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# Tracking

by Josh Benton

RPG MASTERY



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by Josh Benton

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A freak encounter with a radioactive dodo bird didn't leave Josh Benton with superpowers, but it did rob him of all common sense. Which probably accounts for his lifelong desire to write for a living. He's been playing roleplaying games since the days when you had to trust the Dungeon Master to tell you what your save vs. wands was, and can calculate THACO scores in his sleep. Along the way he's played a number of the more popular game systems, and any number of odd, unusual or downright obscure games.

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Synonyms for the word Dana include variegated, multifarious, or perhaps convoluted. Dana has a variety of different interests including reading, writing, learning, artwork, environmentalism, and playing RPGs. In her previous position as Editor-in-Chief of the *Silven Trumpeter*, she watched the *Trumpeter* grow from its pilot issue into the largest free RPG magazine on the Internet. She is currently Editor-in-Chief of Silven Publishing and author of various RPG supplements and artwork for products. Dana holds an M.A. in linguistics and is currently Ph.D. candidate working in rhetoric, composition, and literacy. She is also highly educated in the arts including painting, pottery, jewelry making, and digital design.

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## RPG Mastery Tracking

Requires the use of the *Dungeons & Dragons Player's Handbook*, Third Edition, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

Web enhancements and free articles and updates can be found on the Silven Publishing website at <http://www.silven.com>.



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## Introduction

Ah...the trail! Where all journeys begin and the first steps to greater experiences are taken.

– *Thulian Boorne, Elven Woodskeeper and Sage*

The RPG Mastery series takes a role-playing element of a typical adventuring session and explores it in great depth, with the purpose of providing both gamers and DMs with insights on how to bring more life to their game session. But the series is no collection of filler fluff and arbitrary texts. Role-playing elements stand side by side with crunchy stats to help you transfer what you read here into your game sessions with a minimum of fuss and fiddle. Welcome to the Silven Master Class series!

In this book, we take a close look at tracking. This hallmark tradecraft of rangers and rogues has seen little real depth in the RPG multiverse of sourcebooks, when in reality it is an element of adventure gaming that lends very well to extensive role-playing. Mostly this has been due to a lack of knowledge in how to realistically go about role-playing a tracking event. Let that now be a thing of the past.

*RPG Mastery: Tracking* will take you through an all-encompassing coverage of this skill and provide role-playing assistance, an in-depth understanding of the skills you need, new core classes, spells and feats, and show you a breadth to your tracking skilled characters you never thought they could have.

### Who should read this book

This book is for both DMs and players alike and no negative side effects should arise if a gaming group's players and DMs

read this guide. In fact, that might even be preferable and add to the overall enjoyment of the gaming session.

This book assumes that the tracker using these skills and tips is a humanoid character with no special innate tracking skills. In other words, this book was not written with the lycanthrope werewolf ranger in mind. That is not to say that a player with such a character will not find this guide useful, but rather that we have assumed humanoid characters and have not taken into account the special circumstances that might alter the ideas presented here if the character had innate abilities that improved his or her tracking skills.

### How to read this book

This book is designed to be a reference that a player or DM can use at any time. . Each section is self contained and will deliver everything you need to know about that section. For example a DM running only outdoor campaigns can choose to completely neglect the chapter on urban tracking.

# Chapter 1: Tracking – What Is It?

## Tracking as a profession

Rarely is a person employed solely for their tracking abilities; rather, the ability to track is most often used to supplement other pursuits. Unless she is both patient and lucky, a hunter needs to have at least a general idea of how to find and follow prey. Military outriders and scouts often need to read sign in order to make an accurate report. When relying on a local guide to lead you through orc-infested land, it's quite helpful if he's able to tell if orcs have been through the area recently; unless of course you don't mind being ambushed and eaten.

While the skill is seen less often in urban situations, it is also in cities where you are likely to see someone employed solely for their skill for finding others; both sides of the law often find use for those whom can track down others.

## Role-playing a tracker

Trackers come from every race and walk of life. There are just as many half-orcs among the ranks of wilderness trackers as there are elves, and their natural urge to explore means humans and halflings typically outnumber both those races. Dwarves and gnomes often provide their services as guides through the deep places. Among urban trackers humans and halflings again lead the way, while the oft-taciturn dwarves and notoriously surly half-orcs rarely take on these jobs.

## The lifestyle of a tracker

In frontier settings, or in areas where settlements may be widely separated, tracking skills are a basic component of many professions. These professions also tend to provide opportunities for travel, making them well suited for anyone wanting to take up a life of adventuring. On the downside these jobs tend to provide opportunities for travels; meaning terrible weather, beasts natural and otherwise, bandits, shortages of food and all the other problems that strike when one is on the road.

For the citybound, manhunting can be a lucrative profession – for the best. For every tracker with enough gold to choke a drake, there's some poor schmuck with barely two coppers to rub together. Good trackers can also earn themselves a reputation, which isn't always a good thing. Someone who doesn't want to be found might arrange for a knife in the dark, or poison in a glass of wine, to keep a particular tracker from being hired to find them.

## The tracking profession for an adventurer

Rarely does an adventurer set out to take up tracking; instead, it's far more likely that someone who has taken up one of those professions requiring the skill have found themselves thrust into the role of an adventurer. Learning to track in a wilderness setting is a skill often acquired young. Knowing how to hunt for food, find one's way home or tell when a predator has been lurking about can be invaluable to someone living outside a populated area. When traders and travelers pass through, they often wish to hire on a local guide or protector; a perfect

opportunity for callow youths seeking to spread their wings away from the farm, or even a poor shepherd just looking for a few extra coppers to keep his family fed.

Urban trackers usually fall into one of two categories. The first is those individuals who are simply sociable and prone to gossip by nature. Without even realizing what they're doing, they're collecting information on everyone and everything around them; sometimes a situation arises, and they find themselves possessed of a valuable talent. The second type of tracker is generally born of circumstance: she needs to find someone or something, and there's no one to do the job for her.

Those whom have already chosen the life of an adventurer often find themselves acquiring tracking skills after having hired an experienced tracker. The versatility and increased self-sufficiency these skills can provide make them an invaluable addition to any adventurer's repertoire (not to mention a copper saved is a copper that can be put toward the exorbitant price of those protection charms you need before taking another crack at robbing Theodrian the Trap-Happy Wizard).

## The effects of failure

As with any job, a reputation for success or failure can help or hinder a tracker. A tracker who routinely fails to do his job will find that he's less likely to be offered work, and will be paid a lesser wage when he is able to find a patron. Should the tracker fail a task by more than 5 at a DC 15 or less check, and a witness reports this embarrassment back to his employer, the tracker will earn a -1 to his Competency. On the other hand, should he be witnessed succeeding by more than 5 at a DC 25 or greater task, he receives a +1 to his Competency rating.

Lowering a positive Competency is easy: just fail a check by more than 5 as normal. It's more difficult to get rid of a negative reputation. Removing one -1 requires two positive checks.

### Competency

Competency is a measure of a tracker's reputation for being skilled and reliable. It ranges from -5 to +5, with characters starting with a score of 0, and is not affected by points placed into the relevant tracking skill (Survival or Gather Information, respectively). At its most basic, this rating applies as a modifier to any rolls relating to the tracker attempting to procure work. It also acts as a modifier to how much she will be paid for any work: with each +/-1 being a 10% modifier to the base pay of the job. (This includes things like selling hides, etc. A reputation for being incompetent reflects how people regard the character's trade goods.)

Regardless of failures or successes, Competency can no go below -5 or above +5.

# Chapter 2: Woodland Tracking

“Listen to the signs of the woods and they will tell you the tale of all that have passed there” – *Sirulan Denibe, Master Tracker to the Royal House of Kanitberoy*

## Elements of tracking

There are two important elements in tracking: *tracks* and *sign*. Tracks are the physical impression left as a result of a creature passing through the area. This is made up of not only footprints on the ground, but disturbed grass, broken twigs or bark rubbed off a tree. Signs are other elements that help a tracker to locate his prey. These things are often hard to define but include a flight of birds taking off in the distance, the forest going quiet as the animals detect a potential threat or examining the remains of a campfire to determine its age.

A talented tracker can read a lot of information from a track. She can determine not only what direction a creature was headed, but its speed of travel and approximate size. This information is determined by examining the depths of the track, as well as how far apart each track is in relation to the creature's size. The base Survival DC to determine a creature's size is 15 + the base tracking DC of the type of ground the print is on, modified by the creature's tracking size modifier.

## Base Tracking DCs by Surface Hardness

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

*Very Soft Ground:* Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

*Soft Ground:* Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

*Firm Ground:* Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

*Hard Ground:* Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most stream beds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

## Environmental Factors

Condition	Survival DC Modifier
Every hour of rain since the trail was made <sup>1</sup>	+1
Fresh snow cover since the trail was made <sup>1</sup>	+10
Protean Terrain <sup>2</sup>	+10
Thick Terrain <sup>3</sup>	-10
Poor visibility <sup>4</sup> :	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3

## Elapsed Time:

Size Category	Time Between DC Increases
Fine	1½ hours
Diminutive	3 hours
Tiny	6 hours
Small	12 hours
Medium	24 hours
Large	48 hours
Huge	72 hours
Gargantuan	96 hours
Colossal	120 hours

<sup>1</sup>Once the immediate effects of these types of weather have past, most outdoor soft and firm surfaces will be classified as very soft for the purposes of calculating DCs.

<sup>2</sup>Protean Terrain covers everything from quagmires, to sand dunes or planes of formless chaos; any type of ground or surroundings that can easily erase the traces of someone's passage. This type of terrain doubles the time each Survival roll takes.

<sup>3</sup>Thick Terrain is simply an area that lends itself to leaving easy-to-follow signs: such as a thick forest or a corn field, where a creature's passage will leave broken branches, smashed and torn up undergrowth, crushed crops, etc. This type of terrain doubles the time each Survival roll takes.

<sup>4</sup>Apply only the largest modifier from this category.

Determining that same creature's rate of movement is a DC 20 Survival check; this check is at +5 if the tracker does not know the creature's size, and -5 for a tracker who knows, or has determined the creature's actual size category.

Terrain and the environment play a significant role in tracking. Tracking through mire muck is a challenge, as the ground oozes back into tracks almost as soon as they are made; the wind and wave of desert and beach washes prints away. Rain, fog, and darkness all make it hard to see traces, and rain or snow can obliterate traces right before your eyes. Severe weather and difficult terrain also slow the tracker's passage, doubling the time each Survival roll takes.

Even on normal ground and under everyday conditions the passage of time and other creatures can erase the evidence of a tracker's quarry. For every 24 for hours that passes, increase the DC of the Survival check by +1. For each size category above Medium, extend this period by an additional 24 hours. The traces of smaller creatures disappear more rapidly: for each size category smaller than Medium, half the time it takes for the traces to disappear.

### Sign

Sign is most often used as a way to supplement conventional tracking. It is, after all, easier to read a clear print than it is to decipher what a pile of seemingly out-of-place sticks might mean. Reading sign is also sometimes the only way to relocate a trail gone cold. In game terms this system gives trackers a chance to modify their Survival checks, or to make a check when they otherwise would have failed completely.

One of the more common and most useful applications of reading sign is to determine how far ahead the tracker's prey may be. This can be accomplished through a number of ways, and tends to involve a number of senses. The remains of a campfire often provide valuable clues: the smell and texture of the burnt wood, along with scuff marks on the ground help determine how long ago the camp was used. In that same vein is the reading of waste material. While it may strike some as being unsanitary or distasteful, the warmth, hardness, texture, smell and taste can all tell how long ago the quarry was in a given location – if there is evidence of some particular or unique foodstuff, it can also point toward an area the creature frequents. Knowing the approximate distance between herself and her prey allows the tracker to speed up the pursuit, though this does bear a significant risk as well – should the tracker hurry too much, she runs the risk of missing some minor detail, such as evidence of the prey having changed direction.

Successfully reading sign allows the tracker to either reduce her next Survival check, or to skip the next required tracking roll. A failed check when reading sign means that an extra Survival check (at the normal DC) is needed to avoid losing the trail – missing the sign check by more than 5 results in the trail automatically being lost. Hunters who lose their trail can attempt to get back on track using the same rules as for being led astray by an animal.

### Base Sign-Reading DCs

Time Elapsed DC	Survival Check
1 - 12 hours	10
13 - 24 Hours	15
24 – 36 Hours	20
37 – 48 Hours	25
49+ Hours <sup>1</sup>	30

<sup>1</sup>Add +5 to the DC for every additional 12 hours.

### Condition Modifier Survival DC

#### Type of Evidence:

Fire	-2
Body Fluids/Waste	+2
Odd Animal Behavior	-2

### Understanding your prey

The ability to understand prey is one of the fundamental elements of tracking. A tracker who fails to understand the habits of her quarry is unlikely to ever find it, while one who underestimates the danger of hunting certain types of creature is likely to find himself as a meal.

The most common divisions of prey types are based on a creature's Intelligence, aggressiveness and home territory. While they may be possessed of abilities and attacks that make them formidable foes, creatures of the animal subtype (and other creatures of less than 3 Intelligence) are generally regarded as being less dangerous to pursue. This is because creatures of greater than animal intelligence are able to make and execute plans, including things like setting up an ambushing or making use of traps. Creatures that are hunters or are prone to aggression are much easier to find than passive species; they don't fear being hunted and don't generally take extraordinary measures to avoid being tracked. A creature that lives near to where the hunt begins is easier to track, as it is not likely to roam too far from familiar areas; while a creature known for



## Prey-Specific DC Modifiers

Condition	Survival DC Modifier
Intelligence 3+:	+5
Creature is carnivorous/aggressive	-5
Creature is prey/herbivorous/timid	+5
Creature's home within 5 miles of starting point	-2
Creature roams a wide territory	+2
Creature has Scent Ability	+2
Creature has Track Feat <sup>1</sup>	+5
Every three creatures in the group being tracked	-1
Creature is moving at:	
Half-normal speed	+1
Normal Speed	+0
Twice-normal speed	-1
Three times normal speed	-2
Four times normal speed	-4
Five times normal speed	-8
Size of creature or creatures being tracked <sup>2</sup> :	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

<sup>1</sup> This presumes the prey is familiar with tracking, but is acting passively, and not actively attempting to disguise the trail. This modifier does not apply to creatures with an Intelligence of less than 3.

<sup>2</sup> For a group of mixed sizes, apply only the modifier for the largest size category.

roaming may already be quite some distance away, with no plans to return in the immediate future.

It is also more difficult to pursue a creature with the scent ability, as the hunter must take special care to make sure that the quarry does not catch scent of him. Much like a captain trying to make the best use of her sails, this type of pursuit involves much shifting about with the capricious dance of the wind; as a result this DC modifier can be negated by only moving with the wind, and taking twice as long as normal. Though their noses may not be as sensitive, creatures with the Wilderness Tracking feat are equally as difficult to pursue. Even if not trying to actively evade, knowledge of the tricks and techniques of tracking causes them to move more cautiously by nature, leaving less of a trail for others to follow.

Size, speed, and numbers all play an important role in tracking. The more creatures in a group, the easier it is to find evidence of their passing. Someone moving in haste not only disturbs more of the environment as he travels, but is also more likely to overlook something that points the way to his location. Finally, the larger a creature is the more evidence it leaves of its passing in the form of deeper tracks, broken branches, etc.; it is much easier to track a great wyrm than to follow a mouse.

## Beginning the hunt

One of the most common uses of tracking is for purposes of hunting, be it for food or for sport. One of the first, and perhaps the most important, things that should be decided is what the day's prey will be. This choice will influence such factors as the location chosen for the hunt (though just as often the location of the hunt determines the type of prey), the time of day the hunt starts, and what equipment is best carried.

Before setting out, hunters may make a DC 15 Knowledge (nature) check in order to determine what sorts of creatures are most likely found within the local area (characters with the requisite skill may instead make a DC 10 Knowledge [local] check). In addition to the ability to learn specific information about creatures as per the normal rules for this skill, Every 5 points over the base DC grants a +1 knowledge bonus to Spot and Listen checks while in the area.

Many hunt animals out of need – the flesh is eaten, and other portions of the animal are used for various purposes. Others hunt for sport, or in order to sell portions of their kill that fetch a high price; more than one mercenary has turned her skills to the slaughtering of animals, or even more dangerous games – arcanists often desire parts of creatures such as dragons. The



nobility, and sometimes wealthy urbanites, often seek out the thrill of the hunt, hiring guides either for an expedition or retaining huntsmen on a permanent staff. These professional hunters do all the hard work of finding and flushing out the prey, along with making sure the hunt's patron and his companions don't get themselves killed.

### The Way of the Hunt

Hunting works a bit differently than normal tracking in that not only does it represent the pursuit, but also abstracts the normal combat and damage systems. This is done not only to save time, but to represent that the struggle between hunter and prey is very different (and usually much more one-sided), than the struggles of the battlefield.

The base DC for the Survival check is set based on the hardness of the ground plus the hit dice, and including all relevant modifiers such as the prey's size, weather conditions, leading a hunting party etc. Each hunting check represents one hour of time. The hunter can lower the DC of this check by extending the time frame covered by each roll, while rushing things makes the pursuit more difficult.

Once the DC for the check has been determined, the hunt begins. The hunter makes a skill check against the DC as normal, though the outcome of the roll is handled differently. If the hunter meets the DC of the check, he has managed to locate his quarry's trail; lower the DC of all other rolls for this hunt by -5. If she exceeds the DC by 5 or more, she has managed to locate and wound her prey – the creature loses one hit die (which also lowers the DC of additional rolls). Every additional 5 points scored over the base DC equates to another hit die lost. However, for every 5 points she misses the check by, the hunter loses one hit die worth of hit points (so a ranger would lose 8 hit points, etc.); this can represent the animal turning and attacking the hunter, damage from a fall or exposure, etc.

This can be a long process, so the DM may choose to allow the rolls to accumulate. So if Elias the ranger scores 2 over the DC on one roll, 1 under on his second roll and 4 over on his third roll, his quarry loses one hit die.

### Hunting-Specific Modifiers

Condition DC Modifier	Survival
Every additional hour taken	-2
Checks only represent one-half hour	+2
Every additional hour after the first 6 <sup>1</sup>	+2
Leading a hunting party <sup>1,2,3</sup>	+10
Leading a hunting party <sup>1,24</sup>	+5
Prey's common environment	-2

<sup>1</sup>In cold or hostile environments halve this time and double the penalty.

<sup>2</sup>This modifier applies to parties up to 10 people in size. Each member of the party beyond the initial 10 imposes an additional +1 modifier.

<sup>3</sup>None of the members of the group being led have the Wilderness Tracking feat.

<sup>4</sup>At least one member of the group being led has the Wilderness Tracking feat.

Time is a critical factor when hunting. The hunter is exerting himself both physically and mentally, and as the day wears on, he becomes more likely to miss minor details or to make costly mistakes. A character may operate at peak efficiency for roughly six hours before starting to lose his edge. After that there is a cumulative +2 increase to DC for all hunting checks for each additional hour he continues to hunt. Hostile conditions such as extremes of temperature or hunting in an area with treacherous footing make things even more difficult. The hunter may only exert himself for three hours, and the DC modifier for each additional hour climbs to +4.

### Animals and Tracking

Some characters, such as druids and rangers, may be accompanied by an animal companion, or a hunting party may wish to use trained dogs (or other animals). In order to use an animal for tracking purposes it must have been acquired through a class ability (such as a ranger's animal companion, or a wizard's familiar); otherwise the handler must have at least one rank in the Handle Animal skill and have trained the animal to hunt, or have purchased an animal from a skilled trainer.

### Animal-Related Tracking Modifiers

Condition	Survival DC Modifier
Animal is herbivorous/timid; prey is carnivorous/aggressive <sup>1,2</sup>	-2
Animal is carnivorous/aggressive; creature is prey/herbivorous/timid <sup>1,2</sup>	+2
Animal has scent ability	-2
Animal has Track feat	-5
Animal has Track feat and scent ability	-10
Prey crosses water	+2

<sup>1</sup>If the hunter misses a roll by more than 5, in addition to the normal penalty, the prey turns and attacks the hunting animal; this should be resolved using the normal combat system.

<sup>2</sup>This modifier is for a single animal. If more than one animal is being used in the hunt, apply it for each animal present.

### New Skill Synergy

*Handle Animal:* If you have 5 or more ranks in Handle Animal, you receive a +2 bonus on Survival checks when using an animal to assist with tracking.



Not all animals are suitable for use as trackers. Unless the creature has been conditioned to the hunt, it likely lacks the discipline needed. Untrained or improperly trained animals often lose a scent or will give up one scent trail in favor of one more interesting. When attempting to hunt with an untrained animal, any failed Survival check results in the animal losing the scent, or it begins to follow another trail. With an improperly trained animal (the trainer failed the DC by less than 5, or the full six weeks has not passed) this happens when the Survival check fails by 5 or more, and a trained hunting animal does this only when the DC is missed by 10 or more. When this happens, the tracker can attempt at DC 30 + the margin the Survival check was missed by to attempt to notice that she's been led astray from her intended path. Those that fail the roll may try again at DC 40, DC 50 etc. Those that succeed on this check may make a Survival roll to get back on track, but suffer a +10 modifier to the DC (add an additional +5 for every check this took, so if the check was passed at DC 40 it would be at +15, etc.).

### The Aftermath

Should all go well the hunters will bag their intended prey. Unless the mighty hunters plan to just sit about and stare at their prize, they'll need to actually do something with it: be that butchering it for the meat or having it stuffed and mounted above the fireplace. These tasks are often quite difficult and require special knowledge and training.

### Profession (Hunter)

This skill covers a broad range of abilities of use not only to hunters, but of anyone living on the edges of civilization.

- Profession (hunter) may be used to make Tracking checks (provided the hunter has the Wilderness Tracking feat) related to animals. All the DCs are at a +5, and it may not be used to track creatures with an Intelligence of 3+.
- This skill may be used to field dress and skin creatures. Both of these tasks are DC 20, modified by the creature's size and type. Field dressing a creature takes 1 hour + 1 hour for each size category by which the creature and hunter are separated. Properly skinning a creature requires double this amount of time. Failing one of these checks by more than 5 reduces the value of the meat or pelt by half, while failing by 10 more ruins the skin and indicates the meat has been contaminated; a DC 25 Heal check to notice will reveal the signs of contamination, and anyone who consumes this meat will contract *filth fever* (there is no initial save to avoid infection – only those with an immunity or special protections against disease avoid this effect).

#### Synergy

- If you have 5 or more ranks in Profession (hunter) you receive a +2 bonus to Survival checks when hunting creatures with the Animal type.
- If you have 5 or more ranks in Heal you get a +2 bonus to field dress and skin creatures of your own type.

## Hunter or Hunted?

At some point you may find yourself pursued or on the trail of prey who knows you're coming. When that happens, one party or the other may wish to throw the tracker off their trail. If the quarry does not have the Wilderness Tracking feat, make a Survival check (DC 20) success adds +5 to the tracker's DC – the target simply doesn't know enough about what the tracker will be looking for to effectively eliminate her trail (scoring less than a 15 on the check grants the tracker a -5 to his DC).

If the target has the Wilderness Tracking feat, things are a bit more complex. Both the hunter and hunted make a Survival check as normal, the exception being that modifiers that normally increases the hunter's DC act as penalties to the check, while giving a bonus to the hunted, and vice versa. After each check, the difference between the two totals is noted – the goal being to be the first to score a total of 20 points more than the other. Once that point has been reached the target has either escaped, or else the tracker has successfully caught up with her.

More advanced options are available. First, the prey can lay traps for the hunter. This is done by trading in 5 of her accumulated points, which gives her the time to make a simple CR 1 trap (usually a pit trap of some type). This trap is constructed using a Craft (traps) check as normal (Profession (hunter) may be used in its stead – this increases all construction-related DCs by 5); however, it is always one use only, and its total modifiers can not give it a CR greater than 1. If the 5 points used to build this trap are gone, they must be earned back through subsequent Survival checks. Should she wish to leave a more unpleasant trap for her pursuer, she may raise the CR by 1 for each additional 5 points she trades in.

For 10 points, either the hunter or hunted can double the penalties to the other's next check. Also, either party may trade in 25 points (electing not to end the hunt at the usual 20) in order to ambush the other. When this happens the ambushing party receives an entire round in which the victims are caught flat-footed and completely unable to act. This can be extended by one round for every additional 10 points spent. While this can result in one group mercilessly beating on a helpless opponent for several rounds, there is also the risk that the other party will accumulate 20 points and simply elect to end the chase before you have a chance to execute your ambush.

## Skinning and Dressing

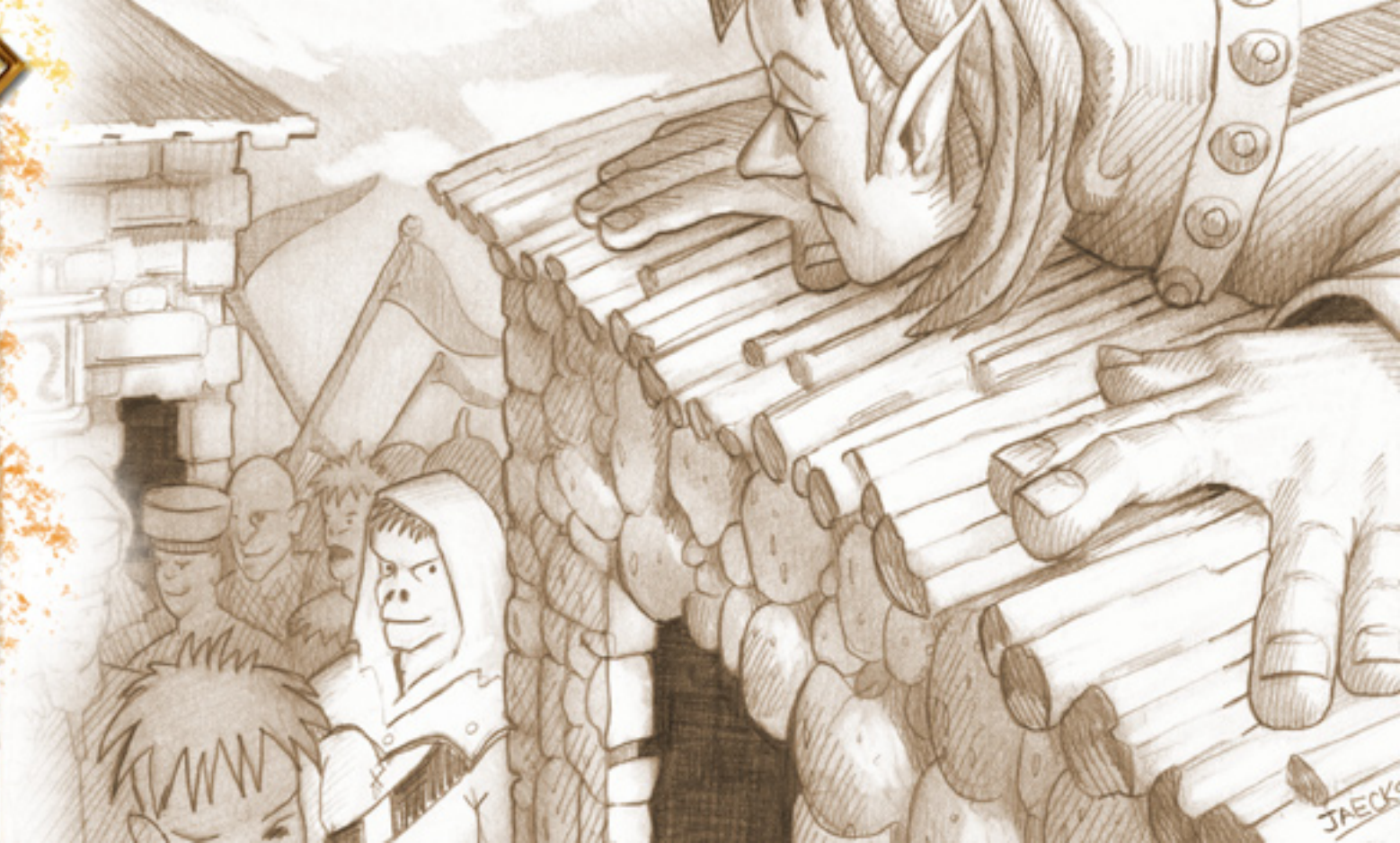
Preparing a creature is not always an easy task. While the basic principles are the same, certain factors can make it more difficult to properly skin and dress a creature. One important factor is the size of both the hunter and the creature: a hunter may work on a creature within one size category of himself without penalty, so a human hunter could prepare a Small, Medium or Large-sized creature without suffering penalties to his skill check. For each size category beyond that, however, there is a cumulative +2 size penalty to the DC of the check.

Another important factor to take into consideration is the creature's type. While most animals and humanoids have relatively uniform anatomies, many creatures have bizarre, even unnatural internal structures. Even among those creatures with relatively normal innards, their appearance and function is oft time different enough from the norm as to confuse those not familiar with what they're looking at.

Creature Type	Profession (Hunter) DC Modifier
Aberration	+10
Animal	0
Construct <sup>1</sup>	-
Dragon	+5
Elemental <sup>1</sup>	-
Fey	+5
Giant	+2
Humanoid	+1
Magical Beast	+3
Monstrous Humanoid	+2
Ooze <sup>1</sup>	-
Outsider <sup>1</sup>	-
Plant <sup>1</sup>	-
Undead <sup>1</sup>	-
Vermin	+3

<sup>1</sup>Many creatures of these types have no skin and/or discrete anatomy, at least not in the way that other creatures do. For those that do, the modifier ranges from +5 to +10.

Creatures possessed of an unusual subtype, such as one of the elemental subtypes, add an additional +3 to their DC modifier; the chaotic subtype is a special case, and adds +5 to the DC.



## Chapter 3: Urban Tracking

“The falling tile landed right next to me as I crouched under the beam. My quarry was right above me!” – *From a tavern tale of an urban chase told by an unknown drunkard*

The urban jungle. While you won't (usually) run into any lions, tigers or bears, it teems with creatures no less deadly. Cities are nests of avarice and vice. While some might argue that cities are the very seats of civilization, bastions of learning and culture, it is rare that these things provide the urban tracker with work; at least not until some famous book of lore is stolen, or needs stealing, or some rising starlet is cut down in a dark alley.

Both sides of the law are the most frequent employers of urban trackers, and the jobs they need done are often similar. A tricky gnome scams a crime lord for an outrageous sum of money, and then goes into hiding; a belligerent half-orc knifes a companion over a drunken argument, and goes into hiding in a neighborhood where the watch holds no sway. In both cases there is a need for someone with the ability to hunt down clues, talk to potential witnesses and if needed be bring back the target.

Finding someone in the maze-like sprawl of a city is much different than following tracks through the wilderness. There is little physical sign left in streets and alleys, and what is left is soon obliterated by countless other footsteps. Most often finding someone is a matter of ferreting out and putting together information – as such most urban tracking falls within the realm of the Gather Information skill. The base DC for the Gather Information check is set by the DM, and is generally based on the size of the city in which the quarry is hidden.

While wind and rain may have little effect on asking questions, the unique urban environment does affect the tracker's checks. If hunter or hunted are easily identified as an outsider, it becomes more difficult for the prey to blend in, and locals are less likely to answer the questions of an *interloper*. Ask too many questions in the wrong neighborhoods, and the tracker may risk anything from false answers to a knife between the ribs.

Once the final difficulty of the task has been determined, the checks are made as normal. Actually locating the target requires one successful check for every 5 points of the base difficulty. So if the base DC was 5, it requires only one successful check to find the target, even if modifiers would raise the DC to 10 or more. However, each check failed by 5 or more adds another required success to this total; so the first example, a second success would be needed if one check was failed by 5 or more, a third success if another roll is failed, etc.

### Shadowing

While there may be few to no tracks to follow, sometimes the urban tracker does find himself needing to directly follow someone, most often because it is believed that this someone can lead him to the primary target or otherwise further the goals of the tracker or his employer. This brings with it its own difficulties, as the tracker usually has to keep the target in sight without revealing the fact that he is indeed following them.

While cities are full of shadows and places to hide, they are also full of people. This can prevent the use of traditional stealth-related skills such as Hide and Move Silently. However, much as the urban tracker has adapted the techniques of finding her quarry to the urban jungle, so too can the arts of stealth be employed in order to pursue her prey. Rather than the

### Urban Tracking Base DCs & Modifiers

Community Size	Gather Information DC	Checks Required
Thorp, hamlet, or village	5	1
Small or large town	10	2
Small or large city	15	3
Metropolis	20	4

Condition	Gather Information DC Modifier
Tracker is obviously Outsider	+2
Target is obviously Outsider	-2
Target is wealthy	+2
Every 25gp in bribes	-1
Tracker's employer is feared/respected	-2
Tracker has a reputation for being violent/abusive	+2
Every failed Gather Information check	+2
Target is well liked <sup>1</sup>	+5
Target is hated	-5
Target has left the city	+10

<sup>1</sup>This modifier also applies if the target is particularly feared or held in any other regard that makes individuals reluctant to give out information about her.

### Urban Tracking Modifiers

Condition	Bluff Check Modifier
<i>Shadowed Creature Is:</i>	
Relaxed/Completely Unaware	+10
Mildly Aware	+5
Somewhat Nervous or Suspicious	+0
Jumpy	-5
Paranoid	-10
<i>Shadowing Creature's Size:<sup>1, 2</sup></i>	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Tracker is Obviously Outsider	-5
Target is Obviously Outsider	+5

<sup>1</sup>For a group of mixed sizes, apply only the modifier for the largest size category.

<sup>2</sup>The DC is also modified by the size of the creature being shadowed: sizes that provide a bonus to the shadowing creature's check instead cause a corresponding decrease, while larger sizes provide a bonus. Example: If a Large creature is attempting to shadow a Small creature, the net result is a -2 penalty to the check.

traditional skills, shadowing relies on the use of a Bluff check, which is opposed by the target's Spot skill.

The basic principles are similar to normal use of the Hide skill: things such as the tracker's or target's height affect how easy it is to follow after the intended prey without being seen, and as with locating someone, someone who stands out has a harder time remaining unnoticed. The other vital element is the target's level of awareness – a target suspicious of everyone and everything is more likely to notice an out of place element more than one who is blithely walking along, whistling a happy tune. The target's state also determines the degree of failure the tracker can get away with. When testing against a relaxed creature, the shadowing character can miss by no more than a 10 point difference between her Bluff and the target's Spot check. Missing by more than 10 causes the target's state to increase to mildly aware.

Against a mildly aware target, the margin of error is 5 – if the Bluff check is more than 5 points less than the Spot check, the target becomes somewhat suspicious. At this level there is no margin of error, though the tracker only has to tie the target's roll. Scoring less than the target's spot check causes him to become jumpy. When shadowing a jumpy character the tracker must beat the spot check by at least 1 point. Failure to do so increases the awareness level to paranoid – against a paranoid creature the tracker must beat the Spot check by 5 or more, if not the target spots her, and if fully aware that he is being followed.

### The City

Urban trackers spend much of their time within the confines of one city or another. As such, these environments are just as important a part of the game as the average wilderness or dungeon might be for other characters. While a city may lack some of the hazards of more traditional environments, it teems with life. Among other effects this can make the life of an adventurer more difficult – cutting down a half dozen bystanders while chasing a thief tends to land the malefactors in hot water. To reflect this, all urban encounters should have a Crowd Level, ranging from 0 (an empty room) to 7 (a

crowded public space). The DM can either assign this number or determine it randomly in the case of unexpected action: roll 1d6, +1 for daytime encounters, -1 at night. Depending on the Crowd Level, the combatants take certain penalties to attacks and movement, as described on Table 3.1: Crowd Level Effects. If the table indicates a melee or ranged penalty, treat it as a circumstance penalty to attack rolls (the Precise Shot feat halves this penalty). If an attack would have hit the target if not for the penalty, a bystander is hit instead. Where movement is indicated, multiply the number by the character's speed to determine the movement rate through the crowd. Finally, standing within a crowd grants the indicated bonus to a Hide check as a circumstance bonus. Each round after the combat breaks out, the crowd disperses, reducing the crowd level by 1.

In addition to this, public battles have a chance of bringing the city watch down on the offender's heads, or in extreme cases can even trigger a riot. Each time a bystander is injured there is a cumulative 5% chance that the crowd will turn on the offenders (and everyone else). You can find more information on riots in **Appendix V: Skirmishes**.

### Fleeing the Scene

On occasion you may have cause to rapidly remove yourself from a particular situation, preferably without being noticed. When this happens you make a Bluff check, adding in the same modifiers as if you were shadowing someone (randomly choose for the general Condition of anyone nearby). Crowds make it harder to go unnoticed at least at first – when first attempting to slip away, any crowd level of 2 or higher imposes the Crowd Level + 3 as a penalty to your Bluff check. If you manage to go unnoticed you can lose yourself in the crowd, rolling a Hide check and adding the normal bonus for a crowd. If, however you wish to continue to sneak your way through, the penalty to your Bluff check continues to apply.

Witnesses at the scene can also complicate your attempt. When first fleeing the scene any witness able to call for help or otherwise alert nearby creatures (a barking dog or even an alarm, for example) impose a -5 penalty to your Bluff check.

**Table 3.1: Crowd Level Effects**

Crowd Level	Melee Penalty	Ranged Penalty	Movement	Hide Bonus <sup>1</sup>
0	0	0	x1	0
1	0	-1	x1	0
2	0	-2	x1	0
3	-1	-3	x3/4	+1
4	-2	-4	x3/4	+2
5	-3	-5	x1/2	+3
6	-4	-6	x1/2	+4
7	-5	-7	x1/4	+5

<sup>1</sup>This bonus acts as a penalty to both shadowing someone through a crowd and attempting to spot a person who is shadowing you.

**Table 3.2: Urban Set Dressing** provides a number of suggestions for ways to add a bit of flavor to a scene, or to spark ideas for a brief encounter.

**Table 3.2: Urban Set Dressing**

01	An abandoned merchant wagon
02	A wishing fountain, with 1d100 cp, and 1d10 sp on the bottom
03	A huckster offering “miracle tonic”
04	Public square
05	Small park
06	Large Park
07	Private, walled garden
08	Beggar
09	Gutter clogged with garbage and overflowing
10	Gazebo
11	Wandering food vendor
12	A seller of illicit substances
13	A merchant stall
14	A statue of a local historical figure
15	A statue of a local deity
16	A statue of a character for local folklore/myth
17	Public shrine
18	Alley concealed behind a banner, haywain or similar obstruction
19	Crier shouting out local laws
20	Crier announcing employment opportunities
21	Priest publicly preaching
22	Column or wall with tarred-on handbills
23	Large sundial
24	Lamplighter on stilts
25	Cart of debtors being hauled before a magistrate
26	Empty building for sale
27	Empty house for sale
28	Street performers performing for donations
29	Open market
30	School – could be combat, magic, craft or profession etc.
31	Orphanage
32	Poorhouse
33	Shipyards, cartwright or wainwright
34	Business that acts as a front for illegal activity or guild
35	Guardhouse or barracks
36	Arena
37	Public stage
38	Bank/moneylender
39	Food shop
40	Craft shop
41	Tea house/coffee shop
42	Warehouse
43	Sewer entrance
44	Public baths
45	Public dump
46	Public punishment (prisoners in stocks, square where floggings take place, etc.)
47	Criminals in hanging cages
48	Burned-out building
49	Lines of hanging laundry
50	Smokehouse
51	Library (public, private or guild)
52	Stray cat
53	People dumping sewage into the street
54	Small jail with lone guard
55	Bell tower

56	Docks
57	Dock house
58	Swarm of rats
59	Group of hungry strays (dogs, cats or other)
60	Professional courtesan
61	Unmarked courtesan house
62	Unconscious mugging victim
63	Graveyard
64	Sick house
65	Dance hall
66	Gambling establishment
67	Cistern
68	Fortune teller
69	Street urchins seeking temporary employment
70	Carnival performers
71	Canal
72	Street busker
73	Vandalized shop
74	Landmark of local holy man
75	Bridge
76	Tunnel under poor section of town
77	Tannery
78	Burial catacombs
79	Cattle pens
80	Crematorium
81	Public auction
82	Ragman (buys and sells scraps of fabric)
83	Night soil remover
84	Farmer with livestock blocking street
85	Guard post
86	Building under construction
87	Building being demolished
88	Statue of local ruler
89	Windmill
90	Waterwheel
91	Shop closed for foreign holiday
92	Public art/murals
93	Abandoned area (believed haunted or cursed)
94	Mysterious stranger in alley
95	Shoppers arguing with a vendor
96	Local guides offering their services at a bargain price
97	Seller of "authentic" relics and curiosities
98	A spontaneous celebration
99	A crier announcing current news and rumors
00	A crier advertising a new business



## Chapter 5: New Base Class

“Fear ye who tread here with the hurt of the woodland realm in your hearts!” – *Kaal Tiruo, Woodland Empath guardian of the Shinizar Forest*

### Urban Hunter

Urban hunters haunt the streets of the cities that give them their name. Much like the cities that give birth to them, the urban hunter is a melting pot: mixing bits and pieces together and giving rise to something unique.

**Adventures:** The unique skills of the urban hunter often call them to the attention of powerful patrons, or to the leaders on one side of the law or the other. Their intimate knowledge of the city often sees them employed to ferret out something, or someone that would rather remain hidden. Less experienced or renowned urban hunters often hire themselves out as guides, often finding work with adventuring parties.

**Characteristics:** Urban hunters have a motley collection of skills and abilities. In many ways the urban equivalent of a ranger, the character combines aspects of the fighter and rogue classes.

**Alignment:** Among most urban hunters there is a general leaning toward neutrality or chaos – this is true even among those members of this class who work for the authorities. While many urban hunters tend to be somewhat selfish (though not actually evil) there is no real predilection toward either good or evil.

**Religion:** Most urban hunters are not devout, and those who are usually worship those local deities they were raised to worship. Recently there has been a rising trend among urban hunters in which they venerate a city or cities as being a sort of quasi-deity. As of yet there is no unified worship, and for the most part is limited to thanking the city for good luck, or making a small offering (often wine or a handful of coins spilled into a gutter, etc.).

**Background:** Urban hunters are almost exclusively born in a metropolitan area. It is rare for anyone born outside a city to take up this class. Many of the members of this class grew up in the lower economic classes, running the streets and alleys as children, learning every nook and cranny of the world around them. Others are the children of immigrants – endowed with a fierce pride by their parents, they develop a strong bond with their adopted city.

**Races:** Humans, halflings and gnomes are the most commonly encountered urban hunters. Extremely social by

nature, characters of these races born inside cities seem to take to them like the proverbial duck to water. Half-elves raised among humans often take up this class, and while rare, it is not uncommon for half-orcs to become urban hunters as well, though they often restrict themselves to areas dominated by their own kind.

**Other Classes:** The cosmopolitan urban hunters can get along with nearly anyone, with the exception of those who speak ill of their cities: which often puts them at loggerheads with character types such as barbarians, druids and rangers. Characters who work for a city’s authorities sometimes have common ground with local paladins, though they are just as likely to see members of that class as overly strict and controlling. This opinion also tends to extend to local clergy. Urban hunters have much in common with rogues, and even those who work exclusively for the keepers of law and order rarely bother them about any illegal activities; unless she’s been hired to bring the rogue in, then all bets are usually off.

### Game Rule Information

Urban hunters have the following game statistics.

**Abilities:** While all the abilities are important to the urban hunter, Charisma is vital to those who wish to excel at tracking in urban environments. Dexterity is just as important, benefiting the hunters Hide ability, as well as combat scores.

**Alignment:** Any.  
**Hit Die:** d10.

### Class Skills

The urban hunter’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int),

Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

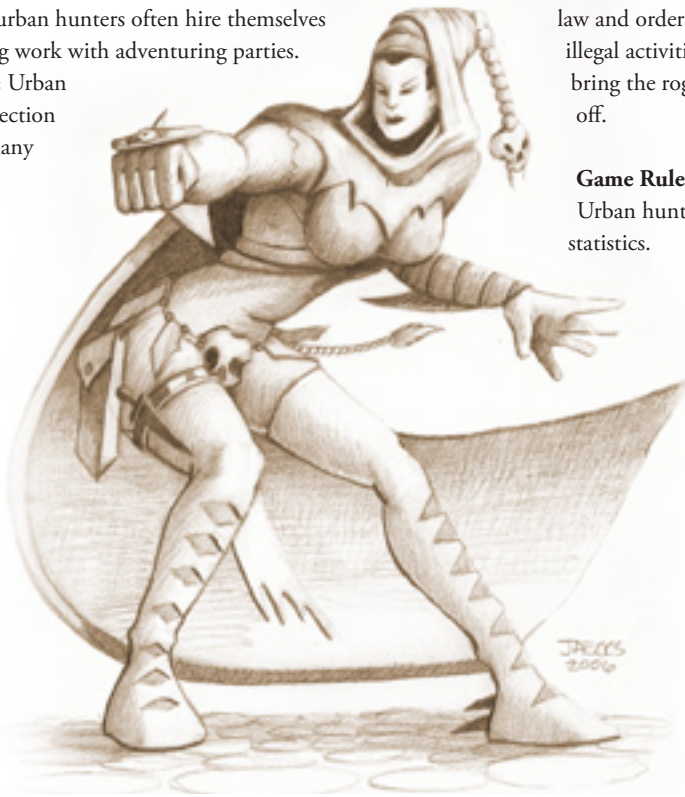
**Skill Points at 1st Level:** (6 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

### Class Features

All of the following are class features of the urban hunter.

**Weapon and Armor Proficiency:** Urban hunters are proficient with all light and one-handed simple and martial melee weapons, all simple and martial ranged weapons, and with light armor and shields (except tower shields). In addition, the cosmopolitan nature of cities exposes the urban hunter to a wide variety of equipment; she receives a free proficiency in a



light or one-handed exotic melee weapon of choice, or with an exotic ranged weapon.

**Polyglot:** At 1<sup>st</sup> level the urban hunter receives a bonus language, in addition to any bonus languages received for high Intelligence.

**Urban Tracking:** The urban hunter gains Urban Tracking as a bonus feat.

**Streetfighter (Ex):** Urban hunters are canny fighters skilled at taking advantage of even the smallest opportunities. At 2<sup>nd</sup> level he receives a +2 bonus to attack and damage rolls whenever fighting in an urban environment. This bonus increases to +4 at 6<sup>th</sup> level, and +6 at 11<sup>th</sup> level. At 6<sup>th</sup> level the urban hunter applies the Crowd Level penalty to melee and ranged attacks as a circumstance bonus to AC (for example, a Crowd Level 3 grants a +1 circumstance bonus to AC versus melee attacks and a +3 circumstance bonus to AC versus ranged attacks). At 11<sup>th</sup> level urban hunters no longer suffer penalties when fighting in crowds; in addition, the crowd-related penalties of those attacking the urban hunter are doubled.

**One of Us (Ex):** Starting at 3<sup>rd</sup> level, the urban hunter can ignore race-related penalties to Charisma-based skill checks. This ability only works in urban environments, and does not function under extreme conditions (such as being the only human in a city where humans are considered a delicacy).

**City Sidewalks (Ex):** The urban hunter is familiar with the ins and outs of moving in urban terrain. He ignores movement reductions or penalties for such things as moving through crowds, slick surfaces, garbage strewn allies or other urban impairments. This ability does not negate the melee or ranged combat penalties associated with crowds.

**Swift Tracker (Ex):** Beginning at 8th level, an urban hunter may make a Gather Information check for his Urban Tracking feat every half hour without taking the normal -5 penalty.

**Evasion (Ex):** At 9th level, an urban hunter can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the urban hunter is wearing light armor or no armor. A helpless urban hunter does not gain the benefit of evasion.

**Hide in Shadows (Ex):** An urban hunter of 12th level or higher can use the Hide skill in any sort of urban terrain, even if the terrain does not grant cover or concealment.

**Improved Evasion (Ex):** This ability works like evasion, except that while the urban hunter still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless urban ranger does not gain the benefit of improved evasion, but he is able to use this ability even when in a crowd.

**Just Another Face in the Crowd (Ex):** While in any sort of urban terrain, an urban hunter of 17th level or higher can use the Hide skill even while being observed.

**Opportunist (Ex):** At 19<sup>th</sup> level the urban hunter is able to use his surroundings to great effect. Whenever in an area with a Crowd Level of 1 or greater he may sneak attack as a rogue of half his urban hunter levels.

**Table 5.1: The Urban Hunter**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+2	+0	Polyglot, Urban Tracking
2 <sup>nd</sup>	+2	+3	+3	+0	Streetfighter
3 <sup>rd</sup>	+3	+3	+3	+1	One of Us
4 <sup>th</sup>	+4	+4	+4	+1	
5 <sup>th</sup>	+5	+4	+4	+1	City Sidewalks
6 <sup>th</sup>	+6/+1	+5	+5	+2	Streetfighter
7 <sup>th</sup>	+7/+2	+5	+5	+2	
8 <sup>th</sup>	+8/+3	+6	+6	+2	Swift Tracker
9 <sup>th</sup>	+9/+4	+6	+6	+3	Evasion
10 <sup>th</sup>	+10/+5	+7	+7	+3	
11 <sup>th</sup>	+11/+6/+1	+7	+7	+3	Streetfighter
12 <sup>th</sup>	+12/+7/+2	+8	+8	+4	
13 <sup>th</sup>	+13/+8/+3	+8	+8	+4	Hide in Shadows
14 <sup>th</sup>	+14/+9/+4	+9	+9	+4	
15 <sup>th</sup>	+15/+10/+5	+9	+9	+5	Improved Evasion
16 <sup>th</sup>	+16/+11/+6/+1	+10	+10	+5	
17 <sup>th</sup>	+17/+12/+7/+2	+10	+10	+5	Just Another Face in the Crowd
18 <sup>th</sup>	+18/+13/+8/+3	+11	+11	+6	
19 <sup>th</sup>	+19/+14/+9/+4	+11	+11	+6	Opportunist
20 <sup>th</sup>	+20/+15/+10/+5	+12	+12	+6	

## Chapter 6: New Items

“Give me two of everything!” – *Carl Sagarius, Bard and Master Tracker while shopping for equipment in The Tinkerings Gnome’s House of Items and Goods*

**Arrow, Bloodletter:** Most often used when hunting large or tough prey not likely to be brought down with a single shot, bloodletter arrows have a channel which helps ensure the wound bleeds, leaving a clear trail for the hunter to follow. Any creature wounded with one of these arrows will bleed more than usual, suffering 2 points of non-lethal damage every 5 + Constitution modifier rounds. This trail of blood grants a +2 circumstance bonus to checks to track the victim by sight, or a +4 to the check if tracking using the Scent special ability. This bonus can be canceled by removing the arrow, a process which inflicts 2 points of damage, and then passing a DC 15 Heal check to bandage the wound.

Cost Modifier (per 20 arrows or 10 bolts): x2; Weight: +1lb.

**Lumen:** This clever concoction is the creation of dwarven miners who were fed up with goblins sneaking in to steal their treasures. It is made from a type of fungus that can only be procured in areas rich with certain noxious gasses. The juice of this fungus is invisible to normal vision, but glows brightly when viewed through a special pair of lenses. One pouch of fluid is enough to coat a 10' x 10' area. If used to track someone’s footprints, the tracker receives a +5 circumstance bonus to her Spot and Survival checks, but the glasses interfere with other types of vision – imposing a -5 circumstance penalty to Spot checks and a -2 penalty to all other checks involving vision. The glow starts to fade an hour after being exposed to air; reduce the bonus by one each hour, until the Lumen has faded completely.

Cost: 5gp, (glasses) 2gp (liquid); Weight: Glasses: -, Flask of Liquid: 1½ lbs.

**Scent Bag:** These simple cloth pouches are meant to be rubbed on the body, and then worn around the neck when on a hunt. They contain extracts from prey animals, (often urine) and are meant to cover the hunter’s natural scent. This item grants a +5 circumstance bonus to all skill checks involved with hunting herbivores and other prey animals. Unfortunately it has a downside – carnivores and predatory animals receive a +5 circumstance bonus to skill checks involved with tracking, and a +1 morale bonus to attack rolls against the hunter. The effects of this item linger until the character bathes thoroughly. Cost: 5sp; Weight: -.

**Scent Bag, Predator:** Identical in appearance to a normal scent bag, these items instead mask the user’s scent with that of a carnivorous predator. Most often used by traveler’s hoping to avoid being menaced, it is also employed by unscrupulous hunters wishing to undercut the competition. Predators are less likely to menace the character and receive a -1 morale penalty to all attack and damage rolls. Because the scent frightens away prey animals as well, all skill checks related to hunting herbivores and prey animals suffer a -5 circumstance penalty. The effects of this item linger until the character bathes thoroughly.

Cost: 2gp; Weight: -.

**Scent Buster:** Originally developed by criminals for use against dogs, these devices were meant to prevent the watch from using dogs to pursue them. Scent busters are nothing more complicated than a variety of strongly-scented liquids inside a tightly stoppered, fragile bottle. Most commonly they contain



various herbal oils, but truly cheap individuals have been known to fill them with sewage or other vile concoctions. Used as a missile weapon against a dog or other creature with the scent special ability, a successful hit negates the ability for 1d6 hours, and inflicts a -5 circumstance penalty to all checks. If dropped before the dogs arrive (such as when at the scene of the crime) they inflict a -15 circumstance penalty to all attempts to track the character by scent. On the down side these vials are very fragile. Any time the character suffers damage or fails a Dexterity-based check (Tumble checks, Reflex saves, etc.), roll 1d10 for each vial. Vials break on a roll of one or two. Because of the strong odor, characters suffer a -10 circumstance penalty to Hide checks, and creatures with the scent ability gain a +10 circumstance bonus when tracking the character.  
Cost: 3sp; Weight: ¼lb.

**Tell-Tales:** A staple of archers, this simple device has become a standby for many hunters. A tell-tale is nothing more than a strip of cloth which dangles in the wind, alerting watchers to changes in the wind's speed and direction. Using these items grants a +1 competency bonus to ranged attacks, and a +5 competency bonus to hide from creatures that track via the scent ability. However, creatures with an Intelligence score of three or better gain a +5 competency bonus to Spot and Listen checks to find the hunter. The bonus to the creature's checks lasts for 5 rounds.  
Cost: 1cp; Weight: -.

**Camouflaged Tell-Tale:** These are identical to a normal tell-tale, with the exception that they have been made to look like a part of the terrain around them. Only those creatures passing a DC 15 Spot check to first notice the tell-tale gain the +5 bonus to checks related to finding you.  
Cost: 5cp; Weight: -.

**Portable Door:** Famed for his drinking, Kebelan the Lush would return home from a night of revelry, only to find himself locked out by his angry wife. His ability to cast spells hampered by all that he had imbibed, Kebelan decided to prepare ahead of time – the result being a 5' x 8' cloth that he could fold up and keep in a pouch. When unfolded and placed against any solid surface, the portable door creates a 10' deep passage. In cases where a deeper tunnel is required, several of these items can be used in sequence. If the cloth of a portable door is ever torn the item becomes useless (Hardness 2, 10 hit points).  
Moderate Transmutation; CL 9<sup>th</sup>; Craft Wondrous Item, *passwall*; Price: 90,000gp Weight: 1lb.

#### **New Magic Weapon Quality**

**Bloodthirsty:** This foul enchantment creates weapons that feed on the blood and souls of the living, growing stronger the more carnage they are used to cause. For every 10 points of damage done with this weapon, its bonus increases by +1, with some weapons providing a maximum bonus of +4. The insidious nature of the enchantment means the increase lasts only for a short time, so that the weapon's wielder must indulge in further slaughter if he wishes to keep receiving the benefit of the magic. Each +1 bonus lasts for two rounds after the initial damage is inflicted; the wielder may devote 5 hit points of damage from each successful attack to prolonging the current total bonus for an additional round.

Strong Necromancy; Caster Level 5th; Craft Magic Arms and Armor, *enervation*; Price +2 to +5 bonus. (The price of the bonus is equal to the maximum enhancement bonus granted by this quality +1.)

# Chapter 7: Spells and Feats

“Lo! There appear the tracks that we seek!” – Kor Tiley, Dark elf tracker and scout for the hunting party *The Three Deaths*

## New Bard Spells

### 1<sup>st</sup>-Level Bard Spells

*Capture Image*

*Capture Sound*

### 2<sup>nd</sup>-Level Bard Spells

*Anosmia*

*Buyer Beware*

*Detect Lies*

*Hither and Yon*

## New Cleric Spells

### 1<sup>st</sup>-Level Cleric Spells

*Detect Lies*

## New Druid Spells

### 1<sup>st</sup>-Level Druid Spells

*Hither and Yon*

### 2<sup>nd</sup>-Level Druid Spells

*Anosmia*

*Nose of the Hound*

## New Paladin Spells

### 1<sup>st</sup>-Level Paladin Spells

*Detect Lies*

## New Ranger Spells

### 1<sup>st</sup>-Level Ranger Spells

*Anosmia*

### 2<sup>nd</sup>-Level Ranger Spells

*Hither and Yon*

*Nose of the Hound*

## New Sorcerer/Wizard Spells

### 1<sup>st</sup>-Level Sorcerer/Wizard Spells

*Capture Image*

*Capture Sound*

### 2<sup>nd</sup>-Level Sorcerer/Wizard Spells

*Buyer Beware*

*Detect Lies*

*Nose of the Hound*

### Anosmia

#### Illusion (Glamer)

**Level:** Brd 2, Drd 2, Rgr 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Long

**Area:** 15-ft.-radius emanation centered on a creature, object, or point in space

**Duration:** 1 minute/level

**Saving Throw:** Will negates or none (object)

**Spell Resistance:** Yes or no (object)

For the duration of the spell, no scent of any kind enters or emerges from the affected area. While *anosmia* lasts, no creature within its area leaves a scent trail, foiling trackers who use that method. The effect is immobile but may be cast on a mobile object (like a stone).

**Material Component:** A flower with no scent.

### Buyer Beware

#### Illusion (Glamer)

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One Object

**Duration:** 1 hour/level

**Saving Throw:** See Text

**Spell Resistance:** None

This spell is most often employed by those looking to deceive collectors of rare objects. The magic enhances the attributes of an otherwise nondescript item, granting the caster a +10 deception bonus on any rolls related to selling it, and causing the final price to be twice what it would be for a genuine version of the object. Victims of this deception may attempt a Will save at the conclusion of the deal.

### Capture Image

#### Illusion

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** See text

**Target:** See text

**Duration:** Permanent (D)

You capture an image that you can see in the metal frame that is the focus of the spell. The image may be anything you can see, whether with your own eyes or through the use of such spells as *clairaudience/clairvoyance*. The image will be whatever is enclosed in the frame at the time of casting, as seen from your point of view. If you have low-light vision or darkvision, the image includes those things that normal sight cannot see—and if it was taken in total darkness, anyone who has normal vision sees only solid black filling the frame. The image is opaque, but insubstantial; objects may pass through it without disrupting it. The frame may be used as many times as you like, but each new image replaces the one already there.

**Focus:** A metal frame worth at least 1 gp that can be held in one hand.

### Capture Sound

#### Illusion

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** See text

**Target:** See text

**Duration:** Permanent (D)

You record the sounds that you can hear, whether through

your own ears or the use of remote-sensing spells such as *clairaudience/clairvoyance*. You may capture sound for as long as you concentrate, for up to 1 minute per level. If you can hear more than one thing and wish to capture only one, you may make a Concentration check at a DC of 10+5 per sound to be ignored; if you fail, everything you can hear is recorded. You must make this check once for every minute you record. Once a sound has been recorded, it can be played back at will by any creature that holds the focus. The sound plays at the volume at which it was recorded. You may replace the recorded sound on the focus at will, but doing so completely erases whatever was there originally.

At the DM's option, bards may use *capture sound* to make a sort of audible scroll. If this is allowed, the rules regarding time, expense, and XP cost should be the same as a paper scroll. Triggering the stored spell then destroys the focus. Sorcerers and wizards cannot store a spell in this fashion.

*Focus:* A hand-held model drum worth at least 1gp.

### Detect Lies

#### Divination [Mind-Affecting] [Language-dependent]

**Level:** Brd 2, Clr 1, Pal 1, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

For the duration of the spell, you gain a +10 enhancement bonus to Sense Motive checks to determine the truth of statements you hear. You must understand the language in which a statement is made in order to judge its truth. *Detect lies* will not help you tell whether a statement is complete, only whether it is true; a thief who says that the door opened, but does not add that he picked the lock, will still pass the spell's test. You must use your unmodified Sense Motive skill to determine such lies of omission. Furthermore, if the speaker believes his statement to be true, detect lies will not reveal that he is mistaken.

### Hither and Yon

#### Illusion (Shadow)

**Level:** Brd 2, Drd 1, Rgr 2

**Components:** V, S

**Casting Time:** 1 round

**Duration:** Instant

This spell summons a horde of shadowy feet into existence. These feet exactly mimic those of any creature within 10 feet of the caster. Immediately after being summoned, these feet run around in circles before setting off in all directions, leaving behind tracks identical to those made by the caster and his companions. The illusion is so complete that even the scent of a creature is carried by the shadow feet. Anyone attempting to track the caster has the DC of Survival checks raised by 5 + caster level.

### Nose of the Hound

#### Transmutation

**Level:** Drd 2, Rgr 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close

**Target:** One living creature

**Duration:** 10 minutes/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes

You grant your target the ability to track by smell, as if he had the Track feat and scent special ability (see PH and DMG).

*Material Component:* A tuft of fur from a canine.

## Feats

### Footslogger [General]

You are able to keep going in places that would leave others stuck in the mud.

**Prerequisite:** Constitution 13, Escape Artist 1 rank.

**Benefit:** So long as the terrain is not impassible, you may move at your normal movement rate without penalty, though you may not move faster than your base movement. This feat neither negates penalties to checks, nor does it protect against magical effects that hinder movement.

### Pack Mule [General]

You are capable of carrying much greater weights than normal.

**Prerequisite:** Strength 13.

**Benefit:** The amount of weight you may carry within each encumbrance category is doubled (equivalent to a +5 bonus to Strength for carrying purposes only).

### Turtle [General] [Fighter]

You have learned how to make more efficient use of your armor.

**Prerequisite:** Proficiency with light and medium armor.

**Benefit:** Reduce armor check penalties associated with light and medium armor and shields (except tower shields) by half. In addition, you may wear medium armor without suffering a movement reduction.

### Urban Tracking [General]

You can track down the location of missing persons or wanted individuals within communities.

**Benefit:** To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check and the number of checks required to track down your quarry depends on the community size and the conditions.

If you fail a Gather Information check, you can retry after 1 hour of questioning. The game master should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

**Normal:** A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

**Special:** An urban hunter automatically has Urban Tracking as a

bonus feat. He need not select it.

A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat.

You can cut the time between Gather Information checks in half (to 30 minutes per check rather than 1 hour) but you take a -5 penalty on the check.

### **Wilderness Tracking [General]**

**Benefit:** To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given in Table 8.1: Base Tracking DCs by Surface Hardness.

**Table 8.1: Base Tracking DCs by Surface Hardness**

Surface	Survival DC
Very soft ground	5
Soft Ground	10
Firm ground	15
Hard ground	20

*Very Soft Ground:* Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

*Soft Ground:* Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

*Firm Ground:* Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

*Hard Ground:* Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given in Appendix II of this book.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**Normal:** Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

**Special:** A ranger automatically has Wilderness Tracking as a bonus feat. He need not select it.

This feat does not allow you to find or follow the tracks made by a subject of a *pass without trace* spell.



# Chapter 9: Random Encounter Tables

“Everything that can go wrong will” – *Old Orc law mistakenly attributed in modern times to someone called “Murphy”*

## Woodland Encounters

Die Roll	Event
01	Without warning a party of would-be dragon hunters crashes out of the brush before you. The group is made up of four 3 <sup>rd</sup> level warriors equipped with glaives, shortswords, and chainmail, and two 3 <sup>rd</sup> level warriors armed with heavy crossbows, shortswords, and chainmail. The warriors are accompanied by a 3 <sup>rd</sup> level adept and are being led by a 5 <sup>th</sup> level aristocrat. The leader of this band is quite arrogant and accuses the PC group of trying to claim all the glory for themselves. He is particularly belligerent if they make claims of ignorance about the existence of a dragon, or if they point out the fact that there’s no evidence suggesting a dragon has been in the area.
02	The character makes a misstep, and risks falling into a nasty looking thicket. A successful DC 20 Dex check saves her from that fate, though she takes 1d4 damage as thorns tear at her hands. On a failed check she takes 2d4 damage, and winds up face to face with 1d6 startled Dire Rats.
03	A poacher has wounded a bear or other large predator, but failed to finish the job. The animal’s wound is festering, and it is mad with pain and infection. It will attack anyone that comes near and because of its condition, spells or abilities that would normally allow communication with animals have no effect.
04	An insect hive takes exception to being disturbed, and sends out an angry swarm to vent their displeasure on everyone nearby.
05	The weather changes for the worse – tracks begin degrading in half the normal time.
06	Your foot comes down right in the remains of some thing’s last meal. The excrement is particularly foul smelling; all creatures with the Scent feat get two checks to locate the character within 100 yards and may take the better of the two results.
07	Deluge: A sudden rainstorm softens the ground. Any surface less than hard ground is reduced by one hardness category.
08	Bad Water: Anyone drinking from this pool must successfully save or contract <i>Blinding Sickness</i> .
09	Lightning suddenly bursts from an otherwise clear sky. Make a DC 25 Reflex check – a successful check indicates the character was able to get his eyes closed in time. Those who fail the check suffer a -5 penalty to all vision-based checks (including combat and skill checks) for the next 1d10 minutes.
10	A raucous bird leaps from its perch, disturbing the other animals: hunting characters suffer a -10 penalty to their next Survival check.
11	The character gets her foot caught in a mud hole, briar patch, or similar inconvenient obstacle. It does no damage, but does require 1d4 minutes to get free of, and keeps her boot. The boot can be recovered with 1d10 minutes of work, and the character suffers 1d4 points of non-lethal damage from thorn scratches, insect and leech bites etc.
12	You come across a creature in a trap. It is alive, and seems strangely calm.
13	Sinkhole: Make a Spot check (DC 20) in order to avoid stepping into a sinkhole. Characters passing a (DC 25) Reflex check only suffer 2d6 hit points of non-lethal damage. Those who fail the check break their ankle and/or leg – suffering a -2 penalty to Dex, reducing their movement to half its normal rating (running speed is now only equal to the character’s normal movement, and the pain inflicts 1d6 points of non-lethal damage per round spent running). These penalties last until the bones have been healed.
14	Entering a clearing, you are forced to break through a thick briar patch. The noise and your sudden appearance startle a magnificent stag as it drinks from a brook. This stag also happened to be the prey of a 3 <sup>rd</sup> level half-orc barbarian, who was concealed in the boughs of a tree, waiting for an opportune moment to spring down upon his prey.
15	Lightning suddenly bursts from an otherwise clear sky. Make a DC 25 Reflex check – a successful check indicates the character was able to get his eyes closed in time. Those who fail the check suffer a -5 penalty to all vision-based checks (including combat and skill checks) for the next 1d10 minutes. Also roll 1d6; a roll of 1 indicates that the lightning has struck something combustible, and has ignited a rapidly-spreading wildfire.
16	Enchanted Glade: In some ancient time this small clearing had a powerful spell cast over it. All those entering the area that are not immune to magical sleep effects must pass a DC 25 Will Save, otherwise they fall asleep. Characters under this effect can be woken by violence – every 5hp of damage allows another save at a +2 circumstance bonus. Beyond this, the sleep is permanent unless the enchantment is broken. At any time there are 1d10 various creatures sleeping in the center of the glade.
17	An isolated stream, where a number of animals stop to drink in peace: hunting characters receive a +10 circumstance bonus to their next Survival check.
18	A shift in the wind brings smoke from a distant forest fire. All creatures within the smoky area take 1d6 non-lethal damage every five minutes, and any creatures with the Scent ability are unable to use it until clear of the smoke.
19	An encounter with a dying animal leaves you covered in its scent. For the next 1d6 hours (or thorough scrubbing) local predators mistake you for a favored snack.
20	The character’s prey takes exception to being hunted and sets an ambush for her.



## Urban Encounters

Die Roll	Event
01	The city watch decide you look suspicious and 1d4 of its members start hassling you in public.
02	You accidentally injure a local child. Make a Diplomacy check (DC 30). Failure means you have a 5 hit dice riot on your hands. This riot increases by 1 hit die for every two turns it is active.
03	Wrong Place, Wrong Time: Rising tensions boil to the surface. Perhaps the king has raised taxes one time too many, or things are simply over crowded. Whatever the reason, the general temperament of the populace has turned ugly and violent. Riots have started breaking out, and you have the bad luck of finding yourself in the middle of the latest one.
04	Merchant Wars: Two hawkers have almost identical wares for sale. Each attempts to outbid the other, and before long hurled insults turn into hurled goods and threatens to quickly escalate into something more serious.
05	1d6 sailors on leave, and highly intoxicated, begin following you – shouting insults, making rude gestures and generally making a nuisance of themselves.
06	We Don't Take Kindly to Strangers: Local merchants take a strong dislike to you. Roll a d6. On a 1-5 they charge you double the listed price for goods, and only offer you one quarter the listed price for goods you sell. On a roll of 6 they refuse to do business with you at all.
07	You picked the wrong dark alley to cut down, and interrupt a 1 <sup>st</sup> level thief as he's relieving a victim of his belongings...and his life.
08	While slipping through a crowded area, you manage to jostle someone, and she turns to confront you. This character's initial reaction is Unfriendly. Unfriendly and loud.
09	Alarm: You have the bad luck of tripping an old warding spell. Other than a lot of noise, and everyone within earshot's attention suddenly focused on you, (automatically spoiling attempts to hide or shadow, etc.) there are no adverse effects.
10	Market Day: The streets are filled to near capacity. Increase the penalties and bonuses for the Crowd Levels in all public areas by 2.
11	As you pass the mouth of an alley, you spy two young half-orc bravos attacking a third figure.
12	An official procession. All traffic comes to a screeching halt as some official or other parades through town. For the next two hours, all crowd-related penalties are doubled; because of the closely packed nature of things, the normal Hide bonus is negated.
13	Meat Onna Stick: You bought something from a less than reputable vendor. Make a Fortitude save (DC 20). Failure means you spend the next 1d12 hours incapacitated with food poisoning.
14	A local pickpocket thinks the character looks like easy picking. The would-be thief is a 3 <sup>rd</sup> level expert, with a +10 modifier to Sleight of Hand checks.
15	Alchemical Accident: An explosion coats everything within 100 yards with a smelly, viscous goop. Those within the area of effect must pass a DC 25 Fortitude save, or else suffer a random effect such as those generated by a <i>Rod of Wonder</i> . These effects last for 1d10 rounds.
16	You are mistaken for someone wanted by the local authorities or a criminal organization (possibly both). No one is inclined to believe that you're not the one they're looking for.
17	A nearby building catches fire. Characters may make a DC 20 spot check to notice the flames before they burst into a full-blown inferno. A check of 30 or higher results in characters noticing a suspicious looking half-orc rapidly leaving the scene.
18	The weather or some other factor has brought the stench of the city to unpleasantly vivid life. Those staying out of doors must make a Fortitude check (DC 15) every hour or suffer a -2 circumstance penalty to all checks from the resulting light-headedness and nausea. Those engaging in physical activity or otherwise exerting themselves must make this check every 30 minutes.
19	A black cat was napping just out of sight in the shadows, and you failed to notice it in time. It yowls loudly as your foot comes down on its tail. For the next 1d6 turns all Hide and Move Silently are at +10 DC
20	Cities often grow upward as much as outward – you have stumbled upon an entrance that leads to ruins of an older city beneath this one.

# Appendix I: Racial Modifiers to Tracking Checks

**Dwarves:** The necessity of having to track creatures across the stone floor of a cave leave dwarves well suited to tracking across hard ground. The base tracking DC for firm and hard ground is reduced by 5 for dwarven trackers.

**Elves:** Sharp eyed and adept at reading subtle clues, elves receive a -5 reduction to the DC of all checks involved with reading sign.

**Gnomes:** Masters of trickery, a gnomish tracker is almost impossible to fool. They receive a +2 racial bonus to any check to detect attempts to throw them off a trail by use of skill, and a +2 racial bonus to saving throws against any mind-affecting magic that would deter them.

**Half-Elves:** Walking the line between their human and elven heritages, half-elves receive a +2 racial bonus to all checks involved with reading sign, and a +2 racial bonus to all skill checks related to urban tracking.

**Halflings:** Curious and gregarious by nature, halflings are able to put these traits to good use, receiving a -5 reduction to the DC of all skill checks involving urban tracking.

**Half-Orcs:** Perhaps a reflection of an inner wildness, half-orcs receive a -5 reduction to the DC of all checks involving tracking in hostile environments (arctic, desert, swamp, etc.).

**Humans:** At home in the city, humans may reroll any one urban tracking roll per day and select the better of the two results.

# Appendix II: Wilderness Tracking

## Base Tracking DCs by Surface Hardness

Surface	Survival DC
Very soft ground	5
Soft Ground	10
Firm ground	15
Hard ground	20

**Very Soft Ground:** Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

**Soft Ground:** Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

**Firm Ground:** Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

**Hard Ground:** Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most stream beds fall into

this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

## Environmental Factors

Condition	Survival DC Modifier
Every hour of rain since the trail was made <sup>1</sup>	+1
Fresh snow cover since the trail was made <sup>1</sup>	+10
Protean Terrain <sup>2</sup>	+10
Thick Terrain <sup>3</sup>	-10

Poor visibility <sup>4</sup> :	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3

Elapsed Time:	Time Between DC Increases
<b>Size Category</b>	
Fine	1½ hours
Diminutive	3 hours
Tiny	6 hours
Small	12 hours
Medium	24 hours
Large	48 hours
Huge	72 hours
Gargantuan	96 hours
Colossal	120 hours

<sup>1</sup>Once the immediate effects of these types of weather have past, most outdoor soft and firm surfaces will be classified as very soft for the purposes of calculating DCs.

<sup>2</sup>Protean Terrain covers everything from quagmires, to sand dunes or planes of formless chaos; any type of ground or surroundings that can easily erase the traces of someone's passage. This type of terrain doubles the time each Survival roll takes.

<sup>3</sup>Thick Terrain is simply an area that lends itself to leaving easy-to-follow signs: such as a thick forest or a corn field, where a creature's passage will leave broken branches, smashed and torn up undergrowth, crushed crops etc. This type of terrain doubles the time each Survival roll takes.

<sup>4</sup>Apply only the largest modifier from this category.

## Base Sign-Reading DCs

Time Elapsed	Survival Check DC
1 - 12 hours	10
13 - 24 Hours	15
24 - 36 Hours	20
37 - 48 Hours	25
49+ Hours*	30

\*Add +5 to the DC for every additional 12 hours.

Condition	Survival DC Modifier
Type of Evidence:	
Fire	-2
Body Fluids/Waste	+2
Odd Animal Behavior	-2

### Prey-Specific DC Modifiers

Condition	Survival DC Modifier
Intelligence 3+:	+5
Creature is carnivorous/aggressive	-5
Creature is prey/herbivorous/timid	+5
Creature's home within 5 miles of starting point	-2
Creature roams a wide territory	+2
Creature has scent ability	+2
Creature has Track feat <sup>1</sup>	+5
Every three creatures in the group being tracked	-1
Creature is moving at:	
Half-normal speed	+1
Normal Speed	+0
Twice-normal speed	-1
Three times normal speed	-2
Four times normal speed	-4
Five times normal speed	-8
Size of creature or creatures being tracked: <sup>2</sup>	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

<sup>1</sup> This presumes the prey is familiar with tracking, but is acting only passively, and not actively attempting to disguise the trail. This modifier does not apply to creatures with an Intelligence of less than 3.

<sup>2</sup> For a group of mixed sizes, apply only the modifier for the largest size category.

### Hunting-Specific Modifiers

Condition	Survival DC Modifier
Every additional hour taken	-2
Checks only represent one-half hour	+2
Every additional hour after the first 6 <sup>1</sup>	+2
Leading a hunting party <sup>1, 2, 3</sup>	+10
Leading a hunting party <sup>1, 2, 4</sup>	+5
Prey's common environment	-2

<sup>1</sup>In cold or hostile environments halve this time, and double the penalty.

<sup>2</sup>This modifier applies to parties up to 10 people in size. Each member of the party beyond the initial 10 imposes an additional +1 modifier.

<sup>3</sup>None of the members of the group being led have the Wilderness Tracking feat.

<sup>4</sup>At least one member of the group being led has the Wilderness Tracking feat.

### Animal-Related Tracking Modifiers

Condition	Survival DC Modifier
Animal is herbivorous/timid;	
prey is carnivorous/aggressive <sup>1, 2</sup>	-2
Animal is carnivorous/aggressive;	
creature is prey/herbivorous/timid <sup>1, 2</sup>	+2
Animal has Scent ability	-2
Animal has Track feat	-5
Animal has Track feat and Scent ability	-10
Prey crosses water	+2

<sup>1</sup>If the hunter misses a roll by more than 5, in addition to the normal penalty, the prey turns and attacks the hunting animal; this should be resolved using the normal combat system.

<sup>2</sup>This modifier is for a single animal. If more than one animal is being used in the hunt, apply it for each animal present.

### Skinning and Dressing Modifiers

Creature Type	Profession (Hunter) DC Modifier
Aberration	+10
Animal	0
Construct <sup>1</sup>	-
Dragon	+5
Elemental <sup>1</sup>	-
Fey	+5
Giant	+2
Humanoid	+1
Magical Beast	+3
Monstrous Humanoid	+2
Ooze <sup>1</sup>	-
Outsider <sup>1</sup>	-
Plant <sup>1</sup>	-
Undead <sup>1</sup>	-
Vermin	+3

<sup>1</sup>Many creatures of these types have no skin and/or discrete anatomy, at least not in the way that other creatures do. For those that do, the modifier ranges from +5 to +10.

Creatures possessed of an unusual subtype, such as one of the elemental subtypes, add an additional +3 to their DC modifier; the chaotic subtype is a special case, and adds +5 to the DC.

## Appendix III Common Environment: Animals

Creature <sup>1</sup>	Common Environment	Hide Value	Flesh Value	Misc. Value <sup>2</sup>
Ape	Warm Forests	5gp	5sp	2gp
Baboon	Warm Plains	3gp	2sp	2gp
Badger	Temperate Forests	2sp	5cp	5sp
Bat	Temperate Deserts	2cp	1cp	2cp
Bear, Black	Temperate Forests	10gp	2sp	5gp
Bear, Brown	Cold Forests	10gp	2sp	5gp
Bear, Polar	Cold Plains	15gp	2sp	5gp
Bison	Temperate Plains	5sp	1gp	5sp
Boar	Temperate Forests	2gp	1gp	2gp
Camel	Warm Deserts	4sp	8cp	1sp
Cat	Temperate Plains	6cp	1cp	2cp
Cheetah	Warm Plains	5gp	7cp	2sp
Crocodile	Warm Marshes	5gp	3gp	3gp
Dog	Temperate Plains	2cp	4cp	1sp
Donkey	Temperate Deserts	4cp	4cp	4cp
Eagle	Temperate Mountains	1gp	4cp	2sp
Elephant	Warm Plains	25gp	8sp	10gp
Hawk	Temperate Forests	1gp	4cp	2sp
Horse	Temperate Plains	1sp	2sp	1sp
Hyena	Warm Deserts	3sp	2cp	1sp
Leopard	Warm Forests	5gp	7cp	2sp
Lion	Warm Plains	10gp	5cp	2gp
Lizard	Warm Forests	1sp	1sp	1cp
Manta Ray	Warm Aquatic	5gp	1sp	1sp
Monkey	Warm Forests	5sp	2gp	2gp
Mule	Warm Plains	4cp	4cp	4cp
Octopus	Warm Aquatic	3gp	10gp	3gp
Owl	Temperate Forests	1gp	4cp	2sp
Pony	Temperate Plains	8cp	1sp	8cp
Porpoise	Temperate Aquatic	2sp	1sp	1sp
Rat	Any	1cp	3cp	1cp
Raven	Temperate Forests	5cp	2cp	1cp
Rhinoceros	Warm Plains	15gp	1sp	10gp
Shark	Cold Aquatic	20gp	25gp	10gp
Snake, Constrictor	Warm Forests	10gp	7sp	6cp
Snake, Viper	Temperate Marshes	10gp	7sp	10gp
Squid	Temperate Aquatic	3gp	10gp	3gp
Tiger	Warm Forests	10gp	5cp	2gp
Toad	Temperate Marshes	1cp	2cp	1cp
Weasel	Temperate Hills	4sp	1cp	3sp
Whale, Baleen	Warm Aquatic	10gp	20gp	100gp
Whale, Cachalot	Temperate Aquatic	10gp	20gp	100gp
Whale, Orca	Cold Aquatic	10gp	20gp	100gp
Wolf	Temperate Forests	10gp	5cp	2sp
Wolverine	Cold Forests	2sp	5cp	5sp

<sup>1</sup>Values for flesh, hide, and even the other portions of a creature tend to differ between cultures – for example, many people do not highly regard bear meat and do not consider it edible; while other cultures consider it a delicacy, and will pay a premium for it. As a general rule of thumb, double the values of high-demand items, while items with little to no demand are only worth half the listed value.

<sup>2</sup>Teeth, claws, organs etc.

# Appendix IV: Urban Tracking

## Urban Tracking Base DCs & Modifiers

### Community Size / Gather Information / DC Checks Required

Thorp, hamlet, or village / 5 / 1  
 Small or large town / 10 / 2  
 Small or large city / 15 / 3  
 Metropolis / 20 / 4

### Condition Gather Information DC Modifier

Tracker is Obviously Outsider	+2
Target is Obviously Outsider	-2
Target is Wealthy	+2
Every 25gp in Bribes	-1
Tracker's Employer is Feared/Respected	-2
Tracker Has a Reputation for Being Violent/Abusive	+2
Every Failed Gather Information Check	+2
Target is Well Liked <sup>1</sup>	+5
Target is Hated	-5
Target Has Left the City	+10

<sup>1</sup>This modifier also applies if the target is particularly feared, or held in any other regard that makes individuals reluctant to give out information about her.

### Shadowing Modifiers

#### Condition Bluff Check Modifier

Shadowed Creature Is:	
Relaxed/Completely Unaware	+10
Mildly Aware	+5
Somewhat Nervous or Suspicious	+0
Jumpy	-5
Paranoid	-10

#### Shadowing Creature's Size:<sup>1,2</sup>

Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Tracker is Obviously Outsider	-5
Target is Obviously Outsider	+5

<sup>1</sup>For a group of mixed sizes, apply only the modifier for the largest size category.

<sup>2</sup>The DC is also modified by the size of the creature being shadowed: sizes that provide a bonus to the shadowing creature's check instead cause a corresponding decrease, while larger sizes provide a bonus. Example: If a Large creature is attempting to

shadow a Small creature, the net result is a -2 penalty to the check.

### Crowd Level Effects

Crowd Level	Melee Penalty	Ranged Penalty	Movement	Hide Bonus <sup>1</sup>
0	0	0	x1	0
1	0	-1	x1	0
2	0	-2	x1	0
3	-1	-3	x3/4	+1
4	-2	-4	x3/4	+2
5	-3	-5	x1/2	+3
6	-4	-6	x1/2	+4
7	-5	-7	x1/4	+5

<sup>1</sup>This bonus acts as a penalty to both shadowing someone through a crowd, and attempting to spot a person who is shadowing you.

## Appendix V: Skirmishes

Do not misread this title. This section does not deal with skirmishers, men in small formations engaging one another in melee. This section deals with skirmishes, chaotic free-for-all melees where it is every man for himself. There may or may not be sides to a skirmish. More likely there are cliques within the area of the skirmish. But from the outside, a skirmish is a deadly, potentially regenerating, multi-limbed beast that damages everything it comes in contact with.

Skirmishes are made up of the same type of creature, which can be any size but sometimes a skirmish is made of multiple creature types. Typical skirmishes include a barroom brawl, a rioting mob, and even the clash of two small armed forces that come upon one other by surprise.

Unlike stampedes, skirmishes are usually not very mobile. They are more likely to grow than to move. The barroom brawl might spill out into the streets and turn into mob. For every 5 rounds a skirmish has not suffered any damage, it grows by 1 Hit Die (as long as there are additional creatures of the base type around to be drawn into the skirmish).

### BARROOM BRAWL

**Medium Humanoid (Huge Skirmish)**

**Hit Dice:** 5d8 (22 hp) (variable; see text)

**Initiative:** +0

**Speed:** 10 ft. (2 squares)

**Armor Class:** 11 (+1 armor), touch 10, flat-footed 11

**Base Attack/Grapple:** +3/—

**Attack:** +5 skirmish (2d4 non-lethal)

**Space/Reach:** 10 ft./5 ft.

**Special Qualities:** Skirmish traits

**Saves:** Fort +6, Ref +1, Will +3

**Abilities:** Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10

**Skills:** Listen +4, Spot +4

**Feats:** Iron Will, Greater Fortitude

**Environment:** Bars, Taverns and Inns

**Organization:** Varies

**Challenge Rating:** 2

**Treasure:** Standard (coins only)

**Alignment:** Any chaotic

**Advancement:** 6+ HD

**Level Adjustment:** —

The hit dice of a brawl is equal to 1 + 1 per three creatures in the bar at the time it starts.

Once it starts, everyone within the area is attacked each round they are within the barroom. A skirmish attack is resolved like a touch attack. There is a 70% chance that the attack is a melee touch attack, otherwise it is a ranged touch attack. Only roll the percentage if the target has a different touch AC versus ranged or melee touch attacks. Damage caused by a brawl is usually non-lethal.

When the brawl is brought to 0 hit points, the participants have scattered enough for there to be a pause in the fight. At this

point the barkeep usually tries to clear the room. Hostilities can break out again, with a new brawl forming, albeit with fewer hit dice. The number of fewer hit dice is equal to the number of successful hits used to defeat the brawl.

### RIOTING MOB

**Medium Humanoid (Gargantuan Skirmish)**

**Hit Dice:** 15d8 (22 hp)

**Initiative:** +0

**Speed:** 30 ft. (6 squares)

**Armor Class:** 11 (+1 armor), touch 10, flat-footed 11

**Base Attack/Grapple:** +3/—

**Attack:** +15 skirmish (4d4 non-lethal or 3d6 lethal)

**Space/Reach:** 30 ft./5 ft.

**Special Qualities:** Skirmish traits

**Saves:** Fort +11, Ref +5, Will +7

**Abilities:** Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10

**Skills:** Listen +14, Spot +14

**Feats:** Iron Will, Greater Fortitude, Improved Sunder<sup>B</sup>, Improved Trip<sup>B</sup>

**Environment:** Cities

**Organization:** Varies

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Any chaotic

**Advancement:** 16+ HD

**Level Adjustment:** —

Each city block of unrest during a riot should have its own rioting mob. While skirmishes normally do not move, each time a rioting mob moves to a new city block, a new rioting mob might spawn (50% chance) in the block the rioting mob just vacated.

Rioting mobs are extremely destructive, if they have no opposition, they make lethal skirmish attacks against public property in their area. If there is no public property to destroy, they attack private property instead. Against most opposition, the rioting mob uses its non-lethal skirmish attack. A creature that falls prone within the space of a rioting mob, however, is subject to lethal attacks. The rioting mob uses lethal attacks against the creatures or things that incited it.

If a rioting mob does damage to anyone within its space, it gets a free trip attack against that opponent. The rioting mob cannot be tripped on a failed trip attempt. Unlike most skirmishes, a rioting mob can attack creatures outside its space. A rioting mob facing opposition can attack creatures outside its space with its normal skirmish attack. Treat the attack as a ranged touch attack with a range increment of 10 feet.

A rioting mob will disperse on its own after 1 hour per total number of similar mobs in the area. Individual mobs may disperse or join other mobs when there is nothing left to destroy within 60 feet.

### Skirmish Subtype

A skirmish is a collection of humanoid creatures involved in a chaotic melee. While individual agendas may be possessed by factions within the skirmish, the skirmish as a whole acts like a

single creature, and individual alignments are subsumed by the chaotic nature of the skirmish.

A skirmish has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed and a single Armor Class. A single skirmish occupies a square of 10 feet on a side if most of its composite creatures are fighting each other individually. A single skirmish composed of fewer than 4 individual factions internally can occupy a square of 20 feet on a side.

**Traits:** A skirmish has no discernable anatomy. It is immune to critical hits and flanking. Skirmishes take half damage from all weapons. Skirmishes are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed. They can grapple an opponent but cannot be pinned. If an opponent scores a pin result on a skirmish, it immediately escapes as a reaction. Spells or effects that target a specific number of creatures (including single-target spells such as disintegrate), cause one hit point of damage to the skirmish for each creature normally affected. A skirmish takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. A skirmish rendered unconscious by means of non-lethal damage becomes disorganized and dispersed, and does not reform.

**Skirmish:** Creatures with the skirmish subtype make normal melee attacks against all targets within the space they occupy. Skirmishes with multiple factions generally do non-lethal damage to targets. Skirmishes with a united purpose generally do lethal damage to targets. The amount of damage a skirmish deals is based on its Hit Dice as shown below.

**Skirmish Hit Dice / Skirmish Non-Lethal Damage / Skirmish Lethal Damage**

1–5 / 2d4 / 1d6

6–10 / 3d4 / 2d6

11–15 / 4d4 / 3d6

16–20 / 5d4 / 4d6

21–30 / 6d4 / 5d6

Per additional 10 HD / +1d4 / +1d6

A skirmish's attacks are non-magical, unless the skirmish's description states otherwise. Humanoid skirmishes can attack creatures outside the area of the skirmish. These attacks are treated as normal ranged attacks and cause as much damage as the skirmish's normal attack damage. Skirmishes always threaten creatures within their area and all creatures in adjacent squares



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