+1	—	—	—	—
6	3 rd	4	2+1	1+1	—	—	—
7	3 rd	4	2+1	1+1	—	—	—
8	4 th	5	3+1	2+1	—	—	—
9	5 th	5	3+1	2+1	1+1	—	—
10	5 th	5	3+1	2+1	1+1	—	—
11	6 th	5	3+1	3+1	2+1	—	—
12	7 th	6	4+1	3+1	2+1	1+1	—
13	7 th	6	4+1	3+1	2+1	1+1	—
14	7 th	6	4+1	3+1	2+1	1+1	—
15	8 th	6	4+1	3+1	3+1	2+1	—
16	8 th	6	4+1	3+1	3+1	2+1	—
17	9 th	6	4+1	4+1	3+1	2+1	1+1
18	9 th	6	4+1	4+1	3+1	2+1	1+1
19	9 th	6	4+1	4+1	3+1	2+1	1+1
20	9 th	6	4+1	4+1	3+1	2+1	1+1

Variant Rules

The following rules variants are intended for multiclass barbarian/clerics only and reflect the special training a shaman might receive in the course of his adventuring career.



- ✦ Upon achieving 1st level as a cleric, the shaman adds the Handle Animal, Intimidate, Listen and Survival skills to his class skill list. Upon achieving 2nd level as a barbarian, the shaman adds Concentration, Heal, Knowledge (religion) and Spellcraft to his class skill list.
- ✦ Upon achieving 2nd level as a barbarian, the shaman no longer gains a +2 bonus to Will saves. Instead, when he rages he gains the ability to cast spells on his domain list and also the ability to spontaneously cast *cure* spells. He cannot cast any other spells while raging, as normal for barbarian rage.
- ✦ Upon achieving 3rd level as a barbarian, the shaman can, in lieu of gaining the trap sense ability, gain a +2 morale bonus to all Charisma checks made to turn or rebuke undead but only while raging.
- ✦ Upon achieving 7th level as a barbarian, the shaman adds a +1 morale bonus to the save DCs of his spells and to his caster level checks to pierce spell resistance but only while raging. In addition, he now casts all domain spells and *cure* spells at +1 caster level while raging. He gains this ability in lieu of receiving any damage reduction, either when he becomes a 7th level barbarian, or a 10th.

THE TOTEM WARRIOR (BARBARIAN/DRUID)

Many barbarian tribes venerate animals or, more precisely, mighty spirit animals which command the power of lesser gods and who embody concepts and emotions that are important to the tribe. To appease the totem spirit and to curry its favour, tribes pay homage with the sacrifice of corn and of salmon and carve the likeness of their totem animals into lodges, ships, shields and into massive poles set in the heart of the village.

The veneration of totem spirit animals does not just occur on the village level. Individual warriors worship totem spirits as well, venerating a particular animal because of some innate quality it possesses, whether that quality be the bear's strength, the wolf's ferocity, the salmon's endurance or the raven's cunning. For the most part, this individual worship goes no further than the occasional sacrifice made in the totem spirit's name and the carving or painting of the animal into property and flesh. For the most part, but not for the totem warrior.

The totem warrior is a barbarian whose heart and spirit have become one with not just a single totem spirit but with all totem spirit animals. He is as one with nature, with the fierce heart of the wilderness and he is protected

and guided by the spirits he venerates. The totem warrior's belief is so strong that he can transcend the limits of mortal flesh, allowing the totem spirits to ride his skin and transform his body into the shape of any animal to which he pays homage. The totem warrior is also gifted with the ability to channel the energy of his totem animals into divine magic, the better to serve himself, his tribe and the mighty totem spirits.

In a tribe-based campaign, the totem warrior is a powerful, rare hero. He usually dwells alone, on the outskirts of his tribe's lands, where he can immerse himself in the wilderness and surround himself with carvings and paintings dedicated to his animal totems. The totem warrior serves as an intermediary between the spirit animals and the tribes who venerate them, offering up sacrifices on behalf of his people and communicating the will, the desires, the pleasure and displeasure of the totem spirits to the tribes. In a more typical campaign, the totem warrior is an exotic warrior undertaking a lonely spirit quest. Most likely, he seeks to emulate the legendary journey of one or more of his totem namesakes, an offered sacrifice to prove his dedication and his respect. The totem warrior also might be an outcast from his lands, one who venerates totem spirit animals rejected by the elders of his tribe. In any case, the totem warrior is a proud and mighty hero, one who embodies the qualities, both noble and base, of the animals he venerates.

Strengths

The totem warrior enjoys a number of considerable advantages over single class barbarians.

- ✦ **Spells:** The druid class' spell list is traditionally thought of as less versatile and slightly weaker than other primary spellcaster's. In most cases, this is true but for the totem warrior it is a different story. The animal and wilderness focused nature of the druid spell list is perfectly suited to the themes and powers of the barbarian class. Though the totem warrior never gains access to higher than 5th level spells, many of those spells he can cast will enhance both his ability to fight and his ability to manoeuvre and survive in even the harshest wild lands.
- ✦ **Wild Shape:** The wild shape ability gives the druid unmatched versatility in the wilderness. So too does it give the totem warrior that same versatility. In conjunction with his rage ability, wild shape provides the totem warrior the ability to temporarily boost his fighting skills to almost unmatched levels, while also giving him access to exceptionally useful abilities like scent, or the ability to fly and swim with the ease of a hawk or salmon.

- ✦ **Druid Abilities:** In addition to wild shape and spells, the totem warrior gains access to several very useful druid class abilities. Nature sense and wild empathy will serve him well in his wilderness adventures, protecting him from the ravaging effects of harsh weather and from the teeth and claws of hostile wild animals. Thanks to woodland stride, the totem warrior will be able to move at his full speed even over the worst terrain; coupled with his fast movement, he will be able to outpace almost any other being. Resist nature's lure and venom immunity both offer potent defensive enhancements and ability to move without leaving a trail will undoubtedly save the totem warrior's life on more than one occasion, particularly if he spends much time in the territory of hostile barbarian tribes.
- ✦ **Animal Companion:** Though it is an easily overlooked ability, the druid's animal companion is a powerful ally to the totem warrior. Though his animal companion will never have the power of a single class druid's, it will still be strong enough, at high levels, to serve as a viable weapon in his arsenal. Even better, the animal companion can serve as an advance scout, or very effective sentry as the totem warrior sleeps.
- ✦ **Skill Synergy:** The druid and the barbarian share a nature theme and their skill lists are likewise focused on wilderness adventure. Even better, the druid class has access to several skills which are very valuable in outdoor settings, skills which the barbarian does not possess. As a result, the totem warrior will truly be a master of the wilderness, with a breadth of outdoor skills which will be the envy of every other character class.
- ✦ **Saving Throws:** The druid class shares the barbarian's good Fortitude save but also benefits from the best Will save progression. As a result, the totem warrior will be very difficult for opposing spellcasters to stop with mind-affecting spells, particularly when the totem warrior enters a barbarian rage.

Weaknesses

The multiclass barbarian/druid suffers several weaknesses when compared to his single class barbarian peers, as outlined below.

- ✦ **Loss Of Barbarian Abilities:** Since the totem warrior does not focus on the powers of the barbarian class, he loses access to several, very valuable high level abilities. Most importantly, he will never be able to maximise his rage with tireless rage, or mighty rage, nor will he ever be able to rage more than three times a day. Further, his damage reduction will never rise

above 2/-, meaning it will be a largely inconsequential ability.

- ✦ **Hit Points:** While the druid class possesses a respectable 1d8 hit points per level, this is still far below the barbarian class' potential 12 hit points, before Constitution bonus, at each level. This means that the totem warrior should expect to have a minimum of two fewer hit points than a single class barbarian each time he gains a druid level. At 20th level, this means that he will have almost a score fewer hit points than his single class barbarian peers.
- ✦ **Base Attack Bonus:** The druid class has only a fair base attack bonus progression. This means that, at higher levels of play, the totem warrior will not be able to count on hitting with his full attack sequence. In addition, the totem warrior's lower base attack bonus means the character will not receive new iterative attacks until well after a single class barbarian.
- ✦ **Rage/Spell Conflict:** One of the druid's most potent abilities is his spell casting, while barbarian's is his ability to rage. Unfortunately, the totem warrior cannot cast most of his spells while raging, as he lacks the concentration necessary to focus his will towards channelling divine energies. This means that the totem warrior will have to prepare his body with spells ahead of time and wait to heal himself until after the battle is concluded.
- ✦ **Ability Score Conflict:** The druid's spellcasting ability is dependant upon his Wisdom. This is in direct conflict with the barbarian class, which has no abilities (and few skills) dependant on either. In order to wring maximum efficiency out of his abilities, or for those abilities to be useful at all, the totem warrior will have to spread his magic items and level based ability score advancements amongst at least his Strength, Constitution and Wisdom. As a result, the totem warrior is unlikely to have the massive Strength or Constitution scores of single class barbarians, at least not without temporary boosts from his divine spells, or through the use of his wild shape abilities.

Recommended Options

While the decision of which feats and skills a totem warrior possesses is ultimately the Player's to make, the following options are recommended for those who wish to both maximise the power of this multiclass path and adhere closely to its themes.

- ✦ When deciding which forms to assume with his wild shape ability, the totem warrior should always default to creatures with exceptional natural Strength and



Constitution scores and in particular, those creatures who have impressive Extraordinary special attacks. The only problem for the totem warrior, if it can really be counted a problem, is that the totem warrior is already likely to have very sizeable Strength and Constitution scores, partially negating one of the primary benefits of wild shape. Brown bear is an excellent shape for the totem warrior, as its Strength is sizeable but animals like the constrictor snake and the boar are decent choices as well, since both have unique attack forms which can prove very valuable in the right situation.

When the totem warrior gains the ability to transform into a large animal, he should default to such powerful, natural predators as the lion, the tiger and, especially, the polar bear and rhino, as all these animals have both excellent Strength and Constitution scores and powerful attack forms.

✦ The druid's spell list takes on a new level of potency in the hands of the totem warrior, since his nature based class abilities mesh perfectly with druidic magic. As such, he can make good use of almost any spell on the druid's spell list, though some spells are, of course, better than others.

Recommended 0 level spells are: *detect magic, flare, guidance, know direction* and *resistance*.

Recommended 1st level spells are: *calm animal, charm animal, endure elements, entangle, hide from animals, jump, longstrider, magic fang* and *speak with animals*.

Recommended 2nd level spells are: *animal trance, barkskin, flame blade, heat metal, hold animal, lesser restoration, soften earth and stone* and *summon swarm*. Without a doubt, every totem warrior should always have at least one *bear's endurance* and *bull's strength* prepared, as those spells will, when coupled with rage, boost his combat abilities immensely.

Recommended 3rd level spells include: *call lightning, contagion, dominate animal, greater magic fang, poison, protection from energy, sleep storm, spike growth* and *water breathing*.

Recommended 4th level spells include: *dispel magic, flame strike, freedom of movement, ice storm, rusting grasp* and *spike stones*.

Recommended 5th level spells include: *animal growth, baleful polymorph, call lightning storm, insect plague, stoneskin, tree stride* and *wall of fire*.

Since the totem warrior can, like a druid, default any spell to an equivalent level *summon animal* spell, it would be wasteful of him to prepare those spells

The Totem Warrior

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Bbn 1	+1	+2	+0	+0	Rage, illiteracy, fast movement, (character feat)
2 nd	Drd 1	+1	+4	+0	+2	Animal companion, nature sense, wild empathy
3 rd	Bbn 2	+2	+5	+0	+2	Uncanny dodge, (character feat)
4 th	Drd 2	+3	+6	+0	+3	Woodland stride, (ability increase)
5 th	Bbn 3	+4	+6	+1	+4	Trap sense +1
6 th	Drd 3	+5	+6	+2	+4	Trackless step, (character feat)
7 th	Drd 4	+6/+1	+7	+2	+5	Resist nature's lore
8 th	Bbn 4	+7/+2	+8	+2	+5	Rage 2/day, (ability increase)
9 th	Drd 5	+7/+2	+8	+2	+5	Wild shape 1/day, (character feat)
10 th	Bbn 5	+8/+3	+8	+2	+5	Improved uncanny dodge
11 th	Drd 6	+9/+4	+9	+3	+6	Wild shape 2/day
12 th	Bbn 6	+10/+5	+10	+4	+7	Trap sense +2, (ability increase), (character feat)
13 th	Drd 7	+11/+6/+1	+10	+4	+7	Wild shape 3/day
14 th	Drd 8	+12/+7/+2	+11	+4	+8	Wild shape (Large)
15 th	Bbn 7	+13/+8/+3	+11	+4	+8	Damage reduction 1/–, (character feat)
16 th	Bbn 8	+14/+9/+4	+12	+4	+8	Rage 3/day, (ability increase)
17 th	Drd 9	+14/+9/+4	+12	+5	+8	Venom immunity
18 th	Bbn 9	+15/+10/+5	+12	+6	+9	Trap sense +3, (character feat)
19 th	Drd 10	+16/+11/+6/+1	+13	+6	+10	Wild shape 4/day
20 th	Bbn 10	+17/+12/+7/+2	+14	+6	+10	Damage reduction 2/–, (ability increase)

ahead of time. If the totem warrior is not the only divine caster in the party, then he should not dedicate more than one spell slot of each level to *cure* spells. If he is, however, the primary divine caster in the party, then he must be prepared to dedicate multiple spell slots of each level to healing magic.

- ✦ In terms of feats, the totem warrior is encouraged to select at least one feat that will maximise his spell power and versatility. The Natural Spell feat is the obvious choice and should be selected as soon as the totem warrior is able to do so; since he has so few wild shape uses each day, he must be able to cast spells while in animal form, lest he have to waste a transformation when the situation calls for divine magic. Otherwise, feats like Power Attack and Cleave are very good choices for the totem warrior, particularly when he gains access to the incredible strength of the rhino and polar bear. A totem warrior who selects the Totem Animal feat as a variant ability should also strongly consider Falcon Friend, Horse Lord or Pack Leader, as those feats will dramatically increase the power of his animal companion.

If the totem warrior is the primary or only divine spellcaster in the party, then he should consider selecting Scribe Scroll as one of his feats, so that he can prepare *cure* spells ahead of time, leaving him free to prepare other, more personally useful spells with his normal spell slots. The only downside of using scrolls in this fashion is that the totem warrior will be forced to either spend most of his time in his humanoid form, or be willing to ‘waste’ a wild shape form to rescue a grievously wounded ally.

- ✦ The totem warrior should work to keep the following skills at maximum or near maximum ranks at all times: Handle Animal, Knowledge (nature), Listen, Spot and Survival. Heal and Intimidation are also valuable skills for him. The totem warrior should have a few ranks of Concentration, as all spellcasters should but he can afford to dedicate only a few skill points to it, as his Constitution score will be high enough to compensate. Spellcraft can be useful but as it is likely there will already be a primary spellcaster in his adventuring party, dedicating too many points to the skill will end up a waste of resources.
- ✦ Since the totem warrior is forbidden from wearing metal armour he should find or create a suit of bone or ironwood armour as soon as possible. In terms of weapons, the totem warrior is better served concentrating on good ranged attacks, as he will primarily use his wild shape claw and bite attacks at higher levels.

Variant Rules

The following rules variants are intended for multiclass barbarian/druids only and reflect the special training a totem warrior might receive in the course of his adventuring career.

- ✦ Upon achieving 1st level as a druid, the totem warrior adds the Climb, Intimidate and Jump skills to his class skill list. Upon achieving 2nd level as a barbarian, the totem warrior adds Concentration, Diplomacy, Heal, Knowledge (nature), Spellcraft and Spot to his class skill list.
- ✦ Upon achieving 5th level as a druid, the totem warrior gains the ability to cast spells from the druid spell list while raging but only while in a wild shape animal form. The normal rules regarding casting spells while in an animal form apply, so the totem warrior is advised to select the Wild Spell feat.
- ✦ Upon achieving 7th level as a barbarian, in lieu of gaining the damage reduction ability, the totem warrior can instead choose to add a +1 morale bonus to the save DCs of his spells and to his caster level checks to pierce spell resistance but only while raging and while in a wild shape animal form. If he selects this variant rule, then he does not gain damage reduction when he reaches 10th level as a barbarian.

Totem Warrior Spells

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	0	—	—	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	1 st	3	1	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	2 nd	4	2	—	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	4 th	5	3	2	—	—	—
8 th	4 th	5	3	2	—	—	—
9 th	5 th	5	3	2	1	—	—
10 th	5 th	5	3	2	1	—	—
11 th	6 th	5	3	3	2	—	—
12 th	6 th	5	3	3	2	—	—
13 th	7 th	6	4	3	2	1	—
14 th	8 th	6	4	3	3	2	—
15 th	8 th	6	4	3	3	2	—
16 th	8 th	6	4	3	3	2	—
17 th	9 th	6	4	4	3	2	1
18 th	9 th	6	4	4	3	2	1
19 th	10 th	6	4	4	3	3	2
20 th	10 th	6	4	4	3	3	2



THE BERSERKER (BARBARIAN/FIGHTER)

Some warriors fight with cold, restrained emotion, every decision they make on the battlefield a purely logical, tactical choice. The berserker is not one of these warriors. The berserker is an elite warrior of his people, whether those people are nomadic raiders, sea borne pirates or civilised folk in the largest empire in the world.

The berserker is well trained in all manner of sophisticated techniques and tactics but he has also been taught to unleash his primal fury, the better to put fear in his enemy's heart and to allow him to stand fast against the dangerous monsters who plague the typical fantasy world.

The berserker is an especially appropriate choice for barbarians modelled after the Norse and, in fact, takes its name from their most infamous warriors. In a tribal campaign, the berserker is likely to be considered one of the most respected warriors of his people, while in a standard campaign, he will be seen as a wild dog, useful under certain circumstances but not to be trusted. In either case, the berserker is unlikely to care.

Strengths

The berserker enjoys a number of considerable advantages over single class barbarians.

The Berserker

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Bbn 1	+1	+2	+0	+0	Rage, illiteracy, fast movement, (character feat)
2 nd	Ftr 1	+2	+4	+0	+0	Bonus feat
3 rd	Bbn 2	+3	+5	+0	+0	Uncanny dodge, (character feat)
4 th	Ftr 2	+4	+6	+0	+0	Bonus feat, (ability increase)
5 th	Bbn 3	+5	+6	+1	+1	Trap sense +1
6 th	Ftr 3	+6/+1	+6	+2	+2	(character feat)
7 th	Ftr 4	+7/+2	+7	+2	+2	Bonus feat
8 th	Bbn 4	+8/+3	+8	+2	+2	Rage 2/day, (ability increase)
9 th	Bbn 5	+9/+4	+8	+2	+2	Improved uncanny dodge, (character feat)
10 th	Ftr 5	+10/+5	+8	+2	+2	
11 th	Bbn 6	+11/+6/+1	+9	+3	+3	Trap sense +2
12 th	Ftr 6	+12/+7/+2	+10	+3	+3	Bonus feat, (ability increase), (character feat)
13 th	Bbn 7	+13/+8/+3	+10	+3	+3	Damage reduction 1/-
14 th	Ftr 7	+14/+9/+4	+10	+3	+3	
15 th	Bbn 8	+15/+10/+5	+11	+3	+3	Rage 3/day, (character feat)
16 th	Ftr 8	+16/+11/+6/+1	+12	+3	+3	Bonus feat, (ability increase)
17 th	Bbn 9	+17/+12/+7/+2	+12	+4	+4	Trap sense +3
18 th	Ftr 9	+18/+13/+8/+3	+12	+5	+5	(character feat)
19 th	Ftr 10	+19/+14/+9/+4	+13	+5	+5	Bonus feat
20 th	Bbn 10	+20/+15/+10/+5	+14	+5	+5	Damage reduction 2/-, (ability increase)

- + **Bonus Feats:** The only unique class ability of the fighter is his enormous number of bonus feats. A barbarian who chooses to follow the path of the berserker will, over the course of his career, gain access to five bonus fighter feats, giving him a significant advantage in trained combat skill over a single class barbarian. Since the fighter's bonus feat list includes some very powerful feat combinations, especially if you incorporate the *Quintessential Fighter I* and *II*, the berserker will be the only multiclass presented here which can reasonably expect to match the single class barbarian blow for blow in open combat.
- + **Base Attack Bonus:** The fighter and the barbarian share the same base attack bonus progression, meaning the berserker will advance in both combat prowess and iterative attacks at the same rate as a single class barbarian. Coupled with his feats, the berserker may actually pull ahead of the barbarian in accuracy of attacks, at least over the long term, though the single class barbarian's greater number of rages per day, as well as the increased power of his rage, will give him the advantage for brief moments each day.
- + **Ability Score Synergy:** The iconic fighter depends upon his Strength and his Constitution scores, in that order, to win the day. The iconic barbarian relies on the same abilities. This means that the berserker need not worry about splitting his ability score advancements

amongst multiple abilities, a strong advantage in this multiclass' favour.

- ✦ **Fortitude Save:** The fighter possesses the same good save progression as the fighter, meaning the berserker will actually have a slight advantage over the single class barbarian, at least at higher levels.

Weaknesses

The multiclass barbarian/fighter suffers several weaknesses when compared to his single class barbarian peers, as outlined below.

- ✦ **Loss Of Barbarian Abilities:** Since the berserker does not focus on the powers of the barbarian class, he loses access to several, very valuable high level abilities. Most importantly, he will never be able to maximise his rage with tireless rage or mighty rage, nor will he ever be able to rage more than three times a day. Further, his damage reduction will never rise above 2/–, meaning it will be a useful ability but not one the berserker can count on to protect him at high levels.
- ✦ **Hit Points:** The fighter gains d10 hit points per level, putting him just below the barbarian in hit point potential. While this is just a minimal difference, it does mean that, at high levels, the berserker can expect to be slightly more vulnerable than a single class barbarian.
- ✦ **Skill Points:** The fighter has the worst class skill list in the game, bar none. Just as bad, he gains only two skill points per level. As a result, the berserker will be nowhere near as versatile as the single class barbarian, nor will he have their depth of knowledge.
- ✦ **Reflex and Will Saves:** Neither the barbarian nor the fighter benefit from

favourable Reflex or Will saves, meaning the blending of the two classes will have paltry bonuses in both. It should be added that these meagre bonuses will come only slowly and that the berserker will spend several levels at the beginning of his career with absolutely no bonus to either save, a dangerous proposition at best.

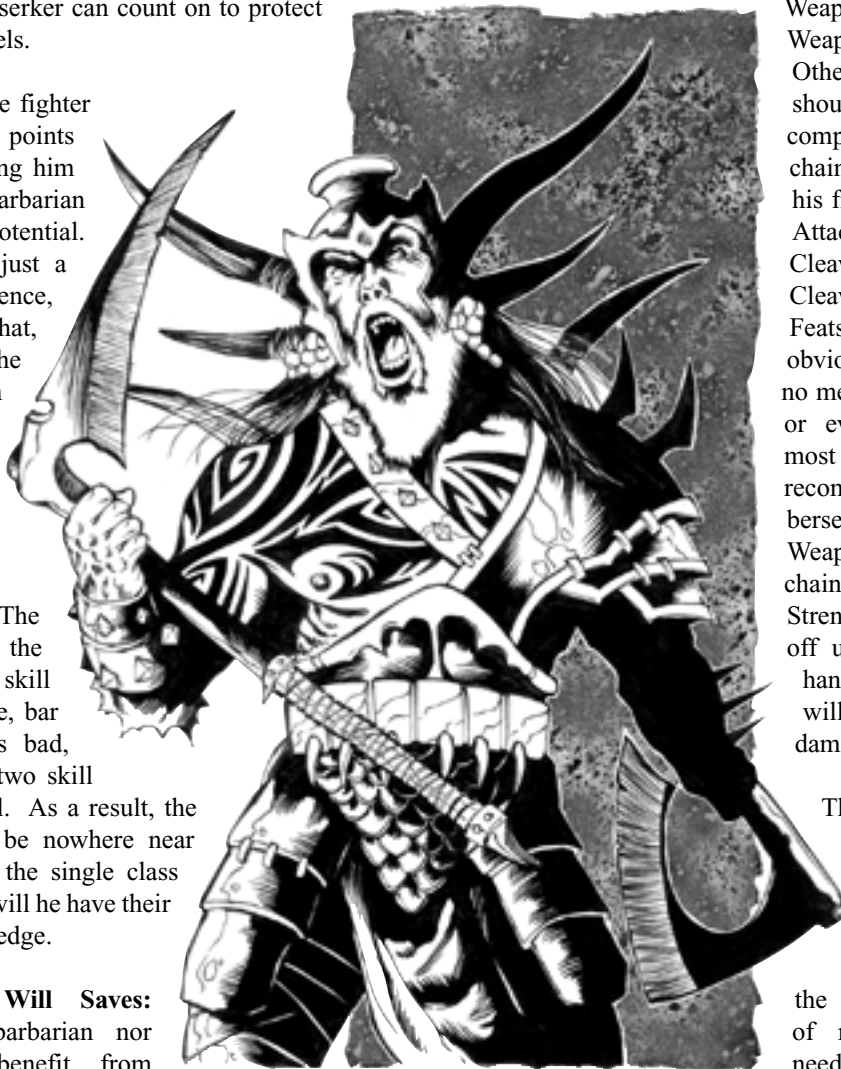
Recommended Options

While the decision of which feats and skills a berserker has is ultimately the Player's to make, the following options are recommended for those who wish to both maximise the power of this multiclass path and adhere closely to its themes.

- ✦ Whatever benefits the barbarian receives from multiclassing as a fighter will all come from bonus feats, so it behoves the berserker to choose his bonus feats very carefully. The one feat chain no berserker should ever go without is Weapon Focus, Weapon Specialisation, Greater Weapon Focus and Greater Weapon Specialisation. Otherwise, the berserker should concentrate on completing entire feat chains that supplement his fighting style. Power Attack, Cleave, Great Cleave and Ultimate Cleave (see Barbarian Feats for details) is the obvious choice, though by no means the only choice, or even necessarily the most powerful. It is not recommended that the berserker pursue the Two-Weapon Fighting feat chain; with his immense Strength, he is better off using a single, two-handed weapon, which will allow him a better damage modifier.

The berserker can also do well with ranged attacks, even if his Dexterity is not impressive.

In order to get the maximum benefits of ranged attacks, he needs a bow capable of



supporting his rage enhanced Strength and should also complete the Point Blank Shot, Precise Shot and Rapid Shot feat chain. If his Dexterity is high enough (unlikely), he might also select Many Shot. If the berserker is modelled after a Mongolian warrior, or a Native American tribesman, he might also consider the Mounted Combat and Mounted Archery feats, as they are both thematically appropriate and very powerful.

Finally, as a third option, the berserker can make an exceptional grappler. Though he will never have the raw base unarmed damage of a barbarian/monk, he can make up for this with wise feat selection. Improved Unarmed Strike is a must, of course, as is Improved Grapple. From there, the berserker can boost his grappling potential with Ape Wrestler, Improved Critical, the Weapon Focus/Weapon Specialisation (unarmed) chain and feats like Power Attack and Improved Bull Rush.

Regardless of whether he chooses melee, ranged or unarmed attacks, the berserker can also see strong benefits from the Improved Critical feat. Many archetypal barbarian weapons have a high critical damage multiplier but a low threat range, so Improved Critical can help ensure the berserker gets to maximise his prodigious Strength bonus with a successful, high multiplier critical hit.

- ✦ In terms of skills, the berserker should absolutely insure that his Intimidation, Listen and Survival skills are maximised at each level. From there, if he has sufficient skill points, he should consider Handle Animal and Ride, if he chooses a mounted warrior theme, or Climb, Jump and Swim if he wishes to be a more traditional barbarian.
- ✦ One of the chief advantages of this combination, if the variant rules are in effect, is the barbarian's ability to use heavy armours with only a slight penalty to his fast movement. The berserker should absolutely take advantage of this, outfitting himself with the heaviest armour he can afford. He should, however, forgo the use of a shield.

Variant Rules

The following rules variants are intended for multiclass barbarian/fighter only and reflect the special training a berserker might receive in the course of his adventuring career.

- ✦ Upon achieving 1st level as a fighter, the berserker adds the Listen and Survival skills to his class skill list.

- ✦ Upon achieving 1st level as a fighter, the berserker can select any feat in this sourcebook with his fighter bonus feats.
- ✦ Upon achieving his 9th level as a fighter (his 18th total character level), the berserker can select the Greater Weapon Specialisation feat.

THE PIT FIGHTER (BARBARIAN/MONK)

Gladiatorial games are an important part of many civilised cultures, with armed and unarmed warriors fighting to the death for the entertainment of the masses, or for the secret thrills of the noble classes. Though they are usually performed for more sacred reasons, pit fights and unarmed challenge matches are also a common part of tribal life, with warriors squaring off against one another both to gain personal honour and to defend the interests of their people.

The pit fighter is a skilled unarmed combatant, combining both sound empty hand fighting skills with an indomitable rage that makes him the bane of warriors everywhere. For most pit fighters, it is a point of pride to be able to defeat or kill an opponent using nothing but their bare hands, so most train their bodies constantly, the better to not only protect themselves but to put on a brutal show for the crowds. Pit fighters live their lives with gusto and are usually brash and outgoing. They have to be; even the best pit fighters only last a few years in the ring, their bodies either torn apart by their enemies, or their spirits broken by endless pain.

Strengths

The pit fighter enjoys a number of considerable advantages over single class barbarians.

- ✦ **Unarmed Attacks:** The key ability of the monk class is his unarmed attack capability. Coupled with the barbarian rage ability and the character's likely extraordinary Strength, the pit fighter will be able to deliver incredibly punishing blows with his fists and feet. By the time the pit fighter reaches 20th level, he will do 1d10 + his Strength + his rage boosted Strength, meaning he will deliver a likely 15+ points of damage with each and every attack, not including bonuses from feats or items which give him the ability to deal magical damage with his fists.
- ✦ **Flurry of Blows:** Though it is intrinsically linked to unarmed attacks, the flurry of blows ability merits separate discussion. The pit fighter can make great use of flurry of blows, as the base attack bonuses he



gains from barbarian levels will give his a decently favourable chance of striking with multiple blows. Coupled with wise feat selection, flurry of blows will become, in his hands, incredibly potent.

✦ **Unarmoured Speed Bonus:** Both the monk and the barbarian enjoy bonuses to their base movement. Combining the benefits of both, a high level pit fighter will be able to outpace anyone but a single class monk. Coupled with his vast capacity to both deal and weather damage, this means the pit fighter can become a powerful, impromptu heavy cavalry whenever he wishes to be, traversing the battlefield rapidly and unleashing devastating flurries.

✦ **Monk Armour Class Bonus:** Though it is only a minor benefit, the monk classes bonus to armour class is worth considering, as it is an advantage the single class barbarian does not possess.

✦ **Monk Bonus Feats:** As a result of his martial arts training, the pit fighter will receive three bonus feats. This gives him the edge in total number of feats over the single class barbarian, increasing his potential versatility and power.

✦ **Monk Class Abilities:** The monk class has a bounty of special abilities that are unique to it. *Ki* strike, slow fall, purity of body and wholeness of body all have their uses, with wholeness of body especially helpful, as it narrows, somewhat, the disparity in hit points between the pit fighter and the single class barbarian.

Of all the monk's secondary abilities, the most valuable is evasion and improved evasion. Though the pit fighter does not enjoy the full benefits of the monk's Reflex save progression, his total bonus will still be high enough to allow him to fully escape the fury of

direct damage spells. Coupled with the pit fighter's good to excellent hit points, this will go far towards making the pit fighter largely immune to spells and spell-like abilities, a serious advantage any way you look at it.

✦ **Saving Throws:** The monk class enjoys outstanding saves in all categories. This means that the pit fighter will have better saving throws than the barbarian in all areas.

✦ **Skill List:** The monk's skill list is more versatile than the barbarian's and includes a number of skills which will help the pit fighter immensely in his adventures. In addition, the monk has as many skill points as the barbarian, meaning the pit fighter will have the chance to be both versatile and knowledgeable in his skills.

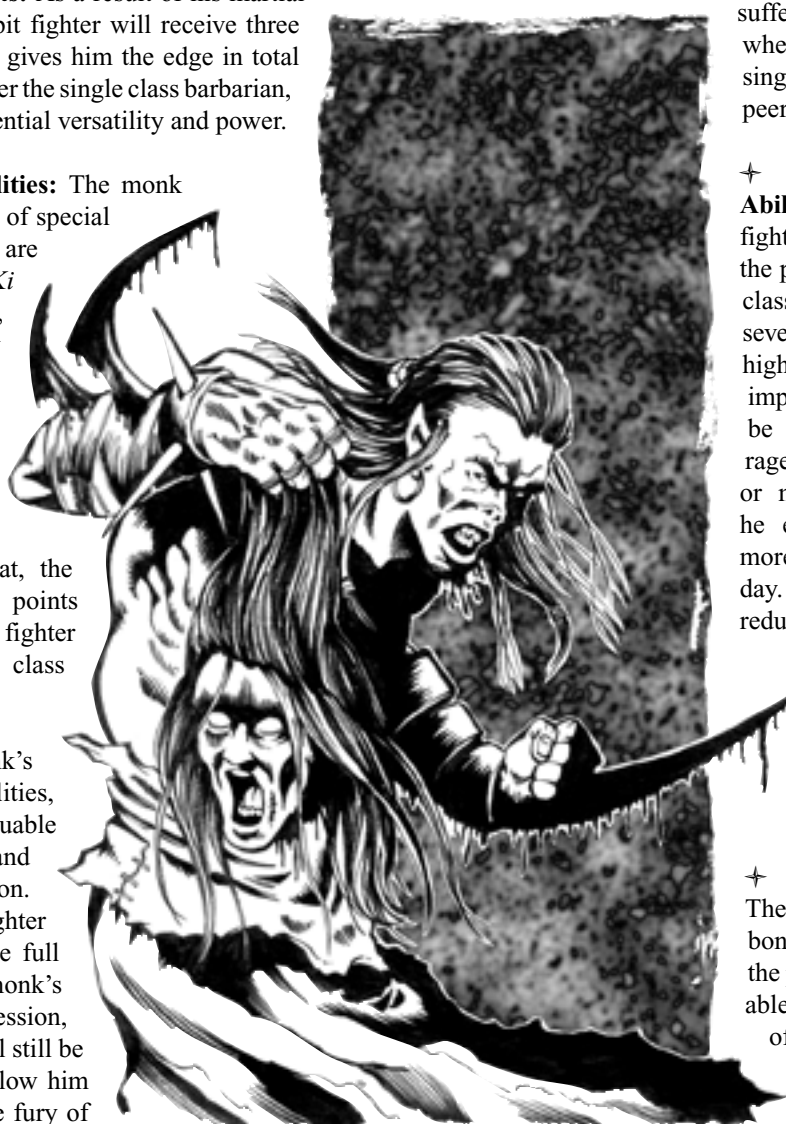
Weaknesses

The

multiclass barbarian/monk suffers several weaknesses when compared to his single class barbarian peers, as outlined below.

✦ **Loss Of Barbarian Abilities:** Since the pit fighter does not focus on the powers of the barbarian class, he loses access to several, very valuable high level abilities. Most importantly, he will never be able to maximise his rage with tireless rage or mighty rage, nor will he ever be able to rage more than three times a day. Further, his damage reduction will never rise above 2/-, meaning it will be a largely inconsequential ability when facing high level opponents.

✦ **Base Attack Bonus:** The monk's base attack bonus is only fair, meaning the pit fighter will never be able to rely on the accuracy of his full attack the way that single class barbarian's can. In





addition, he will gain iterative attacks more slowly than a barbarian and the way in which he advances in the monk class also means that his penalties to flurry of blows attacks will only disappear at very high levels of play.

- ✦ **Hit Points:** The monk receives only d8 hit points per level, a respectable amount to be sure but nothing compared to the barbarian's d12. As a result, the pit fighter will always lag behind the single class barbarian in hit points and will be lucky to match the hit points of the fighter or paladin. Over 20 total levels, the disparity between pit fighter and barbarian will be quite sizeable, a difference exacerbated, temporarily at least, by the barbarian's greater and mighty rage Constitution bonuses.
- ✦ **Armour:** The barbarian is trained in Medium armours but works best when wearing light armour. This is a restriction that limits him somewhat but still allows him to don well made, or magical armour that will see him through difficult battles. Unfortunately, the pit fighter does not have the luxury of wearing even light armour, since the monk's class abilities all but disappear if he does so. As a result, the pit fighter will most likely have a lower armour class than the barbarian, even including his monk armour class bonus and Wisdom based armour class.

- ✦ **Ability Score Clash:** Wisdom is all important for the monk and Dexterity runs a close second. Unfortunately, Wisdom means almost nothing to the barbarian and Dexterity is a distant third to Strength and Constitution in terms of importance. Since the monk's defensive class abilities only truly come into their own when coupled with a decent to outstanding Wisdom, the pit fighter needs to dedicate some of his level based advancements and magic item acquisitions to that ability. This means he will not be able to focus solely on Strength and Constitution, leaving him overall weaker in comparison to barbarians.

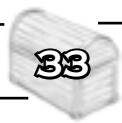
While the pit fighter faces a similar dilemma with his Dexterity score, the problem is nowhere near the same scale. The pit fighter has the luxury of barbarian rage, so he need not bother with Weapon Finesse in order to be a viable unarmed combatant. Likewise, since his hit points are much higher than a single class monk's, he need not concern himself too much with boosting his armour class with a high Dexterity.

Recommended Options

While the decision of which feats and skills a pit fighter chooses is ultimately the Player's to make, the following options are recommended for those who wish to both maximise the power of this multiclass path and adhere closely to its themes.

The Pit Fighter

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Bbn 1	+1	+2	+0	+0	Rage, illiteracy, fast movement, (character feat)
2 nd	Mnk 1	+1	+4	+2	+2	Bonus feat, flurry of blows, unarmed strike
3 rd	Bbn 2	+2	+5	+2	+2	Uncanny dodge, (character feat)
4 th	Mnk 2	+3	+6	+3	+3	Bonus feat, evasion, (ability increase)
5 th	Bbn 3	+4	+6	+4	+4	Trap sense +1
6 th	Mnk 3	+5	+6	+4	+4	(character feat)
7 th	Mnk 4	+6/+1	+7	+5	+5	Ki strike (magic), slow fall 20 ft.
8 th	Bbn 4	+7/+2	+8	+5	+5	Rage 2/day, (ability increase)
9 th	Mnk 5	+7/+2	+8	+5	+5	Purity of body, (character feat)
10 th	Bbn 5	+8/+3	+8	+5	+5	Improved uncanny dodge
11 th	Mnk 6	+9/+4	+9	+6	+6	Bonus feat, slow fall 30 ft.
12 th	Bbn 6	+10/+5	+10	+7	+7	Trap sense +2, (ability increase), (character feat)
13 th	Bbn 7	+11/+6/+1	+10	+7	+7	Damage reduction 1/-
14 th	Mnk 7	+12/+7/+2	+10	+7	+7	Wholeness of body
15 th	Mnk 8	+13/+8/+3	+11	+8	+8	Slow fall 40 ft, (character feat)
16 th	Bbn 8	+14/+9/+4	+12	+8	+8	Rage 3/day, (ability increase)
17 th	Mnk 9	+14/+9/+4	+12	+8	+8	Improved evasion
18 th	Bbn 9	+15/+10/+5	+12	+9	+9	Trap sense +3, (character feat)
19 th	Bbn 10	+16/+11/+6/+1	+13	+9	+9	Damage reduction 2/-
20 th	Bbn 11	+17/+12/+7/+2	+13	+9	+9	Greater Rage, (ability increase)



Alignment Clashes

The barbarian is one of five classes in the game, along with the paladin, bard, druid and monk, with a mandatory alignment restriction. Since both the barbarian and the bard must be any alignment but lawful, there is no alignment conflict precluding multiclassing between those two classes. The same is true of the barbarian/druid multiclass. The monk and the paladin, however, both require lawful alignments. This means that barbarians are normally forbidden from multiclassing with either, unless they wish to permanently give up their rage abilities. Clearly, this creates a problem.

It is for this reason that the following rule is assumed to be in effect. A barbarian can freely multiclass into and out of either the paladin, or monk character class without having to change his alignment, and without losing the class abilities of either class, but only if he follows the multiclass presented in this book exactly.

For those who are not satisfied with that solution, we present the following optional feat. If you choose this solution, then any barbarian who wishes to multiclass as a monk or paladin must select this feat before taking his first level in either of those classes.

Controlled Fury

Early in your adventuring career, you were a barely controlled animal, a predator in human skin whose raging fury shook the heavens. Now, however, you have learned to tightly control your emotions; though you are still capable of entering a state approximating rage, your spirit is no longer in torment.

Prerequisites: Ability to rage.

Benefits: You retain all barbarian class abilities even if your alignment is lawful and can freely gain new levels in that class after your alignment change.

✦ The pit fighter is, of course, an unarmed fighter of almost unsurpassed power, with a higher base attack bonus than a single class monk and, thanks to his Strength and the rage ability, potential unarmed damage equal to, or higher than members of that class. In order to maximise the potential of his unarmed attacks, the pit fighter should select feats that maximise his damage potential. Power Attack is an excellent choice. In terms of his bonus feats, Improved Grapple is the better choice at 1st level, since the barbarian's Strength will allow him to carry the day in a grappling contest. At 2nd level, Combat Reflexes is a good feat, as the pit fighter will likely be in a position to take advantage of multiple opponents, especially once he gains uncanny dodge. At 6th level, either feat can be powerful, since both benefit from the pit fighter's Strength. Ape Wrestler, introduced in this book, was tailor made for this multiclass combination and will give the character outstanding advantages in unarmed combat. Improved Critical is another good choice, though the very low threat range of unarmed attacks means critical hits will still be relatively uncommon; when he does successfully deal a critical hit, however, the doubled damage from his rage enhanced Strength will make the feat more than worthwhile.

Flurry of Blows	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
-1/-1	1d6	+0	+0 ft. (+10 ft.)
+0/+0	1d6	+0	+0 ft. (+10 ft.)
+1/+1	1d6	+0	+0 ft. (+10 ft.)
+2/+2	1d6	+0	+0 ft. (+10 ft.)
+3/+3	1d6	+0	+10 ft. (+20 ft.)
+4/+4/-1	1d8	+0	+10 ft. (+20 ft.)
+5/+5/+0	1d8	+0	+10 ft. (+20 ft.)
+6/+6/+1	1d8	+1	+10 ft. (+20 ft.)
+7/+7/+2	1d8	+1	+10 ft. (+20 ft.)
+8/+8/+3	1d8	+1	+20 ft. (+30 ft.)
+9/+9/+4	1d8	+1	+20 ft. (+30 ft.)
+10/+10/+5/+0	1d8	+1	+20 ft. (+30 ft.)
+11/+11/+6/+1	1d8	+1	+20 ft. (+30 ft.)
+12/+12/+7/+2	1d10	+1	+20 ft. (+30 ft.)
+13/+13/+8/+3	1d10	+1	+20 ft. (+30 ft.)
+14/+14/+9/+4	1d10	+1	+30 ft. (+40 ft.)
+15/+15/+10/+5	1d10	+1	+30 ft. (+40 ft.)
+16/+16/+11/+6/+1	1d10	+1	+30 ft. (+40 ft.)
+17/+17/+12/+7/+2	1d10	+1	+30 ft. (+40 ft.)





If the Games Master permits it, the pit fighter might also wish to attempt to master one of the unarmed fighting styles presented in the *Quintessential Monk II*. The ideal fighting style for the pit fighter is Double Hammer, as that style is focused on maximising the practitioner's raw damage.

- ✦ In terms of skills, the pit fighter is encouraged to keep his Jump, Listen, Move Silently, Sense Motive, Spot and Survival skills as close to maximum as he can, since all those skills will serve him very well in both the wilderness and the dungeon. If he has skill points to spare, Intimidation and Tumble are both good choices, though the pit fighter does not depend on the latter as the monk does, since his surplus of hit points will keep him safe when he must move through enemy occupied areas. Skills like Concentration, Diplomacy and Knowledge (arcana) can also prove useful, though they should always be secondary to the previously listed skills.
- ✦ One of the only difficulties the pit fighter faces as an unarmed combatant is his lack of *ki* strike abilities. While he will be able to strike foes who require magic weapons to hit, that will prove the limit of his capabilities. He is therefore encouraged to seek out magic items which grant his fists special material qualities.
- ✦ The pit fighter does best when he forgoes the use of monk special weapons in favour of his own, larger, barbarian weapons. A pit fighter who wishes to specialise in disarming his opponents of their weapons might consider arming himself with a sai, as that weapon's bonus to disarm attempts, coupled with his Strength, will make his job much easier.

Variant Rules

The following rules variants are intended for multiclass barbarian/monk only and reflect the special training a

A Monstrous Fighting Machine

The barbarian/monk is a tremendously powerful multiclass combination, one which, if not restricted in some small fashion, could easily overpower most other classes in the game. This is the reason why the pit fighter is the only multiclass path in this book to include variant rule limitations. If this multiclass is implemented in your games, it is highly recommended that these variant limitations be enforced in play, to preserve balance between the members of the adventuring party.

pit fighter might receive in the course of his adventuring career.

- ✦ Upon achieving 1st level as a monk, the pit fighter adds the Handle Animal, Intimidate and Survival skills to his class skill list. Upon achieving 2nd level as a barbarian, the pit fighter adds Heal, Hide, Move Silently, Sense Motive and Spot to his class skill list.
- ✦ Upon achieving 3rd level as a monk, the pit fighter does not gain the still mind class ability.
- ✦ Upon achieving 3rd level as a monk, the pit fighter's fast movement and unarmoured speed bonuses stack to determine his final speed. The monk loses his unarmoured speed bonus when wearing armour, as normal.
- ✦ Upon achieving 5th level as a monk, the pit fighter gains damage reduction 1/-, which stacks with the damage reduction he gains at his 7th and 10th barbarian class levels. He gains this in lieu of his monk unarmoured armour class bonus.

TOTEM CHAMPION (BARBARIAN/PALADIN)

Many barbarian tribes worship both totem spirit animals, which are god-like manifestations of human traits that take on animal form, or the spirits of their ancestors. Occasionally, a warrior from one of those tribes will hear the call of the spirits, demanding that he take up arms in their name and fight for all that is honourable and good in the world. Those who do so are the totem champions.

The totem champion is blessed with both the holy power of the spirit world and the earthy fury of the mortal realm, giving him tremendous insight and power. He is kin to the paladin of more civilised realms but his goodness is more primal and less refined. He believes in the virtues of a natural, instinctive life and that all men are capable of living in harmony with one another and with the world. He is also a fierce protector of his people's honour and of the honour of the totem spirits and his ancestors.

Strengths

The totem champion enjoys a number of considerable advantages over single class barbarians.

- ✦ **Smite Evil:** For the totem champion, smite evil is the paladin class ability that will serve the most use. Combined with the damage boosting effects of rage, a smite attack will prove absolutely devastating to any

evil opponent; when coupled with a full round attack using Power Attack, or other, similar feats, few evil enemies will survive.

- ✦ **Other Paladin Abilities:** In addition to smite, the paladin class features a number of other class abilities which will prove helpful to the totem champion. The ability to lay on hands will help compensate for the totem champion's reduced number of hit points, while immunity to fear and disease will keep him at the front lines of combat against the most dangerous opponents. Though he does not receive the ability to turn undead until late in his adventuring career and though he will never be able to turn powerful undead, the ability to turn, or destroy minion-level undead (ghouls, zombies and the like) will be useful when the totem champion wishes to come to grips with spellcasters quickly.
- ✦ **Special Mount:** The paladin's special mount will serve the totem champion in good stead, particularly if he chooses to specialise in mounted combat, as a barbarian modelled after a Mongolian tribesman, or late era Native American warrior would. The mount's increased hit dice and special powers will allow it to remain on the front lines with its master much longer than a standard mount would.

- ✦ **Base Attack Bonus:** The paladin and the barbarian share the same base attack bonus progression, meaning the totem champion will advance in both combat prowess and iterative attacks at the same rate as a single class barbarian. While the barbarian's increased number of rages per day will make him a slightly more effective warrior in campaigns where several battles occur each day, the totem champion's access to smite will make him equally effective, and even superior in battles that involve evil opponents.
- ✦ **Spells:** The totem champion's will, at high levels, have access to a few low-powered spells each day. While the totem champion will never be a significant spellcaster, even compared to a single class paladin, his spells can be used to provide him with some relatively effective bonuses to combat.
- ✦ **Saving Throws:** The paladin and the barbarian both have good Fortitude save progressions, which means the totem champion's bonus to Fortitude saves will, at higher levels, be better than the barbarian's. In addition, the totem champion's access to the paladin's divine grace class ability means that even his Reflex and Will saves will be higher than a barbarian's, at least so long as he is willing to develop his Charisma score.

The Totem Champion

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Bbn 1	+1	+2	+0	+0	Rage, illiteracy, fast movement, (character feat)
2 nd	Pal 1	+2	+4	+0	+0	Aura of good, <i>detect evil</i> , smite evil 1/day
3 rd	Bbn 2	+3	+5	+0	+0	Uncanny dodge, (character feat)
4 th	Pal 2	+4	+6	+0	+0	Divine grace, lay on hands, (ability increase)
5 th	Bbn 3	+5	+6	+1	+1	Trap sense +1
6 th	Pal 3	+6/+1	+6	+2	+2	Aura of courage, divine health, (character feat)
7 th	Pal 4	+7/+2	+7	+2	+2	Turn undead
8 th	Bbn 4	+8/+3	+8	+2	+2	Rage 2/day, (ability increase)
9 th	Bbn 5	+9/+4	+8	+2	+2	Improved uncanny dodge, (character feat)
10 th	Pal 5	+10/+5	+8	+2	+2	Smite evil 2/day, special mount
11 th	Bbn 6	+11/+6/+1	+9	+3	+3	Trap sense +2
12 th	Pal 6	+12/+7/+2	+10	+3	+3	<i>Remove disease</i> 1/week, (ability increase), (character feat)
13 th	Bbn 7	+13/+8/+3	+10	+3	+3	Damage reduction 1/-
14 th	Pal 7	+14/+9/+4	+10	+3	+3	
15 th	Bbn 8	+15/+10/+5	+11	+3	+3	Rage 3/day, (character feat)
16 th	Pal 8	+16/+11/+6/+1	+12	+3	+3	(ability increase)
17 th	Bbn 9	+17/+12/+7/+2	+12	+4	+4	Trap sense +3
18 th	Pal 9	+18/+13/+8/+3	+12	+5	+5	<i>Remove disease</i> 2/week, (character feat)
19 th	Pal 10	+19/+14/+9/+4	+13	+5	+5	Smite evil 3/day
20 th	Bbn 10	+20/+15/+10/+5	+14	+5	+5	Damage reduction 2/-, (ability increase)



- ✦ **Skills:** The paladin class skill list includes several skills which will prove valuable to the totem champion, particularly if his character concept is of a tribal spokesman or master horse rider.

Weaknesses

The multiclass barbarian/paladin suffers several weaknesses when compared to his single class barbarian peers, as outlined below.

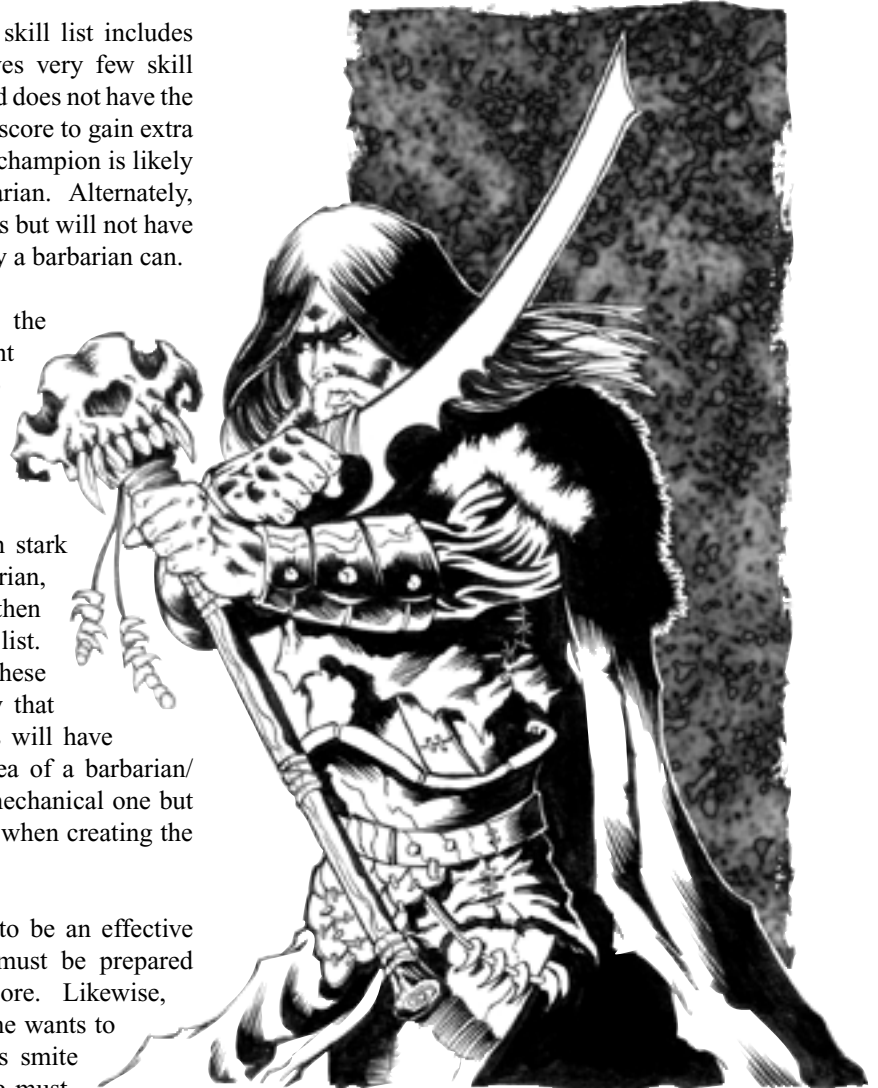
- ✦ **Loss Of Barbarian Abilities:** Since the totem champion does not focus on the powers of the barbarian class, he loses access to several, very valuable high level abilities. Most importantly, he will never be able to maximise his rage with tireless rage, or mighty rage, nor will he ever be able to rage more than three times a day. Further, his damage reduction will never rise above 2/–, meaning it will be a largely inconsequential ability when facing high level opponents.
- ✦ **Skill Points:** While the paladin's skill list includes valuable skills, the paladin receives very few skill points with which to select them and does not have the luxury of boosting his Intelligence score to gain extra skill points. As a result, the totem champion is likely to have fewer skills than the barbarian. Alternately, he may have as many, or more skills but will not have developed them to mastery, the way a barbarian can.
- ✦ **Clashing Roles:** While both the barbarian and the paladin are front line warriors, the paladin is also expected to be the archetypal knight in shining armour, an urbane warrior well schooled in Diplomacy and the intricacies of courtly manner. This stands in stark contrast to the archetypal barbarian, who would sooner eat a herald, then listen to him read the jousting list. While neither class is restricted to these archetypal roles, it is not unlikely that many Players and Games Masters will have a difficult time reconciling the idea of a barbarian/paladin. This weakness is not a mechanical one but is one that should be kept in mind when creating the character.
- ✦ **Ability Score Conflict:** In order to be an effective spellcaster, the totem champion must be prepared to invest points in his Wisdom score. Likewise, if he wishes to turn undead, or if he wants to receive maximal benefits from his smite and divine grace class abilities, he must

possess a respectable Charisma score. This means that a totem champion requires a minimum of four good ability scores. As a result, it is unlikely that the totem champion will be able to match a barbarian in raw strength or endurance.

- ✦ **Hit Points:** The paladin gains d10 hit points per level, putting him just below the barbarian in hit point potential. While this is just a minimal difference, it does mean that, at high levels, the totem champion can expect to be a sword stroke's worth of damage soaking behind a single class barbarian.

Recommended Options

While the decision of which feats and skills a totem champion selects is ultimately the Player's to make, the following options are recommended for those who wish to both maximise the power of this multiclass path and adhere closely to its themes.



✦ In terms of feat selections, the totem champion is much like the barbarian/fighter, in that he gains the greatest benefit by concentrating on feats which highlight his physical prowess. Power Attack and Cleave are excellent feats, especially once the totem champion begins to face off against evil outsiders and powerful opponents like dragons. The Mounted Combat chain is also a good choice for the totem champion; though the traditional barbarian is a lightly armoured warrior who fights on foot, there is no reason that the totem champion must adhere to this archetype. Mounted Combat, coupled with feats like Weapon Focus (lance, spear) and Improved Overrun can prove very effective. Alternately, the totem champion might wish to take advantage of the many divine feats available to paladins, such as those found in the *Quintessential Paladin* sourcebooks; these feats maximise the power of his smite and his other divinely granted abilities and can offer significant benefits.

Since the totem champion is likely to have a high Charisma, he might also wish to select the Leadership feat and perhaps even supplement it with the Tribal Champion feat found in this book. The Horse Lord feat is another excellent choice, since it will significantly benefit the totem champion's special mount. It is not, however, recommended that the totem champion select any feats that boost the power of his spells; his spellcasting ability is insignificant, even in comparison to a single class paladin, so any feats dedicated to it will be utterly wasted.

✦ One of the totem champion's chief strengths is his access to a divinely granted special mount, so the totem champion should take advantage of his ally's capabilities as best he can. He should outfit his mount in heavy armour and should, as detailed above, optimise his ability to fight while mounted.

✦ In terms of skills, the totem champion should maximise his Handle Animal, Intimidate, Ride, Sense Motive and Survival skills at each level. In addition, he should dedicate several skill points to Listen and to Heal. Should he find himself in the role of party spokesman, he might also wish to place skill points in Diplomacy. Only in the most role play intensive campaigns should he invest points in any of his Knowledge class skills, as he does not have the skill points to spare, no matter how much the theme of his character calls for them.

✦ The totem champion has relatively few spells but used wisely, they can give him powerful, temporary boosts to his abilities. The key to doing this is recognising that the totem champion's caster level will never be more than barely adequate, meaning he cannot afford

Totem Champion Spells

Level	Caster Level	Spells per day	
		1 st	2 nd
1 st	—	—	—
2 nd	—	—	—
3 rd	—	—	—
4 th	—	—	—
5 th	—	—	—
6 th	—	—	—
7 th	2 nd	0	—
8 th	2 nd	0	—
9 th	2 nd	0	—
10 th	2 nd	0	—
11 th	2 nd	0	—
12 th	3 rd	1	—
13 th	3 rd	1	—
14 th	3 rd	1	—
15 th	3 rd	1	—
16 th	4 th	1	0
17 th	4 th	1	0
18 th	4 th	1	0
19 th	5 th	1	1
20 th	5 th	1	1

to rely on spells which target his opponents. He is far better served preparing only those spells which boost his abilities or his saving throws.

The recommended 1st level spells for the totem champion are: *bless*, *bless weapon*, *divine favour*, *endure elements*, *magic weapon*, *resistance* and *virtue*.

The recommended 2nd level spells for the totem champion are: *bull's strength*, *eagle's splendour*, *owl's wisdom*, *shield other*. Of these, the totem champion should always have at least one *bull's strength* spell prepared. By default, he should favour *owl's wisdom* as a secondary spell, for its effects on his skills and the duration of his few spells.

✦ In combat, the totem champion should strike hard and fast, first raging and then charging into battle. By 20th level, he will be able to smite a maximum of three times per day, so he should be very careful when using that ability. It is best used as a finishing move; since opponents do not lose any of their combat effectiveness, no matter how injured they are, a smite is best used against an already injured opponent, or against one whom the totem champion can unleash a full attack sequence. If used as part of a full attack, the smite should always be applied to the first attack, to maximise the chances of a successful strike, since



the totem champion cannot afford to waste one of his few smites on a missed sword blow.

Variant Rules

The following rules variants are intended for multiclass barbarian/paladin only and reflect the special training a totem champion might receive in the course of his adventuring career.

- ✦ Upon achieving 1st level as a paladin, the totem champion adds the Intimidate, Listen and Survival skills to his class skill list. Upon achieving 2nd level as a barbarian, the totem champion adds Concentration, Diplomacy, Healing, Knowledge (religion) and Sense Motive to his class skill list.
- ✦ Upon achieving his 3rd level as a barbarian and in lieu of gaining the trap sense ability, the totem champion can add ½ his barbarian levels to his paladin levels when performing a smite evil attack but only while raging. When smite is used against lawful evil enemies in this fashion, the totem champion adds his full number of barbarian levels to damage. The totem champion also does not gain trap sense at his 6th or 9th barbarian level.

THE HUNTSMAN (BARBARIAN/RANGER)

Life amongst the barbarian peoples can be harsh, for though the wilderness is bountiful and beautiful in its purity, it holds many dangers. In addition to predatory animals and other, less natural things which stalk the wilds, nature itself is a harsh beast and a fickle mistress. For most barbarian tribes, the threat of starvation is a very real danger, one which they must combat every year.

The huntsman is a barbarian skilled in the ways of beasts and the techniques of the hunter. It is his responsibility to keep the larders and stomachs of his tribe filled to bursting with venison, rabbit and elk and also his duty to serve as a buffer between the lands he calls home and the warriors of enemy nations. It is a responsibility the huntsman takes seriously.

In a tribal campaign, the huntsman will be one of the most respected members of his tribe, for while anyone can hunt, none can match the huntsman's skills. In a more traditional campaign, the huntsman will recall the stories of Orion and Nimrod, the great hunters of legend. He is a man who lives for the thrill of the hunt and the satisfaction of a kill well earned.

Strengths

The huntsman enjoys a number of considerable advantages over single class barbarians.

- ✦ **Favoured Enemy:** The showcase ability of the ranger is favoured enemy and the huntsman will, during the course of his adventuring career, receive three levels of favoured enemy bonus. By carefully selecting the targets of his favoured enemy ability, the huntsman will be able to maximise his battlefield effectiveness. In conjunction with rage, the huntsman will be able to slay his favoured enemies with absolute impunity.
- ✦ **Combat Style:** The huntsman gains the ranger's combat style and improved combat style class feature, meaning he will gain the benefits of two bonus feats. Since the huntsman is a front line melee combatant, these feats will prove exceptionally useful, freeing him up to spend his level based feats on other choices which the barbarian does not have the luxury of selecting.
- ✦ **Ranger Abilities:** In addition to the above abilities, the ranger class includes several other notable abilities which will serve the huntsman well. Wild Empathy will keep the huntsman safe from the claws and sharp teeth of wild animals, while woodland stride will keep him safe from the swords and arrows of both his favoured enemies and other, hostile barbarian warriors. The free Endurance feat he receives will be useful too, as it fulfils the prerequisites for several prestige classes and powerful feats. Finally, evasion will also prove somewhat useful to the huntsman, as it will allow him to occasionally protect himself from the ravages of area effect spells; unfortunately, the huntsman's Dexterity is unlikely to be high enough to allow him to reap the full benefits of this class ability.
- ✦ **Animal Companion:** The ranger class' animal companion ability will serve the huntsman well, particularly if he selects feats like Horse Lord, or Falcon Friend, as he will enjoy the companionship of an animal sturdy enough to fight at his side.
- ✦ **Saving Throws:** The ranger shares the barbarian's favourable Fortitude save and also has an excellent Reflex save, meaning the huntsman will have a better chance of avoiding damage from Reflex based spells than his single classed peers.
- ✦ **Skill List:** The ranger has one of the best skill lists in the game, coupled with a goodly number of skill points. As a result, the huntsman will have unprecedented versatility in wilderness adventures,

The Huntsman

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Bbn 1	+1	+2	+0	+0	Rage, illiteracy, fast movement, (character feat)
2 nd	Rgr 1	+2	+4	+2	+0	1 st favoured enemy, Track, wild empathy
3 rd	Bbn 2	+3	+5	+2	+0	Uncanny dodge, (character feat)
4 th	Rgr 2	+4	+6	+3	+0	Combat style, (ability increase)
5 th	Bbn 3	+5	+6	+3	+1	Trap sense +1
6 th	Rgr 3	+6/+1	+6	+3	+2	Endurance, (character feat)
7 th	Rgr 4	+7/+2	+7	+4	+2	Animal companion
8 th	Bbn 4	+8/+3	+8	+4	+2	Rage 2/day, (ability increase)
9 th	Bbn 5	+9/+4	+8	+4	+2	Improved uncanny dodge, (character feat)
10 th	Rgr 5	+10/+5	+8	+4	+2	2 nd favoured enemy
11 th	Bbn 6	+11/+6/+1	+9	+5	+3	Trap sense +2
12 th	Rgr 6	+12/+7/+2	+10	+6	+4	Improved combat style, (ability increase), (character feat)
13 th	Bbn 7	+13/+8/+3	+10	+6	+4	Damage reduction 1/-
14 th	Rgr 7	+14/+9/+4	+10	+6	+4	Woodland stride
15 th	Bbn 8	+15/+10/+5	+11	+6	+4	Rage 3/day, (character feat)
16 th	Rgr 8	+16/+11/+6/+1	+12	+7	+4	Swift tracker, (ability increase)
17 th	Bbn 9	+17/+12/+7/+2	+12	+8	+5	Trap sense +3
18 th	Rgr 9	+18/+13/+8/+3	+12	+9	+6	Evasion, (character feat)
19 th	Rgr 10	+19/+14/+9/+4	+13	+10	+6	3 rd favoured enemy
20 th	Bbn 10	+20/+15/+10/+5	+14	+10	+6	Damage reduction 2/-, (ability increase)

with a depth and mastery of various nature-oriented skills which will be the envy of any barbarian.

- ✦ **Spells:** The huntsman will, at high levels, have access to a few low-powered spells each day. While the huntsman will never be a significant spellcaster, even compared to a single class ranger, his spells can be used to provide him with some relatively effective bonuses to combat. In addition, the ranger's spell list includes several spells which will be very valuable in wilderness environments, a significant strength.
- ✦ **Base Attack Bonus:** The ranger and the barbarian share the same base attack bonus progression, meaning the huntsman will advance in both combat prowess and iterative attacks at the same rate as a single class barbarian. While the barbarian's increased number of rages per day will make him a slightly more effective warrior in campaigns where several battles occur each day, the huntsman's access to favoured enemy will give him the clear advantage whenever he engages one of his most hated foes.

- ✦ **Loss Of Barbarian Abilities:** Since the huntsman does not focus on the powers of the barbarian class, he loses access to several, very valuable high level abilities. Most importantly, he will never be able to maximise his rage with tireless rage, or mighty rage, nor will he ever be able to rage more than three times a day. Further, his damage reduction will never rise above 2/-, meaning it will be a largely inconsequential ability at higher levels.
- ✦ **Hit Points:** Though the huntsman is a front line warrior, he gains only 1d8 hit points per level each time he advances in the ranger class. As a result, he will lag significantly behind the barbarian in hit points, particularly at higher levels of play. This can pose a significant problem, as it will severely impact his battlefield durability.
- ✦ **Ability Scores:** In order to be an effective spellcaster, the huntsman must be prepared to invest points in his Wisdom score. Likewise, many of his best skills are based on Wisdom. This means that a huntsman requires a minimum of three good ability scores. As a result, it is unlikely that the huntsman will be able to match a barbarian in raw strength or endurance.

Weaknesses

The multiclass barbarian/ranger suffers several weaknesses when compared to his single class barbarian peers, as outlined below.



Recommended Options

While the decision of which feats and skills a huntsman is ultimately the Player's to make, the following options are recommended for those who wish to both maximise the power of this multiclass path and adhere closely to its themes.

- ✦ The barbarian/ranger is, in many ways the ideal multiclass combination, in no small part due to favoured enemy. So, it behoves the huntsman to make the absolute best use of the ability that he can. The ideal opponent to apply favoured enemy bonuses against will vary from campaign to campaign; if the campaign is organised around tribal matters (such as an all barbarian kingdom game would be), then the huntsman is best served applying his favoured enemy bonus to members of a rival tribe or kingdom (as described below). Otherwise, the typical huntsman will find great benefit from applying at least one of his favoured enemy bonuses against animals; though animals lack the raw power of other, more exotic monsters, they are far more likely to appear in wilderness adventures.

In battle, the primary advantage of favoured enemy is its damage bonus. To maximise the effectiveness of this bonus, the huntsman should always enter combat with a favoured enemy while enraged. A 20th level huntsman, with 10 barbarian class levels, a rage modified 24 Strength and a +6 favoured enemy bonus to damage will deal a minimum of 14 points of damage with any melee attack, not counting bonuses from magic weapons, or other sources and not counting the increased damage from wielding a two-handed weapon. Given that he is likely to be armed with a +5 magical weapon by this time, he will deal a minimum of 19 points of damage with each strike and is likely to strike with multiple attacks each round. There are precious few opponents who can withstand an attack this savage for long.

The huntsman's skill bonuses from favoured enemy should not be discounted either. Should the huntsman have animals as a favoured enemy, he will have a good chance of successfully using Bluff to feint in combat, further increasing his potential to hit and deal massive damage.

- ✦ In terms of feats, the huntsman will see good benefits from both the Two-Weapon Fighting and Archery combat styles. The Two-Weapon Fighting combat style is potent because it allows the huntsman to apply his monstrous Strength and favoured enemy bonuses to many attacks each round, with the drawback being that he will not gain the extra damage bonus from

wielding a two-handed weapon. Conversely, the Archery path is useful because it allows the huntsman to gain the benefits of his high Strength without putting him in reach of enemy counterattack; in addition, his fast movement, coupled with his ability to move without hindrance in even the most rugged, overgrown terrain will allow him to continuously snipe with impunity.

Otherwise, the huntsman should select feats which supplement his chosen combat style. Power Attack and Cleave will help him dispatch several favoured enemies each round in melee combat, while Point Blank Shot and Shot on the Run will give him the same ability with ranged attacks.

Finally, no huntsman should be without one of the following feats: Falcon Friend, Horse Lord or Pack Leader. All three feats will give he and his animal companion outstanding bonuses and make them a very effective team, both on and off the battlefield.

- ✦ In terms of skills, the huntsman has both a cornucopia of points and a fantastic skill list. At each level, he should maximise his Handle Animal, Hide, Listen, Move Silently, Spot and Survival skills, with excess skill points dedicated to Search and Intimidate. Use Rope and Knowledge (nature) can and will prove useful skills, so he should endeavour to dedicate at

Huntsman Spells

Level	Caster Level	Spells per Day	
		1 st	2 nd
1 st	—	—	—
2 nd	—	—	—
3 rd	—	—	—
4 th	—	—	—
5 th	—	—	—
6 th	—	—	—
7 th	2 nd	0	—
8 th	2 nd	0	—
9 th	2 nd	0	—
10 th	2 nd	0	—
11 th	2 nd	0	—
12 th	3 rd	1	—
13 th	3 rd	1	—
14 th	3 rd	1	—
15 th	3 rd	1	—
16 th	4 th	1	0
17 th	4 th	1	0
18 th	4 th	1	0
19 th	5 th	1	1
20 th	5 th	1	1

least a few points to both. Other skills, such as Jump, Climb and Heal are also valuable but it is unlikely that they will prove as important as the previously listed choices.

- ✦ In terms of spells, the huntsman will never be more than a dabbler, his spell levels and spells per day paltry even in comparison to rangers. The huntsman is best served, then, reserving his spells for himself, boosting his abilities before entering important battles.

The recommended 1st level spells for the huntsman are: *jump*, *longstrider*, *magic fang*, *pass without trace* and *speak with animals*.

The recommended 2nd level spells for the huntsman are: *barkskin*, *bear's endurance*, *protection from energy* and *speak with plants*. Should the huntsman pursue the archery combat style, then the *cat's grace* spell should be especially favoured.

- ✦ The huntsman's animal companion lacks raw power and durability but can still serve a valuable role. The eagle, hawk and owl are all especially effective choices, as their ability to fly will keep them well out of harm's reach and their keen senses will make them extremely effective scouts. The horse is an excellent choice for a Mongolian or Native American themed character, particularly if the ranger selects the Horse Lord feat.

Variant Rules

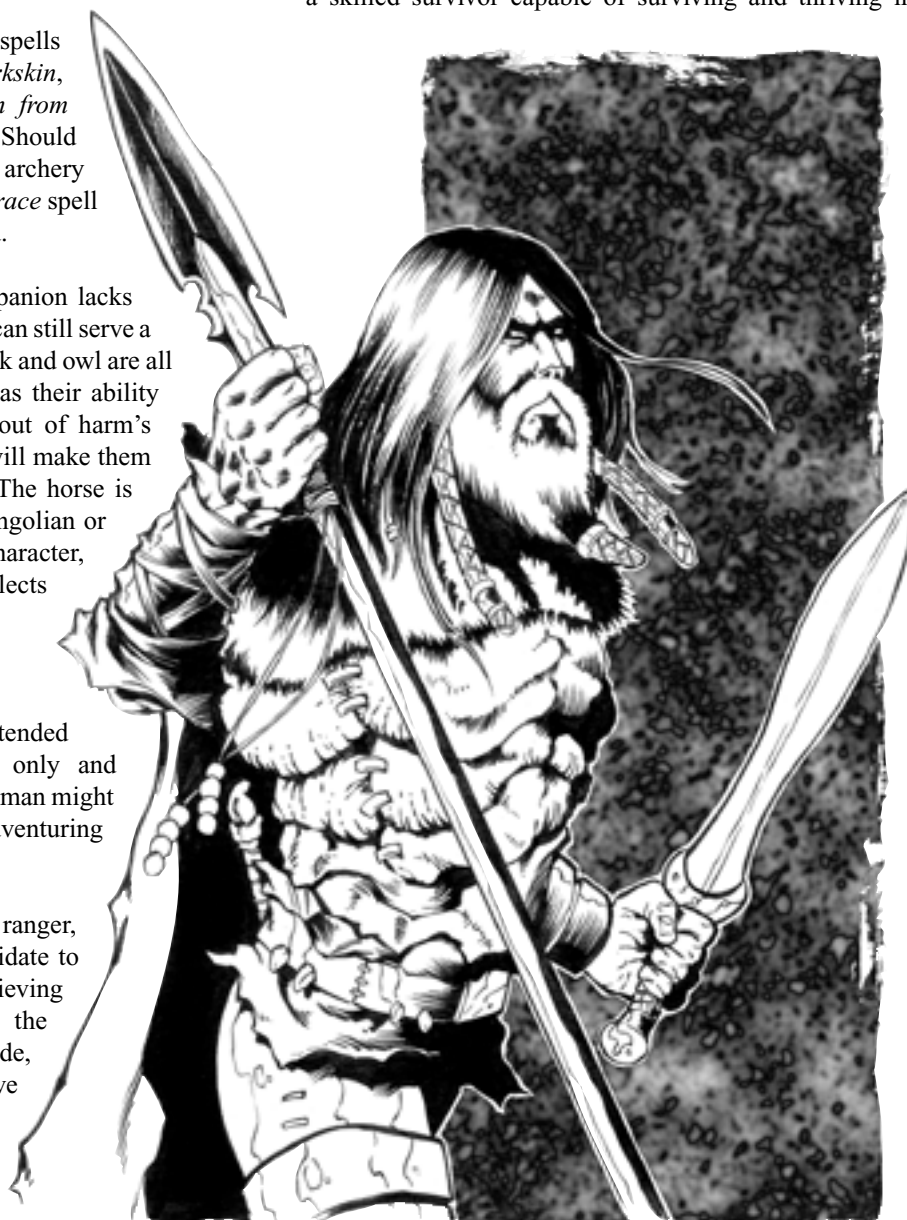
The following rules variants are intended for multiclass barbarian/ranger only and reflect the special training a huntsman might receive in the course of his adventuring career.

- ✦ Upon achieving 1st level as a ranger, the huntsman adds the Intimidate to his class skill list. Upon achieving 2nd level as a barbarian, the huntsman adds Heal, Hide, Knowledge (nature), Move Silently and Spot to his class skill list.
- ✦ **Power Attack Combat Style:** Upon achieving his

2nd level in the ranger class, the huntsman can select Power Attack as his combat style feat. Upon achieving his 6th level as a ranger, he receives the Cleave feat. If he already has the Cleave feat, then he is considered to have the Savage Cleave feat, even if he does not meet the prerequisites. As always, the benefits of the huntsman's ranger combat style feats apply only while he is wearing light, or no armour.

THE ROVER (BARBARIAN/ROGUE)

The rover is a jack of all trades, a vagabond and a nomad, a skilled survivor capable of surviving and thriving in



any environment his wanderings take him to. The rover is somewhat of a folk hero among the barbarian tribes, because his wanderings recall the legendary journeys of other tricksters.

Though the rover is more than capable of surviving on his own, he often enjoys working with others, if for no other reason than it amuses him to watch other, less versatile adventurers try and keep up with him. The rover is good in a fight, though he prefers ‘dirty’ tactics to honourable combat, and equally skilled outside of combat. Most rovers enjoy living well, when they are not on the road, and spend their nights carousing in whichever inn, coach house or tavern is foolish enough to let them in the front door.

Strengths

The rover enjoys a number of considerable advantages over single class barbarians.

✦ **Sneak Attack:** The sneak attack ability is, in the hands of the rover, extremely deadly. Coupled with his excellent base attack bonus and his ability to rage, the rover will be able to deal terrifying amounts of damage against those opponents he flanks. In addition, thanks to his rogue levels, the rover will be quite adept at skulking through shadows, allowing him to catch sentries by surprise and dispatch them quickly, without having to expend one of his few rage

uses per day. Best of all, the rover can sneak attack while wielding his mightiest weapon, a significant advantage over even the single classed rogue.

✦ **Skill List:** The rogue has the best skill list in the game, bar none, as well as the most skill points to spend at each level. This means that the rover will be spoiled for choice in terms of skills and will be able to master far more useful skills than any barbarian. Though the rogue is the quintessential urban archetype, his skill list is equally well suited for the wilderness adventures the rover is most likely to undertake.

✦ **Reflex Saves:** The rogue class has a favourable Reflex save, meaning the rover will have a better chance to save against Reflex based spells than a single classed barbarian of equivalent level. Coupled with evasion and improved evasion, he will have a better than average chance of avoiding spells that allow a Reflex save.

✦ **Rogue Class Abilities:** Trap sense will be useful for rovers who routinely travel in areas heavily trapped with snares, pitfalls and tiger traps. Likewise evasion, which has been discussed earlier, will be useful for those rovers who expect to be engaged in frequent combat with enemy shamans and spellcasters of all sorts, or with beasts like dragons, which have powerful, Reflex save based attack forms.

The Rover

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Bbn 1	+1	+2	+0	+0	Rage, illiteracy, fast movement, (character feat)
2 nd	Rog 1	+1	+2	+2	+0	Sneak attack +1d6, trapfinding
3 rd	Bbn 2	+2	+3	+2	+0	Uncanny dodge, (character feat)
4 th	Rog 2	+3	+3	+3	+0	Evasion, (ability increase)
5 th	Rog 3	+4	+4	+3	+1	Sneak attack +2d6, trap sense +1
6 th	Bbn 3	+5	+4	+4	+2	Trap sense +2, (character feat)
7 th	Rog 4	+6/+1	+4	+5	+2	Improved uncanny dodge
8 th	Bbn 4	+7/+2	+5	+5	+2	Rage 2/day, (ability increase)
9 th	Rog 5	+7/+2	+5	+5	+2	Sneak attack +3d6, (character feat)
10 th	Bbn 5	+8/+3	+5	+5	+2	
11 th	Rog 6	+9/+4	+6	+6	+3	Trap sense +3
12 th	Rog 7	+10/+5	+6	+6	+3	Sneak attack +4d6, (ability increase), (character feat)
13 th	Bbn 6	+11/+6/+1	+7	+7	+4	Trap sense +4
14 th	Bbn 7	+12/+7/+2	+7	+7	+4	Damage reduction 1/-
15 th	Bbn 8	+13/+8/+3	+8	+7	+4	Rage 3/day, (character feat)
16 th	Rog 8	+14/+9/+4	+8	+8	+4	(ability increase)
17 th	Rog 9	+14/+9/+4	+9	+8	+5	Sneak attack +5d6, trap sense +5
18 th	Bbn 9	+15/+10/+5	+9	+9	+6	Trap sense +6, (character feat)
19 th	Bbn 10	+16/+11/+6/+1	+10	+9	+6	Damage reduction 2/-
20 th	Bbn 11	+17/+12/+7/+2	+10	+9	+6	Greater rage, (ability increase)

Weaknesses

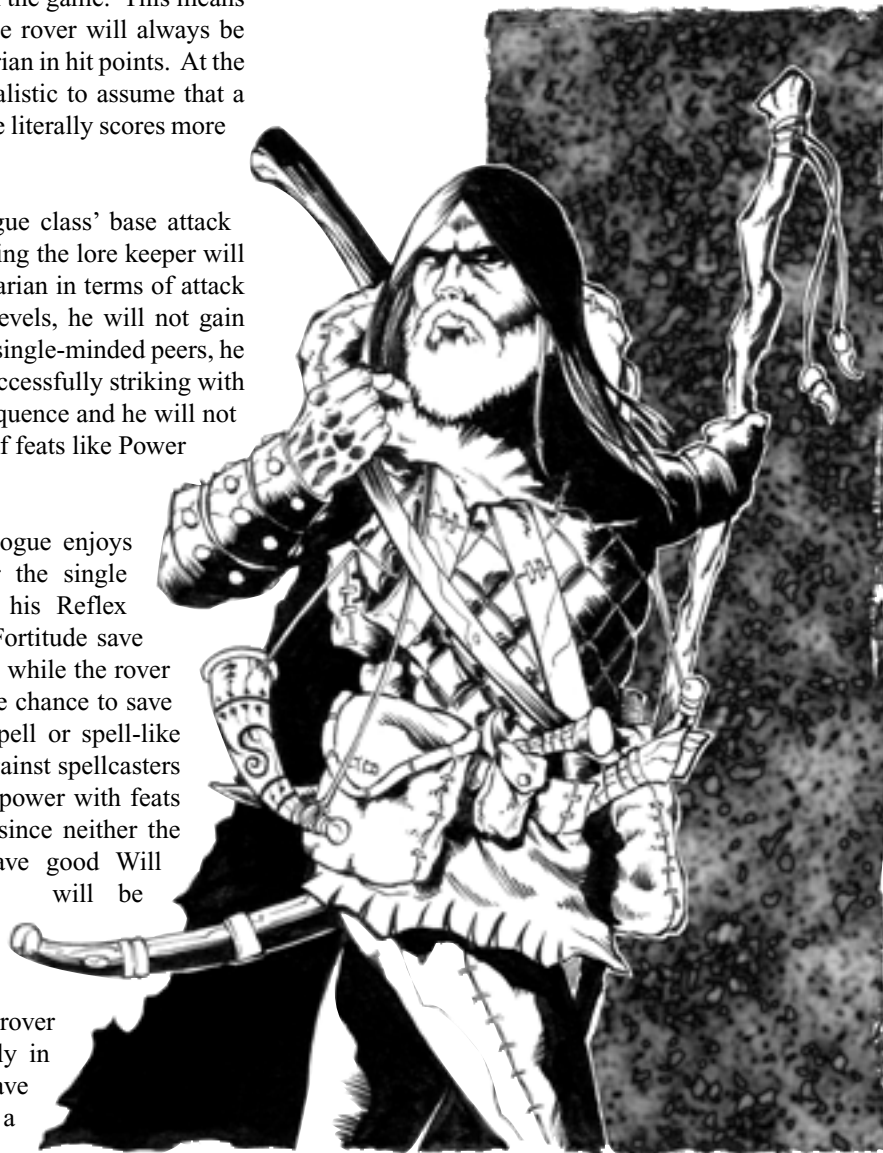
The multiclass barbarian/rogue suffers several weaknesses when compared to his single class barbarian peers, as outlined below.

- ✦ **Loss Of Barbarian Abilities:** Since the rover does not focus on the powers of the barbarian class, he loses access to several, very valuable high level abilities. Most importantly, he will never be able to maximise his rage with tireless rage, or mighty rage, nor will he ever be able to rage more than three times a day. Further, his damage reduction will never rise above 2/–, meaning it will be a largely inconsequential ability when facing high level opponents.
- ✦ **Hit Points:** The rogue has very poor hit points, especially when compared to the barbarian, who has the most potential hit points in the game. This means that, throughout his career, the rover will always be far behind a single class barbarian in hit points. At the highest levels of play, it is realistic to assume that a single class barbarian will have literally scores more hit points than the lore keeper.
- ✦ **Base Attack Bonus:** The rogue class' base attack progression is only fair, meaning the lore keeper will lag behind a single class barbarian in terms of attack power. As a result, at high levels, he will not gain extra attacks as quickly as his single-minded peers, he will not be able to count on successfully striking with all attacks in his full attack sequence and he will not enjoy the maximum benefits of feats like Power Attack.
- ✦ **Saving Throws:** While the rogue enjoys a favourable advantage over the single class barbarian in terms of his Reflex saves, he falls behind in his Fortitude save progression. This means that, while the rover will have a better than average chance to save against almost any type of spell or spell-like ability, he will have trouble against spellcasters who have focused their spell power with feats like Spell Focus. Likewise, since neither the rogue, nor the barbarian have good Will save progressions, the rover will be exceptionally weak against Will save based spells, even in comparison to a single classed barbarian. In fact, the rover will spend several levels early in his career without a Will save bonus of any sort – barring a high Wisdom score, of course.

- ✦ **Conflicting Roles:** The barbarian is the ultimate front line warrior, the rogue the ultimate skirmisher and sneak. These two roles are not very compatible. While this means little from a character concept standpoint, since the rover is not duty bound to hew to either role, it does mean that there will be times when the rover will not have access to his full array of class abilities, as he must sacrifice one set of career skills to maximise the effectiveness of the other.

Recommended Options

While the decision of which feats and skills a rover selects is ultimately the Player's to make, the following options are recommended for those who wish to both maximise the power of this multiclass path and adhere closely to its themes.



- ✦ The rover multiclass lives and dies by the sneak attack, since it is the one class feature which makes up for the damaged potential lost in not gaining greater or mighty rage. So, the rover must ensure that he is able to use his sneak attacks as often as possible. To do this, he must maximise his Hide and Move Silently skills at all times and must also have an impressive Bluff check modifier. For this reason, the Skill Focus feats are good choices for the rover, as are the feats Stealthy and Persuasive.

Since the rover is the only barbarian multiclass that may potentially have a higher Dexterity score than Strength, it may behove him to select the Weapon Finesse feat and arm himself with a light weapon. Should his Strength score be higher, then he should select the Weapon Focus feat and arm himself with the most powerful weapon he can; a weapon with a large critical threat range is very valuable to the rover, as it will increase his effective sneak attack damage to very impressive levels. Alternately, the character can wield a two-handed weapon, trading in frequency of critical hits for increased damage with each successful attack.

A rover can also make good use of the Two-Weapon Fighting feats, particularly if he couples it with Weapon Finesse. Used in conjunction with rage and a successful feint or flanking manoeuvre, the rover will deal very high levels of damage, enough to kill most opponents in a single round.

- ✦ In terms of other feats, the rover can also do well with archery feats like Point Blank Shot, since that will optimise his ability to sneak attack at range. Precise Shot is another good choice; the rover can unleash a sneak attack from a distance and then close to melee range, angling to flank his wounded opponents. If you have access to the *Quintessential Rogue I* and *II*, you might also wish to consider feats from those books, with Games Master approval, of course.
- ✦ In terms of skills, no rover should ignore the utility of the following skills: Bluff, Intimidate, Listen, Move Silently, Search, Spot and Survival. Since he will have skill points to spare, he should also consider learning Handle Animal and Use Magic Device, as the latter will allow him to use all manner of magical items, increasing his versatility. Depending on the theme of the character, Diplomacy, Gather Information and Sense Motive may also prove useful, especially if the character is intended to be a mediator between barbarian tribes or a diplomat to the outside world.

Variant Rules

The following rules variants are intended for multiclass barbarian/rogue only and reflect the special training a rover might receive in the course of his adventuring career.

- ✦ Upon achieving 1st level as a rogue, the rover adds the Handle Animal and Survival skills to his class skill list. Upon achieving 2nd level as a barbarian, the rover adds Bluff, Hide, Move Silently and Spot to his class skill list.
- ✦ Upon achieving his 3rd level as a barbarian, the rover's barbarian and rogue levels stack for the purposes of his trap sense ability.
- ✦ Upon achieving his 4th level as a rogue, the rover's barbarian and rogue uncanny dodge levels stack, giving him improved uncanny dodge.

THE LIVING STORM (BARBARIAN/SORCERER)

Fury burns in the heart of every barbarian but few express it so well as the living storm, for he burns with the arcane strength of the natural world. The living storm can, using his will alone, summon up the spirits of earth and sky to do his bidding, unleashing the energy they gift him in the form of arcane spells. The living storm is an instinctive spellcaster, one who is most effective when he gives himself over to passionate anger and gives his animal side free reign to control his actions.

In a tribal campaign, the living storm will be a figure of legend and it will be assumed that he is the blessed of the gods. Alternately, he might be considered a cursed, evil figure, consorting with dark spirits, giants and the dragons that lurk in the shadowy corners of the world.

Strengths

The living storm enjoys a number of considerable advantages over single class barbarians.

- ✦ **Spells:** Spells are, of course, the bread and butter of the sorcerer class. Thanks to his access to arcane spells of up to 5th level, the living storm will have a significant advantage on the battlefield, as he can use mystic energies to boost his combat effectiveness, or to weaken his opponents before moving in to deliver the killing blow.

The ability to cast arcane spells spontaneously is a great boon to the living storm as well; since the nature of the battlefield is ever changing and since the spells

which will benefit the living storm most will change drastically from battle to battle, being able to cast on the fly allows the living storm to cherry pick the spells he casts to match his need.

- ✦ **Familiars:** The sorcerer's only other class ability is his access to a familiar. A familiar can serve the living storm in multiple ways and is, in many respects, more useful than an animal companion, since it can speak to animals of its type on its master's behalf.
- ✦ **Will Save:** The living storm enjoys the benefits of the sorcerer's good Will save progression, meaning he will have a significant edge in resisting mind-affecting effects over his single class barbarian peers.
- ✦ **Skills:** Though the sorcerer's skill list is not large, it does include a few significant, useful skills. Thanks to his understanding of all matters arcane, the living storm will have a significant advantage over the single class barbarian when it comes to confronting and vanquishing magical opponents.

Weaknesses

The multiclass barbarian/sorcerer suffers several weaknesses when compared to his single class barbarian peers, as outlined below.

- ✦ **Loss Of Barbarian Abilities:** Since the living storm

The Living Storm

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Bbn 1	+1	+2	+0	+0	Rage, illiteracy, fast movement, (character feat)
2 nd	Sor 1	+1	+2	+0	+2	Summon familiar
3 rd	Sor 2	+2	+2	+0	+3	(character feat)
4 th	Sor 3	+2	+3	+1	+3	(ability increase)
5 th	Bbn 2	+2	+4	+1	+3	Uncanny dodge
6 th	Sor 4	+3	+4	+1	+4	(character feat)
7 th	Bbn 3	+4	+4	+2	+5	Trap sense +1
8 th	Sor 5	+4	+4	+2	+5	(ability increase)
9 th	Bbn 4	+5	+5	+2	+5	Rage 2/day, (character feat)
10 th	Sor 6	+6/+1	+6	+3	+6	
11 th	Bbn 5	+7/+2	+6	+3	+6	Improved uncanny dodge
12 th	Sor 7	+7/+2	+6	+3	+6	(ability increase), (character feat)
13 th	Bbn 6	+8/+3	+7	+4	+7	Trap sense +2
14 th	Sor 8	+9/+4	+7	+4	+8	
15 th	Bbn 7	+10/+5	+7	+4	+8	Damage reduction 1/–, (character feat)
16 th	Sor 9	+10/+5	+8	+5	+8	(ability increase)
17 th	Bbn 8	+11/+6/+1	+9	+5	+8	Rage 3/day
18 th	Sor 10	+12/+7/+2	+9	+5	+9	(character feat)
19 th	Bbn 9	+13/+8/+3	+9	+6	+10	Trap sense +3
20 th	Bbn 10	+14/+9/+4	+10	+6	+10	Damage reduction 2/–, (ability increase)

does not focus on the powers of the barbarian class,

he loses access to several, very valuable high level abilities. Most importantly, he will never be able to maximise his rage with greater rage, tireless rage, or mighty rage, nor will he ever be able to rage more than three times a day. Further, his damage reduction will never rise above 1/–, meaning it will be a largely inconsequential ability.

- ✦ **Hit Points:** The sorcerer class gains a paltry d4 hit points per level, which will, in many respects, cripple the living storm in his role as a front line combatant. As a result, the living storm will have to significantly alter his tactics on the battlefield, if he wishes to survive more than a few rounds of combat. Since he has so few hit points, compared to a barbarian, the living storm is effectively unable to benefit from many feats and tactics that the barbarian considers standard.
- ✦ **Base Attack Bonus:** The sorcerer has the worst base attack bonus progression in the game. As a result, the living storm will lag behind the barbarian, and all other front line combatants, in both his number of attacks and his ability to strike successfully in combat. In order to be effective on the battlefield, the living storm will have to expend his rage uses per day and also supplement his attacks with powerful arcane spells. This means that he will only be truly effective



on the battlefield a few times and a few rounds each day.

- ✦ **Skill Points:** While the sorcerer's skill list is decent, his skill points are not. The living storm shares the problem so common to other multiclass barbarian combinations: he cannot afford to select all the skills he wants, or to maximise those skills he possesses. As a result, he should expect to lag behind the barbarian in almost all skill related areas.
- ✦ **Ability Scores:** The sorcerer lives and dies by his Charisma score. As a result, the living storm must be prepared to sacrifice either his Strength or his Constitution for the purpose of maximising his arcane capabilities, which will only exacerbate his weakness in melee combat compared to the barbarian.
- ✦ **Clashing Roles:** The sorcerer works best when he remains shielded behind the armour and battle skills of his front line warrior companions. Conversely, the barbarian is one of those front line combatants. In blending the two classes, the living storm becomes an uncomfortable mix of melee expert and support artillery, with all the good and bad that entails. Unlike the bard, who is tailor made to function both on the front lines and in the rear guard, the living storm is not. This means that the living storm will be forced to

shift between roles during combat, something which may not be possible in especially dire situations.

Recommended Options

While the decision of which feats and skills a living storm selects is ultimately the Player's to make, the following options are recommended for those who wish to both maximise the power of this multiclass path and adhere closely to its themes.

- ✦ The living storm relies just as much on his spells as he does on his ability to rage and his combat prowess. The living storm will gain the greatest benefit from spells when using them to boost his melee combat abilities. The living storm is not a spellcaster who should attempt to be versatile in his spell selections. Instead, he should focus his magic entirely on increasing his prowess and reducing the ability of his enemies to both harm him and avoid his attacks.

The recommended 0 level spells for the living storm are: *resistance*, *acid splash*, *detect magic*, *daze*, *flare*, *ray of frost* and *touch of fatigue*.

The living storm's recommended 1st level spells are: *shield*, *mage armour*, *true strike*, *sleep*, *burning hands*, *magic missile*, *shocking grasp*, *colour spray*,

Living Storm Spells

Level	Caster Level	Spells per day						Spells known					
		0	1 st	2 nd	3 rd	4 th	5 th	0	1 st	2 nd	3 rd	4 th	5 th
1 st	—	—	—	—	—	—	—	—	—	—	—	—	—
2 nd	1 st	5	3	—	—	—	—	4	2	—	—	—	—
3 rd	2 nd	6	4	—	—	—	—	5	2	—	—	—	—
4 th	3 rd	6	5	—	—	—	—	5	3	—	—	—	—
5 th	3 rd	6	5	—	—	—	—	5	3	—	—	—	—
6 th	4 th	6	6	3	—	—	—	6	3	1	—	—	—
7 th	4 th	6	6	3	—	—	—	6	3	1	—	—	—
8 th	5 th	6	6	4	—	—	—	6	4	2	—	—	—
9 th	5 th	6	6	4	—	—	—	6	4	2	—	—	—
10 th	6 th	6	6	5	3	—	—	7	4	2	1	—	—
11 th	6 th	6	6	5	3	—	—	7	4	2	1	—	—
12 th	7 th	6	6	6	4	—	—	7	5	3	2	—	—
13 th	7 th	6	6	6	4	—	—	7	5	3	2	—	—
14 th	8 th	6	6	6	5	3	—	8	5	3	2	1	—
15 th	8 th	6	6	6	5	3	—	8	5	3	2	1	—
16 th	9 th	6	6	6	6	4	—	8	5	4	3	2	—
17 th	9 th	6	6	6	6	4	—	8	5	4	3	2	—
18 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1
19 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1
20 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1



cause fear, chill touch, ray of enfeeblement, enlarge person, reduce person and magic weapon.

The recommended 2nd level spells are: *protection from arrows, resist energy, glitterdust, acid arrow, web, daze monster, hideous laughter, touch of idiocy, scorching ray, blur, invisibility, blindness/deafness, false life, ghoul touch* and *scare*. In addition, the living storm should always know at least *bull's strength* and *eagle's splendour*.

The recommended 3rd level spells are: *dispel magic, protection from energy, stinking cloud, deep slumber, heroism, hold person, rage, ray of exhaustion, vampiric touch, blink, haste, keen edge* and *greater magic weapon*. Both *fireball* and *lightning bolt*, while useful, do not serve the living storm particularly well, as he will not be able to deal significant damage with them until higher levels. The exception to this is the living storm who expects to face many low hit die opponents in battle frequently, such as the tribal

champion embroiled in a war with a neighbouring barbarian kingdom; in this instance, he should select one or the other spell but not both.

Recommended 4th level spells include: *lesser globe of invulnerability, stonewall, black tentacles, confusion, crushing despair, fire shield, shout, greater invisibility, bestow curse, enervation, fear* and *polymorph*.

Recommended 5th level spells include: *cloudkill, faithful hound, teleport, feeblemind, hold monster, mind fog, waves of fatigue, baleful polymorph* and *telekinesis*.

✦ When it comes time to select his feats, the living storm should snap up Spell Focus as soon as he can and Greater Spell Focus as well, if the majority of his spell choices are those which lower the fighting abilities of others. At high levels of play, Spell Penetration will likewise be a wise choice for a living storm whose spells target his enemies, not himself. When he gains access to 4th level spells, the living storm might also consider the Empower Spell feat, so that he can increase the power of his *bull's strength* and *eagle's splendour* spells; doing this, however, will severely limit his ability to cast other, more powerful spells, though the boost to melee combat effectiveness should more than compensate.

Though the living storm can create magic items, it is not recommended that he select any item creation feats, as he lacks the variety of spells necessary to create more potent items. He should even think twice before selecting the Scribe Scroll feat, as he should already have more than enough spells each day to supplement his barbarian's rage. Likewise, there is little need for the living storm to select the Combat Casting feat, as he will most likely use his spells to boost his attributes, or reduce his enemy's, before closing to melee range, there to rely on his Strength and melee skill to carry the day.

✦ The living storm must be very wise in his skill choices, as he has no skill points to waste. Spellcraft and Survival are critical skills and should be kept at maximum ranks at all times. Extra skill points should be spent on Intimidate, Knowledge (arcana)



and Listen, with a smattering of skill points given to Concentration.

- ✦ The living storm should also give much thought to his selection of a familiar. Though the living storm has more hit points than a single classed sorcerer, the toad is still a decent choice for the living storm, as he will find himself in melee combat far more often than other spellcasters. Likewise, the weasel is a terrific familiar, as the living storm's Reflex save is abysmal by any standard. In certain cultures, the raven would be very thematically appropriate, as it is a symbol of wisdom and cunning.

Variant Rules

The following rules variants are intended for multiclass barbarian/sorcerers only and reflect the special training a living storm might receive in the course of his adventuring career.

- ✦ Upon achieving 1st level as a sorcerer, the living storm adds the Climb, Handle Animal, Intimidate, Jump, Listen and Survival skills to his class skill list. Upon achieving 2nd level as a barbarian, the living storm adds Concentration, Knowledge (arcana) and Spellcraft to his class skill list.
- ✦ Upon achieving 2nd level as a barbarian, the barbarian can select any one spell of both 0 and 1st level, which he can, from that point on, cast while raging. Each time the living storm gains a new arcane spell level, he can select a single spell of that new level to gain the benefits of this ability. At the same time, the living storm can exchange existing spells, which can be cast while raging, for new spells selected from those spells he already knows.
- ✦ Upon achieving 3rd level as a barbarian, the living storm gains, in lieu of the trap sense ability, ½ his barbarian class levels to his sorcerer levels for the purposes of determining his familiar's ability progression. The living storm also does not gain the trap sense ability when he gains his 6th or 9th level as a barbarian.
- ✦ Upon achieving 7th level as a barbarian, the living storm gains, in lieu of the damage reduction, his full barbarian class levels to his sorcerer levels for the purposes of determining his familiar's ability progression. The living storm also does not gain the damage reduction ability when he gains his 10th level as a barbarian.

THE WITCH DOCTOR (BARBARIAN/WIZARD)

Though he may live in a village bustling with tribesmen, the witch doctor is always alone. Respected and feared in equal measure, the witch doctor consorts with unnatural spirits, summoning them and binding their power for his use. He records his studies in dusty tomes and his dwelling is typically stacked floor to ceiling with scrolls containing all manner of, to many a barbarian's eye, blasphemous writings. If he is good, the witch doctor uses his knowledge and his magic to serve and defend those who scorn and fear him. If he is evil, he uses those powers to dominate the 'primitives' who infest his home. In either case, there is likely no one more feared in the village than he.

Strengths

The witch doctor enjoys a number of considerable advantages over single class barbarians.

- ✦ **Spells:** The heart of the wizard class is spells, spells and more spells, in an endless number and variety. The arcane spell list the wizard can access is filled to overflowing with very powerful and very versatile spells, even at the comparatively low levels the witch doctor can access. With wise use of his spell selections, the witch doctor can boost his abilities to incredible levels – albeit temporarily – paralyse his opponents or tear them to pieces with concentrated bolts of magical electricity.
- ✦ **Bonus Feats:** By the time he reaches 20th level, the witch doctor will have gained two bonus feats of his choice, as well as the Scribe Scroll feat for free. All of these feats will prove extremely valuable to the witch doctor, as they will maximise his spellcasting power, or allow him to craft magic items of his choosing, ones which will benefit his particular mix of abilities perfectly.
- ✦ **Familiars:** The wizard's other, major class ability is his access to a familiar. A familiar can serve the witch doctor in multiple ways and is, in many respects, more useful than an animal companion, since it can speak to animals of its type on its master's behalf.
- ✦ **Will Save:** The witch doctor enjoys the benefits of the wizard's good Will save progression, meaning he will have a significant edge in resisting mind-affecting effects over his single class barbarian peers.
- ✦ **Skills:** Though the wizard's skill list is not large, it does include a few significant, useful skills. Thanks to his understanding of all matters arcane, the witch doctor

will have a significant advantage over the barbarian when it comes to confronting and vanquishing magical opponents. This is especially true for a witch doctor who maximises his Intelligence score.

has so few hit points, compared to a barbarian, the witch doctor is effectively unable to benefit from many feats and tactics that the barbarian considers standard.

Weaknesses

The multiclass barbarian/wizard suffers several weaknesses when compared to his single class barbarian peers, as outlined below.

- ✦ **Loss Of Barbarian Abilities:** Since the witch doctor does not focus on the powers of the barbarian class, he loses access to several, very valuable high level abilities. Most importantly, he will never be able to maximise his rage with tireless rage or mighty rage, nor will he ever be able to rage more than three times a day. Further, his damage reduction will never rise above 2/–, meaning it will be a largely inconsequential ability when facing high level opponents.
- ✦ **Hit Points:** The wizard class gains a paltry d4 hit points per level, which will, in many respects, cripple the witch doctor in his role as a front line combatant. As a result, the witch doctor will have to significantly alter his tactics on the battlefield, if he wishes to survive more than a few rounds of combat. Since he

- ✦ **Base Attack Bonus:** The wizard has the worst base attack bonus progression in the game. As a result, the witch doctor will lag behind the barbarian, and all other front line combatants, in both his number of attacks and his ability to strike successfully in combat. In order to be effective on the battlefield, the witch doctor will have to expend his rage uses per day and also supplement his attacks with powerful arcane spells. This means that he will only be truly effective on the battlefield a few times, and a few rounds each day.
- ✦ **Skill Points:** While the wizard's class skill list is decent, his skill points are not. The witch doctor shares the problem so common to other multiclass barbarian combinations: he cannot afford to select all the skills he wants, or to maximise those skills he possesses. The witch doctor's probable high Intelligence score will help to make up for this deficiency, though at the cost of his battlefield melee effectiveness.
- ✦ **Ability Scores:** The wizard depends upon his Intelligence score. As a result, the witch doctor must

The Witch Doctor

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Bbn 1	+1	+2	+0	+0	Rage, illiteracy, fast movement, (character feat)
2 nd	Wiz 1	+1	+2	+0	+2	Summon familiar, Scribe Scroll
3 rd	Wiz 2	+2	+2	+0	+3	(character feat)
4 th	Wiz 3	+2	+3	+1	+3	(ability increase)
5 th	Bbn 2	+2	+4	+1	+3	Uncanny dodge
6 th	Wiz 4	+3	+4	+1	+4	(character feat)
7 th	Bbn 3	+4	+4	+2	+5	Trap sense +1
8 th	Wiz 5	+4	+4	+2	+5	Bonus feat, (ability increase)
9 th	Bbn 4	+5	+5	+2	+5	Rage 2/day, (character feat)
10 th	Wiz 6	+6/+1	+6	+3	+6	
11 th	Bbn 5	+7/+2	+6	+3	+6	Improved uncanny dodge
12 th	Wiz 7	+7/+2	+6	+3	+6	(ability increase), (character feat)
13 th	Bbn 6	+8/+3	+7	+4	+7	Trap sense +2
14 th	Wiz 8	+9/+4	+7	+4	+8	
15 th	Bbn 7	+10/+5	+7	+4	+8	Damage reduction 1/–, (character feat)
16 th	Wiz 9	+10/+5	+8	+5	+8	(ability increase)
17 th	Bbn 8	+11/+6/+1	+9	+5	+8	Rage 3/day
18 th	Wiz 10	+12/+7/+2	+9	+5	+9	Bonus feat, (character feat)
19 th	Bbn 9	+13/+8/+3	+9	+6	+10	Trap sense +3
20 th	Bbn 10	+14/+9/+4	+10	+6	+10	Damage reduction 2/–, (ability increase)



be prepared to sacrifice either his Strength or his Constitution in the name of maximising his arcane capabilities, which will only exacerbate his weakness in melee combat compared to the barbarian.

- ✦ **Clashing Roles:** The wizard works best when he remains shielded behind the armour and battle skills of his front line warrior companions. Conversely, the barbarian is one of those front line combatants. In blending the two classes, the witch doctor becomes an uncomfortable mix of melee expert and support artillery, with all the good and bad that entails. Unlike the bard, who is tailor made to function both on the front lines and in the rear guard, the witch doctor is not. This means that the witch doctor will be forced to shift between roles during combat, something which may not be possible in especially dire situations.

Recommended Options

While the decision of which feats and skills a witch doctor selects is ultimately the Player's to make, the following options are recommended for those who wish to both maximise the power of this multiclass path and adhere closely to its themes.

- ✦ The witch doctor's spells are his most potent weapon, since it is wise use of arcane energy which allows him to fight with the skill and daring of other barbarians. Unlike the living storm, however, the witch doctor need not be so absolutely focused on spells that enhance his abilities, though those are certainly helpful to him. Because he is limited in spell knowledge only by his ability to research or discover new arcane formulae, he can afford to choose spells which are not directly applicable to combat. In this way, he can make himself a valuable member of his tribal community, serving the role of both wise man and shaman. For this reason, nearly any spell is appropriate for the witch doctor, though the following spells should prove more consistently useful.

Recommended 0 level cantrips are: *resistance*, *acid splash*, *detect poison* (for venomous wilderness snakes and insects), *detect magic*, *read magic*, *daze*, *flare*, *ray of frost*, *touch of fatigue*, *message* and *prestidigitation*.

Recommended 1st level spells include: *alarm*, *endure elements*, *protection* (good/evil/law), *shield*, *mage armour*, *obscuring mist*, *summon monster I*, *comprehend languages*, *identify*, *true strike*, *charm person*, *hypnotism*, *sleep*, *magic missile*, *colour spray*, *disguise self*, *silent image*, *cause fear*, *chill touch*, *ray of enfeeblement* and *magic weapon*.

Recommended 2nd level spells include: *protection from arrows*, *resist energy*, *fog cloud*, *glitterdust*, *summon monster II*, *summon swarm*, *web*, *detect thoughts*, *hideous laughter*, *touch of idiocy*, *darkness*, *blur*, *hypnotic pattern*, *invisibility*, *minor image*, *scare* and *alter self*. Of course, no witch doctor should be without *bull's strength* and *fox's cunning* and should at least have one of each spell prepared.

Recommended 3rd level spells include: *dispel magic*, *magic circle* (evil/good/law), *protection from energy*, *sleet storm*, *stinking cloud*, *summon monster III*, *arcane sight*, *clairaudience/clairvoyance*, *tongues*, *deep slumber*, *heroism*, *suggestion*, *invisibility sphere*, *ray of exhaustion*, *vampiric touch*, *blink*, *haste*, *keen edge* and *greater magic weapon*.

Recommended 4th level spells include: *lesser globe of invulnerability*, *remove curse*, *stoneskin*, *black tentacles*, *minor creation*, *solid fog*, *summon monster IV*, *arcane eye*, *scrying*, *charm monster*, *confusion*, *crushing despair*, *lesser geas*, *fire shield*, *shout*, *wall of fire/ice*, *greater invisibility*, *rainbow pattern*, *bestow curse*, *enervation*, *fear*, *mass enlarge person*, *polymorph*, *mnemonic enhancer* and *mass reduce person*.

Recommended 5th level spells include: *break enchantment*, *cloudkill*, *major creation*, *faithful*

Witch Doctor Spells

Level	Caster Level	Spells Per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1	—	—	—	—	—	—	—
2	1 st	3	1	—	—	—	—
3	2 nd	3	1	—	—	—	—
4	3 rd	4	2	1	—	—	—
5	3 rd	4	2	1	—	—	—
6	4 th	4	3	2	—	—	—
7	4 th	4	3	2	—	—	—
8	5 th	4	3	2	1	—	—
9	5 th	4	3	2	1	—	—
10	6 th	4	3	3	2	—	—
11	6 th	4	3	3	2	—	—
12	7 th	4	4	3	2	1	—
13	7 th	4	4	3	2	1	—
14	8 th	4	4	3	3	2	—
15	8 th	4	4	3	3	2	—
16	9 th	4	4	4	3	2	1
17	9 th	4	4	4	3	2	1
18	10 th	4	4	4	3	3	2
19	10 th	4	4	4	3	3	2
20	10 th	4	4	4	3	3	2

hound, *summon monster V*, *teleport*, *wall of stone*,

contact other plane, telepathic bond, dominate person, feeblemind, hold monster, mind fog, sending, dream, seeming, waves of fatigue, animal growth, baleful polymorph and teleport.

As can be seen, the witch doctor is much more than just a warrior. Many of his recommended spells work best in a campaign centred around a group of heroes defending and leading a barbarian tribe. This is why the witch doctor's recommended spell list includes such exotic spells as *dream* and such community support spells as *tongues* and *detect poison*. If the character is not intended to fulfil the role of tribal councillor and shaman, then he should forgo esoteric spells in favour of more combat effective formulae; the witch doctor's spell list is a good starting point for such a character.

- ✦ The witch doctor enjoys a good amount of feats, thanks to the bonus feats he receives as part of his wizard levels. He should dedicate at least one feat to Spell Focus and one to Spell Penetration and if he wishes to be a melee focused warrior, he should strongly consider Empower Spell, so that his ability boosting spells are enhanced to their maximum power.

Unlike the living storm, the witch doctor can strongly benefit from Item Creation feats, particularly Craft Arms and Armour and Craft Wondrous Device, since he will likely have a wide range of spells with which to meet magic item prerequisites. While it may be tempting to select the Craft Rod, Craft Staff or Craft Wand feats, those choices may choose less than optimal, since the witch doctor will spend so much of his time using his weapon in melee combat. Likewise, the witch doctor should forgo selecting Spell Mastery, as that feat is unlikely to see much use in most campaigns.

Otherwise, the witch doctor is encouraged to select feats that increase his abilities in melee combat, the better to supplement his rage and spell enhanced Strength and to compensate for his relatively low base attack bonus and hit points. Weapon Focus is a good choice, as is Power Attack. Dodge can be a useful feat, as it adds to the witch doctor's armour class, though the benefits will be negligible at higher levels.

- ✦ The witch doctor must be very wise in his skill choices, as he has no skill points to waste. Spellcraft and Survival are critical skills and should be kept at maximum ranks at all times. Extra skill points

should be spent on Intimidate, Knowledge (arcana) and Listen, with a smattering of skill points given to Concentration.

- ✦ The witch doctor should also give much thought to his selection of a familiar. Though the witch doctor has more hit points than a wizard, the toad is still a decent choice for the witch doctor, as he will find himself in melee combat far more often than other spellcasters. Likewise, the weasel is a terrific familiar, as the witch doctor's Reflex save is abysmal by any standard. In certain cultures, the raven would be very thematically appropriate, as it is a symbol of wisdom and cunning.

Variant Rules

The following rules variants are intended for multiclass barbarian/wizard only and reflect the special training a witch doctor might receive in the course of his adventuring career.

- ✦ Upon achieving 1st level as a wizard, the witch doctor adds the Climb, Handle Animal, Intimidate, Jump, Listen and Survival skills to his class skill list. Upon achieving 2nd level as a barbarian, the witch doctor adds Concentration, all Knowledge skills and Spellcraft to his class skill list.
- ✦ Upon achieving 3rd level as a barbarian, the witch doctor gains, in lieu of the trap sense ability, ½ his barbarian class levels to his sorcerer levels for the purposes of determining his familiar's ability progression. The witch doctor also does not gain the trap sense ability when he gains his 6th or 9th level as a barbarian.
- ✦ Upon achieving his 7th level as a barbarian, the witch doctor gains, in lieu of the damage reduction class ability, a +1 bonus to both the save DCs of his spells and his caster level check to overcome spell resistance. The witch doctor also does not gain the damage reduction ability when he gains his 10th level as a barbarian.



THE LEGENDARY BARBARIAN

Not all barbarians are the same. Barbarians of different cultures have different goals and different ways of expressing their devotion to the way of the natural man. As they grow in power, some barbarians are compelled to focus their instinctive desires, to master some alternative means of conquering the world around them. It is for these barbarians that this chapter exists.

This chapter presents six new prestige classes designed specifically for high level barbarian adventurers. Each is based on either warriors of a historical culture or the thematic barbarians of fantastic literature and art. The classes in this chapter offer a diverse assortment of powers and themes and each of them will help Players and Games Masters alike take their characters to the next level, focusing their powers and creating endless new adventure and character hooks. While these classes can

be selected by those who have only one barbarian level, they are intended primarily for those characters who have dedicated themselves to the way of the natural man and characters of other classes should only be permitted to take these classes with the Games Master's approval.

THE BEAST LORD

All barbarians are familiar with animals and all barbarians have a spark of the raging beast within their souls. Some barbarians, however, have more than just a passing kinship with animal kind. The beast lord is an animal in human skin, a being of instinct and natural, bestly grace who moves through the wilderness with the speed and surety of one born to rule the untamed wilds. He has a wolf's heart, a falcon's eyes and the ferocity of the lion. At his passage, the jungle stills and animals bow their heads in deference, for they recognise the beast lord's majesty and his birthright as their champion and their king.

Epic Levels

Some of these classes may take a character beyond 20th level, indeed, many are actually designed to do so! When a character gains his 21st level, whether from a single class or any combination of multi-classing and prestige classes, he becomes an epic character as detailed in *Core Rulebook II*, at which point some of his characteristics change slightly.

The character can reach 21st level while in the middle of taking one of the prestige classes in this book, in which case he follows these rules:

- ✦ Ignore the prestige class' base attack bonus and all base save bonuses; use the progression in the epic advancement table below using the total character level instead of any individual class level. These are epic bonuses that do not grant additional attacks (in the case of the base attack bonus).
- ✦ Continue to gain the class features of each level attained in both the prestige class and any previous core class until they reach their maximum (5th or 10th for prestige classes, 20th for core classes).
- ✦ Prestige classes with 5 levels stop there and the character must gain new levels from other classes.

- ✦ Core classes and prestige classes with 10 levels may continue advancing beyond their maximum, using the progression information found in *Core Rulebook II* for core classes, and the epic progression text box in the description of each prestige class in this book. 10 level prestige classes may only be advanced beyond 10th level if the character's total character level is 20th or higher.

- ✦ Character feats and ability increases are gained normally at every level divisible by 3 for feats and any level divisible by 4 for ability increases.

Epic Advancement

Character Level	Epic Attack Bonus	Epic Save Bonus
21 st	+1	+0
22 nd	+1	+1
23 rd	+2	+1
24 th	+2	+2
25 th	+3	+2
26 th	+3	+3
27 th	+4	+3
28 th	+4	+4
29 th	+5	+4
30 th	+5	+5



The beast lord is the perfect prestige class for those Players who wish their barbarians to be modelled after the wild men of the jungle so popular in pulp fiction in the early decades of the 20th century. With his ability to command animals and his animal grace, he will be a mighty force in any wilderness based adventure.

Hit Die: d12.

Requirements

In order to qualify for the beast lord prestige class, the character must meet or exceed all the following requirements.

Base Attack Bonus: +11.

Skills: Climb 7 ranks, Handle Animal 13 ranks, Jump 7 ranks, Survival 13 ranks, Swim 7 ranks.

Feats: Animal Soul, Improved Grapple, Improved Unarmed Strike.

Alignment: Any chaotic.

Special: Must possess the ability to rage.

Class Skills

The beast lord's class skills (and the relevant abilities) are: Balance (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points: 4 + Int bonus per level.

Class Features

All the following are class features of the beast lord.

Weapon and Armour Proficiencies: The beast lord is proficient with all simple and all martial weapons and is proficient with light armour but not with shields. Remember that a beast lord loses his fast movement when

The Epic Beast Lord

Hit Die: d12.

Skill Points Per Level: 4 + Int bonus.

Bonus Feats: The beast lord receives bonus feats every three levels.

Barbarian Rage: The beast lord gains another use of rage every five levels.

Call of the Wild: The beast lord gains an additional use of call of the wild every three levels.

wearing medium armour or carrying a medium or heavy load.

Call of the Wild (Ex): The beast lord is kin to all animals and he knows the secret calls which will summon any animal to his side. Beginning at 1st level, the beast lord can, once a day, let forth with a mighty call which summons animals to serve him as he directs.

To use this ability, the beast lord lets loose a call which can be heard to a radius of one mile + one mile per three full class levels he possesses. One animal with a total number of hit dice equal to or less than the beast lord's class levels + barbarian levels combined, heeds this call and comes to the beast lord at its fastest possible speed. When it arrives, it will aid him for a number of rounds equal to his class levels + his Charisma bonus, either fighting his enemies, or performing any task that the beast lord is capable of communicating to it. The animal will serve to the best of its ability but will not perform any task which is immediately fatal to it or completely against its nature. At the end of call of the wild's duration, the animal will return to where it came from. The beast lord can, before unleashing his call, decide to summon a specific type of animal (bear, elephant); if that animal is within the radius of the call it will come but otherwise, no animal appears.

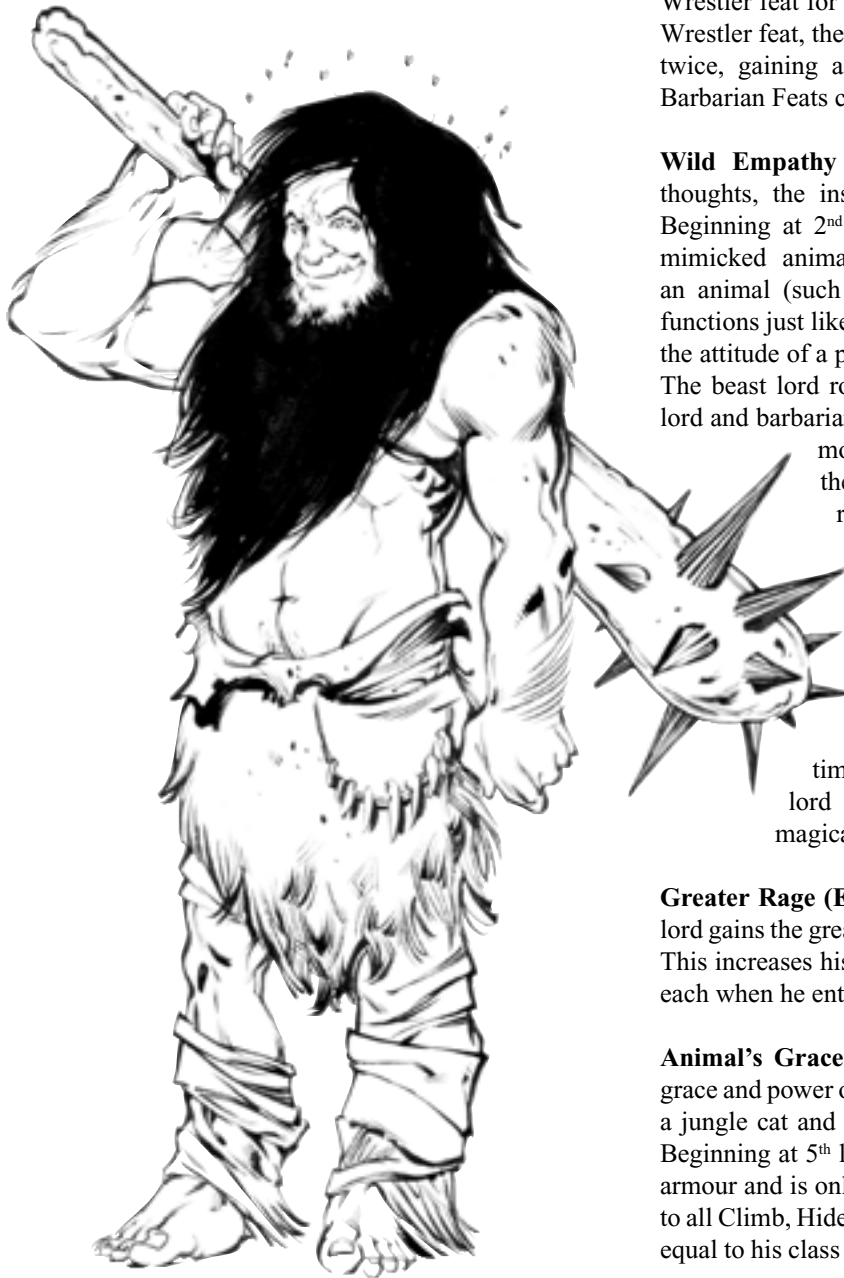
The Beast Lord

Level	Base Attack				Special
	Bonus	Fort Save	Ref Save	Will Save	
1 st	+1	+2	+2	+0	Call of the wild 1/day, companion animal
2 nd	+2	+3	+3	+0	Ape Wrestler, wild empathy
3 rd	+3	+3	+3	+1	Call of the wild 2/day
4 th	+4	+4	+4	+1	Greater rage
5 th	+5	+4	+4	+1	Animal's grace, rage
6 th	+6	+5	+5	+2	Call of the wild 3/day
7 th	+7	+5	+5	+2	Speak with animals
8 th	+8	+6	+6	+2	Tireless rage
9 th	+9	+6	+6	+3	Call of the wild 4/day
10 th	+10	+7	+7	+3	Beast rage, king of beasts



Unleashing a call of the wild is a full-round action and cannot be performed if the beast lord is silenced, whether by a spell or other means. At 3rd, 6th and 9th level, the beast lord gains the ability to make another call of the wild each day. He can use a call of the wild once each round, summoning multiple animals simultaneously.

Companion Animal (Ex): The beast lord commands the allegiance of animals. At 1st level, he gains an animal companion, exactly as the druid does. This companion animal is chosen from the following list: ape, black bear, bison, boar, cheetah, crocodile, leopard, large shark, constrictor snake or large viper snake. The animal gains extra hit dice and abilities as a druid's companion animal, at the beast lord's class level + his barbarian class levels -3.



If the beast lord already has a companion animal, whether from druid or ranger class levels, or from a feat in this sourcebook, then he does not gain a new animal companion. Instead, his animal companion now gains bonus hit dice and abilities exactly as the druid's animal companion does, with barbarian levels, beast lord levels and druid or ranger levels stacking to determine the animal's abilities.

Should the beast lord's companion be killed, then he can attract another. One month after a new animal is selected, it gains all the benefits listed above.

Ape Wrestler: The beast lord is fearless in battle against animals and is well trained in the methods of neutralising their bulk and strength. At 2nd level, he gains the Ape Wrestler feat for free. If he has already selected the Ape Wrestler feat, then he is considered to have taken the feat twice, gaining additional benefits as described in the Barbarian Feats chapter of this sourcebook.

Wild Empathy (Ex): A beast lord understands the thoughts, the instincts and the nature of all animals. Beginning at 2nd level, he can use body language and mimicked animal sounds to improve the attitude of an animal (such as an ape or elephant). This ability functions just like the Diplomacy check made to improve the attitude of a person (see *Core Rulebook I* for details). The beast lord rolls 1d20 and adds his combined beast lord and barbarian levels to the check, plus his Charisma modifier, to determine the check result. If the beast lord has levels in the druid or ranger class, then he adds these levels to the check as well.

To use this ability, the beast lord and the animal must be within 10 feet + 10 feet per beast lord class level of one another. Using wild empathy requires a minimum of one minute's time. Unlike a druid or ranger, the beast lord cannot use this ability to influence magical beasts.

Greater Rage (Ex): Upon reaching 4th level, the animal lord gains the greater rage ability, just as a barbarian does. This increases his Strength and Constitution bonus to +6 each when he enters a barbarian rage.

Animal's Grace (Ex): The beast lord moves with the grace and power of an animal, stalking the wilderness like a jungle cat and swimming with the grace of a salmon. Beginning at 5th level, when the beast lord is wearing no armour and is only lightly encumbered, he gains a bonus to all Climb, Hide, Jump, Move Silently and Swim checks equal to his class level. In addition, while in a wilderness

environment, his fast movement ability increases to 20 feet per round. This increased fast movement does not apply while in an urban or dungeon environment.

Rage (Ex): At 5th level, the animal lord gains the ability to rage one additional time each day.

Speak With Animals (Sp): The beast lord knows how to interpret the hoots, whistles, roars and other sounds of animals and can communicate with beasts on their level. At 7th level, the beast lord gains the ability to *speak with animals* at will, as per the druid spell.

Tireless Rage (Ex): At 8th level and higher, the animal lord no longer becomes fatigued at the end of his rage.

Beast Rage (Su): The animal lord and his companion animal are linked by more than a mental bond. They are spiritual brothers and the animal companion shares the beast lord's moods and his goals. At 10th level, when the beast lord enters a rage, his companion animal also gains the benefits and penalties of raging, allowing it to fight at his side with unmatched ferocity. In order for the animal to gain the benefits of rage, it must be within 100 feet of the beast lord at the time he enters his rage and must remain within that radius throughout the rage's duration. If the animal companion moves more than 100 feet away from the beast lord, then it no longer receives the benefits of rage and does not regain them should it move back within the radius of effect. Regardless of the animal companion's Constitution score, the duration of its rage is identical to that of the beast lord's.

King of Beasts (Ex): At 10th level, the beast lord has transcended his humanoid flesh and his spirit grown so strong that all beasts recognise him as their rightful king. All animals are automatically considered to be Friendly to the beast lord and will not attack him, unless he threatens or attacks them first. The beast lord can still alter their attitudes as normal, using wild empathy.

THE DEATH DEALER

The barbarian is a killing machine, a fearless destroyer of men. Yet, that is not his only purpose in life. The barbarian kills when he must but avoids killing others when he can, for he sees no purpose in senseless death. Such is not the case with the death dealer.

The death dealer is a barbarian who has allowed his rage to overwhelm him, who has embraced his killing instincts and immersed himself in the red tide of deadly fury. As a warrior, the death dealer is feared above all others, for he knows no fear, no compassion in battle and no equal in homicidal ferocity. He goes where he will, does as he will and strikes down any who would dare to raise sword

The Epic Death Dealer

Hit Die: d12.

Skill Points Per Level: 2 + Int bonus.

Bonus Feats: The death dealer receives bonus feats every three levels.

Barbarian Rage: The death dealer gains the ability to rage an additional time each day every four levels.

Deadly Intent: The death dealer gains an additional use of the *deadly intent* ability every four levels.

Haste: The death dealer gains an additional use of the *haste* ability every four levels.

and fist against him. For all his killing fury, the death dealer is not necessarily an indiscriminate killer; only evil death dealers kill without reason, though even good aligned death dealers have little in the way of kindness to offer anyone.

The death dealer is the perfect prestige class for a Player who wishes his character to recall the iconic barbarians of such famed artists as Frank Frazetta. Dark and brooding, cloaked in shadows and blood, such barbarians are dangerous and powerful and their predatory nature calls out to our darker impulses.

Hit Die: d12.

Requirements

In order to qualify for the death dealer prestige class, the character must meet or exceed all the following requirements.

Base Attack Bonus: +11.

Skills: Intimidation 13 ranks, Survival 13 ranks.

Feats: Eye of the Tiger, Infamous Killer, Weapon Focus (any two-handed melee weapon).

Alignment: Any chaotic.

Special: Must possess the ability to rage.

Class Skills

The death dealer's class skills (and the relevant abilities) are: Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Sense Motive (Wis) and Survival (Wis).

Skill Points: 2 + Int bonus per level.

Class Features

All the following are class features of the death dealer.

Weapon and Armour Proficiencies: The death dealer is proficient with all simple and all martial weapons and



is proficient with light and medium armour and with all shields, save tower shields. Remember that a death dealer loses his fast movement when wearing medium armour or carrying a medium or heavy load.

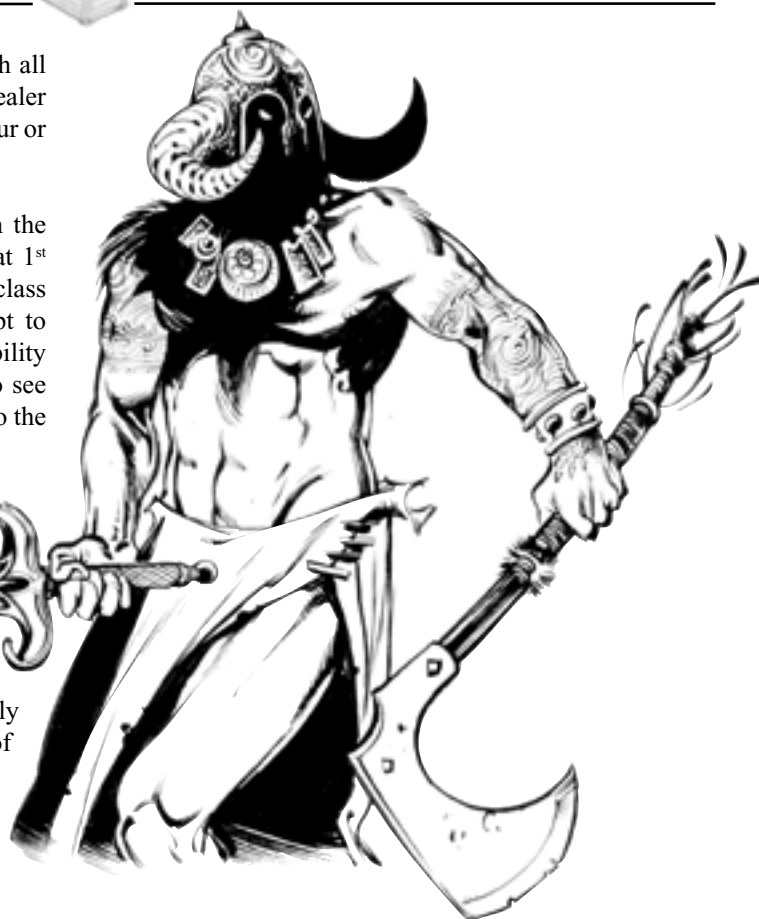
Red Eyes (Ex): The death dealer's eyes burn with the light of his unquenchable killing fury. Beginning at 1st level, the death dealer adds a bonus equal to his class level to all Intimidate skill checks made to attempt to demoralise opponents in combat. In order for this ability to work, the death dealer's enemies must be able to see his burning eyes, so blinded opponents are immune to the effects of red eyes.

At 5th level, when the death dealer successfully demoralises his opponents, they suffer the penalties of being shaken for two full rounds.

At 10th level, when the death dealer has become a master slayer, his enemies suffer a -4 penalty when they are successfully demoralised.

Greater Rage: Upon reaching 2nd level, the death dealer gains the greater rage ability, just as a barbarian does. This increases his Strength and Constitution bonus to +6 each when he enters a barbarian rage.

Weapon Specialisation: The death dealer is a masterful warrior, with an understanding of the capabilities of his chosen weapon that is staggering to behold. At 3rd level, the death dealer gains the Weapon Specialisation feat for free (even if the death dealer does not have 4 levels in fighter). The benefits of this feat can be applied to any one two-handed melee weapon to which the Weapon



Focus feat has been applied. The death dealer gains Weapon Specialisation only once. If the death dealer has already gained the Weapon Specialisation feat and applied it to a two-handed melee weapon, then he gains the benefits of the Greater Weapon Specialisation feat, even if he does not already possess the Greater Weapon Focus feat.

Deadly Intent (Sp): The death dealer strikes to kill, each and every time he swings his weapon. At 3rd level, the death dealer can double the threat range of the weapon to which he applied the Weapon Specialisation feat, as by

Death Dealer

Level	Base Attack				Special
	Bonus	Fort Save	Ref Save	Will Save	
1 st	+1	+2	+0	+0	Red eyes
2 nd	+2	+3	+0	+0	Greater rage
3 rd	+3	+3	+1	+1	Weapon Specialisation, <i>Deadly intent</i> 1/day
4 th	+4	+4	+1	+1	<i>Haste</i> 1/day
5 th	+5	+4	+1	+1	Rage, red eyes 2
6 th	+6	+5	+2	+2	Thirsty blade
7 th	+7	+5	+2	+2	Tireless rage, <i>deadly intent</i> 2/day
8 th	+8	+6	+2	+2	Haste 2/day, unstoppable rage
9 th	+9	+6	+3	+3	Mighty rage
10 th	+10	+7	+3	+3	Avatar of death, red eyes 3

the *keen edge* spell cast by a sorcerer of the death dealer's class level. The death dealer can do this once a day as a free action, concurrent with entering a rage. If he wishes, he can also activate this ability as a free action after he has already entered a rage; in either case, the benefits of *deadly intent* last until the rage ends.

At 7th level, the death dealer can use *deadly intent* twice per day.

Haste (Sp): The death dealer hungers for the kill and his weapons move with a speed and savage grace which defies easy description. Beginning at 4th level, the death dealer can increase his speed and ferocity once per day, as the *haste* spell cast by a sorcerer of his class level. The death dealer can activate this ability as a free action concurrent with entering a rage, or as a free action on any round during which he is raging. Once activated, the *haste* effect lasts for the duration of the current rage.

Haste cannot be entered into in the same round in which the death dealer activates *deadly intent*.

At 8th level, the death dealer gains the ability to use *haste* a second time each day. In addition, *haste* and *deadly intent* can now be activated simultaneously.

Rage: At 5th level, the death dealer gains the ability to rage one additional time each day.

Thirsty Blade (Ex): The death dealer and his weapon long for the sensation of hot blood pouring down upon them and in battle, they strike deeply and mercilessly. Beginning at 6th level, the critical multiplier of the weapon to which the death dealer applied the Weapon Specialisation feat is increased by one. So, for example, a greataxe's critical multiplier of x3 would be increased to x4. The benefits of thirsty blade apply only while the death dealer is raging.

Tireless Rage: At 7th level and higher, the death dealer no longer becomes fatigued at the end of his rage.

Unstoppable Rage (Ex): Once a death dealer has entered a killing frenzy, there is no force, save his own will, which can compel him to end it. At 8th level, the death dealer gains immunity to any mind-affecting spell or spell-like effect which, like the spell *calm emotions*, would end his rage.

Mighty Rage: At 9th level, the death dealer's bonuses to Strength and Constitution during his rage each increase to +8 and his morale bonus to Will saves increases to +2.

Avatar of Death (Su): The death dealer is a living engine of destruction, a demon in human skin, beloved and kin

to the gods of death. At 10th level, when the death dealer achieves his ultimate mastery of the killing arts, he is surrounded by an aura of death that invigorates him and destroys the flesh of those he has mortally wounded. Once per round, when the death dealer is raging, if he comes within 10 feet of an opponent with -1 hit points or less he absorbs their ebbing life force, killing them and gaining 1d8 hit points and a +2 bonus to his Strength. This is the same as the spell *death knell* cast by a cleric of the death dealer's class and barbarian levels combined. The temporary hit points and bonus to Strength end when the death dealer's rage does. The death dealer can only benefit from one +2 bonus to his Strength at any one time.

THE DOG WARRIOR

The dog warrior is an elite warrior from a tribe which practices an ancient form of honourable combat. Dog warriors wear special ceremonial sashes and carry with them a specially prepared arrow with a head made from a dog's jawbone, both of which serve to advertise his status as an elite fighter and to focus his will on the battlefield. At the beginning of a battle, the dog warrior impales one end of his sash in the ground, using the dog's jaw arrow, signifying that he will defend this chosen spot unto his death.

The dog warrior is a prestige class based around defensive abilities. Once he has planted his sash, he becomes an immovable object, a bastion against those who would do harm to his people and to those that he holds dear. Fearless and skilled in the arts of war, the dog warrior is a champion of his tribe and a guardian without equal.

The dog warrior is based on the famed warriors of the Native American Cheyenne. It is the ideal prestige class for those Players who wish their characters to be honourable, fearless warriors and defenders of their people. The dog warrior is a difficult class to play, because of the nature of its class abilities but it can also be very rewarding.

Hit Die: d12.

Requirements

In order to qualify for the dog warrior prestige class, the character must meet or exceed all the following requirements.

Base Attack Bonus: +11.

Skills: Intimidate 13 ranks, Survival 7 ranks.

Feats: Combat Reflexes, Iron Will, Will to Live.

Alignment: Any non-lawful.

Special: Must possess the ability to rage.



Dog Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Dog warrior
2 nd	+2	+3	+0	+3	Fearless, Toughness
3 rd	+3	+3	+1	+3	Damage reduction 3/–, Deflect Arrows
4 th	+4	+4	+1	+4	Greater rage
5 th	+5	+4	+1	+4	Rage, Wounded Animal
6 th	+6	+5	+2	+5	Wolf warrior
7 th	+7	+5	+2	+5	Damage reduction 5/–
8 th	+8	+6	+2	+6	Tireless rage
9 th	+9	+6	+3	+6	Tribal Champion
10 th	+10	+7	+3	+7	Bear warrior, damage reduction 7/–

Class Skills

The dog warrior's class skills (and the relevant abilities) are: Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points: 4 + Int bonus per level.

Class Features

All the following are class features of the dog warrior.

Weapon and Armour Proficiencies: The dog warrior is proficient with all simple and all martial weapons and is proficient with light and medium armour and with all shields, save the tower shield. Remember that a dog warrior loses his fast movement when wearing medium armour or carrying a medium or heavy load.

Dog Warrior (Ex): The dog warriors wear a 15 foot long ceremonial sash at all times, which is both a symbol of his status and a chain which he willingly bears. When in combat, as a move action, he can unwind a 10-foot length of his sash and impale it in the ground, using a special arrow tipped with a head carved from a dog's jawbone.

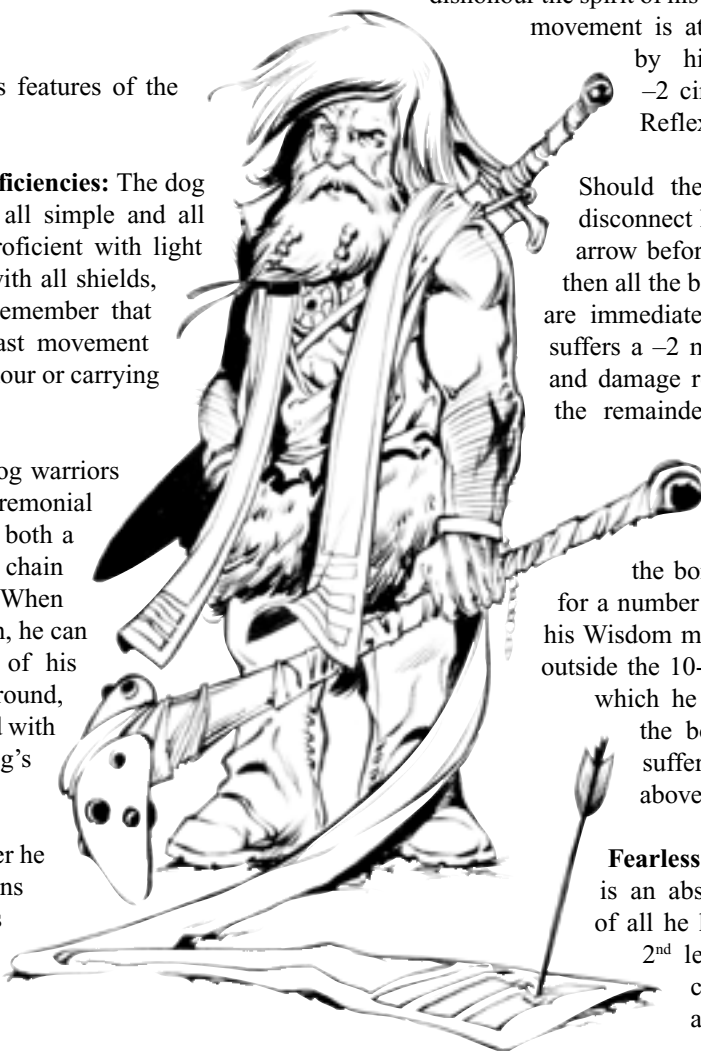
Beginning immediately after he has planted his sash, he gains a +2 bonus to all attack rolls and damage rolls made with melee weapons and to Fortitude and Will

saves. This bonus lasts throughout the combat, with no limit to the number of rounds it remains in effect.

In order to gain the benefits of this ability, the dog warrior must remain within a 10-foot radius of the planted arrow and sash, both because the sash is still wrapped around his waist and, more importantly, to do otherwise is to dishonour the spirit of his tribe and ancestors. Since movement is at least partially restricted by his tether, he suffers a –2 circumstance penalty to all Reflex saves.

Should the dog warrior decide to disconnect himself from the sash and arrow before the battle is concluded, then all the benefits of this class ability are immediately lost. In addition, he suffers a –2 morale bonus to all attack and damage rolls, and to all saves, for the remainder of the battle and for one hour afterwards. Should another being destroy the tether, the dog warriors retains the bonuses of this class ability for a number of rounds equal to one + his Wisdom modifier, or until he moves outside the 10-foot radius of the area in which he planted the sash. Once the bonuses end, he does not suffer the morale penalty listed above.

Fearless (Ex): The dog warrior is an absolutely fearless defender of all he holds dear. Beginning at 2nd level, when he tethers his ceremonial sash, he gains absolute immunity to fear.



The Epic Dog Warrior

Hit Die: d12.

Skill Points Per Level: 4 + Int bonus.

Bonus Feats: The dog warrior gains a bonus feat every three class levels.

Barbarian Rage: The dog warrior gains an additional use of rage every four class levels.

Damage Reduction: Every five levels, the dog warrior's bonus to damage reduction while tethered increases by +1, to a maximum of 10/-.

In addition, all allies within a radius of 10 feet + 10 feet per point of the dog warrior's Charisma bonus gain a +2 morale bonus to their own saves against fear; members of the dog warrior's barbarian tribe or kingdom gain a +4 morale bonus to fear saves.

Toughness: The dog warrior is a hardened soldier, used to the pain and suffering of battlefield wounds. At 2nd level, he gains the Toughness feat for free.

Damage Reduction (Ex): The dog warrior's body is hardened against the blades and arrows of those who would do him harm, or would harm what he is sworn to defend. At 3rd level, the dog warrior's damage reduction increases to 3/-. If the dog warrior's damage reduction is already 3/- or higher, then it increase by +1. At 7th level and 10th level, his damage reduction increases by an additional two points but only while the dog warrior's sash is planted.

Deflect Arrows: The dog warrior knows that, in planting his sash, he allows himself to become an easy target for those cowards who would pelt him with arrows, rather than face him in honourable melee combat. In order to protect himself, he learns to hack arrows from the air with his weapons. At 3rd level, he gains the Deflect Arrows feat for free, even if he does not meet the normal feat requirements.

Greater Rage: Upon reaching 4th level, the dog warrior gains the greater rage ability, just as a barbarian does. This increases his Strength and Constitution bonus to +6 each when he enters a barbarian rage.

Rage: At 5th level, the dog warrior gains the ability to rage one additional time each day.

Wounded Animal: The dog warrior's will to survive and to protect his people is so strong that he becomes an unstoppable force when enemies threaten to overwhelm him. At 5th level, the dog warrior gains the Wounded Animal feat for free but its benefits only apply when he has planted his sash.

Wolf Warrior: As the dog warrior grows in power and experience, his devotion to the holy path of the dog warrior grants him increased benefits. Beginning at 6th level, the dog warrior's bonuses to attack and damage rolls increase to +3, as does his bonus to Fortitude and Will saves.

Tireless Rage: At 8th level and higher, the dog warrior no longer becomes fatigued at the end of his rage.

Tribal Champion: Those who take the oath of the dog warrior are feared by their enemies and greatly respected by those they are sworn to protect. At 9th level, the dog warrior gains the Tribal Champion feat for free, even if he does not meet the normal requirements.

Bear Warrior (Ex): When the dog warrior reaches the pinnacle of his devotion to his chosen path, he becomes a defensive fighter of unmatched capability. At 10th level, the dog warrior can increase his bonuses to attack rolls, damage rolls and to Will and Fortitude saves when he plants his sash to +4. In addition, at this point he becomes so practised at manoeuvring while tethered that he no longer suffers a penalty to his Reflex saving throws.

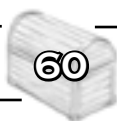
RIDER OF THE GOLDEN HORDE

In the endless steppes of the east, there dwells a race of barbarians who are masters of mounted combat. These barbarians, the warriors of the golden horde, hold within their souls the spirits of the mighty chargers who thunder across the steppes. The barbarians of this tribe love the freedom that comes from living a nomadic life, free of the chains of permanent homes and obligations. They are ferocious warriors and vivacious lovers of the open plains.

The rider of the Golden Horde is the epitome of the mounted warrior, born to the saddle and skilled in the use of the bow. He is a great war leader and plunderer, swooping down on unsuspecting kingdoms, claiming their treasures and their grains as his own and leaving the survivors weeping in the ashes. Freedom, the feeling of this wind in his hair and the thrill of combat, these are all that the rider of the Golden Horde desires.

The rider of the golden horde is the ideal prestige class for those Players who wish their barbarians to recall the ferocious Mongol warriors. Inspired by Genghis Khan and Attila the Hun, the members of this prestige class are ferocious in battle and skilled leaders of men. Rather than axes and swords, their primary weapons are massive composite bows built with their rage enhanced Strength in mind.





The Epic Rider of the Golden Horde

Hit Die: d12.

Skill Points Per Level: 4 + Int bonus.

Bonus Feats: The rider of the golden horde gains a new feat every three levels.

Barbarian Rage: The rider of the golden horde gains an additional rage use every four class levels.

Greater Mounted Archery: Upon gaining his 5th level in this class, the rider no longer suffers a penalty to ranged attacks made with his bow while mounted, even while his mount is running.

Hit Die: d12.

Requirements

In order to qualify for the rider of the golden horde prestige class, the character must meet or exceed all the following requirements.

Base Attack Bonus: +11.

Skills: Ride 13 ranks, Survival 7 ranks.

Feats: Animal Soul, Mounted Archery, Mounted Combat.

Alignment: Any chaotic.

Special: Must possess the ability to rage.

Class Skills

The rider of the golden horde's class skills (and the relevant abilities) are: Balance (Dex), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Spot (Wis), Survival (Wis) and Tumble (Dex).

Skill Points: 4 + Int bonus per level.

Rider of the Golden Horde

Level	Base Attack				Special
	Bonus	Fort Save	Ref Save	Will Save	
1 st	+1	+2	+2	+0	Horse Lord, born to ride
2 nd	+2	+3	+3	+0	Greater mounted archery
3 rd	+3	+3	+3	+1	Leadership
4 th	+4	+4	+4	+1	Greater rage
5 th	+5	+4	+4	+1	Rage
6 th	+6	+5	+5	+2	Spur mount
7 th	+7	+5	+5	+2	Weapon Specialisation
8 th	+8	+6	+6	+2	Thunder across the steppes
9 th	+9	+6	+6	+3	Tireless rage
10 th	+10	+7	+7	+3	Raging steed

Class Features

All the following are class features of the rider of the golden horde.

Weapon and Armour Proficiencies: The rider of the golden horde is proficient with all simple and all martial weapons and is proficient with light and medium armour and with all shields, save the tower. Remember that a rider of the golden horde loses his fast movement when wearing medium armour or carrying a medium or heavy load.

Horse Lord: The rider of the golden horde treats his steed as he would a brother, for it is his greatest weapon and his greatest ally. When he gains his 1st level in this prestige class, the rider of the golden horde gains an altered version of the Horse Lord feat.

The rider gains a light or heavy warhorse as normal but its animal companion abilities are calculated as a druid's animal companion's are, using the character's rider of the golden horde and barbarian class levels combined to determine its advancement. If the rider has any levels in the ranger or druid classes, then these are added as well.

If the rider of the golden horde already possesses a companion mount, whether because of druid levels, ranger levels or because he selected the Horse Lord feat, then his companion mount gains a bonus of two hit dice but otherwise advances as above.

If the rider of the golden horde's mount is killed, then he can attract another. If he does so, then that new mount gains all the benefits of this class level one month after it is tamed by the rider.

Born To Ride: The rider of the golden horde is intimately familiar with every aspect of mounted combat and horsecraft. Beginning at 1st level, he gains a bonus to his Ride skill equal to his class level.

Greater Mounted Archery: The rider of the golden horde is such a skilled mounted warrior that he can fire his arrows with deadly accuracy even while his mount is moving at full speed. At 2nd level, the rider of the golden horde reduces his penalties to attack rolls while mounted by -2, which stacks with the benefits of the Mounted Archery feat. This means that the rider of the golden horde suffers no penalties to attack rolls while his mount is taking a double move and only a -2 penalty when his mount is running. The benefits of this ability apply only when the rider of the golden horde is using a composite longbow.

Leadership: The rider of the Golden Horde is a living legend, a warrior who all members of his tribe wish to follow, in the hopes that they can share a portion of his greatness. At 3rd level, the rider of the Golden Horde gains the Leadership feat for free, even if he does not meet the normal requirements for the feat.

Greater Rage: Upon reaching 4th level, the rider of the golden horde gains the greater rage ability, just as a barbarian does. This increases his Strength and Constitution bonus to +6 each when he enters a barbarian rage.

Rage: At 5th level, the rider of the golden horde gains the ability to rage one additional time each day.

Spur Mount (Ex): The rider of the golden horde is a master of riding, a man born to the saddle. Beginning at 6th level, the rider of the golden horde's fast movement ability applies to his mount, increasing the base speed of his horse's movement by 10 feet per round. This bonus applies only while the mount is lightly encumbered.

Beginning at 10th level, the rider of the golden horde's mount gains the benefits of this ability while wearing medium armour, or while carrying a medium load.

Weapon Specialisation: The rider of the golden horde is a deadly warrior with his bow, with a steady aim and effortless accuracy that is the envy of all. At 7th level, the rider of the Golden Horde gains the Weapon Specialisation feat for his composite longbow. If he already has the Weapon Specialisation feat and has applied it to his composite longbow, then he gains the Greater Weapon Specialisation feat, even if he does not have the Greater Weapon Focus feat.

Thunder Across the Steppes (Ex): The rider of the golden horde's bow is so powerful and his arms so steady that even a glancing blow from one of his arrows can pierce armour and bone with ease. Beginning at 8th level the rider of the golden horde can substitute his Strength bonus for his Dexterity bonus when making ranged

attacks with his composite longbow. The benefits of this ability apply only while the rider of the golden horde is raging.

Tireless Rage: At 8th level and higher, the rider of the golden horde no longer becomes fatigued at the end of his rage.

Raging Steed: The rider of the golden horde and his mount think, act and fight as one. At 10th level, the rider of the golden horde's animal companion mount enters a rage when the rider of the golden horde does. The mount's rage begins and ends in conjunction with the rider of the golden horde's and only continues so long as the rider remains mounted. If the rider dismounts or is knocked from his horse then the mount is no longer considered raging and does not regain the benefits if the rider remounts while still under the effects of rage.

THE SPEAR DANCER

The barbarians of the northlands are skilled spearmen, using their longspears in both melee and ranged combat. The spear dancer is the champion of his people, a ferocious warrior whose spear is but an attachment of his arm. The spear dancer is abjectly fearless, throwing himself into battle against hordes of rival clansman and planting his spear to intercept the force of a dragon's charge without flinching. The spear dancer's arm is so strong, his eye so sure that he could fling his spear to the heavens if he wished, there to pierce the golden shields of the gods themselves.

The spear dancer is a prestige class based on the famous legends of the Celts and, more specifically, on the ferocious and infamous Cuchulain. This makes it the ideal prestige class for a Player who wishes his character to resonate with the themes of the lonely hill warrior, or who simply wishes to create a barbarian capable of shattering shields with a single spear blow.

Hit Die: d12.

Requirements

In order to qualify for the spear dancer prestige class, the character must meet or exceed all the following requirements.

Base Attack Bonus: +11.

Skills: Jump 13 ranks, Survival 7 ranks.

Feats: Combat Reflexes, Point Blank Shot, Weapon Focus (shortspear).

Alignment: Any non-lawful.

Special: Must possess the ability to rage.



Class Skills

The spear dancer's class skills (and the relevant abilities) are: Balance (Dex), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Spot (Wis), Survival (Wis) and Tumble (Dex).

Skill Points: 4 + Int bonus per level.

Class Features

All the following are class features of the spear dancer.

Weapon and Armour Proficiencies: The spear dancer is proficient with all simple and all martial weapons and is proficient with light and medium armour and with all shields, save the tower. Remember that a spear dancer loses his fast movement when wearing medium armour or carrying a medium or heavy load.

Gae Bolga (Ex): The spear dancer is capable of incredible feats of martial prowess when he concentrates all his efforts on a single attack. Beginning at 1st level, while he rages, the spear dancer can make a single attack as a full-round action. When he does this, his Strength bonus to damage is doubled and the critical multiplier of his spear is increased by one, from x3 to x4.

Spear Dance (Ex): The spear dancer's spear is not just a weapon, it is his shield and primary means of defence. Beginning at 2nd level, the spear dancer gains a +1 competence bonus to his armour class for every two class levels he possesses. This bonus applies only while the spear dancer's spear is in hand.



Spear Dancer

Level	Base Attack				Special
	Bonus	Fort Save	Ref Save	Will Save	
1 st	+1	+2	+2	+0	Gae bolga
2 nd	+2	+3	+3	+0	Spear dance
3 rd	+3	+3	+3	+1	Powerful arm
4 th	+4	+4	+4	+1	Greater rage
5 th	+5	+4	+4	+1	Eagle's eye, rage
6 th	+6	+5	+5	+2	Weapon Specialisation, returning
7 th	+7	+5	+5	+2	Striking snake
8 th	+8	+6	+6	+2	Tireless rage
9 th	+9	+6	+6	+3	Razor point
10 th	+10	+7	+7	+3	Mighty arm

The Epic Spear Dancer

Hit Die: d12.

Skill Points Per Level: 4 + Int bonus.

Bonus Feats: The spear dancer gains a bonus feat every four levels.

Barbarian Rage: The spear dancer gains an additional rage use each day every five levels.

Spear Dance: The spear dancer's bonus to armour class increases by +1 for every two levels he gains, to a maximum bonus of +10.

Powerful Arm (Ex): The spear dancer's shoulders are massive, capable of propelling his spear with incredible force. Beginning at 3rd level, the spear dancer can substitute his Strength bonus for his Dexterity bonus when making ranged attacks with his spear. The benefits of this ability apply only while the spear dancer is raging.

Greater Rage: Upon reaching 4th level, the spear dancer gains the greater rage ability, just as a barbarian does. This increases his Strength and Constitution bonus to +6 each when he enters a barbarian rage.

Eagle's Eye (Ex): The spear dancer is capable of striking at range with incredible accuracy. While raging, all range penalties for throwing his spear are reduced by 2. This means that the spear dancer suffers no ranged penalties when throwing a spear out to two range increments and only a -2 penalty when attacking a target three range increments away.

Rage: At 5th level, the spear dancer gains the ability to rage one additional time each day.

Weapon Specialisation: The spear dancer is a deadly warrior, with a steady aim and pinpoint accuracy. At 6th level, the spear dancer gains the Weapon Specialisation feat with his spear. If he already has the Weapon Specialisation feat and has applied it to his spear, then he gains the Greater Weapon Specialisation feat, even if he does not have the Greater Weapon Focus feat.

Returning (Su): The spear dancer and his spear cannot long be separated. At 6th level, any shortspear the spear dancer throws returns to him at the beginning of the round following any round in which he has thrown his spear. This ability functions exactly as the magic weapon enhancement *returning*.

Striking Snake (Ex): The spear dancer's spear is an extension of his arm and he is capable of piercing his enemy's defences with ease. Beginning at 7th level, the spear dancer's attacks ignore any armour class bonus gained from shields, whether the shield is magical or not.

The benefits of this ability apply only while the spear dancer is raging.

Tireless Rage: At 8th level and higher, the spear dancer no longer becomes fatigued at the end of his rage.

Razor Point (Ex): The point of the spear dancer's weapon is keen and his ability to strike his opponent's vitals unmatched. Starting at 9th level, when the spear dancer enters a rage, the critical threat range of his spear is doubled for the rage's duration. This is considered a natural part of the spear's critical threat range, so it stacks with feats like Improved Critical and spells like *keen edge* but cannot be used in conjunction with the Gae Bolga ability.

Mighty Arm (Ex): The spear dancer's shoulders are so strong that he can throw a spear an incredible distance. At 10th level, the range increments for shortspears the spear dancer throws are doubled. If the spear dancer already has the Far Shot feat, then he gains the ability to throw shortspears out to 10 range increments, rather than five.

THE STORM LORD

The gods of the sky are fearsome and their unstoppable rages fill the air with rolling peals of thunder and jagged spears of lightning. How like the barbarian they are.

The storm lord is a barbarian who reveres the gods of the cold north wind and of the storm more than any other. He is kin to frost giants and to the giants who dwell in the cloud and in the storm. His devotion is such that he gains the ability to wield lightning as other mortals wield swords. When he rages, the sky splits and thunder rolls, unleashing bolts of lightning that scorch the earth like a dragon's tongue.

The storm lord is a prestige class which recalls Norse legends of Thor and of the Jotuns. It is the ideal prestige class for Players who wish their characters to be themed after Viking warriors, or who wish to command the fury of the storm.

Hit Die: d12.

Requirements

In order to qualify for the storm lord prestige class, the character must meet or exceed all the following requirements.

Base Attack Bonus: +11.

Skills: Intimidation 13 ranks, Survival 7 ranks, Swim 13 ranks.



Feats: Power Attack, Weapon Focus (great mallet).

Alignment: Any chaotic.

Special: Must possess the ability to rage.

Class Skills

The storm lord's class skills (and the relevant abilities) are: Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Survival (Wis) and Swim (Str).

Skill Points: 4 + Int bonus per level.

Class Features

All the following are class features of the storm lord.

Weapon and Armour Proficiencies: The storm lord is proficient with all simple and all martial weapons and is proficient with light and medium armour and with all shields, save the tower. Remember that a storm lord loses his fast movement when wearing medium armour or carrying a medium or heavy load.

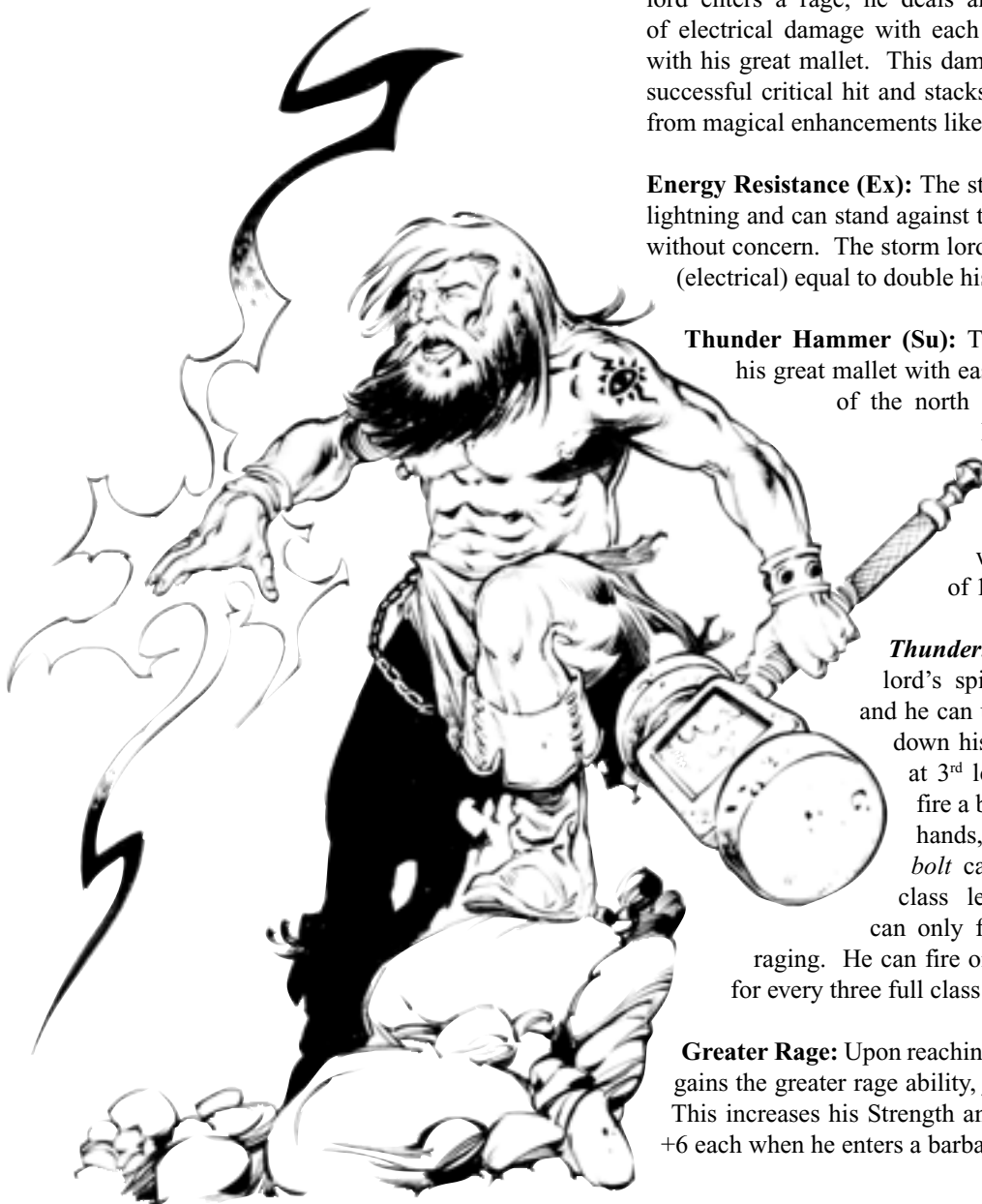
Shocking Blow (Su): The storm lord's body crackles with lightning and any blow he strikes is supercharged with electricity. Beginning at 1st level, when the storm lord enters a rage, he deals an additional 1d4 points of electrical damage with each successful attack made with his great mallet. This damage is multiplied with a successful critical hit and stacks with electrical damage from magical enhancements like *thundering*.

Energy Resistance (Ex): The storm lord is sustained by lightning and can stand against the full fury of the storm without concern. The storm lord gains energy resistance (electrical) equal to double his class level.

Thunder Hammer (Su): The storm lord can fling his great mallet with ease, the cold storm winds of the north guiding it to its target. Beginning at 2nd level, the storm lord can throw his great mallet as a ranged attack, with a range increment of 10 feet.

Thunderbolt (Sp): The storm lord's spirit is the raging storm and he can unleash its fury to strike down his opponents. Beginning at 3rd level, the storm lord can fire a bolt of lightning from his hands, as the spell *lightning bolt* cast by a sorcerer of his class level. The storm lord can only fire a *thunderbolt* while raging. He can fire one *thunderbolt* each day for every three full class levels he possesses.

Greater Rage: Upon reaching 4th level, the storm lord gains the greater rage ability, just as a barbarian does. This increases his Strength and Constitution bonus to +6 each when he enters a barbarian rage.



Storm Lord

Level	Base Attack				Special
	Bonus	Fort Save	Ref Save	Will Save	
1 st	+1	+2	+0	+0	Shocking blow, energy resistance
2 nd	+2	+3	+0	+0	Thunder hammer
3 rd	+3	+3	+1	+1	<i>Thunderbolt</i>
4 th	+4	+4	+1	+1	Greater rage
5 th	+5	+4	+1	+1	Rage
6 th	+6	+5	+2	+2	<i>Greater thunderbolt</i>
7 th	+7	+5	+2	+2	<i>Call the storm</i>
8 th	+8	+6	+2	+2	Tireless rage
9 th	+9	+6	+3	+3	Hammer of the gods
10 th	+10	+7	+3	+3	Fury of the storm

Rage: At 5th level, the storm lord gains the ability to rage one additional time each day.

Greater Thunderbolt (Sp): As the storm lord increases in power, so too does his ability to summon down the fury of lightning. At 6th level, instead of firing a *lightning bolt* with his *thunderbolt* attack, he can instead fire *chain lightning*, the same as the spell cast by a sorcerer of his class level.

Call the Storm (Sp): The storm sings to the storm lord and so too can he whistle down its anger to serve his whims. At 7th level, the storm lord gains the ability to, once a day, summon a storm as per the *call lightning* spell cast by a druid of his class level. This ability can only be used while the storm lord is not raging and lasts for a number of rounds equal to his class level. If the storm lord enters a rage, then the effects of this ability immediately end and cannot be invoked later.

Tireless Rage: At 8th level and higher, the storm lord no longer becomes fatigued at the end of his rage.

The Epic Storm Lord

Hit Die: d12.

Skill Points Per Level: 4 + Int bonus.

Bonus Feats: The storm lord gains a bonus feat every four class levels.

Barbarian Rage: The storm lord gains an additional rage use per day every four class levels.

Thunderbolt: The storm lord gains the ability to use *thunderbolt* an additional time per day every three levels he advances.

Hammer of the Gods (Su): The power of the storm lord is such that his blows echo with the sound of thunder. Once the storm lord gains his 9th level, any creature struck by a critical hit by the storm lord's great mallet must succeed at a Fortitude save against a DC equal to $\frac{1}{2}$ + the storm lord's class level + his Strength bonus, or be deafened for a number of hours equal to the storm lord's class level. The effects of this ability apply only while the storm lord is raging.

Fury of the Storm (Su): The storm lord's soul is a raging storm, a storm which destroys all that it touches. At 10th level, the storm lord deals 1d8 points of damage with each successful melee or ranged attack made with his great mallet while raging. In addition, his body is covered with spears of forked lightning, powerful enough to deal 1d8 points of damage against any being which strikes him with an unarmed attack, or that attempts to grapple him. The storm lord does not, however, deal electrical damage when striking with an unarmed attack.

In addition, the storm lord's energy resistance increases at 10th level, from double his class level to four times his class level.

The electrical damage of fury of the storm replaces the electrical damage gained from the storm lord's shocking blow ability.



TRICKS OF THE TRADE

Civilised man disdains the ways of the barbarian as the ways of the primitive. When he looks upon the barbarian, he sees only ignorance, superstition and animalistic behaviour.

The civilised man knows nothing.

The barbarian – the true barbarian – is no ignorant savage. He is a devotee of the way of the natural man and though he does not immerse himself in the comforts of polite society, nor dedicate himself to the formalised study of philosophy, science and art, he is no less intelligent and learned in those skills he chooses to develop. Life in the wilderness is difficult under the best of conditions and in a fantasy world brimming with monsters, it is doubly dangerous. Fortunately, the barbarian is the consummate survivor, a being of instinct and naturalistic purity, with an understanding of the wilds that no others can match.

This chapter introduces a host of new skill uses for the barbarian class, as well as new mechanical options which will expand the horizons of wilderness play. Using these new rules, the barbarians of your campaign world will enjoy unprecedented versatility.

SMOKE LODGE SPIRIT QUEST

The smoke lodge is an important component of many barbarian tribes, a place where shamans, chiefs and ordinary tribesmen alike gather to meditate and to practice their religious devotions to their ancestors and to the gods and the spirit animals who guide the tribe's destiny. A smoke lodge is also where a warrior can go to find himself, to restore his body and mind to peak condition or to request the aid of his spirit patrons in the battles ahead.

This section presents three quests which a barbarian can attempt when he journeys in the smoke lodge.

Preparation for the Quest

In order for a barbarian to attempt a spirit quest, he must strengthen both his resolve and his body, by anointing himself in precious oils and herbs and by cleansing himself of impure thoughts. To do this, he must abstain from eating for one full week and drinking for a full day before entering the smoke lodge. Once inside, he must anoint himself in a sacred solution with ingredients costing a total of 100 gold pieces.

After these preparations are complete, the barbarian must worship to the point of exhaustion through dancing, chanting, clashing his sword on his shield and other, similar things. To aid warriors in becoming exhausted, the smoke lodge is always kept hot, usually at just above 90 degrees Fahrenheit. This means that a barbarian preparing himself for the spirit quest must attempt a Fortitude save every hour (DC 15 + 1 for each previous check) or become fatigued. Once he is fatigued, he must push himself to exhaustion, by failing another check. A barbarian cannot voluntarily fail a check to speed the preparations, as that is considered a sign of weakness.

When the barbarian becomes exhausted, he collapses in the smoke lodge and his spirit begins its quest. A barbarian can attempt a maximum of one spirit quest each month, whether the quest was successful or not. The quests a barbarian can embark on are described below.



Ancestor Quest

A barbarian can attempt to contact the spirits of his revered ancestors, sending his own spirit into the ether, where it seeks out knowledge in the vast wilderness of the worlds of the dead. In order to succeed in finding his ancestors, who are hidden in the primordial wilderness of the planes of the dead, he must track them using his Survival skill; for the purposes of the quest, the barbarian is considered to have the Track feat. The DC of the check is 25, as the spirits hide their tracks and are considered to be moving over hard ground. The spirits of the ancestors will always be found within 1d4 miles of the barbarian spirit's 'location' when it enters the afterlife. If the barbarian fails to track his ancestors, then the quest fails and his spirit is returned to his body.

If the barbarian succeeds in tracking down the spirits of his ancestors, then he may gain insight into the future from them, as per the spell *commune* cast by a cleric of his character level. The spirits will always answer truthfully. When the barbarian's last question has been answered, his spirit returns to his body.

Restorative Quest

A barbarian whose body or mind has been damaged, whether by poison, spell or other means, can cleanse the impurities from his spirit with a restorative quest. When the barbarian enters a restorative quest, his spirit is bound by the spirits and gods above to complete a task, to prove

that he is worthy of their aid. The barbarian is affected as if by a *quest* spell which cannot be broken by any mortal means. The *quest* which the barbarian is required to complete is commensurate to his ability to perform it, taking into account his reduced capabilities. If the *quest* is completed successfully, then the barbarian is instantly and permanently restored to his fully healed state, with lost levels, lost senses and lost ability scores returned to their full values; even severed limbs are restored to full use.

A barbarian can only ever gain the benefits of the restorative quest once in his life, whether his assigned *quest* is successful or not, though if he fails to enter the quest state he can try again each month until he is successful.

Spirit Animal Quest

A spirit animal quest is an important ritual, one which many barbarians attempt on the day their tribe considers them an adult. Barbarians also seek out spirit animals at other times, most notably when preparing for a difficult journey, or when readying themselves for war or the hunt.

During a spirit animal quest, the barbarian's spirit voyages to a primal plane where the totem spirit animals reside. His spirit must then hunt a spirit animal, by tracking it across the wilderness. The barbarian is considered to

Warrior's Harrowing

The rules listed above are intended for use in campaigns where the details of the quest the barbarian undertakes are less important than the results of that quest. This means they are perfect for those games where the Players and Games Master prefer to keep the action flowing from one scene to another.

In a campaign oriented around tribes, or in one where interaction with the spirit world is important, such as when the campaign is intended to invoke more mythic themes, entire adventures can revolve around a spirit quest. In order to involve all the Players in the quest, so that they do not have to sit there bored as the barbarian's Player has all the fun, the following options are suggested.

- ✦ *Companion spirits:* When the barbarian enters a spirit quest, he can bring his close friends with him. There are two ways to represent this in the campaign. First, the barbarian and his allies can enter the smoke lodge together, following all the steps necessary to enter a spirit quest and doing so when the last succumbs to exhaustion. Alternately, the Games Master can rule that when the barbarian enters the quest alone, his spirit conjures up phantom representatives of those closest to him; in this way, the other characters can participate, though they are not technically there.
- ✦ In a campaign where spirit quests are to play an important role, they should be turned into entire, wilderness-themed adventures, with the party engaged in combat or challenged to use their skills. During such a spirit quest adventure, the characters should gain experience points as normal but should not gain permanent treasures of any sort. If the Games Master wishes to reward the successful completion of a spirit quest with gold or magic items, then the party gains knowledge of the location of one or more such treasures upon awakening from the quest.



have the Tracking feat for the purposes of finding a spirit animal and the base DC of the Survival check required to track the spirit animal is always 25 (hard ground, covering tracks) unmodified by the size of the animal. The spirit animal's tracks are always considered fresh and the spirit animal is always considered to be 2d4 miles away from the point where the barbarian's spirit begins to track it. The barbarian decides when he enters the spirit animal quest for the first time which type of spirit animal he will track. From that point on, that is the animal he will seek out each time he attempts this quest; if the barbarian has the Totem Animal feat, or if he has chosen a totem spirit animal patron (see the Fury of Magic), then he will always track that spirit animal, gaining a +2 sacred bonus in his attempts to do so.

If the barbarian is successful in tracking the spirit animal, then he gains its favour and a temporary boon. The barbarian can choose one of the following boons, each of which can be used once and must be used within one week of completing his spirit animal quest:

- ✦ As a free action, he can affect himself as by one of the following spells, cast by a cleric of his class levels: *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendour*, *fox's cunning*, or *owl's wisdom*.
- ✦ He can *commune with nature*, as the spell cast by a druid of his caster level.
- ✦ He can use *summon nature's ally V*, as the spell cast by a druid of his caster level.

NEW SKILL USES

The barbarian class has a decent skill list, albeit one focused around physical exertion and the needs of wilderness survival. Skills such as Intimidate will prove very useful to him and Listen will prove most useful during almost any adventure. Though, coupled with Survival, these will most likely prove the core skills of the average barbarian, it is important that the class' other skills not be neglected. The following new skill uses for existing skills should help to ensure this does not happen.

In addition to new skill uses for each of the barbarian's class skills, this section also includes new options for other skills which fit the themes and needs of the barbarian class. Unless otherwise noted, these new skill uses are intended for barbarian characters only, so Games Masters should consider carefully before allowing other character classes to take advantage of them.

Climb

Use the Climb skill to scale a cliff face, move up and down the trunk of a redwood tree or creep over the top of a fortified village wall.

New Use: Brachiation – The deep forests and jungles of the world are choked with hanging vines and flexible branches. The barbarian, instinctual master of the wild lands, can use these objects as impromptu ropes and swing lines, giving him the ability to move with incredible speed, far removed from the dangers of the forest floor.

In order to use Climb in this manner, there must be sufficient flexible branches and vines for the barbarian to grasp and they must be long enough to allow him to swing between trees. For this reason, brachiation can only be used in forest, jungle and some swamp terrain (specifically, swampy forests). If the Games Master rules that there are sufficient vines and flexible branches to use this skill, then the barbarian can use his ranks in the Climb skill, rather than the Jump skill, to perform a forward jump. When using branches or vines to jump in this fashion, the barbarian is always considered to be making a running jump.

New Use: Slow Descent – A barbarian who falls or is knocked from a tree can, with a successful Climb check, grab hold of branches on his way down, slowing his descent and minimising the damage he takes. With a successful Climb check (DC 20), the barbarian reduces the damage he takes from a fall by 10 feet.

New Use: Slide – Barbarians who live in forests, especially those who live in tree top villages, quickly master the art of sliding down tree trunks by using only their toes and fingertips to maintain loose contact with the bark. With a successful Climb check, the barbarian can slide down the trunk of the tree at up to his full movement rate. This skill use can also be used to slide down columns or other, similar objects.

Slide DC

Object	DC
Tree, rough bark	20
Tree, smooth	15
Pillar	10

If the object the barbarian intends to slide down is larger in circumference than his arm span, then the DC is increased by +5.

Synergy: A barbarian with five or more ranks in the Jump skill gains a +2 bonus to all Climb checks made to employ brachiation.

Craft

Barbarians use the Craft skill to create totem icons, to make their smoke lodges and homes and to weave shelters out of the available foliage.

New Use: Create Shelter – The weather is unpredictable and potentially deadly, so barbarians quickly become very skilled at weaving temporary shelters out of available foliage. In arctic areas or in deserts, the barbarian can also construct a shelter by digging into the snow or soil and reinforcing it with whatever materials are at hand. The DC of the Craft check depends on the scarcity of available materials, as shown on the table below. Typically, it takes a single Craft check and an hour's time to create a shelter suitable for one person but the barbarian can enlarge his shelter to accommodate more people, at a cost of 10 minutes and a +5 increase to the DC for every two inhabitants.

Shelter DC

Environment	DC
Lush (forest, jungle, swamp)	15
Standard (hills, mountains)	20
Sparse (arctic, desert)	25

New Synergy: A barbarian who successfully crafts a shelter adds a +5 bonus to all checks made to endure inclement weather conditions. The same bonus applies to checks made by those who share the shelter.

Handle Animal

Barbarians use the Handle Animal skill constantly, training animals as beasts of burden, hunting companions or guards.

New Tricks: In addition to the various tricks provided in *Core Rulebook I*, a barbarian can teach an animal the following new tricks.

Follow (DC 15): Barbarians use this trick to train their sled dogs to follow a designated lead dog, or to teach their horses to follow a specific stallion if separated from the tribe. An animal trained in this trick follows a specific, designated animal. If the designated lead animal is slain, then a new lead animal can be designated after a week's additional training. The listed DC is for animals which are traditional pack or herd animals. Teaching a typically solitary animal to follow another, or teaching a pack animal to follow a lead animal not of its species, increases the DC to 25.

Lead (DC 20): An animal that learns this trick knows how to follow its master's orders and direct other animals to follow them. It will not allow any member of its 'pack'

to lag more than a standard movement's distance behind any other member. The listed DC is for animals which are traditional pack or herd animals. Teaching a typically solitary animal to lead another, or teaching a pack animal to lead an animal not of its species, increases the DC to 25. If the lead animal is successfully pushed by the Handle Animal skill (see *Core Rulebook I* for the DC of pushing an animal), then all animals trained to follow it are automatically successfully pushed, even mount animals ridden by others.

Return (DC 20): An animal that learns this trick will always return to its home, no matter the distance. An animal with the scent ability which has been taught to Track can be taught to return to its master, rather than to its home. The DC of this trick is set for animals which are not, by nature, pack or herd oriented. The DC to teach a pack or herd animal to return is 15.

Specific Attack (DC 25): An animal with more than one attack form, or one which has extraordinary abilities or feats which are applicable to combat, can be taught to use a specific attack on command. Only an animal which has already learned the attack trick can be made to attack using a special command.

Swim (DC 15): An animal trained to swim will unhesitatingly enter a body of water, even if it normally avoids water entirely. It swims using Swim skill checks as normal. Barbarians often teach their mounts to swim, so that they can cross rivers more easily.

New Use: Throw Rider – A barbarian who gains a hold on another's mount, whether by grabbing the reins, or by twining his fists in its fur or mane, can attempt to force it to throw its rider. In order to do this, the barbarian must succeed with an unarmed touch attack roll against the mount's armour class, provoking an attack of opportunity as normal. If the barbarian succeeds in his attack, he instantly makes a Handle Animal skill check, opposed by the rider's Ride skill check. If the barbarian's check succeeds, the rider is thrown from his horse; a Ride check to stay in the saddle is not allowed, since the initial opposed Ride check was made to avoid falling.

Intimidate

Barbarians are not much for small talk but they are very good at using their innate ferocity to get what they want from others.

Expanded Use: Forced Discount – With a successful Intimidate skill check, you can force a merchant to 'offer' a 10% discount on all purchases. The consequences for doing this are more severe than for a normal Intimidation use, as merchants do not look kindly on coercion,



unless they are the ones doing it. After the effects of Intimidation wear off, the merchant is automatically considered Hostile to you.

New Use: Freeze – You can use an Intimidate check to attempt to freeze an opponent in his tracks in combat. To do so, make an Intimidate check opposed by the target's modified level check (see *Core Rulebook I*). With a successful check, the target cannot perform a move action for one round and is restricted to a single five-foot step. You can only freeze an opponent who is threatened by you in melee combat and only one that can see you.

New Ability Modifier: Raging Intimidation – A barbarian who is raging adds his Strength modifier, rather than his Charisma modifier, to all attempts to demoralise an opponent using the Intimidate skill.

Synergy: A barbarian with five or more ranks in the Handle Animal skill gains a +2 bonus to all attempts to Intimidate animals.

Jump

Barbarians use Jump to leap across chasms and streams, to vault over stable doors, or to leap up to the rooftops of their huts.

New Synergy: Branch Spring – A barbarian can use a flexible branch to spring up a tree, rather than having to Climb it. When Jumping from a tree, a barbarian gains a +2 bonus to his Jump check if he has five or more ranks in the Climb skill.

Knowledge (nature)

Barbarians use Knowledge (nature) to predict weather patterns, or to gain an understanding up the migratory patterns of animals.

New Use: Tribal Understanding – Barbarians are one with nature, their attitudes and beliefs primal and instinctive. A barbarian can use a Knowledge (nature) skill check to gain an understanding of a barbarian's, or barbarian tribe's lineage, history, family trees and customs. In other words, while dealing with barbarians, this skill replaces Knowledge (nobles and nobility).

New Synergies: A barbarian with five or more ranks in Knowledge (nature) gains a +2 bonus to all Survival checks and a +2 bonus to all attempts to influence the attitudes of other barbarians, or members of barbarian civilisations.

Listen

Barbarians use this skill to listen for approaching storms, to stalk animals during a hunt and to detect the presence of animals hunting them.

New Synergies: Barbarians have an instinctive understanding of the instincts and attitudes of others and know how to read the subtle shifts in tone and the quickening of the heart beat that indicates falsehood. A barbarian with five or more ranks in the Listen skill gains a +2 bonus to all Sense Motive skill checks made to oppose a Bluff check.

Likewise, barbarians rely as much on their hearing as they do on their sight to track game. A barbarian with



five or more ranks in the Listen skill gains a +2 bonus to all Survival checks made to hunt game.

Finally, a barbarian's keen ears can pick up the distant rumble of thunder long before clouds appear on the horizon. A barbarian with five or more ranks in the Listen skill gains a +2 bonus to all Survival checks made to predict weather.

Ride

Barbarians use the Ride skill quite frequently, as crossing vast stretches of wilderness is much easier with a sturdy, swift mount beneath you.

New Use: Hide Under Mount – Nomadic horsemen know very well the advantage of catching an enemy by surprise. They often surprise opponents by swinging underneath their mount, gripping its belly with their knees and elbows. With a successful Ride check against DC 25, you can instantly swing under your mount as it is moving, gaining cover as per the cover Ride action and a +5 circumstance bonus to Hide checks.

New Synergies: A barbarian with five or more ranks in the Ride skill gains a +2 bonus to all Handle Animal checks made to throw a rider.

Barbarians are skilled judges of horse flesh. A barbarian with five or more ranks in the Ride skill gains a +2 bonus to all Appraise checks made to judge the quality of a horse or other mount. If the barbarian is permitted to ride the animal before purchase, then a Ride check substitutes for an Appraise check when judging the animal's quality.

Survival

Barbarians use Survival constantly, to hunt game for their larders, to identify the tracks of dangerous animals and to predict the weather.

New Use: Gather Natural Antidote – The wilderness is full of poisonous animals and equally toxic plants. Fortunately, nature has a way of taking care of its own and there are many beneficial herbs which can limit the effects of natural poisons, if one knows where to find them. With a successful Survival check against DC 20, a barbarian can gather together the materials to make a herbal poultice. If applied to the victim of a poison attack after they have been affected by the initial effects but before the secondary effects have occurred, the recipient gains a +2 circumstance bonus to their saving throw. A herbal poultice lasts for one day before losing its potency.

New Synergies: A barbarian with five or more ranks in the Listen skill gains a +2 bonus to all Survival checks made to hunt game.

A barbarian with five or more ranks in the Listen skill gains a +2 bonus to all Survival checks made to predict weather.

Swim

Using this skill, a barbarian can ford rivers and streams or swim underwater to surprise his opponents.

New Use: Pierce the Waves – With a successful skill check against a DC equal to twice the normal swim DC for the appropriate water conditions (see *Core Rulebook I* for the DCs of calm, rough and stormy water), the barbarian can negate the armour class bonus a creature wading or partially submerged receives when attacked by a being on land, as well as reduce the total cover bonus a completely submerged creature receives to partial cover. This represents the barbarian's instinctive understanding of combat in all terrain. Since the barbarian must study the water and strike at exactly the right moment, using Swim in this fashion requires a standard action.

New Use: Cliff Dive – With a successful Swim check against a DC equal to the conditions of the water below, +5 for every 10 feet of height, the barbarian can dive from a cliff, or other high object, into water and take no damage. In addition, once in the water, he can move up to his full normal movement rate for one move action, without need of another skill check, as the speed of his fall propels him like a dolphin through the water. Only water which is of a depth at least equal to the barbarian's height can be dived into in this fashion. On an unsuccessful check, the barbarian takes full damage from the fall. The cliff dive counts as a move action.

Synergy: A barbarian with five or more ranks in the Jump skill gains a +2 bonus to all Swim checks made to cliff dive.



Superior Tools

Barbarians have a reputation as the ultimate survivors, men and women who could live comfortably in the harshest conditions with the scant equipment. In some respects, this is true. The barbarian is strong, tough and fast, with an instinctive understanding of the natural world and a mind well trained in ways of harvesting the wilderness' bounty.

Still, most barbarians would far prefer to outfit themselves with tools capable of aiding them in their work. This chapter introduces a host of new armour, weapons and equipment suitable for almost any barbarian character. These items are fantastical and mundane, exotic and unassuming, and everything in between. In combination with the items found in *Core Rulebook I*, these new tools and armaments will help the barbarian survive and thrive no matter where his instincts and his wanderings take him.

The equipment in this chapter is largely intended for use by barbarians only. While most of these items could be found anywhere, they are designed with the abilities and themes of the barbarian class in mind. This will serve to make them both rare and exotic, just as the barbarian himself is.

BARBARIAN ARMOUR

Though most barbarians prefer to fight in as light armour as possible, rare indeed is the barbarian who willingly fights in no armour at all. These new armours are taken both from history and from fantasy and are perfect for barbarians from more exotic cultures.

Armoured Jacket: An armoured jacket is a long, ankle length leather coat reinforced with strips of thin steel. The jacket has large buckles down the front, allowing the wearer to shield himself against rain and wind. A character can don or remove an armoured jacket as a standard action, allowing him to go from sleep to battle ready in almost no time at all.

Barbarian Armours

Armour	Cost	Armour Bonus	Maximum Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed 30 feet	Speed 20 feet	Weight
<i>Light Armour</i>								
Armoured Jacket	50 gp	+1	+8	0	5%	30 ft.	20 ft.	15 lb.
Reinforced Gauntlet	25 gp	+1	—	-1	15%	—	—	5 lb.
Shaman's Armour	30 gp	+1	+8	0	5%	30 ft.	20 ft.	15 lb.



Reinforced Gauntlet: A reinforced gauntlet is a heavy leather glove, over which has been laid several layers of chain, bronze and iron. Attached to the top of the glove, just over the knuckles, are several thick rivets of iron.

A reinforced gauntlet is both weapon (see Barbarian Weapons table) and shield. If used as a weapon, the wielder loses the armour bonus until his next turn. When used as a weapon, the wielder is considered armed and deals damage as per a standard gauntlet.

New Armour Material

While a civilised barbarian, if such an animal can truly be said to exist, prefers to gird himself in the armours of civilisations with advanced smithies and an understanding of metalwork, there are many barbarian tribes which are not fortunate enough to have access to such wonders. Likewise, there are barbarians, and barbarian tribes, who consider it a point of sacred honour to outfit themselves in ivory or bone and would not dream of using other materials to protect themselves in battle.

Ivory: Armour made from ivory is beautiful to look upon. It is also, more importantly, lightweight, at least in comparison to normal steel armour. This makes it ideal for those barbarians who carry massive weapons, or who take many pounds of equipment wherever they go, as it will lower the weight they must carry into battle. Though ivory armour is lighter than steel armour, its armour category is unchanged. Ivory cannot be made into padded, hide or leather armour.

Cost: 125% more than steel.

Max Dexterity Modifier: The maximum Dexterity bonus for ivory armour is raised by +1.

Armour Check Penalty: Unchanged from normal armour.

Spell Failure Percentage: Unchanged from normal armour.

Speed: As per armour type.

Weight: 75% of the weight of equivalent normal armour.

Few, if any barbarians wear more than one reinforced gauntlet, as a weapon cannot be held in a hand wearing a reinforced gauntlet.

Shaman's Armour: Shaman's armour is made up of reinforced leather chaps, a toughened buckskin jerkin and a large and usually elaborately painted wooden mask, long enough to cover both the wearer's head and his chest. Shaman's armour is almost exclusively restricted to shamans and to other spellcasters, as it denotes their sacred bond with the spirits of the earth, air and water.

The chief advantage of shaman's armour is that it is light enough to not impede the motions of spellcasting overly much, meaning that arcane spellcasters can armour themselves for tribal warfare without too much worry about spell failure.

BARBARIAN WEAPONS

The typical barbarian, and the typical Player of barbarians, loves weapons and it is usually the bigger, the better. As the barbarian grows in experience, he also grows in rage enhanced Strength, meaning the idea of wielding a weapon the size of a small wagon becomes not only appealing but conceivable.

The weapons introduced below are exotic and powerful. Some are drawn from history and some are drawn from popular culture but all are impressive tools of death and dismemberment in the hands of the savage barbarian. Many of the weapons listed below require minimum Strength scores to use effectively, unless the wielder selects the Exotic Weapon Proficiency feat. These

Strength prerequisites are typically very high, meaning only a rage-enhanced barbarian will be able to wield them effectively and even then, only once he reaches at least mid levels of play. This is purely intentional. Since this sourcebook is designed primarily for barbarians of at least mid levels, even those weapons which require high Strength prerequisites are listed as martial weapons, since it is assumed that the typical barbarian will be able to use them with ease.

In addition to the new weapons, two new exotic materials are introduced, giving the barbarians of your campaign the ability to create and wield weapons made of volcanic obsidian rock or carved ivory.

Axe, Elephant: An elephant axe is a truly enormous, single-bladed axe intended for use against enormous animals like polar bears and, obviously, elephants. It is typically used to shear the tendons of such beast's legs, bringing them down so that they can be killed without risking instant death by trampling. The elephant axe grants a +4 bonus to trip attempts, meaning creatures of Large size and bigger cannot easily shrug off attempts to knock them from their feet.

The elephant axe is so massive that it is difficult to wield in combat. For this reason it is an exotic weapon. A character with a Strength of 20 or better, however, can wield it as a two-handed martial weapon, meaning the typical barbarian can use it while raging without penalty.

Greatbow: A greatbow is a truly massive composite bow made from the trunk of a small tree. The bow itself is



thick around as a strong man's arm and reinforced with strips of thin steel which keep it from splintering if and when a person strong enough lifts it. The greatbow's string is actually a thick piece of rope, reinforced with wire and the arrows it fires are more closely akin to small spears.

A greatbow functions as a composite longbow, save for a few key differences. First, the minimum Strength required to fire the bow at all is 19. Second, a character with a Strength of 16 or less cannot even string a greatbow. Finally, and most critically, a character wielding a great bow can use the Power Attack feat in conjunction with it, allowing him to deal massive damage at range. When used in this fashion, the wielder gains one point of extra damage for every point of attack bonus he sacrifices.

A greatbow can be made to support Strength scores higher than 19, at a cost of 250 gold pieces per extra point of Strength bonus.

Greatclub, Steel: A steel greatclub is just that, a greatclub which is entirely made from a single hunk of polished, rounded steel. It can only be wielded two-handed and is so heavy that it is considered an exotic weapon. A character with a Strength score of 17 or better, however, can wield it as a two-handed, martial weapon, meaning a raging barbarian can fight with it without concern.

Great Mallet: The great mallet is an enormous hammer with a steel head roughly the size of a small beer keg and a handle nearly six feet in length. It is so massive and its weight so awkwardly distributed that it is considered an exotic weapon. A being with a Strength score of at

least 18, however, can wield it as a two-handed, martial weapon, meaning a raging barbarian can fight with it without concern.

Hammer, Chain: Typically, a chain hammer is a massive steel or iron ball attached to a six-foot length of heavy chain, though in more primitive cultures it is more likely to be a rock secured by a length of rope. In any case, to use the chain hammer as a weapon, the wielder rotates his body and the weapon in a circle, at first slowly and then progressively faster and faster as the chain hammer gains momentum.

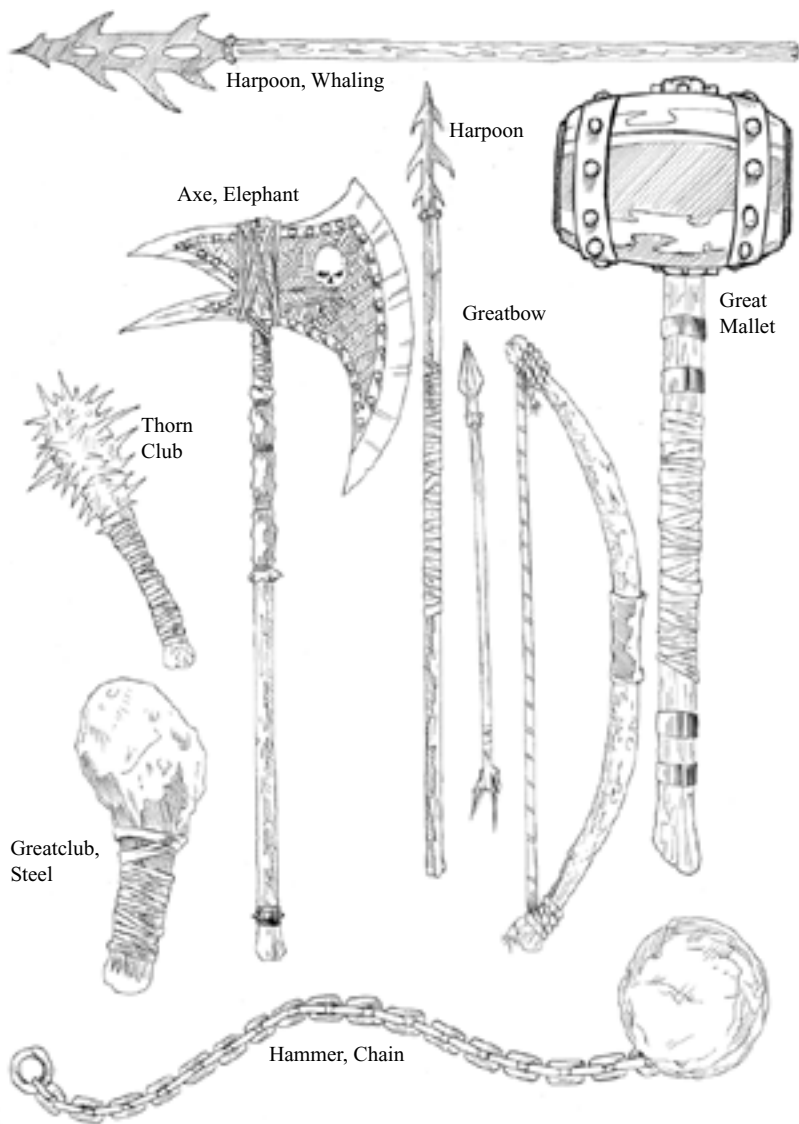
When used in melee combat, the chain hammer is considered a reach weapon which threatens a 10-foot radius around the wielder but cannot be used to attack adjacent foes. Its heavy, sweeping chain can be used to make a trip attempt and the wielder gains a +2 bonus to his Strength check when making the attempt. If the wielder wishes, he can drop the chain hammer to avoid being tripped himself.

When used in melee combat, the wielder spins in a wide arc and then releases the chain, sending the chain hammer hurtling into his foes with the force of a cannon shot. Since both the ball and the chain are heavy enough to inflict damage and since the full power of the wielder's body is needed to hurl the ball, the ranged attack roll is made using the wielder's Strength bonus to hit, rather than his Dexterity bonus. Throwing a single chain hammer is a full round attack action.

A chain hammer is a truly monstrous weapon, one that only the strongest beings can even hope to use efficiently.

Barbarian Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
<i>One-Handed Melee</i>							
Thorn club	5 gp	1d4	1d6	x3	—	3 lb.	Bludgeoning and Piercing
Harpoon	10 gp	1d4	1d6	x3	20 ft.	5 lb.	Piercing
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
<i>One-Handed Melee</i>							
Gauntlet, reinforced	25 gp	1d3	1d4	x2	—	5 lb.	Bludgeoning
Whip, elephant	10 gp	1d4	1d6	x2	—	7 lb.	Slashing
<i>Two-Handed Melee</i>							
Axe, elephant	50 gp	1d10	4d4	x3	—	40 lb.	Slashing
Greatclub, steel	20 gp	1d10	2d6	x3	—	40 lb.	Bludgeoning
Great mallet	25 gp	1d10	3d4	x3	—	50 lb.	Bludgeoning
Hammer, chain	10 gp	1d8	1d10	x3	10 ft.	50 lb.	Bludgeoning
Harpoon, whaling	15 gp	1d6	1d8	x3	10 ft.	9 lb.	Piercing
<i>Ranged Weapons</i>							
Greatbow	300 gp	1d8	1d10	x3	110 ft	20 lb.	Piercing
Arrows (20)	5 gp	—	—	—	—	15 lb.	—



Harpoon, Whaling: A whaling harpoon is a larger, heavier and sturdier version of a harpoon which can be used to make trip attempts. As with the harpoon, a wielder who selects the Exotic Weapon Proficiency feat and applies it to the whaling harpoon can, with a successful critical hit, attempt a trip attack as a free action, by yanking on the rope attached to the harpoon. If the wielder is tripped on his own trip attempt, he can drop the rope rather than be tripped. The wielder gains a +4 bonus to trip attacks made in this fashion.

Thorn Club: A thorn club is a light club made from a length of a particular type of thick wood which bristles with spines. It deals more damage than a normal club because the spines are razor sharp and shred flesh with ease. A thorn club cannot be thrown, because the spines make it less than aerodynamic.

Whip, Elephant: An elephant whip is a thick whip made from both heavy rope and links of flexible steel wire. It, along with the goad, is typically used to herd elephants and to direct them in battle. Since it is so heavy and since its tip is capable of moving at supersonic velocity, it can also be used very effectively in combat.

A chain hammer is considered an exotic weapon but a being with a Strength score of 19 or better can wield it as a two-handed martial weapon.

Harpoon: A harpoon is a hooked spear used to kill seals and other aquatic creatures. It is usually attached to a rope, which prevents the speared animal's corpse from sinking into the depths and allows the hunter to pull his kill up on shore.

Because of the wickedly barbed head of the harpoon, it can be used to make a trip attack. If the wielder selects the Exotic Weapon Proficiency feat and applies it to the harpoon, then on a successful critical hit, the wielder can attempt a trip attack as a free action, by yanking on the rope attached to the harpoon. If the wielder is tripped on his own trip attempt, he can drop the rope rather than be tripped.

Unlike a whip, an elephant whip deals normal damage and can damage opponents regardless of their armour bonus, or their natural armour bonus. The elephant whip is treated as a melee weapon with a 15-foot reach, though it does not threaten areas into which it can make an attack. As with a normal whip, the elephant whip can be used to attack adjacent foes.

Using an elephant whip provokes an attack of opportunity, as though the wielder were using a ranged weapon.

An elephant whip can be used to make trip attacks and the wielder can drop it to avoid being tripped in return. In addition, the wielder gains a +2 bonus to all disarm attempts, including attempts to avoid being disarmed himself.

Elephant whip wielders cannot benefit from the Weapon Finesse feat when using this weapon.



New Weapon Materials

Barbarians are canny survivors and very skilled at making do with the materials at hand, even if those materials are inferior to the steel used in the civilised lands. Obsidian is one such material, ivory another.

Ivory: The chief advantage of ivory weapons is their relatively high durability in comparison to normal, steel weapons. Ivory weapons are found most often among the warriors of jungle tribes or the barbarians of the savannah who carry clubs and spears made from the tusks of elephants as their weapons of choice.

Base Cost: Ivory weapons cost 125% more than steel weapons.

Weight: Ivory weapons weigh only 75% as much as steel weapons.

Attacks: An ivory weapon has the same attack capability as its steel counterpart.

Damage: An ivory weapon deals the same damage as its steel counterpart.

Hardness: A dense ivory weapon has the same hardness as its steel counterpart.

Hit Points: An ivory weapon has the same hit points as a steel weapon.

Obsidian: The chief advantage of obsidian is that it can be sharpened to a razor's edge and will hold that edge, without need of sharpening, indefinitely. The chief disadvantage of obsidian is that it is relatively fragile in comparison and also much more rare, making it an expensive material. Used most commonly by barbarian warriors who dwell in badlands and mountainous regions, it also sees use among barbarian tribes who appreciate the keen edge obsidian weapons can hold.

Base Cost: Obsidian weapons cost 125% more than normal, steel weapons.

Weight: Obsidian weapons weigh only 75% of their steel counterparts.

Attacks: Obsidian holds a razor edge. A piercing or slashing weapon made of obsidian gains a +1, non-magical bonus to attack rolls.

Damage: An obsidian weapon deals the same damage as its steel counterpart.

Hardness: Obsidian weapons are fragile, with one less point of hardness than steel weapons.

Hit Points: Obsidian shatters easily. An obsidian weapon has 75% of the hit points of a steel weapon.

BARBARIAN EQUIPMENT

Because they live in such dangerous environments, full of unexpected peril from both hostile animals and an equally hostile environment, barbarians must always be prepared. While the typical barbarian is fully capable of surviving in the wilderness without armour, weapons or even clothes, he is only likely to thrive when he equips himself with a carefully selected arsenal of gear.

The items in this section are intended to expand upon the equipment choices the barbarian might find useful. These items are taken from both real-world 'barbarian' cultures and from barbarian literature. All will prove most helpful to the cunning barbarian – and *all* barbarians are cunning.

Hunting Equipment

Hunting is a very important part of barbarian life, both for those savage warriors who dwell alone in the depths of the jungle and those who live as part of a tribe. Since it is so important, barbarians have developed a number of specialised items that are very useful during the hunt.

Dried Urchin Shell: A dried urchin shell is just that, the shell of an urchin which has been carefully baked and treated with herbs to make it tough. Certain barbarian tribes, specifically those that live near the sea, use dried urchin shells as makeshift caltrops, hiding them in tall grass or burying them in the sand so that only their needle-sharp spines are revealed.

Dried urchin shells are a very effective means of delivering injected poison, because their needles are so incredibly sharp. A being who steps in a square which contains a dried urchin shell must attempt a Reflex save against a DC of 12, or step on the urchin shell; for each additional urchin shell in the area, the DC to avoid stepping on one is increased by +1, to a maximum of DC 20. If a being does step on a dried urchin shell, then 1d3 points of damage is immediately rolled; if the dried urchin shell deals damage and is coated in a contact or injected poison, then the victim must immediately make a Fortitude save to avoid the poison's effects as normal. Since dried urchin shells slide through flesh so easily and pierce deeply, the DC of both the initial and secondary saves is increased by +1.

Hunting Horn:

A hunting horn is very useful, both for startling game and for signalling fellow hunters. The sound of a hunting horn can be heard clearly to a distance of one mile, with those further away able to hear the call with a Listen check against DC 15 + 1 for every mile beyond the first. A hunting horn's blast can be heard a maximum distance in miles equal to the sounder's Constitution score.

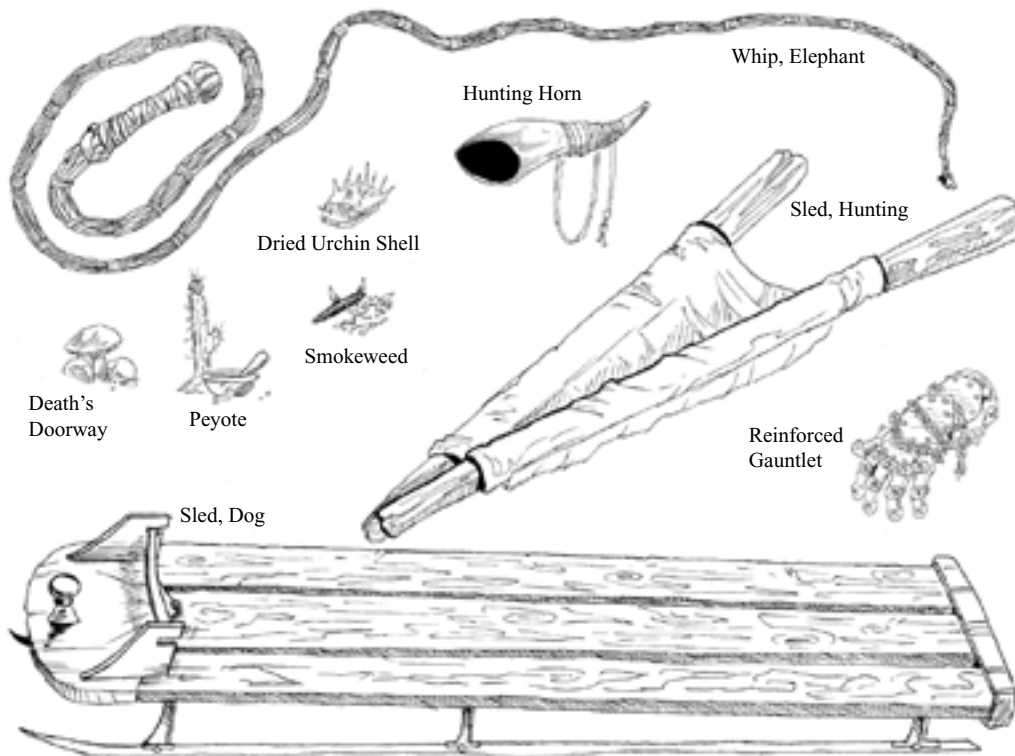
Those with the Bluff skill can use a hunting horn's blast to deliver secret messages, allowing tribal scouts to communicate instruction to one another. The DC of transmitting a secret message using the Bluff score is increased by +5.

Hunting Horn, Dissonance: A dissonance hunting horn is a horn that has been specially modified with a shrill reed in its mouthpiece. When it is sounded, the reed issues a subsonic shriek, one which is only audible to animals. Animals within a radius of 500 feet who hear the sound must attempt a Will save against a DC of 12 or become frightened. In all other respects, the dissonance horn is identical to the hunting horn.

Sled, Hunting: A hunting sled is designed for hauling the carcasses of large animals killed during a hunt, though it can also function as a makeshift stretcher for wounded hunters, should the need arise. The hunting sled boosts the puller's effective Strength by +4, for the purposes of dragging and encumbrance. If pulled over snow, the bearer's Strength increases by +6.

Barbarian Hunting Equipment

Item	Cost	Weight
Dried urchin shell	2 gp	0.1 lb.
Hunting horn	10 gp	2 lb.
Dissonance horn	25 gp	2 lb.
Sled, hunting	15 gp	10 lb.



Sacred Herbs and Other Chemicals

The shamans and holy men of many barbarian tribes use sacred herbs and fungi in an attempt to merge their spirits with the living essence of the world and the lingering spirits of their tribal ancestors. While many of these herbs are nothing but placebos, with no real power to affect the body, some have actual hallucinogenic properties which enhance the spirits of any who partake of them.

Death's Doorway: Death's doorway is a small, black mushroom which grows only atop grave mounds. When chewed, or brewed into a tea and swallowed, death's doorway thins the boundaries between the worlds of the living and the dead and permits the imbiber to make contact with his ancestral spirits. For the next eight hours, the imbiber gains a +2 bonus to all attempts to use the smoke lodge (see Tricks of the Trade) to perform an ancestral spirit quest.

Peyote: Peyote is a powder made from the ground-up, dried flesh of a cactus. When an imbiber partakes of peyote, he must immediately attempt a Fortitude saving throw against a DC of 15. Those who succeed at their save gain a +2 bonus to all smoke lodge quest rolls for the next eight hours, while those who fail to save become nauseated for one hour.

Smokeweed: Smokeweed is a mix of tobacco and other herbs which opens the smoker's mind and prepares it



to receive visions from the spirit world. It also has the beneficial side effect of making all who inhale it feel more at ease and amenable to compromise. Those who smoke Smokeweed gain a +1 bonus to all smoke lodge quest rolls for the next four hours and the check DC of any attempt to use a Charisma or Diplomacy check to alter the attitude of anyone who has imbibed towards Friendly is lowered by 10.

Sacred Herbs and Other Chemicals

Item	Cost
Death's doorway	50 gp
Peyote	75 gp
Smokeweed	25 gp

Saddles, Riding and Travel Equipment

Though barbarians are very fleet of foot, they still can benefit from the endurance and carrying capacity of horses and other, more exotic mounts. The barbarian tribes of the north, for example, traverse the ice and snow in sleds pulled by teams of hearty dogs and wolves, while the barbarians of the jungles and savannah ride in reinforced howdahs carried by massive, trained elephants.

The new equipment in this section is intended for those barbarians who are as one with their mounts, or who are modelled after cultures which made heavy use of unique sailing vessels.

Armoured Howdah: An armoured howdah is a large, reinforced box of hardened wood that is placed upon the back of an elephant, or another creature of at least Huge size. A howdah designed for a huge animal, such as an elephant, is large enough to hold three people, one of which must be the elephant's handler. Those riding in an armoured howdah gain the benefits of cover, meaning they gain a +4 cover bonus to their armour class and a +2 bonus to Reflex saves.

The frame for a howdah for a Huge size creature is made of inch thick wood. It has a Hardness of 5, a Break DC of 20 and 100 hit points.

Howdah for larger creatures are correspondingly larger as well. A howdah for a Gargantuan size creature holds up to five people and weighs twice as much as Large size howdah, while the howdah of a Colossal creature can hold up to 10 riders and weighs four times as much as a Large howdah.

Canoe, Outrigger: An outrigger canoe is a canoe supported on both sides by hollowed logs, or by rounded frames covered with waterproof hide. These supports stabilise the canoe, allowing it to weather even extreme sea conditions with ease. Characters travelling in an outrigger canoe gain a +4 competence bonus to all Profession (sailor) skill checks to avoid being overturned.

Great Saddle: A great saddle is an armoured and reinforced saddle that cradles its rider like a womb.

Made of thick, boiled leather and reinforced with bands of iron, brass and steel, a great saddle completely covers the rider's legs and sweeps up dramatically on both its front and back, with the saddle horn nearly at the level of the rider's chest.

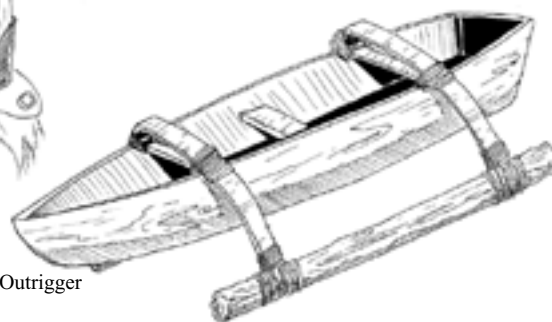
A rider on a mount equipped with a great saddle gains a +2 armour bonus to his armour class. He gains a +2 circumstance bonus to all



Armoured Howdah



Great Saddle



Canoe, Outrigger



'Know this, Northman. The priest cannot be killed by force of arms. No, not even by your prodigious strength.'

'Then how?' Rothgar asked, as he rubbed his arms and legs, feeling the power return to his freed limbs.

'Do you not wish to know why?' the demon asked, its lips splitting in its horrific smile again.

'Why doesn't matter,' Rothgar replied. *'I care nothing for the past. The future holds my vengeance and my destiny.'*

The beast laughed, low and terrible. 'And yet still I will tell you, for that is the way of the learned. The priest took my power from me, my durability. No fist and no axe could harm me while I was free and so, too, is it for him now.'

Rothgar frowned. *'Then how, I say again, do I kill him?'*

'The priest's body cannot hold the power of my spirit, no mortal flesh can. He has bound it in the crystal of Al-Hadazan, which he keeps in a chamber behind his throne room. Destroy the crystal and his body will burn as my spirit fills him.'

Rothgar growled. *'No. I wish to split his skull myself.'*

'Then you had best strike quickly after destroying the crystal.' The demon grinned again. *'Do not worry about striking the final blow. Do this thing and your fame will be limitless. I have given you means to be king.'*

Rothgar smiled back, a wolfish grin. *'I will take my own crown, beast. That oath I give to myself.'*

attempts to stay in the saddle when damaged or when his mount rears. Like a military saddle, a rider knocked unconscious while on a great saddle has a 75% chance of staying mounted, as opposed to 50% chance of staying mounted while on a normal riding saddle. Conversely, since a great saddle is so unwieldy, the rider suffers a -2 circumstance penalty to all attempts to fast mount or dismount.

Sled, Dog: A dog sled is a 7 to 10 foot long plank of reinforced wood, capable of carrying two people fairly comfortably, equipped with runners along the bottom and topped by a frame covered with treated hide. It is crafted so as to distribute weight evenly, even while riding over the softest snow, so animals pulling a dog sled gain a +4 circumstance bonus to their Strength score for the purposes of determining encumbrance and pulling capacity. The driver of a dog sled and a single rider gain a +2 circumstance bonus to all saves against extreme weather conditions, because they can shelter themselves beneath the treated hide frame.

Steel Horns: Certain barbarian tribes of the forests, specifically those who revere the unicorn, equip their mounts with a steel cap that fits snugly over the snout. This steep cap is topped by a twisted horn as long and as sharp as a spear. If the rider of a mount so equipped allows his mount to attack when it charges, it deals

damage as a lance, meaning damage is doubled as a result of the charge. A mount using a steel horn on a charge attacks at its full normal attack bonus, plus the +2 bonus for the charge.

Certain cultures prefer to outfit their mounts with other, more elaborate horns, equipping their mounts with steel boar's tusks, for example, or sweeping racks of elk 'antlers'. These more fanciful steel horns still function as described above.

Steel Hooves: Some, more warlike barbarian tribes encase their mount's hooves or claws in thick steel which allows them to strike with devastating force in combat. These warhorses strike fear into the hearts of all that oppose them. A horse equipped with steel hooves deals +1 point of damage with each successful hoof attack.

Saddles, Riding and Travel Equipment

Item	Cost	Weight
Armoured howdah	500 gp	350 lb.
Canoe, outrigger	75 gp	115 lb.
Great saddle	50 gp	40 lb.
Sled, dog	50 gp	100 lb.
Steel horns	35 gp	5 lb.
Steel hooves	50 gp	5 lb.



BARBARIAN FEATS

Though all members of the barbarian class share the same abilities, no two are alike in outlook, or in the way they choose to use their impressive natural gifts. Barbarian culture is far from monolithic; each tribe and nation has its own beliefs and its own methods of warfare and survival. The way of the natural man is a road with many forks, one which each barbarian is free to – and must – explore as his instincts lead him.

This chapter presents an assortment of new feats, each of which is specifically designed with the themes and the class abilities of the barbarian in mind. Using these feats, both Players and Games Masters will be able to focus and direct their barbarian characters along the path of their choice, highlighting specific class features.

Animal Magnetism

The barbarian is an unrestrained force of nature, a primal warrior who exudes animal magnetism. Though many fear him, none can deny the seductive power of his unleashed emotions and dark passions.

Prerequisites: Cha 13+, ability to rage

Benefits: You gain a +2 bonus to all Charisma or Diplomacy checks made to influence the attitudes of Non-Player Characters and a +2 bonus to all Intimidate skill checks. When interacting with members of the opposite sex, or with anyone who would normally be sexually attracted to you, the bonus to Charisma and Diplomacy checks increases to +4 and you likewise gain a +2 circumstance bonus to all Bluff, Gather Information and Sense Motive skill checks, as they have a difficult time maintaining their poise near your unleashed animal magnetism.

Special: When the barbarian uses the aid another action to help an ally make a Charisma or Diplomacy check to influence the attitudes of Non-Player Characters, that ally gains a +4 bonus to his check but only so long as the check is being used against a member of the sex opposite the barbarian's own,

or against any being which would be sexually attracted to the barbarian.

Animal Soul

All barbarians carry the essence of the wild and of the beast in their souls. Your spirit is connected more strongly than most. Your heart beats with the fury of the raging bear and your spirit takes to the wing with eagles, burrows deep into the dark earth with the wolverine and hunts the ocean's depths as a shark.

Prerequisites: Ability to rage

Benefits: Animals recognise you as kin. All beings of the animal type are always considered, at worst, to be Indifferent to you and will not attack you unless threatened.

Ape Wrestler

In the jungles of the far south, barbarian warriors practice a peculiar custom, a dangerous ritual of manhood that only the most insane, or the most brave, would ever consider. Striding naked into the jungle, these warriors seek out and wrestle great albino apes, overcoming them with courage and strength alone. Though few return, those who succeed are accorded great respect amongst all the southern tribes. You are one such survivor, a warrior



so skilled at wrestling that you fight with the fury of a man twice your size.

Prerequisites: Dex 13+, Str 13+, Improved Unarmed Strike, Improved Grapple

Benefits: You are considered to be one size larger for the purposes of all grappling checks.

Special: You can select this feat a second time. Should you do so, then the character is still considered to be one size larger but opponents of above Large size are considered one size smaller for the purposes of determining their size bonuses to opposed grapple checks.

Eye of the Tiger

The eyes are the window to the soul and yours betray the unstoppable fury and warrior spirit which lies within.

Prerequisites: Cha 13+, Ability to rage

Benefits: Your presence is a looming, monstrous thing; you are considered size one size larger for the purposes of making Intimidate skill checks. In addition, in the first round of combat, you can attempt an Intimidate skill check as a free action but only in an attempt to demoralise opponents.

Falcon Friend

Your spirit is one with the falcon, the owl and the eagle. Like them, you are a keen eyed predator and they respect and love your avian heart.

Prerequisites: Animal Soul

Benefits: You gain an eagle, hawk, or owl as an animal companion, exactly as the ranger class ability of the same name. This companion increases in strength in the same fashion as a ranger's companion animal. Existing class levels gained before this feat is selected are halved for the purposes of determining the power of the animal companion; this halving is on top of the normal halving of levels to determine the power of the animal companion, meaning a barbarian who selected this feat at 12th level would only be considered 3rd level for the purposes of determining the power of his animal ally.

In addition, you gain the ability to improve the attitude of birds which are of the same type as your companion animal (eagle, hawk or owl). This ability functions as the ranger's wild empathy class ability, save that you add only ½ your barbarian levels to the check. If you have levels in the ranger class, then you add those levels on a one for one basis to your barbarian levels.

Special: If you select this feat, you cannot also select Horse Lord, Pack Master or Whale Rider.

Heart Eater

Certain tribes have a long standing tradition of devouring the hearts of their opponents. In this way, they both honour their enemies and absorb a portion of their essence into themselves, gaining great spiritual strength. For most tribesmen, this is a symbolic gesture only but your spirit is more exalted than that; those opponents you devour do live on within you, at least for a short time.

Prerequisites: Ability to rage, Con 13+

Benefits: If you eat the heart (or a substantial part of the heart in the case of Huge, Gargantuan or Colossal creatures) of those opponents you personally slay, you gain a portion of their strength as your own. Upon consuming the heart, you temporarily take on any one of the consumed being's ability score modifiers, using it in place of your own. The choice of which ability score modifier you gain must be decided immediately after the heart is consumed; before selecting, the Games Master gives you general impressions of the strength of the consumed being's attributes in comparison to your own. If none of the consumed being's ability scores are higher than your own, then you suffer no penalty but gain no benefit.

In order to gain any benefit, you must slay the owner of the heart in single combat; no one else can help you during the fight, in any way. This means that a *cure* spell cast upon you by an ally will negate your ability to absorb your opponent's essence. The benefits of a consumed heart last for one full hour.

Consuming hearts and assuming their owner's strengths is very spiritually wearying, as you must concentrate fully to avoid being dominated by the heart's lingering essence. You can consume a maximum number of hearts per day equal to 1 + your Constitution bonus (minimum 1). You can only gain the benefits of a single consumed heart at any one time; consuming a second heart immediately ends the benefits received from the first heart. Consuming a heart is a full round action.

Special: It is possible to preserve a heart for later use but the spirit essence fades quickly, meaning it will become useless in a very short time. Each day, the essence contained within the heart loses two points from every ability score. When the essence's ability score modifiers all drop to +0, the essence disperses completely.

Horse Lord

Your spirit yearns for the freedom of the open plains and you are more at home astride the back of a stallion than you are on your feet.

Prerequisites: Animal Soul





Benefits: You gain a light or heavy warhorse as an animal companion, exactly as the ranger class ability of the same name. This companion increases in strength in the same fashion as a ranger's companion animal. Existing class levels gained before this feat is selected are halved for the purposes of determining the power of the animal companion; this halving is on top of the normal halving of levels to determine the power of the animal companion, meaning a barbarian who selected this feat at 12th level would only be considered 3rd level for the purposes of determining the power of his animal ally.

In addition, you gain the ability to improve the attitude of horses that are of the same type as your companion animal (light or heavy war). This ability functions as the ranger's wild empathy class ability, save that you add only ½ your barbarian levels to the check. If you have levels in the ranger class, then you add those levels on a one for one basis to your barbarian levels.

Special: If you select this feat, you cannot also select Falcon Friend, Pack Master or Whale Rider.

Infamous Killer

Your reputation as a ferocious, unstoppable warrior is known to one and all and you can terrify multiple opponents with a glance.

Prerequisites: Cha 13+, Eye of the Tiger, ability to rage, base attack bonus 9 or above

Benefits: You can use a single Intimidate skill check on up to 2 + your Charisma modifier opponents simultaneously.

Special: This feat can be used in conjunction with the Eye of the Tiger feat, to demoralise multiple opponents as a free action.

Natural Scholar

Barbarians have an instinctive understanding of the natural world but they do not have the formal training of more scholarly folk. You are the exception to this rule, having been thoroughly trained in the natural sciences of civilised society.

Prerequisites: Int 13+

Benefits: You gain the Knowledge (nature) skill as a class skill and gain a +4 insight bonus to all Knowledge (nature) skill checks.

Nature's Chosen

You are at home in the most difficult and dangerous wilderness terrain. What is more, the wilderness respects you and sees you not as an alien invader, but as a natural part of its domain.

Prerequisites: Skill Focus (Survival)

Benefits: Choose a single environment type (see Environment Types table). While within that environment, you gain a +4 bonus to all Survival checks, a +2 bonus to all saves against severe weather effects (which stacks with bonuses gained from Survival checks) and suffer no movement penalties for moving through any type of difficult terrain within that environment.

Special: You can select this feat a second time. If you do, then the character's bonus to Survival checks increases to +6, his bonus to saves increases to +3 and he gains an addition 10 feet per round of fast movement but only when moving through his chosen terrain.

Environment Types

Terrain Type

Aquatic

Desert

Forest

Hills & mountains

Marsh & swamp

Plains

Underground

Pack Master

Your spirit is one with the wolves and wild dogs who haunt the deep wilderness. They recognise you as both kin and alpha, the leader of the pack.

Prerequisites: Animal Soul

Benefits: You gain a dog, riding dog or wolf as an animal companion, exactly as the ranger class ability of the same name. This companion increases in strength in the same fashion as a ranger's companion animal. Existing class levels gained before this feat is selected are halved for the purposes of determining the power of the animal companion; this halving is on top of the normal halving of levels to determine the power of the animal companion, meaning a barbarian who selected this feat at 12th level would only be considered 3rd level for the purposes of determining the power of his animal ally.

In addition, you gain the ability to improve the attitude of animals which are of the same type as your companion animal (dog, riding dog, wolf). This ability functions as the ranger's wild empathy class ability, save that you add only ½ your barbarian levels to the check. If you have levels in the ranger class, then you add those levels on a one for one basis to your barbarian levels.

Special: If you select this feat, you cannot also select Falcon Friend, Horse Lord or Whale Rider.

Savage Cleave

When you rage, you become an unstoppable killing machine, capable of hewing through multiple opponents each time you attack.

Prerequisites: Str 15+, Cleave, Great Cleave, Power Attack, ability to rage, base attack bonus 8 or above

Rothgar kept his eyes trained on the snake, watching as its hideous coils tightened around the guard's body as he still called out faintly for help. Bone crunched and then the guard called out no more. The snake's rattle rose high, making a sound like shields crashing, and its eyes glittered coldly.

Rothgar circled to the left, keeping his back to the wall. Of the white ape, if such a monstrous thing could truly be called a mere ape, there was no sign. But Rothgar could still smell its breath, fetid with the stink of rotten flesh and he could hear it moving in the rafters above him.

The snake stirred, rising up and Rothgar steeled himself against the coming blow, gripping the battle axe in his right hand with a madman's strength and spreading his arms, tempting the beast to strike at his unprotected belly.

The attack, when it came, was from directly above. The ape dropped almost soundlessly but Rothgar's keen ears heard the barest brush of fur on stone. He wrenched himself to the side desperately, swinging the axe up. The blade caught the albino horror fully in the belly, splitting its bloated guts even as its arms grasped for Rothgar's chest. Dying, the beast still grappled with him, its strength ferocious beyond belief, driven by crazed hatred. Rothgar's ribs began to crack, even as he hammered at the ape with his fists. He drew in an agonised breath and shoved his right hand down between their struggling bodies and into the beast's belly, twisting and tearing its guts in his hands. They burst with a gush and the ape's grip loosened. That was when the snake struck.

The serpent moved with the speed of the wind and Rothgar, even with his animalistic instincts and speed, was hard pressed to throw his arms up before him. The snake's dagger-long fangs sank into his left arm and the venom raced like fire through his veins. Rothgar screamed, a wolf's primal howl, as the monstrous viper's body coiled around him, tightening like a noose. He hammered at its head, again and again, shattering one of its cold eyes with his power. Still it would not let go. The breath was crushed from him and he felt one and then a second rib splinter.

Rothgar gave himself over to his fury and his blood boiled. He gripped the viper's snout with his hand and pulled, until at last its upper fangs were free of his burning flesh. And still he pulled, pressing down with his wounded arm, howling as the beast's lower fangs dug into bone. The snake thrashed around Rothgar, hissing, then its tendons gave way and he split its jaw, and its head, in half.

Rothgar collapsed on the viper's shuddering body, clenching his hand and focusing his maddened will. Slowly, the venom began to ooze out of his wounds, draining slowly, until the cold, burning agony was no more. He bent, pulled the axe from the ape's festering belly and crossed to the door of the priest's secret chamber.



Benefits: This feat works as Great Cleave, save that you can take a 5-foot step after each opponent is downed (reduced to 0 hit points). So, if you reduce an opponent to 0 hit points or less, you can immediately take a 5-foot step and make another attack roll at the same bonus against a second opponent, as long as he is within range. If that opponent is likewise reduced to 0 or few hit points, you can make another 5-foot step and gain another attack roll against a third opponent. You can continue to take 5-foot steps and make extra attacks in this fashion, until no opponents remain within range, you miss with an attack roll or you fail to reduce an opponent to 0 or fewer hit points.

Special: You only gain the benefits of this feat while raging.

Totem Bond

You have an innate bond with your totem animal, a bond which goes far beyond that of even other barbarians who share your totem.

Prerequisites: Cha 13+, a barbarian animal totem

Benefits: You can speak with your totem animal at will, as per the spell *speak with animals*. In addition, once per day you can command the allegiance of your totem animal, as per the spell *charm animal* cast by a druid of your barbarian level, save that the totem animal does not gain a saving throw to resist the spell-like effect.

Tribal Champion

Barbarian tribes place great stock in the fighting prowess of their warriors and even offer great respect to the most gifted warriors of other tribes, even those who are bitter enemies. You are the foremost warrior of your people, a war leader and exemplar of courage and skill.

Prerequisites: Leadership, base attack bonus 9 or above

Benefits: You command the respect and allegiance of all the warriors of your tribe and have earned a reputation for your prowess that extends to all barbarian tribes and kingdoms. You gain a +2 bonus to your Leadership score and a +4 circumstance bonus to all Intimidate skill checks and to Charisma or Diplomacy checks made to influence the attitudes of Non-Player Character members of your tribe or kingdom. You gain a +2 circumstance bonus to all Intimidate skill checks and to all checks to influence the attitudes of members of other barbarian tribes.

The benefits of this feat apply to all members of a barbarian tribe or kingdom, not just to those who are members of the barbarian character class. A character with this feat is, quite literally, world famous, his name and reputation having been spread far and wide. Though the Games Master can, if he chooses, rule that

the character's reputation is not known to a particular barbarian tribe, this is not encouraged.

Tribal Spokesman

You are known for your exceptional ability to mediate disputes and influence others to your way of thinking. For your continued wisdom and your ability to guide your people to good fortune, you have earned a place among your tribe's council of elders and, more importantly, the role of mediator between your tribe and other, nearby tribes and nations.

Prerequisites: Cha 13+

Benefits: You gain the Diplomacy and Sense Motive skills as class skills and gain a +4 insight bonus to all Diplomacy and Sense Motive skill checks which involve members of barbarian tribes. In addition, you gain literacy without having to spend two skill points.

Ultimate Cleave

Your strength and savagery are such that you can Cleave anytime you achieve an especially solid strike.

Prerequisites: Str 17+, Cleave, Great Cleave, Power Attack, Savage Cleave, ability to rage, base attack bonus 12 or higher

Benefits: This feat works as Cleave, save that you gain an immediate, extra melee attack against another creature any time you successfully achieve a critical hit, whether or not your attack is sufficient to reduce the first opponent to 0 hit points or less. The extra attack is made at the same attack bonus with which you achieved the critical hit. The extra attack gained from the use of this feat cannot be used against the opponent who was struck by the original critical hit.

Special: You only gain the benefits of this feat while raging.

Whale Rider

You are kin to the seal, to the whale that sings and to the shark who hunts the silent depths.

Prerequisites: Animal Soul

Benefits: You gain a crocodile, porpoise, medium shark, killer whale or squid as an animal companion, exactly as the ranger class ability of the same name. This companion increases in strength in the same fashion as a ranger's companion animal. Existing class levels gained before this feat is selected are halved for the purposes of determining the power of the animal companion; this halving is on top of the normal halving of levels to determine the power of the animal companion, meaning a barbarian who selected this feat at 12th level would only



be considered 3rd level for the purposes of determining the power of his animal ally.

In addition, you gain the ability to improve the attitude of aquatic creatures which are of the same type as your companion animal (a crocodile, porpoise, medium shark, killer whale or squid). This ability functions as the ranger's wild empathy class ability, save that you add only $\frac{1}{2}$ your barbarian levels to the check. If you have levels in the ranger class, then you add those levels on a one for one basis to your barbarian levels.

Special: If you select this feat, you cannot also select Falcon Friend, Horse Lord or Pack Master.

Will To Live

The barbarian is the ultimate survivor, one who is unwilling to roll over and die before the swords and arrows of the civilised man; it is for the barbarian alone to decide the time and manner of his death.

Prerequisites: Con 15+, Iron Will

Benefits: When reduced to 0 hit points or less, you are neither staggered, nor rendered unconscious, nor do you lose hit points. In addition, you do not die until reduced to $-10 +$ your Constitution modifier in hit points. Should you be reduced to that negative total, you drop dead immediately.

Wounded Animal

An animal is most dangerous when it is cornered and wounded. So, too, are you.

Prerequisites: Con 15+, Iron Will, Will to Live, ability to rage

Benefits: The closer you get to death, the more powerful you become. When reduced to $\frac{1}{2}$ of your hit point total or less, by any means, you gain a +2 morale bonus to Strength. When reduced to $\frac{1}{4}$ of your total hit points or less, your morale bonus to Strength increases to +4. The bonuses to Strength gained via this feat stack with those provided by the barbarian's rage class ability.

Special: For the purposes of this feat, extra hit points gained from your rage ability's Constitution bonus are considered a part of your normal hit point total, as are temporary hit points gained from spells, spell-like effects, or magic items.



The Fury of Magic

This chapter is divided into two sections. In the first, we will briefly discuss the role of magic in the barbarian's adventuring career, both in terms of the items he carries and the spells which might prove to be of benefit to him. In the second section, you will be given a host of new, magical arms and armour, as well as new wondrous items perfect for the barbarians of your campaign world. As always, the new magical items introduced in this book are intended for use by barbarians only and should only be available to other characters with the Games Master's express permission.

MAGIC AND THE BARBARIAN

For whatever reason, the barbarian is often thought of as anti-magic and many are the fantasy gaming sourcebooks that have painted the barbarian as a superstitious savage who holds no love for mages, priests or the items they manufacture. While it is true that barbarians in novels often end up destroying the magical items they find and cutting the heads off any sorcerers they might encounter, this is largely counter to the assumptions of *Core Rulebook I*. The rules in that book are based around the notion that, as characters adventure and gain experience, they will come to possess many magical items and benefit from the assistance of a varied assortment of magical spells of all sorts. So then, the barbarian of d20 fantasy is not anti-magic at all, at least if he intends to be a contender at high levels of play.

Magic Weapons

Beginning at mid levels of play, the barbarian would do very well to equip himself with the best magical weapons he can find, all the better to destroy his ever-more powerful foes.

Mid Level Play: At mid levels of play, the barbarian will gain access to many potent enhancements with which to crush his foes. The key to efficient selection of the barbarian's magic weapons is to maximise his strengths, more specifically, his capacity to deal truly outstanding amounts of damage, thanks to his rage and his superior attack bonus. In terms of special abilities for his weapon, the barbarian can do very well with any of the various elemental enhancements (flaming, frost, shocking, shocking burst, etc), as those add not only flat damage to every attack but multiply their effects on a critical hit; a barbarian who rolls well on a critical hit while equipped with a weapon of this sort will most likely kill all but the toughest opponents with a single

blow. To ensure that these critical hits occur more often, most barbarians should select the keen enhancement; since the traditional barbarian weapons have very high critical multipliers but very low critical threat ranges, this special ability will allow them to bring the full strength of their weapons to bear far more often. At mid levels, the barbarian can afford to forgo pure enhancement bonuses to hit and damage in favour of special abilities, since his rage enhanced Strength will push his attack bonus to very high levels. The exceptions to this rule are barbarians who make heavy use of Power Attack and Cleave. For these barbarians, enhancement bonuses to hit translate to damage bonuses, since they are freed up to dedicate more of their base attack bonus to Power Attack.

High Level Play: At higher levels of play, from around 11th level on, the barbarian will face opponents who have high levels of damage reduction which can only be overcome with exotic materials. There are two ways he can deal with this.

- + He can carry both weapons with high enchantment bonuses to hit and special properties like good, cold iron and silvered, counting on a variety of weapons to allow him to bypass damage reduction entirely. The disadvantage of this tactic is that the barbarian will not be able to take advantage of as many of the more powerful special abilities and will likely have to carry more than one magic weapon, each with a different assortment of special properties.
- + He can equip himself with the largest weapon he can find and load it down with damage multiplying effects, counting on Power Attack, his natural Strength and the special abilities of his weapons to deal so much damage that monsters are seriously injured despite their damage reduction. The downside to this approach is that the barbarian will be held hostage to critical hits and to high damage rolls; if he cannot get these, then he runs the danger of being completely ineffectual against especially dangerous opponents, which is when his allies need him most.

Neither option is necessarily better than the other, so the decision on which path to take comes down to play style and preference. In terms of special abilities, the barbarian should strongly consider the new ones presented in this sourcebook, since they are designed with his capabilities in mind. Otherwise, he should continue to accumulate damage enhancing abilities like flaming and anarchic.

At high levels, the speed ability becomes an outstanding choice, as it dramatically enhances his damage capacity, particularly when combined with Power Attack and similar feats. The best special ability of all, at least as far as the barbarian is concerned, is brilliant energy. Since it ignores armour and natural armour completely, it makes very high Power Attacks feasible and helps ensure that even the barbarian's last attack in a full-round attack action has a high percentage chance of striking its target. Conversely, the vorpal quality is a poor choice for the barbarian; most of his weapons have low critical multipliers, meaning it will come into play rarely, and since the barbarian already deals outrageous amounts of damage, he does not need the special ability's instant kill capabilities.

Magic Armour and Shields

The main hindrance the barbarian faces in choosing armour is the restriction to his fast movement. Fortunately, there are several special ability choices which will help him overcome this restriction.

Mid Level Play: At mid levels of play, the barbarian will want to invest in *mithril* armour as soon as possible, or as he approaches the end of mid level play, a suit of *celestial armour*. Alternately, he can choose the speed special ability, trading the use of his fast movement in non-combat situations for the ability to gain the protection of very heavy armour.

In terms of special abilities, the barbarian gains great benefit from choices like electrical resistance, since they complement his damage reduction well, allowing him to ignore damage from one of the few attacks that can really cripple him. Silent moves and chameleon are also excellent, particularly for those barbarians who are based around the concept of hunting, or who adventure in the wilderness frequently. Armour with fortification can be effective, particularly if the barbarian faces rogues often, but his uncanny dodge class feature will render this special ability a less than optimum choice.

High Level Play: At high levels of play, the barbarian should, regardless of the type of armour he wears, ensure that it always has the highest enhancement bonus to armour class possible. At this level, most barbarians should have the speed enhancement on their armour and should strongly consider either the massive enhancement, or the colossus special ability if they frequently combat creatures of Huge size or larger. At this point, fortification becomes a very valid choice, because the barbarian will

fight opponents whose critical attacks are capable of destroying him utterly in one or two attacks; he should not select 100% fortification, however, as the benefits will not outweigh the cost in terms of both price and loss of other special abilities.

Wondrous and Other Items

While the barbarian will rely on his weapons and armour more than he will wondrous items, he can still make very good use of them.

The barbarian's skill list is useful but lacks several key skills that can be very important in the wilderness, most notably Move Silently and Hide. For this reason, low-powered items like the *cloak of elvenkind* will prove their worth again and again. For the same reason, *rings of invisibility* are very effective, since the barbarian will remain invisible while stalking his prey.

For those barbarians who prefer to rely on their body's capabilities, rather than on weapons and armour, an *amulet of mighty fists* will prove essential, as will a *monk's belt*. An *amulet of natural armour* will allow the barbarian to retain his fast movement while offering him solid protection, while *boots of striding and springing* will effectively replace fast movement for those barbarians who wear heavy armour. At mid levels, *gauntlets of ogre power* and, at higher levels, a *belt of*



giant's strength will boost the barbarian's rage enhanced Strength to superhuman numbers, virtually assuring his supremacy in combat.

One of the best items for barbarians who rely on Power Attack and Cleave is the *horn of blasting* and *greater horn of blasting*. By opening combat with a sonic attack, the barbarian can close, use his full Power Attack against stunned foes and count on the hit points lost to sonic damage to make multiple Cleave attacks a strong possibility.

In order to protect himself from dangerous mind-affecting spells, the barbarian should do his best to acquire a *cloak of protection* or, failing that, a *periapt of wisdom*. If he has the resources, he might also wish to invest in a *ring of energy resistance*, as that will boost his defences against energy attacks which bypass his damage reduction.

Outside of combat, the barbarian is best served selecting items which enhance the theme of his character. *Figurines of wondrous power* are both entertaining items and useful as well, particularly those which can serve as mounts. For the same reason, both a *bag of tricks* and a *robe of useful items* (most likely stored in a bag pack) can prove useful, particularly if the barbarian typically finds himself adventuring far from civilisation.



Spells

The barbarian does not usually adventure in solitude and it is likely that at least one of his companions will have the capability to cast arcane or divine spells. Alternately, it may be that the barbarian himself can cast these spells. In either case, a barbarian who does not take advantage of the spell resources of his party is foolish indeed and doomed to mediocrity and likely death.

Mid Level Play: At mid levels, the barbarian will find that the various ability enhancing spells are his best resource. For the barbarian, spells like *bull's strength* and *bear's endurance* are gifts from the gods, since they push his already enhanced strengths to levels that only high challenge rating monsters can match. Likewise, when engaged in battle with spellcasters, the quick application of an *owl's wisdom* spell can be all that stands between a barbarian who kills his enemies and a barbarian who kills his friends. While these spells are more powerful than spells like *heroism*, the barbarian should not rely on them completely; the advantage of spells like *heroism* is that they boost all his saves and all his skill checks, in effect trading focused power for flexibility. *Haste* is another spell of particular value for the barbarian for obvious reasons, but forgoing the use of it in favour of an ally casting *slow* on a strong enemy will be even better, since the barbarian will be almost guaranteed to win any battle of attrition against a foe who can only attack him once.

High Level Play: When the barbarian and his spellcasting allies reach high levels, they can combine their abilities in several, very effective and lethal ways. First of all, Enlarged versions of *bull's strength* and other ability score enhancing spells should be mandatory in any major battle, as the benefits are too great to ignore. These spells, along with *greater heroism* and the mid level spells listed above, will be the best choices for enhancing the barbarian directly.

At higher levels, the spells which the barbarian will benefit the most from are those which weaken his enemies. Spells like *harm* can reduce high hit point levels to easy targets and, more importantly, make them the perfect springboard for Cleave attempts. *Waves of exhaustion*, likewise, negates the ability of enemies to fight back and allows the barbarian to chop them to pieces with relative impunity. High level spells that deal direct damage are very potent as well and play to the barbarian's strengths. By holding his position for a round and allowing his wizard ally to use *chain lightning* or *meteor storm*, the barbarian can move in and finish off his opponents with a blitzkrieg of melee attacks, or destroy them at range with a greatbow. One of the most useful spells for the high level barbarian is *anti-magic field*, since the barbarian's rage is an extraordinary

ability, rather than a supernatural one, he will be able to kill supernatural opponents while they are helpless to use their magic abilities to protect themselves.

Dangerous Spells: The barbarian, at any level of play, faces his most significant danger from two types of spells, those that reduce his physical ability scores and mind-affecting spells in general.

The danger of spells like *poison* is that they completely negate the benefits of the barbarian's most important class ability, his rage. A barbarian who does not gain positive benefits from rage is a barbarian who is less effective in combat than the average fighter. In a campaign run by a savvy Games Master, the barbarian will find himself facing more and more of these spells as he increases in level, meaning he had best take steps to counteract them. Since most such spells target his Fortitude save, the easiest way to combat them is to enter a rage immediately, since the boost to his Constitution score will give him a critical advantage when the time comes to attempt a saving throw.

Mind-affecting spells are a more problematic issue for the barbarian, even at high levels, when he gains a +4 bonus to Will saves while raging. The problem is two-fold. First, regardless of his boost to Will saves, the barbarian's base save will still be less than optimal, particularly since he is unlikely to have a high Wisdom bonus. Second, in most roleplaying groups, there is a tendency for both Players and Games Masters to boost the power of their spellcaster's Will targeting spells, specifically because they are known 'warrior killers'.

There is no solution to the Will save problem that is guaranteed to work, so the barbarian, and those that play them, must be prepared to accept that they will succumb to mind-affecting spells on occasion. In order to limit the harm of such occurrences, the barbarian must work in concert with his allied spellcasters, ensuring that they have multiple castings of the *dispel magic* or *break enchantment* spells prepared.

NEW BARBARIAN MAGICAL ITEMS

Barbarians take great pride in the magical items they create or win through combat, or find through the fearless exploration of time lost ruins. In addition to the many magical items which can be found in *Core Rulebook II*, barbarian cultures have developed a number of more unique enchantments and items. Some of these items can be found below.

New Armour Properties

Barbarian shamans enjoy creating armours with special abilities, particularly those which allow the wearer to emulate the great beasts which populate the wilderness.

Chameleon: Armour with this special ability absorbs and reflects the colours of the surrounding terrain, granting a +10 competence bonus to all Hide skill checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armour, *hide from animals*; Price +15,000 gold pieces.

Chameleon, Greater: Armour with this special ability absorbs and reflects the colours of the surrounding terrain, granting a +15 competence bonus to all Hide skill checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armour, *hide from animals*; Price +37,500 gold pieces.

Colossus: A character wearing armour with this special ability is considered to be Huge size for the purposes of opposed grappling checks, resisting trip or bull rush attempt and all other, similar purposes. This special ability can only be applied to heavy armour.

Strong transmutation; CL 12th; Craft Magic Arms and Armour, *enlarge, bull's strength*; Price +3 bonus.

Marathon: Armour with this special ability ignores negative terrain modifiers to movement, meaning a barbarian in a suit of *marathon* armour can move normally over even the worst terrain.

Moderate transmutation; CL 9th; Craft Magic Arms and Armour, *longstrider*; Price +1 bonus.

Massive: A character wearing armour with this special ability is considered to be Large size for the purposes of opposed grappling checks, resisting trip and bull rush attempt and all other, similar purposes. This special ability can only be applied to medium or heavy armour.

Moderate transmutation; CL 9th; Craft Magic Arms and Armour, *enlarge, bull's strength*; Price +1 bonus.

Raging: A suit of armour with this special ability sustains its wearer's fury, extending his rage by a number of rounds equal to the armour's enhancement bonus to armour class. Effective enhancement bonuses from special abilities, including *raging*, are not considered for the purposes of determining extra rounds of rage.

Moderate transmutation; CL 9th; Craft Magic Arms and Armour, *enrage, bear's endurance*; Price +2 bonus.



Speed: A suit of armour with this special ability has an effective weight of zero pounds and is considered light armour but only while the being who wears it is in a rage state. At all other times, it has its normal weight and armour type. This means that, while raging, a barbarian wearing a suit of plate mail with this special ability can use his fast movement class ability.

Moderate transmutation; CL 9th; Craft Magic Arms and Armour, *levitate*; Price +2 bonus.

Specific Armours

The following suits of armour are usually preconstructed with exactly the properties described here.

Ape Armour: The pristinely crafted suit of +1 *massive padded armour* is covered with bristly ape hairs, making it very hot to wear during the summer months. It grants the wearer a +5 competence bonus to all Climb and Jump skill checks and allows him, once per day as a free action, to gain the benefits of the *spider climb* spell.

Moderate transmutation; CL 12th; Craft Magic Arms and Armour, *jump*, *spider climb*; Price 23,000 gold pieces.

Armour of the Stallion: This beautifully crafter suit of +1 *marathon leather armour* is made from the cured hide of a wild stallion and is sleek and brilliant to look upon. As a free action the wearer can activate the armour gaining the ability to move with an incredible burst of speed, as though by the *expeditious retreat* spell, for a total of 10 rounds each day. These rounds need not be consecutive.

Moderate transmutation; CL 12th; Craft Magic Arms and Armour, *expeditious retreat*, *longstrider*; Price 25,000 gold pieces.

Cataclysm: This crude looking monstrosity of black iron is a fully seven foot tall suit of +3 *colossus full plate of speed*, its joints and plates reinforced by brass rivets the size of a baby's fist. So heavy that only a being with a Strength of 20 or greater can move while wearing it, *Cataclysm* shakes the ground with every step the wearer takes. Once a day, as a move action, the wearer can stomp his foot, forcing all beings, save the wearer, within a 20-foot radius to succeed at a Reflex save (DC 19) or fall prone. Beings of less than 20 Strength who don *Cataclysm* have their speed reduced to zero feet a round.

Strong transmutation; CL 18th; Craft Magic Arms and Armour, *enlarge*, *bull's strength*, *earthquake*; Price 150,000 gold pieces.

New Weapon Properties

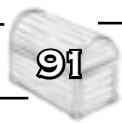
Barbarian warriors consider it a point of pride to carry a weapon with one of the special abilities listed below and more than one genocidal tribal war has started over possession of such a powerful tool.

Barren: The barren special ability can be placed on any melee or ranged weapon. When a weapon with this enhancement strikes a being capable of casting spells, the victim must succeed at a Will save against a DC equal to $10 + \frac{1}{2}$ the damage dealt, or randomly lose one spell of a level equal to or less than the total effective enhancement bonus of the weapon, not counting the barren special ability. If applied to a bow, the weapon transfers the barren property to the arrows it fires.

Moderate abjuration; CL 9th; Craft Magic Arms and Armour, *dispel magic*; Price +2 bonus.

Devastating: A weapon with this special ability has its critical multiplier increased by one step, from x2 to x3, for example. The benefits of a weapon with the *devastating* special ability only apply while the weapon is wielded by a being under the effects of rage. This special





ability can be placed on any melee or ranged weapon. If applied to a bow, the weapon transfers the devastating property to the arrows it fires.

Moderate evocation; CL 9th; Craft Magic Arms and Armour, *enrage*, *bull's strength*; Price +1 bonus.

Furious: A weapon with this special ability can transfer some or all of its magical bonuses to hit to bonuses to damage. It can only transfer actual enhancement bonuses to hit in this fashion, not effective enhancement bonuses from special abilities. So, for example, a barbarian wielding a +4 *furious battleaxe* could subtract two points from the weapon's bonus to attack rolls and add it to the damage he deals with a successful hit. This enhancement can only be applied to melee weapons. If this enhancement is applied to a two handed melee weapon, then the bonus to damage is not doubled, as it would be with Power Attack. Extra damage gained by transferring hit bonuses is also not multiplied by critical hits.

Moderate transmutation; CL 10th; Craft Magic Arms and Armour, *bull's strength*, *true strike*; Price +1 bonus.

Howling: When held by a being under the effects of rage, a howling weapon begins to vibrate and shake, then screams out a continuous, primal war cry like the roar of a lion. For the duration of the wielder's rage, the weapon transfers all damage from its attacks, including damage bonuses from Strength and Power Attack but not damage from special abilities like flaming, to sonic damage. This means that while the damage from the weapon can be reduced by energy resistance (sonic), it bypasses damage reduction entirely. A howling weapon does not work in areas of magical silence. The howling special ability can only be applied to melee weapons.

Strong evocation; CL 15th; Craft Magic Arms and Armour, *shout*; Price +3 bonus.

Shockwave: A weapon with the shockwave special ability strikes with the force of an earthquake. A victim struck by a successful critical hit from this weapon is subject to an immediate trip attempt, with a bonus equal to the enhancement bonus of the weapon. There is no return trip attempt should the *shockwave* weapon's wielder fail to trip his opponent. The shockwave special ability can only be applied to melee weapons that deal bludgeoning damage.

Moderate evocation; CL 10th; Craft Magic Arms and Armour, *gust of wind*, *bull's strength*; Price +1 bonus.

Shredding: A weapon with this special ability shatters into splinters on a successful critical hit, shredding the flesh of its victim, then reforms instantly. An opponent

damaged by a shredding weapon in this fashion is wracked with agony and must succeed at a Fortitude save against a DC equal to 10 + ½ the damage dealt or be stunned for one round. This enhancement can only be applied to melee weapons.

Moderate evocation; CL 10th; Craft Magic Arms and Armour, *shatter*; Price +2 bonus.

Thirsty: A weapon with this enhancement thirsts for the blood of the living and once it has tasted it, must have more. For the duration of the round immediately following a successful critical hit, a thirsty weapon gains a +2 bonus to hit but only if used to attack the being who was struck by the critical hit. The thirsty special ability can be placed on any melee or ranged weapon. If applied to a bow, the weapon transfers the thirsty property to the arrows it fires.

Moderate necromancy; CL 10th; Craft Magic Arms and Armour, *vampiric touch*; Price +1 bonus.

Specific Weapons

The following weapons are almost always preconstructed with all the properties listed below.

Bow of the Mighty Hunter: This +1 *keen*, *thirsty greatbow* is carved of a single length of polished mahogany wood and decorated with small, perfectly rendered images of scores of animals. Once a day, the wielder of the *bow of the mighty hunter* can empower any one arrow with the power to *hold animal* as the druid spell. In order for the power to take effect, the empowered arrow must strike its target.

Moderate enchantment; CL 12th; Craft Magic Arms and Armour, *hold animal*, *keen edge*, *vampiric touch*; Price 43,000 gold pieces.

Gravedancer: This pitch black elephant axe functions as a +2 *cold iron elephant axe* at all times. When its wielder enters an enraged state, a void of black energy, like a starless night, flares up around *Gravedancer*. Until the wielder's rage state ends, the weapon becomes a +5 *silver and cold iron*, *furious elephant axe*, which provides its wielder with a continuous *protection from law* effect, as per the spell cast by a sorcerer of the wielder's barbarian class levels.

Strong transmutation; CL 18th; Craft Magic Arms and Armour, *bull's strength*, *true strike*, *protection from law*, creator must be chaotic; Price 110,000 gold pieces.

Wavebreaker: This +3 *devastating whale harpoon of distance and returning* is made of a single length of



whale bone, its tip protected by mithril engraved with sacred symbols of the totem spirit animal Whale. While held in hand, the wielder is rendered immune to all forms of fear and gains immunity to drowning.

Strong transmutation; CL 15th; Craft Magic Arms and Armour, *enrage*, *bull's strength*, *clairaudience*/*clairvoyance*, *telekinesis*; Price 78,000 gold pieces.

Wondrous Barbarian Items

In addition to the many magical weapons and armours they create, barbarian shamans and wizards are also skilled crafters of wondrous items. They favour items which provide their wielders with significant advantage in wilderness areas, as they consider other items to be somewhat frivolous.

Dog Sled of Many Journeys: This dog sled is well crafted, its protective shell made from seal skin which has been carefully treated by both magical and non-magical means. It is protected by icons of the totem spirit animals Dog and Seal and when it is gliding across the snow, it exudes a faint scent of the sea and of seal blubber. Dogs which are hitched to the *dog sled of many journeys* gain a +4 sacred bonus to all endurance checks made to resist the effects of fatigue and weather conditions. In addition, once a day, for a total of 10 rounds, the *dog sled* and its team can cross bodies of water as though under the effects of a *water walk* spell.

Moderate transmutation; CL 7th; Craft Wondrous Item, *bear's endurance*, *water walk*; Price 7,500 gold pieces.

Hunting Horn of the Flawless Hunt: This mighty *hunting horn* is carved from a single piece of hollowed bull's horn reinforced by bands of gold and ivory wrapped around both ends. In order to use this item, the wielder must concentrate for one full round and then speak aloud the name of a game animal he wishes to affect. When the *horn* is next blown, it sends out a siren's call which forces an animal of the named type within range of the call to succeed at a Will save against DC 17 or be forced to travel at its fastest pace to the location of the horn. For one hour after the horn is blown, the blower is hidden as by the spell *hide from animals* but only from the named animal type. The horn has a radius of effect of five miles.

Moderate enchantment; CL 8th; Craft Wondrous Item, *charm animal*, *hide from animals*; Price 3,500 gold pieces.

Totem Pole, Guardian: A *guardian totem pole* is a very powerful and sacred magical item which is used to protect villages from any who would seek to destroy them. Standing fully 20 feet tall, the *guardian totem pole*

is carved into the stylised likeness of any five animals which are sacred to the tribe which possesses it. Once a day, the village chief, or an elder of the tribe, can use the *guardian totem pole* to summon an animal to the village's defence, as per the spell *summon nature's ally V*. Only an animal can be summoned in this fashion but in addition to its normal abilities, the animal also gains the celestial template and is considered *awakened*, as per the spell. Neither the celestial template nor the benefits of being *awakened* are considered when *summoning* the sacred animal. The animal fights in defence of the village but cannot move more than one mile away from the *guardian totem pole*. The sacred animals carved onto the *guardian totem pole* do not determine which animals can be summoned using its powers.

Strong Conjunction; CL 15th; Craft Wondrous Item, *awaken*, *summon nature's ally V*; Price 33,000 gold pieces.

Peace Pipe of Welcoming: A *peace pipe of welcoming* is a potent and sacred magic item which is treasured by any tribe which possesses one. When the pipe is filled with smokeweed and lit, it radiates a *calm emotions* effect (DC 12) in a 20-foot radius. In addition, all who smoke the pipe gain the benefits of the *detect thoughts* spell, making it a very useful item for fostering honest negotiations. The effects of the *peace pipe of welcoming* last as long as the smokeweed burns (roughly an hour) and one hour beyond that.

Faint divination; CL 7th; Craft Wondrous Item, *calm emotions*, *detect thoughts*; Price 1,500 gold pieces.

Sash of Sworn Honour: An item sacred to the dog warrior, the *sash of sworn honour* is a sash made of braided hound's hair and decorated with totem images stitched in wolf's fur. When planted in the ground by an arrow, in the dog warrior tradition, the *sash* protects the dog warrior who wears it as by the *protection from arrows* spell. In addition, once a day, as a free action when the sash is planted, the wearer can *summon* a dire wolf to fight at his side, as by the *summon nature's ally III* spell.

Moderate conjunction; CL 10th; Craft Wondrous Item, *protection from arrow*, *summon nature's ally III*; Price 8,500 gold pieces.

THE UNFETTERED Spirit

The magic of barbarian tribes is not like the magic of other peoples. It is primal, instinctual and focused around the cultivation of the spirit and the assumption of animal characteristics. Though many would label barbarian magic as primitive, this is far from the truth. Barbarian shamans, wizards and miracle workers of all sorts are just not interested in arcane formula, nor do they believe in codifying their spells and their miracles in tomes, scrolls or prayer books. Instead, they view magic as a personal thing, a gift from the ancestors, from the totem spirits or from the gods, to be cherished and shared without jealousy with all members of the tribe.

This chapter introduces new magics that are unique to the barbarian peoples. These are not spells, or new magic items for the barbarian's use, as those can be found in another chapter. Instead, this chapter is concerned with spiritual and mystical elements of barbarian culture, which are expressed in the d20 system with unique, new mechanical effects.

This chapter is divided into two sections. In the first and largest, you will be presented with a collection of new, mystical rage abilities which can be selected in lieu of the barbarian class' normal rage. These new rages will give you the ability to customise the barbarians of your campaign, so that each is able to express his unfettered primal might in a way which most befits his character. In the second section of this chapter, you will be given rules for totem animals, ancient spirits who embody the nature of the animal they represent. Barbarians can swear themselves to totem spirits, gaining minor benefits while doing so.

All the new magical elements presented in this chapter are intended for use by barbarians only. Other characters should only gain access to these abilities with the express permission of the Games Master and, even then, only under highly unusual circumstances. In general, members of the ranger class are the ones most likely to benefit from these abilities but even they can only do so at the Games Master's discretion.

ALTERNATIVE BARBARIAN RAGES

The defining characteristic of the barbarian is his primal fury, his barely controlled, predatory animal side which he can unleash to bring ruin and death upon his enemies. So while it is true that all barbarians rage, it is not true to say that all barbarians rage in the same way. Just as the wolf of the northern tundra is cousin to the sleek, red wolf who stalks the scrub plains, so too is the barbarian of the jungle similar to, but different from, the nomad of the eastern steppes.

The alternative rages presented in this section are intended to model the different sorts of rages that barbarians from different areas might possess. In addition, there are alternative rages which are appropriate for barbarians of any area, which represent the ways in which different barbarians express their desires and their instinct through their burning fury.

Elemental Rages, Environmental Rages and Spiritual Rages

The many alternative rages presented in this chapter are broken down into three broad groups, each of which represents a specific type of alternative rage.

- ✦ Elemental rages represent the most primal of instincts and are for those barbarians who have immersed themselves in the living spirit of nature. They are, regardless of type, suitable for barbarians from any culture or location.
- ✦ Environmental rages are specific to terrain types and can only be selected by barbarians who originally hail from those terrains. They represent the specific survival instincts that barbarians of that area might develop to combat the dangers inherent in that terrain.
- ✦ Spiritual rages are appropriate for any barbarian and represent alternative ways in which the barbarian might focus his primal fury. This is a catchall category.



Selecting an Alternative Rage

Alternate rages are normally taken in lieu of the barbarian's normal rage, instead of as a supplement to it. In order to select an alternative rage, the barbarian must meet all the following requirements.

- ✦ He must have selected barbarian as his first class level.
- ✦ He must meet the minimum ability score requirement, if any.
- ✦ If selecting an environmental rage, then he must have originally come from the appropriate terrain.

If he meets all these requirements, then he can select an alternative rage. An alternative rage can only be selected at two different points in the barbarian's adventuring career, at 1st level or at 11th level. If the barbarian selects an alternative rage at 1st level, then he gains the base alternative rage benefits, which improve to the greater alternative rage benefits and then finally to the alternative mighty rage benefits when he reaches 20th level as a barbarian.

If he instead selects an alternative rage when he reaches 11th level, then he has two choices. He can either gain the greater alternative rage ability and replace his existing standard rage with the appropriate base alternative rage, or he can keep his standard rage and gain the benefits of a base alternative rage in addition. Should he choose this latter route, then each time he rages he can choose to either gain the benefits of his standard rage or his alternative rage.

A character who began the game at 1st level with an alternative rage can, upon reaching 11th level as a barbarian, exchange that environmental rage for either the standard rage and greater rage, or for the base alternative and greater rage abilities of a spiritual or elemental rage. At no time can a barbarian have two different alternative rages, nor can he divest himself of an elemental or spiritual rage that he selected at 1st level.

Mechanics of Alternative Rages

No matter their type, all alternative rages follow the same basic rules used for the standard rage, though in some cases some or all of the benefits and penalties a barbarian gains for entering a rage are dramatically changed. In general:

- ✦ The rules regarding what skills can and cannot be used while raging are unchanged, as are the mechanics for entering and leaving a rage.
- ✦ The barbarian using an alternative rage suffers the same fatigue penalties for ending a rage as he would when using a standard rage and gains the tireless rage ability.



- ✦ The barbarian gains the tireless rage ability as normal when reaching 17th level as a barbarian but may receive an alternative ability, rather than indomitable will when he reaches 14th level. This alternative ability is listed with the appropriate alternative rage.
- ✦ Some alternative rages do not increase the barbarian's Constitution score. To determine the length of an alternative rage of this sort, add the barbarian's Constitution bonus to four rounds at 1st through 10th level, then increase it to his Constitution bonus + five rounds at 11th level when he receives greater rage and finally, to his Constitution modifier + six rounds if and when he receives the mighty rage class ability.

Keep in mind that the rages presented below are intended to be balanced against the power of a standard barbarian rage. So while certain rages may give the barbarian who selects them the ability to deal more base damage, this will be balanced against the fact that the loss of modifiers to Strength and Constitution reduces the barbarian's attack bonus and hit point totals.

ENVIRONMENTAL RAGES

The following alternative rages are intended for use by barbarians who hail from the appropriate terrain.

Aquatic

Barbarians who live on or near the sea, swim with the grace of the dolphin and fight with the ferocity of the shark.

Rage: The character temporarily gains a +4 bonus to Constitution and a +2 competence bonus to Reflex saves made while underwater. In addition, he gains a +4 bonus to Constitution checks to avoid drowning and can swim at his fast movement rate without need of making a Swim skill check.

Greater Rage: The barbarian's Constitution bonus increases to +6 and his Reflex save bonus increases to +3. In addition, he is now immune to drowning while raging.

Dolphin's Grace: At 14th level, the barbarian's Reflex save increases to +4.

Mighty Rage: The barbarian's Constitution bonus increases to +8 and his fast movement ability increases to 20 feet. As before, this bonus applies only to the barbarian's swimming movement rate.

Arctic

Barbarians who live in the cold wastelands have spirits that are hard and resilient as ice.

Rage: The character temporarily gains a +4 bonus to Constitution and an additional +2 bonus to Fortitude and Reflex saves against spells, spell-like effects, supernatural abilities and environmental effects which deal cold-based damage. In addition, while raging in an arctic environment he ignores all terrain penalties to movement.

Greater Rage: The barbarian's Constitution bonus increases to +6 and his Fortitude and Reflex save bonuses against cold effects increase to +3.

Glacial Soul: At 14th level, the barbarian's Fortitude and Reflex save bonuses against cold effects increase to +4. In addition, he gains energy resistance (cold) equal to ½ his class level.

Mighty Rage: The barbarian's Constitution bonus increases to +8 and he gains energy resistance (cold) equal to his class level.

Desert

The barbarians of the endless, arid wastes are well used to the searing desert heat and sure-footed even on quicksand.

Rage: The character temporarily gains a +4 bonus to Constitution and a further +2 bonus to all Fortitude and Reflex saves against spells, spell-like effects, supernatural abilities and environmental effects which deal heat or fire-based damage. In addition, while raging in a desert environment he ignores all terrain penalties to movement.

Greater Rage: The barbarian's Constitution bonus increases to +6 and his Fortitude and Reflex save bonuses against heat and fire effects increase to +3.

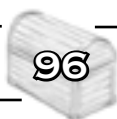
Spirit of the Djinni: At 14th level, the barbarian's Fortitude and Reflex save bonuses against heat and fire effects increases to +4. In addition, he gains energy resistance (fire) equal to ½ his class level.

Mighty Rage: The barbarian's Constitution bonus increases to +8 and he gains energy resistance (fire) equal to his class level.

Jungle and Swamp

The barbarians of the swamp and jungle face treacherous terrain and the most virulently poisonous animals on the planet. As a result, they are sure-footed even in the worst conditions and hardy enough to resist venoms and toxins of all sorts.





Rage: The character temporarily gains a +4 bonus to Constitution and a further +2 bonus to all Fortitude saves against poisons and diseases, whether magical or natural in origin. In addition, while he is raging the barbarian ignores all terrain penalties to movement, so long as he is in a jungle or swamp.

Greater Rage: The barbarian's Constitution bonus increases to +6 and he gains absolute immunity to magical and natural poisons and diseases while raging.

Swamp Skimmer: At 14th level, the barbarian gains the ability to, while raging, move across the surface of standing bodies of water at his normal movement rate. If the body of water is stagnant, or is sufficiently choked with debris, then he can stand on it without sinking. The barbarian can only use this ability in swamps and jungle environments.

Mighty Rage: The barbarian's Constitution bonus increases to +8 and his body becomes so resilient that his immune to magical or non-magical effects which damage his Strength, Constitution or Dexterity. This immunity applies only while the barbarian is raging.

Underground

The barbarians who stalk the vast subterranean catacombs are well accustomed to fighting in the pitch black of a land which has never known the light of the sun.

Rage: The character temporarily gains a +4 bonus to Constitution and gains darkvision to a range of 60 feet. If he already possesses darkvision, then the range of his darkvision is increased by 60 feet. These benefits apply only while the barbarian is raging.

Greater Rage: The barbarian's Constitution bonus increases to +6 and he now gains the benefits of the Blind Fight feat while raging. If he already has this feat, then he ignores all concealment modifiers while raging.

Ghost Sight: At 14th level, the barbarian gains the ability to *see invisibility*, as the spell, while he is raging.

Mighty Rage: The barbarian's Constitution bonus increases to +8 and he now ignores all movement penalties for fighting in darkness but only while in an underground environment.

ELEMENTAL RAGES

The following alternative rages represent a spiritual connection to the elements which make up mortal reality.

The Storm

The barbarian's soul rages with the fury of the thundercloud and the lightning bolt.

Rage: The barbarian gains a +4 bonus to his Dexterity score and deals 1d4 points of electrical damage with every successful melee attack. In addition, he gains energy resistance (electrical) equal to his newly modified Dexterity score.

Greater Rage: The barbarian's Dexterity bonus increases to +6, he deals 1d6 points of electrical damage with every successful melee attack and he gains energy resistance (electrical) equal to ½ his class level.

Lord of Lighting: At 14th level, the barbarian gains energy resistance (electrical) equal to his class level.

Mighty Rage: The barbarian's Dexterity bonus increases to +8 and he deals 1d8 points of electrical damage with a successful melee attack.

The Inferno

The barbarian's heart is a burning ember and his rage a firestorm.

Rage: The barbarian gains a +4 bonus to his Constitution score and deals 1d4 points of fire damage with every successful melee attack. In addition, he gains energy resistance (fire) equal to his newly modified Constitution score.

Greater Rage: The barbarian's Constitution bonus increases to +6, he deals 1d6 points of fire damage with every successful melee attack and he gains energy resistance (fire) equal to ½ his class level.

Spirit Inferno: At 14th level, the barbarian gains energy resistance (fire) equal to his class level.

Mighty Rage: The barbarian's Constitution bonus increases to +8 and he deals 1d8 points of fire damage with a successful melee attack.

Winter's Heart

The barbarian is a lord of winter, his blood frigid water.

Rage: The barbarian gains a +4 bonus to his Constitution score and, in addition, gains a +2 natural armour bonus as his body is coated in a thin sheet of ice. He loses the use of his fast movement while raging but gains energy resistance (cold) equal to his newly modified Constitution score.

Greater Rage: The barbarian's Constitution bonus increases to +6 and his natural armour bonus increases to +3.

Frigid Juggernaut: At 14th level, the barbarian's natural armour bonus increases to +4 and he no longer loses the use of his fast movement ability while raging.

Mighty Rage: The barbarian's Constitution bonus increases to +8 and he now gains energy resistance (cold) equal to ½ his class level.

Corrosive Rage

The barbarian is a living engine of destruction and his flesh burns with the power of entropy.

Rage: The barbarian gains a +4 bonus to his Strength score and deals 1d4 points of acid damage with every successful melee attack. In addition, he gains energy resistance (acid) equal to ½ his class level. He suffers a -2 penalty to his Fortitude saves while raging.

Greater Rage: The barbarian's Strength bonus increases to +6 and he now deals 1d6 points of acid damage with every successful melee attack.

Entropy's Kiss: At 14th level, the barbarian gains energy resistance (acid) equal to his class level and he suffers only a -1 penalty to Fortitude saves.

Mighty Rage: The barbarian's Strength bonus increases to +8 and he deals 1d8 points of acid damage with a successful melee attack.

SPIRITUAL RAGES

The following rages represent primal fury and a connection to a spiritual essence that is different but no less powerful than the standard barbarian rage.

Beast Fury

The barbarian is kin to the beast. In his fury, he sheds his human skin and becomes the beast.

Rage: The barbarian gains a +4 bonus to his Constitution score and deals 1d6 points of slashing damage with an unarmed attack. In addition, he gains a +2 bonus to Reflex saves while raging. While raging, he does not suffer attacks of opportunity when making unarmed attacks.

Greater Rage: The barbarian's Constitution bonus increases to +6 and he gains the scent ability while raging.

Beast King: At 14th level, the barbarian deals 1d8 points of slashing damage with an unarmed attack. In addition, his bonus to Reflex saves increases to +3.

Mighty Rage: The barbarian's Constitution bonus increases to +8 and deals 1d10 points of slashing damage with an unarmed attack.

Deathbringer

The barbarian who channels the Deathbringer is an exceptional killer, a warrior whose blade perpetually hungers for blood.

Rage: The barbarian gains a +4 bonus to his Strength score and the critical threat range of his weapon



increases by one. This is considered a natural part of the weapon's threat range, meaning it is multiplied by the Improved Critical feat and other, similar feats and spells which double a weapon's threat range. While raging, the barbarian suffers a -2 penalty to his armour class.

Greater Rage: The barbarian's Strength bonus increases to +6 and the critical multiplier of his weapon increases by one step, from x4 to x5, for example.

No Bonus: At 14th level, the barbarian gains no class ability.

Mighty Rage: The barbarian's Strength bonus increases to +8 and the critical threat range of his weapon increases by another point, increasing the total threat range by two.

TOTEM SPIRITS

The barbarian lives in a world soaked with magic. Every living thing, every blade of grass, every insect, every dog and horse and bear, is possessed of a living spirit. These spirits walk beside the barbarian as he hunts, they swim besides him in the river and they soar above him as the elders sing the weave of history. The greatest of these are the totem animals, mighty spirits with the power of the gods, who cloak themselves in the forms of beasts and embody all the traits, both noble and base, of the mortal races.

Many barbarian tribes revere totem spirits, offer them sacrifices and carve their likeness in stone and in wood. In turn, the totem spirit animals watch over the barbarian tribes, protect them and guide them in times of peace and in times of war.

The new rules in this section introduce you to the concept of totem animals and allow you to design totem spirits which the barbarian of your campaign world will honour and revere. In exchange for their worship, the barbarians will gain the support of these totem spirits and will gain minor, temporary bonuses to their skills and attributes. This section also provides rules for the benefits entire barbarian tribes gain for selecting a totem spirit as their sacred patron, opening up new vistas of roleplaying opportunity.

Totem Spirit Animals

Totem spirit animals are semi-divine beings with roughly the power of a demon king, or devil prince. Each takes the form of an animal, or, more appropriately, every mortal animal has taken on the shape of one of the totem spirits. Each totem spirit embodies one or more of the traits which all humanity possesses; Coyote, for example,

is a trickster spirit who embodies cunning and foolishness in equal measure, while Raven likewise embodies cunning but also symbolises knowledge and the eternal pursuit of it.

Though totem spirit animals are not as powerful as true gods, they are so attuned to the natural world that they can draw upon its strength. As a result, totem spirit animals are capable of providing spells to paladins and clerics and can also gift those who revere them with minor, magical boons.

There is a spirit animal counterpart to every animal which swims, crawls, runs or flies on the mortal plane, far too many to be listed here. As a result, this sourcebook restricts itself to presenting the most common traits totem spirit animals are thought to embody, or those which are most appropriate for use in a typical fantasy campaign.

Worshipping a Totem Spirit Animal

A barbarian, or an entire barbarian tribe, can gain several minor benefits from taking on a totem spirit animal patron. To gain access to these benefits, the barbarian or barbarian tribe must offer appropriate sacrifice to the totem animal when taking it as a patron.

An individual barbarian gains a totem spirit animal patron via the following steps.

- + The barbarian must spend a minimum of one week's time in solitary contemplation, in a location where earthly representations (meaning normal animals) of the spirit animal are known to dwell. During this time, the barbarian must endeavour to emulate the spirit animal in all respects, by eating grass and berries to emulate Elk, for example, or by plunging into the river and swimming against the current each day to honour Salmon.
- + The barbarian must make a one-time expenditure of 500 experience points.
- + The barbarian must, at all times, prominently display imagery of his totem animal, both on his person and on his possessions. Totem poles, tattoos, devices on shields and helmets, all these are examples of proper iconography.
- + On the last day of each month, the barbarian must reaffirm his devotion to his patron, by offering up a sacrifice of food appropriate to the nature of the patron. The barbarian must hunt or gather this food



himself and the ceremony necessary to honour the totem spirit animal patron requires a full day.

If the barbarian successfully completes all these steps, then he gains the totem spirit animal as a patron and also gains the benefits of the minor boon its trait (see below) provides.

If the barbarian fails to display his totem patron's imagery, or if the barbarian fails to reaffirm his devotion to his patron, then he loses the minor boon his patron provides for a month, until he reaffirms his devotion on the last day of the next month. While denied the patronage of his totem spirit, the barbarian also cannot gain the benefits of a sacrificial boon from his estranged patron.

In addition to the minor, permanent benefits a barbarian receives when taking on a totem spirit patron, he can also offer sacrifices to his totem animal in order to gain temporary access to other benefits. In order to gain the powers of the totem's sacrificial boon, the barbarian must complete the following steps.

- ✦ He must spend eight hours in contemplation and worship of his spirit animal. He need not do this in an area where the spirit animal's earthly counterparts are known to dwell.
- ✦ He must offer a sacrifice to the spirit animal, in the form of food considered sacred to the animal.
- ✦ He must expend 25 experience points.

If a barbarian completes the above steps, then he gains the benefits of the totem spirit animal's sacrificial boon for one full day, beginning at sunrise on the following day and ending at sunrise the day after that. In addition, the barbarian who offers the appropriate sacrifice also gains the ability to cast a single divine spell, as a cleric of his barbarian class levels, though he needs no material

components or focus to do so. The barbarian can cast this one spell at any point during the next day but if it has not been cast by that time, it fades away and he cannot make use of it.

A barbarian tribe can also gain the patronage of a spirit animal totem. For the most part, the patronage of a spirit animal totem is a background element of a campaign and it will be assumed that most villages that enjoy such patronage will have long since made the sacrifices necessary to gain it. Should a Player wish for his barbarian to found his own tribe, or should that barbarian become the chief of a tribe which does not already have a totem patron, then one can be gained via the following.

- ✦ The chieftain of the tribe and his council of elders must spend a minimum of one week's time in solitary contemplation, in a location where earthly representations (meaning normal animals) of the spirit animal are known to dwell. During this time, the chief and his elders must endeavour to emulate the spirit animal in all respects, as described above.
- ✦ The chieftain and his elders must make a one time sacrifice of 5,000 experience points. The cost in experience can be paid by any one member of the elders or by the chief himself, or can be split amongst them in any fashion.
- ✦ The barbarian tribe must, at all times, prominently display imagery of its totem animal, in the form of totem poles and icons carved onto all major dwelling in the tribe's village or city. In addition, they must maintain a permanent shrine to the totem spirit animal.
- ✦ On the last day of each month, the barbarian tribe must reaffirm its devotion to its patron, by offering up a sacrifice of food appropriate to the nature of the patron. The sacrificial ceremony takes a full day.

Clashing Cultures, Clashing Concepts

Many cultures believe in totem spirit animals, or possess a belief similar enough in concept to fall under the scope of these rules. However, many of these diverse cultures assign wildly different traits to the same animal or, having never seen the earthly embodiment of the animal in question, have no concept of its existence. It is unlikely, for example, that a tribe modelled after the Mongols would believe that Buffalo would be the embodiment of stubbornness, since they would have no idea that such a thing as a 'buffalo' exists.

For this reason, you should feel free to alter the sample totem spirit animals introduced in this chapter to better fit the nature and cultures of your campaign world. You are even encouraged to present two or more cultures who worship the same spirit animal but who believe it to embody wildly different traits. For example, your campaign world might be home to two barbarian cultures who both revere Spider, with one culture believing her to embody murder, rage and eternal hunger and the other believing her to embody motherhood, thanks to her ability to birth thousands of young at a time. In terms of the rules in this chapter, both views are correct.



If all these steps are followed correctly, then the tribe gains its totem patron and all members of the tribe gain the benefits of the animal's tribal boon but only while they remain within the borders of the tribe's lands. In addition, the chief gains the spell or special ability listed with that tribal boon and may use it once per month. If the chief gains access to a spell, then he casts it as a 20th level cleric but need not provide any material components for the casting. In some cases, a tribal champion or counsellor can use the ability in the chief's stead, meaning barbarians with the Tribal Champion or Tribal Counsellor feat (see Barbarian Feats) can use this ability as described above. In any case, this special ability or spell can only be used once each month. As with a personal patron, a tribe which does not offer proper sacrifice each month loses the benefits of the tribal boon until such time as they reaffirm their devotion appropriately.

While a barbarian or barbarian tribe can revere and sacrifice to as many totem spirit animals as they wish, they can only ever have one as a patron. An individual barbarian need not have the same patron spirit as his tribe does, even if he is the chieftain, tribal champion or tribal counsellor of his tribe.

Totem Spirit Animal Embodied Traits

As stated earlier, in order to give you the maximum ability to customise totem spirit animals to fit the needs of your campaign, this section does not present specific spirit animals. Instead, it presents the most common traits the spirits are said to embody.

Each trait is broken down into all its component elements, listing, in order, the domains which a shaman who worships a totem spirit animal with that trait gains access to, the minor, permanent benefit a barbarian receives when selecting a totem animal with that trait gains, the temporary boon the barbarian gains when he offers appropriate sacrifice to the totem animal and the benefit a barbarian tribe receives when it takes on a totem animal with the appropriate trait.

In addition to the domains listed under each trait, any shaman who worships a totem spirit animal can also select the Animal domain. A shaman need not have the totem spirit animal he worships as a patron in order to gain access to its domains. If he does have it as a patron, however, then once a week he may cast any one spell from his domains at +1 caster level.

Courage

Animals who embody courage are not necessarily ferocious in battle, though many are. Instead, they are

abjectly fearless, no matter how weak or strong their bodies may be. Lion is the most common totem animal with this trait.

Domains: Protection, War

Minor Boon: The barbarian gains a +2 bonus to all saves against fear effects.

Sacrificial Boon: The barbarian gains immunity to fear and gains the ability to cast *remove fear*.

Tribal Boon: Every member of the tribe gains a +1 bonus to saves against fear and the tribe's chief or tribal champion gains the ability to cast *prayer*.

Cunning

Animals who embody cunning are resourceful and enjoy taking advantage of the base natures of men and animals alike. Coyote is a totem animal with this trait, as are Raven and Spider.

Domains: Luck, Trickery

Minor Boon: The barbarian gains a +2 bonus to all Bluff and Sense Motive skill checks.

Sacrificial Boon: The barbarian's bonus to Bluff and Sense Motive skill checks increases to +4 and he gains the ability to cast *disguise self*.

Tribal Boon: Every member of the tribe gains a +2 bonus to Bluff and Sense Motive skill checks and the tribe's chief or tribal councillor gains a +20 insight bonus to any one Bluff check made to convince a non-member of the tribe that an outrageous lie is the truth.

Knowledge

Animals who embody knowledge are smart and industrious. Turtle is a totem animal with this trait, as is Raccoon.

Domains: Knowledge

Minor Boon: The barbarian gains a +2 bonus to all Intelligence based skill checks.

Sacrificial Boon: The barbarian's bonus to Intelligence based skill checks increases to +4 and he gains the ability to cast *comprehend languages*.

Tribal Boon: Every member of the tribe gains a +2 bonus to Craft skill checks and the tribe's chief or tribal councillor gains the ability to cast *divination*.

Rage

Animals who embody this trait are powerful warriors, capable of slaying animals much larger than they, by virtue of their unstoppable fury. Wolverine is a totem animal with this trait, as is Shrew.

Domains: Death, Destruction

Minor Boon: The duration of the barbarian's rage is extended by one round.

Sacrificial Boon: The barbarian's rage cannot be ended by any spell, such as *calm emotion*, or spell-like effect and he gains the ability to cast *cause fear*.

Tribal Boon: Every member of the tribe gains a +2 bonus to Intimidate skill checks and the tribe's chief, or tribal champion gains the ability to cast *rage*, as the spell, except that all warriors of the tribe within a 50-foot radius of the chief, or champion are affected.

Strength

Animals who embody strength are physically powerful and typically very large and impressive, though they do not have to be. Bear is a totem animal with this trait, as are tiny Ant and massive Whale.

Domains: Destruction, Strength

Minor Boon: The barbarian gains a +2 sacred bonus to all Strength based skill checks.

Sacrificial Boon: The barbarian's sacred bonus to Strength based skill checks increases to +4 and he may cast *enlarge person*.

Tribal Boon: Every member of the tribe gains a +1 bonus to Strength based skill checks and the tribe's chief or tribal champion gains the ability to perform a feat of strength, as the Strength domain ability of the same name used by a 20th level cleric.

Stubbornness

Animals who embody this trait are stubborn to a fault, relentlessly pursuing their goals even unto death. Salmon is a totem animal with this trait, as are Badger, Boar and Camel.

Domains: Strength, Protection

Minor Boon: The barbarian gains a +1 bonus to Will saves and Fortitude saves

Sacrificial Boon: The barbarian's bonus to Will and Fortitude saves increase to +2 and he gains the ability to cast *resistance*.

Tribal Boon: Every member of the tribe gains a +1 bonus to all Will saves and the tribe's chief or tribal councillor gains the ability to cast *guards and wards*.

Vigour

Animals who embody this trait are tireless, working without pause and capable of running across the plains for hours at a time without stopping. Buffalo is a totem animal with this trait, as is Horse.

Domains: Healing, Protection

Minor Boon: The barbarian gains a +1 bonus to all Fortitude saves and heals an additional hit point per two barbarian class levels each day.

Sacrificial Boon: The barbarian's bonus to Fortitude saves increases to +2 and he gains the ability to cast *endure elements*.

Tribal Boon: Every member of the tribe receives a +2 bonus to Fortitude saves against non-magical poison and disease and the tribe's chief, or tribal councillor gains the ability to cast *remove disease*, as the spell, save that it can be used on one member of the tribe each round for 20 rounds.

Wisdom

Animals who embody this trait are revered for their instinctual understanding of the world. Owl is a totem animal with this trait, as are Elephant and Turtle.

Domains: Magic

Minor Boon: The barbarian gains a +2 bonus to all Wisdom based skill checks.

Sacrificial Boon: The barbarian's bonus to Wisdom based skill checks increases to +4 and he gains the ability to cast both *detect animals or plant* and *detect snares and pits* once per day each.

Tribal Boon: Every member of the tribe gains a +1 bonus to all Wisdom based skill checks and the tribe's chief, or tribal councillor gains the ability to cast *sery*.



SURVIVAL TACTICS

The barbarian is the consummate survivor, larger, stronger, tougher and more fearsome than any being that walks, stalks, crawls, runs, swims or flies on, below or above the earth. The barbarian strides like a titan over the mortal realm, taking what and who he will, slaying as he must and as he desires, crushing the pillars of civilisation and smashing thrones beneath his heel.

Yet, he can be killed.

For all his power, for all his unstoppable fury, the barbarian must be cautious, must hone his killing rage and his survival instincts to a razor's edge, because the barbarian's home is the savage wilderness, his bed the stony ground and his business the conquest of nature, of man and of himself.

In order to survive and thrive in a world of fantastical monsters and magic, the barbarian must be hard and he must be ruthless. It is not enough to rely on his brute Strength and his amazing Constitution. The barbarian must learn to use his skills efficiently. He must develop effective tactics and he must develop his feats in a manner that gives him maximum benefit. In other words, he must become not only the perfect killing machine but an animal in human guise, a predator and a survivor of unmatched grace. In other words, he must become the ultimate expression of the superiority of the natural man.

This chapter presents a discussion and analysis of the barbarian's class abilities and a breakdown of his skills and his feats. It is broken down into two sections, combat and non-combat, with each section giving you all the information that is relevant to creating and developing your barbarian character throughout the entirety of a campaign. Reading through this chapter will help you make the informed decisions so critical for developing a character worthy of standing beside the barbarian colossuses of fantasy and historical fact. Rather than present you with new options and abilities, this chapter provides tactics for making the most of those options that you already have. It will tie together all the rules presented in *Core Rulebook I* and this book and help you create not only the character you want but the ultimate barbarian... the quintessential barbarian.

COMBAT

Combat is, of course, the heart of almost every d20 fantasy adventure and campaign. How fortunate, then, that combat is where the barbarian truly excels. In many ways, the barbarian and the fighter are flip sides

of the same coin, since the fighter relies on his focused training to excel in combat, while the barbarian relies on his prodigious physical gifts and the incredible power of his terrible rages. That said, both classes only really excel when their Players use solid tactics and learn to make optimal use of their character's abilities. While it is certainly possible to coast on the barbarian's raw power and find success, doing this can prove extremely dangerous, particularly as levels increase, the stakes get higher and opponents grow ever more powerful. The following section is broken down into several subsections. The first discusses the role of the barbarian in combat at each level of play. Following that is an analysis of barbarian rage and other class abilities, a breakdown of various combat feats that are especially well suited for the needs of the barbarian and a similar breakdown of the most important, combat focused skills. Since a breakdown of every feat that might be appropriate for the barbarian is beyond the scope of this book, the information taken below comes only from this book and from *Core Rulebook I*.

Low Level Play (1st – 5th)

At low levels of play, the barbarian is simultaneously at his most powerful (in scale) and his most vulnerable. The barbarian begins the game (barring another warrior with a freakishly high Constitution score) with the most hit points of any character class. In addition, thanks to his ability to rage, he is also very likely to have the overall highest attack bonus, at least while raging. At the same time, he is unlikely to have a significant armour class, both because he is likely unable to begin the game with a high Dexterity and because he must restrict himself to light armour in order to gain the benefits of his fast movement.

The greatest danger to the low level barbarian actually comes from Player perception of the role of the barbarian in combat and in the adventuring party as a whole. The barbarian is expected to serve as both the unstoppable force and the immovable object, throwing himself into the path of the most powerful monster and holding the line while his companions snipe from safety and cast spells from beyond the reach of sword, teeth and claws. In many ways, this is an understandable perception, for two reasons. First, the barbarian is tough and powerful, more than capable of killing any other party member in single combat. Second, a traditional adventuring party which includes a barbarian is not likely to have another front line melee combatant. Still, blindly charging forward is rarely a good idea, regardless of the barbarian's ability scores and hit points.

From 1st to 5th level, the typical barbarian has only one attack each round, meaning he will, at best, be able to kill one opponent each time he acts, or two if he has the Cleave feat and gets a lucky roll. This means that a barbarian can easily be swarmed and brought low by a group of less powerful opponents, or killed by a powerful, single opponent who survives his first attack.

For example: a 1st level barbarian with Strength 16 (boosted to 20 by rage), 14 hit points, an armour class of 13 and a great axe (attack bonus +6, damage 1d12 + 5), is engaged in combat with a single orc warrior, who has five hit points, a falchion (attack bonus +4, damage 2d4 + 4) and an armour class of 13. If the barbarian acts first, then he needs to roll a seven or better on his attack roll to successfully strike the orc, meaning he should succeed roughly 65% of the time. Assuming he successfully strikes, he will automatically reduce the orc to less than zero hit points.

Now, assume the same situation, this time with the orc winning initiative. The orc has slightly worse odds of a successful attack but assuming he does hit, he will deal, on average, eight hit points of damage, leaving the barbarian with only six hit points, four after the end of his rage. While the barbarian will very likely kill the orc on his action, his critically low hit points will require the expenditure of precious healing resources.

Now, assume the same situation but add another orc. Under ideal circumstances, a barbarian with the Cleave feat strikes and kills both orcs before they can act. It is equally likely, however, that the orcs act first; assuming both hit and deal only average damage, the barbarian is reduced to less than zero hit points before he can act, a situation which not only leads to his likely death but also exposes his more fragile companions to potentially fatal attacks.

At low levels, the problem of multiple, low challenge rating is exacerbated if the Games Master rolls group initiative for opponents. If this is the case, then it is very possible that the barbarian will act only after every opponent has had a chance to attack. This can spell disaster. If the barbarian is faced with enough opponents, then he can even win the initiative and face the same problem, as surviving enemies cluster around him and attack, as he stands separated from his companions.

The low level barbarian faces a similar survivability problem against more powerful, single opponents. Many Games Masters enjoy closing a low level adventure with an encounter against an opponent of one to two challenge rating levels above the party, the ogre being the classic 'boss' encounter. In such situations, the natural reaction is for the barbarian to charge, axe swinging, while his allies take a moment to manoeuvre and prepare enchantments – this tactic, so common at low levels, will often prove disastrous.

For Example: assume the same barbarian from our earlier example closes into melee combat with an ogre, a classic match of brute strength versus brute strength. Unfortunately for the barbarian, the ogre has an armour class of 16, 29 hit points and a greatclub the size of a tree (attack bonus +8, damage



2d8 + 7). Assuming the barbarian wins initiative, he will only successfully strike the orc 50% of the time and will only deal an average of 13 points of damage, less than half of the ogre's total; even on a hit for maximum damage, the ogre will still have almost half his hit points remaining. Conversely, the ogre needs only a five or better to hit, meaning he strikes successfully 75% of the time, and deals an average of 15 damage, enough to crush the barbarian in one round.

The opponent need not even be so overwhelming to wreak havoc with a very low level barbarian. Two gnolls can, in a single round of combat, easily kill a barbarian.

Now, as the barbarian advances towards mid levels of play, these problems are mitigated somewhat by his ever increasing number of hit points but the fact remains that the barbarian who charges directly into battle is putting himself at excessive risk. So what should the low level barbarian do?

At low levels, the barbarian should open melee combat with a ranged attack, preferably made with a weapon that allows him to take advantage of his prodigious Strength. A single throwing axe, used in the first round of combat, can kill outright almost any challenge rating 1 opponent, meaning the barbarian need never face their attack. A barbarian with one or more archery feats and a bow made to handle his rage boosted Strength can kill with impunity at even greater distances.

At low levels, the barbarian should generally resist the urge to use Power Attack against less powerful foes, as the extra damage will be completely wasted when used against a creature who cannot stand against even the barbarian's average damage roll. Power Attack should also be used sparingly against more powerful opponents, particularly those with a high armour class, as the payoff in extra damage means nothing if the barbarian cannot successfully strike his foe.

The low level barbarian works best when he enters melee combat accompanied by at least one other character, preferably one with a base attack bonus at least equal to that of a cleric. When doing so, the barbarian should look for opportunities to finish off already wounded opponents, setting up Cleave opportunities if he has that feat. In any case, he should resist the urge to attack fresh opponents and work in concert to kill one opponent before moving on to another; in the d20 system, a wounded opponent is just as capable of attacking as an unwounded opponent, so it does not behoove the barbarian to allow a 'weak' foe a chance to attack.

Of course, the barbarian must always watch out for spells that target his Will save but this is especially true

at low levels, when he will have a negligible base save score and is unlikely to have a bonus from his Wisdom attribute. When facing off against an obvious spellcasting opponent, the barbarian should immediately rage, as he will desperately need the bonus to Will saves his rage provides. Here, too, is where a good throwing axe will immediately prove its worth, as the barbarian can crush a wizard's skull without having to fight his way through bodyguards to do it. In almost all cases, short of an ogre ravaging his fellow adventurers, the barbarian should concentrate on killing spellcasters first, lest a *charm person* spell turn him into a potent weapon against his friends.

The low level barbarian has no more than two opportunities to rage each day and each one lasts for only a few rounds. As a result, the barbarian must be prudent when using them. The best time to use barbarian rage is at the start of the round where the barbarian is capable of dealing damage on his foes. Usually, this will be the first round of combat but this is not always the case, such as when the barbarian is coming from another room to aid his fellows elsewhere in the dungeon.

Be careful of activating rage when faced with the prospect of an extended battle, such as when the party is assaulting a group of goblins in several adjacent rooms. Though the initial benefits of rage can quickly overwhelm foes, if the barbarian becomes fatigued before the conclusion of the battle, the tide can very quickly turn.

The low level barbarian should also avoid activating rage when faced with only a few, very low-powered opponents, such as a group of four kobolds. In this case, the benefits of rage are largely wasted, as the barbarian can kill his opponents even with a minimum damage roll at his normal Strength.

Mid Level Play (6th – 10th)

It is at mid levels of play that the barbarian truly comes into his own as both a survivalist and a killing machine. At 6th level, when he gains his second attack, his potential to kill multiple opponents each round grows immensely and this is coupled with an incredibly rapid increase in his hit points. Now, the barbarian actually can begin to throw himself into solo combat against multiple foes, though he must still exercise some caution and restraint when doing so.

At 6th level, the barbarian has two attacks, at a base attack bonus of +6/+1. Modified by his likely 18 Strength and his rage bonuses, his attacks will be made at +12/+7, without considering magical enhancement bonuses, or the benefits of feats like Weapon Focus. This is a very comfortable bonus against most foes and gives

the barbarian a better than average chance of striking with both of his attacks. For this reason, the mid-level barbarian should move to gain a position where he is able to unleash a full round of attacks as quickly as possible. This is very advantageous for the barbarian and he should not worry about allowing himself to be flanked by multiple foes, as his uncanny dodge will deny them bonuses to attack and lessen the worry of sneak attacks. As before, the barbarian should concentrate all attacks on a single opponent, eliminating them before they have a chance to attack him.

One of the chief advantages the mid level barbarian has is the nature of mid-challenge rating opponents. Monstrous foes in this power range often have high challenge ratings not because of their hit points and attack bonuses but because of their special attacks and qualities. This gives the quick thinking, decisive barbarian the advantage, as he can move in and slay his foes before they can bring their magical attacks to bear. At the same time, the barbarian should still be cautious about throwing himself into the range of those monsters who are as tough as he; a grey render (challenge rating eight), for example, has enough hit points to survive two maximum damage attacks from a barbarian and has a bite/rend combination attack capable of reducing a barbarian's hit points by almost half, with a succession of good damage rolls. The grey render, in fact, is a good example of the type of opponent the barbarian should respect, because its high Strength and ability to overwhelm the barbarian with a grapple can completely remove him from the battle in the space of a single round.

At mid levels, though the barbarian should be decisive in his actions, he can still reap great benefit by delaying charging into melee for at least one round, to allow allied spellcasters to boost his offensive and defensive capabilities with spells like *bull's strength* and *haste*. For this reason, the barbarian is advised to still carry at least one throwing axe, if not two, as he can stay within range of allied spellcasters while softening up his opponents from a distance.

While the barbarian still performs well when using his attacks in concert with another melee oriented character, like the cleric, he can now find great success when teamed with a monk or a rogue. The monk's ability to stun opponents or knock them prone with trip attacks gives the barbarian the ability to apply the full strength of Power Attack and still virtually guarantee that he hits with every attack in a full round sequence. Conversely, when teamed with a rogue, the barbarian can benefit from flanking bonuses and can quickly finish off opponents that have been subjected to a sneak attack, while his companion benefits from the fact that almost all opponents will

ignore him in favour of attacking the wild man with a six-foot, double-bladed axe.

As at low levels of play, the most dangerous opponent the barbarian will face is the spellcaster and monsters that have Will based spell-like and supernatural abilities. Even at 10th level, the barbarian is likely to only have a Will save bonus of +5 when raging, meaning he will have great difficulty overcoming the spells of a wizard with the Spell Focus feat.

For example: the save DC of a *confusion* spell cast by a wizard with an Intelligence of 20 and the Spell Focus (enchantment) feat is $10 + 4 + 5 + 1 = 20$. This means that a 10th level, raging barbarian will need to roll a 15 or better on his Will save to resist the effects of the spell, giving him on a 25% chance of success. If the wizard also has the Greater Spell Focus feat, then his chances of success are reduced to only 20%, meaning that four out of five times, he will succumb to the spell's effect.

A failed save can be absolutely disastrous for the mid level barbarian and for his companions who depend on his savagery in battle. For this reason, the barbarian must still move very quickly to disable spellcasters, or at least deal a significant enough amount of damage that the spellcaster or monster will be unable to maintain the casting with a Concentration check. To help boost his ability to avoid the negative effects of Will save spells, the mid level barbarian would be wise to invest in an item that boosts either his Wisdom score, or which offers flat bonuses to Will saves; he should be prepared to forgo even a more powerful magic weapon to do this, as weapons are of little use to someone whose mind has been erased.

When the barbarian reaches 8th level, he gains the ability to rage a third time each day, opening up new vistas of tactical opportunity, since he will now be able to gain the benefits of his primary class ability in the majority of his battles each day. In addition, it is likely that, at this level of play, the barbarians' Constitution bonus will have increased to the point where he is able to rage for at least one additional round each time; this is especially useful, since battles of mid level and higher are often brutally short. For this reason, while the barbarian should still not waste his rage opportunities, he should feel less hesitant about entering a rage, regardless of the opponents he faces.

High Level Play (11th – 12th)

As the barbarian crosses over into high levels of play, he gains access to a third attack in a full attack sequence and also sees a significant boost to his combat abilities thanks to his new greater rage ability. In addition, once the barbarian reaches high levels of play, he gains



access to many new, powerful class abilities, or improves the abilities he has to a significant degree. The high level barbarian is a powerhouse, a raging force on the battlefield that few can stand against for long.

At 11th level, the barbarian gains an effective +2 increase to his base attack bonus and also gains his third attack during a full attack sequence. It is a good thing that he does, since the opponents he will begin to face now have significant hit points and defensive abilities, coupled with impressively deadly spell-like abilities and supernatural powers.

At high levels, the barbarian must always perform a full-round attack whenever he can. Traditionally, this means charging into the thick of melee combat immediately and hewing about with axe or sword. This is not, however, the optimal strategy under most circumstances. The problem with charging into battle is that the barbarian must sacrifice his number of attacks in the name of closing with his foes; this means that the barbarian will end up

doing his opponent's work for them, as they will be able to attack him multiple times without fear of significant retribution. For this reason, the barbarian is better served by allowing his opponents to come to him, holding his actions so that he can unleash a full round of attacks in response to their single attack. The two ways to ensure that this is a successful strategy and does not put the barbarian's allies in undue jeopardy, are outlined below.

- ✦ The barbarian should attempt, before a battle begins, to place himself slightly ahead of the rest of the adventuring guard. He should be, to use a modern term, the 'point man'. This works especially well during dungeon adventures, where hallways and rooms are cramped and the barbarian can form a natural choke point, gaining attacks of opportunity against any opponent who risks moving past him.
- ✦ The barbarian should definitely equip himself with multiple throwing axes, or with a bow capable of supporting his high Strength. This way, he can unleash a full attack against his enemies as they close to engage him in melee combat, then drop his ranged weapon and draw his axe for close in work. Though the barbarian will only employ his ranged weapons at the beginning of most combats, it still may prove worthwhile for him to invest in a magical weapon, so as to maximise damage; magical arrows that deal elemental damage, such as *thundering* arrows, are especially appropriate.

In addition to his monstrous number of hit points, the barbarian also benefits from his damage reduction. While his damage reduction is not very impressive at first, it eventually reaches the point where it can ensure his survival in very hard fought battles. Unfortunately, damage reduction is far from a perfect defence, especially since the barbarian will be facing opponents whose minimum damage is far in excess of five points an attack. For this reason, he should believe his ability to ignore damage to be more valuable than it is.

At high levels, the barbarian can feel secure engaging his opponents in solo combat but he still works well in conjunction with other characters. The rogue, especially, will still prove his worth as a combat ally, since his ability to sneak attack will allow the barbarian to use his Cleave ability even at the highest levels of play, when opponent's hit point totals would normally make it a feat of



little to no value. At high levels, the barbarian can also benefit from adopting some of the strategies of his rogue allies; spells like *improved invisibility* will significantly improve the barbarian's chances of hitting with even the lowest bonus attacks in a full-round sequence, at least when employed against foes with no means of piercing his magical veil. Likewise, a carefully prepared ambush allows the barbarian to manoeuvre to the heart of enemy formations while they cannot act, allowing him to unleash full attacks from the first round of combat.

At high levels, the most significant opposition the barbarian will face still comes from opponents with Will based spells, spell-like abilities and supernatural powers. Unfortunately, these sorts of foes are all too common and are not always easily dispatched, creating a real problem for the barbarian who, even at 20th level, only gains a +10 bonus to his Will saves while raging. While this bonus is better than that of a fighter of equivalent level, it is still a serious liability against the focused spell ability of a wizard or high challenge rating monster.

For example: a balor, a challenge rating 20 monster, has the ability to *dominate monster*. The Will save DC to prevent succumbing to this effect is 27, meaning a barbarian without a Wisdom bonus and without a magical item which boosts his Will save will need to roll a 17 or better on his saving throw, giving him only a 15% chance of success.

For this reason, the high level barbarian must ensure that he has a magic item which boosts his Will save. Even then, there is no way he can guarantee a successful save, meaning he should make plans with the party's primary spellcaster to immediately dispel the effect, if it takes hold.

The other problem facing the barbarian at high levels is spell-based as well. More specifically, the barbarian is threatened by high level spells which bypass his hit points entirely, striking at his Constitution score, dealing death through other means, or simply removing the barbarian from the battlefield. *Harm* is a dangerous spell for just this reason, as it requires a Will save and can reduce a barbarian's hit points by more than half with a single touch. *Maze* is another spell which will prove especially dangerous to the barbarian, as it allows no save and preys on what is likely to be one of his worst ability scores, his Intelligence. There is little that the barbarian can do to resist the effects of these spells, at least once they have been cast; when confronted with such spells, the only defence is a good offence, so the barbarian must strike quickly, at minimum striking his foe with a thrown weapon to force a Concentration check to maintain the spell.

When the barbarian reaches high levels, he can rage up to six times a day and his rage benefits improve significantly, particularly when he gains the mighty rage ability. Since the average campaign will feature, at most, six battles per day of game time, he can and should rage as soon as possible in every battle, as he will need the extra damage and bonuses to hit that rage grants.

Weapons

The traditional image of the barbarian is of a mighty thewed warrior, naked save for a loin cloth, standing upon a mountain of bodies, gore covered axe raised high towards the stormy heavens. While this is a compelling archetype, there is no reason that the barbarian must play to type. The barbarian is a ferocious warrior, one trained in a wide variety of weapons and he owes it to himself to pick the best weapon for the job, not the one which looks best in an oil painting.

The typical barbarian has a very high Strength score, one which is boosted to superhuman levels through the use of his rage class ability. For this reason, the ideal weapon for a barbarian is a two-handed melee weapon, preferably one that has a significant base damage. For the barbarian, the chief advantage of the two-handed weapon is not its raw damage but the fact that the barbarian is able to increase his damage bonus from his Strength by 50% when wielding one.

By far, the two best melee weapons of this type are the greataxe and the greatsword. Though both weapons deal a maximum of 12 points of damage with each attack, there are significant differences between the two.

- ✦ The chief advantage of the greataxe is its increased critical multiplier. On a critical hit, the greataxe deals 3d12 points of damage + triple the barbarian's Strength bonus. At 11th level, when the barbarian will have a probable Strength score of 20, boosted to 26 by greater rage, he will deal, using a non-magical weapon, 3d12 + 36 points of damage with a single hit. This means, with average rolls, he will deal 54 points of damage with one attack, forcing a save versus massive damage.
- ✦ The chief advantage of the greatsword is its larger critical threat range, which will, over time, allow the barbarian to deal a critical hit twice as often as he would with a greataxe, dealing 4d6 + double the character's Strength bonus damage. At 11th level, when the barbarian will have a probable Strength score of 20, boosted to 26 by greater rage, he will deal, using a non-magical weapon, 4d6 + 24 points of damage with a single hit, for an average of 36 points of damage.



Though two-handed melee weapons are the strongest choices for the barbarian, they are by no means the only weapons that are useful to him. The rare barbarian who learns to fight using two weapons, as the hunter multiclass barbarian/ranger can, will deal significant damage using two battleaxes or two longswords. A barbarian who chooses this method of fighting would also do well to consider using weapons with less base damage but a significant critical threat range, such as the scimitar; with the scimitar and the Improved Critical feat, an 11th level barbarian with a rage boosted Strength of 26 barbarian will threaten a critical on an attack roll of 15–20 and inflict $2d6 + 16$ with each attack. As you can see, the damage dealt by a one-handed weapon is significantly lower than a two-handed weapon but magical enhancements like *flaming burst* can quickly make up the difference.

While the barbarian can use shields as effectively as other classes, their benefits are largely wasted on him. The barbarian does not avoid attacks, he absorbs them, so the shield quickly becomes something which only limits his ability to deal damage. The exception to this is at low levels of play, when the barbarian regularly faces opponents with so few hit points that a dagger, boosted by his natural Strength, will kill them outright. At these early levels of play, the shield can provide enough of a boost to armour class to preserve his, comparatively, few hit points, allowing him to engage multiple opponents over the course of several battles. By no means, however, should the barbarian bother to invest in a magical shield, nor select feats which work best in conjunction with a shield.

More exotic weapons can also serve the barbarian well, especially if he chooses to invest in feats like Improved Disarm and Improved Trip. While they should never be wielded as a primary weapon, the spiked chain, the flail and the sai all grant bonuses to disarm attempts which, when coupled with the barbarian's high Strength, will allow him to strip the weapons from all but the strongest foes.

Though the barbarian is traditionally thought of as a melee combatant, he can also be an outstanding archer and ranged combatant. Barring extreme circumstances, the barbarian should never arm himself with a crossbow or other ranged weapon which does not add his Strength bonus to damage. Instead, he should choose weapons like throwing axes, javelins and slings, which allow him to apply his Strength bonus at range. With his high base attack bonus, the composite longbow is another excellent choice, since at least his first attack in a full attack sequence will likely strike all but the most agile foes. As when using Two-Weapon Fighting, the barbarian may see significant benefit by purchasing or claiming a

magical ranged weapon; in this case, both flat bonuses to attack and damage are valuable, as are enhancements like *flaming burst*.

Armour

Though the barbarian class is built around the concept of soaking and ignoring damage, rather than avoiding it, a barbarian character can still benefit from a well crafted suit of armour. Other than a few multiclass combinations, barbarians are trained only in the use of light and medium armours. What is more, barbarians gain their greatest benefit only when wearing light armour, as anything heavier than that will negate his fast movement class ability. The best suit of light armour for the low level barbarian is the chain shirt, which affords him maximum protection, with only negligible armour check penalties.

Once a barbarian reaches mid levels of play, he should armour himself with a suit of medium armour made from mithral metal as soon as possible, as that will allow him to benefit from fast movement while increasing his armour class dramatically. A breastplate is the ideal choice here, as it affords the maximal amount of protection and its armour check penalties will be an insignificant -2 .

Even a barbarian who has learned to wear heavy armour should do so only under extreme circumstances. Likewise, as has been stated before, a barbarian will find little use for a shield, at least once he has advanced beyond low levels of play. For this reason, we will not waste any more time discussing them here.

Barbarian Rage

The barbarian's premier class ability is his rage. Tactics for using rage have already been touched upon earlier but the wise barbarian will always keep the following advice in mind as well.

- ✦ A rage should never be entered during a 'filler' battle, such as when facing a few opponents of significantly lower challenge rating than is standard. It is likely that the barbarian will be able to kill such insignificant opponents with a full round of melee attacks, so the extra damage from rage would do nothing but insure that the monster's dead bodies are extra pulpy.
- ✦ The barbarian should not be afraid to enter a rage when the opportunity to snipe at a powerful foe from a distance presents itself, so long as he is outfitted with a bow worthy of his strength or another thrown, ranged weapon. At the same time, the barbarian should *not* rage when using ranged attacks to kill multiple, weaker opponents, for the reasons outlined above.

- ✦ A barbarian must always rage when confronting a spellcaster with Will save based spells, or a monster, such as a nymph, which has Will save based spell-like and supernatural abilities. Even if the barbarian has no intention of killing his opponent, he cannot risk trying to fight off a mind influencing effect with his paltry base save bonus. Of course, this rule applies only to obviously or potentially hostile encounters.
- ✦ Remember that rage is not just suitable for attacking. The bonuses to rage can also make all the difference when attempting very important skill checks, when using Strength checks to attempt to shatter a door, or when relying on Constitution to keep from drowning. As discussed in the Tricks of the Trade chapter, rage can also be used to boost Intimidation skill checks, allowing the barbarian to cow his enemies into submission without having to even hoist his axe.
- ✦ The barbarian must be wary of spells and toxins which reduce his Constitution, not only because they effectively lower his hit points but because they have a dramatic effect on the power and duration of his rage. For every two points of Constitution lost, the barbarian loses a full round of rage and once his rage is gone, he suffers even further penalties, as he falls victim to fatigue.
- ✦ Until the barbarian gains the tireless rage ability at 17th level, he should not be afraid to retreat from the front lines if and when his rage nears its end. A barbarian who falls victim to fatigue goes from being an asset on the front lines of melee combat to a serious liability, one which his allies will be forced to protect. For this reason, it is important to keep an exact tally of how many rounds have passed since the barbarian entered his rage. In the final round of the rage state, the barbarian should make, at most, a standard attack and then use a move action to retreat to the stand near the spellcasters, so that he can defend them if he must.

Uncanny Dodge

Though it is not as flashy an ability as rage, uncanny dodge serves the barbarian almost as well. It is, in fact, the lynchpin to which all his other combat abilities are anchored. Once the barbarian gains the ability to ignore flanking, he can begin placing himself into the very heart of enemy formations, largely without fear. In fact, when faced against multiple, lower powered opponents, the barbarian should occasionally allow himself to be completely surrounded, particularly if his armour class is high enough to make it difficult for his enemies to attack him successfully. By allowing himself to be surrounded this way, the barbarian effectively allows his allies to

flank anytime they choose, providing important attack bonuses to those classes with lower base attack bonus and also allowing the barbarian's rogue allies to sneak attack with impunity.

Speaking of sneak attacks, once a barbarian no longer suffers penalties for flanking, he becomes largely immune to the most common uses of sneak attack, since rare indeed is the Games Master who will confront the Player's characters with a rogue with four more class levels than they have. Note, however, that the barbarian is not absolutely immune to sneak attack, simply immune to the most common means of achieving a sneak attack. Particularly at higher levels, the barbarian must be wary of the Bluff skill, as he does not have access to Sense Motive as a class skill.

Damage Reduction

When the barbarian receives damage reduction, the effective result is an overall boosting of his hit points, because the class ability has no other effect than to ignore one to five, depending on class level, points of damage. It is very important to remember that damage reduction offers no other defensive benefit – it does not add to armour class, nor does it protect against touch attacks – as higher level creatures frequently have special attacks which will bypass the damage reduction as though it were not there.

Though it seems impressive and, at higher levels can save the barbarian's life in hard fought battles, damage reduction is not a class ability which will prove very useful in the long term, at least not without the use of clever tactics. The chief problem with damage reduction is the rate at which it improves. By 7th level, when the barbarian gains damage reduction 1/–, monsters will routinely do far more damage than that, meaning this class ability will, at best, reduced the damage the barbarian takes by 10%. The problem continues at higher levels, since damage reduction only increases by one point every three class levels. By the time the barbarian reaches 20th level and has damage reduction 5/–, this class ability will still, at best, block 10% of the damage the barbarian takes and even then, only the raw, physical damage. When faced against beings with magical weapons, the problem is only exacerbated. The gain in damage reduction corresponds roughly with the escalation of magical bonuses to hit and damage, meaning that, at 20th level, the barbarian's damage reduction will only block the magical damage bonuses of the average weapon from harming him, leaving its full base damage, the wielder's Strength bonus and any special powers the weapon may possess to ravage his hit point total.



Barbarians who routinely face hordes of lower challenge ratings creatures will see increased benefit from their damage reduction and should take advantage of it whenever they can, wading without fear into clusters of goblins at a time. That said, such encounters will be rare in most campaigns, due to the nature of diminishing returns when multiplying the number of low challenge rating creatures.

Another good use of damage reduction is against small poisoned traps or against small, venomous creatures which deal poison through injury. Very few of these beings have the capacity to pierce even low levels of damage reduction, so the barbarian is, for all intents and purposes, absolutely immune to their attacks. For this reason, he can serve the function of a trap buster, allowing poisoned needles to shatter on his hands before tearing the lock off the treasure chest.

Though it may not seem obvious, the single best way to gain the maximum benefit of damage reduction is through the use of disarm and grapple checks against humanoid opponents. Most opponents the barbarian will face, even high level fighters, will not have selected Improved Unarmed Strike as a feat. For this reason, a barbarian who strips the weapon from his opponent's hands and then initiates a grapple against him can gain almost total immunity to damage from that opponent. Regardless of character level, an unarmed attack deals only $1d3 + \text{Strength}$ bonus damage, meaning that the barbarian will be completely immune to the unarmed damage of most character classes by the time he reaches 13th level and will suffer only minimal damage from fighters, rangers and paladins.

Fast Movement

The barbarian's fast movement ability is a potent boon to him on the battlefield, particularly at lower levels of play. Though the monk will eventually surpass him in terms of raw speed, the barbarian spends the first two levels of play as the fastest moving character class and the next four tied for fastest.

To get the optimal use out of fast movement, it is as important to know when not to use the ability as it is to know when to use it.

- ✦ Remember that forward movement does not just mean 'walk in a straight line'. The extra 10 feet of movement from fast movement can be very beneficial for moving around barricades or, when combined with a full-round movement action, can allow the barbarian to circle around behind his opponents in a dungeon by cutting through an adjacent room, without fear of abandoning his companions for too long.

- ✦ Fast movement works best in outdoor encounters, where the battlefield tends to be larger and there is more room to manoeuvre. In a typical dungeon, the barbarian may wish to forgo the use of his fast movement, in favour of equipping himself with medium armour, at least until such time as he can afford to purchase armour made of mithral.

There is one, serious danger to using fast movement foolishly. If the barbarian is not careful, he can, especially at low levels of play, move so fast that he moves beyond his ally's ability to come to his aid.

For example: a 5th level barbarian and his cleric companion are standing side by side in a dungeon corridor, when a troll appears. The barbarian acts first and moves 40 feet to engage the troll. On the troll's action, it successfully strikes the barbarian with a critical hit and a rend attack, dealing enough damage to reduce the barbarian's hit points to single digits. In response, the cleric attempts to move forward and heal the barbarian with a *cure moderate wounds* spell. Unfortunately, because the barbarian moved 40 feet on his action, the cleric cannot get within touch range of the barbarian as a move action, meaning he cannot heal his ally. The barbarian is left critically wounded and alone against the troll, all because he charged forward without thinking.

General Feat Use

The barbarian, even at high levels, faces the same problem most other character classes do: he does not have enough feat slots to be able to select all the feats which might prove useful to him. As a result, the barbarian Player must plan out his character's feat selection well in advance and must weigh the potential benefits of each feat at all levels of play, because he does not wish to be stuck with a feat that is useful at low levels and entirely useless at higher levels.

As a general rule, feats which the barbarian can select can be divided into three rough categories, as outlined below.

- ✦ **Combat:** Feats which directly boost the barbarian's abilities in combat. These include feats like Power Attack, the Improved Unarmed Strike feat chain and Improved Critical. Feats like these offer the most obvious benefits to the barbarian.
- ✦ **Focused:** Feats which boost the barbarian's secondary abilities, such as his saving throws and his skill checks. Feats of this sort include Iron Will and the various Skill Focus feats.

- ✦ **Specialised:** Feats which are largely intended for flavour, or which have very specialised uses. Feats of this sort include Animal Soul and Tribal Champion.

The precise mix of feats of each type the barbarian should acquire vary according to campaign style. In a typically combat heavy campaign, the barbarian should select feats on a two for one ratio, acquiring two combat feats for every focused and specialised feat he selects. In a campaign which is themed around tribal life, the barbarian can benefit from selecting feats on a one for one basis, acquiring one combat feat for each of the other two types he selects.

For the barbarian in a combat oriented campaign, the primary use of specialised feats will be meeting prestige class requirements. Specialised feats are used as requirements for the prestige classes in this book as a power balancer, a sacrifice the barbarian must make in order to take advantage of the prestige class' strong class abilities. Focused feats are used in a similar fashion, though they offer significant enough benefits that the barbarian may wish to select them even if he does not wish to pursue a prestige class.

In order to make maximal use of any combat feat chains the barbarian selects, he must acquire each feat in the chain as soon as he is able to do so. Most feat chains only truly show their power when the whole chain is completed, so the barbarian does not wish to be saddled with an incomplete chain for any longer than he must be. At the same time, the barbarian should not be 'chained' to a feat chain whose upper level feats do not grant him significant benefits; the Whirlwind Attack feat chain, for example, does not fit the barbarian's combat style well, so he is not well served in completing the chain. Likewise, since the barbarian has so few feats, he should be very careful of pursuing feat chains which are more than four feats long, unless they are specifically developed for his class, as several of the feat chains introduced in this sourcebook are. Finally, the barbarian should be very careful

when deciding to pursue two feat chains simultaneously, particularly those found in *Core Rulebook I*, as they are not optimised for the barbarian character; conversely, the barbarian can acquire feats from two feat chains found in this book more easily, as they are designed with the needs of the barbarian class in mind.

The following section goes into greater detail, discussing the benefits and drawbacks of feats which are either traditional barbarian feats, or which are not typically selected by barbarian characters but can serve them very well in the course of their adventures. All the feats below are discussed in terms of the benefits they offer in combat. Feats which are well suited for non-combat situations are discussed later.



Power Attack

If any feats are synonymous with the barbarian class, it is Power Attack. Power Attack is tailor made for the barbarian, since it plays perfectly to his primary class advantages, his impressive base attack bonus and his even more impressive rage-boosted Strength.

Power Attack is a pure trade-off feat, swapping attack bonus for damage bonus on a one for one basis. This means that Power Attack is best used against foes which have both a low armour class bonus and a high number of hit points. Likewise, Power Attack is best used when making a standard attack, rather than a full attack sequence, because the feat offers diminishing returns to later attacks in the sequence. Low attack bonus attacks are already prone to missing against opponents of the appropriate challenge rating, so dedicating more than a few points of attack bonus to damage does nothing but insure that the attacks fail to reach their target.

Here is an example of the differences between using Power Attack with a standard attack and a full-round attack sequence.

Standard Attack: The elder earth elemental is a challenge rating 11 creature, with a high number of hit points (228) and a comparatively low armour class of 22. By 11th level, the barbarian will have a base attack bonus of +11 on his primary attack, coupled with an average rage-boosted Strength bonus to attacks of +8 (26 Strength) and a +2 magical weapon. This gives the barbarian a total attack bonus of 21 with his primary attack meaning he will successfully strike the elder earth elemental on anything but a one on his attack roll. As a result, the barbarian can afford to use Power Attack to add five to 10 points of damage to his attack. When adding eight points to damage in this fashion, the barbarian will still successfully strike with his primary attack on a roll of 8 or better, a very fair trade off.

Full Attack Sequence: Against the same opponent, the barbarian has a +21 bonus to his primary attack a +16 with his second attack and a +11 with his final attack in a full attack sequence. If he adds five points to his damage using Power Attack, the barbarian needs a six or better on his attack roll to strike with his primary attack, an 11 or better on his secondary attack and a 16 or better on his final attack in the sequence. This means that his final attack will strike only 25% of the time, as opposed to his 50% chance of striking with his final attack if he does not use Power Attack. In this case, the benefits of using Power Attack will be negated by probable failure of the barbarian's final attack.

It is also not advantageous to use Power Attack against foes who rely on an extremely high armour class to avoid damage, since those foes both typically have fewer hit points, negating the need for extra damage, and because the chance of striking them is greatly reduced.

For Example: An elder air elemental has an armour class of 27 and a challenge rating of 11, just like the elder earth elemental. The barbarian used in the above example needs to roll a six or better with his primary attack to successfully strike the air elemental. If he adds just five points of damage to his attack with Power Attack, he must now roll an 11 or better to successfully strike, bringing his chance of hitting to only 50%, down from 70%. With a full attack sequence, his odds of successfully striking with his secondary attacks are reduced even further, making a full attack sequence Power Attack a very poor decision.

Of course, there are mitigating circumstances which can greatly improve the usefulness of Power Attack. If the barbarian has been enhanced with spells such as *heroism* or, ideally, *true strike*, then his odds with a full attack sequence are improved dramatically. Likewise, should he manage to attack a foe who is helpless, or who has been caught flat-footed, he should default to a full attack sequence Power Attack, adding as much bonus to damage as he can.

Cleave

Cleave is another feat which is potentially very powerful but which has some severe limits which can make it a less than optimal feat choice. Cleave is best selected in campaigns where the barbarian frequently encounters multiple, lower hit point opponents, rather than single opponents of increased durability. Cleave is also a feat which will prove most valuable at lower levels of play, where opponents routinely have very few hit points and the barbarian can count on killing an opponent with a single, well placed attack.

At higher levels, Cleave will come into play far less often, since opponents will have much higher hit point totals. As a side effect of this, Cleave attacks will also typically be made at a less than optimum attack bonus, as only the final attacks in a full attack sequence will realistically bring an opponent down to zero or fewer hit points.

As a result of this, the barbarian will have to think tactically when wishing to use Cleave at higher levels. As has been discussed earlier in this chapter, the barbarian should concentrate his attacks on previously wounded opponents, in the hopes that he will be able to kill them with his primary attack and thus gain a free attack which

will have a high chance of successfully striking the target.

To improve the odds of using Cleave, the barbarian should consider either arming himself with a weapon with a high critical threat range, or selecting the Improved Critical feat. At high levels, Cleave opportunities will often come about only as the result of a successful critical hit when monstrous damage can overcome escalating hit point scores. Cleave is also quite effective when the barbarian wields a magical weapon enhanced by damaging effects like *thundering*.

A barbarian who wishes to make maximal use of Cleave should also select the Great Cleave and Savage Cleave feats as quickly as possible. Until the barbarian can select Savage Cleave, Great Cleave will only be valuable at lower levels, as that is the only time that the barbarian can realistically expect to be able to gain multiple Cleave opportunities each round. Once he gains access to Savage Cleave, however, multiple Cleave opportunities become much more realistic. As before, Savage Cleave works best when the barbarian wields a high critical threat range weapon, has the Improved Critical feat or a keen weapon.

Combat Reflexes

Though Combat Reflexes may seem a wasted feat for the barbarian, this is far from the truth. The barbarian stands on the front lines of any combat and it is usually his job to hold the line, protecting more fragile party members as they work magic or manoeuvre to a more advantageous position. As a result, Combat Reflexes can prove its worth again and again, when opponents attempt to bypass the barbarian to reach easier pickings.

Combat Reflexes works best when taken at low levels of play and also in campaigns where the barbarian will be making frequent dungeon delves. It can be effective in the wilderness as well but opponents there will typically have much more room to manoeuvre, negating the advantages of the feat. Combat Reflexes also works well when paired with the Cleave feat, as wounded opponents set up opportunities to use that feat when they attempt to fall back to safety.

One of the important, secondary benefits of this feat is that it allows the barbarian to make attacks of opportunity even while flat-footed. This is useful because the barbarian's initiative total will rarely allow him to act before such characters as the monk or, especially, the rogue. If he has this feat, however, he can still deal damage on rogues who attempt to bypass him in the surprise round of an ambush, or who act before he does in normal initiative.

Eye of the Tiger and Infamous Killer

The Eye of the Tiger and Infamous Killer feats are examples of feats which are both combat and specialised feats, in that both offer significant benefits but only to those barbarians who are willing to focus their skills and tactics around their use.

The Eye of the Tiger feat is very useful for barbarians who have high ranks in the Intimidation skill and is most effective when used against creatures with a relatively low base attack bonus, since it effectively increases the barbarian's armour class by two with a successful use.

Since the demoralisation effect of Intimidation applies for only one round, the barbarian cannot afford to waste it. In terms of timing, both Eye of the Tiger and Infamous Killer should be used when the opponent has an opportunity to make a full sequence of attacks. For this reason, the barbarian should not use it during the round in which an opponent must close and only make a single attack. Instead, he should use it the following round, when the penalty for being demoralised will apply to every attack in the attack sequence. For this same reason, both feats achieve their optimum effect when used against beings which have attack sequences which follow a cascading progression, as Non-Player Character, classed beings do, since this will greatly reduce the accuracy of their secondary attacks. It is still useful against creatures that make multiple attacks with the same attack bonus, as the troll does with its claws, but the effect will not be so dramatic.

Though the barbarian does not have the Charisma bonus that an Intimidation focused rogue might have, he should still be cautious about supplementing these feats with Skill Focus (Intimidation) or the Persuasive feat. Since comparatively few character classes have access to the Sense Motive skill and since almost no monsters do, the extra points will likely prove superfluous.

Improved Unarmed Strike, Improved Grapple and Ape Wrestler

Though the monk is usually thought of as the best unarmed combatant, in practice there is no class better suited to the role of unarmed grappler than the barbarian. There are three reasons for this. First, the barbarian has the best base attack bonus progression in the game, giving him an automatic advantage in grappling combat over many other character classes. Second, the barbarian's rage boosted Strength gives him an overwhelming bonus



in grappling situations. Finally, the barbarian's incredible number of hit points, whether boosted by his rage or not, means the barbarian can outlast his opponent through round after round of minimal damage dealt during a grapple check.

In truth, the only area in which the standard monk surpasses the barbarian in grappling is in base damage and even that is not a sure thing. With his high Strength bonus to damage, the barbarian's minimum damage in a grapple will be significantly higher than most monk's.

If he combines this with Power Attack, he can actually surpass the monk's damage total.

Grappling is best used against Non-Player Character adventurers, or against creatures which are Medium size or smaller and truly comes into its own when the barbarian gains access to damage reduction, as explained earlier. A barbarian who truly wishes to excel as a grappler should also select the Ape Wrestler feat as soon as he is able, as that will negate the advantage Large creatures enjoy in a grapple.

'The priest's magic is strong', the courtesan said, reclining so the entirety of her lithe body was displayed to him. Despite the danger, Rothgar's heart quickened and his blood burned.

She lifted one soft arm, her alabaster skin glistening in the candle light. She sighed and the swell of her breasts made him growl low in his throat. Hearing him, she laughed and stretched a foot out towards him, running her toes along his belt. Despite his desire, he pushed her away.

'I am no virgin boy, to be tempted so easily.' Rothgar stepped forward, gripped her shoulders and squeezed. 'Tell me now what you know of his magic.'

She sighed and if his grip caused her pain, she gave no sign of it. She tossed her head and her night-black hair slid over his forearms like a waterfall. The scent of lilacs and spice filled the air. 'His magic is strong and it will turn your heart to his service if you but listen to his voice. His castle is full of sorcery as well and he has bound men and other; darker things to his will.'

'Speak no riddles, woman', Rothgar said, squeezing harder, until she blanched and tried to pull away. 'What are these darker things? What serves him?'

'Mercy', she gasped and when he relented, she swooned onto her bed. After a time, she rose up onto her knees and sighed again. 'I will tell you, though betraying him means death. Swear to me, Rothgar, that you will come for me when you are rid of him.'

'Tell me', Rothgar said, 'and then we will speak of bargains.'

'He commands the allegiance of five score guards, all well trained and all absolutely loyal to him. He is served by a dozen concubines, each skilled in the arts of poison. And he has set two beasts to guard his greatest treasure.' Here, the courtesan shuddered and her skin flushed. 'One is an ape, or so he says. White as snow and fearsome, he has driven it to madness with his sorcery and taught it the glory of feasting on the bodies of men.'

'And the other? Tell me now of the other.'

'The other is worse. It was given to him as a gift from a jungle king. It is a snake, the king of snakes, larger than any in the world.'

Rothgar laughed, his mirth immense. When at last his laughter was done, he touched the courtesan under the chin, lifting her face to his own. 'Know this, girl. I fear no ape and no snake, no matter its size. If that is the worst he has to offer, then I swear to you I will come for you, laden with more wealth than your eyes have ever seen.'

She smiled and leaned towards him. 'Then seal your oath with a kiss.'

Rothgar leaned down and crushed her lips to his own. Too late did he smell the scent of poison on her lips. As his senses faded, he heard the courtesan's laughter and the heavy tread of soldier's boots coming towards him.

In combat, the barbarian should use grappling primarily as a means of allowing his allies to strike his grappled opponent with impunity. If he has the grappling feat chain, he should also endeavour to separate an opponent he wishes to grapple with from any allies it may have, so that they cannot aid their ally, or attack the barbarian while he is largely unable to defend himself.

Improved Critical

The Improved Critical feat will prove a valuable addition to the feat arsenal of almost all barbarians, since it is the one feat which will absolutely maximise the amount of damage he can deal and make him the undisputed master of killing with a single blow. There are two primary advantages to the Improved Critical feat.

First, a barbarian with both the Improved Critical feat and the Cleave feat will have a far greater chance of being able to use his Cleave ability at high levels of play, when the hit point totals of most monsters make it very difficult to kill them quickly. Those barbarians who also select the Savage Cleave feat will see even greater benefit, as their number of Cleave opportunities rise exponentially. This aspect of the Improved Critical feat will be of the most benefit to barbarians who wield weapons with wide critical threat ranges.

Second, a barbarian with the Improved Critical is almost assured of forcing his opponents to attempt saves versus massive damage, at least so long as he is armed with a weapon with a high critical multiplier. While the Fortitude save is low, this can still prove valuable, particularly when used against monsters and Non-Player Character adventures with lower Fortitude saves.

In order to reap the most benefit from this feat, the barbarian should arm himself with a magical weapon enhanced with damaging effects like *flaming burst*, as that will increase his damage potential exponentially. In terms of selecting a weapon to use in conjunction with this feat, there will prove no significant difference between a high critical threat range weapon and a high critical multiplier weapon; over the course of an entire campaign, both will end up dealing roughly the same amount of damage. The decision ultimately comes down to whether the barbarian wishes to achieve critical hits more often, or if he wishes to do so more rarely but deal much more impressive damage when he does.

Point Blank Shot and Rapid Shot

Though the barbarian is intrinsically linked with the image of a mighty warrior hacking away with a battleaxe, there is no reason that a barbarian cannot choose to be an archer, or other ranged combatant, instead.

Should the barbarian choose to pursue archery feats, then he is advised to select only Point Blank Shot and Rapid Shot, though a very dedicated archer might also see some benefit from Precise Shot. In order to use these feats effectively, the barbarian absolutely must use a ranged weapon like a throwing axe or javelin, or must arm himself with a composite bow capable of supporting his full, rage enhanced Strength. The reason for this is simple: the typical barbarian will never have a Dexterity score sufficient to allow him to hit with arrow after arrow, so he must instead make each attack strike with as much force as possible.

These archery feats work best when used to supplement the barbarian's melee combat, allowing him to make a round or two of ranged attacks and then close to finish off his weakened opponents. This feat chain is ideal for the hunter, with his bonus feats from the ranger's combat style, or the berserker, with his high number of fighter bonus feats (see Multiclassing chapter for details).

General Skill Use

The barbarian has a relatively sparse skill list, with very few skills which are directly applicable to combat. In general, this means that the barbarian will have to rely on his class abilities and his feats to establish dominance in combat, since he does not have access to skills like Hide and Move Silently, unless he multiclasses as a ranger, bard, monk or rogue.

The barbarian does have, however, several skills which will be used in combat on rare occasions, typically when the barbarian is fighting in unusual terrain, such as on the tops of trees or underwater. In such cases, the Climb, Jump and Swim skills will prove very useful. To take best advantage of these skills, the barbarian should only attempt them while raging, as he will gain between a +2 and +4 bonus to each skill check.

One other skill which deserves special mention is the Ride skill, which will be invaluable to those barbarians who are modelled after Mongol warriors or late era Native Americans. A barbarian who relies on a mounted fighting style must ensure that he is always able to pass any Ride check he must attempt. Since he is unlikely to have a significant Dexterity bonus, he must dedicate a minimum of one skill point at each level to the skill, until he has a minimum skill bonus of +15, or better. A total bonus of +15 will ensure that he is automatically able to perform any Ride action save controlling a mount in battle, or fast mounting and dismounting and that he will be able to perform those more difficult actions with a 75% chance of success.



What follows is a more specific discussion of the role of several of the barbarian's skills in combat and in the moments before combat begins.

Intimidate

The barbarian is big and scary but that is not the only reason that he is intimidating. Civilised folk have an instinctive fear of the primal power of the wilderness and that power is embodied by the barbarian. As a result, the barbarian need do nothing more than scowl, flex his muscles and growl to convince others to listen to and heed his words.

The Intimidation skill serves dual roles for the barbarian. The first use touches only tangentially on combat, specifically in ending a combat before it begins. A barbarian with a high Intimidation skill modifier can convince an opponent, or multiple opponents to back down before tensions rise to violence. This skill is best

used when the barbarian is confronted with multiple opponents, or when he is facing off against a single opponent who he believes to be too dangerous or skilled to fight. Since intimidation can also be used on animals, it is also a very effective means of neutralising guard dogs without having to attack them, minimising the chance of alerting the rest of the camp with the sounds of battle. Since those who have been successfully intimidated becoming actively unfriendly towards the barbarian when the effects of the skill check wear off, the barbarian is well served to beat a hasty retreat when he has successfully intimidated a more powerful opponent.

The second use of Intimidation is, for the barbarian, the more important. As a standard action, the barbarian can attempt to demoralise a single opponent with a successful skill check. Since performing an Intimidation check means the barbarian will not be able to attack at his full strength, it is best used at the beginning of combat, when he can take advantage of his opponent's hesitation without exposing himself to excess risk. The precise timing of using Intimidate in this fashion has been discussed earlier, so it will not be repeated here. An Intimidate check to demoralise can also be used to good effect when attempting to retreat from battle, particularly if you are introducing the new Tricks of the Trade skill rules into the campaign.

At higher levels of play, the barbarian must beware of using Intimidate checks to demoralise monstrous opponents, particularly outsiders and dragons, since they are most often immune to fear, or at least have so many hit dice that their level checks are virtually guaranteed to beat your opposed Intimidate skill check. Against opponents of this nature, an Intimidate check is simply a wasted action.

In order to maximise the effectiveness of his Intimidate skill attempts, the barbarian should always attempt to gain positive modifiers through feats of strength or athletic prowess. Alternately, he can perform the check while raging, gaining modifiers as per the rules introduced in Tricks of the Trade. When attempting to intimidate a particularly powerful opponent, or one, like the cleric or monk, who has a high Wisdom bonus, the barbarian must always use these modifiers if he intends to succeed.



Listen

The role of Listen in combat occurs primarily before the first blow is struck, as opponents attempt to take each other by stealth, the better to hack down their targets while they are fumbling for their weapons. In the wilderness, where the barbarian can most often be found, this is a particularly common tactic, since wolves and the hunting cats which stalk the steaming jungles are capable of moving with swift, deadly precision.

The barbarian is well served to maximise his Listen score at each level for three reasons. First, it is thematically appropriate, as the barbarian is intended to be an instinctual warrior with the predatory instincts of the jungle cat. Second, and more importantly, the barbarian should maximise his Listen because he does not have a high enough Wisdom modifier to compensate for lower skill ranks; since he will be pitting his Listen check against rogues and monks, whose primary ability scores are used to modify their Move Silently skill checks, this is very important. Finally, and most important of all, the barbarian is unlikely to have a significant initiative modifier. This can cause enormous problems at low levels, when a rogue who successfully ambushes the barbarian at close range can hammer him with a sneak attack in the surprise round and then another sneak attack before the barbarian can react; once the barbarian gains uncanny dodge, this danger is lessened but before then, it can prove very, very deadly.

Once the barbarian gains immunity to flanking sneak attacks, it will be tempting to no longer dedicate skill points to Listen but this is actually a poor idea. The barbarian is one of the few classes with access to the Listen skill, so in the adventuring party it may fall to him to listen at the dungeon door, so that the party can lay its own ambush on the creature who waits inside. Likewise, as the barbarian will likely be the primary melee combatant of the party and thus, the default bodyguard of the fragile wizard or sorcerer, he will need his Listen skill to detect the approach of cunning rogues and monks who would bypass him and slay his companions.

Sense Motive

Unless the barbarian selects the Animal Instincts feat, or unless he is a member of one a very few multiclass combinations, then Sense Motive will only be available to him as a cross class skill. Despite this, it is still worth discussing briefly, as it provides him with a very important defensive benefit.

In combat, the Sense Motive skill allows the barbarian to detect and thwart Bluff attempts made to feint in combat. When used against a rogue, a successful Sense Motive

skill check will block off the last, common way in which members of that class can strike him with a sneak attack. A barbarian who cannot be sneak attacked in this fashion is a barbarian who will soon have rogue brains decorating his axe.

Even if the barbarian cannot or chooses not to gain access to Sense Motive as a class skill, it would still behoove him to gain at least five ranks in the skill, to boost his ability to oppose feints. Since the barbarian can add his base attack bonus to the Sense Motive skill check, a bonus of +5 to the roll will give him a strong chance of overcoming an average Bluff check.

NON-COMBAT

The barbarian is more than just a mindless warrior and his skills go far beyond those used to separate a man's head from his shoulders. This means that the barbarian does not have to stand there like a big, dumb animal when the fighting is done and it is time to negotiate terms, nor need he skulk at the rear of the party while the bard charms the skirts from a gaggle of tavern wenches. In fact, the barbarian cannot afford to do either of these things, at least not if he hopes to survive and thrive long enough to earn a place in folklore and a kingdom to call his own.

What follows is a brief discussion of the role of the barbarian's skills and feats outside the realm of combat. By necessity, this section will be briefer than the previous, as non-combat situations in d20 fantasy gaming are not so dependant upon the roll of the dice and precise tactical planning as combat is.

One thing the astute reader will notice is that many of the multiclass combinations introduced in this book have an advantage over the single class barbarian in the arena of social interaction. This is one of the benefits of multiclassing and should be expected. Multiclass barbarians should take advantage of this strength and diversify their skills, the better to excel in all facets of adventure.

Animal Magnetism

Animal Magnetism is one of the few non-combat feats available which gives mechanical expression to one of the tropes of barbarian fiction. In such barbaric tales, the barbarian warrior is not just an object of fear and grudging respect from civilised warriors, he is also an object of sexual lust, with women and men alike drawn not just to his impressive physique but to the dangerous, sensual nature of his untamed animal lusts. For this reason, Animal Magnetism can prove a very worthwhile choice for the barbarian.



For most gaming groups, the subject of carnal lust and sex are somewhat taboo subjects, the kind of encounters best resolved with a quick fade to black. This attitude does not, however, limit the effectiveness of this feat.

The Animal Magnetism feat can serve the barbarian very well in negotiations, particularly when those negotiations involve members of the opposite sex, or any who would be sexually attracted to the barbarian. Since the barbarian's allies can take advantage of the distraction his magnetism offers, the barbarian need not even have significant ranks in social skills to see immediate benefit from this feat.

Since the benefits this feat provides are not automatically enough to ensure success in negotiations, or information gathering, or any other socially oriented skills, the barbarian may wish to dedicate a few skill ranks to Diplomacy, or to the Gather Information skill. This is particularly true if the barbarian's adventures will involve him serving as a diplomat for his people.

Animal Soul, Falcon Friend, Horse Lord and Pack Master

The mechanical benefits of the Animal Soul, Falcon Friend, Horse Lord and Pack Master feats are obvious; the barbarian gains a boon animal companion who can fight at his side and who will keep him company during his journeys in the lonely wilderness. The non-combat benefits of the feats is obvious as well, as a companion horse can greatly speed a journey, a companion hunting dog or wolf can track game and enemies with ease and a companion falcon, eagle or owl can fly high above, warning its master of danger and preying upon rabbits for the evening's stew.

There is, however, a social aspect to these feats as well, particularly in a campaign which is focused around tribal, or barbarian kingdom adventures. In such a campaign, the barbarian who has an animal's soul and who commands the allegiance of beasts is accorded great respect by those who follow the path of the natural man. Though there are no mechanical benefits to social skills listed with these feats, a barbarian who has one will gain a slight circumstance bonus to Diplomacy checks and possibly Gather Information and Intimidation skill checks when interacting with barbarian tribesmen, particularly those who believe in the concept of totem animal spirits. If the Games Master

wishes, he might also grant a circumstance bonus when interacting with druids and rangers.

Leadership

The Leadership feat can be very powerful in the hands of the barbarian and is also very thematically appropriate, especially for those characters who are modelled after Viking or Mongol warlords. For the barbarian, the followers gathered via the Leadership feat usually represent one of two things, either a warband under his direct command or the beginnings of a village that he has founded.

Should the barbarian choose to command a warband, then his followers should be low level warriors and barbarians, typically armed with spears and small shields, scimitars or battleaxes. Depending on the flavour of the barbarian, his followers may or may not be armed with shortbows. A warband leader will command fear and respect, even if he is of good alignment and may come into frequent conflict with enemy nations. By the time the barbarian amasses



enough followers to have a warband of significant size, about the time his Leadership score reaches 17, he should begin using it to exert influence on the world around him. In a campaign set in a rural, less developed area, a warband of 30+ soldiers is a dangerous army and the one who commands it a force to be reckoned with. It is both genre appropriate and mechanically viable for a barbarian to use his warband to claim wealth from villages as tribute, or to use it to set up his own small kingdom.

Conversely, if the barbarian chooses to establish a village, then his followers should be a mix of warriors and experts. These will form the core of his village. He need not devote any of his few follower slots to gathering commoners to populate his village, as many will likely flock to his village, seeking the protection of the no doubt famous barbarian; though these peasants will not, in a mechanical sense, be his followers, they will undoubtedly defer to his will, due both to his personal power and the loyalty of the experts and warriors who are the village's foundation. A barbarian who can claim a village as 'his own' will have a ready source of income in the form of taxes and crops and will also have a home base which he can fortify and use as a place of rest and planning. At high levels, such a power base will prove invaluable.

Intimidate

The Intimidate skill is very valuable to the barbarian in non-combat encounters, both because it plays to some of his biggest strengths and because it is the only class skill he has which is directly applicable to social encounters.

Remember that Intimidation is a hammer, not a stiletto. It is not an appropriate choice when the barbarian and his adventuring party wish to resolve a situation delicately, since the after effects of intimidating someone into obeying your wishes are so negative. Likewise, Intimidation should never be used on a Non-Player Character which the barbarian would benefit from having as a friend, or ally, since a successful use later shifts their attitude towards hostility.

Conversely, Intimidation is an excellent skill to use against those who are already predisposed to dislike the barbarian, as their dislike of him will make the use of other, more gently persuasive skills more difficult. In such cases, Intimidation is the optimum skill to use because it requires comparatively little time and because its negative effects mean nothing; those who already hate you cannot be made to hate you more by use of this skill.

Intimidation is also an excellent skill to use against those who are well versed in other social skills and who can use those skills to embarrass or harm the barbarian in social encounters. To reference an earlier analogy, a

stiletto is deadly but a hammer can smash it to pieces. To use Intimidation in this fashion, the barbarian must act swiftly and decisively, putting fear in the heart of his silver tongued rival as quickly as possible, before his skills have a chance to do irreparable damage to the barbarian's social standing. Of course, the intimidated party can always attempt to slander the barbarian later but a sufficiently convincing use of Intimidate should put enough fear in them that they will not dare risk it.

Intimidate is also best used against opponents of low levels, as their reduced bonus to opposed rolls will make them easy pickings. Fortunately for the barbarian, most city officials and towns folk will be of lower levels, particularly as he progresses towards the end of his adventuring career.

Survival

The Survival skill is very important to the barbarian, particularly one who is to be played in a campaign organised around tribal lines. The mechanical benefits of Survival are obvious, so they will not be discussed here. Instead, it is important here to stress the role that Survival has in giving the barbarian a place in the community.

Survival is the skill by which a barbarian hunts, gathers berries and edible plants, finds water and, more importantly, proves his worth to his people. Many barbarian tribes who dwell in the depths of the wilderness depend on the participation of every member of the tribe to hunt and to gather vegetables and in such tribes, there is no room for a tribesman who is good for nothing but warfare. In such a tribe, a barbarian with enough ranks in the Survival skill (and, perhaps, with the Track feat) can gain great respect and power within his tribe, since the man who supplies the food is a man who commands allegiance.

For this reason, it is recommended that a barbarian in a tribe oriented campaign maintain near maximum, or maximum ranks in the Survival skill at all times, whether or not the campaign calls for him to use it in game. The benefits to the barbarian's reputation and status within the community will more than outweigh the costs.



The priest's voice thundered across the vast throne room. 'Put down the crystal, you ignorant fool! You know nothing of what you possess.'

Rothgar smiled and raised the fist-sized gem above his head. 'Wrong, priest. I know exactly what I possess. It is your strength and it is your doom.'

The priest stood, his robes swirling and stalked down from his raised throne. 'Listen to me, Northman. The gem of Al-Hadazan is mine by right. Its power is ancient and holy. Even one such as you cannot wish to destroy it.'

Despite his rage, Rothgar's hand dropped and he paused, as the priest's words filled his mind. He stepped forward and the priest smiled.

'Yes, boy, yes. You do not wish to harm the gem, you wish only to return it to me. Isn't that right, boy?'

Rothgar nodded.

'Then deliver it to me. Give it the back to me, the gem is rightfully mine.' The priest stretched out one hand.

It was the priest's own words that broke the spell. Rothgar snarled and raised the gem high above his head. 'No, oath breaker! You claimed the gem with lies! Reap now the full measure of falsehood', Rothgar roared and hurled the gem at the priest's feet.

Such was the power of Rothgar's fury that the crystal of Al-Hadazan exploded when it struck the hard stone of the throne room, splintering into a dozen pieces and scattering across the floor. Crimson and yellow light poured forth from the ruined gem and the priest shrieked, covering his face as the light suffused him. He writhed as though burning and his skin darkened and began to fall in tatters.

Rothgar stood transfixed and it was only the power of his hatred that kept him from succumbing to madness. Springing forward, he snatched up the largest shard of the broken crystal. It was cold as pure ice and yet hot as a firebrand at the same time. Gripping the burning priest by the throat, he lifted him with one hand. 'I'll not have my vengeance denied by sorcery, whether it be from man or devil.' Then he plunged the dagger-like shard into the priest's blackened flesh, again and again, until blood ran thick and hot over his fingers and the priest moved no more.

At his dying, the walls of the palace shuddered and a tremendous sound, like the howl of a tornado tearing through the forest, resounded from far below. Rothgar dropped the priest's lifeless body and sprang towards the throne room's door but the great entrance arch shattered and fell, blocking the way. He staggered back and even his instinctive balance, sure and graceful as a jungle cat, could not help him keep his feet.

The floor of the throne room exploded upwards and the horror from the prison heaved its great bulk up and out. Reaching out, it crushed the priest's body in its grip and poured the ashes down its throat. It seemed to Rothgar then that the beast doubled in size and grew more horrific, so that he could not stand to look upon it for fear of going mad.

At last, the awful glory of the beast's ascendance dimmed and Rothgar stood to face it, axe held warily in both hands. The beast laughed.

'Truly, I chose my champion well. Northman, I have the power of prophecy but for you I do not need it. Glory you have found this day and more glory awaits you still. I said that I would give you a crown for this deed, Northman, and all has come to pass as I have foreseen. What say you?'

Rothgar wiped the sweat from his forehead and leaned upon his axe. 'I say that I know you now, demon. Know you for a king of your kind. And I swear oath to you now that when I choose to win a crown, it will be yours I come for, and yours I will lift in my bloody hands.'

And then Rothgar turned and walked away.

DESIGNER'S NOTES

When I was asked to write the sequel to the excellent *Quintessential Barbarian*, I was both very excited and very nervous. Excited, because I was being given the opportunity to flesh out one of the iconic archetypes of fantasy fiction, film and gaming. Nervous, because... I was being asked to flesh out one of the iconic archetypes of fantasy fiction, film and gaming.

No question about it, the barbarian is one of the titans of fantasy and the star of more books, films, comics and gaming supplements than I could easily count, even if I *had* finished college. So, the question became, 'How do I write something new about the barbarian?'

The answer, of course, came to me in a dream.

Well, actually no, I'm lying. The answer(s) came to me after about six hours of nervous pacing. The first answer was, 'By looking beyond the borders of Europe.' If there is a glaring weakness in the barbarian class, it is the fact that every barbarian seems either modelled after the cultures of Europe or based on some nebulous, default ancient kingdom whose only defining characteristic seems to be that all men there have mighty thews and all women are voluptuous, fiery temptresses who wear far too few clothes for the dismal climate. So, that's why you will find influences from Native American and Mongolian culture scattered liberally throughout the chapters of this book. These themes are especially prominent in the *Legendary Barbarian* and *Unfettered Spirit* chapters of this sourcebook, in the form of prestige classes like the rider of the golden horde and the rules for totem spirit animals. Of course, the rules in this book present far from 100% accurate representations of either culture but they are still there, as removed from their origins as the classes in the *Core Rulebook I* are.

The second answer to my dilemma was: 'By delving into the barbarian canon and mining for clichés that have not reached the gaming table yet.' This was surprisingly easy to do, actually. For whatever reason, gaming books have always avoided the subject of the barbarian's primal sex

appeal, though examples of it are rife in sword & sorcery stories. Well, I didn't ignore it, though most of you will be relieved to find that it plays only a small part in this book. Gaming sourcebooks have also traditionally ignored the more magical aspects of barbarian tribes – not surprising, given the focus of barbarian gaming, as described above – which is why I'm so happy with the rules for totem spirit animals and magical woad and tattoos. I think this sourcebook does its part to bring at least some of the flavour of barbarian spirituality to d20 fantasy.



If I had to pick my single favourite thing in this sourcebook, the one thing I'm happiest with, I guess I would have to say it is the new, high level prestige classes. Yes, I know that prestige classes are a dime a dozen but there have never been enough barbarian focused prestige classes and there have never, if I may be so bold, been ones quite like those you will find in this book. I've written a lot of prestige classes in my days as a writer but I feel confident in saying that I've never written ones I was as pleased with as these.

THANKS

Thanks to the fine folk at Mongoose Publishing, who continue to want me to put fingers to keyboard and who continue to put out some of the best, most interesting games in the industry.

Thanks also to Robert Schwalb, who wrote the original *Quintessential Barbarian* and who filled his book with all manner of interesting concepts and well-executed rules. Thinking on it, I'm not really sure I *should* thank him, since his act was so damn hard to follow.

Thanks also to my wife, who continues to support me and is the best sounding board for ideas around. Thanks also to my three kids, who day after day continue to show me exactly how shirtless barbarians interact with the civilised world.

Finally, thanks to all those writers who have ever told a story about barbarians. There are a lot of you out there, and quite a few of you are dead, so I hope you'll forgive me if I don't list all your names.



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SPELLS PREPARED

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	st SPELLS KNOWN
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<input type="text"/>	1 st	<input type="text"/>	<input type="text"/>	<input type="text"/>
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<input type="text"/>	9 th	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD

CHARACTER CONCEPT BONUSES & PENALTIES

CAREER PATH BONUSES & PENALTIES

CONTACTS

MAGIC ITEMS AND RELICS

QUIRKS

HENCHMEN / COHORTS / MOUNT

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

ALTERNATIVE RAGE
 ENVIRONMENTAL/ELEMENTAL/SPIRITUAL
 TYPE
 BENEFITS

ENEMIES, CONTACTS AND PAST ACQUAINTANCES

TOTEM SPIRIT
 TYPE
 NAME
 TRAIT

BACKGROUND & FURTHER NOTES

TRIBE
 NAME
 LOCATION
 RITUALS/TRADITIONS

ALLIES

RESOURCES

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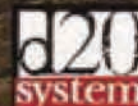
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THE QUINTESSENTIAL BARBARIAN II Advanced Tactics

A fiery, muscular ball of raging death, the barbarian is the toughest frontline fighter of any adventuring group. Quick to anger and slow to calm, he will take on any opponent, no matter the size or reputation. *The Quintessential Barbarian II: Advanced Tactics* offers a range of new concepts, skills and equipment to enrich the background and abilities of any mightily thewed hero.

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