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system

MERCENARIES™



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AEG™

INTRODUCTION

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A HEROES' WELCOME

To Dave Agoston for doing the impossible.

DEDICATION

This one is for all the unsung heroes.

You know who you are.

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INTRODUCTION

"It is true that wealth won't make a man virtuous, but I notice there ain't anybody who wants to be poor just for the purpose of being good."

— Josh Billings

Historically, mercenaries lived harsh, difficult lives. To attract offers, they had to garner military fame, which required great risk. To make a profit, they had to demand at least partial payment up front (lest their employers' coffers — salary and all — go to the enemy). To stay alive, they had to decide whether to betray their patron, or risk being betrayed themselves (an all-too-common occurrence when using nominally neutral troops receiving higher pay than the norm). The cycle then repeated itself for decades until they could earn enough to retire. Not surprisingly, almost none survived long enough to do so.

And they never had to worry about magic.

Or monsters.

Or actual, immediate, karmic retribution for their activities.

Fantasy mercenaries have no such luxury, and must compete with the common adventurer for many of their contracts. They make dangerous foes, and possibly even more dangerous allies. Mercenaries are a temptation to all warlords, and a pawn to be sacrificed. They may fight for ideals, nations, races, or loyalty, but they always fight for money.

While most fantasy adventurers view mercenaries with unmitigated contempt, mercenaries themselves point out that almost everyone is a "mercenary" on some level. Even the most enlightened soul rarely plies his trade for free, and mercenaries are — in their own eyes at least — simply honest about their profession. Mercenaries are especially critical of other adventurers, who work on a for-hire basis, yet seem to lack the courage to acknowledge such materialism. After all, not all mercenaries abandon morality in their quest for money.

At least not at first.

The problem with such thinking is that mercenaries face the worst the world has to offer, on a constant basis. Depending on the nature of the contract, they must serve as shock troops, skirmishers, suicide squads, or assassins (battlefield or otherwise). Though they pride themselves on their mental and physical fortitude, even they have limits, and the grinding carnage that mercenaries face takes its toll. Few survive long without succumbing to despair or madness... but those who do are heroes in their own right, as worthy of respect as any paladin or mage. A soul forged in the terrors of war has little to fear off the battlefield, and much to gain on it. Gods of war, slayers of men, heroes for hire, vile traitors, and hon-

ored champions — all may call themselves mercenaries and all with different hopes at heart.

It is this life that true adventurers lead.

This book contains the essence of the mercenary's world, a world of men bound by contract and coin; lives spent scrimping by, making a scant living while other grow fat off their work. The life of a mercenary is not one to envy or even begrudge, for the day may come when even the most popular hero of the realm must sell his sword in order to eat.

...

This book contains everything a DM needs to create exciting and unique campaigns and everything players need to bring a new level of play to their adventures. New races and classes enhance or replace those already in the game system, and new feats and equipment allow players more options for creating gritty swords for hire.





ARADAN

Often perceived as naught more than intelligent vermin, aradan are as hardy and nimble as the rats they resemble. They integrate themselves into other races' societies as best they can, feeding off the refuse of others. While normally cowardly, aradan turn vicious when their homes or friends are threatened, and the creatures travel in packs.

Personality: Aradan greatly prefer action to planning. They are infamously restless and impetuous, relying on their innate toughness and uncanny ability to survive danger; they exhibit daring that most others cannot match.

Gluttonous and greedy, aradan have an endless appetite for both food and wealth, and they hoard both instinctively. The creatures often pick over the leavings of other races, looking for any lost goods they might use.

Physical Description: Most aradan stand slightly shorter than men, no more than four or five feet tall and slightly built. Fur covers their entire bodies, and their fingers and toes end in small, sharp talons. Their fur colors range widely, from the rare shades of black or white to the vastly more common reddish brown. Their incisors extend below their jaw, and can cut through wood and flesh with equal ease. An aradan's eyes are small and red, and reflect light well. Aradan have average vision, but possess great darkvision. In addition, aradan possess sharp hearing and a keen sense of smell. Aradan have an incredibly rapid metabolism that enhances their physical prowess and healing ability, but greatly decreases their life-span. Aradan generally mature within 10 years, and have a maximum lifespan of around 40 years.

Relations: Aradan attempt to fit in with others, but in vain. They find it difficult to adapt to life in a community of humans, dwarves, elves or gnomes, but they have an affinity for halflings. Aradan are most often found alone or in halflings lands.

Alignment: Aradan tend to be chaotic and neutral. They thrive on change, and have a nasty habit of causing chaos wherever they go.

Race Lands: Aradan have no lands of their own. They live in the lands of other races, where they can carve out a place of their own. They can be found in most any land, but are most frequently encountered in halfling lands or in the dregs of other races' cities. For the most part, they prefer any type of city or village to the wilderness.

Religion: The Aradan have no religion of their own. They often follow gods of chaos, trickery and thievery. Some choose to follow the halflings' pantheon, while others prefer to live lives unfettered by the worship of a deity.

Language: Aradan speak their own language, which uses the common script (though in a largely illegible manner). They lack anything resembling literature, with most of their great stories being shared orally. They speak the Common and Halfling tongues as well.

Aradan Names: An aradan has a given name, a clan name, and usually a taken name. Occasionally, some aradan take nicknames or are given nicknames by their clans. Nicknames given by a clan are always an honorary title, more than a nickname, and are only given to truly exceptional aradan. In some cases, the honorary nickname is used instead of the Clan name, and gives rise to a new clan of aradan, comprised of the founder's family

and close friends. Because the given name is a completely aradan name and is usually grating to the ears of non-aradan, individuals generally give themselves a name that is Human, or more likely Halfling, in origin. As such, an aradan could be named Larmrek of Clan Blackfur, and have Beauas his taken name. Thus, to aradan he would call himself Larmrek of Clan Blackfur, but to non-aradan he might say his name was Beau Blackfur.

Male Names: Alrek, Brek, Crak, Gnarl, Knobble, Larmrek, Rarl, Skreek, Tlarn, and Worl.

Female Names: Amrai, Brekelyn, Crakalewn, Garnek, Larakewyn, Mappy, Nopkey, Skreak, Vyrkna, and Warl.

Clan Names: Almstek, Blakfur, Dalefurth, Darkwalker, Fleagallow, Nordlasker, Rynfest, Sharp teeth, Valeloafer, and Wayfinder.

Nicknames: Some sample clan-granted honorary nicknames are: Backbreaker, Deathmonger, Foeslayer, Goldfinder, Lifetaker, and Verminlord.

Adventurers: Aradan adventurers seek to use their abilities to garner wealth and power, but rarely fame. To most Aradan, adventuring is a career or way of life, preferable to the drudgery of normal living and work.

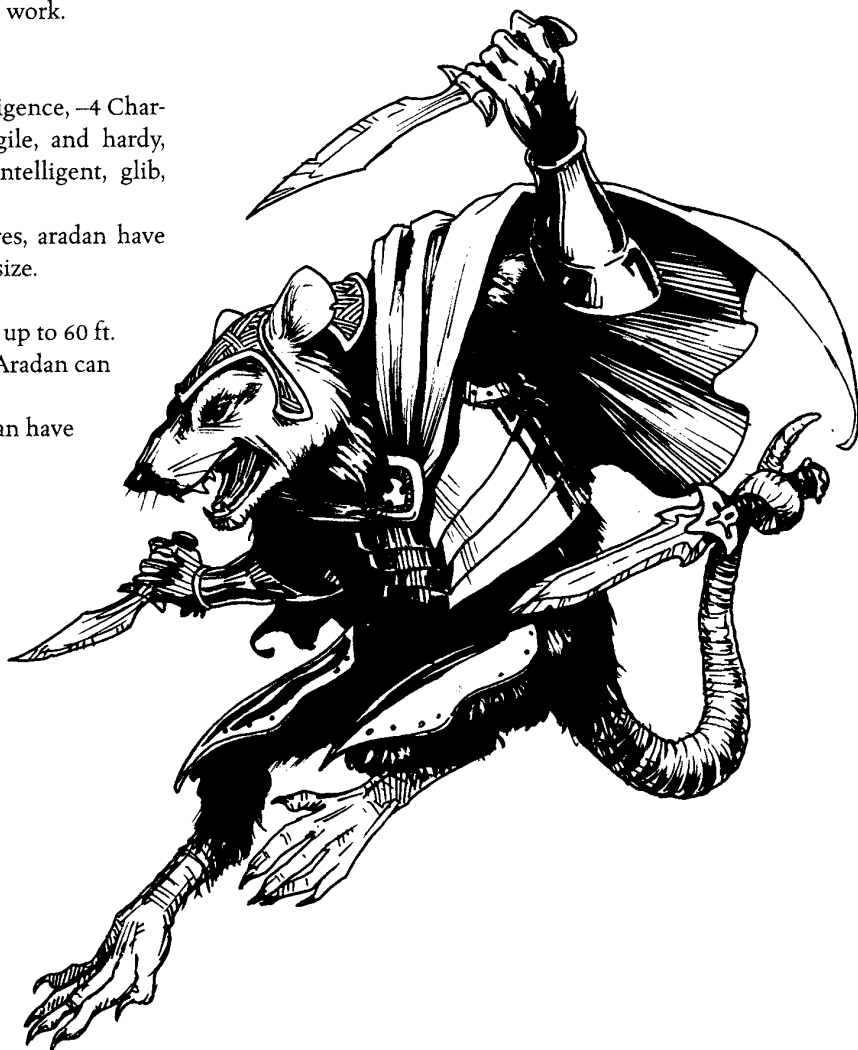
ARADAN RACIAL TRAITS

- +2 Dexterity, +2 Constitution, -2 Intelligence, -4 Charisma: Aradan are extremely quick, agile, and hardy, but their lineage makes them less intelligent, glib, and comely than most humanoids.
- Medium-size: As Medium-size creatures, aradan have no special bonuses or penalties due to size.
- Aradan base speed is 40 ft.
- Darkvision: Aradan can see in the dark up to 60 ft. Aradan darkvision is in full color, and Aradan can function normally with no light at all.
- +2 racial bonus on Listen checks: Aradan have keen ears and senses.
- Scent: Aradan have an enhanced sense of smell and possess the Scent ability.
- Automatic Languages: Common (although aradan speak a limited version). Bonus Languages: Dwarv-en, Elven, Gnome, Goblin, Halfling, and Orc.
- Favored Class: Fighter. A multi-class aradan's fighter class does not count when determining whether he suffers an XP penalty for multi-classing.

ASHEMI

Ashemi are quite rare, because their numbers are small. They are so long-lived, and procreate so infrequently that any birth or death is a major event in ashemi society. Aside from their unusual appearance, they are best known for their virulent hatred of evil and darkness. They favor all things good and pure and peaceful. They have a simple, perhaps even austere sense of beauty, and care little for material things. True beauty, as they see it, lies in the wonder and grace of the universe. If there is a conflict versus the forces of darkness, ashemi will be present to lend their aid against evil.

Most ashemi believe their race to be the oldest in existence, older even than the elves. A select few of the Elder ashemi know the old legends of a time when the sun was a different color and a different size, when the sky was a different color, when their wings had strength enough to allow them to fly, when their population was great and widespread.



The legends speak of a great struggle against evil, where untold thousands of their number were destroyed, and in this struggle they were forced to relinquish their home to the forces of darkness, and to find another home for themselves. These legends are kept secret from the young (those younger than 500 years) because such tales tend to upset them. The Elders believe no purpose is served by speaking of what was lost once and can never be regained.

Personality: The few travelers who have encountered ashemi remember them as quiet and introspective, often deeply philosophical about the nature of good and evil, the nature of the universe, and their place in it. Many ashemi enjoy music, while some find only the natural music of nature to be worthy of attention, the melody of a brook, the beat of thunder, the harmony of the wind. They greatly love the open spaces of nature, and find confinement and the dark spaces of the underground to be claustrophobic. However, for all an ashemi's love of beauty and quietude, the ferocity of his wrath, when faced by the forces of darkness or the evidence of some depraved act, sometimes shocks even the hardest fighters. At all times and in all situations, even in battle, ashemi are steadfastly polite to their comrades and their enemies. They view the beauty inherent in all things as a source of true power.

Physical Description: Ashemi average 6 ft. 6 in. tall, with narrow, thin, wiry builds. Their skin is ivory white in color, and completely hairless. However, for all his smooth delicacy, ashemi skin is tough and resilient. Some say they resemble very tall elves in their facial structure, but that resemblance ends at their eyes, which are featureless golden orbs set wide on their faces. Their mouths and noses are very small, but their eyes are about twice the size of normal human's. This combination gives them an almost innocent appearance. All ashemi males are born with membranous vestigial wings. These wings do not allow them to fly, but the clawed finger at the main joint of each wing can be used for light gripping. Some

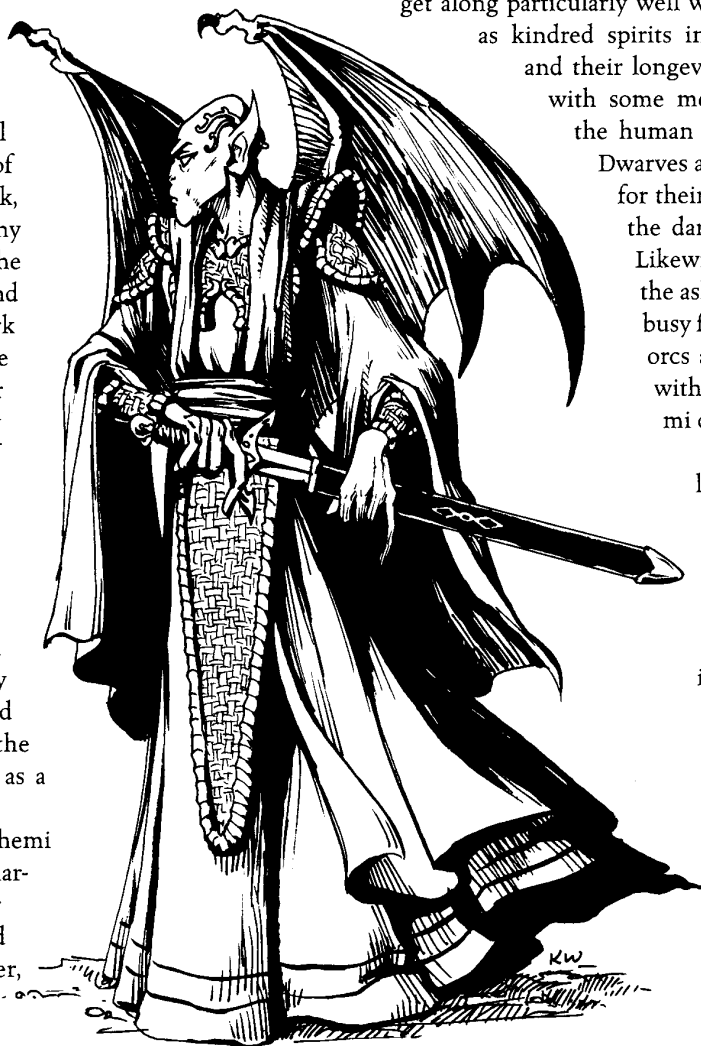
ashemi houses remove these wings at birth to make their sons more acceptable in appearance to some of the other races. Their clothing most often consists of finely woven silver or golden colored cloth or mesh. Their fingers are long and almost prehensile because they have an extra joint. Ashemi reach adulthood at the age of 50, but can live to be over 1,000 years old.

Relations: Ashemi get along well with all races they believe to be inherently good, seeing them as comrades in the struggle against darkness. Races believed to be evil are likely to receive outright hostility from an ashemi. They get along particularly well with elves, who they see as kindred spirits in their love for beauty and their longevity. A human is viewed with some measure of distrust until the human proves himself worthy. Dwarves are held in some distaste for their greed and their love of the darkness under the earth. Likewise with gnomes, whom the ashemi view as simply too busy for their own good. Half-orcs are likely to be equated with orcs, and thus the ashemi distrust them at best.

Alignment: Ashemi love the companionship of others, and are loyal to others of their race and members of their house and family. They also despise evil in all its forms. This combination tends to make most ashemi lawful good, however there are exceptions. Many ashemi of more philosophical mindset may tend towards neutral alignments. And the loners and outcasts may even be somewhat chaotic. However, an ashemi who is evil is all but unknown.

Such a thing would be the most reviled abomination conceivable. Such a creature would be ceaselessly hunted by his own race.

Ashemi Lands: Ashemi prefer to inhabit the wild places of the earth, where civilization hesitates to spread, in small communities. Each community is called a House, similar in purpose to a clan, where all members are related by blood or marriage. Outsiders are welcomed, but a



House is a tight knit organization. Houses sometimes take the name the area where they settle, or perhaps take the name of a particularly spectacular natural feature. They prefer areas like mountain tops, canyons, or river valleys, where they can see the sky above and the land about, and feel the wind on their skin. If a large conflict is brewing against the forces of darkness, an entire House sometimes picks up and moves closer to the contested area. In times of peace, ashemi most often associate with elves, otherwise tending to keep to themselves.

Religion: Ashemi have no preferred deity. They tend to worship the beauty of the universe and seek spiritual fulfillment in a desire for enlightenment — a transformation to a higher plane of existence they believe can be gained through meditation and solitude.

Language: Ashemi speak Asheru, a tonal language with has a continuous cursive script that reads much like music, with the varied tones recorded along with the phonetic syllables. Ashemi often speak the language of their friends (elves) and enemies.

Names: An ashemi's House name is always pronounced first. He is given a name at birth by his mother. His name is regarded both as a badge of honor and a great responsibility. He must never bring shame or dishonor onto his House by soiling his name. Some House names include Mahadeo, Yapheo, Zavaeo, Ragueo, Chamueo, and Arakeo.

Male Names: Rikiul, Zuriul, Saruul, Gardiul, Samandriul, Keparul.

Female Names: Rashiel, Yephiel, Remiel, Zophiel, Jehudiel, Baradiel, Amashiel.

Adventurers: Ashemi adventurers most often leave their Houses because of a crusading need to battle forces of evil, or perhaps a love of excitement, or a fervent desire to bring glory and honor to his house. Simple greed is never an ashemi's motivation, except where treasure and artifacts might acquire more affluence and power for his House. The fervor with which an ashemi attacks evil creatures is viewed as a credit to his House, which helps to explain his ferocity in combat.

ASHEMI RACIAL TRAITS

- +2 Intelligence, +2 Wisdom, -2 Constitution, -2 Strength. Ashemi are long-lived and well educated, but their bodies are thin and wispy.
- Medium-size. As medium-size creatures, ashemi have no special bonuses or penalties due to their size.
- Ashemi base speed is 30 ft.
- Low-light Vision: Ashemi can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on saving throws against spells and spell-like effects.

- +2 racial bonus to attack rolls against creatures of known evil alignment, due to their fervent, ingrained hatred of evil. -2 penalty to attack rolls against creatures of known good alignment.
- +2 racial bonus to all Intuit Direction, Search, Sense Motive, Spot, and Wilderness Lore checks.
- +1 natural bonus to AC.
- Automatic Languages: Asheru and Common
- An Ashemi sorcerer can cast one spell per day for free. It does not count against the spells he can cast each day. The spell can be any spell the sorcerer knows.
- Favored Class: Sorcerer. Ashemi see the beauty of the universe as a source of power and possess an innate talent for drawing upon it. A multiclass ashemi's sorcerer class does not count when determining whether he suffers an XP penalty.

BAEL

The bael are some of the most successful merchants in any land. Aside from being quite beautiful, charming, and intelligent, they also possess a gift for finance and commerce. Many merchants and mercenary companies hire bael to handle supply and logistics, because they have a talent for "finding things." They prefer to avoid combat whenever possible, mainly to avoid unsightly battle scars. They also have an unusual affinity for animals. Most bael greatly enjoy keeping pets, sometimes even sentient ones.

Some bael achieve great wealth and power not as merchants but by offering themselves as professional diplomats and mediators. They offer the use of their innate social gifts to the highest bidder.

For all their inherent greediness, bael have a code of conduct that prevents them from cheating employers or business associates, but does not prevent them from taking advantage of an ideal situation. This seems alien to humans, but is inherent to their culture. As an example, bael honor all contracts. Once a deal has been made, they follow through with it even if it is not to their advantage. Afterwards, they chastise themselves for not being more astute or careful in the first place.

Personality: Their strong personalities, great intellect, and "gift of gab" make them exceedingly charming and pleasant company. However, under this façade, they are conniving and sneaky. Their innate avarice often leads them to shady deals and profit by any means. This greed also makes most of them somewhat uncharitable toward the needs of others. In fact, finding more self-centered, vain people is a difficult task. Bael are well accustomed to using their looks and intelligence to get what they want, and if they do not, they are quick to anger or frustration.

Physical Description: Bael are often mistaken for humans, so close is the resemblance. However, they are

RACES

more beautiful than humans, somewhat like elves, but their features are more blunt and chiseled than the sharp fineness of elfin features. They average 6 ft. tall, with athletic builds. Their skin is a chestnut brown in color, but their eyes are a golden bronze with small black pupils. Their hair ranges from dark brown to golden blonde, which both genders generally wear cropped close to their heads. They have no body hair other than on their heads. They usually dress in rich, colorful clothing, to augment their looks and use their crafty intelligence to best advantage. However, if they are traveling in the desert, as they like to do, they always wear the layered white robes of desert nomads. They have beautiful smiles that can be quite disarming, but their eyes sometimes betray their greed and avarice, and perhaps their canine teeth are just a bit too sharp.

Relations: Bael hold no ill-will toward any other race, except lahryk, who are just as avaricious as the bael. Because they understand the lahryk, they despise them, viewing them as ugly poseurs. But anyone is a potential business associate. As a general rule, they view elves and Ashemi as too effete, half-orcs and monster races as too vulgar, gnomes and halflings as too skittish, dwarves as too gruff, and humans as too stupid. In short, no one is as good as a bael, which is all the more reason other races must be milked of their precious coin. Because of their long-standing belief in their own superiority, behind their affable veneer, they can be haughty and arrogant.

Alignment:

Because of their tendency towards greed and vanity, and because of their somewhat flexible morality, the majority of bael are chaotic neutral, but they can be of any alignment.

Bael Lands: Bael possess no lands of their own. Instead they live in the lands of other races, wherever they find sufficient wealth to acquire or markets to exploit. Because they are so personable, they work well with others, so most races hold them in high regard. Except, of course, for individuals who have been on the wrong side of a bael business deal. Bael do not form communities. They prefer to mix and mingle freely with other races.

Bael legends say that they came from distant and desolate desert lands. This would explain their affinity for warm, dry climates.

Religion: Bael are too preoccupied with the accumulation of wealth to worship anything else. Their spiritual outlook does not espouse deities. They much prefer to rely on their own charm and guile to achieve their ends, instead of seeking guidance and comfort from an outside source. However, some individuals do hold the god of travel in high regard.

Language: The bael speak Common and their own language, which they call bael. They prefer to keep bael a secret, so it is an unwritten rule among bael to teach their language to one from another race. The secrecy is useful in business dealings between bael. Since they trade with so many other races, they have developed an affinity for other languages, and may choose two other languages at character creation.

Names: Most bael names consist of two syllables, with consonants beginning and ending each syllable. Since they do not form large families or communities, they do not take surnames. Often a name is passed down from parent to child, particularly if a successful bael believes his offspring might benefit from his own renowned name.

Male Names: Jostich, Basril, Todmik, Ruspil.

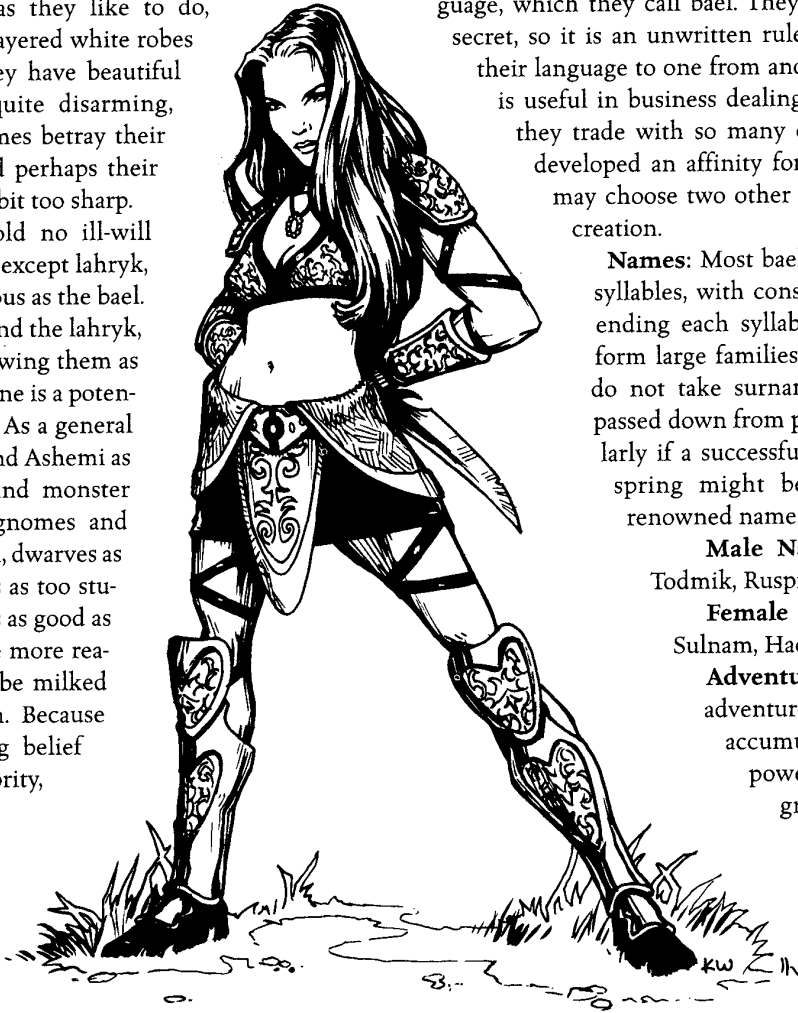
Female Names: Jimat, Birtris, Sulnam, Hadmel.

Adventurers: Most bael seek adventure for a single reason, accumulation of wealth and power. Rumors of some great treasure ripe for the plucking surely draw the interest of any bael within earshot. They also know that large-scale warfare can bring golden opportunities for a merchant with the

courage and connections to serve armies on the march. For all their aversion of melee combat, they are not weak and helpless, especially when it comes to arcane magic. They make equally good wizards and sorcerers.

BAEL RACIAL TRAITS

- +2 Intelligence, +2 Charisma, -2 Wisdom. Bael are highly intelligent and quite beautiful, but are sometime accused of having little common sense with respect to anything but wealth.



- Medium-size. As medium-size creatures, bael have no special bonuses or penalties due to their size.
- Bael base speed is 30 ft.
- +2 racial bonus to all Animal Empathy, Bluff, Diplomacy, Disguise, Handle Animal, Hide, Knowledge (commerce), and Sense Motive checks.
- +3 racial bonus to all Search and Spot checks in daylight, due to their keen eyesight.
- +2 racial bonus to all Listen checks because of their acute hearing.
- +2 racial bonus to all Wilderness Lore checks made in a desert or arid environment.
- -2 racial penalty to all Search and Spot checks made while not in daylight.
- Bael physiology is well adapted for arid environments. As a result they can go without food and water twice as long as humans without suffering any ill effects.
- Bael wizards and sorcerers receive a +2 bonus to the DC of any enchantment or conjuration spells they cast.

- Automatic Languages: Bael and Common. In addition to bonus languages from Intelligence, the character may choose any two other bonus languages from Dwarven, Draconic, Elven, Giant, Gnome, Goblin, Gnome, Groll, Orc, Sylvan, and Undercommon.
- Favored Class: Wizard. Bael are masters at getting what they desire, through magical means if necessary. A multiclass bael's wizard class does not count when determining whether he suffers an XP penalty.

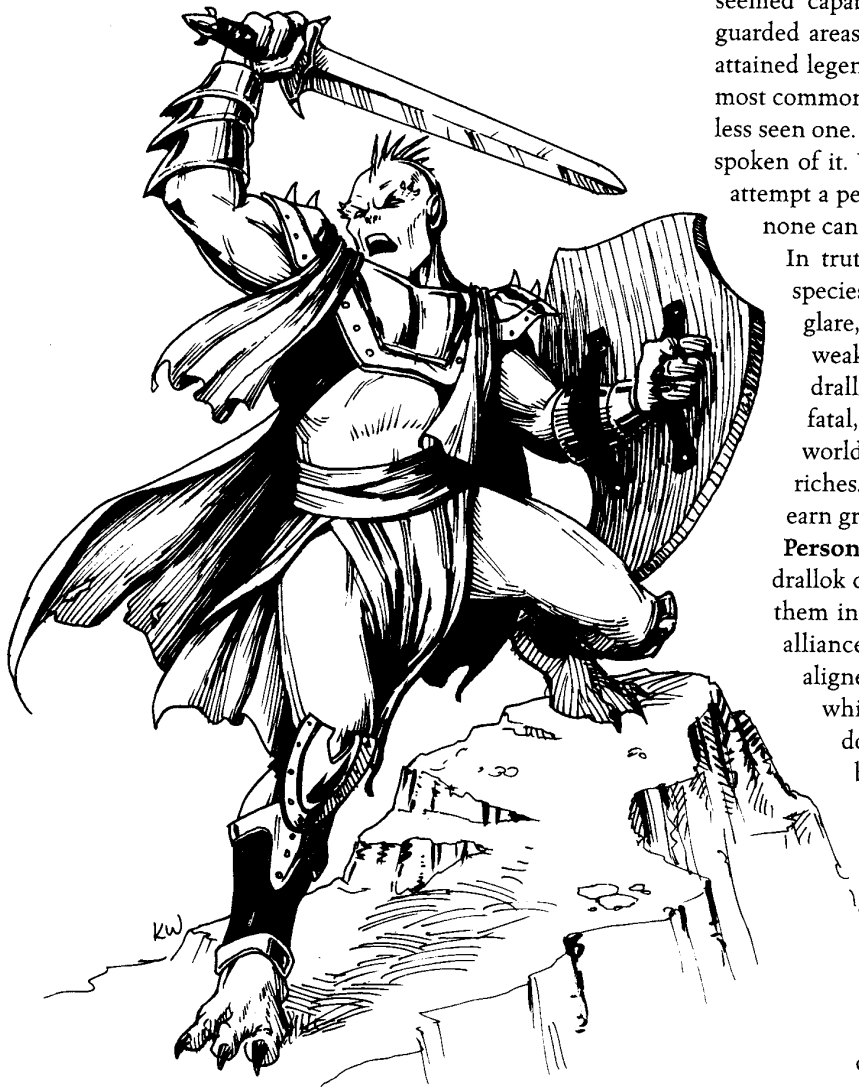
DRALLOKS

From hidden caves and unknown byways to the depths of the earth they emerged, mysterious figures clad in layers of robes, cloaks, and other garments. Their features completely concealed by their clothing, the drallocks — as they called themselves — were met with fear and trepidation. Yet over time they slowly earned acceptance in the shadowy realm of the criminal underworld. Drallocks seemed capable of penetrating even the most tightly guarded areas, and their talents as thieves and assassins attained legendary status. As mysterious as they are rare, most commoners have never heard of the drallocks, much less seen one. None who have seen their true visage have spoken of it. Whether that is because no one has dared attempt a peek or those who have are dead and buried, none can say.

In truth, drallocks are a subterranean humanoid species that detests sunlight. Under the sun's cruel glare, their eyes are dazzled and they become weak and queasy. If sunlight directly touches a drallock's skin, he sustains severe, sometimes fatal, burns. Drallocks journey to the surface world in order to earn a fortune in gold and other riches. Their society dictates that only those who earn great treasure may gain the right to rule.

Personality: Drallocks are ruthless pragmatists. A drallock coldly assesses a person's abilities, evaluates them in light of his needs, and then decides if an alliance or friendship is possible. Even good-aligned drallocks tend towards this behavior, and while it makes them rather chilly company it does ensure they gather the best, most capable companions on their adventures. Drallocks rarely drink alcohol and have a Puritanical view towards life, preferring duty and toil to hours wasted in useless revels.

Physical Description: The drallocks wear tight, form fitting robes that reveal slender, lithe figures. Their faces are covered with tightly bound bandages, as are their hands and feet. Normally,



dralloks wear robes over this costume, but adventuring ones often do without robes as they hinder their mobility. The dralloks' eyes are the only part of the body that shows through their costumes, and those jet black orbs have a disturbing tendency to reflect a viewer's face back at him. Adventuring dralloks have straps and belts across their clothes, each weighted with daggers, sheathes, and pouches.

Beneath their many layers of clothing, dralloks are slender, white-skinned humanoids who closely resemble elves. Their hair is always pure white, and their skin quickly turns to an ugly blackish-purple when exposed to the sun. Dralloks wear their robes to protect themselves from the elements, and in turn use this rather practical clothing to maintain an image as a mysterious, deadly race. Dralloks are quite aware of their reputation, and seek to embellish and use it whenever necessary.

Relations: Dralloks treat all races with an even hand. A drallok cares little if a person is an elf, human, orc, or dwarf, so long as he can help the drallok achieve his goals. As a race that deals primarily in stealth, they tend to see dwarves, orcs, and humans as noisy, clumsy simpletons, but are careful to judge individuals based on their actions and abilities.

Alignment: Adventuring dralloks have a strong tendency towards chaos, and most are chaotic neutral. The practical-minded dralloks see good and evil as unnecessary complications in life, preferring to look out for their well-being without needlessly trampling the lives of others. Good dralloks are quite rare, but those few who are benevolent are untiring workers for their chosen causes. Evil dralloks often work as assassins, finding a ready and quite profitable, market for their talents.

Non-adventuring dralloks are usually lawful neutral. Drallok society is highly stratified between rulers and the ruled, and individualists and rebels strike out on their own to live life as they choose, or one day return to claim a place of power in drallok society.

Drallok Lands: Drallok colonies exist deep within the earth. Their secretive tendencies extend to larger scales in drallok society, and they work hard to conceal their small settlements from drow, deep gnomes, dwarves, and other denizens of the underearth. While dralloks often work as mercenaries for other races, tradition dictates that drallok colonies only ally with others if their existence is threatened with imminent destruction. As mercenaries and wanderers, drallok adventurers prefer to keep their homes and families out of the conflicts their work involves and the enemies they earn.

Dralloks who remain in their colonies live highly regimented lives of strict obedience. The rulers of a drallok colony, known as overlords, rule with iron fists. Anyone who wishes to ascend to a position of leadership must present a sizable tribute of gold, magic items, and other valu-

ables in order to literally buy political power. Originally, dralloks existed as thieves and mercenaries. Whoever amongst them claimed the most riches used that as evidence of their skill, cunning, and experience and thus rose to power. After all, the richest thief must be the most successful one. Over time, the richest drallok families held all the political power in drallok society, and used this to institute a political system in which only the richest dralloks could lead. Originally, the ruling drallok families were forced to share power, as many dralloks worked as mercenaries and spies for other races, keeping power at least somewhat balanced across society. Over time, fewer and fewer dralloks sought employment with other races. Many drow communities outlawed their use as spies as the drow recovered their numbers in the aftermath of a war with the surface elves and no longer needed to rely on expensive outsider mercenaries.

The tradition of dralloks serving as mercenaries continues, but now few lead that life. While the average drallok is little more than a serf, any commoner can demand the right to leave the colony and seek his fortune as an adventurer or mercenary. Few dralloks take up this challenge, but those who do head to the surface world in search of their destiny.

Religion: Dralloks worship Tethus, their creator and a god of secrecy, commerce, and mercenaries. Tethus's symbol is a set of perfectly balanced scales with a pile of coins on one side and a pair of daggers on the other. His followers choose from the Earth, Knowledge, Luck, and Trickery domains. Tethus's favored weapon is the short sword. As Tethus finds the current corrupted, rigid, drallok society distasteful, he takes a great interest in the actions of those dralloks brave enough to seek their fortunes in the outside world.

Language: Dralloks speak Undercommon. Many also learn Terran and Common, particularly those who journey far from home.

Adventurers: Dralloks take up adventuring as a way to earn a fortune without dealing with the vagaries and troubles of a mercenary's life. Traditionally, young dralloks leave home to accumulate great wealth. Drallok tradition holds that young dralloks must offer up cash and magical items of great worth in order to buy a position of leadership and power in their colonies. Those dralloks who never do this are forced to live lives of service and obedience to their elders.

DRALLOK RACIAL TRAITS

- +2 Dexterity, -2 Charisma: Dralloks are naturally agile and quick, but their odd appearance and cold attitudes make it difficult for them to flourish in social situations.
- Medium-size: As Medium-size creatures, dralloks have no special advantages or penalties due to their size.

LAHRYK

- Drallok base speed is 30 ft.
- Dralloks' natural agility and grace grants them a +2 racial bonus to Balance, Escape Artist, Hide, and Move Silently checks.
- All adventuring dralloks earn the divine favor of their god, Tethus, who believes his children have become meek cowards. Drallok adventurers gain a +2 divine bonus on all saving throws. Note that this applies only to PC and NPC adventurers, not drallok commoners or nobles who remain in the secure environs of their colonies.
- Similar to dark elves, dralloks have an innate magical ability to cast a few spells per day. They may cast dancing lights, flare, and ghost sound once per day each as a 1st-level sorcerer. Dralloks do not suffer a chance of spell failure for wearing armor.
- For generations, dralloks have worked as spies and mercenaries for a variety of subterranean races. They train to deal with their fellow denizens of the depths from an early age, gaining a +1 bonus to hit against drow, svirfneblin, and kuo-toa.
- Light Vulnerability: Dralloks are extremely sensitive to light. When operating in sunlight or in the area of effect of a daylight spell, they suffer a -1 penalty to attack rolls. They also take 1d4 damage each full minute their skin is exposed to direct sunlight, though a *daylight* spell causes discomfort but no damage. Most dralloks leave only their eyes exposed when traveling on the surface to avoid this damage.
- Darkvision: A side effect of their subterranean existence, dralloks can see up to 60 ft. in the dark.
- Automatic Languages: Undercommon and Common. Bonus Languages: Draconic, Dwarven, Goblin, Ignan, Orc, and Terran. Dralloks commonly master the languages of other creatures found beneath the earth.
- Favored Class: Rogue. Dralloks' natural agility, stealth, and mercenary nature make them well suited to the rogue character class. A multiclass drallok's rogue class does not count when determining whether he suffers an XP penalty.

Of all the reptilian biped races, lahryk are the most civilized. Unlike most other reptilian species, they are not hatched from eggs. Lahryk mothers usually give birth to 4–8 offspring at a time from an abdominal pouch; however, they have a somewhat extended gestation period at just under five years. Any new births into a lahryk family are treated with great reverence, ceremony, and celebration.

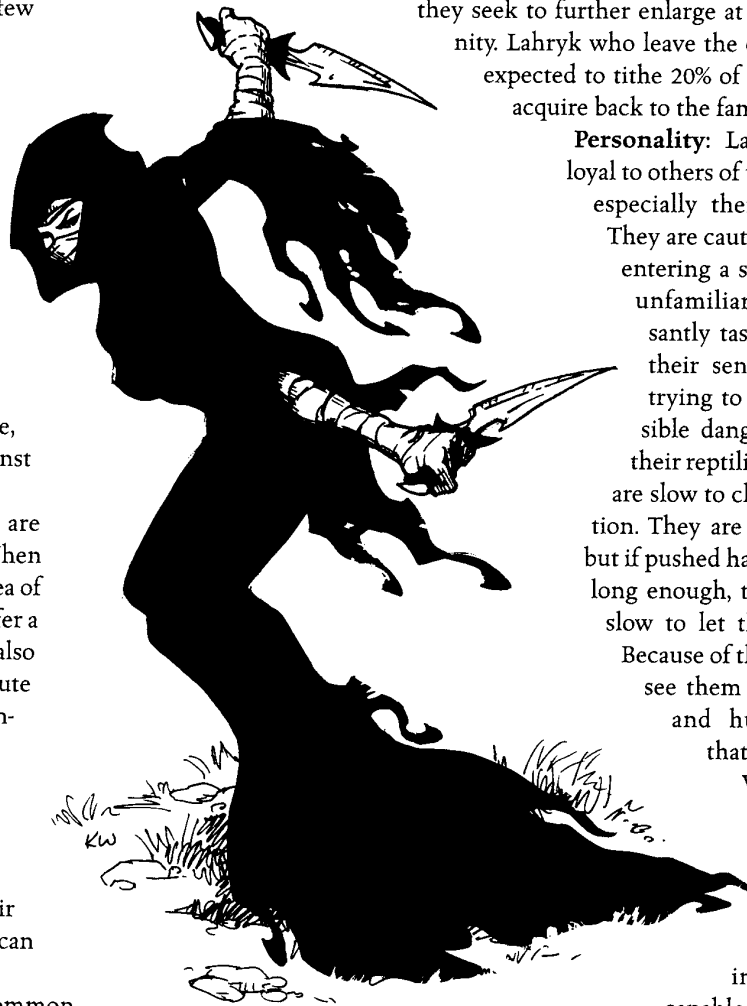
Lahryk form communities comprised of relatives and extended families. Through centuries of hoarding, most lahryk families have amassed sizable fortunes, which they seek to further enlarge at every opportunity. Lahryk who leave the community are expected to tithe 20% of all money they acquire back to the family.

Personality: Lahryk are very loyal to others of their own kind, especially their own family. They are cautious, and when entering a situation that is unfamiliar, they incessantly taste the air with their sensitive tongues, trying to sense any possible danger. Because of their reptilian nature, they are slow to changes in emotion. They are slow to anger, but if pushed hard enough and long enough, they are just as slow to let the anger pass. Because of this, many races see them as slow-witted and humorless, but that is not the case.

While they do not have the quick wit of elves or bael, they are intelligent and capable of enjoying life. But every emotion, whether enjoyment or rage, comes at its own pace.

The most intense emotion that lahryk possess is the love of riches, shiny things, sparkly bits. Venerable lahryk are known to sleep in the piles of their treasure hordes.

Physical Description: Lahryk stand about 5 ft. tall, with rough, scaly skin that looks almost reptilian, an impression that is strengthened by their lack of exterior ears. They also lack any protruding nose, possessing just two slits they can open and close at will. They hear



through coin-sized tympanic membranes on either side of their heads. Their skin ranges in color from beige or light tan to dark brown. Their rigid, unexpressive lips and facial features make it difficult for other races to read their expressions. Their soft, pink mouths are filled with bony ridges that serve as teeth and bulbous pink tongues with which they taste the air. Their eyes are generally yellowish green, with a single circular pupil, and they have a second, transparent eyelid, much like a crocodile. Since most lahryk settlements are in dry, desert areas, they anoint their scaly flesh with oils to help prevent loss of moisture. Their riches allow them to use the finest, most pungent, scented oils. They wear light, airy robes of mainly silk or fine linen. Males have a crest of very fine spines, almost as fine as hairs, on the top of their heads, which they often dye various colors. Females have an abdominal pouch that is all but undetectable unless it contains offspring. While lahryk are not as tall as some other sentient races, this is offset by a broad, sturdy toughness.

Until a lahryk reaches adulthood, he must shed his skin once per year to accommodate his growth. After adulthood, the molting takes place about every five years.

Relations: Lahryk hold no other race in ill-favor except bael, who they view as snobbish competitors for accumulation of wealth, too smart and tall for their own good. Some of the taller or more quick-witted races are also held in distrust, like elves and halflings. Lahryk get along well with dwarves, because their height is comparable.

Alignment: Because of their loyalty to their group and because of their non-volatile nature, most lahryk are either lawful or neutral alignments. Chaotic individuals are viewed by their families as insane, and are usually disowned and cast out.

Lahryk Lands: Lahryk settle in arid desert areas with a source of water such as a well or oasis nearby. Their houses and structures are usually a singly story, made from mud bricks with thick walls to insulate against the desert heat and cold. Most lahryk homes have a flat roof where they often lie in the morning to warm themselves in the rays of the sun. Lahryk settlements are controlled by a conclave of the oldest, wealthiest individuals in the community. This conclave must agree unanimously before any decisions are made, so any changes or improvements are usually slow in coming. Lahryk trade frequently with desert nomads of other races and some of their communities are the only outposts of civilization in the deep desert. Some of the most successful lahryk communities have become affluent, bustling trade route hubs.

Religion: The chief deity of lahryk is the sun god. Every lahryk community contains some sort of temple to him. They also favor the god of nature.

Language: The name "Lahryk" is actually a humanoid simplification of their true name, which is all but unpronounceable to a non-lahryk. The lahryk tongue is

extremely difficult for other races to speak, because it uses many different types of tongue clicks and glottal pops. A conversation among several individuals sounds to a non-lahryk like a cacophony of unintelligible pops and clicks. Their written language uses many dotted shapes and dashed lines to denote these sounds. The bony ridges in their mouths that serve as teeth are also capable of producing sounds that cannot be reproduced in a humanoid mouth.

Names: Lahryk names always begin with the individual's name followed by the first names of his mother and father, in that order. His mother gives him his name at birth along with the rest of his pouchlings. Like their language, lahryk names frequently contain clicks and pops that make them difficult for other races to pronounce, therefore individuals who spend much time with other races sometimes simplify their names to mere phonetic syllables.

Male Names: Kilbik, Koktak, Chublik, Seertik, Mikmak.

Female Names: Gifbith, Gofreth, Zimlin, Tuthmin, Ofreth.

Adventurers: Because they are so devoted to family, few of them actually leave their nests. When they do, it is usually as a quest for wealth. Occasionally, young lahryk are sent to find help for a community that is in trouble. However, being away from the shelter of a community makes him uncomfortable, so he instinctively attempts to find another group to join. Once he has placed himself in a comfortable group, he creates a bond of loyalty to that group superseded only by the loyalty to his family.

LAHRYK RACIAL TRAITS

- +2 Constitution, -2 Charisma. While lahryk are tough and compact, they are somewhat ugly by the standards of other races.
- Medium-size. As medium-size creatures, lahryk have no special bonuses or penalties due to their size.
- Lahryk base speed is 30 ft.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +2 racial bonus on saving throws against poisons. Lahryk are hardy creatures, resistant to toxins.
- +3 racial bonus to all Wilderness Lore checks made in a desert or arid environment.
- +1 racial bonus to attack rolls against bael. Lahryk have an innate dislike of bael.
- +3 racial bonus on all Appraise checks. Lahryk are skilled merchants and traders.
- Lahryk reptilian physiology is well-adapted for arid environments. As a result they can go without food and water three times as long as humans without suffering any ill effects.

- Lahryk have an extremely well developed sense of smell, which they use by tasting the air with their tongues. It allows them to detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as other creatures can identify familiar sights. In effect, they have the Scent special ability
- Automatic Languages: Lahryk and Common. Bonus languages: Dwarven, Gnome, Goblin, Orc, Draconic and Giant.
- Favored Class: Rogue. Lahryk are skilled in wilderness survival. A multiclass lahryk's ranger class does not count when determining whether he suffers an XP penalty.

MAGIRN

Though numbering less than a thousand, the magirn are an oddity some spellcasters are only too familiar with. While the familiars of dead spellcasters rarely outlive their masters, those who do find themselves imparted with a bit of their creators' souls — and the attending power. Such creatures are rarely so powerful as to avenge their fallen lords, but they are often intelligent and capable enough to find their way to others of their own kind, and many breed.

From magic comes wonders, and these unfortunates are no exception. No longer precisely animals, their unnatural abilities coupled with their creators' souls create a magical anomaly: the magirn.

Personality: Two things drive a magirn's life: loyalty and wonder. Like their familiar ancestors, the magirn are incomplete souls at best, always longing for the companionship of others. While good and neutral magirn show an active affection for others, their evil cousins are almost possessive of their companions, and may punish them for any imagined transgressions.

The only thing that tempts a magirn away from his friends is knowledge, particularly of magic. Though naturally talented in spellcraft, magirn instinctively hoard such knowledge in much the same manner as a dragon or dwarf hoards gold. Unlike either, however, a magirn is rarely stingy with such knowledge, and even the evil ones prefer to gloat as they teach others their hard-won lore. This curiosity extends to non-magical wonders as well, leading many to assume the wide-eyed creatures to have a child's mentality, a mistake some live to regret.

Physical Description: From a distance, the magirn somewhat resemble gnomes. Both races have small, slight statures, but the similarities end there. The magirn host a wide variety of physical oddities. Mottled grey flesh, oddly rounded eyes, and elongated limbs are all common, as are animalistic features reflecting the magirn's ancestry.

Magirn, particularly the sorcerers, take pride in their magic, and often throw cantrips around to impress the common throng.

Relations: Magirn get along with sorcerers and wizards of any stripe, often taking on an apprentice or master's role. Consequently, they enjoy the company of elves and gnomes foremost, particularly those who do not mind the incessant queries of the magirn. They also find halflings to be amusing companions, and enter into almost playful contests with them. Humans are a bit more curious (why would any race so capable at magic choose any other path), but magirn find the militaristic dwarves and half-orcs frightening.

Alignment: Most magirn are chaotic in nature, though lawful ones are not unheard of (usually purely descended of wizard stock). The race as a whole favors neither good nor evil, with each individual frequently adopting the local standards as a means to fit in (this is neither a sign of weak will nor of indistinct nature — most magirn will move on if their standards are totally against their environment).

Magirn Lands: Magirn have few lands of their own, preferring to operate on the outskirts of other societies, particularly magocracies. The rare magirn "civilization" is unusually a series of households united by a council of its greatest sorcerers, and relying on its magic for trade. Aside from these tiny variations, the societies are almost always quite similar to those of nearby races', to the bemusement of the neighbors.

Religion: The magirn as a group worship no one deity, though almost none worship a god without a magic or travel domain. The magirn find divine magic no less interesting than arcane spellcasting, however, and multiclass accordingly.

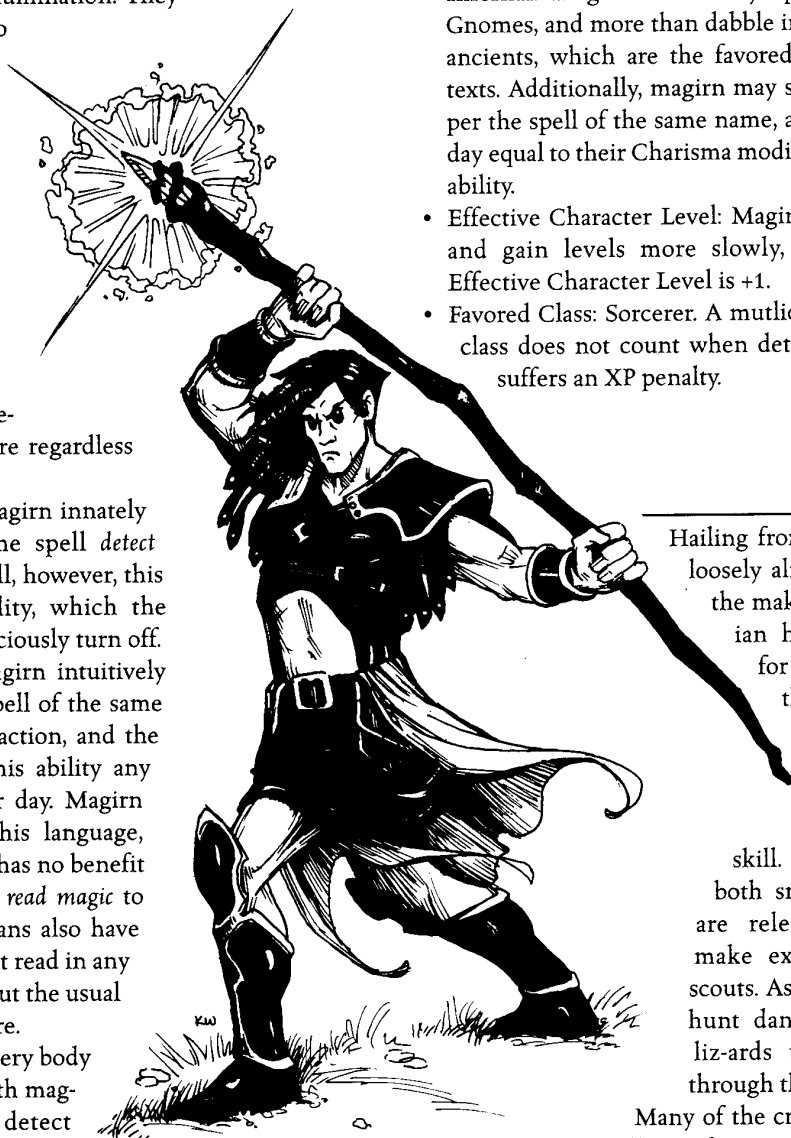
Language: The magirn have no spoken language unique to themselves, speaking Common or Draconic in their own company, and learning the languages of others as opportunity allows. Surprisingly, they do have a written language — that of magic itself. Even the rare barbarian magirn can read magic innately (see below), and all can instinctively write in the strange script.

Adventurers: Magirn fairly leap at the opportunity to join adventuring parties, which suits both their goals of knowledge and community in one swoop. Magirn are especially proud of their innate prowess with spells, and sometimes lord it over their non-casting comrades. Though hardly endearing, their overbearing loyalty is often not merely useful, but a powerful force rivaling even their most potent magic.

MAGIRN RACIAL TRAITS

- +2 Charisma, -2 Wisdom: Though personable and often amusing, magirn frequently lack the sense to realize when they are in danger.

- **Small:** As Small creatures, magirn gain a +1 size bonus to Armor Class, a +1 size bonus on all attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Magirn base speed is 20 ft.
- **Low-light Vision:** Magirn can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus to all Animal Handling checks, as well as to Ride checks for animals, due to the magirn's ancestry.
- **Knowledge (arcana)** is always a class skill for magirn, who tirelessly pursue such lore regardless of profession.
- **Detect Magic (sp):** Magirn innately sense magic, like the spell *detect magic*. Unlike the spell, however, this is a continuous ability, which the magirn may not consciously turn off.
- **Read Magic (sp):** Magirn intuitively *read magic*, like the spell of the same name. This is a free action, and the character may use this ability any number of times per day. Magirn may also write in this language, though such writing has no benefit other than requiring *read magic* to read. Magirn barbarians also have this ability, but cannot read in any other language without the usual skill point expenditure.
- **Heart of Magic:** The very body of a magirn teems with magical energies, and *detect magic* senses a magirn. Additionally, magirn suffer unduly against effects which cancel out magic (though they may still sense such if the effects themselves are magical in nature, as per their *detect magic* ability, above). While an outside force renders a magirn incapable of casting magic, even if the magirn could not otherwise do so, the magirn suffers a -2 morale penalty



to all rolls until the effect ends or until the magirn leaves the area of effect. Finally, all spells and spell-like effects targeting the magirn gain the benefit of the Maximize Spell feat, whether beneficial to the magirn or not.

- Magirn may not have familiars. All attempts by a magirn to call or summon a familiar fail automatically.
- **Automatic languages:** Common and Dragonic. Bonus Languages: Abyssal, Celestial, Elven, Gnome, and Infernal. Magirn commonly speak with Elves and Gnomes, and more than dabble in the languages of the ancients, which are the favored scripts of many old texts. Additionally, magirn may speak with animals, as per the spell of the same name, a number of times per day equal to their Charisma modifier. This is a spell-like ability.
- **Effective Character Level:** Magirn are more powerful, and gain levels more slowly, than normal. Their Effective Character Level is +1.
- **Favored Class:** Sorcerer. A multiclass magirn's sorcerer class does not count when determining whether he suffers an XP penalty.

MAKALL

Hailing from a small network of loosely aligned desert colonies, the makall are a race of reptilian humanoids renowned for their skill at tracking their chosen enemies.

Makall venture into civilized lands on quests to prove their hunting skill. While the makall are both small and fragile, they are relentless hunters who make excellent trackers and scouts. As carnivores, they must hunt dangerous, dinosaur-like lizards that travel in herds through their desert homelands.

Many of the creatures hunted by the makall are fearsome predators, and the makall developed a strong tradition as fierce warriors and relentless pursuers to prepare their young to one day stalk and kill creatures larger, stronger, and faster than themselves. Makall who adventure beyond their small settlements seek to test their hunting and fighting skills against the strange and exotic prey that lurks beyond their borders.

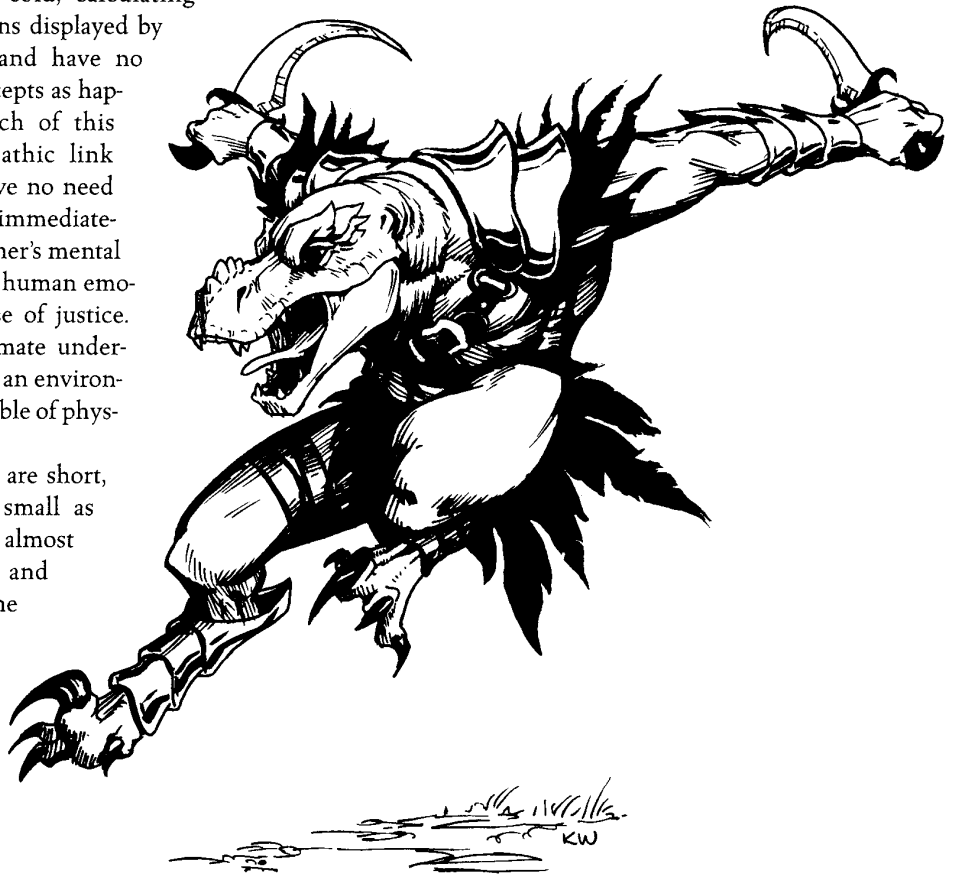
Personality: Makall have a cold, calculating demeanor. They lack the emotions displayed by humans and other mammals, and have no understanding of such basic concepts as happiness, sorrow, and anger. Much of this derives from the natural telepathic link shared amongst makall. They have no need to display emotions because they immediately have a general sense of each other's mental state and desires. Despite lacking human emotions, makall have a strong sense of justice. They see themselves as the ultimate underdogs, tiny creatures who thrive in an environment teeming with creatures capable of physically overpowering them.

Physical Description: Makall are short, slender reptilians. They are as small as halflings and extremely slender, almost fragile-looking. They lack tails and have large, razor-edged talons at the ends of their three toes.

Relations: Makall are on good terms with the good, civilized races. They admire the strength and martial prowess displayed by dwarves, and consider them natural allies. Much of this affinity stems from the dwarves' height, as makall see them as a race in circumstances similar to their own. While makall are no taller than halflings or gnomes, they view both of these races almost like little brothers and try to protect them in battle. Humans, elves, half-orcs, and other large humanoid races stand as a challenge to the skill and resourcefulness of the makall. They view those taller races as stronger, more powerful creatures who must be overcome through skill and determination. This struggle usually manifests in a competitive attitude in makall who work with humans, as the diminutive reptiles are always eager to prove their mettle in comparison to larger creatures.

Alignment: Makall tend towards neutral good. While their racial telepathy builds strong community bonds, it also leads them to rarely establish rigid codes of conduct. Instead, the makall care more for doing whatever is necessary to ensure the growth and prosperity of the community as a whole.

Makall Lands: The makall hail from a small number of closely allied desert communities, each founded at the site of a lush, desert oasis. The makall freely move from settlement to settlement, adopting a semi-nomadic life that allows them to track large herds of great lizards and other desert creatures they hunt for food. Large groups of



makall band together for annual trips to distant mountains and plains to seek out new prey, both as a diversion and to avoid overburdening the desert's ecology. A council of the oldest, most renowned hunters rules the settlements. These leaders rarely intercede in daily matters, instead serving primarily as arbiters and judges in disputes.

Religion: The makall worship Sarda, the master hunter. He is depicted as a makall hunter with crimson scales, armed with two hand axes. He grants access to the Animal, Good, Protection, and Water domains. His preferred weapon is the hand axe.

Language: As the makall are telepathic, they have little use for a spoken language. They communicate amongst themselves with mental images and projected physical stimuli. A makall who wishes to tell his friends the peak of a mountain is cold merely projects an image of the mountaintop and thinks of how it felt to be cold. The makall have vocal cords, and when surprised or afraid are capable of shrill, loud shrieks. They can learn Common and other languages, but often have trouble verbalizing their thoughts. To the makall, spoken words are clumsy, crude substitutes for telepathy.

Adventurers: Makall adventurers are either youngsters seeking to test themselves against the world beyond the dunes or wizened veterans who have earned comfortable spots in civilized lands with their skills and talents. The makall take readily to the hunter, ranger, and rogue classes, and many of them also study magic as wizards.

- Automatic Languages: Common.
- Favored Class: Hunter. The makall have a strong tradition of stalking and defeating powerful beasts. They take naturally to the hunter character class, presented in this volume.

MAKALL RACIAL TRAITS

- **-2 Strength, +4 Dexterity, -2 Constitution:** Makall have incredible reflexes and are nimble on their feet, but their small, slender bodies are both weak and fragile. Makall, like birds, have hollow bones that are susceptible to injury.
- **Small:** As Small creatures, makall gain a +1 size bonus to Armor Class, a +1 size bonus on all attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- **Makall base speed is 30 ft.** Though their legs are short, the energetic, agile makall easily keep pace with larger creatures.
- **Telepathy:** Makall can communicate with others of their kind via telepathy up to a range of 100 ft. When two or more makall are in telepathic contact, they all gain a +2 competence bonus to Listen and Spot checks. Linked makall pool their efforts to notice and interpret sights and sounds.
- **Makall receive the Track feat for free and gain a +4 racial bonus to all Wilderness Lore checks made to track creatures.** All makall learn to read signs of a creature's passing from a young age, and this talent is carefully cultivated and sharpened as the makall reach their coming of age.
- **The placement of a makall's eyes on the sides of its head is both a benefit and a hindrance.** They receive a -1 racial penalty when using any sort of ranged attack against a target more than 30 ft. away, due to poor depth perception. However, they gain a +2 racial bonus to Spot checks and cannot be flanked, from their superior field of vision.
- **Makall gain a +4 dodge AC bonus when fighting giants or animals and beasts of size Huge or higher.** Makall are trained to take down bigger foes, and they are adept at avoiding their slow, clumsy attacks. They often hunt down dinosaurs and other towering creatures, and the tactics they developed against these foes are equally effective against giants.
- **As desert creatures, makall are well-adjusted to dry, hot conditions.** They can go 3 + their Constitution bonus (if any) in days before taking subdual damage from dehydration. In heat above 110° F but below 140° F, the makall gains a +4 racial bonus to Fortitude saves to resist the effects of heat.

TARANUHL

An extraordinarily rare race — numbering almost certainly less than two hundred — the Taranuhls are nevertheless inordinately feared as well. A product of unknown magic, the race's bloodthirst is almost literal, and even their closest associates hesitate to trust a Taranuhl in their midst. Though initially thought to be an obscure breed of Infernal or Abyssal (hence the name), all inquiries have suggested the race's origin lies in the meddling spellcraft of humans themselves.

Personality: The Taranuhls act deliberately like the more common humans they resemble: namely, however they wish. They can be petty, cruel, just, loving, bored, excited, or any other extreme humans themselves are capable of. To the last, however, the Taranuhls have an uncommon urge to the hunt and destruction of other intelligent beings, a desire that bars them from true goodness or lawfulness. Though most Taranuhls attempt to keep their predatory urges hidden, the thrill they get from a kill is addictive, and few can suppress the drive for long.

Physical Description: Taranuhls are almost identical to their human forebears in appearance, being of the same height, weight, and eye, hair, and skin colors. The only difference is that Taranuhls have a preponderance of markings along their hands, arms, knees, and sometimes even foreheads and mouths. These markings closely resemble scars, but a thorough search reveals tiny openings for the black, bone-like spurs the Taranuhls use to kill. These retractable spurs are rarely longer than two inches from the "sheath" of skin, but clearly mark their owner as inhuman. The number of these thorns vary between Taranuhls, even within the same family: some may have tiny projections on their knuckles, while others may have so many that their fists resemble spiked gauntlets. More immediately noticeable is the allowance for these weapons with the Taranuhl's clothing and armor, which usually have holes to allow easy cutting with the spurs. Taranuhls favor dark colors, particularly reds and blacks, the better to hide the bloodstains attendant to their spurs' use.

Relations: Taranuhls find almost no safe haven if exposed for what they truly are. It is one thing to have a dwarf or even a half-orc nearby — it is another entirely to tolerate the presence of a creature bred purely to hunt and murder others. Unsurprisingly, Taranuhls go to great lengths to hide their true natures, and painstakingly dis-

appear into human society. The underworld is the sole exception to this paranoia. To the criminal element, nothing is worth the risk of angering a Taranuhl, as they literally do kill others without a second thought.

Taranuhls cannot breed on their own, and must mate with humans to create others of their race. Approximately one in three children born to a Taranuhl-human coupling is Taranuhl themselves; the other two are likely just violent humans.

Alignment: Due to their bloodthirsty drives, Taranuhl have great difficulty adhering to the tenets of law or goodness, both of which disavow the casual hunts the race favors. This is not to say Taranuhls are amoral creatures — many of the neutral Taranuhls find their actions as disturbing as do others, but find their addictions impossible



to break. Evil Taranuhls, however, wallow in their corruption, even to the point that many of their allies and masters kill the murderer before he kills them.

Taranuhl Lands: Even if they were so inclined, the nature of the Taranuhls themselves renders the concept of the race holding territory impossibility. The Taranuhls make no exceptions to their hunts, and stalk each other if need be. Instead, Taranuhls favor working in small units (mostly families), or for evil organizations that find the race's quirks useful.

Language: Taranuhls speak Common, and frequently Undercommon as well, the better to serve masters who would use servants such as they. Lacking a language of their own, Taranuhls have no easier means of identifying each other than any race has of identifying them.

Adventurers: Taranuhl adventurers hide their true nature, joining parties as rogues, bounty hunters, and rangers. The subterfuge rarely lasts, however, as the call to the hunt comes to the fore in invariably lethal manners. Should a party continue to accept the character, they must do so cautiously. If pressed, a Taranuhl's addiction may drive him to turn on his comrades.

TARANUHL RACIAL TRAITS

- +2 Wisdom, -2 Charisma: Though the Taranuhl's senses are acute, the creatures themselves are also distant and cold. Even the best of them find it tempting to view others as prey.
- Medium-size: As Medium-size creatures, Taranuhls have no special bonuses or penalties due to their size.
- Taranuhl base speed is 30 ft.
- Low-light Vision: Taranuhls can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Taranuhls may retract or release their spurs as a partial-move action. While the spurs are ready, the Taranuhl's unarmed damage is lethal, and his fists are piercing weapons. The Taranuhl gains a +2 enhancement bonus to all Intimidate checks while his spurs are extended, but has a -2 penalty on all other Charisma checks. When using their spurs to deliver a coup de grace, Taranuhl do so as a regular attack rather than as a full-round action.
- Alignment: Taranuhls cannot begin play as lawful characters, and may only become lawful through role-playing or magical effects.
- Automatic Languages: Common and Undercommon. Bonus Languages: Goblin, Giant, Gnoll, and Orc. Taranuhls associate frequently with other races' brigands and cutthroats. Some have taken to speaking in Abyssal or Infernal, but this is a purely aesthetic choice.
- Favored class: Bounty Hunter. A mutliclass Taranuhl's bounty hunter class does not count when determining whether he suffers an XP penalty.

- **Effective Character Level:** Taranuhls are more powerful, and gain levels more slowly, than normal. Their Effective Character Level is +1.

ULDRATH

Hailing from the northern edge of civilization, the lumbering uldrath are a race of massive, furred humanoids. Resembling a cross between an ogre and a grizzly bear, they are renowned for their ferocity in battle and stalwart faith in their allies. Uldrath are loners and hermits. They live in isolated caves across the northern mountains, coming together in large gatherings called moots once every three years. It is during these moots that uldrath pair off in couples, producing offspring the following year. A young uldrath is expected to assume the mantle of adulthood by venturing out into the world on a quest for his destiny. Only after adventuring for a time and bringing honor to his ancestors can he return home and claim a stretch of tundra as his home.

Personality: Uldrath are quiet and gruff. They care little for idle chatter and prefer to keep silent for the lack of anything important to say. When aroused to action, they become energetic and outgoing. An uldrath wizard may brood in the corner of a tavern for hours on end, but an illusionist demonstrating a spell he has never seen before to onlookers changes him into a bubbling, talkative giant. Uldrath believe in conserving their energy whenever possible.

As most uldrath spend their early years on the tundra, they find the trappings of civilization endlessly fascinating. Alcohol in particular is an uldrath delicacy, and many barkeeps have learned the hard way that a young uldrath's imposing stature belies his capacity to hold his liquor.

Physical Description: Uldrath stand 8 ft. tall on average. Their faces and general body form resemble a bear's, though they walk upright and have opposable thumbs. Great fangs extend downward from their upper jaws, and "long fang" is a common uldrath expression for a respected or accomplished individual. Their fingers are rather stubby, looking slightly more like paws than hands, and they have trouble manipulating small tools or completing tasks that require fine manual dexterity. Uldrath fur runs from dark brown to a fine, downy white.

Relations: With their solitary manner and isolated homeland, the uldrath have little established rapport with the civilized races. They despise destructive, evil humanoids, such as orcs and goblins. In particular, uldrath and ogres have a long history of feuds, and both races attack each other at every opportunity. Uldrath feel protective towards smaller races, such as dwarves, gnomes, and halflings, and consider them helpless and puny. This attitude turns patronizing at times, and

dwarves in particular find insult in how uldrath treat them. To an uldrath, any race that stands below 7 ft tall and lacks a nice, thick pelt is hopelessly ill-prepared to survive without the aid of a generous uldrath. While this attitude prompts them to defend the weak and seek honor in battle against evil, it grates on the nerves of accomplished warriors from smaller races.

Many uldrath serve as mercenaries, joining an army to hone their fighting skills and prove their mettle to their elders. Most uldrath seek honorable employment, but many know too little of the political nuances and social situation in civilized lands to pick a worthy employer.

Alignment: Uldrath have a strong tendency to lawful good. Though they live solitary lives, they feel a great debt to prove their personal honor and the honor of their bloodline. Uldrath work to protect their territory, driving out rapacious monsters and tending to animals and creatures that need assistance.

Uldrath Lands: The uldrath form a loose confederation of clans and tribes that claim a wide swath of the frigid northlands. They have no official government, but in each region a particularly old or wise elder uldrath serves as an arbiter and spokesperson for the uldrath living in an area. Every three years, new elders are chosen by popular vote of all uldrath who claim territory as their own. A young uldrath who has proven himself receives land as a gift from older uldrath or is charged with taming a region overrun with monsters, earning the right to claim it as his own should he succeed.

Religion: The uldrath worship the Great Mother, the divine she-bear who created them and charged them with watching over the northlands animals she also created. The Great Mother is a lawful good goddess of protection and animals. Her domains are Air, Good, Healing, and Protection, and her favored weapon is the great club.

Language: Uldrath speak their own racial tongue. Many also learn to speak the languages of their enemies, such as giant and orc, and their allies, such as Dwarven and Common.

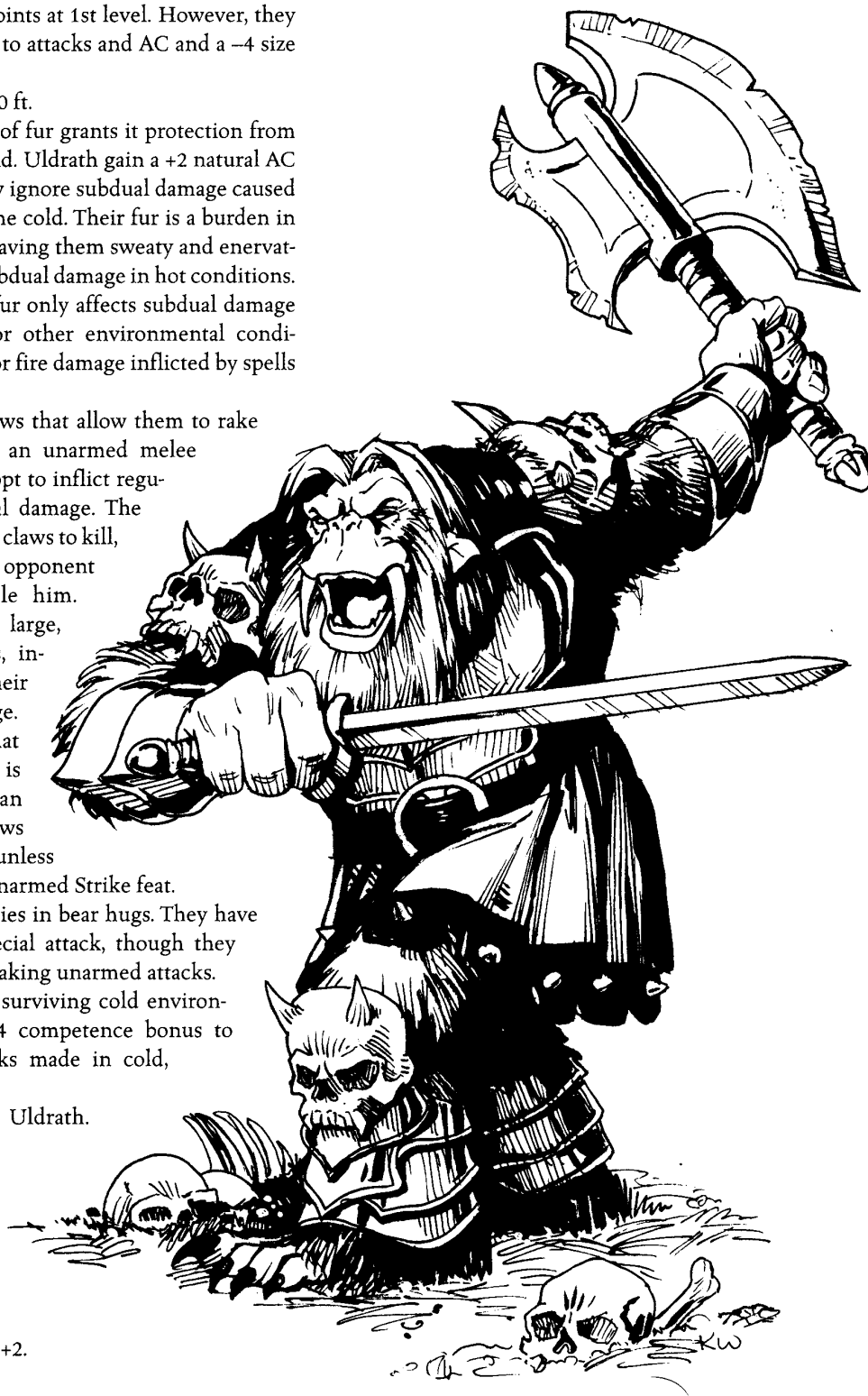
Adventurers: Uldrath adventurers are typically cubs on the cusp of adulthood who seek to prove themselves worthy of earning their own territory to watch over. Ranger and druid are their two most common classes. Many serve as mercenaries in armies, particularly those engaged in campaigns in frigid climes. They make excellent scouts and shock troops, though they rarely appear in great numbers in civilized lands. Most uldrath travel alone from the north.

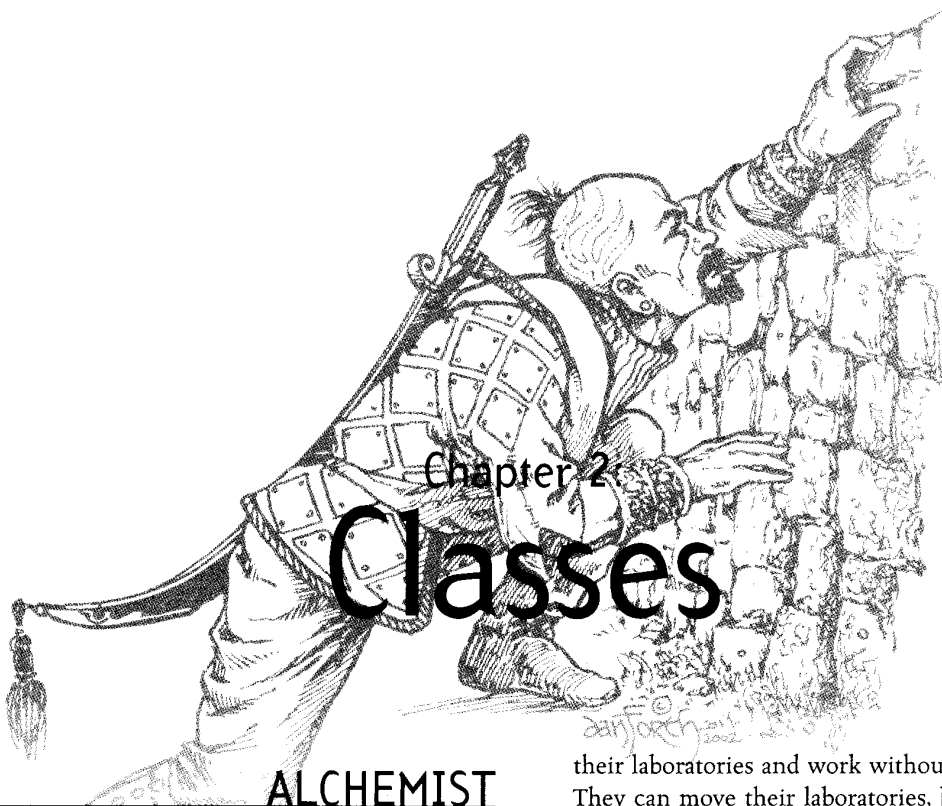
ULDRATH RACIAL TRAITS

- +6 Strength, +2 Constitution, -4 Dexterity, -2 Intelligence, -4 Charisma: Uldrath are tremendously strong and resilient, but their stubby hands and bulky forms

leave them slow and clumsy. They are quiet when bored or disinterested with the conversation and their isolated upbringing leaves them uneducated and shy.

- Large: A uldrath's great size grant it a 10-foot reach and an additional 1d8 hit points at 1st level. However, they suffer a -1 size penalty to attacks and AC and a -4 size penalty to Hide checks.
- Uldrath base speed is 30 ft.
- An uldrath's thick coat of fur grants it protection from attacks and extreme cold. Uldrath gain a +2 natural AC bonus. In addition, they ignore subdual damage caused by conditions of extreme cold. Their fur is a burden in warm environments, leaving them sweaty and enervated. They take double subdual damage in hot conditions. Note that an uldrath's fur only affects subdual damage inflicted by weather or other environmental conditions, not regular cold or fire damage inflicted by spells and other effects.
- Uldrath have sharp claws that allow them to rake others. When making an unarmed melee attack, an uldrath can opt to inflict regular rather than subdual damage. The uldrath slashes with his claws to kill, rather than cuffing his opponent with a paw to disable him. Because uldrath are so large, their unarmed attacks, including attacks with their claws, deal 1d6 damage. Note that an uldrath that attacks with its claws is considered to make an unarmed attack and draws attacks of opportunity unless he has the Improved Unarmed Strike feat.
- Uldrath can grab enemies in bear hugs. They have the improved grab special attack, though they can only use it when making unarmed attacks.
- Uldrath are experts in surviving cold environments. They gain a +4 competence bonus to Wilderness Lore checks made in cold, snowy areas.
- Automatic Languages: Uldrath.
Bonus Languages: any.
- Favored Class: Ranger. Uldrath live on the edge of civilization and must rely on their own wits and knowledge to survive.
- Class Level Equivalent: +2.





ALCHEMIST

An alchemist spends significant portions of his life poring over ancient tomes of alchemical lore, puttering among clouds of noxious fumes and burbling fluids, stoking blazing crucibles, mixing and testing and retesting, and seeking knowledge of the foundations of the matter of the universe. This knowledge grants them the ability to brew alchemical elixirs that can mimic powerful spells.

An alchemist depends on intensive study to learn his arts, always beginning as an apprentice to an elder master alchemist, someone who teaches him the basics of alchemical lore. Alchemists are master metallurgists, and often skilled healers as well. Their search of knowledge leads many of them to the mysteries of the body, the flow of blood, the balance of the humors, and the vigor of the spirit. However, many would-be alchemists are labeled as mere charlatans, tricksters worthy of nothing but a noose. To avoid such unpleasant situations and help them make a living, they cultivate a wide variety of skills.

Adventures: Alchemists adventure in search of wealth and knowledge. The wealth allows them to buy the materials needed to perform their experiments and brew their potent elixirs. They must be cautious to avoid direct combat because they are thinkers, not fighters. Without a satchel full of ready elixirs, they are vulnerable. Because of all the laboratory equipment required to create elixirs, much of which is fragile, not to mention the delicate and exacting alchemical processes involved, alchemists require a base of operations, a place where they can set up

their laboratories and work without fear of interruption. They can move their laboratories, but not without great effort and significant danger to their equipment.

Characteristics: The alchemist's potency lies in his knowledge and his elixirs. As he grows in experience, he learns how to brew more noxious concoctions. He may also learn from other alchemists how to create elixirs. They must spend a great deal of time in their laboratory to create their alchemical potions, but given enough time and money to prepare an arsenal of elixirs, an alchemist can make a potent adversary.

Their knowledge of the alchemical arts relates as much to the nature of the body as well the natural order of the universe, giving them the power to heal injury and neutralize toxins.

Alignment: The study of alchemy demands a logical, disciplined mind, which makes alchemists lean toward lawful alignments, but some alchemists with more chaotic natures may possess natural talents for it, so chaotic alchemists are not unheard of, but they are uncommon.

Religion: Alchemists most often revere the sun god, viewing the influence of the sun and heavens as vital in their alchemical research. However, they also believe the gods of nature are important because they govern the four principal elements: earth, air, fire, and water as well as the gods of magic and knowledge who guard the secrets of alchemy.

Background: All alchemists learn their art as an apprentice from a learned teacher. It is through this relationship that the secrets and knowledge are passed from

CLASSES

one alchemist to another. Thus far, alchemists have not formed guilds. They keep to themselves, sometimes meeting with others to exchange knowledge or extol their breakthroughs. They are a secretive lot, and refuse to pass their knowledge to anyone who is not committed to searching for answers to the universe's great questions. There are no great alchemical schools or academies as there are for wizards. Alchemists work in secret, usually alone or with an apprentice. They do not like to move their laboratories, because of the time and care needed to prepare everything.

Races: Alchemists are most likely to be humans. Humans possess the curiosity and ambition for such a difficult pursuit.

Gnomes also make excellent alchemists because of their quick wits and keen senses of smell, which allows them to closely monitor alchemical processes.

Dwarven alchemists are also common, since the pursuit of gold often drives the dwarven heart and the possibility of simply creating it is a powerful motivation.

Halflings sometimes become alchemists, but their temperament generally does not mix well with the dedication and long hours required.

Elven and half-elven alchemists are extremely rare because they view alchemy as a foolish pursuit, preferring to spend their time on the pursuit of magic instead. Half-orcs generally do not possess the intellect or the temperament for such disciplined study, and so are unable to learn its mysteries.

Other Classes: Alchemists lack the ability to stand up to a powerful assault, so they most often fall to the rear and use their powerful elixirs from a safe distance alongside the spellcasters. However, alchemists generally disdain magic users and vice versa. While they cannot deny its power, they feel their knowledge will one day replace magic as the dominant force in the world, that the mysteries they can unlock will make the power of magic seem weak and inconsequential by comparison. Arcane spellcasters view alchemists as fools playing with smelly concoctions, wasting their time. Divine spellcasters view alchemy with a strange mixture of unease and curiosity. Who needs gods to provide magic if the same effects can be gained by mixtures of natural substances?

GAME RULE INFORMATION

Alchemists have the following game statistics.

Abilities: Intelligence determines how many alchemical elixirs an alchemist can brew per week, and how potent those elixirs are to resist. To brew any elixir, the alchemist must have an Intelligence score of 10 + the elixir's level. The difficulty class of a saving throw against an alchemist's elixir is 10 + the elixir's level + the alchemist's Intelligence modifier. Like wizards and sorcerers, alchemists also benefit from high Dexterity and Constitution scores.

Alignment: Any.

Hit Die: d4.

TABLE 2-1: THE ALCHEMIST

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Elixirs per brewing*											
						0	1	2	3	4	5	6	7	8			
1	+0	+0	+0	+2	Brew alchemical elixirs, tome	2	1	—	—	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		2	2	—	—	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Alchemical cant	2	2	1	—	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4		2	2	1	—	—	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Metamagic feat	2	2	2	—	—	—	—	—	—	—	—	—
6	+3	+2	+2	+5		3	2	2	1	—	—	—	—	—	—	—	—
7	+3	+2	+2	+5		3	2	2	2	—	—	—	—	—	—	—	—
8	+4	+2	+2	+6		3	2	2	2	1	—	—	—	—	—	—	—
9	+4	+3	+3	+6		3	3	2	2	2	—	—	—	—	—	—	—
10	+5	+3	+3	+7	Metamagic feat	3	3	3	2	2	1	—	—	—	—	—	—
11	+5	+3	+3	+7	Apprentice	3	3	3	2	2	2	—	—	—	—	—	—
12	+6/+1	+4	+4	+8		3	3	3	3	2	2	1	—	—	—	—	—
13	+6/+1	+4	+4	+8		3	3	3	3	2	2	2	—	—	—	—	—
14	+7/+2	+4	+4	+9		3	3	3	3	2	2	2	1	—	—	—	—
15	+7/+2	+5	+5	+9	Metamagic feat	3	3	3	3	3	2	2	2	—	—	—	—
16	+8/+3	+5	+5	+10	Apprentice	3	3	3	3	3	2	2	2	1	—	—	—
17	+8/+3	+5	+5	+10		3	3	3	3	3	3	2	2	2	—	—	—
18	+9/+4	+6	+6	+11		3	3	3	3	3	3	3	3	2	2	—	—
19	+9/+4	+6	+6	+11		3	3	3	3	3	3	3	3	3	2	—	—
20	+10/+5	+6	+6	+12	Apprentice, metamagic feat	3	3	3	3	3	3	3	3	3	3	3	3

* The alchemist can only brew one type of elixir at a time. This number reflects the number of doses that are created in a single brewing.

Class Skills

The alchemist's class skills (and the key ability for each) are Alchemy (Int), Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Spell Craft (Int), Spot (Wis), Use Magic Device (Cha).

Skill Points at 1st Level: (6 + Int modifier) × 4

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

Class Features

All of the following are class features of the alchemist.

Weapon and Armor Proficiency: Alchemists are proficient with all simple weapons, and with light armor. They are not proficient with medium or heavy armor, nor with shields.

Brew Alchemical Elixir: At first level, the alchemist learns how to brew special potions. These potions are made from non-magical ingredients, such as metals, stones, oils, extracts, and other naturally occurring substances. As such, they are completely non-magical. They cannot be detected by anything that detects magic, and they cannot be dispelled. Anti-magic effects do not work on alchemical elixirs, nor does spell-resistance. Elixirs mimic spell effects, but they are not considered spells for any purpose. However, effects such as fire can still be warded off with spells such as protection from fire. Their effects cannot be altered by metamagic feats. All elixirs consist of liquids or oils or powders in special containers. The effects created by these elixirs require no verbal and somatic components. Most offensive elixir effects are delivered to the target by throwing the vial at the target, or splashing them with the alchemical substance. Other elixirs, like those with healing effects, must be imbibed by the target. The exact nature of delivery is left up to the DM and the alchemist. Any spell-listings that have an extended range have that range reduced to the distance the alchemist can throw the vial of elixir. These vials are all considered grenadelike weapons.

When an alchemist wishes to create an elixir, he must make an Alchemy check. The DC is equal to 10 + [2 × spell level of the elixir]. The length of time required is equal to 1 hour × the level of the elixir (minimum 1 hour). For example, a 4th level elixir requires four hours to brew. The alchemist must use a laboratory for this check. Without it, the DC raises by 10. Elixirs made without a laboratory also take twice as long and have a 1 in 20 chance of becoming inert upon completion. Furthermore, the alchemist may not 'take 10' or 'take 20' in place of a Alchemy check.

When creating an elixir, the alchemist must have the knowledge of the elixir in his tome (see below), and he must expend raw materials. Any options granted by the

spell effect must be chosen at the time of brewing, and can never be altered once the process has begun. For example, making a protection from elements elixir requires the alchemist to select the element at the time of brewing. The cost of raw materials is equal to the spell level × caster level × 25 gp. The alchemist is free to choose the elixir's "caster level," as long as it is equal to or less than his own. All 0-level elixirs cost 15 gp, no matter the level.

During this time, the alchemist can brew a number of elixirs of a particular type up to his maximum, provided he has the raw materials required. If the check fails, the time is lost, along with one half of the gp value of the raw materials.

Elixirs cannot be created concurrently. The alchemist must focus all his attention on one task, using all of his lab equipment. For example, he cannot make a couple of 2nd level elixirs while brewing a 7th level one.

To create these elixirs, the alchemist requires a functional laboratory. The more powerful the elixir effect, the more complex the creation process. Therefore, the alchemist is required to invest 100 gp into his lab for each level of elixir he intends to create (in addition to the base

ALCHEMY

Alchemists are known for making hundreds of concoctions that no one has ever seen before; exotic elixirs and unguents that restore old people to youthful vigor or protect a home from rats. And while that would certainly make for an interesting addition of 50-100 new spells and elixirs, it is also unfeasible. In the end, most of these potions and creams merely duplicate the effects of the spells in the PHB, with such a minor variation, that noting it would be superfluous. Instead, the alchemist class was designed exactly as it appears with the notion of creative design left in the hands of the PC or DM. Slight variations in flavor are all that is required. An alchemist who makes a fungus you smear on your feet to climb better, has just created a *potion of spider climb*. An unguent that, when smeared on your arms and legs, helps to conceal you at night is a *potion of silent step*. A pill, that when swallowed, makes you smarter is like a *potion of intelligence*. And a powder that, when mixed with wine, makes the subject dizzy, is merely a *potion of charm person* or *sleep*. Even a dust sprinkled over a door to make it difficult to open is an extension of *arcane lock*.

So while an alchemist may be able to create an extract that allows them to do something the PCs have never seen before, its effects are similar to the spells that already exist in the d20 environment.

500 gp cost of the Alchemist's Lab) For example, creating a 4th level elixir requires a 900 gp Alchemist's Lab, while an 8th level elixir requires a 1,300 gp lab. Once the first lab is purchased, he need not buy new ones. He must only invest the additional gp into the existing lab.

As an example of the brewing process, a 10th level alchemist wishes to create a cloudkill elixir. This is a 5th level elixir requiring 125 gp in raw materials and five hours of brewing time with an Alchemist's Lab worth 1,000 gp. The DC of the Alchemy check is 20, and he receives a +2 circumstance bonus from his Lab, in addition to any other bonuses.

In addition to the elixirs listed in Chapter 7, an alchemist may brew any potion listed in the DMG, so long as he pays the appropriate costs to make it. In addition, his level is considered 4 levels higher than normal when brewing a potion that is not among his listed Elixirs.

These elixirs retain their potency indefinitely, until they are used. Furthermore, anyone can use them. Lastly, an alchemist's elixir does not radiate magic.

Tome: Alchemists require the use of their tomes to create elixirs. An alchemist cannot prepare any elixir that is not in his tome. An alchemist begins play with a tome containing all 0-level elixirs, plus three 1st level elixirs of the player's choice. For each point of Intelligence bonus, the tome contains one additional 1st level elixir. This is analogous to wizard spells. Each time the alchemist gains a new level he may add two new elixirs of any level he knows how to brew, provided he finds another alchemist willing to teach them to him.

Alchemical Cant: At 3rd level, the alchemist learns the secret Alchemist's Cant, a symbolic, alchemical language known only by alchemists. They use this language to transcribe the procedures necessary for creating their elixirs. Once the character knows Alchemical Cant, he can read any text written by another alchemist. This is the preferred method they use to propagate knowledge among themselves.

Metamagic Feats: Starting at 5th level, the alchemist begins to learn the art of imbuing his elixirs with the power that Metamagic feats provide. Each feat added to the elixir increases the spell's level (thus increasing its cost and time to create) just as it would a spell cast by a Wizard. At 5th, 10th, 15th and 20th level, the alchemist chooses a Metmagic feat from the list of available feats that he can now use with elixirs. For obvious reasons, feats such as Silent Spell and Still Spell have no effect on an elixir, but Maximize Spell or Extend Spell does.

Apprentice: At 11th level, an alchemist gains enough knowledge and experience to attract an apprentice. He functions as a loyal 1st level alchemist. So long as the two work together to brew an elixir, the time is cut in half. The alchemist is 1st level in all respects and is generated as a

normal player character. He advances one level at a time so long as the character advances as an alchemist. He cannot work unsupervised, yet.

When the alchemist reaches 16th level, he gains a second 1st level apprentice who can now work with the first apprentice unsupervised. So long as the PC provides adequate instruction, he can work for two weeks (80 hours) unsupervised. If the alchemist has the Leadership feat this time increase to three weeks (120 hours).

At 20th level, the alchemist gains another 1st level apprentice and may now start a workshop. Working in tandem, all four alchemists may produce several elixirs at once. The 10th level apprentice can now supervise the 5th and 1st level apprentices. In addition, because they all have access to additional help, brewing elixirs takes 1/2 the time for everyone in the workshop.

Starting Alchemists: A 1st level character who chooses to be an alchemist starts play with 300 gold pieces worth of elixirs. A character who advances a level and becomes a 1st level alchemist does not receive this bonus.

GUARDIAN

While many apply at wizards' academies and universities as well as smaller cells around a handful of wizard-magisters, the vast majority of would-be students find themselves cast out for lack of talent. Though capable of casting simple spells, the process is too difficult to master for these unfortunates. Still, even those without the raw abilities necessary to become wizards may apply their talents elsewhere — these are the guardians, who combine arcane spellcraft with martial prowess.

Adventures: Guardians, as their name implies, frequently heed the call of adventuring by being bodyguards, couriers, and other protective roles, typically for wizards and sorcerers (who prefer even these "half-mages" to more common ruffians). Many guardians also drive themselves hard to prove their worth, even to the point of hunting down enemy spellcasters themselves. As many an overconfident wizard finds, a guardian's weak magic still makes them more than equal to such a task.

Characteristics: Guardians are proficient with all simple weapons and all weapons of Medium or smaller sizes, as well as with light armor. Cunning warriors as well as magicians, guardians also specialize in more tactical combat than mere frontal assaults. Guardians are fully aware that they are neither as adept at arms as fighters are, nor as magically capable as other spellcasters, and endeavor to combine their skills to new effect.

Alignment: While guardians can be of any alignment, most are almost obsessively lawful and disciplined. They work to better their skills, and frown upon laziness. Good and neutral guardians sometimes find employ in the very

academies that denied them entrance, while evil guardians seek to augment their spells in dangerous ways. The rare chaotic guardian is likely simply too carefree to study as he should, and a bitter irritant to his more practiced colleagues.

Religion: Guardians worship primarily magic-oriented gods, but a large minority bitterly refuse to worship any deity, believing in steadfast self-reliance. Those who do worship may take on an almost fanatical edge, driving themselves to prove their worth to the gods as well as mortals.

Background: Guardians are those students denied a wizard's learning, as often through lack of funds as no potential. Though more capable of magic than the layman, they only slowly progress in skill at casting, especially without proper tutelage. Still, only the most foolhardy discounts the guardian's unique blend of talents, and some guardians train alongside both classes.

Races: Most guardians are humans, half-elves, and elves, the common races with the most formalized schools of magic. Equally at ease in the halls of academia and combat training, these races are the most accepting of these "lesser" wizards, acknowledging the cohesiveness of the class' disparate abilities as useful in their own rights. Among dwarves and half-orcs, the guardians are less accepted, due to the stigma associated with arcane magic, and halflings and gnomes have little care for guardians either way.

Other Classes: So long as neither look down upon him, the guardian understandably feels most comfortable in the company of fighters and wizards. Rangers, druids, paladins, and clerics are different matters entirely; though each is similar on many levels to the guardian's own class, the nature of divine spellcasting faintly bemuses the self-reliant guardian. Barbarians and bards chafe the guardian with their carelessness, but it is the sorcerer whom the guardian holds in low esteem as wastrels who do not value their power.

GAME RULE INFORMATION

Guardians have the following game statistics.

Abilities: Though Strength and Constitution are important to any melee-based class, Dexterity and Intelligence are foremost to the guardian. Since guardians train to cast spells in light armor, Dexterity is important to make up for the relatively low AC bonuses. As with wizards, guardians' Intelligence regulates their magical prowess. To cast a spell, a guardian must have an Intelligence score of 10 + the spell's level, and the guardian also gains bonus spells based on Intelligence.

Alignment: Any.

Hit Die: d8.



CLASSES

Class Skills

The guardian's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Knowledge (arcana) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Swim (Str).

Skill Points at 1st level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

Armor and Weapon Proficiency: Guardians are familiar with all simple and one-handed martial weapons, and with all light armors. Guardians lack proficiency in larger weapons and shields, which require them to use both hands (and therefore not cast spells). Heavy and medium armor restricts spellcasting, as well.

Spells: As with wizards, guardians cast arcane spells, and are limited to a certain number they may cast per day, according to class level. Guardians must prepare spells by getting at least a half night's sleep and spending one hour studying their spellbooks. While studying, guardians decide which spells to prepare as do wizards, and have bonus spells based on Intelligence. The Difficulty Class for saving throws against a guardian's spells is 10 + the spell's level + the guardian's Intelligence modifier.

Like wizards, guardians may know any number of spells. Unlike wizards, however, guardians may not use Metamagic feats which allow them to cast spells without certain reagents. Such is beyond their ability.

Combat Casting: The guardian gains Combat Casting as a bonus feat.

Feats: Guardians can take but not use Metamagic feats which allow them to cast spells without reagents. Should the guardian ever multiclass into another spellcasting class (see Former Guardians, below), he no longer suffers this restriction. Guardians may learn item creation feats as though they were wizards of two levels lower.

Spellbooks: Like wizards, guardians must use their spellbooks to memorize spells (excepting read magic, which all guardians can prepare from memory). Guardians' spellbooks begin play with two 0-level spells, and a number of additional 0-level spells equal to the guardian's Intelligence modifier. They may add to the spellbook by copying from scrolls or other spellbooks.

Warrior Magic: Guardians may cast spells with a Somatic requirement with no penalty in light armor.

Bonus Feats: Beginning at 2nd level, and continuing every four levels thereafter, the guardian gains a free bonus feat which must be chosen from the following list: Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus*, Spell Penetration*, Weapon Finesse*, and Weapon Focus*.

Feats marked with an asterisk (*) may only be taken once as a bonus feat.

Familiar: At 4th level, the guardian may have a familiar as a wizard does. However, the guardian's familiar may not increase its Intelligence above 11. Every time its Intelligence would otherwise increase, it instead gains the Toughness feat. For the purposes of the familiar's Intelligence and special abilities, the guardian acts as a wizard of three levels lower than his actual level.

TABLE 2-2: THE GUARDIAN

Level	Base	Fort	Ref	Will	Special	Spells per Day								
	Attack	Save	Save	Save		0	1	2	3	4	5	6		
1	+0	+2	+0	+2	Combat casting	2	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3	Bonus feat	3	0	—	—	—	—	—	—	—
3	+2	+3	+1	+3		3	1	—	—	—	—	—	—	—
4	+3	+4	+1	+4	Summon familiar	3	2	0	—	—	—	—	—	—
5	+3	+4	+1	+4		3	3	1	—	—	—	—	—	—
6	+4	+5	+2	+5	Bonus feat	3	3	2	—	—	—	—	—	—
7	+5	+5	+2	+5	Coax	3	3	2	0	—	—	—	—	—
8	+6/+1	+6	+2	+6	Empower	3	3	3	1	—	—	—	—	—
9	+6/+1	+6	+3	+6		3	3	3	2	—	—	—	—	—
10	+7/+2	+7	+3	+7	Bonus feat	3	3	3	2	0	—	—	—	—
11	+8/+3	+7	+3	+7		3	3	3	3	1	—	—	—	—
12	+9/+4	+8	+4	+8	Empower	3	3	3	3	2	—	—	—	—
13	+9/+4	+8	+4	+8		3	3	3	3	2	0	—	—	—
14	+10/+5	+9	+4	+9	Bonus feat	4	3	3	3	3	1	—	—	—
15	+11/+6/+1	+9	+5	+9		4	4	3	3	3	2	—	—	—
16	+12/+7/+2	+10	+5	+10	Empower	4	4	4	3	3	2	0	—	—
17	+12/+7/+2	+10	+5	+10		4	4	4	4	3	3	1	—	—
18	+13/+8/+3	+11	+6	+11	Bonus feat	4	4	4	4	4	3	2	—	—
19	+14/+9/+4	+11	+6	+11		4	4	4	4	4	4	3	—	—
20	+15/+10/+5	+12	+6	+12	Empower	4	4	4	4	4	4	4	—	—

Coax: At 7th level, the guardian may use magical items as though he were a wizard. Additionally, whenever using a magic item with a number of charges that are not set at the item's creation (i.e. ring of three wishes has a set number of charges), the guardian may use an uncharged item as though it had one additional charge left in it. Doing so irrevocably destroys the device as it crumbles to dust.

Empower: At 8th level the guardian may choose to spend one week practicing with a mundane weapon. Afterwards, the weapon is enchanted (+1, with an additional +1 for every four levels past 8th). This enchantment only lasts so long as the guardian is no more than 10 ft. from the item, after which he must start again. Weapons enchanted in this manner do not radiate magic and can only be detected (cf. *detect magic*) by characters of higher level than the guardian. If the weapon has a normal enchantment on it, it radiates magic as normal.

Former Guardians: While guardians can multiclass normally with most other classes, this is not true of other spellcasting classes. Guardians cannot multiclass into an arcane spellcasting class as they are the "bouncers" of the magical world. Conversely, a spellcaster may not multiclass into this class, as doing so represents a regression in ability.

GUERRILLA

Guerillas are a special type of fighter that engages in irregular warfare as a member of an independent group, specializing in disruption and sabotage. They excel at using the environment, whether it be forest, mountains, tundra, or even the confines of a city, to fight against their enemies. Some lend their skills to the highest bidder, but most are fighting for a cause, to throw off the yoke of oppression, or to slow down an invading army. Their skills lie in harassing the enemy, disrupting his supply lines, attacking from ambush, setting traps, and destroying the enemy's morale. The guerilla is an expert at studying the surrounding terrain and using it against the enemy to best advantage.

Adventures: Guerillas' purpose is to fight. It is what they are trained for, and best suited for. Sometimes they wish to leave the "fighting for a cause" behind and strike off to find their own fortunes. While the lure of wealth holds great appeal for them, they prefer to have a mission, a purpose, and a known enemy to fight against. But like other fighters, they often do it just for the thrill of combat and adventure.

Characteristics: A guerilla's strength lies in the deadly combination of his fighting prowess, his stealth, and his knowledge of strategy and tactics. While not quite as powerful as an all-out fighter in open combat, guerillas share

the strengths of the ranger in their versatility and skills. As guerillas gain experience, they become more adept at using the terrain to best advantage, setting traps, and making the enemy flee so as to avoid a fight altogether.

Alignment: Guerillas can be any alignment. Lawful or good guerillas are fighters for a greater cause, struggling against a larger enemy. Chaotic guerillas are more likely to be mercenaries than freedom fighters, and evil ones will fight for whatever side pays the most, having little regard for any innocents caught in the middle.

Religion: Like fighters, guerillas revere the gods of strength, retribution, and valor. A guerilla may be fighting for some religious cause or ideal, or he may simply pray to the god for strength and courage on the eve of battle.

Background: Guerillas come from nearly any background. They may have grown up as farmers or peasants, but someone must have trained them. Guerillas often come from war-torn areas, where friends or family members were forced into positions where they were forced to defend their homes from a tyrannical ruler or an invading enemy. Such characters may have lost loved ones to war, instilling them with the fervent desire to right wrongs and cast off the yoke of oppression. Or the spark of their goodness may have been dimmed by the trauma, turning them into amoral fighting machines.

Races: Guerillas can come from any race. Any race or region is just as likely to be subject to the conditions that foment the creation of guerilla bands.

Elves are more likely to become rangers than guerillas because of the elven reverence for nature. Guerillas see nature not as something to be protected, but as something that can be used to advantage against an enemy.

Dwarf and gnome guerillas come from areas contested by other underground races where it was necessary for them to fight to protect their settlements.

Half-orcs who come from a background of continuous strife may become guerillas if they are able to join a group or teacher, but generally they lack the devious nature that guerilla tactics require.

Other Classes: Guerillas can hold their own in a fight. However, they are uncomfortable working with anyone they perceive as outside of their group. This is because guerillas tend to work in secret, where any possible leakage of information to the enemy might mean the death of the entire group. Guerillas distrust anyone who appears to have a loose tongue as a threat to their own safety. They also hold rogues in high regard of rogues' talent for infiltration and sabotage.

GAME RULE INFORMATION

Guerillas have the following game statistics.

Abilities: Dexterity is important for guerillas because they must move quickly, quietly, and strike from a distance before fading into the terrain. Strength is also

important because any combat guerillas are involved in often become close. Intelligence is also important because guerillas' skills make them more dangerous. Like fighters, guerillas also benefit from high Constitution scores.

Alignment: Any

Hit Die: d10

Class Skills

The guerilla's class skills (and the key ability for each) are Balance (Dex), Climb (Str), Craft (explosives) (Int), Craft (trapmaking) (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Read Lips (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at 1st Level: (6 + Int Modifier) × 4

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the guerilla.

Weapon and Armor Proficiency: Guerillas are proficient with all simple and martial weapons, with light armor, and with shields. They are also proficient in the use of one exotic weapon. They are not proficient with medium or heavy armor.

Hated enemy: At 1st level, a guerilla may select a particular race (such as goblins, humans, orcs, ogres, etc.) as a hated enemy. It is the predations of this race that caused

the character to become a guerilla in the first place. Due to his hatred for this race, and following other guerillas who fought against them, the guerilla gains a +2 circumstance bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against a member of this group. Likewise, he gains an equal bonus to weapon damage rolls against a member of this group. The guerilla also gets this bonus using ranged weapons, but only if the target is within 30 ft. (the guerilla cannot strike as accurately beyond that range). The bonus does not apply to creatures that are immune to critical hits.

Track: The guerilla gains Track as a bonus feat.

Bonus feats: At 3rd level, a guerilla gains a bonus feat. The guerilla gains another bonus feat at 5th level and every five levels thereafter (10th, 15th, and 20th). These bonus feats must be drawn from the following list: Alertness, All or Nothing, Armor Focus (light), Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Improved Initiative, Iron Will, Leadership (Rabble-Rouser), Light Sleeper, Lightning Reflexes, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), and Quick Draw, Run.

Some of the bonus feats available to a guerilla cannot be acquired until he has obtained one or more prerequisites feats; these feats are listed parenthetically after the prerequisite feat. He can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. He must still meet all prerequisites for a feat, including ability score and base attack bonus minimums. Note that these feats are in addition to the feat that a character of any class gains every three levels. The guerilla is not limited to the list given here when choosing those feats.

TABLE 2-3: THE GUERRILLA

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Track, favored enemy
2	+2	+3	+0	+0	Trap master
3	+3	+3	+1	+1	Bonus feat
4	+4	+4	+1	+1	Ambush attack +2d4
5	+5	+4	+1	+1	Bonus feat
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	Ambush
8	+8/+3	+6	+2	+2	Ambush attack +3d4
9	+9/+4	+6	+3	+3	Evasion
10	+10/+5	+7	+3	+3	Bonus feat
11	+11/+6/+1	+7	+3	+3	Survivalist
12	+12/+7/+2	+8	+4	+4	Sneak attack +4d4
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Opportunist
15	+15/+10/+5	+9	+5	+5	Bonus feat
16	+16/+11/+6/+1	+10	+5	+5	Sneak attack +5d4
17	+17/+12/+7/+2	+10	+5	+5	Improved evasion
18	+18/+13/+8/+3	+11	+6	+6	Woodland stride
19	+19/+14/+9/+4	+11	+6	+6	Trackless step
20	+20/+15/+10/+5	+12	+6	+6	Bonus feat, sneak attack +6d4

Trap Master: At 2nd level, the guerilla gains the ability to build mechanical traps with great skill. He gains a +4 competence bonus to all Craft (trapmaking) checks.

Ambush Attack: If a guerilla can catch an opponent unprepared, he can strike for extra damage. Any time the guerilla's opponent is denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), or when the guerilla flanks the target, he deals extra damage. The extra damage is +2d4 at 4th level, and an additional 1d4 every four levels thereafter. Should the guerilla score a critical hit with a sneak attack, this extra damage is not multiplied.

Creatures immune to sneak attacks or critical hits are not affected by this ability. If the hunter scores a critical hit with a death attack, do not multiply the damage granted by this ability.

The guerilla may use his surprise attack with missile weapons if the range to his target is 30 ft. or less. If the guerilla gains the sneak attack ability via multiclassing, he may gain both his ambush attack and sneak attack damage only if he deals normal damage with his attack. If he chooses to deal subdual damage, he only gains his sneak attack damage if he uses a sap or an unarmed attack.

Ambush: At 7th level, the guerilla's experience with a setting ambushes makes him even more deadly in such a situation. When setting an ambush, the guerilla's party receives a +4 circumstance bonus when determining awareness to see if the enemy perceives them. The bonus applies to Hide or Move Silently rolls, or whatever the DM deems appropriate in the situation.

Evasion: At 9th level, a guerilla gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex save for half damage (such as a fireball), he takes no damage with a successful saving throw. Evasion may only be used if the guerilla is wearing light armor or none at all. It is an extraordinary ability.

Survivalist: At 11th level, the guerilla can fend for himself in nearly any environment. In addition, he is so used to scraping by that he can survive with little or no food and water. A guerilla needs half the food and water each day that a normal member of his race requires. In addition, he gains a +4 competence bonus to Wilderness checks when trying to forage for food and need only spend 1 hour doing so when foraging for himself.

Opportunist: At 14th level, once per round, the guerilla can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the guerilla's attacks of opportunity for that round. Even a guerilla with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Improved Evasion: At 17th level, the guerilla's finesse at leaping clear of dangerous effects becomes even more powerful. This ability works just like evasion, except that

while the guerilla takes no damage on a successful Reflex save against spells such as fireball and breath weapons, he now takes only half damage on a failed save.

Woodland Stride: Years of fighting on the run, have honed the guerilla's skills for surviving in the wild. At 18th level, a guerilla may move through natural thorns, briars, overgrown areas and similar terrain at his normal speed and without suffering damage or other impairment. However, thorns briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect the guerilla.

Trackless Step: At 19th level, a guerilla leaves no trail in natural surroundings and cannot be tracked.

HUNTER

The bounty hunter, the assassin, the shrewd forester who stalks his prey and strikes from hiding — all these stealthy warriors are hunters. The hunter, like a fighter or ranger, specializes in combat. Unlike his counterparts, he learns to end fights with a single, decisive strike. The hunter attacks from ambush, trailing his target and patiently waiting for that one perfect moment to unleash his assault.

Adventures: In an adventuring party, hunters serve as scouts and supporting fighters. They scorn heavy armor that hinders their ability to creep up on enemies, and prefer bows and other missile weapons. Hunters work best alone, as others usually make enough noise to ruin their surprise attacks. Solo hunters work as assassins, hit men, and bounty hunters, using their ability to swiftly cut down a target and escape undetected.

Characteristics: Hunters learn to take down enemies with as few strikes as possible. Their surprise attack ability deals tremendous damage to unsuspecting foes, while their knockout strike and immobilize class features cripple enemies with a single blow.

Alignment: Hunters follow a wide range of alignments. Good ones work as bounty hunters, subduing criminals and other miscreants and bringing them to justice. Evil hunters work as assassins, killing anyone if the contract pays enough and caring little for the repercussions of their deeds. Neutral hunters walk a fine line between murder and warfare. They accept contracts from criminal syndicates only if the target is involved in crime, and many prefer to work primarily as bounty hunters.

Religion: Hunters who track down criminals worship gods of justice and revenge, while assassins and other hired killers pray to gods of death, murder, and war.

Background: Some hunters learn their profession stalking wild beasts in their home forests. Like barbarians, these warriors come to their skills as part of their cultural heritage and the drive to survive in the wilderness. Other hunters become assassins at an early age, starting out as

thugs and enforcers and working their way up to high paying contracts. Some bounty hunters pursue criminals to avenge wrongs they have endured or out of a sense of justice, while others simply see it as an exciting way to earn a living.

Races: Humans and halflings are the most common hunters. Human society relies on bounty hunters to bring criminals to justice, and assassins are always in demand amongst thieves' guilds. For similar reasons, halfling warriors often become hunters, primarily to compensate for their lack of strength in combat. A halfling's natural ability to remain unnoticed comes in very handy in the hunter's profession. Dwarven bounty hunters are quite common, as that dour race usually demands that any criminal who escapes a clan hold be tracked down and brought to justice. Other races have no special bent for or against becoming hunters.

Other Classes: Hunters find fighters, paladins, and clerics annoying, as their heavy armor and direct attacks spoil the hunter's chances of ambushing an enemy. They see rangers and rogues as kindred spirits, and enjoy working with wizards and sorcerers who can provide them with spells that help hide them from the enemy.

GAME RULE INFORMATION

Hunters have all the following game statistics.

Abilities: Dexterity, Wisdom, and Strength are the hunter's two most important attributes. A high Wisdom improves the hunter's ability to spot and track down his quarry, while a good Dexterity aids his defense against

attacks and makes it harder for his prey to notice his approach. Strength improves the hunter's combat abilities and some of his special abilities.

Alignment: Hunters run the full range of alignments. Lawful ones obey local laws or follow a rigid code of conduct. Chaotic ones place more importance in achieving their ends than using the proper means. Anything that gets the job done is acceptable, even if it ruffles a few feathers. Good hunters seek to bring evildoers to justice and work hard to avoid entangling innocents in their work, while their evil counterparts track down anyone, if the price is high enough.

Hit Die: d10.

Starting Gold: 6d4 × 10 gp.

Class Skills

The hunter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Int), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the hunter.

Weapon and Armor Proficiency: The hunter gains proficiency with light armor, shields, and all simple and martial weapons.

TABLE 2-4: THE HUNTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	1st specialized foe, stunning blow
2	+2	+0	+3	+0	Immobilize
3	+3	+1	+3	+1	Surprise attack +1d8
4	+4	+1	+4	+1	Bonus feat
5	+5	+1	+4	+1	2nd specialized foe
6	+6/+1	+2	+5	+2	Surprise attack +2d8
7	+7/+2	+2	+5	+2	Hunter's sense
8	+8/+3	+2	+6	+2	Bonus feat
9	+9/+4	+3	+6	+3	Surprise attack +3d8
10	+10/+5	+3	+7	+3	Ambush
11	+11/+6/+1	+3	+7	+3	
12	+12/+7/+2	+4	+8	+4	Bonus feat, surprise attack +4d8
13	+13/+8/+3	+4	+8	+4	Hunter's sense
14	+14/+9/+4	+4	+9	+4	Knockout shot
15	+15/+10/+5	+5	+9	+5	Surprise attack +5d6, 3rd specialized foe
16	+16/+11/+6/+1	+5	+10	+5	Bonus feat
17	+17/+12/+7/+2	+5	+10	+5	
18	+18/+13/+8/+3	+6	+11	+6	Surprise attack +6d8
19	+19/+14/+9/+4	+6	+11	+6	Eyes of the hunter
20	+20/+15/+10/+5	+6	+12	+6	4th specialized foe, bonus feat

Foe Specialist: Hunters study their quarry, analyzing anatomy, tendencies, and tactics. The hunter chooses a monster-type from the following list: aberration, animal, beast, dragon, fey, giant, humanoid*, magical beast, monstrous humanoid, and vermin. When fighting an opponent of his chosen type, the hunter gains several benefits. His weapon's critical multiplier increases by 1, he may deal subdual damage without the standard -4 penalty to hit, and he gains a +1 dodge AC bonus against that creature's attacks.

Hunters may not choose "humanoid" as a foe, but may select a more narrowly defined type of humanoid (such as goblinoids, humans, or reptilian humanoids). See the *MM* for more information on creature types. Unlike rangers, a hunter may select his own race as a favored enemy, without being evil.

Stunning Blow: If the hunter makes a subdual strike against a creature that has suffered a total of normal and/or subdual damage equal to more than half its total hit points, the hunter can attempt to knock his enemy senseless with a melee attack.

The creature must make a Fortitude save (DC 10 + half the hunter's level + Strength modifier) or be stunned for 1 round. The hunter may use this ability once per round, but no more than once per level per day. Creatures immune to critical hits ignore this ability.

Immobilize: Starting at 2nd level, the hunter can hogtie a Large or smaller opponent that he or an ally has pinned. To do so, the hunter makes a grapple check as a full-round action. If successful, he ties up his opponent or shackles him in chains. Make a Use Rope check as normal to determine the Escape Artist DC the foe needs to escape.

Surprise Attack: The hunter excels at quickly putting down opponents who do not see his attack coming. If the hunter attacks an opponent who loses his Dexterity bonus to AC (even if he does not normally receive one) he deals additional damage. This bonus damage is +1d8 at 3rd level, and increases by an additional 1d8 every three levels thereafter. The hunter may opt to deal subdual damage rather than normal damage with this attack.

Creatures immune to sneak attacks or critical hits are not affected by this ability. If the hunter scores a critical hit with a death attack, do not multiply the damage granted by this ability.



The hunter may use his surprise attack with missile weapons if the range to his target is 30 ft. or less.

If the hunter gains the sneak attack or ambush attack ability via multiclassing, he may gain both his surprise attack and sneak attack damage only if he deals normal damage with his attack. If he chooses to deal subdual damage, he only gains his sneak attack damage if he uses a sap or an unarmed attack.

Bonus Feat: At 4th level, the hunter gains a bonus feat. The hunter gains an additional feat at 8th level and every four levels thereafter (12th, 16th, and 20th). He may choose any feat whose prerequisites he meets and that is not restricted to a particular class.

Weapon Specialization: At 6th level or higher, the hunter gains access to the Weapon Specialization feat. He may now choose it with any of his opportunities to select a new feat.

Hunter's Sense: Starting at 7th level, the hunter learns to read a variety of subtle hints, from a slight whispering noise to an opponent's scent. When attacking an enemy who gains a miss chance due to concealment, the hunter subtracts 20% from his chance to miss. The hunter's keen senses allow him to zero in on his foe's position. Note that

this ability functions against all forms of concealment, including invisibility. At 13th level, the hunter subtracts 30% from the miss chance.

Ambush: At 10th level, the hunter's knowledge of anatomy allows him to make a truly deadly blow against unsuspecting opponents. If the hunter spends 3 or more rounds observing his foe and then successfully makes an attack against him, the hunter multiplies his surprise attack damage on a successful critical hit, just as if it were regular weapon. This ability extends for a number of rounds equal to the time spent studying the foe, after which time the benefit is lost.

Knockout Shot: Starting at 14th level, on a confirmed critical hit, the hunter may choose to attempt to knock his opponent unconscious rather than deal extra damage. The hunter deals normal, rather than critical, subdual damage. The hunter's opponent must make a Fortitude save with a DC equal to 10 + the damage dealt. On a failed save, the hunter's target falls unconscious for 2d6 minutes.

Eyes of the Hunter: At 19th level, the hunter's sharp eyes allow him to see through even the most convincing magic. The hunter ignores all illusions, the effects of spells from the illusion school of magic, and any miss chance due to a target's concealment.

LEGIONNAIRE

Legionnaires are trained to fight in heavy armor, with large weapons, in close ranked formation. They are skilled at marching and drilling in precision formation. When fighting with the unit they have trained with, they make outstanding shock troops, useful for breaking enemy formations. They also make excellent defensive troops, able to withstand a powerful charge by locking shields and holding their ground. Many armies employ legionnaires for their elite infantry units. Individuals trained in close formation fighting know their skills are valuable to those gearing up for war, and it is common for them to form mercenary bands.

Adventures: Legionnaires adventurers are usually troops who left their unit for some reason, unless an entire group is a unit of heavy infantry seeking fortune and glory. They are common as mercenaries. Even when not fighting with their units, they retain most of their training so long as they have companions to watch their flanks. Legionnaires are accustomed to war and conflict; it is what they do best. Without magical backup or a tight formation around them, however, they are at seriously disadvantaged.

Characteristics: Legionnaires share the combat prowess of standard fighters, but their specialized training gives them advantages in certain situations. They most

often wear heavy armor and use large weapons. Whether they use a shield is dependent upon the weapon they use. Like standard fighters, the more experience they gain, the more formidable in combat they become. They occasionally use hand-held ranged weapons, like javelins, which they use in the moments before closing with the enemy, but the use of bows and crossbows is uncommon.

Alignment: Legionnaires can be of any alignment, but since they are trained to fight in disciplined groups, they are most likely lawful. Chaotic individuals may become legionnaires, but seldom last for long. Chaotic tendencies do not mix well with the necessities of drill, practice, and close formation fighting.

Religion: Like fighters, legionnaires revere the gods of strength, retribution, and valor. Evil characters are likely to worship the god of slaughter, or tyranny. A legionnaire may fight for a religious cause or ideal, or he may simply pray for the strength to cleave his enemies and drive them before him.

Background: Legionnaires come from nearly any background. Many renowned mercenary companies actively recruit new members in the areas they pass through.

All legionnaires train hard. They spend many hours marching and drilling with their comrades, learning to execute orders with precision and timing. It is this training that makes these fighters so formidable. They are also trained to trust one another, to watch the flanks of their comrades and to expect that their own flanks will be well-guarded.

Races: Any race can become a legionnaire. If a race is capable of raising a trained military force, they have need of heavy infantry in their ranks.

Other Classes: Legionnaires respect physical strength above all else. Individuals perceived as weak, like spellcasters and rogues, are often viewed with disdain. However, legionnaires are battle-tested enough, recognizing sorcerers and wizards as necessary backups, and that there are other types of strength (other than physical) worthy of respect.

GAME RULE INFORMATION

Legionnaires have the following game statistics.

Abilities: Strength is the prime requisite for legionnaires, because it improves their attack and damage rolls. Constitution is also vital, because it gives them more hit points and the stamina to carry heavy suits of armor and large weapons for extended periods. The benefit of high Dexterity is reduced in importance by the effects of the heavy armor, which is another reason these fighters seldom use Dexterity-based weapons.

Alignment: Any.

Hit Die: d10.

CLASSES

Class Skills

The legionnaire's class skills (and the key ability for each) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (2 + Int Modifier) × 4

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the legionnaire.

Weapon and Armor Proficiency: Legionnaires are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields.

Formation Fighting: When legionnaires are fighting in formation, all members of the formation gain +2 morale bonus to attack rolls and +2 circumstance bonus to AC. Formation is defined as anytime two or more legionnaires are fighting adjacent to each other. On a 5 ft. grid map, they must be in adjacent squares. When legionnaires fighting in formation launch a volley of spears or other thrown weapon, each of them receives a +2 circumstance bonus to his ranged attack roll. Their facing need not be the same for them to be considered fighting in formation; they are trained to guard each other's flanks. Furthermore, they cannot be flanked when fighting in formation.

It is possible for legionnaires to be in formation with other character classes, so long as the other character is an ally. The legionnaire can use his ally's presence to maximize his own training. However, the bonuses the characters receive from fighting in formation are all reduced by 1. The attack and AC bonuses are reduced to +1.

Endurance: At 2nd level, the legionnaire gains Endurance as a bonus feat.

Pack March: At 2nd level, the legionnaire is so accustomed to marching with full pack and gear that when determining carrying capacity, the character is considered to have a +2 Strength. This bonus increases to +4 at 8th level, and +6 at 14th level.

Bonus feats: At 4th level, a legionnaire gains a bonus feat in addition to any additional feats gained at that level. The legionnaire gains another bonus feat at 7th level and every three levels thereafter (10th, 13th, 16th, and 19th). These bonus feats must be drawn from the following list: Armor Focus, All or Nothing, Assault Formation, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency*, Great Fortitude, Improved Critical*, Improved Initiative, Iron Will (Continue the Fight), Phalanx, Power Attack (Cleave, Improved Bull Rush), Sunder, Great Cleave), Two-Weapon Fighting (Improved Two Weapon Fighting), Weapon Focus*, and Weapon Specialization*.

Some of the bonus feats available to a legionnaire cannot be acquired until he has obtained one or more prerequisites feats; these feats are listed parenthetically after the prerequisite feat. He can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. He must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Note that these feats are in addition to the feat that a character of any class gains every three levels. The legionnaire is not limited to the list given here when choosing those feats.

Hump It: At 6th level, the legionnaire is so well trained in heavy armor, that he reduces the armor check penalty by 1. This ability stacks with other abilities that reduce armor check penalties. In addition, the armor's weight is cut in half for determining Swim check penalties.

TABLE 2-5: THE LEGIONNAIRE

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Formation fighting
2	+2	+3	+0	+0	Endurance, pack march
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Hump it
7	+7/+2	+5	+2	+2	Bonus feat
8	+8/+3	+6	+2	+2	Pack march
9	+9/+4	+6	+3	+3	Improved charge
10	+10/+5	+7	+3	+3	Bonus feat
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Leadership
13	+13/+8/+3	+8	+4	+4	Bonus feat
14	+14/+9/+4	+9	+4	+4	Pack march
15	+15/+10/+5	+9	+5	+5	Superior charge
16	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	Bonus feat
20	+20/+15/+10/+5	+12	+6	+6	

MERCENARY RANGER

Weapon Specialization: On achieving 8th level or higher, as a feat, the legionnaire may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. He must have a Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 ft., because only at that range can he strike precisely enough to hit more effectively. The legionnaire may take this feat as a bonus feat or as a regular one.

Improved Charge: At 9th level, the legionnaire has mastered charging into combat. When attacking using an improved charge, the legionnaire gains a +2 morale bonus to his attack roll. Unlike a standard charge, he does not suffer a -2 AC penalty. Furthermore, he may make a second melee attack.

Leadership: At 12th level, the legionnaire's skill at working with a unit and leading men inspires those around him. He gains the Leadership feat for free. If he already has the Leadership feat, he gains a bonus feat from his list of bonus feats.

Superior Charge: At 15th level, the legionnaire can now charge with frightening fury. Any opponent who is the target of a legionnaire's charge suffers a morale penalty to attack rolls, weapon damage, and saving throws against the legionnaire equal to his Charisma modifier for four rounds. So long as the legionnaire charges into combat, he may use this ability any number of times per day.

The topic of what makes a ranger what he is is hotly debated. Rather than argue philosophy and tenets of game design, we have presented a new form of the same class, so players and DMs can determine for themselves what best fits their campaigns. In addition, the guerilla, hunter and scout all pay heed to a similar niche, expanding the role of this often misunderstood or misrepresented class.

Adventures: Mercenary rangers are many things to many people. They are guides and protectors, survivalists and mountain men, trackers and hunters, foresters and mercenaries, adventurers and forward observers. In every case, the ranger is someone who can strike out on his own and survive alone.

Characteristics: Mercenary rangers are competent swordsmen, archers, and survivalists. They can survive in the wild without so much as a knife and a pair of leggings. Yet, those adventurous few who wear armor and carry a bow, have been known to live off the land for years. In some instances, rangers may call upon the forces of nature for aid. But this is not always true.

Alignment: The notion of most rangers being good is a fallacy. Some are opportunists who use their skills to aid hunters and poachers or to hunt down rare beasts. Others take advantage of their knowledge of traps and pitfalls to lure intruders to their doom. Others still become elite trackers, or expert trappers selling their services to the highest bidder.

TABLE 2-6: THE MERCENARY RANGER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Favored enemy, favored terrain, track
2	+2	+3	+0	+0	Ranger option
3	+3	+3	+1	+1	Favored terrain 2
4	+4	+4	+1	+1	Favored enemy 2
5	+5	+4	+1	+1	Ranger option
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	Bonus feat
8	+8/+3	+6	+2	+2	Favored terrain 2, ranger option
9	+9/+4	+6	+3	+3	Favored enemy 3
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	Ranger option
12	+12/+7/+2	+8	+4	+4	Bonus feat
13	+13/+8/+3	+8	+4	+4	Favored terrain 4
14	+14/+9/+4	+9	+4	+4	Ranger option, favored enemy 4
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	Bonus feat, ranger option
18	+18/+13/+8/+3	+11	+6	+6	Favored terrain 5
19	+19/+14/+9/+4	+11	+6	+6	Favored enemy 5
20	+20/+15/+10/+5	+12	+6	+6	Call of the wild, ranger option

Religion: The role of religion in ranger life is hotly debated. Since this is the book on mercenaries, the rangers of this environment do not have any special allegiance to one god or another. Mostly, rangers depend on themselves for everything and thus have little use for the gods, but opinions vary.

Background: Ranger backgrounds are numerous. Training, survival, sheer force of will, and a hundred other paths lead to this most solitary of lifestyles. Depending on his childhood or adolescence, the lifestyle of a ranger can be many things.

Races: Elves and humans make great rangers, but most any race has its own variety of hunter, including dwarves, bugbears, orcs, and gnolls.

Classes: Mercenary rangers are used to living alone. They get along with people when they have to, but shun those who are set in their ways or who preach a certain lifestyle. They respect those who can take care of themselves and most often enjoy the company of barbarians, fighters, hunters, rogues and scouts. High and mighty individuals with a strict code of ethics are to be admired — at a distance. Rangers have no use for those who hide behind morality and let others do their dirty work.

GAME RULE INFORMATION

Mercenary rangers have all the following game statistics.

Abilities: Dexterity and Wisdom are important for rangers. Their light armor requires that they be agile and the need to be aware of their surroundings requires a keen insight. Because this version of the ranger does not always cast spells, there is no Wisdom score requirement.

Alignment: Mercenary rangers can be any alignment. However, the misconception that rangers who hunt their own are evil is not always true. Every rule was made to be broken.

Hit Die: d10.

Class Skills

The mercenary ranger's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis)

Skill Points at 1st level: (4 + Int Modifier) × 4

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the mercenary ranger.

Weapon and Armor Proficiency: A mercenary ranger is proficient with all simple and martial weapons, all light and medium armor, and shields.

Track: A mercenary ranger gains Track as a bonus feat.

Favored Enemy: At 1st level, a mercenary ranger may select a type of creature or organization as a favored enemy. Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gains +1 to all checks made against that creature or organization. The +1 counts for both attack and damage rolls, even against constructs, undead, and other enemies. The damage bonus counts for ranged weapons as well, but only against targets within 30 ft. At 4th level and every 5 levels thereafter (9th, 14th, 19th) the mercenary ranger gains an additional +1 to his bonus, or selects another favored enemy. If another enemy is selected, the bonus gained applies only to that enemy. For example, a 15th level ranger could either have a +3 vs. dragons, or a +1 vs. goblinoids, giants, and beasts, or a +2 vs. fey and a +1 vs. vermin.

A mercenary ranger's favored enemy types follow the same rules as the *PHB*, except that he need not be evil to choose his own type or race as a favored enemy. A human ranger who learns to hunt humans might be a bounty hunter or tracker who recovers criminals as easily as an assassin or thug preying upon the weak.

TABLE 2-7: MERCENARY RANGER FAVORED ENEMIES

Type	Examples
Aberrations	Beholders
Animals	Bears (includes all dire animals)
Beasts	Owlbears
Constructs	Golems
Dragons	Black dragon, dragonne, chimera
Elementals	Elementals of all types, xorns
Fey	Dryads
Giants	Ogres
Humanoid type	*
Magical Beasts	Displacer beasts
Oozes	Gelatinous cubes
Organizations	*
Outsider type	*
Plants	Shambling mounds
Shapechangers	Werewolves
Undead	Zombies
Vermin	Giant spiders

* Mercenary rangers may not select 'humanoid,' 'organization' or 'outsider' as a favored enemy, but they may select a more narrowly defined type of humanoid (such as goblinoid, humans, or reptilian humanoids), organization (church of the sun, order of the knights of white tower, or zenik's grey mages) or outsider (such as demons and devils, slaadi, genie-kind, etc.) A mercenary ranger may select his own race as a favored enemy, no matter his alignment.



Favored Terrain: At 1st level, a mercenary ranger may select one type of territory as his Favored Terrain from the list below. Due to his extensive knowledge of his 'home ground' and the quirks of the 'lay of the land' the mercenary ranger gains a +2 circumstance bonus to Climb, Hide, Intuit Direction, Listen, Move Silently, Search, Spot, and Wilderness Lore checks made within his favored kind of terrain. At 3rd level and every 5 levels thereafter (8th, 13th, 18th) the mercenary ranger gains more knowledge about his favored terrain and becomes more adept at operating within it. At 3rd level, the mercenary ranger is harder to track within his native terrain. Those attempting to track the mercenary ranger or a party led by him through the terrain add 5 to the DC.

At 8th level, the mercenary ranger gains increased movement within his favored terrain. Overland movement by the mercenary ranger or a party led by him improves the terrain modifier by one step through his favored terrain. Trackless is considered road movement for a mercenary ranger, and road movement is considered highway. If already on the highway, there is no additional benefit.

At 13th level, the mercenary ranger gains the Trackless Step ability within his favored terrain; he can no longer be tracked through his 'home ground.' At 18th level, the mercenary ranger gains a +2 circumstance bonus to all Initiative checks while in his favored terrain.

**TABLE 2-8: MERCENARY RANGER
FAVORED TERRAIN TYPES**

Type	Example
Aquatic	Coral reef
Desert	Sand dunes
Forest	Woodlands, jungles
Hill	Foothills
Marsh	Swamp, bog
Mountains	Alpine reaches
Plains	Farmland
Underground	Caverns, dungeons
Urban	Cities, backalleys

Ranger Option: A mercenary ranger can select one Ranger Option at 2nd level, another at 5th level, and every 3 levels thereafter. (11th, 14th, etc.). The options are listed below and unless otherwise stated, the same option may be chosen more than once.

Option 1: The mercenary ranger chooses one feat from the list of feats below. He may take this option more than once, however, each time he must choose a new feat from this list. This feat can only be used, so long as the ranger wears light or no armor.

The mercenary ranger must choose from the following list of bonus feats: Alertness, Ambidexterity (applies to double weapons), Blind-Fight, Combat Casting (only after choosing option 9, below), Combat Reflexes, Dodge (Mobility, Spring Attack), Endurance, Expertise, Great

Fortitude, Improved Initiative, Lightning Reflexes, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Run, Two-Weapon Fighting (applies to double weapons) (Improved Two-Weapon Fighting (applies to double weapons)), Weapon Finesse*, Weapon Focus.*

Some of the bonus feats available to a mercenary ranger cannot be acquired until the mercenary ranger has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A mercenary ranger may choose a feat marked with an asterisk (*) more than once, but it must be for a different weapon each time.

Option 2: The mercenary ranger benefits from 10 ft. extra base movement so long as he wears light or no armor, just like a barbarian, and so long as he is in a Favored Terrain type. This bonus stacks with extra movement granted from other classes, such as the barbarian or monk.

This option may not be chosen more than once.

Option 3: The mercenary ranger may increase his Favored Enemy score by 1.

Option 4: The mercenary ranger may choose a second Favored Terrain, however, he only gains the 1st level ability in this new terrain.

Option 5: The mercenary ranger gains a number of hit points equal to his ranger level (minimum 3).

Option 6: The mercenary ranger may increase his natural armor by 1.

Option 7: The mercenary ranger gains an animal companion of no more than 2 HD. It is assumed that the ranger has befriended the companion and gained its trust. The mercenary ranger develops a relationship with the companion as a sorcerer does with a familiar. However, the ranger's progression with the companion begins at the level he takes this option. The creature bestows no bonus to the ranger, but does have an empathic link and so on, based on level. For instance, a ranger who takes this option at level 5 gains a companion with alertness, improved evasion, and an empathic link. If the ranger can cast spells, he may share spells with the companion. When the ranger reaches level 9, his companion may now speak with him as a familiar with a 5th level master.

The companion cannot be of an opposed alignment to the mercenary ranger.

Option 8: The mercenary ranger gains the ability to sneak attack as a rogue. He gains sneak attack +1d6, which can only be increased by taking this option again.

Option 9: The mercenary ranger gains the spellcasting ability explained below.

Spells: If the mercenary ranger chooses the spellcasting option, he may cast 1st level spells, following the progression listed below, where X is the level that this option is chosen. If he chooses this option again, he may cast 2nd

level spells and so on, using the same progression. The mercenary ranger must have a Wisdom score of at least 10 + the spell's level. Mercenary ranger bonus spells are based on Wisdom and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier.

A mercenary ranger casts and prepares spells just as a cleric does, though he cannot use spontaneous casting, unless he chooses the spontaneous casting ranger option.

A ranger's casting level is one-half his class level.

TABLE 2-9: MERCENARY RANGER SPELL PROGRESSION

Level	Spells per Day
X	0
X+1	1
X+2	1
X+3	1
X+4	1
X+5	1
X+6	2
X+7	2
X+8	2
X+9	2
X+10 or more	3

Option 10: The mercenary ranger gains spontaneous casting, so long as he has already chosen option 9. A mercenary ranger follows all the same rules as a cleric for spontaneous casting.

Call of the Wild: At 20th level, the mercenary ranger becomes a master of the woods. He gains the Leadership feat for free. He has a permanent Leadership score of 10 that can only be modified by his Charisma. Circumstances and rank never increase this ability. In addition, all followers and cohorts are animals chosen by the DM, mercenary ranger, or both. These animals go everywhere the ranger goes and can be taught tricks like any other animals. An animal that dies fighting alongside the ranger is only replaced if the ranger spends 1,000 XP per hit die.

MYRMIDON

Fighters and wizards are held at opposite ends of the adventuring spectrum. Fighters stand at the forefront of any battle, relying on their heavy armor, powerful weapons, and physical strength to carry them to victory. The fighter is firmly entrenched in the physical world. The wizard loathes melee combat. He relies on others to shield him from the enemy, and he is frail and often defenseless. However, he calls upon powerful enchantments that allow him to deal far more damage in a single attack than even the strongest warrior can muster. The wizard's tools are magical energies, arcane training, and other nebulous concepts accessible only with training and dedication to the mystic arts.

Some cultures meld these two disparate traditions into a single, powerful body of knowledge. The myrmidon is the most common of the warrior-mages, a combination of the fighter's skill at arms with the wizard's arcane prowess. Myrmidons study a unique brand of magic that allows them to cast spells while wearing even the heaviest armor. They train with bows, swords, shields, and other tools alien to most arcane spellcasters. This training comes at a price, as the myrmidon learns spells at a slower rate in comparison to wizards and sorcerers. Myrmidons also learn a specialized set of spells, limited primarily to enchantments that improve their combat abilities, provide defense against enemy spells and attacks, and support their allies in battle.

Adventures: Myrmidons adventure to improve their fighting and arcane skills. Like wizards, they seek arcane knowledge and hunt for lost magical items and long forgotten spells. Similar to fighters, they find combat and other dangerous situations exhilarating. Other myrmidons adventure out of a sense of duty, viewing their unique combination of martial and mystical talents as an important gift they must use to help defend their people.

Characteristics: Myrmidons occupy a middle ground between wizards and fighters. They are a notch below fighters in terms of combat skill, and take a back seat to wizards in a comparison of raw spellcasting ability. However, their unique mix of arcane spellcasting and combat abilities make them more effective than either class in some situations. Myrmidons work best when they have a chance to cast a few spells before entering combat. Their magic centers on spells that improve their fighting ability and bolster their defenses.

Alignment: Myrmidons may select any alignment. Good ones are crusaders and defenders of the realm. They congregate into chivalrous orders dedicated to a god or nation and swear to use their magic for the betterment of all. Other good myrmidons are free-spirited adventurers who use their skills to defend the weak. Neutral myrmidons work for their own betterment or act as mercenaries, putting their skills to use for the highest bidder. Evil myrmidons take what they want from those weaker than themselves, relying on their magic to strike fear into their enemies. Lawful myrmidons form institutions similar to wizards' guilds or knightly orders, while chaotic ones are lone wanderers who pass their knowledge down to pupils who catch their fancy.

Religion: Myrmidons embrace a wide range of deities. Some worship gods of magic, others choose gods of war. In areas or cultures where myrmidons are common, they often have their own patron deity or saint. Evil myrmidons also look to gods of tyranny and death, while good ones pray to gods of war, protection, and justice.

Background: Most myrmidons spend years in training to master their art. Like wizards, myrmidons apprentice themselves to accomplished spellcasters who teach them the basics of the myrmidon's unique brand of magic. Some myrmidons begin their training as fighters or wizards and grow into their role after becoming dissatisfied with the initial taste of their training.

Races: Elves have a very strong tradition of producing powerful myrmidons. As a race that embraces arcane magic, the elves produce more myrmidons than most other races in terms of raw numbers, even though they typically are few in number compared to humans and others. Gnome myrmidons are also rather common, as their innate ability for illusion magic pushes many of their warriors to mix the martial and magical arts. The dwarves' reliance on military skill produces a few members of this class, and in some strongholds myrmidons outnumber wizards by a healthy margin. Of course, the ever-adaptable humans produce some myrmidons, though rarely in numbers that approach wizards or fighters. Half-elves raised in elf communities commonly become myrmidons. Halflings and half-orcs can become myrmidons, but very few do so. Halflings prefer subtlety to combat, and few half-orcs have the mental capacity to handle arcane spellcasting.

Other Classes: As a class that straddles the line between two specialists, myrmidons get along well with all the other classes. They are not as skilled in the fighter's or wizard's specialties and always appreciate having members of those classes around. Rogues and clerics fill the few gaps in their abilities, and most myrmidons have the tactical and strategic skills necessary to realize they cannot thrive without aid from others.

GAME RULE INFORMATION

Myrmidons have all the following game statistics.

Abilities: Strength and Intelligence are the myrmidon's two most important ability scores. Intelligence controls how many spells they can cast, which spells they can master, and how difficult it is to resist their magic. A high Strength improves a myrmidon's combat skills and grants him bonus damage with his attacks.

Alignment: Any.

Hit Die: d8.

Starting Gold: 6d4 × 10 gp.

Class Skills

The myrmidon's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) × 2.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the Myrmidon.

Weapon and Armor Proficiency: As trained warriors, myrmidons gain proficiency with simple and martial weapons, shields, and light and medium armor.

Spells: The myrmidon uses a specialized selection of spells that eliminates all somatic components, allowing him to cast spells while wearing armor or carrying a shield. These spells obey all other rules for arcane spells, but they form their own special spell list. Like a wizard, the myrmidon prepares spells ahead of time and follows all rules for preparing spells that apply to that class. To learn, prepare, or cast a spell, a myrmidon must have an Intelligence score of at least 10 + the spell's level. A myrmidon's bonus spells are based on Intelligence. The save DC for a myrmidon's spells equals 10 + the spell's level + the myrmidon's Intelligence modifier.

Spellbooks: Just like wizards, myrmidons keep spellbooks in which they record the spells they know. Myrmidon spellbooks follow all rules for a wizard's books, including rules for adding new spells to them. A myrmidon begins play with a spellbook containing a number of 0-level spells equal to 3 + the myrmidon's Intelligence bonus. With each level gained in this class, the myrmidon gains two new spells of the levels he may cast to his book. For example, a 3rd-level myrmidon may add two 1st-level spells to his book, but he may not add any 2nd-level ones as he cannot yet cast spells of that level.

Bonus Feats: At 1st level and every fourth level, the myrmidon gains a bonus feat. This feat may be any feat available as a bonus feat to the fighter class, an Item Creation feat, or a Metamagic feat.

NOMAD

For the common man, life is a simple (if harsh) affair: rising in the morning, laboring at their chosen trade, and returning home to the family. While celebrations intersperse the long periods of boredom, most find comfort in the familiar.

Nomads do not.

While many only unwillingly began their lives as wanderers, the wanderlust common to all their kind took hold. Though they may be brigands or simple wanderers, they cannot resist the call of the far side of the horizon. The road is ever their master and their companion. It is the only life many ever know, and the only one they ever want.

Adventures: Nomads consider themselves the best, purest adventurers, seeking the journey for its own sake. They freely attach to any group amusing or interesting enough for their troubles, and make their decisions from there. The nomads' skills and unusual abilities lend themselves well to the adventuring lifestyle.

Characteristics: Nomads are familiar with all simple and light weapons, as well as all light armor. As men and women of guile, nomads prefer to talk their way out of trouble. This does not mean they are unwilling to fight, rather that they prefer not to kill potential customers or marks.

Alignment: Nomads prefer to live by their wits than by the laws of the land, though many individual tribes may follow their own rules. Nomads may not be lawful, but may pick any other alignment without restriction.

Religion: Nomads worship either privately or as a tribe, favoring deities of travel, luck, and/or protection

TABLE 2-10: THE MYRMIDON

Level	Base	Fort	Ref	Will	Special	Spells per Day						
	Attack	Save	Save	Save		0	1	2	3	4	5	6
1	+0	+0	+0	+2	Bonus feat, spells	2	—	—	—	—	—	—
2	+1	+0	+0	+3		3	0	—	—	—	—	—
3	+2	+1	+1	+3		3	1	—	—	—	—	—
4	+3	+1	+1	+4	Bonus feat	3	2	0	—	—	—	—
5	+3	+1	+1	+4		3	3	1	—	—	—	—
6	+4	+2	+2	+5		3	3	2	—	—	—	—
7	+5	+2	+2	+5	Bonus feat	3	3	2	0	—	—	—
8	+6/+1	+2	+2	+6		3	3	3	1	—	—	—
9	+6/+1	+3	+3	+6		3	3	3	2	—	—	—
10	+7/+2	+3	+3	+7	Bonus feat	3	3	3	2	0	—	—
11	+8/+3	+3	+3	+7		3	3	3	3	1	—	—
12	+9/+4	+4	+4	+8		3	3	3	3	2	—	—
13	+9/+4	+4	+4	+8	Bonus feat	3	3	3	3	2	0	—
14	+10/+5	+4	+4	+9		4	3	3	3	3	1	—
15	+11/+6/+1	+5	+5	+9		4	4	3	3	3	2	—
16	+12/7/+2	+5	+5	+10	Bonus feat	4	4	4	3	3	2	0
17	+12/+7/+2	+5	+5	+10		4	4	4	4	3	3	1
18	+13/+8/+3	+6	+6	+11		4	4	4	4	4	3	2
19	+14/+9/+4	+6	+6	+11	Bonus feat	4	4	4	4	4	4	3
20	+15/+10/+5	+6	+6	+12		4	4	4	4	4	4	4

NOMAD HONOR

Though nomads hold others' laws in flagrant disregard, and indeed only have the faintest guidelines themselves, a nomad's honor is sacrificed only in the direst of circumstances. As a people, nomads hold no allegiances with larger societies, and only other nomads will likely come to their aid in a time of need. A nomad without honor finds even this tenuous support failing.

Nomad honor, in contrast with the more staid stylings of paladins or samurai, is one of inclusive tolerance and aid. While not all nomads follow the strictures of nomad honor, almost all nomad tribes pay at least lip service to their code. The five most common and important strictures are as follows, as well as the common methods unscrupulous nomads warp them:

- **Accountability.** A nomad does not allow others to suffer unduly for his actions. While he can expect aid in fleeing or combating enemies (see Hospitality, below), if doing so would send others to certain death, he must either accept his fate or flee, in both cases on his own. Similarly, a nomad has no quarrel with an enemy's allies or subordinates, and should not attack them without need. Dishonest nomads use this to eliminate rivals with impunity; as long as a nomad is not proven to be directly behind another's misfortunes, other nomads are honor-bound to protect him.
- **Debt.** A nomad must always offer payment for a service. This can be anything from the usual monetary or bartered exchanges to the offer of stories or directions to a safer location. This stricture is the most mutable of all, and nomads commonly believe a fool's trade is still valid.
- **Hospitality.** A nomad must grant hospitality to any who ask of it. If the nomad cannot aid the supplicant, he must instead point the way to someone who can. Nomads have no tolerance for those who abuse this privilege, and a nomad who is an ungracious guest had best leave quickly. Bards, children, and elders receive hospitality with little question; others had best prove they need it.
- **The Tale.** The tale is a formalized mix of storytelling and diplomacy, with the speaker (usually a prominent bard within one tribe of nomads) reciting tales of great and terrible men the tribe has met. While most outsiders consider this a colorful trait in nomads, in actuality it is a very effective method of communicating between nomad tribes. Malicious talespinners slant the stories to their favor, disrupting the flow of communication.

domains. They reflexively hide their rituals from outsiders, and consider it a great honor to invite another (or to be invited) to take part in such a ceremony.

Background: Nomads are those individuals who frequently travel the land, willfully or otherwise, and rely less on their skill at arms than in their own cunning. Acting something like the rural equivalent of rogues, nomads share a similar stigma, and many find themselves fleeing armed mobs for the slightest transgressions.

Races: Nomads draw their numbers equally from all the surface races, and trade among or prey upon these races with little favoritism. Subterranean races, in contrast, produce very few nomads, as the limited resources for survival forces even the most tolerant societies to cast out nomads.

With so much outside prejudice (justifiable or otherwise), nomads tend to treat each other very well, and it is not unheard of for nomads to receive aid from blood enemies (though this represents a terrible loss of face).

Other Classes: Unsurprisingly, nomads best enjoy themselves around bards and rogues, classes with similar outlooks and methods to their own. Nomads treat rangers, druids, and clerics with revered awe (at least publicly), but find the paladins' code too stodgy to tolerate for long. Barbarians and fighters can expect a distant appreciation of their martial talents, while sorcerers and wizards may face excited acceptance or fearful avoidance, depending on personal and tribal experiences. As a whole, however, nomads treat people as individuals.

GAME RULE INFORMATION

Nomads have the following game statistics.

Abilities: The two most important abilities for a nomad are Intelligence and Charisma. Most of a nomad's class features work off one of these two abilities, as do their skills. Nomad players may also wish to have a high Strength, to better exploit the nomad's Great Heft ability.

Alignment: No nomad may be of lawful alignment.

Hit Die: d6.

Class Skills

The nomad's class skills (and the key ability for each skill) are Animal Empathy (Cha), Appraise (Int), Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Listen (Wis), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at 1st level: (8 + Int modifier) × 4

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the nomad.

Armor and Weapon Proficiency: Nomads are proficient with all simple and medium or smaller weapons. They are also proficient with light armor.

Hidden Blades: Nomads may conceal items on their person to greater degree than most. Because of the many layers of clothing they wear, a nomad gains a competence bonus to his Hide check equal to his Intelligence modifier for the purpose of hiding an object. At 8th level, a nomad with the Quick Draw feat may draw an undiscovered Small or Tiny weapon as a free action, gaining a free surprise attack and catching his opponent(s) flat-footed. The nomad may only do this before combat begins and only if his opponents do not expect conflict.

Languages: A nomad knows one additional language of his choice beyond those gained by high Intelligence. **Odd Jobs:** Nomads are familiar with a smattering of common trades. Unless a Craft or Profession skill is particularly unusual (dragonsmithing or autopsy, for instance), nomad characters receive no penalty for unskilled checks in any use of those skills.

Bonus Feats: At 2nd level, the nomad gains a bonus feat. The nomad gains an additional feat at 6th level and every four levels thereafter (10th, 14th, and 18th). Because a nomad sees the world and learns from various cultures, these bonus feats may be drawn from any list so long as he meets the prerequisite for it and it is not restricted to a particular class.

Worldly: Starting at 3rd level, the nomad chooses one cross-class skill, which becomes a class skill thereafter. The nomad gains any additional cross-class skill, which becomes a class skill at 6th level and every three levels thereafter (9th, 12th, etc.). Alternately, the nomad may choose a skill that is considered trained only. This skill becomes a cross-class skill.

Heft: Starting at 5th level, a nomad suffers fewer penalties for encumbrance. He carries a heavy load as if it were medium, and a medium load as if it were light. At 15th level, he carries a heavy load as if it were a light load.

Tireless: Starting at 7th level, the nomads constant travels prepare his body for the constant rigors of adventuring. He no longer requires the normal hours of sleep as a normal member of his race. Instead this time is cut in half (typically to 4 hours). In addition, he gains the benefits of the Endurance feat, which stacks if he already has the feat.

At 13th level, his sleep time is again cut in half. At 19th level, the nomad's required sleep is once again cut in half and his Constitution score increases by 2.

Elven nomads (and other races that do not sleep) cut their meditation in half at 7th level and again at 13th level. They do not reduce their meditation time at 19th level, but do gain the Constitution bonus.

Call the Tribes: Once per year, a nomad of 10th or greater level may call upon the nomad tribes for a conference. This is an extremely dangerous proposition for the tribes, who will not risk attack for a dishonorable nomad (see Nomad Honor, sidebar). Once the tribes gather (a

TABLE 2-11: THE NOMAD

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Hidden blade, languages, odd jobs
2	+1	+0	+3	+3	Bonus feat
3	+2	+1	+3	+3	Worldly
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	Heft
6	+4	+2	+5	+5	Bonus feat, worldly
7	+5	+2	+5	+5	Tireless
8	+6/+1	+2	+6	+6	Hidden blades
9	+6/+1	+3	+6	+6	Worldly
10	+7/+2	+3	+7	+7	Bonus feat, call the tribes
11	+8/+3	+3	+7	+7	
12	+9/+4	+4	+8	+8	Worldly
13	+9/+4	+4	+8	+8	Tireless
14	+10/+5	+4	+9	+9	Bonus feat
15	+11/+6/+1	+5	+9	+9	Heft, worldly
16	+12/+7/+2	+5	+10	+10	Heart of the stag
17	+12/+7/+2	+5	+10	+10	Strength of the boar
18	+13/+8/+3	+6	+11	+11	Bonus feat, worldly
19	+14/+9/+4	+6	+11	+11	Tireless
20	+15/+10/+5	+6	+12	+12	Master of the tribe

period of up to six weeks), the character has a number of days equal to his Charisma modifier to convince the other tribes of a goal or danger which threatens them all. The difficulty of this act depends on the nature of the character's argument, and the NPCs leading the tribes, all of which are determined by the DM. If the nomad convinces the tribes, he gains the Leadership feat for free and begins his own tribe. He may only gain this feat once and thus may only create one tribe.

Heart of the Stag: Starting at 16th level, the nomad now rolls a d12 when determining hit points.

Strength of the Boar: At 17th level, the nomad cannot be magically held or immobilized. Spells that slow or hinder his movement are also ineffective. The nomad effectively gains the benefits of the spell *freedom of movement*.

Master of the Tribe: At 20th level, the nomad gains the benefits of the Leadership feat. If he already possesses the feat, its effects double. The nomad becomes renowned and so does his tribe (which he gets to name).

Former Nomads: Nomads who become lawful may not advance in the class again until becoming nonlawful and may not use the Call the Tribes or Master of the Tribes effects.

SCOUT

Scouts range ahead of their friends, seeking out safe paths and warning of any dangers ahead. They train as warriors, but they specialize in ranged weapons that allow them to sneak up on enemies, launch attacks, and disappear before their targets have a chance to respond. Unlike fighters, scouts rely on stealth more than a stout shield and heavy armor to survive battles.

Adventures: Scouts adventure to test their abilities and to defeat their enemies. Many scouts initially learn their skills in the army, but as time passes they grow bored of the daily toil of military life and strike out on their own. A scout's job is both difficult and dangerous, drawing those who love to take risks and test their bravery.

Characteristics: The scout is an accomplished archer. When firing from a hiding place, his shots zero in on his opponent's most vulnerable points. He aims his arrows where plates of armor meet, at his opponent's eyes, kidneys, or other vital points,

and similar places where a single shot can cripple or kill his enemies. The scout is also aware of his environment. His primary duty is spotting and observing enemies, and he has a strong sense for his surroundings that allow him to avoid ambushes and spot invisible creatures.

Alignment: Scouts may select any alignment. Most are chaotic, as scouts operate for long periods of time on their own, creating their own tactics and strategies to deal with problems without worrying about anyone else but themselves. The scout's abilities and training are useful for all armies, making them equally common amongst humans, dwarves, and elves as they are in hordes of goblins, kobolds, orcs, and gnolls.

Religion: Scouts often pray to gods of luck and stealth. When on a mission, the scout relies on his skills to see him through. He cannot afford to stand toe-to-toe with an ogre, fighter, or other skilled warrior. Luck plays at least a minor role in a scout's success. If he approaches an enemy camp at the wrong time, he may be caught



CLASSES

by a patrol sweep or a skirmish picket. Most scouts carry good luck charms and other tokens meant to ward away misfortune.

Background: Any army on the march needs scouts, and most members of this class spend at least a few months or even years in service to a mercenary outfit, a local militia, or a royal army. Few scouts master their skills without the tutelage of an experienced scout who shows them the ropes.

Races: Elves are commonly scouts, as they make great use of them in their armies and when traveling across their great forests. Halfling mercenary warriors also often become scouts, as their stealth and skill with ranged weapons make them a good fit for this class. Dwarf and gnome scouts operate under the earth, scouring mines and natural caverns for signs of goblin, kobold, or orc activity. Half-orcs rarely have the patience and agility necessary to become scouts, and most would rather use their great strength in melee rather than hang back and snipe from a distance.

Other Classes: Like rogues, scouts think the other classes make far too much noise than is good for them. They operate well with rangers and rogues, both of whom are quiet enough to avoid ruining the scout's cover. Wizards, clerics, sorcerers, and druids offer spells that can help protect a scout and keep him hidden. Fighters, paladins, and barbarians have the skill at arms necessary to support a scout and make use of the information he learns. So long as those classes keep back and let the scout operate, he's happy to work with them.

GAME RULE INFORMATION

Scouts have all the following game statistics.

Abilities: Dexterity and Wisdom are the scout's two most important ability scores. Dexterity improves his ability with bows and other ranged weapons, the core arsenal of this class. Wisdom sharpens his senses, allowing him to detect app-roaching foes and determine their intentions.

Alignment: Scouts tend towards chaotic alignments. They operate best when alone, and the nature of their work normally requires them to range far ahead of their companions. However, highly disciplined, lawful scouts are valued by commanders for their obedience and ability to closely follow orders. Thus, scouts may choose any alignment.

Hit Die: d8.

Starting Gold: 5d4 × 10 gp.

Class Skills

The scout's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at 1st Level: (4 + Int modifier) × 4

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the scout.

Weapon and Armor Proficiency: The scout gains proficiency with light armor and all simple and martial weapons.

TABLE 2-12: THE SCOUT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Bonus feat, sniper shot +1d6
2	+2	+0	+3	+0	Scan area
3	+3	+1	+3	+1	Bonus feat, sniper shot +2d6
4	+4	+1	+4	+1	Forward observer
5	+5	+1	+4	+1	Sniper shot +3d6
6	+6/+1	+2	+5	+2	Bonus feat, uncanny dodge (Dex bonus to AC) Sniper shot +4d6
7	+7/+2	+2	+5	+2	
8	+8/+3	+2	+6	+2	
9	+9/+4	+3	+6	+3	Bonus feat, sniper shot +5d6
10	+10/+5	+3	+7	+3	Rapid advance
11	+11/+6/+1	+3	+7	+3	Sniper shot +6d6
12	+12/+7/+2	+4	+8	+4	Bonus feat, uncanny dodge (can't be flanked) Sniper shot +7d6
13	+13/+8/+3	+4	+8	+4	Sniper shot +7d6
14	+14/+9/+4	+4	+9	+4	Dead-eye shot
15	+15/+10/+5	+5	+9	+5	Bonus feat, sniper shot +8d6
16	+16/+11/+6/+1	+5	+10	+5	Fast movement
17	+17/+12/+7/+2	+5	+10	+5	Sniper shot +9d6
18	+18/+13/+8/+3	+6	+11	+6	Bonus feat
19	+19/+14/+9/+4	+6	+11	+6	Sniper shot +10d6
20	+20/+15/+10/+5	+6	+12	+6	Improved scan area

Bonus Feats: At 1st level, the scout gains a bonus feat in addition to the feat that any 1st level character gains and the bonus feat granted to humans. The scout gains an additional feat at 3rd level and every three levels thereafter (6th, 9th, 12th, etc.) He selects his bonus feats from the following list: Alertness, Armor Focus (light), Dodge (Mobility, Spring Attack), Improved Critical*, Improved Initiative, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Perfect Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Quick Load, Quick Shot, Run, Track (Scent of the Beast), and Weapon Focus*.

A scout can select a feat marked with an asterisk (*) more than once, but it must be for a different weapon each time. In addition, such feats can only be chosen for ranged weapons.

Sniper Shot: The scout trains to fire on the enemy from hiding, carefully picking out weak points, vital areas, and other vulnerable spots for a well-aimed shot. The scout gains a modified version of the rogue's sneak attack ability. He follows all the rules for sneak attacks except he may only make them with ranged weapons. The scout trains to avoid melee battles, preferring to strike from a distance then fade away into cover.

The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter.

If a scout gains the sneak attack ability from another class, such as by taking levels in rogue, he stacks his sniper shot and sneak attack damage when making ranged attacks. He does not combine the two when using the sneak attack ability in melee.

Scan Area: The scout's duty is to seek out the enemy and study his movements. Sometimes the scout must make observations while being chased by skirmishers or under the fire of enemy archers. Even in the most extreme situations, he can keep his cool and study his surroundings. Starting at 2nd level, as a full round action, the scout may take 10 on Spot and Listen checks (though not both at the same time) even if stress or distractions would normally prevent him from doing so.

Forward Observer: One of the scout's primary functions is to keep an eye on the enemy and report what he sees. As a result, the scout has keen vision and sight beyond his companions. Starting at 4th level, the scout gains the benefit of low-light vision, if he does not already have it. If he already has low-light vision, the scout can see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

Uncanny Dodge: The scout's awareness of his surroundings and his military training make it very difficult to catch him off his guard. At 6th level, the scout does not lose his Dexterity bonus to AC when flat-footed or attacked by an invisible opponent. However, he still loses his bonus when immobilized, such as by a hold person spell.

At 12th level, the scout cannot be flanked. His awareness allows him to react to opponents from all sides. However, a rogue or scout who is 4 levels higher than the scout can flank and sneak attack him.

Rapid Advance: While stealth is the scout's greatest ally, he must also use speed to close with the enemy, evade pursuers, and keep up with his quarry. At 10th level, the scout no longer suffers a -5 penalty to Hide and Move Silently checks when he moves more than one-half up to his full normal speed. Through practice and training, the scout learns to mask himself even during a rapid advance. Note that the -2 penalty when running or charging still applies.

Dead-Eye Shot: The scout's mastery of hitting his enemy's most vulnerable spots from a distance improves as he gains experience and practice. At 14th level, he may now gain his sniper shot bonus damage against targets that are up to 60 ft. away. Normally, sneak attack and sniper shot damage only applies to a range of up to 30 ft.

Fast Movement: A scout is expected to report back with lightning speed. As such, his surefootedness grants him additional speed beyond his racial norm. Starting at 16th level, while wearing no armor or light armor, the scout's base speed is increased by +10 ft. This ability stacks with fast movement of other races.

Improved Scan Area: At 20th level, the scout is a hardened veteran who lets little, if anything, evade his sight. The scout may now take 20 with a Listen or Spot check by spending a full round action doing nothing but scanning his surroundings, seeking out any signs of the enemy. He may do this even if stress of distractions would otherwise prevent it.

TATTOO MAGE

While most spellcasters eschew the physical, focusing upon the mental, there are exceptions. A small group of arcane spellcasters admired the discipline and prowess of the monk, and began to explore the relationship between the physical body and the spiritual center of it. The result astonished them. Tattoo mages, by focusing their power into their own bodies, do not use spells, but become them. Tattoo mages literally carry their spells with them at all times, as they cover the mage's body. While they are far less versatile than sorcerers or wizards, the potential power at their fingertips inspires awe.

Adventurers: Tattoo mages adventure for a combination of the reasons monks and wizards do: enlightenment, power, and knowledge of the world around them. Furthermore, as they gain power, the materials required to create their tattoos grow more rare and more expensive. Many adventure in order to fund their growth as tattoo

magicians. Still others seek arcane secrets that might help them better understand the relationship between the spiritual and the mundane.

Characteristics: Tattoo magicians tend to be more physically capable than their arcane counterparts, owing to their belief in the balance between the dual aspects of being, though their unique point-of-view makes them seem odd, detached, and eccentric to less philosophical beings.

The strength of a tattoo magicians lies in the merging of his magic with his body. A tattoo magician does not cast a spell, but integrates it into his own living flesh. Once emblazoned into his skin, the spell is part of him, he may activate it at will. While a wizard or sorcerer might have more magic at their disposal than a tattoo magician, his advantage is in the permanency of his own.

Alignment: Tattoo magicians must undergo rigorous training and disciplinary exercises in order to focus their minds and souls to the magic. While their discipline is not as stringent as that of a monk, it is still considerable. As a result, a tattoo magician cannot be chaotic.

Religion: Tattoo magicians are as self-reliant as monks, but their arcane power often brings them into closer contact with the deeper mysteries of the universe. A tattoo magician is not required to follow any gods, and indeed many do not, but those who do have patron deities most often worship the powers of magic, mystery, or order.

Background: A tattoo magician usually learns in an enclave, apprenticed to a more experienced practitioner until the time of his first tattoo. During this time, he is taught the philosophy of the craft, and to see the world in a different way, with the spiritual and physical as extensions of the same essence. Since many tattoo magicians come

from less physically stringent regiments, their bodies often sorely out of shape. The first years of training in the enclave are dedicated to overcoming this imbalance, exercising the body as well as the mind.

Once an apprentice has adequately trained his mind and body, he is ready to unite them. The apprentice studies, but does not use, as many forms of magic his enclave knows of, until the pattern forms in his mind. According to master tattoo magicians, each individual understands and uses magic in a different way. Once the student learns and understands his own view of magic, he is ready for his first tattoo.

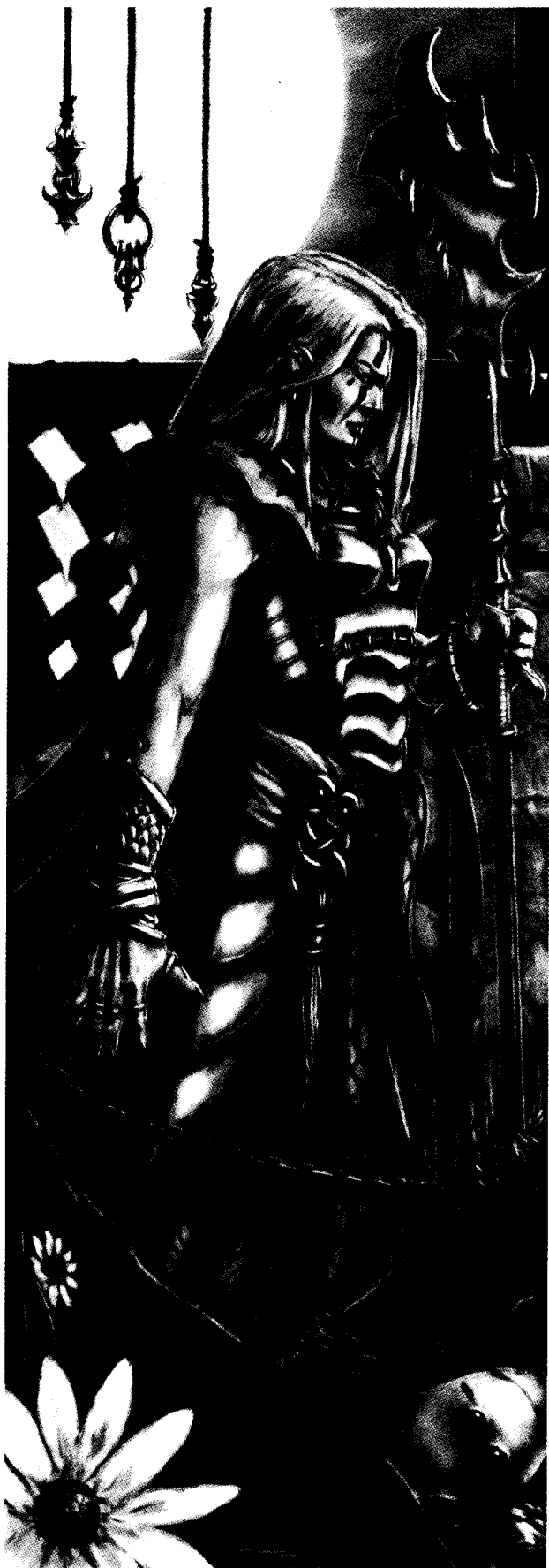
A tattoo magician always tattoos himself, using the pattern that has formed in his own mind. From gathering the ink components to carving the needle, each step is essential to the link between man and magic. Once he has finally completed the tattoo, the apprentice is a full tattoo magician.

Races: The vast majority of tattoo magicians are human. Elves and half-elves occasionally follow the path of the tattoo magician, but are more comfortable with the traditional trappings of wizardry. Dwarves, half-orcs, and halflings rarely have the talent for normal arcane ability, much less the rarified mindset appropriate to tattoo magic, and gnomes distrust so limited a school of magic.

Other classes: Most tattoo magicians tend to specialize in one particular area, such as stealth or combat. They recognize that other talents are equally necessary, and are willing to work with others as they need to. Most tattoo magicians have an independent streak, and they prefer not to rely on others more than they must, though they enjoy the company of other monks.

TABLE 2-13: THE TATTOO MAGE

Level	Base	Fort	Ref	Will	Special	Tattoos							
	Attack	Save	Save	Save		1	2	3	4	5	6	7	8
1	+0	+2	+0	+2		1	—	—	—	—	—	—	—
2	+1	+3	+0	+3		2	—	—	—	—	—	—	—
3	+2	+3	+1	+3	Bonus Feat	2	1	—	—	—	—	—	—
4	+3	+4	+1	+4		3	1	—	—	—	—	—	—
5	+3	+4	+1	+4		3	2	—	—	—	—	—	—
6	+4	+5	+2	+5	Bonus Feat	3	2	1	—	—	—	—	—
7	+5	+5	+2	+5		3	3	1	—	—	—	—	—
8	+6/+1	+6	+2	+6		3	3	2	—	—	—	—	—
9	+6/+1	+6	+3	+6	Bonus Feat	3	3	2	1	—	—	—	—
10	+7/+2	+7	+3	+7	Touch of the Master	4	3	2	1	—	—	—	—
11	+8/+3	+7	+3	+7		4	3	3	1	—	—	—	—
12	+9/+4	+8	+4	+8	Bonus Feat	4	3	3	1	1	—	—	—
13	+9/+4	+8	+4	+8		4	4	3	1	1	—	—	—
14	+10/+5	+9	+4	+9		4	4	3	2	1	—	—	—
15	+11/+6/+1	+9	+5	+9	Bonus Feat	4	4	4	3	2	1	—	—
16	+12/+7/+2	+10	+5	+10	Heart of the Master	5	4	4	3	3	1	—	—
17	+12/+7/+2	+10	+5	+10		5	4	4	3	3	2	—	—
18	+13/+8/+3	+11	+6	+11	Bonus Feat	5	4	4	4	4	3	2	—
19	+14/+9/+4	+11	+6	+11		5	4	4	4	4	3	3	—



GAME RULE INFORMATION

Tattoo mages have the following game statistics.

Abilities: Constitution is the primary ability for a tattoo mage, since his physical robustness determines the amount of bonus tattoos he may have. However, since tattoo mages cannot wear armor, Dexterity is important. Furthermore, while a tattoo mage's bonus spells are determined by Constitution, his maximum spell level is based upon his Wisdom. Finally, since a tattoo mage creates his own tattoos, the Intelligence bonus for the Craft skill is highly valued.

Alignment: Any non-chaotic

Hit Die: d6

Class Skills

The tattoo mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) × 4

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the tattoo mage.

Weapon and Armor Proficiency: Tattoo mages are proficient with the club, crossbow (heavy and light), dagger, mace (light and heavy), quarterstaff, and sling. The tattoo mage may also choose any one weapon (simple, martial, or exotic) and gain proficiency with that weapon.

Tattoo mages are not proficient with any type of armor, nor with shields. Armor of any type prevents a tattoo mage's tattoos from working, in addition to the normal check penalties associated with armor heavier than leather.

A tattoo mage is highly trained at dodging blows, just like a monk, and gains a bonus to defense stemming from his heightened awareness. A tattoo mage adds his Wisdom modifier (if any) to AC, in addition to his normal Dexterity modifier. The tattoo mage does not lose this bonus in situations where he would lose his Dexterity modifier due to being unprepared, ambushed, stunned, and so on. Tattoo mages do lose this bonus when immobilized.

Spells: A tattoo mage does not learn magic in the same way as a traditional arcane spellcaster. Rather, when he has an available spell slot, the tattoo mage gives himself a tattoo (detailed below), which he can activate or deactivate as a partial action. The tattoo mage does not need to study or prepare in order to activate a tattoo, and there is no limit on how many tattoos can be active. However, if the mage is in a stressful situation, he must make a Concentration check, just like a sorcerer or wizard, to activate or deactivate a tattoo. No components of any kind are

required to use a tattoo, only in its creation (see below). A tattoo cannot be active for longer than 24 hours at a time, and once deactivated, cannot be reactivated for 24 hours. The tattoo mage may only activate exposed tattoos; even normal clothing renders tattoos useless.

The exception is spells that have no duration, but rather are instantaneous. As tattoos, they have no duration and only work once, but once activated, can be activated again in 12 hours.

Tattoos that target a particular object, being, or force may re-target each time the mage activates them. The tattoo mage may never activate his spells for someone else's use. He cannot, for instance, activate the spider climb tattoo and give someone else the spider climb ability. However, he could activate message and speak with several people at once, so long as all of them were present when the tattoo was activated. Tattoos marked with an asterisk (*) only affect the tattoo mage, despite the fact that multiple targets could be affected.

Despite the different medium, tattooed spells are still spells, and not spell-like abilities.

As tattoos are always emblematic of the power they represent, a successful Spellcraft check (DC equal to triple the spell level) reveals the spell (if any) contained in any tattoo. A faint magical nimbus marks active tattoos, though this may not always be evident, such as with improved invisibility tattoos.

Tattoos available to the mage are listed in Chapter 7.

Bonus Feats: Beginning at 3rd level, and every 3 levels afterward, tattoo mages gain a bonus feat, as a result from their discipline and training. This bonus feat must be one of the following: Alertness, Blind-Fight, Dodge (Mobility, Spring Attack), Endurance, Improved Unarmed Strike (Deflect Arrows), and Toughness.

Tattoos: A tattoo mage gains tattoos as he gains experience, modified by his Constitution. However, the highest level tattoo a tattoo mage can use is determined by his Wisdom (Wisdom must be at least spell level + 10). A tattoo mage begins play with all of his available tattoos (as determined by the tattoo mage advancement table and his Constitution modifier).

When gaining a new tattoo, the tattoo mage must devote a great deal of time and effort into tattooing himself. First, he must acquire the necessary supplies by hand, primarily ink and needles. These supplies should bear significance to the mage or spell being tattooed, such as using bull's blood for a Bull's Strength tattoo. The ritual of tattooing consumes these materials, along with any material components the spell normally requires.

If there is a gp or XP cost to casting the spell, it is spent now during the tattooing process. Whether the tattoo holds or not (see below), the components are consumed and the costs paid. In addition, the tattooing process requires one full day (uninterrupted) per spell level.

TATTOOS

The tattoos presented here are merely a sample of those available to a tattoo mage. The DM is encouraged to create more tattoos for characters to use; however, the nature of the magic makes "tattoo abuse" a considerable factor. Because there are few limits on their use, a DM must be careful when choosing which spells to allow as tattoos.

Consider the following when determining a spell's usefulness in your campaigns:

- Spells with instantaneous effects. Such spells are usually powerful events which are limited by the amount of times the caster can use them, and unlimited use of them is unbalancing. Be careful which you allow into your campaign.
- Spells with durations measured in rounds. Remember, a tattoo can be active for up to one day, and spells with such short time limits usually have them for a good reason.
- Spells that directly deal damage. Such spells, when used unlimited times for extended duration, can be unbalancing. You will notice that none exist on this list for a reason.
- Abjurations. Spells that protect the tattoo mage are perfectly suited, but abjuration spells that remove curses or restore subjects may come into question. It is in the spirit of the tattoo mage to heal others to some degree, but there was a conscious decision not to allow them to remove magical curses. If it does not unbalance the campaign, spells like atonement, remove curse, and the like are perfectly in the range of a tattoo mage's power.

Ideally, the spells most suitable for conversion into tattoos are those which grant new or enhanced powers or abilities. As a tattoo, such a spell can only be used on the tattoo mage, who compensates for such powers by having relatively few other abilities. Finally, remember that tattoo magic is basically the equivalent of harnessing raw magic into the caster's flesh. If a particular tattoo or combination causes imbalance, it may also have dangerous side effects, such as attracting magical predators, causing loss of sleep, or driving the mage into fits of hysteria.

Once this is completed, the mage makes a Craft (tattoo) check (DC 10 + the spell's level). If he is successful, the tattoo and his flesh hold the spell, ready to be activated at will. If he fails, he suffers 1d4 damage/spell level (Fortitude save DC 10 + spell level for half), cannot gain another tattoo for a month, and cannot attempt that specific tattoo until his next level.

It is critical that the tattoo mage not be disturbed or interrupted during this process, lest the tattoo be lost as if he failed his craft check — although no damage is dealt if a tattoo is spoiled by an interruption.

Touch of the Master: Starting at 10th level, the tattoo mage may now use a portion of his power to aid others. Any Conjunction (Healing) tattoos the mage possesses can now be used to the benefit of others. By laying his hands upon the body of a comrade, a tattoo mage with a cure wounds or remove affliction spell can now aid others.

Heart of the Master: Through slow breathing and meditation, the tattoo mage does not see time move as we do. At 16th level, he gains a number of abilities, all of which are a direct relation to his staid way of life.

First, he gains immunity to all poisons and diseases except magical diseases and no longer suffers the effects of age. He no longer suffers ability penalties for aging and cannot be magically aged. Bonuses still accrue and the tattoo mage still dies of old age when his time is up.

Secondly, the tattoo mage's skin hardens and his body toughens to the rigors of his lifestyle. He permanently gains a +2 natural armor bonus.

Lastly, so long as the tattoo mage advances in this class or as a monk, he no longer rolls hit points, but rather receives the maximum possible for the class when advancing a level.

Tattoo Master: Upon reaching 20th level, the tattoo mage may tattoo others with magical tattoos. The process, however, is lengthy and costly for the recipient. First, the subject must be non-chaotic. Just as a tattoo mage, his mind must be clear of confusion and if he ever strays and becomes chaotic he loses the benefits of the tattoo until he becomes non-chaotic in alignment again.

Next, the subject must meditate and prepare for one week, cleansing his body of toxins and impurity. This process requires a Fortitude save (DC 20) and a Will save (DC 20). If he fails either, he cannot receive a tattoo until he completes a level and tries again.

If successful, the subject enters the final stage of the tattooing process. He spends 100 XP per level of the spell, plus any other costs associated with the spell. The tattoo mage need not have the tattoo, but it must be from his list of available tattoos up to 3rd level. The tattoo requires one full day per level of the spell, at which time the subject makes another Will save (DC 10 + the spell's level). If he is

successful, the tattoo and his flesh hold the spell, ready to be activated at will. If he fails, he suffers 1d4 damage/spell level (Fortitude save DC 10 + spell level for half), cannot gain another tattoo for a month, and can never again attempt that specific tattoo.

The tattoo must be applied to open skin, as armor or clothing block the magic. Forearms, hands, and necks are common places for tattoos for non-mages. None tattoo mages can never have more than one tattoo. The subject must follow all of the same rules of activation that a tattoo mages does.

Former Tattoo Mages: Tattoo mages may multiclass between this and the monk class without restriction. He may also multiclass into any arcane spellcasting class, but otherwise cannot return to the tattoo mage class if he chooses another path.

Tattoo mages who become chaotic in alignment may not advance further in this class, until their alignment is rectified. In addition, the mage suffers a -10 profane penalty to all Concentration checks involving their tattoos, as they can no longer channel their magical energies safely and accurately.





Chapter 3:
Skills

NEW USES FOR OLD SKILLS

Special: If have 5 or more ranks in Knowledge(local) you gain a +2 synergy bonus to review a contract.

ANIMAL EMPATHY (CHA; TRAINED ONLY)

Normal Use: You can improve the attitude of an animal, keeping guard dogs and the like from mauling you.

New Use: *Read Animal.* You can gauge an animal's needs or concerns by the pitch of its yelps, growls and whines, or the movement of its body. An animal that belongs to someone might stroll into a village alone, afraid of strangers, and a horse unattended is usually an indication that something is wrong. With a successful Animal Empathy check (DC 20, higher for exotic animals) you can determine why the animal has strayed, whether or not he is suffering internal injuries, or the general condition of it or its master.

Special: If the animal is the target of animal friendship, animal messenger, or animal trance, you gain a +2 circumstance to your check to read the animal in question.

APPRAISE (INT)

Normal Use: You can appraise the value of objects and determine their worth in relation to others of their kind.

New Use: *Review Contract.* By reading over the fine points and understanding the general economy of the area, you can determine whether or not a contract is grossly in favor of the patron. On a successful Appraise check (DC 20) you can determine the soft points in a contract. However, without Diplomacy, it is difficult to argue your way out of them.

BALANCE (DEX)

Normal Use: You are skilled at standing and moving on narrow surfaces, such as tightropes, walls, or planks. You can walk on a rope or ledge without fear of falling.

New Use: *Juggle.* The art of juggling objects in the air is dependent upon one's hand eye coordination as much as their center of gravity. If you have 5 or more ranks in Balance, you gain a +2 synergy bonus to Perform (juggling) checks.

New Use: *Kip Up.* You can get back to your feet faster than most. By succeeding at a Balance check (DC 25) you can stand up from a prone position as a free action. By succeeding at a Balance check (DC 15) you can stand up from a prone position as a partial action.

New Use: *Shipboard Balance.* You are able to keep your feet on a floating vessel, even in stormy or turbulent weather. With a successful skill check, you are able to function normally onboard a ship (DC dependent upon the severity of the waves) without penalty.

New Use: *Take a Charge.* A lower center of gravity aids you when hit by a charging warrior. If you have 5 or more ranks in Balance, you gain a +2 synergy bonus to your Strength check when resisting a bull rush.

Special: If you have 5 or more ranks in Profession (sailor), you gain a +2 synergy bonus to your shipboard balance check.

BLUFF (CHA)

Normal Use: You can lie and feign emotion with ease. You can convince others of whatever subjective truth you proffer.

New Use: *Hide Background.* Using this skill, you can conceal your history and personal information from inquisitive individuals. When trying to conceal such information, make a Bluff check. If the result is higher than the normal DC to determine such information (see Gather Information), it becomes the new DC.

New Use: *Forgotten Face.* You can convince others they know you with gentle prodding and vague suggestions and hints at their past, creating a Bluff check opposed by your opponent's Sense Motive check. If successful, your victim "remembers" you, though it is possible he has actually mistaken you for someone he actually did know.

Special: The more you know about your mark, the better your odds of success. At the DM's option, Gather Information, Listen, Sense Motive, Spot, and even certain Knowledge checks may aid you in having a 'forgotten face.' With a successful check along these lines, you may add the lower of your Intelligence or Wisdom modifiers (if positive) to the Forgotten Face check.

Dropping any information that is too specific, or revealing too much, will surely blow your cover.

If you have 5 or more ranks in Gather Information, you gain a +2 synergy bonus to conceal your background, since you know the usual methods of avoiding such concealment.

CONCENTRATION (CON)

Normal Use: Concentration is most often a reflection of a mage's ability to cast a spell while distractions and dangers erupt around him.

New Use: *Puzzle Solving.* Because of your mental adeptness you can figure out tiny details about a puzzle that could be missing or just lingering beneath the surface. On a successful Concentration check (DC determined by the DM), you uncover a missing piece of a puzzle or if your roll is exceptional, solve it outright.

Retry: No. Thinking too long on a puzzle makes it that much harder to solve.

Special: If you have 5 or more ranks in Alchemy or Decipher Script you gain a +2 synergy bonus to your Concentration check to solve a puzzle. These bonuses stack.

CRAFT: EXPLOSIVES (INT; TRAINED ONLY)

Normal Use: The basic function of the Craft skill is to allow the character to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, the character's check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials.

New Use: You have the knowledge to make explosives ("dracotechnics"). With a special mixture of alchemist's fire, acid, and bat guano to make early explosive devices for mining, structure removal and antipersonnel.

- Find the DC listed under dracotechnics in the equipment section or have the DM set one.
- Pay one-third the item's price in raw materials.
- Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC equals the price of the item multiplied by 10, then the character has completed the item. (If the result times the DC equals double or triple the price of the item (multiplied by 10), then the character has completed the task in one-half or one-third the time, and so on.) If the result times the DC doesn't equal the price multiplied by 10, then it represents progress the character has made this week. Record the result and make a check for the next week. Each week the character makes more progress until the character's total reaches the price of the item multiplied by 10.

If the character fails the check, the character makes no progress this week. If the character fails by 5 or more, roll on the chart below.

TABLE 3-1: EXPLOSIVES TABLE

1d20 roll	Failed Results
1-4	Explosive is poor quality. Damage and blast of item is reduced by half.
5-9	Immediately detonates into a large cloud of white smoke. The character also ruins all the raw materials and has to pay the original raw material cost again.
10-16	Immediately detonates to create a stinking cloud similar to the spell cast by a 5th level sorcerer. The character also ruins all the raw materials and has to pay the original raw material cost again.
17-20	Immediately creates a small explosion doing 1d10 fire damage in a 10 x 10 burst. The character also ruins all the raw materials and has to pay the original raw material cost again.

Retry: Yes, but each failure ruins all the raw materials needed, and the character has to pay the raw material cost again (and roll on the mishaps table above).

Special: Having 5 or more ranks of Alchemy, you get a +2 synergy bonus to all Craft: Explosives skill checks.

CRAFT: TRAPMAKING (INT)

You have a working knowledge of how to design and build simple traps.

Check: With an hour's worth of work and the proper materials, you can build simple traps that work on tripwires and other basic mechanical triggers. You may not

build elaborate traps that require extensive engineering knowledge and work (such as stone pressure plates) with this skill. The result of this skill check is the saving throw DC necessary to avoid this trap, to detect it using the Spot or Search skills, and to disarm it using Disable Device. For traps that make an attack, such as a rigged crossbow, the trap's attack bonus is +1 for every 5 points above 10 that you roll when using this skill.

On a result of less than 10, the trap fails to function when triggered. On a 5 or less, the trap springs on you while setting it, dealing damage as normal.

When designing a trap, you must provide your DM with a diagram — even a rough one — showing how the trap works and a full list of the materials you need to create it. If the DM feels your design is unworkable or that you lack the proper tools and materials to build it, he may either declare the attempt an automatic failure or assess a penalty to your skill check.

can now talk your way past these roadblocks, even into places you might not normally be allowed. This use of the skill requires an opposed Diplomacy check with the government official you are trying to skirt. If you expend 100 gp or more (dependent upon the campaign) you gain a +2 circumstance bonus to your check.

New Use: Bureaucracy. Almost as aggravating as dealing with government officials is the red-tape that is sometimes thrown in your path. Using Diplomacy can help you navigate seas of civic power. You can also solicit the help of clerks and paper pushers in completing paperwork, as well as being able to understand it, or even search through records for specific information. Generally, it takes 4 hours to dig through a sizeable load of paperwork. If you attempt to move through it quickly you suffer

DISGUISE (CHA)

Regular Use: You can alter your appearance to look like a member of another race or gender, or a specific person.

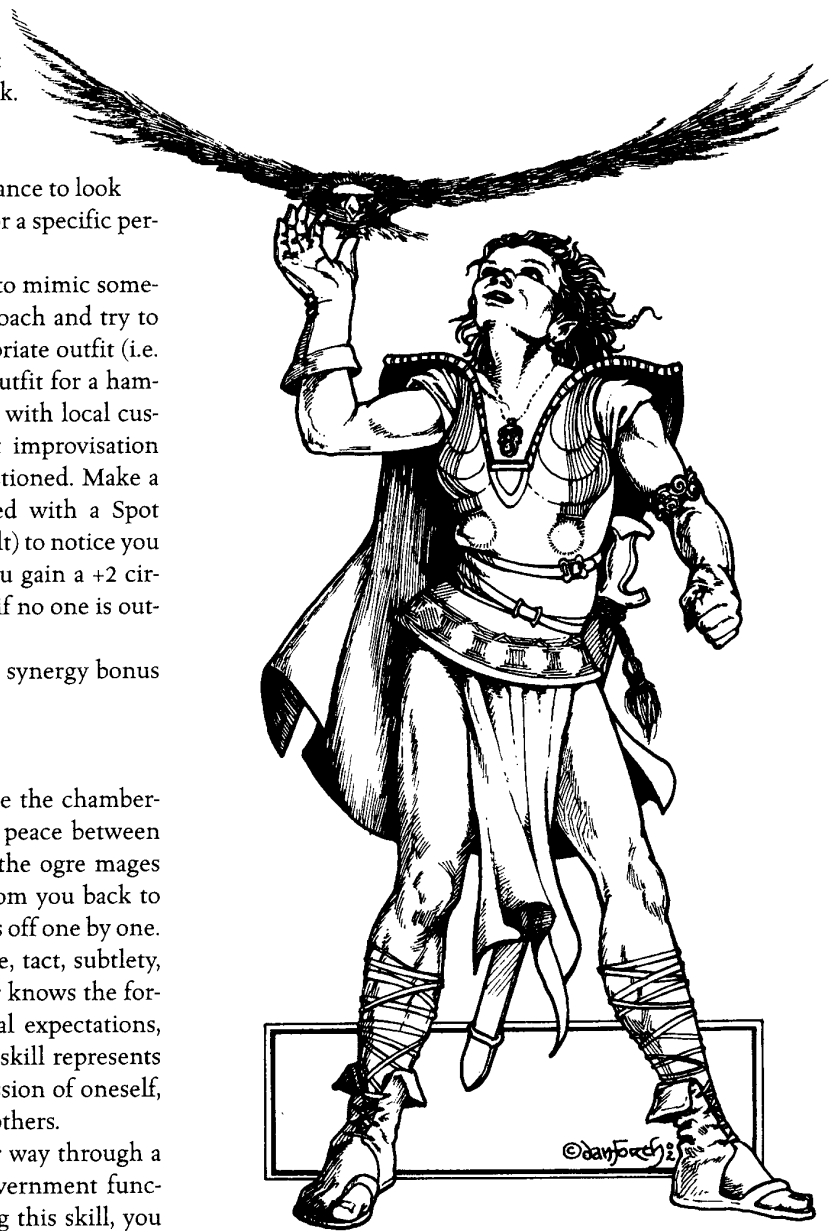
New Use: Blend In. Rather than trying to mimic someone, you take precisely the opposite approach and try to blend into the crowd. You need an appropriate outfit (i.e. royal or noble outfit for court, peasant's outfit for a hamlet, etc.), and you still need to be familiar with local customs (Knowledge (local)) or be good at improvisation (Bluff) to maintain the subterfuge if questioned. Make a Disguise check, and others must succeed with a Spot check (with a DC equal to your check result) to notice you are out of place. However, at a glance, you gain a +2 circumstance bonus to your Disguise check if no one is outright looking for you.

Special: This use of Disguise gives a +2 synergy bonus to Forgotten Face Bluff checks.

DIPLOMACY (CHA)

Normal Use: Use this skill to persuade the chamberlain to let you see the king, to negotiate peace between feuding barbarian tribes, or to convince the ogre mages that have captured you they should ransom you back to your friends instead of twisting your limbs off one by one. Diplomacy includes etiquette, social grace, tact, subtlety, and a way with words. A skilled character knows the formal and informal rules of conduct, social expectations, proper forms of address, and so on. This skill represents the ability to give others the right impression of oneself, to negotiate effectively, and to influence others.

New Use: Greasing Palms. Finding your way through a maze of incompetent or intransigent government functionaries is the stuff of nightmares. Using this skill, you



significant penalties. This use of the skill requires a Diplomacy check, with a difficulty set by the DM, but generally DC 15 or higher. If you have 5 or more ranks in Gather Information, you gain a +2 synergy bonus to Diplomacy checks involving bureaucracy.

New Use: Renegotiation. At times, circumstances render established contracts useless, forcing parties to draw up new ones. You are skilled in convincing other parties of the necessity of such renegotiations and arranging such meetings favorably. Each party makes a separate Diplomacy check or checks for each stage of the renegotiation: the initiation, duties, pay, and grounds for dismissing the contract. Each party proposes a stipulation, which the other(s) may attempt to refuse or argue a modification for, resulting in opposed checks. If a party successfully refuses any stipulations past the first of each stage, that stage of renegotiation ends. The DM assigns circumstance benefits or penalties to the stipulations as he sees fit, depending on present circumstances and the rationality of any specific demand (i.e. a cut in a week's wages from 20 gp to 10 gp might inflict a -5 circumstance penalty to the patron's check, but a mercenary volunteering such a cut would garner a +5 bonus).

Retry: Generally retries do not work. If a bribe attempt fails it can do more harm than good and a mountain of paperwork only gets bigger when you dig through it a second time. If the DM allows a retry attempt the DC should increase by at least 10 each time.

Special: A successful Bluff or Sense Motive check before any stipulation gives a competence bonus to the winner's stipulation's check, equal to the ranks of whichever skill he used.

FORGERY (INT)

Normal Use: Forge documents and papers, or discover forgeries.

New Use: Forge Signet Rings and Seals. In larger nations, and with nations at war, signet rings and seals render documents official when the leadership itself cannot personally travel about at will to inform all its subjects of such. A forged ring or seal can, therefore, seriously disrupt operations.

The primary obstacle for would-be saboteurs is that official seals and signet rings are virtually impossible to get hold of, and in most nations unlawful possession of either is grounds for treason. To further protect against forgeries, most nations have a variety of seals with subtle details, each of which is only appropriate for certain types of documents or declarations. Lastly, signet rings are almost impossible to get hold and forge copies of, with perhaps two dozen people in large kingdoms having ever set eyes on them.

Not that any of this stops the dedicated subversive.

Consult the following tables to determine how easy it is to create a forged seal or ring. Furthermore, the higher the DC, the less likely the forged document is to be recognized (add the DC of the forged seal to the DC of detecting the forgery on the item). Of course, the rarer the seal, the fewer the people that recognize it, but some rogues would call this an advantage.

TABLE 3-2: FORGING SEALS

DC	Frequency of Seal
5	Basic seal (public postings of common laws and news)
15	Common seal (private licenses for guilds and businesses, publicly-available documents)
20	Uncommon seal (messages between lesser nobles and/or officials)
25	Rare seal (messages between high nobility and/or officials)
30	Signet rings (personal messages from the highest authorities, usually containing sensitive information)

GATHER INFORMATION (CHA)

Normal Use: You are skilled at learning rumors and information about general goings-on in an area. You have good contacts, and can learn useful tidbits from them.

New Use: Background Checks. You can use this skill to learn about a person's past history, contacts, resources, and other goings-on. With a successful check, you can learn about a person's background, habits, and contacts. The DC depends upon the depth of the check.

TABLE 3-3: GATHER INFORMATION

DC	Depth
15	Common knowledge. Registered residence, usual appearance, well-known acquaintances, occupation. Ulred used to wait tables at the Leering Lion Tavern.
20	Difficult information. Daily routines, friendly contacts, recent history. Ulred quit the tavern at the suggestion of one of his friends.
25	Personal information. Close friends, family, unregistered homes. The friend was a woman named Seriah, a noted rogue.
30	Secret information. Hidden past, secret identity, secret lairs. Seriah blackmailed Ulred into leaving the tavern, as he was stealing from it.

Special: If you have 5 or more ranks in Bluff, you gain a +2 synergy bonus to make a background check, since you know the usual methods of hiding one's background.

HIDE (DEX)

Normal Use: You can approach unseen and avoid detection, using Spot as the opposed skill.

New Use: *Conceal Item.* By using your talents to stay hidden you can also conceal items in pouches or boots where people may otherwise not see them. You can conceal an item one size smaller than yourself or three items two sizes smaller than yourself, by making a single Hide check. This total is used as an opposed DC (Spot or Search check, whether active or passive) for the purposes of spotting the item. If the roll fails, your opponent has no idea an item is hidden. If they are not actively looking for it, they suffer a -2 circumstance penalty to the check.

Retry: Yes. However, you must remove the item from its hidden location and place it again somewhere on your person. One cannot keep rolling until they get a check they like, however. Each additional check suffers a cumulative -2 circumstance penalty.

INNUENDO (WIS; TRAINED ONLY)

You can give secret messages while appearing to speak about other things.

New Use: *Sign Language.* Through years of traveling together, you have developed a language that only you and your mercenary brothers understand. If both you and the subject of the sign language succeed at an Innuendo check (DC 20), a short message (less than 7 words) is sent without a single word being spoken. For every 2 points beyond 20 that both of you succeed by, an additional word is transmitted.

Sign language allows a team to be silent and still communicate to one another. Hand gestures and other commands are often implemented over time to mean entire sentences and it is up to the DM how much can be communicated with a single "common" hand gesture.

Special: The person giving the signal must write out his message first and the DM interprets the message as the recipient receives it in the case of long messages.

INTUIT DIRECTION (WIS; TRAINED ONLY)

Normal Use: Intuit direction allows you to determine true north in relation to yourself.

New Use: *Intuit Distance.* By concentrating for 1 minute, you can determine the distance between two points within your line of sight (DC 15). If the check fails, you cannot determine the distance. If you succeed, the DM tells you the distance in a reasonable unit of measure; you cannot determine the distance between two towns down to the nearest foot, but you can judge how many miles separate them.

You may determine the size and dimensions of a subterranean chamber that you cannot fully see, using echoes and telltale rock formations (DC 20).

New Use: *Intuit Depth.* By concentrating for five minutes, you can gauge your current depth beneath the earth's surface. If the check is successful (DC 20), you correctly deduce your depth. If not, you are unable to determine how far underground you have traveled.

On a roll of 1, you badly err. The DM adds or subtracts (at his option) 1d100 from the current depth and reports that as the result of your check.

The DM makes your check secretly so you don't know whether you rolled a successful result or a 1.

Retry: You may only judge the distance between any two given points once per day.

You may only gauge your depth once per day.

Special: Races born beneath the surface have a better understanding of the rock formation around them. Dwarves and the like have a +2 racial bonus to Intuit Direction checks when determining depth.

PICK POCKET (DEX)

Normal Use: You can steal small objects and money from unsuspecting passersby without getting caught. Your slight of hand allows you to produce and remove objects from nearly anywhere.

New Use: *Plant Object.* Just as you can secretly lift an object from someone's person, you can also drop a small item no larger than your hand and weighing no more than 5 lbs. On a successful check (DC 20), your victim is completely unaware that he now carries the item you placed on him. Just as picking a pocket, the opponent is allowed a Spot check to detect the attempt. On a failed check or if the Spot check exceeds the Pick Pocket check, he notices the item and realizes you tried to place it in his pocket.

Retry: No. Once you are spotted, you can't attempt to place the same item in the same pocket.

PROFESSION: DETONATOR (WIS; TRAINED ONLY)

Detonators are a catchall group of trained mercenaries who are skilled at the application and uses for dracotechnics (explosives). A group to be both feared and trusted, having detonators in your company means you have a potent force on your side who can solve many an obstacle with a bomb and tindertwig. At the same time, the items in question have been known to be unstable, and it's your group who is carrying the detonator's materials!

This skill also allows the detonator to accurately gauge fuse length. A standard DC for telling how much explosive would be appropriate is 10. Lighting an explosive for detonation is a standard DC of 10.

Check: There are two different uses for the skill: application and execution. Application involves knowing the correct amount of explosive to use in a given circumstance. Too little won't get the job done and too much

might cause more destruction than intended, perhaps harmful to the detonator and any crew nearby! The second, even more important use is execution, in which the detonator successfully lights and deploys an explosive without backlash.

Retry: Second-guessing the application use is allowed, with the standard penalty for retrying (-2). For the execution use, a successful check means the explosive is alight and ready to use, a failure means the explosive did not light and the detonator may retry with the standard penalty. A natural roll of 1 means disaster, with the unstable explosive going off early, usually with the detonator at the center of the blast.

TABLE 3-4: FAILURE RESULTS, DISASTER

1d20	Effect
1-2	Fuse fails to light and is ruined, must be replaced
3-10	Early explosion, dracotechnic goes off immediately but deals half damage
11-15	Early explosion, dracotechnic goes off immediately, dealing regular damage
16-20	Early explosion, dracotechnic goes off immediately, dealing double damage and doubling its blast radius.

SENSE MOTIVE (WIS)

Normal Use: You can tell when you are being bluffed or when a person is hiding something. You have learned how to read what people do not say.

New Use: *Job Pricing.* Your ability to read people gives you a better idea of an employer's situation, allowing you to accurately price your services. This skill also allows you to make inferences about aspects of a task that an employer might not advertise, such as danger level, expenses, or extenuating circumstances.

On a successful Sense Motive check (DC 20, 15 during stressful situations), you accurately gauge how much money the patron can spend for your services. Conversely, you can use this to hire men for less than what they are worth, if you know they are hungry for work.

Retry: No. Generally, the first impression you have of a patron's wealth sticks, preventing you from digging deeper into his pockets.

SPELLCRAFT (INT)

Normal Use: Through familiarity with magic, you can identify spells and magic effects in place or currently in effect.

New Use: *Disrupt Magic.* If someone is casting a spell during one of your actions in a combat (including held actions), you may make a Spellcraft check and an attack roll to disrupt the spell if it has a Verbal, Somatic, or Focus component (in the last case, the target drops the focus if you are successful). You must first make a Spellcraft check

to time your attack properly, (DC 10 + caster's level). If you succeed with this check and the subsequent attack roll, the caster must make a Concentration check with a DC equal to your Spellcraft check plus any damage you inflicted (if the attack hit, but inflicted no damage, the caster must still make his check to avoid distraction). If the caster is successful, he casts the spell as normal. Otherwise, the spell fails, and counts against the caster's spells per day. In order to effectively use Spellcraft in this manner, you must ready your action, waiting for the right moment to strike.

New Use: *Magical Weakness.* If you study a creature or fortification for at least 3 rounds, you can discern its weak point in relation to magic. On a successful Spellcraft check (DC 20), you gain a +2 circumstance bonus to caster level checks to beat a creature's spell resistance or to deal maximum damage in one (and only one) strike with a damage dealing spell to a fortification.

Creatures without spell resistance take full damage from non-area effect damage dealing spells (such as magic missile or shocking grasp).

WILDERNESS LORE (WIS)

Normal Use: Wilderness Lore allows you to hunt wild game and survive in the wild, avoiding hazards of the wild.

New Use: *Make Camp.* Making a proper camp is not only important to a party's survival, it is essential. Making camp allows you to rest properly before adventuring again the next day. A poorly made camp or a camp built on rocky ground may result in a tired and restless group the following day, while a well made camp protects the party from attack and the environment, allowing them to rest easier.

DC	Task
20	Find an easily defensible site. A site that is easily defensible provides a +2 circumstance bonus to Spot checks while on guard.
25	Find high ground. A site that is high ground provides an extended 5 ft. reach to everyone defending there.
25	Find a hard point site. A site that is a hard point provides a +1 circumstance bonus to AC while defending there.
20	Find good ground. A site that is good ground provides the party with a full day's rest in only 8 hours. PCs sleeping on this ground gain hit points back as if they had rested a full day. This increases to complete bed rest if the DM already utilizes this rule.
25	Find peaceful ground. A site that is peaceful ground provides good rest, allowing you and your party members to wake up refreshed and alert. For the entire next day, you gain a +1 circumstance bonus to all Listen and Spot checks so long as you slept for 8 hours.

Combining tasks is possible, but each requires a separate Wilderness Lore check and the DC increases by 5 for each subsequent addition. For instance, finding a hard point that is also high ground requires two Wilderness Lore checks. The first roll for the hard point is DC 25 and the second to find a hard point that is also high ground is a DC 30 (25 + 5). If you also sought ground that is peaceful, a third roll would be necessary at DC 35 (30 + 5 + 5).

On a natural roll of a 1, you have made camp on rocky or uneven ground. As a result, the party's sleep is restless. For the entire next day, everyone suffers a -2 circumstance penalty to all Listen, Spot, and Search checks and your attack rolls suffer a -1 morale penalty.

New Use: Mimic. You can reproduce animal sounds that you have heard, such as an owlbear's growling, a wolf's howl, or a bird's song. You accomplish this with your natural voice and training.

You can trick others into believing that they have heard whatever creature you choose to mimic. You must hear the sound you want to mimic and spend at least a day practicing to master it. Attempting to mimic a creature causes a -5 circumstance penalty to your check. You may not attempt to mimic creatures you have never heard before. Anyone hearing your mimicked call must make an opposed Listen check to detect it as false. If the Listen check does not beat your Wilderness Lore check, they believe they heard the creature you chose to mimic.

Retry: Retries to mimic a sound do not often work. Once a target has determined they are not hearing a real creature, any more attempts of that particular creature fail automatically against him, and all other attempts suffer a -2 penalty.

Special: These DCs do not reflect searching for a campsite at night, which suffers standard penalties for poor lighting.

A druid, guerrilla, hunter, mercenary ranger, ranger, or scout gains a +2 synergy bonus to make camp.

If you have 5 or more ranks in Animal Empathy you gain a +2 synergy bonus to Wilderness Lore checks to mimic a sound.

STEALTH

Crouching just 20 ft. away from the campfire, the mercenary unit's elven scout T'Reth watched the barbarians eat, laugh quietly and drink. Here was the target of his unit, a band of hirelings themselves who meant to cause unrest in the kingdom's borderlands. He noted their weapons, drunken state, and numbers. This would be easy pickings for his well-trained band. He turned to rise from his position, only to wince he stepped on a brittle twig. The barbarians seemed to rise as one, grabbing torchlights from their fire. T'Reth's eyes were dazed as the darkness around him suddenly vanished!

The concept of Stealth can be summed up by the skills Hide and Move Silent from the Core Rulebook. In an exciting sneaky scene before combat, it's rarely handy or even desirable to ask for a series of different die rolls. The process of asking for both Hide and Move Silent checks from the player while computing for, then rolling, opposing Spot and Listen checks and then comparing them can take an otherwise quick-moving scene and turn it into a numbers exercise.

Hide or Move Silent

Frequently, it's only necessary to use one skill or the other during the game, not both. If a group of mercenaries is trying to infiltrate a banquet hall during a rowdy dinner, there is a lot of background noise. It is perfectly logical for the DM to call for only a Hide check against the guards' Spot checks, as even a small noise by the culprits is likely to be ignored. Likewise, in a room of almost complete darkness, or in a wooded area with lots of foliage it's pretty easy to hide, but a tiny noise could easily give someone's position away.

Examples of when Hide only is appropriate:

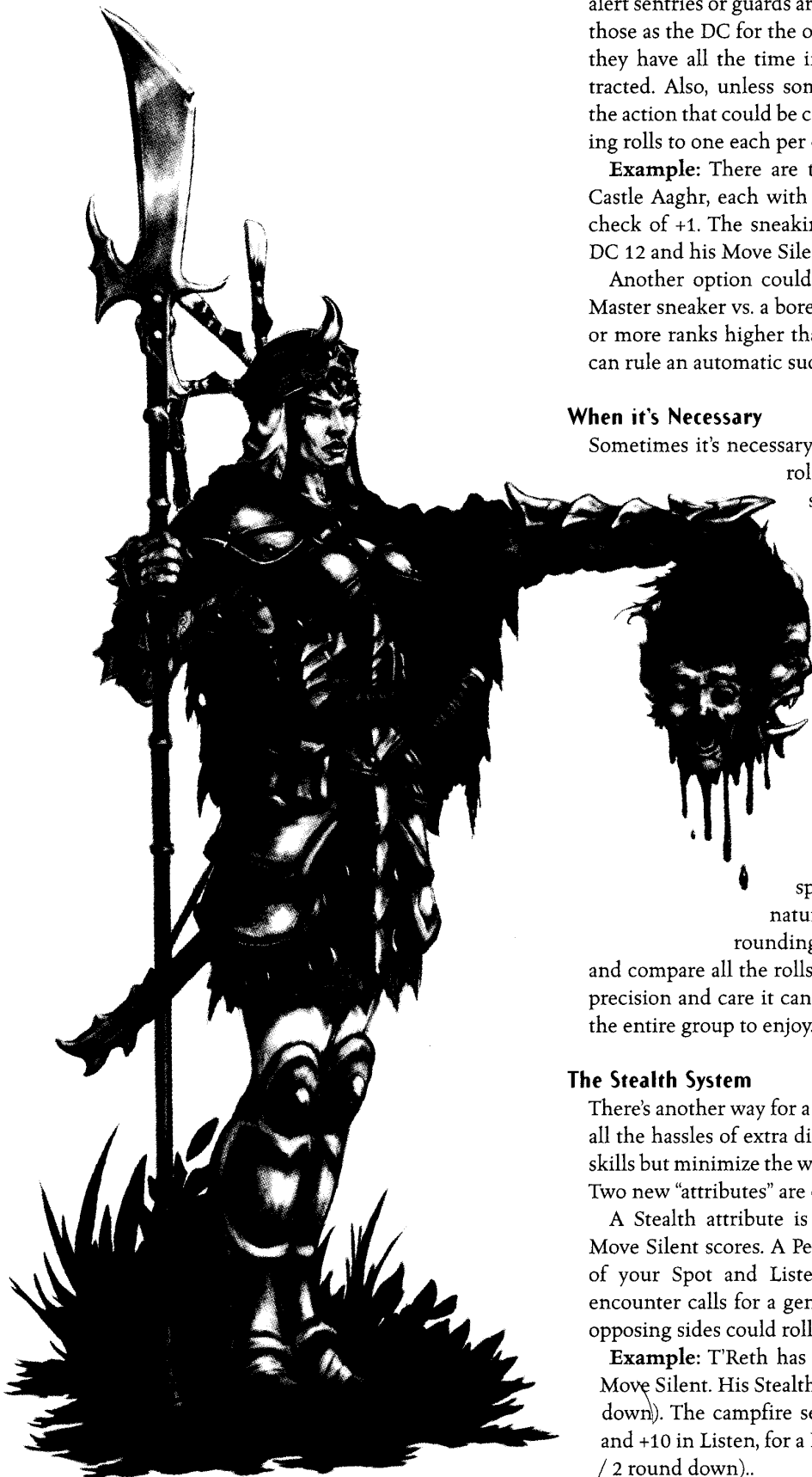
- When sneaking into a large celebration or gathering.
- Trying to sneak around an area where melee combat is raging.
- Attempting to infiltrate a position when you have the silence spell cast on you or a sentry has the silence spell cast on him.
- Sneaking up on someone completely underwater not native to the environment.
- A loud distraction passing by the guarded area (usually set up by the stealthy one's friends, like a group laughing loudly, drinking and stomping about).

Examples of when Move Silent only is appropriate:

- When maneuvering around a maze when there is no clear line of sight (providing nine-tenths or greater concealment or Total cover).
- When the guards are standing in torchlight without darkvision or nightvision, and you are outside the range of the light.
- Sneaking up on someone sleeping.
- Sneaking up on a guard from behind.
- A visual distraction is keeping the guards eyes transfixed to a single area (like when the stealthy one's partner does a gypsy belly dance for the guards).
- An invisible creature may be required to Move Silently, but rarely needs to hide.

Quick and Dirty Stealth

Situations often arise when both skills seem appropriate. To avoid unnecessary die rolling, quickly scan the Spot and Listen checks of the guards and assume that average,



alert sentries or guards are taking 10 on their duty, and set those as the DC for the one doing the sneaking. After all, they have all the time in the world, and are rarely distracted. Also, unless something drastic happens during the action that could be cause for a re-roll, limit the sneaking rolls to one each per encounter.

Example: There are two guards at the front gate to Castle Aaghr, each with a Spot check of +2 and a listen check of +1. The sneaking character's Hide must beat a DC 12 and his Move Silent must beat a DC 11.

Another option could be to compare the scores of a Master sneaker vs. a bored or lax guard. If one score is 10 or more ranks higher than the opposition, then the DM can rule an automatic success with no die rolling at all.

When it's Necessary

Sometimes it's necessary or even fun to compute all the rolls. After all, characters take these skills for a reason and they want a chance to use them. When circumstance renders one of the skills unnecessary (like in a few of the above situations), a sneaky character may wish to show off his skills anyway, relishing the challenge. It's also simply not prudent to have the Imperial High Guards simply taking 10 on their watch, or assuming that the great dragon sleeping 'soundly' doesn't get a spot check based off of the supernatural affinity he has to his surroundings! In this case it's fine to call for and compare all the rolls. Spaced out and described with precision and care it can even be a great scene-setter for the entire group to enjoy.

The Stealth System

There's another way for a detailed game to be run without all the hassles of extra die rolls, creating a way to use the skills but minimize the work, keeping it quick and simple. Two new "attributes" are created: Stealth and Perception.

A Stealth attribute is the average of your Hide and Move Silent scores. A Perception attribute is the average of your Spot and Listen scores. Each time a sneaky encounter calls for a general use of all skills in play, the opposing sides could roll their scores and compare.

Example: T'Reth has scores of +7 in Hide and +4 in Move Silent. His Stealth attribute is +5 (7 + 4 / 2 rounded down). The campfire sentinel has scores of +6 in Spot and +10 in Listen, for a Perception attribute of +8 (6 + 10 / 2 round down)..



Chapter 4:
Feats

FEAT DESCRIPTIONS

Feats marked with an asterisk (*) are reprinted and corrected from Dungeons.

ALL OR NOTHING [GENERAL]

You can sacrifice your own safety, and throw yourself into an all-out, last ditch melee attack.

Prerequisites: Base attack bonus +4 or higher.

Benefit: Whenever you make a full attack, you can make it an all or nothing attack. You receive an additional melee strike at your highest base attack bonus. However, you lose one full action on your next initiative turn, and suffer a -4 circumstance penalty to AC until you are able to perform another action.

AMBUSH [GENERAL]

You know how to set ambushes for greatest effect.

Prerequisites: Wis 13+, base attack bonus +4 or higher.

Benefit: When setting an ambush, you receive a +4 circumstance bonus to your Initiative check, and also in determining awareness to see if the enemy perceives you. The bonus applies to Hide or Move Silently rolls, or whatever the DM deems appropriate in the situation.

AMPHIBIOUS ASSAULT [GENERAL]

You are well trained in amphibious fighting, not only in the water, but on boats and ships as well.

Benefit: When making any attack while in water deeper than your thighs, or when fighting aboard a boat or other seagoing vessel, you ignore any circumstance penalties for fighting on uneven terrain.

ARMOR FOCUS (HEAVY) [GENERAL, FIGHTER]

You have trained for hours in armor, learning to bend where it bends.

Prerequisites: Armor Proficiency (heavy).

Benefit: You gain a +1 dodge bonus to AC while wearing light armor. In addition, the armor check penalty for heavy armor is reduced by one, to no less than zero. A -6 armor check penalty becomes a -5.

ARMOR FOCUS (LIGHT) [GENERAL, FIGHTER]

You have trained for hours in armor, learning to bend where it bends.

Prerequisites: Armor Proficiency (light).

Benefit: You gain a +1 dodge bonus to AC while wearing light armor. In addition, the armor check penalty for light armor is reduced by one, to no less than zero. A -2 armor check penalty becomes a -1.

ARMOR FOCUS (MEDIUM) [GENERAL, FIGHTER]

You have trained for hours in armor, learning to bend where it bends.

Prerequisites: Armor Proficiency (medium).

Benefit: You gain a +1 dodge bonus to AC while wearing medium armor. In addition, the armor check penalty for medium armor is reduced by one, to no less than zero. A -4 armor check penalty becomes a -3.

ASSAULT FORMATION [GENERAL]

You have learned how to fight alongside your comrades in close combat, taking advantage of special formations. You form the point, and you can lead your comrades into battle with a particularly effective charge.

Prerequisites: Base attack bonus +4, Power Attack, Improved Bull Rush.

Benefit: To use this feat, you must form a wedge-shaped formation with at least two other characters, with yourself at the point of the wedge. When using a 5 ft. grid map, each of the characters adjacent to you must stand 5 ft. behind you to either side. Other characters may form up to the left or right of those and 5 ft. behind, so that your formation is an inverted "V". Each character must charge in the same round, and the charge must begin with your initiative turn. To make a simultaneous charge, each character in the formation must either delay or ready his action such that you charge first, followed by the characters immediately to your left or right (your choice which one), followed by the characters on their left or right, and so on. In the first turn of combat, every character in the formation receives a +2 circumstance bonus to their attack rolls and their AC, no character in the formation can be considered flanked, and they do not provoke attacks of opportunity by moving into an enemy's reach. After each character in the formation completes his attack, he may attempt to push his target back 5 ft., as per an Improved Bull Rush.

ASTONISHING REFLEXES [GENERAL]

Your reflexes are almost beyond belief.

Prerequisites: Lightning Reflexes.

Benefit: You get a +2 bonus to all Reflex saving throws. This feat stacks with Lightning Reflexes.

ATTUNEMENT [GENERAL]

It is sometimes necessary for mercenaries to keep their skills hidden. Spellcasters in harmony with the natural order of things are more difficult to detect.

Prerequisites: Spellcaster level 3rd+, Wis 13+.

Benefit: Your spells are more subtle, your colors a little more dull, and your explosions quieter. Because of the natural resonance of your magic, it is more difficult to notice against the ambient natural background of the world. Anybody attempting to target a spell you have cast with detect magic must succeed at a Spellcraft (DC 15 + 2x your caster level) check, or detect nothing.

BATTLE CRY [GENERAL]

You know how to inspire your comrades in battle.

Prerequisites: Cha 13+, base attack bonus +4 or higher.

Benefit: As a free action, you can voice a thunderous battle cry. It affects all allies within 50 ft. You and your allies gain a +1 morale bonus to all attack rolls and to all saves against fear effects for 1d6 rounds. You can perform this feat a number of times per day equal to 1+ your Charisma modifier (if positive).

Special: Battle Cry cannot be used in conjunction with any bard special ability or any spells requiring a somatic component.

BLIND CASTING [GENERAL]*

You are adept at casting spells against unseen opponents. Specialized training has taught you how to target spells using non-visual cues.

Prerequisites: Blind-Fight.

Benefit: When casting a spell that requires an attack roll, every time you miss because of concealment you can reroll your miss chance percentile roll once to see if you hit. The target of the spell must be within 15 ft. of you. If the target is further away than that, you do not get the chance to reroll your miss chance.

BLOOD FRENZY [GENERAL]

You have learned to channel your battle rage.

Prerequisites: Base attack bonus +8 or higher, Blood Lust.

Benefit: You can choose to initiate Blood Frenzy at any time during combat. You temporarily gain a +2 natural armor bonus to AC and damage reduction 2/- for a number of rounds equal to 3 + your Constitution modifier. At the end of the Blood Frenzy you suffer 1d8 points of damage as a result of heavy fighting and you are considered fatigued. Blood Frenzy and Blood Lust may be entered at the same time.

Entering a Blood Frenzy is a free action.

BLOOD LUST [GENERAL]

You have learned that the thrill of combat is a real, palpable, physical thing, and you know how to channel that rush into fighting strength.

Prerequisites: Base attack bonus +4 or higher, Iron Will, Toughness.

Benefit: You can enter a Blood Lust a number of times per day equal to 1+ your Charisma modifier (if positive). You temporarily gain +2 Strength, +2 Constitution, and a +1 morale bonus on Will saves, but you suffer a -1 penalty to AC and lose your Dexterity modifier for the duration of the Blood Lust. The increase in Constitution increases your hit points by 1 point per level, but these hit points go away at the end of the Blood Lust, when the Constitution score drops back to normal.

While Blood Lusting, you cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells. You can use any other feat you have except Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration). The frenzy lasts for a number of rounds equal to 3 + your newly improved Constitution modifier. You cannot end the Blood Lust voluntarily.

Entering a Blood Lust is a free action.

BODY TACKLE [GENERAL]

You know how to throw yourself at the feet of an enemy in an attempt to knock him off his feet.

Prerequisites: Dex 13+, Power Attack.

Benefit: When making a trip attack, you gain a +4 competence bonus to the melee touch attack roll and to your opposed Strength check. When the attempt is resolved, whether or not you are successful, you end up within 5 ft. of the target, and you may choose any facing you wish. If you fail, the defender may not try to trip you.

Normal: Characters without this feat gain no bonus to trip attack rolls and are subject to being tripped by the defender if the attempt fails.

BREAK CHARGE [GENERAL]

You know how to set yourself against a charging enemy and attack them before they can hurt you.

Prerequisites: Base attack bonus +4 or higher.

Benefit: When attacked by a charging enemy, you may take an attack of opportunity against the charging enemy with a +1 competence bonus to your attack roll. In addition you gain a +1 circumstance bonus to your AC against the charging enemy.

If you are using a weapon that can be set against a charge, such as a trident or shortspear, you no longer need a ready action to use it, and you can use it while taking the attack of opportunity. Using this type of weapon, you deal double damage against a charging enemy.

Normal: Without this feat, you must use a ready action to set your weapon against a charge, and you do not get an attack of opportunity.

Special: This ability can only be used against one enemy per round.

CHOKES HOLD [GENERAL]

You know how to grapple an opponent and choke him into submission.

Prerequisites: Base attack bonus +4 or higher, Improved Unarmed Strike.

Benefit: When attempting to subject an enemy to a choke hold, you must grab and hold the enemy as normal, but you gain a +2 competence bonus to the grapple check. You are not subject to the -4 penalty on your grapple check for attempting to deal normal damage. You inflict double damage, and the damage can be either normal or subdual damage, at your option.

Normal: Without this feat, you do not inflict double damage in a grapple, and the damage you inflict is subdual damage.

CONTINUE THE FIGHT [GENERAL]

Your strength of will allows you to accomplish things beyond the strength of normal people.

Prerequisites: Iron Will.

Benefit: By expending 1 hit point, you gain an additional partial action for one round. This action must be taken directly after your standard action, on your initiative. Note that you gain no additional move before or after this action, nor can you use it to begin or continue a full-round or previous partial action. It must be a single, isolated partial action directly following your normal one. You cannot use this ability if stunned or immobilized.

No more than one partial action may be taken in a round, but this ability can be used in a surprise round so long as you can normally act in that round.

CONTORTIONIST* [GENERAL]

Through practice, you have developed improved flexibility in all of your limbs.

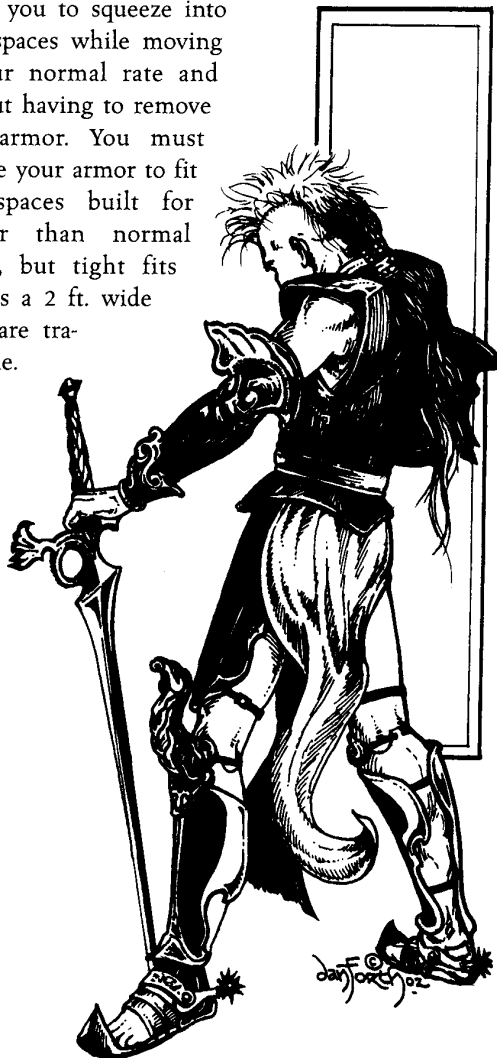
Prerequisites: Dex 13+.

Benefit: You can attempt to squeeze yourself into a passageway meant for creatures one size rank lower than you.

Normal: Passageways built for Small creatures are usually too confining for Medium-size characters.

Special: Using this feat

allows you to squeeze into tight spaces while moving at your normal rate and without having to remove your armor. You must remove your armor to fit into spaces built for smaller than normal spaces, but tight fits such as a 2 ft. wide crack are traversable.



CONTROLLED BREATHING [GENERAL]*

You can hold your breath for much longer than most members of your race.

Benefit: You receive a +4 bonus on Constitution checks to avoid taking damage from suffocation, smoke inhalation, or drowning. You receive a +2 bonus when making a Fortitude save against gas attacks.

In addition, because your breath is controlled and focused, you make less sound when trying to remain hidden. You gain a +2 competence bonus to all Hide and Move Silently checks at night or in rural areas where there is little or no ambient noise.

DEAD EYE [GENERAL]

You are a master with ranged weapons, able to take an extra moment of time to maximize the effect of your ranged attack by exploiting chinks in armor or vital areas. Prerequisites: Base attack bonus +6 or higher, Weapon Focus (ranged weapon).

Benefit: When using a ranged weapon which you have as a Weapon Focus, you may sacrifice your second attack to increase the possible damage of the first. You make a single attack roll with bonuses equal to your highest bonuses, losing the second attack roll. If your attack hits, you automatically score a critical.

Special: If you have four attacks per round, you can perform this feat twice per round.

DEFENSIVE STANCE [GENERAL]

You know how to become an unshakeable pillar of defense, gaining phenomenal strength and defensive ability.

Prerequisites: Base attack bonus +6 or higher, Endurance, Iron Will.

Benefit: When entering a Defensive Stance, you anchor yourself to a single spot. So long as you do not move, the benefits of this feat continue unhindered. While in a Defensive Stance you gain +2 Strength, +2 Constitution, +2 resistance bonus on all saves, and +2 dodge bonus to AC. The increase in Constitution increases your hit points by 1 point per level, but these hit points go away at the end of the defensive stance, when the Constitution score drops back to normal. While in the defensive stance, you cannot use skills or abilities that require you to shift your position, such as Move Silently or Jump.

The defensive stance lasts for a number of rounds equal to 3 + your newly improved Constitution modifier. Entering a Defensive Stance is a free action.

DEVOTED DEFENSE [GENERAL]

You know how to defend yourself at all costs.

Prerequisites: Dodge.

Benefit: When you take the total defense option, you gain a +8 Dodge bonus to AC.

Normal: Characters without this ability gain a +4 Dodge bonus to AC when they take the total defense option in combat.

Special: If a condition exists that you lose your Dexterity bonus to AC (if any), you lose the benefit of this ability.

DISLOCATION [GENERAL]

You are a master of joint locks and nerve strikes that can disable an enemy's limb.

Prerequisites: Dex 13+, Expertise, Improved Unarmed Strike.

Benefit: You can attempt to temporarily disable an opponent's limb by making an attack roll with a -2 circumstance penalty. You provoke an attack of opportunity when using this feat. If your attack is successful, you inflict only half damage. However, your opponent must make a Reflex save (DC 10 + your level), or you disable the arm of your choice. The victim cannot effectively use that limb in combat. The victim is still able to hold a weapon or a shield, but is unable to use it; he no longer gains an AC bonus from the shield. If you subsequently attempt to disarm your opponent, you gain a +4 circumstance bonus to your opposed attack roll.

This effect lasts for a number of hours equal to 1 + your Strength modifier (if positive). It can also be ended with a successful Heal check (DC 10 + damage dealt to limb).

Special: This feat does not affect creatures that do not use arms to hold weapons or to attack. It also does not work on tentacles or on any type of non-jointed arm. It does not affect creatures that are immune to critical hits.

EAGLE CLAW STRIKE [GENERAL]

You can stun your enemy with a single precise blow to a nerve center.

Prerequisites: Dex 13+, Improved Unarmed Strike, base attack bonus +3 or higher.

Benefit: Declare that you are using the feat before you make your attack roll (thus, a missed attack roll ruins the attempt). It causes a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your level + Wis modifier), in addition to dealing normal damage. If the defender fails his saving throw, he is considered flat footed for 1 round, losing his Dexterity bonus (if any) to Armor Class. You may attempt an eagle claw strike once per day for every four levels you have attained, and no more than once per round.

FEATS

EXAGGERATE SPELL [METAMAGIC]

Your spells are louder, bigger, and above all, more damaging.

Benefit: All variable, numeric effects of an exaggerated spell are increased by 3 points per die. An exaggerated spell deals 3 extra points of damage, heals two extra damage, or targets 3 additional subjects. For example, an exaggerated shocking grasp deals 1d8+6 when cast by a 3rd level spell caster. Saving throws and opposed rolls, such as those made when casting dispel magic, are not affected. Spells without random variables are not affected either. An exaggerated spell uses up a spell slot two levels higher than the spell's actual level.

EXPERT AIM [GENERAL, FIGHTER]

Years of practice have honed your skills with ranged weapons. You may attack with exacting precision.

Prerequisites: Precise Shot, base attack bonus +4 or higher.

Benefit: If you take the Full Attack action when using a device missile weapon (e.g. bow, crossbow), you may choose to make a single attack with a range of 30 ft. or less using your Expert Aim. While you normally apply your Dexterity bonus only to attack, in this case you also apply your Dexterity bonus to damage (in addition to any other applicable modifiers).

This feat is ineffective against creatures immune to critical hits (e.g. constructs, elementals, oozes, plants and undead).

Normal: Your Dexterity bonus applies only to your attack roll.

EXTRA SPELL [GENERAL]

Your meditation and study have advanced your mind to such a degree, you that you can learn more magic.

Prerequisites: Int 13+, Wis 13+, Wizard level 3rd+.

Benefit: You can prepare one (and only one) extra spell of any level you can currently cast.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, you may prepare an additional spell per day, however, never more than one spell of the same level. A 9th level wizard, with Extra Spell × 3, could prepare an extra 5th, 4th, and 3rd level spell, but not 3 5th or 2 5th and a 4th.

FERVENT [GENERAL]

You do not fall easily from simple wounds.

Prerequisites: Con 13+, Toughness.

Benefits: You are not considered dead until your current hit point total falls a number of points below 0, equal to your Constitution score. A character with a Constitution of 16, for instance, is not considered dead until his hit points fall to -16, not -10.

Normal: When a character's current hit points drop to -10 or lower, he's dead.

FIELD MEDIC [GENERAL]

You are experienced in healing battlefield trauma, so you know how to patch up injuries in combat.

Prerequisites: Wisdom 13+, 5+ ranks of Heal.

Benefit: When making a Heal check to administer first aid, if you successfully stabilize the target, his hit points are temporarily increased to 0. The hit points gained from this feat go away after a number of rounds equal to your ranks of Heal skill, but if his hit points are below 0 and he does not die, he is considered stabilized.

Furthermore, you gain a +5 competence bonus to Heal checks involving first aid.

Normal: Characters who attempt first aid without knowing this feat do not increase the target's hit points.

FIERCE [GENERAL]

You are exceedingly difficult to kill.

Prerequisites: Con 15+, Fervent.

Benefit: Whenever you are reduced to enough hit points that would result in your death, or you are affected by a spell that causes instant death, you are allowed a Fortitude Save (DC 10 + spell level or number of hit points lost) to survive. If the save is successful, you re reduced to -9 hit points, stabilized, and appear dead. After one hour, you begin healing normally.

FISTS OF FURY [GENERAL]

You are capable of creating a dazzling fury of hand to hand blows from fists, elbows, knees, and feet.

Prerequisites: Dex 13+, Improved Unarmed Strike, Weapon Finesse (unarmed strike).

Benefit: If you deal a creature enough damage from an unarmed strike to make it drop (typically by dropping it to below 0 hit points, killing it, etc.) you get to make an immediate extra melee attack against another creature in the immediate vicinity. You can take a 5-foot step before making this attack. You can use this ability only once per round.

This ability is ineffective against creature immune to critical hits.

FISTS OF THUNDER [GENERAL]

Your fists can lay a swath of death and destruction around you.

Prerequisites: Dex 13+, Fists of Fury.

Benefit: As Fists of Fury, except that you have no limit to the number of times you can use it per round, however you may only take one 5 ft. step per round.

GRACE UNDER PRESSURE [GENERAL]

You have very strong control over your emotions and are difficult to panic or confuse. You can remain calm in the face of grave danger and are resistant to spells and magical effects that cause panic or confusion.

Benefit: You receive a +2 bonus to resist magical fear and confusion. Note that this bonus also increases the DC of any attempts to Intimidate you.

HARDY [GENERAL]*

You are much more resistant to extreme temperatures.

Benefit: You receive a +4 bonus to Fortitude saves made to resist subdual damage from exposure to very hot (over 90° F) or very cold (below 40° F) environments.

Special: You must choose whether you receive the bonus against hot or cold weather when you take this feat. You may take this feat more than once in order to gain a bonus against both hot and cold conditions.

HARMONY [GENERAL]

You are a pillar of calm in the stormy world around you. You can project your calm to those around you.

Prerequisites: Wis 15+, Cha 13+, Iron Will.

Benefit: Your presence calms angry or frightened creatures. You cannot control them, but you can stop raging creatures from fighting. By concentrating as a full round action (which draws an attack of opportunity), you may try to calm the emotions of those around you. All creatures within 30 ft. of you must make a Will save (DC 10 + your level) the round after you begin meditating. Failure means the subject is calmed.

Calm creatures cannot Rage (Blood Lust, Blood Frenzy, etc.). Those engaged in such activity already have their remaining duration cut in half (round down). Other creatures cannot take violent actions (although they can defend themselves) or do anything destructive, except protect themselves (total defense, etc.).

Aggressive action against the affected creatures immediately ends the calming effect on them. This effect also suppresses the effects of confusion, emotion, and fear. This effect lasts for as long as you concentrate, up to a number of rounds equal to 1 + your Wisdom modifier.

You may use this feat once per day for every four levels you have attained, and no more than once per round.

Special: Note that this feat is similar to the spell *calm emotions*, but is not considered a spell effect. Furthermore, it has no effect on positive emotions, such as a bard's ability to inspire courage, or the spell *bless*.

HEAVY INFANTRY TRAINING [GENERAL, FIGHTER]

You can don and remove armor faster than normal.

Prerequisites: Armor Proficiency in the armor being worn or removed.

Benefit: You can don, don hastily and remove armor in half the time listed on table 7-6 of the PHB (rounding fractions up).

HOLISTIC MEDICINE [GENERAL]

By examining all of the aspects of a patient, you gain a better understanding of how to heal them.

Prerequisites: Field Medic

Benefit: By taking a full-round action to thoroughly examine a patient, you gain a +10 circumstance bonus to any Heal check. In addition, so long as you spend 2 hours a day looking after a patient, he doubles his rate of healing for that day.

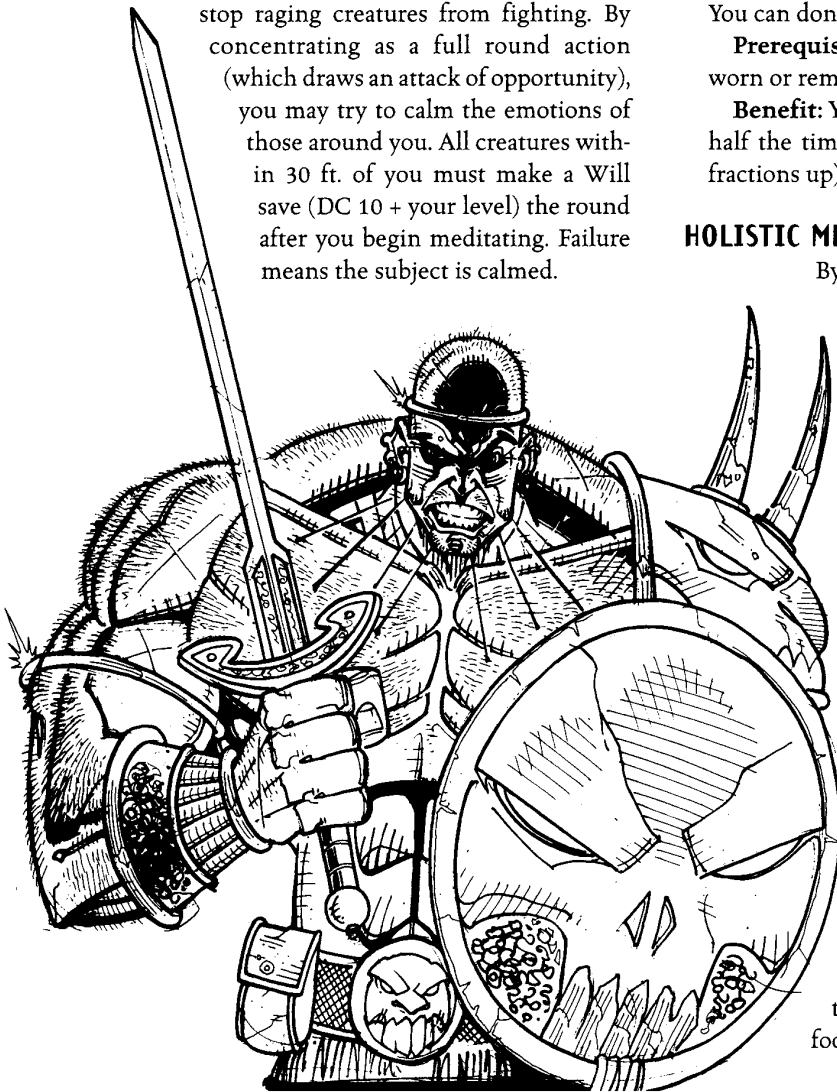
Normal: With rest a character regains 1 hit point per level each day. With complete bed rest the character regains 1-1/2 times this number each day.

IMPROVED ALERTNESS [GENERAL]*

Your senses are so well honed that you are able to react to events slightly sooner than others, making it very difficult to catch you with your guard down.

Prerequisites: Alertness.

Benefit: You retain your Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.



FEATS

IMPROVED ENDURANCE [GENERAL]*

You are capable of going longer than normal without food and water. Through sheer force of will you can resist the ravages of exposure, dehydration and malnutrition.

Benefit: You need half the food and water of a normal member of your race.

Special: You can gain this Feat multiple times. Each time, cut the amount of food and water required in half again.

IMPROVED RANGED SNEAK ATTACK [GENERAL]

You can make a ranged sneak attack at a target more than 30 ft. away.

Prerequisites: Far Shot, ability to sneak attack (this includes ambush and surprise attacks).

Benefit: When you use a ranged weapon to perform a sneak attack, the maximum allowable range is increased from 30 ft. to 60 ft.

IMPROVED SNEAK ATTACK [GENERAL]

You can make exceptionally precise and lethal sneak attacks.

Prerequisites: Base attack bonus +2 or higher, ability to sneak attack (includes ambush and surprise attacks).

Benefit: Your bonus damage for sneak attacks increases by one die type. If your sneak attack damage is d4s, it now increases to d6s; d6s increase to d8s, and so on.

IMPROVISED WEAPON [GENERAL, FIGHTER]

Sometimes a merc must make do with what he has. Anything you find can be used as a weapon. In a tavern brawl, you are certain to use a chair, mug, or table as effectively as a gladiator wields a sword.

Prerequisites: Int 13+, Base Attack 1+.

Benefit: You can turn nearly any object into a weapon, picking up a broken mug or a wagon wheel and dealing damage with it. If you are ever caught without a weapon, something will surely take its place.

You can therefore take anything (even another weapon) and use it as a club or spear or sword. You need not know how to normally use the weapon, but the weapon's damage changes to the chart below when used as an improvised weapon. For instance, a rogue, unskilled with an axe, wields a battle axe as an improvised weapon and deals 1d6 damage with it without an attack roll penalty.

The size of the weapon is relative. A good rule of thumb is:

TABLE 4-1: IMPROVISED WEAPON SIZES

Item	Size
Mug	Tiny
Chair leg	Small
Barstool	Medium
Wagon Wheel	Large
Broken Door	Huge

Once you know the size of the item in question, use the following information for damage. All improvised weapons have a critical range of 20, × 2. Improvised weapons do not reach beyond your normal attack range. Tiny and Small improvised weapons can be thrown but at a -2 and -4 circumstance penalty respectively.

TABLE 4-2: IMPROVISED WEAPON DAMAGE

Size	Damage
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	1d10

Improvised weapons deal bludgeoning, slashing, or piercing damage based on the item in question. A broken chair leg deals bludgeoning damage, while a splintered chair leg deals piercing damage. Any normal weapon that is used as an improvised weapon deals the damage it would normally deal.

Special: Because you are not technically skilled at fighting with an improvised weapon, you cannot Weapon Focus or Specialize with an improvised weapon. If the DM approves it, you could take Weapon Focus (beer mug), but this is highly discouraged.

INCREDIBLE FORTITUDE [GENERAL]

You have are a tougher than tough.

Prerequisites: Great Fortitude.

Benefit: You gain a +3 bonus to all Fortitude saving throws. This feat stacks with Great Fortitude.

INSPIRE LOYALTY [GENERAL]

Your noble bearing and honest demeanor inspire people to trust you, and validate your own trust in them.

Prerequisites: Leadership.

Benefit: People are less likely to betray you or your cause, even if compelled to do so. In any case where they might be tempted (magically or not) to betray your interests, they receive a +4 morale bonus on saving throws. Furthermore, you gain a +4 competence bonus to Diplomacy checks when convincing someone of the rightness and validity of your own interests.

INSTRUCTOR [GENERAL]

You are the one others turn to.

Prerequisites: Wis 13+.

Benefit: You may aid others in their actions, by providing insight and advice when it matters most. A number of times per day equal to 1 + your Wisdom bonus (if any), you may spend a full round action to aid another with a skill check. The subject gains an insight bonus equal to your Wisdom modifier to that Skill check.

MIND BLANK [GENERAL]

You are able to empty your mind of all sentient thought, making it much more difficult for it to be influenced or affected by persuasion, magical or otherwise.

Benefit: As a full round action, you may blank out your mind of all thoughts, at which point you receive a +6 competence bonus on all Will saves against magical mind-control, hypnosis, and all other mind-affecting magic. Mind blank lasts for a number of round equal to 1+ your Wisdom modifier.

KNOWLEDGEABLE [GENERAL]*

You have acquired a basic understanding of a wide variety of topics during the course of your studies. While your knowledge is very broad, it is not particularly deep in areas that you have not made a conscious effort to study.

Prerequisites: Int 13+.

Benefit: You may make any Knowledge skill rolls as untrained Intelligence checks. However, the DC of the check is increased by 5 for all areas of knowledge. At the DM's option, the DC for an obscure area may be increased by 10 or more.

Special: You gain a +2 synergy bonus to Knowledge (arcana) checks.

LIGHT SLEEPER [GENERAL]*

The slightest noise rouses you awake. It is very difficult to sneak up on you while you sleep.

Benefit: While sleeping, you are allowed to make a Listen check as if you were awake. If you succeed at the check, you automatically wake up. However, you must make a second Listen check to determine what caused you to wake. While you know that some noise woke you up, you do not initially know the source or nature of the noise after waking up.

In addition, you are alert and ready to fight 1 round quicker than most.

LINGUIST [GENERAL]

You are familiar with the intricacies of languages, learning them quickly.

Prerequisites: Int 13+.

Benefits: You gain your Intelligence modifier as a competence bonus when deciphering new languages, whether written or spoken. You gain this bonus in addition to any other Intelligence bonus that might apply. In addition, you learn two languages for every skill point you spend on the Speak Language skill.

Normal: Characters learning new languages must spend a skill point to learn one new language, gaining no other benefits.

MENTAL COMBATANT [GENERAL, FIGHTER]

You look for weaknesses in your opponent's fighting style, helping you to stay away from his weapon.

Prerequisites: Int 13+, Combat Reflexes.

Benefit: During your action, you designate an opponent and receive a dodge bonus to Armor Class equal to your Intelligence modifier against all attacks from that opponent.

Special: Any condition that causes you to lose your Dexterity bonus to Armor Class also makes you lose dodge bonuses. Dodge bonuses stack with each other.

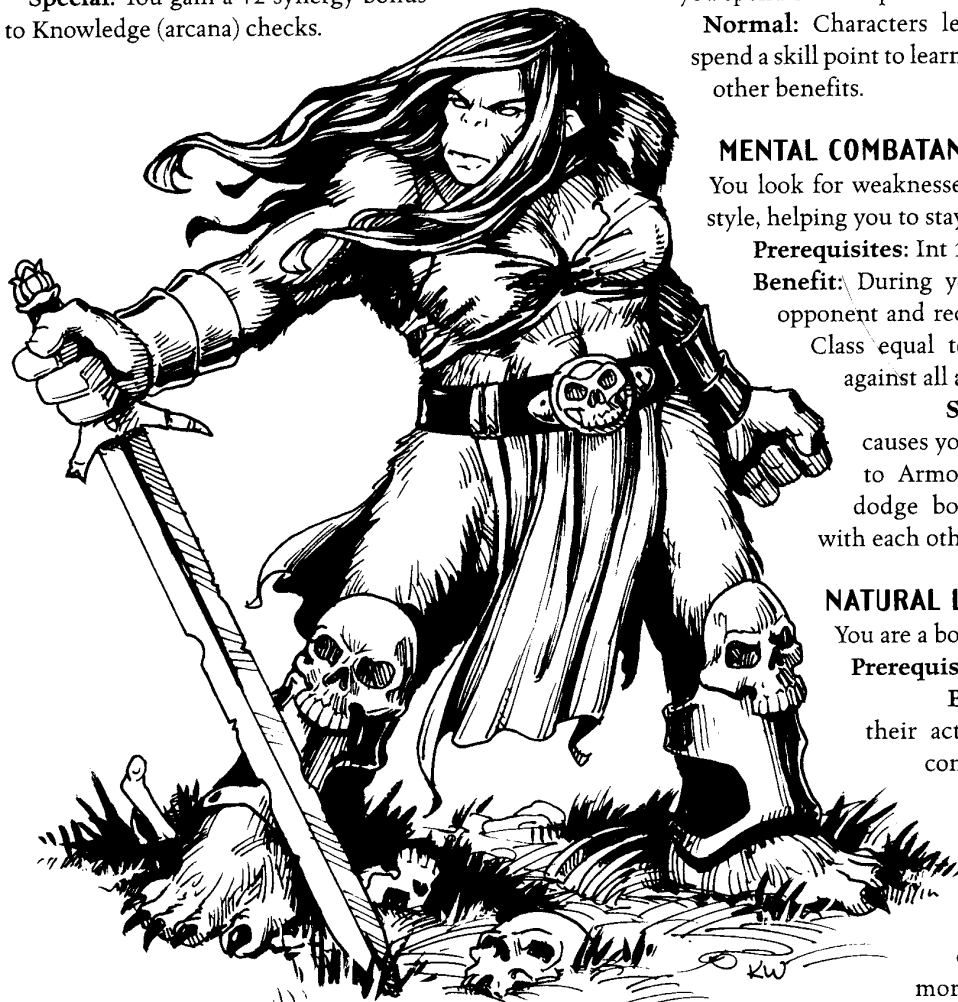
NATURAL LEADER [GENERAL]

You are a born leader.

Prerequisites: Cha 13+

Benefit: You may aid others in their actions, by providing inspiring confidence and boosting morale.

A number of times per day equal to 1 + your Charisma bonus (if any), you may spend a full round action to aid another with a skill check. The subject gains a morale bonus equal to your Charisma modifier to that Skill check.



NATURAL BORN LEADER [GENERAL]

You inspire courage in those around you.

Prerequisites: Natural Leader

Benefit: You may aid others in battle, inspiring courage and valor in those around you. A number of times per day equal to 1 + your Charisma bonus (if any), you may spend a full round action to provide a morale bonus equal to your Charisma bonus to attack rolls for a number of rounds equal to 1+ your Charisma bonus. You may divide up this bonus to any number of allies within a 30 ft. radius.

OATH [GENERAL]

You have sworn an oath to a being or higher concept. The details and specifics of this oath should be role-played out, and be appropriate to both the character and setting. The oath must be reasonable and possible to fulfill within the character's lifetime. Hence, an oath to rid the world of all goblinkind is likely to be unfeasible, while a promise to kill one particular orc is within the scope of this feat.

Prerequisites: Iron Will, alignment must be lawful.

Benefit: The character receives a +1 morale bonus to all attack rolls, weapon damage rolls, saving throws and ability and skill checks made in immediate and direct pursuit of the oath.

The applications are varied and it is up to the DM to determine when they apply. Asking someone where the orc is certainly merits a bonus to an Intimidate check, while negotiating a room rate while in pursuit of the orc, would not.

Special: If the oath is ever violated, in word or spirit, or the character voluntarily passes up an opportunity to fulfill it, he loses this feat permanently and irrevocably.

OFF-HANDED PARRY [GENERAL]

You are adept at using the weapon in your off-hand to defend against incoming blows.

Prerequisites: Two-Weapon Fighting.

Benefit: While fighting with a second weapon, you gain a +1 dodge bonus to your AC. This feat has no effect against opponents in missile combat or ranged spells that require an attack roll.

Special: The Improved Two-Weapon Fighting feat increases this bonus to +2.

PARRY [GENERAL]

You are skilled at using your weapon to prevent blows from landing on your person.

Prerequisites: Weapon Finesse.

Benefit: While you have a weapon ready, you gain a +1 dodge bonus to AC against opponents in front of you in melee combat. This feat has no effect against opponents in missile combat or ranged spells that require an attack roll.

PERFECT SHOT [GENERAL, RANGED]

Your crossbow bolts pierce armor.

Prerequisites: Precise Shot, Weapon Focus (light crossbow).

Benefit: When you strike with a crossbow bolt, any attack roll that results in a natural 20 always results in a critical hit.

This feat only applies to attacks fired within the first range increment.

Normal: Critical hits are the result of a natural 20 followed by an additional roll to hit. While crossbows have an increased threat range (19–20), this feat only applies to those rolls that are a natural 20.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon. The hand crossbow, heavy crossbow, short-bow or longbow are additional options for this feat, however Weapon Focus must be taken for each weapon before taking this feat.

PHALANX [GENERAL, FIGHTER]

You work well in the heavily-armored, tightly-packed military unit known as the phalanx.

Prerequisites: Armor Proficiency (heavy), base attack bonus +3 or higher.

Benefit: While fighting in formation, you gain a +1 competence bonus to your AC and attack rolls. Formation is defined as anytime you are adjacent to an ally. On a 5 ft. grid map, you must be in adjacent squares. You cannot be flanked when fighting in formation.

Special: If both characters have this feat, the bonus increases to +2 for each.

POWER THROW [GENERAL]

You can throw with great force and almost unerring accuracy.

Prerequisites: Dex 13+.

Benefit: When throwing any object, you are not subject to improvised weapon penalties, you gain a +2 competence bonus to all attack rolls with thrown weapons, +1 to all damage rolls, and your range increment with thrown weapons is increased by 10 ft.

Normal: Characters without this feat who throw improvised weapons are subject to a –4 penalty to their attack rolls.

QUICK LOAD [GENERAL, FIGHTER]

You can load an arrow or bolt into a bow or crossbow with deft speed.

Prerequisites: Dex 13+, base attack bonus +1 or higher.

Benefit: You may load a crossbow bolt into a hand or light crossbow as a free action or a heavy or repeating crossbow as a move-equivalent action once per turn. With

FEATS

a hand or light crossbow, this allows you to load, fire, and load again in one round. With a heavy or repeating crossbow, this allows you to load and fire in a single round. When used in conjunction with a shortbow or longbow and the Rapid Shot Feat, the -2 penalty is ignored.

Normal: Loading a hand or light crossbow is a move-equivalent action. Loading a heavy or repeating crossbow is full-round action. Normally when using the Rapid Shot Feat with a bow, you suffer a -2 penalty to each attack.

Special: Loading a crossbow draws an attack of opportunity.

QUICK SHOT [GENERAL, FIGHTER]

Though inaccurate, you can fire a light crossbow without fully loading the weapon.

Prerequisites: Dex 13+, Base attack bonus +1 or higher.

Benefit: When loading a bolt into a light or heavy crossbow, you may fire the bolt as a free action. This is highly inaccurate, as the bolt never locks into place, but rather flies from the crossbow. When using this feat, you suffer a -3 circumstance penalty to your attack roll.

A crossbow fired in this manner is inaccurate beyond the first range increment. Double all range penalties when using this feat. You may only use this feat once per round.

Normal: Firing a crossbow is a standard or partial action.

Special: When using a light crossbow in conjunction with the Quick Load and Quick Shot feats, you can fire, load, fire, load and fire again in 1 round so long as the crossbow was already loaded at the beginning of the round.

RABBLE-ROUSER [GENERAL]

Prerequisites: Cha 13+, Leadership.

Your oratory skills lead otherwise sensible men into violence.

Benefits: Rabble-Rouser grants you a temporary set of followers and cohorts, lasting for one day or until routed. Additionally, your Leadership for Rabble-Rousing modifies in the following manner:

Rabble-Rousing Leadership Modifiers (Used only when Rabble-Rousing)

TABLE 4-3: RABBLE ROUSING MODIFIERS

Leader has a reputation as a	Leadership Modifier
Local hero	+2
Local Troublemaker	-2
Stranger	-3
Traitor	-4
Leader is	
A local, born and raised	+3
Same race as the locals	+2
Allied race (including half-breeds)	+1
Unknown, visibly pleasing race	+1
Unknown, visibly unusual race	-1
Enemy Race	-2

Local Environment is

In the midst of war, famine, or plague	+3
Subject to clearly divided classes	+3
Evil	+2
Chaotic	+1
Neutral	+0
Good	-1
Lawful	-2
At peace and prospering	-4

Miscellaneous Modifiers

For every time the leader gives into the crowd's bloodlust, add +3 to your Leadership score in general, but suffer a -3 penalty to checks to control the mob.

Opponents with the Leadership feat may contest the Rabble-Rousing as it happens. The Rabble-Rouser and his opponent make Perform checks, adding their Leadership. If the opponent wins, the Rabble-Rousing has failed and may not be retried. If the opponent also has Rabble-Rousing, the opposed check may occur at any time. Should either would-be leader roll a natural 1 on these checks, the mob turns on him immediately.

RAPID HEALING [GENERAL]

You heal faster than most.

Prerequisites: Iron Will, Toughness.

Benefit: You recover hit points and ability damage from rest and bedrest at twice the normal rate.

Normal: Characters without this feat heal 1 point per level per day from rest and 1-1/2 points per level per day from bedrest. Temporary ability damage is normally restored at one point per day.

SCENT OF THE BEAST [GENERAL]

You are so attuned with nature, so sensitive to every nuance, that you can track by scent, like an animal.

Prerequisites: Wis 13+, Track, 10+ ranks of Wilderness Lore.

Benefit: You gain the extraordinary ability to detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors with your nose just as you can familiar sights with your eyes. You otherwise gain all benefits of the special ability, Scent (per the MM).

SCHOOL FOCUS [METAMAGIC]

You have grown more used to casting spells of a particular school, but not to the same extent that a specialist has focused.

Prerequisites: Wizard level 3rd+.

Benefit: Choose a school of magic, such as Abjuration or Illusion. Each day, when preparing spells, you may prepare one spell of that school at a slot one level lower than normal. However, you must be able to cast the spell normally (i.e., without the level modification) and it must be from your list of known spells.

SENSITIVE [GENERAL]

You have a "sixth sense" when it comes to noticing magic, and can occasionally tell when a spell has been cast recently, or there is a lingering magic aura.

Prerequisites: Wis 13+.

Benefit: If a spell has been cast in the area within the past 2 hours, the DM should secretly make a Spot check (DC 20) for you. If successful, you recognize the presence of magic, but not the type, origin, or any other details.

Special: Characters with the Track feat, gain a +2 synergy bonus to this check.

SHIELD FOCUS [GENERAL, FIGHTER]

You have trained for hours with your shield, learning to wield like a natural extension of your body.

Prerequisites: Shield Proficiency

Benefit: You gain a +1 dodge bonus to AC while carrying a shield. In addition, the armor check penalty for the shield is reduced by one, to no less than zero. A -2 armor check penalty becomes a -1.

SIGNATURE WEAPON [GENERAL, FIGHTER]

You have wielded a weapon for so long that its movement in your hand is graceful and intuitive.

Prerequisites: Proficient with weapon, base attack bonus +6 or higher, exclusive use (see below).

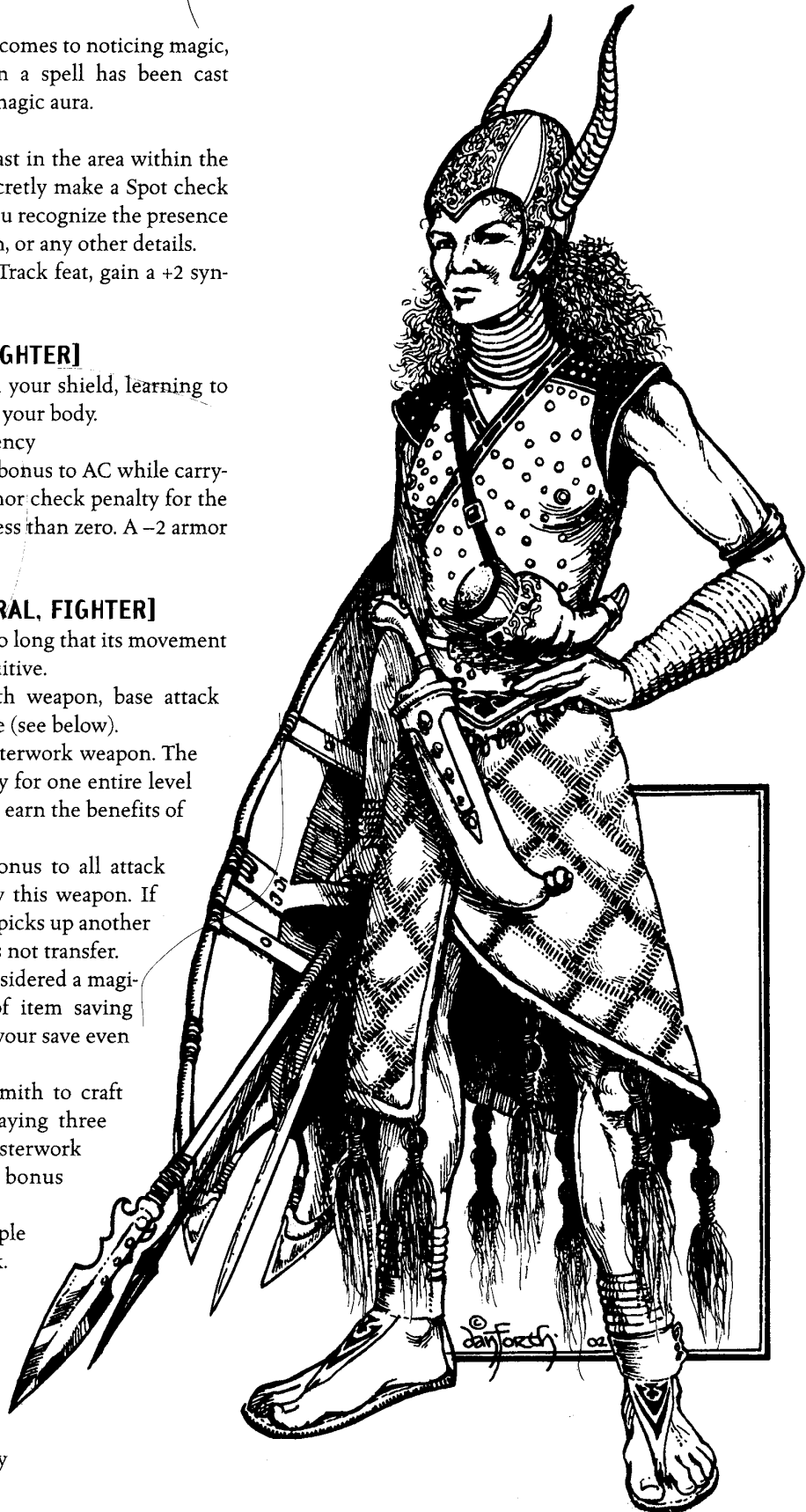
Benefit: Choose a single masterwork weapon. The weapon must be used exclusively for one entire level advancement, at which time you earn the benefits of this feat.

You gain a +2 competence bonus to all attack rolls with this weapon and only this weapon. If the PC drops his longsword and picks up another one, for example, the bonus does not transfer.

In addition, the weapon is considered a magical weapon for the purposes of item saving throws and is therefore allowed your save even if unattended.

Special: If you hire a blacksmith to craft a special weapon for you — paying three times the normal cost for a masterwork weapon of this type — the bonus increases to +3.

You may gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a new unique weapon. However, the benefits of the previous weapon are lost. Should you choose to reattune yourself to a previous weapon, you need only spend one level 'relearning' it.



SIGN LANGUAGE [GENERAL]

You have developed a language all your own, to communicate silently with others.

Benefit: You gain Innuendo as a class skill. In addition, you gain a +4 competence bonus to all Innuendo checks to communicate through sign language.

Special: If each person communicating has the Sign Language feat, they need not make a check to communicate through sign language.

Alternately, you may spend a language slot to become proficient at Sign Language, garnering the same bonus as if you took this as a feat.

SNIPER [GENERAL]

You can make a ranged sneak attack at a target more than 60 ft. away.

Prerequisites: Improved Ranged Sneak Attack.

Benefit: When you use a ranged weapon (but not a thrown weapon) to perform a sneak attack, the maximum allowable range is increased from 60 ft. to 90 ft.

SPELL EXCHANGE [SPECIAL]

You may exchange a memorized spell for one of lower level that you have mastered.

Prerequisites: Wizard level 3rd+.

Benefit: The wizard can cast any spell that he does not need a spellbook for (through the Spell Mastery feat) in place of one of equal or higher level. Using this feat is considered a full round action.

STRENGTH OF BLOOD [GENERAL, FIGHTER]

You are among the strongest of your race.

Prerequisites: Great Fortitude, Thick Skull.

Benefit: Each level that you advance, you gain the maximum hit points for your class.

Normal: A character without this feat rolls a die of the appropriate type each level, taking that roll for his hit points.

SUPERIOR SNEAK ATTACK [GENERAL]

Your understanding of anatomy allows you to make fatal sneak attacks.

Prerequisites: Alertness, Improved Sneak Attack, base attack bonus +8 or higher.

Benefit: Your bonus for sneak attacks increases by one die type. If your original sneak attack damage is d4s, it now increases to d8s, d6s to d10s, and so on. You cannot go beyond d12 with this feat.

THICK SKIN [GENERAL]

You are much tougher than normal.

Prerequisites: Toughness.

Benefit: You gain a +1 natural armor bonus.

THICK SKULL [GENERAL]

You are as tough as they come.

Prerequisites: Thick Skin.

Benefit: You gain damage reduction 1/–.

WEALTH [GENERAL]

You come from a wealthy background.

Benefit: You begin play with 600 gp in place of the starting gold for your character class.

Normal: A character without this feat begins play with gold based on his class.

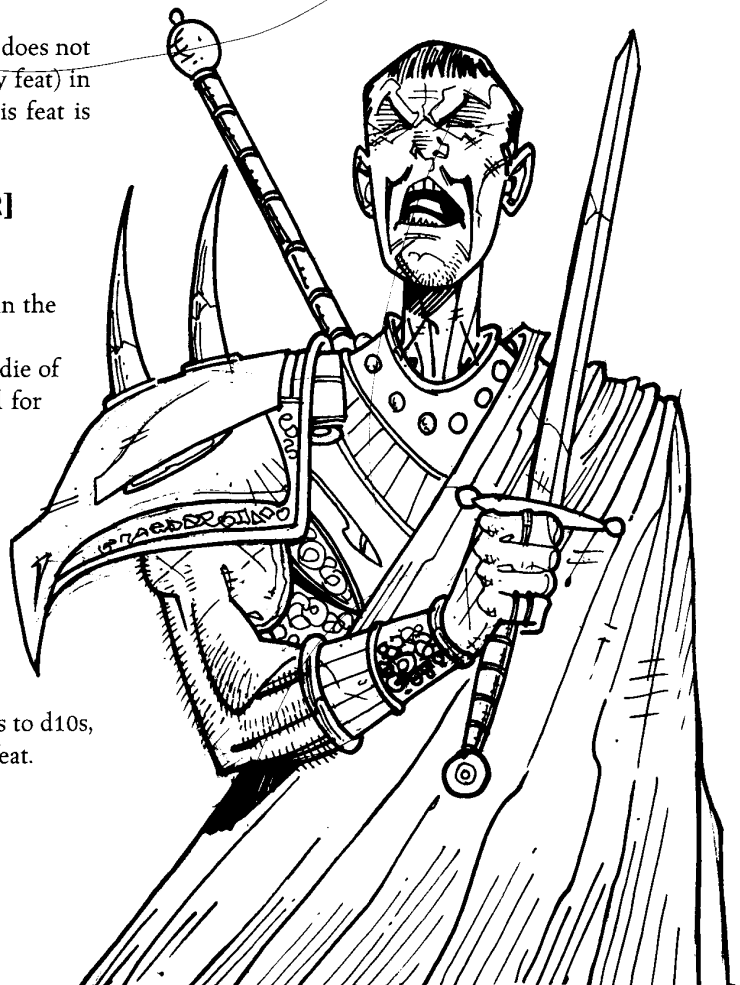
Special: You may only take this feat at 1st level.

WILL OF STONE [GENERAL, FIGHTER]

You have a will that is immovable as a boulder.

Prerequisites: Iron Will.

Benefit: You gain a +3 bonus to all Will saving throws. This feat stacks with Iron Will.





Chapter 3:
Description

MERCENARY WARRIORS

STRICTLY BUSINESS

Being a mercenary is, at its heart, fighting for profit. However, there are many occupations which fit such a label: guards, assassins, police officers, soldiers, and even highwaymen all meet those criteria. What, then, makes a mercenary different from any of these?

The characteristics of a mercenary can be further refined. Mercenaries are employed by others; this tendency separates them from highwaymen and other common predators. More importantly, it separates them from so-called heroes. A hero traditionally places the welfare of others before his own; a mercenary, by definition, does not. While a mercenary may believe in a cause for which he fights, he is still in it for the money. A mercenary is a professional, and if his services cannot be bought, they will not be had.

Mercenaries work freelance, meaning they take jobs as they come, without long-term employment. This trait separates mercenaries from police, guardsmen, and other professional soldiers, and furthermore, is the source of the majority of the stigma regarding mercenaries. Mercenaries are often seen as lacking ethics and loyalty, not because of the tasks they perform, but because of their willingness to perform them for the highest bidder.

THE MAKING OF A MERCENARY

It takes a certain type of person to be a mercenary. Cold-blooded killers, immoral thugs, and treacherous villains need not apply. Nor, for that matter, should heroic, judg-

mental, or altruistic individuals. This is not to say that a mercenary cannot be cold-blooded, or heroic, when the situation calls for it. The key, however, is that the situation must call for it.

The core of the mercenary mindset is that a job is just that: a job. An employer hires a mercenary with the expectation of getting a job done, and if the individual does not wish to do it, someone else will. This is a key factor in understanding the mercenary philosophy; a mercenary may refuse a job on moral grounds, but he accepts that while he may not be comfortable with it, it will get done. A mercenary may not be willing to commit atrocities, but he accepts that they happen.

The mercenary is a professional. He knows what he is capable of, and what he is not. A mercenary who lets his pride interfere with his judgment soon finds himself in over his head, and dead shortly thereafter. There is very little margin for error in this profession. The mercenary also knows what it takes to accomplish a job, and prices his services accordingly. No mercenary can afford to accept underpayment for work, and an employer stupid enough to overpay is usually too stupid to safely work for.

A successful mercenary knows what he is and is not willing to do for money, and is unafraid to draw the line and walk out on a job that does not meet his moral code. A mercenary who has no such code is unprofessional and unreliable, and bears more resemblance to a villain than a disciplined, trustworthy soldier. A mercenary who has proven treacherous has no comrades, and likely no employer as well. Better to find out what jobs, and aspects of a job, he is willing to perform, and prove his professionalism and dedication by sticking to that code.

KILL OR BE KILLED

Traditionally, a mercenary is a professional soldier and there is honor among soldiers, even regarding the enemy. Assassination is frowned upon in honorable warfare, and many mercenaries refuse to kill in cold blood. If a mercenary allows himself to perform assassination, however, such a decision need not be black and white. Some mercenaries countenance the specific targeting of officers on the battlefield, whereas others consider it dishonorable. Some assassinate as part of a larger operation, as a precursor to full warfare. Some condone assassination if the opposing side has done so first, considering it an evening of the odds.

Some mercenaries are willing to work for an employer regardless of that employer's goals or motives, but not all. Many mercenaries refuse to further a cause to which they are opposed. What if the mercenary finds he identifies with the opposing side? Will he continue to work for his employers despite his personal leanings, or does he betray them, thus compromising his professionalism and, perhaps, code of honor? How does the mercenary react to changing circumstances in a job?

How does the mercenary feel about others' lives, in relation to the job at hand? Is the welfare of one's allies (even hired allies) more important than the task, or does he place completion of the job above all? More importantly, how does the mercenary treat his opponents? More than any other type of adventurer, especially more than heroes, mercenaries recognize the validity of the opposing side and understand that under different circumstances, they might be on it. How does the mercenary feel about killing opposing mercenaries, people with whom he might be familiar, and even have worked with before? Most mercenaries accept the possibility as part of the job, but avoid needless bloodshed when they can. No successful mercenary enjoys killing; it clouds judgment and creates enemies.

While there is a huge amount of room for variation even within individual alignments, some generalizations can be made about a mercenary's alignment.

ALIGNMENT

Lawful Good: A lawful good mercenary does not think of himself as a mercenary. He sees himself as a force for right and accepts money for his work only because he needs it to continue doing good in the world. The lawful good mercenary takes on tasks because it is the right thing to do for the common good, and does not hesitate to lay down his life in its pursuit.

A lawful good mercenary not only refuses to take on a task that violates his moral code, but actively challenges the villain who asked him to. A lawful good mercenary

considers it beneath himself to ask for payment for a job, but accepts it as a form of gratitude. Finally, the lawful good mercenary rarely identifies with other mercenaries, and because of his lack of empathy with the opposing side, does not hesitate to kill those he considers her enemies.

Neutral Good: A neutral good mercenary accepts mercenary work as a means of earning a living, but refuses to take jobs that he feels violate his personal moral code. He may fight for payment, but he empathizes with those on the opposing side, and does not kill unless he must. The neutral good mercenary takes no joy in combat, but accepts it as a necessity for accomplishing certain goals. He is unafraid to place himself in danger, and protects civilians and noncombatants on either side of a battle.

The neutral good mercenary works for those in need, regardless of their ability to pay, but expects gratitude for his service in some form, even if only a polite word. He does not kill in cold blood, nor does he serve those he feels do not deserve it. Ultimately, the neutral good mercenary does his best to help the world, while still carving out a place for himself in it.

Chaotic Good: A chaotic good mercenary examines the cause more closely than its methods. If his client tries to do what is best for the people, regardless of his means, the chaotic good mercenary helps him. The chaotic good mercenary recognizes the need for ugly ends to accomplish helpful means, and does not hesitate to sabotage, assassinate, or blackmail in pursuit of a worthy cause. More than any other alignment, chaotic good mercenaries tend to empathize with the cause for which they fight. However, a chaotic good mercenary is also unreliable. If he learns something incriminating about his client, he does not hesitate to break a contract without warning. Similarly, if he finds he is needed more elsewhere, he might abandon his current job and go where he is needed, especially if the new client has a cause with which he identifies more closely. A chaotic good mercenary is less professional than many others.

Lawful Neutral: Many mercenaries tend to follow a lawful neutral path. While they may empathize personally with the cause for which they fight, they are able to detach and serve any cause on a professional level. The methods the cause uses are more important to the mercenary than the goals they seek. The lawful neutral mercenary sees the entire process as a job, and the most important aspect to them is that their employer holds up his end of the bargain.

Lawful neutral mercenaries are eminently reliable, competent, and professional. They complete a job because they have made a commitment to do so, and complete it to their utmost ability out of professional pride. If asked to perform a task that goes against his personal code, the lawful neutral mercenary politely declines and points to the voluntary termination clause in his contract.

DESCRIPTION

Neutral: The vast majority of mercenaries are neutral. They do their job solely out of a desire for profit and care little for moral semantics or the cause for which they fight. However, they are no more callous killers than they are altruistic heroes, and may not perform certain tasks regardless of the amount of money offered. A neutral mercenary is as like as not to become swayed by a cause, but in the grand scheme of things, it matters very little to them. Far more important are the task at hand and the payment at stake.

Neutral mercenaries do not have as strict a sense of professionalism as lawful mercenaries, and as long as they gain their rightful dues, are willing to follow orders as they come. Ultimately, neutral mercenaries are more concerned with the immediate tasks at hand than they are with any abstract morality regarding their profession.

Chaotic Neutral: Chaotic neutral mercenaries take or leave jobs on a whim. If they need money badly enough, any task becomes feasible. A chaotic neutral character rarely accepts or refuses employment based on the cause or moral ground, but upon his own willingness to do the task at hand. If it sounds interesting and pays well enough, he does it. Otherwise, he can walk away without a second thought.

Chaotic neutral mercenaries are notoriously unreliable. If an employment grows uninteresting, or better prospects show, he is entirely likely to drop an assignment on a whim and pursue another option, regardless of their contract. Furthermore, a chaotic neutral mercenary rarely has respect for his allies, employer, or opponents, and can find himself in trouble because of this.

Lawful Evil: The lawful evil mercenary is very, very dangerous. Lawful evil mercenaries are methodical, thorough, dedicated, and ruthless. A lawful evil mercenary covers every possible event in his contract, and regardless of the situation, always comes out ahead in it. If his employer wins, the lawful evil mercenary gets his cut. If his employer loses, he claims professional detachment and cuts a deal with the winner.

The lawful evil mercenary is a consummate professional at whatever he does, and has no qualms about the deeds he performs in pursuit of his employer's goal. The cause for which he fights is ultimately irrelevant to the lawful evil mercenary, outside of how he can gain influence or power from it. The lawful evil mercenary is the epitome of the dispassionate killer, willing to do whatever it takes to get the job done regardless of the consequences to others.

Neutral Evil: The neutral evil mercenary is out to get his cut, no matter what. Unless he stands to make a profit from it, the neutral evil mercenary has no reason to undertake a task, and he does whatever it takes to get that profit, regardless of cost to employer, ally, or opposition. Neutral evil mercenaries happily betray their employers if they believe they can get away with it, and it is in their own best interest.

More than any other type of mercenary, the neutral evil one always looks at the bottom line. Caring nothing for his professional reputation, employer's cause, or allies' or opposition's well-being, the neutral evil mercenary does the least work for the most profit, at the least danger to himself. The neutral evil mercenary can be bought off more easily than any other alignment, because he owes no allegiance to cause or employer, and does not allow pride or passion to interfere with his greed. Keeping him bought, however, is another story.

Chaotic Evil: Very few mercenaries are chaotic evil. A mercenary with no long-term goals, no system of operating, and no discipline does not survive very long. However, a chaotic evil mercenary is one of the most dangerous, because he is inherently unpredictable. Furthermore, what a chaotic evil mercenary lacks in professionalism or discipline, he must make up for in brute strength and bloodthirstiness.

Chaotic evil mercenaries always work alone. No sane soldier would work with someone so obviously untrustworthy, and the typical chaotic evil love of bloodshed makes for as dangerous an ally as an enemy. A chaotic evil mercenary is usually hired as a short-term attack dog, in the hope he will inflict more harm upon the enemy than the client. With their lack of discipline, subtlety, and professionalism, such a goal is hardly guaranteed.

WALK THE WALK

A mercenary must juggle many roles. He is a diplomat, soldier, ambassador, scout, and assassin, to name but a few. One of the most important, and overlooked, aspects of the mercenary profession is communication. A mercenary cannot afford miscommunication, either with clients, comrades, allies, or even enemies. A mercenary who "talks with his sword" is just another cheap sellsword, good for nothing but petty brawls.

A professional mercenary is direct, clear, and formal with potential clients. A client might be a noble lord whose deeds are renowned worldwide, or a villainous wretch, but to a mercenary, they are an employer — no more, no less. A mercenary establishes exactly what he will and will not do for an employer, and the methods by which he will accomplish these tasks. In return, an employer should respect the mercenary enough to establish what he expects, and what he is willing to pay. Many people believe the mercenary is no more than a bloodthirsty, callous killer, and in some cases, they are right. However, a true professional can and should convince them otherwise. Hiring a mercenary is strictly business.

Few employers have the resources necessary to hire mercenaries exclusively, and most often, a mercenary is hired to perform a certain task or supplement existing

forces. How the mercenary relates to a client's permanent staff, and vice versa, can be of great importance. Do they resent the mercenaries' presence, and if so, why? Few standing armies have respect for mercenaries, and while local civilians may be used to a permanent army, a mercenary's reputation might have preceded him. Many mercenaries forget they are guests of their employer, and look down upon local residents and customs. Smart mercenaries, however, remember that their lives might one day depend upon these people's good will, and do their best not to antagonize them.

Most mercenaries, as supplementary forces to a standing staff, need to use a certain amount of written communication — reports, communiqués, orders, and supply requests, to name but a few. Even if a situation is not formally military, a smart mercenary keeps records of all pertinent information, so as to avoid mistakes further down



the line. And of course, the most important piece of mercenary text is their contract. A good contract is, above all things, thorough, with clauses for every conceivable situation. Furthermore, it should be clear, so that a minimum of interpretation is needed. Confusion is the bane of the successful mercenary.

However, despite the necessity for written communication in the mercenary life, there is a danger involved in it: specifically, the possibility of loss or interception. An intelligent mercenary works to minimize the former, and prevent the latter. Loss can only be prevented through competent personnel and lines of communication. Interception, however, can be prevented through intelligent forethought. An intelligent mercenary, or mercenary band, establishes a secure code for internal communication. Furthermore, if a mercenary's employer speaks a particular language, it is more professional and courteous to communicate (with the employer, at least) in that language.

MERCENARY PROFILES

The most important form of communication a mercenary has at his disposal is his behavior. A mercenary who acts like a professional is treated as such. One who acts like a ruffian is treated as such. While there are no concrete guidelines for how a mercenary should behave, there are a few generalizations that can govern professional behavior.

The successful mercenary separates the professional and the personal. He neither likes, nor dislikes, his employer, at least not overtly. While a mercenary may have preferred clients, and clients he would rather never see again, such concerns are immaterial once he has taken the job. A mercenary might like a potential client personally, but despise working with him. If this is the case, he should either refuse to work with such a client, or accept the grief as a given part of the job. Contrarily, a mercenary might hate a client personally, but have a very successful working relationship with him. The key to any such discrepancy is the ability to differentiate between the personal and the professional.

Furthermore, the smart mercenary avoids complicating a professional atmosphere by introducing personal relationships into it. A mercenary who works with a friend out of friendship and not professional respect is asking for grief. A mercenary who falls in love while on the job creates a vulnerability that a smart opponent can exploit. For that matter, any personal relationships can be exploited by an intelligent opponent. Professional respect allows for clear judgment in times of crisis; personal attachment does not.

The successful mercenary recognizes his place. He does his job, no more, and no less. For the duration of his employment, he follows his client's wishes, despite any personal feelings. A mercenary may (and should, as the experienced professional) advise his employer, but as a contracted freelancer, the ultimate decision remains in the hands of his client. Unless the situation changes, placing the mercenary in a position he did not know he would be in when taking the assignment, he does whatever the

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client wants. Even if circumstances do change, the professional mercenary is straightforward with his client. Such circumstances are what make a specific, thorough contract so important, so that there are established guidelines for such a situation.

The successful mercenary maintains his professional detachment. The cause is not his own, the client's success or failure is not his success or failure, and the client's enemies are not his enemies. This point is one of the most important, because in a military situation, the opposition may very well have mercenaries of their own. How a mercenary treats his fellows can have important repercussions on his own reputation, and fortune, down the road. If a mercenary can maintain his professional detachment when dealing with the opposition, he has a powerful force on his side.

The successful mercenary presents himself as he wants to be seen. A mercenary warrior who wears dirty armor, carries a rusty sword, and appears at a meeting unwashed and shoddily dressed says things about his professionalism, dedication, and competence. If he has so little respect for his sword, the weapon upon which his life depends, how reliable can he be? A mercenary spellcaster whose attention is on an arcane tome during contract negotiations, rather than on his client, might be competent, but creates grave misgivings about his dedication to the job, and professional concern. In short, a mercenary's appearance and presentation communicate for him before he speaks a single word, and should be carefully considered.

The successful mercenary understands a situation before throwing himself into it. Before signing a contract, he researches the client, the opposition, and the situation. He learns all sides to the truth, not merely his client's. He gets as detailed information as possible on his area of operation, such as geography, history, and local population. Furthermore, he learns the details of the assignment before taking it on, such as the involved parties, the results of his success (or failure), and the reason his client wishes him to undertake it. Even the weather can be a factor in a mercenary operation.

The successful mercenary looks at any situation from a tactical standpoint. A professional in war, the mercenary understands the basic strategic desire to minimize randomness and unknowns. The more he knows about the situation, the better he can prepare for it. This means knowing the resources at his own, his client's, and his opposition's disposal. It means knowing the capabilities of such resources.

The successful mercenary is aware of everything around him from the moment his assignment begins. By definition, a mercenary does a job that somebody else wants to prevent. The less aware the mercenary is, the easier it is for that job to be prevented.

Finally, the successful mercenary understands that no plan lasts longer than the moment it is conceived. He is able to improvise and adapt to a changing situation. He knows what resources he can use, and how long it takes to bring them to muster. Furthermore, the truly successful mercenary can anticipate the opposition's reactions, and integrate such action into his plan, but maintain enough flexibility to allow for a different reaction than the one he predicted. Thus, the mercenary learns to balance between adhering to a solid plan, and adapting to an ever-changing situation, based on his personal preferences, the other parties involved, and the task at hand.

WORK FOR HIRE

Very few organizations have the resources or the inclination to hire standing armies consisting of entirely mercenaries. It is nearly always more efficient to raise, train, and outfit an army from existing citizens. Such armies require less pay and are more loyal, especially over long periods of time. Hence, mercenaries are usually hired for short-term operations that a client's existing forces are either unwilling, or unable, to carry out. Such an operation might require elite and specialized training or equipment that a normal military unit does not have. Alternatively, it might have moral, ethical, or social implications that make a common soldier loath to perform it. It could be dangerous, such that an employer is unwilling to risk permanent assets on the task, or illegal, so that the client wishes to retain plausible deniability by not being traced to the operation.

Regardless of the reason for hiring mercenaries, most mercenary operations fall under certain broad categories. The most common of these categories is open warfare, which from time immemorial has involved large numbers of armed warriors killing each other out in the open. Mercenaries are far too rare and expensive to be used as everyday cannon fodder, and most often compose elite or specialized units for specific situations. Such units might be based around a particular piece of equipment, such as artillery or a siege engine, or a particular style of fighting, such as a spear phalanx, mounted combat, or berserker warfare. Often, the demoralizing presence of such exotic warriors is more detrimental to the opposition than the actual casualties they inflict.

Occasionally, mercenaries are hired as professional officers for units of permanent soldiers, and their tactical skills work well in such a position. However, many foot soldiers resent serving under a mercenary, who has no loyalty towards his men, or interest in their safety. Mercenaries in such a position must work to secure the trust of their men, who are waiting for them to leave or make a mistake at the first opportunity.

Many mercenaries are kept out of direct combat and used in an intelligence role, as scouts, infiltrators, and

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other such information gatherers. Such a role fits a mercenary well, giving him the freedom and independence to perform the operation according to his own specifications, rather than constantly answering to a superior. However, few employers trust a mercenary so absolutely as to let them operate completely independently. In many instances, a mercenary in such a role is subject to numerous restrictions and protocols that a permanent soldier might not be, like regular progress reports, check-ins, periodic debriefing, etc. If a mercenary is willing to put up with such inconveniences, intelligence work can be rewarding and (usually) less dangerous than open combat.

A distinction should be made between open warfare and guerilla warfare, which, due to the difficulty and moral questionability in fighting one, contributes to a great deal of mercenary work. A guerilla war is one in which one side vastly outnumbers the other, and usually has superior resources to boot. The way the minority makes up for their lack is through dedication and morally questionable practices.

Mercenaries usually end up working for the majority, unless the minority forces have unusual wealth, or are funded by an external source. The danger in working for such a minority is their fanaticism; they are willing to do anything for their cause, and if their own lives are expendable, then a foreign mercenary certainly is.

As mentioned earlier, some mercenaries fight for a cause in they don't believe in, and some do not. However, it is important to realize that both parties believe in their cause, and not to dismiss the validity of an opponent's point of view. Plenty of soldiers in the empire in that galaxy far, far away thought they were doing the right thing by establishing order and justice.

Guerilla warfare is ugly. The line between combatant and civilian blurs, and the presence of mercenaries is tolerated at best, and usually discouraged. This is the kind of warfare which a mercenary is hired to wage because the permanent soldiery are unwilling to sink to the depths necessary to fight it. A mercenary fighting a guerilla war might be pushed to harass or attack noncombatants, destroy civilian property, or even commit genocide. An intelligent mercenary knows what he is willing to do to get the job done, and specifies it in his contract. He is also willing to walk away from a situation where he is in over his head. Whether or not to sink to an opponent's level is a moral decision a mercenary in such a situation must make.

Occasionally, a mercenary is hired not so much to wage war, but to discourage it. Such a show of force can be as effective as a military campaign, and entirely bloodless. An employer hires a mercenary to attend at a negotiation, where his presence illustrates the client's willingness and ability to wage war, in the hopes that an opponent will

back down. Such functions require a mercenary to have diplomatic and social skills, and be able to thoroughly convince a potential adversary of his effectiveness.

Another show of force requires a more active approach, in which a mercenary band makes itself visible in a contentious area, hoping to intimidate an opponent into backing down. However, such a display may turn into a contest of one-upmanship, and from there degenerate into full combat. An intelligent mercenary is prepared for such a situation, both with his contract and his forces.

Some mercenary work, especially in a fantasy campaign, involves bounty hunting. Some type of dangerous creature poses a threat to locals, and the mercenary is called in to remove it. This type of operation is usually morally straightforward and relatively cut and dry, but the disadvantage is that it usually pays less. Why pay a mercenary to slay the dragon when there is an endless supply of knights willing to do so out of the goodness of their heart?

Sometimes, a mercenary is called upon to do guard work. Usually, such work is temporary, such as when the object or person being guarded is traveling to a certain destination, or will only be in the client's care for a certain amount of time. However, many permanent guards, especially officers, were mercenaries who chose a steady career in one employer's service. The disadvantage to this type of work is twofold: first, it is dull, a detriment that speaks for itself, and second, most mercenaries hired as guards find themselves serving under a regular commander, whose orders they are bound by contract to carry out. If this commander is competent, there are no problems. Otherwise, friction can occur.

Some mercenary work becomes less operational and more personal, such as a bodyguard or military advisor. This can become a very enviable position, especially as an advisor, since it gives the mercenary power effectively equal to that of his client (by directing the client's resources). However, as a valued asset to the client, the mercenary becomes vulnerable to any actions taken against his employer. The successful mercenary does his homework, and learns just how close to the client it is safe to get. Furthermore, with such an ideal position, the temptation exists to flatter the client and soften hard news, in order to keep the job. However, such deceit usually catches up to a person in the end, and most successful mercenaries prefer to tell the truth and deal with realities. If a client cannot handle an ugly truth, than the mercenary should not have signed on with him in the first place.

Finally, there is miscellaneous work, which can be categorized primarily by its less military nature and inability to fall into any of the other types. Treasure-hunting, rescues, assassination, sabotage, raids, and any other type of work that needs strong muscles or magic fit into this category. Miscellaneous work can be quite profitable, but the

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lack of organization and information involved makes it risky business. Many mercenaries make their living performing these types of paramilitary odd jobs, while others shun them for the lack of planning, organization, and reliability involved. The availability of such jobs is hard to predict, and it is rare that a princess will need saving just as a mercenary is running low on funds.

IN IT FOR THE MONEY

There are limitless reasons to hire mercenaries. Usually, they are hired to do a job that those available cannot, or will not, do. A mercenary rarely acts in a vacuum, and has various allies and adversaries during the course of a job. Some of these are as follows:

The Law

There are two concerns regarding the law that a mercenary should have. Is the job legal, and is it sanctioned by the government? While these questions might seem synonymous, it is quite possible to do an illegal job at the government's behest. There are various reasons why the government (at any level) might need theft, murder, or other nefarious deeds done, and several good reasons to hire outsiders to do them.

First and foremost is the issue of plausible deniability. By taking steps to distance themselves from mercenaries doing their dirty work, nobles and other prominents need not soil their own good names. Furthermore, if the mercenaries fail, then nobody need know who was behind their task in the first place. Also, a mercenary may be willing to do a job that a loyal operative would not — such as working against the best interests of a superior, or society as a whole.

Hence, while a mercenary might be working for the law, or against it, he very rarely works entirely independent from it. An intelligent mercenary always knows which side of the law he is on, what laws his actions might break, and the penalties involved in them.

There are several advantages to working on the side of the law — the most obvious of these is the allies involved. Usually, the forces on the side of the law are organized, well-equipped, and numerous. The ability to call on them at need is certainly not trivial. Furthermore, the law can aid in various pursuits, such as acquiring questionable items, facilitating travel, and offering protection. In most cases, it is far easier to have the law working for you, than against you.

However, a mercenary working for the law must limit himself in one of two ways, either his exposure, or his methods. Because he can be traced back to the government, a mercenary working for the law must either work within legal means, or prevent anybody from tracing him to the law. Either way, such limits can make a simple task more complex. If a mercenary's job, appointed to him by a

government agency, is (for example) to kill a particular nefarious individual, assassination is far simpler and safer than challenging him to a fair and legal duel. However, if the assassination is traced back to the mercenary's employers, severe complications can develop.

Whichever side of the law a mercenary ends up working on, he should know as much about them as possible, due to their potential as either enemies or allies. He should know strengths, weaknesses, personnel, locations, operating procedures, and as much else as he can.

Heroes

Mercenaries are not heroes. Mercenaries get paid. They may end up working with, for, or against heroes, but they are not heroes. A hero can be a great asset to a mercenary, or a great hindrance. If a mercenary can convince a hero of the righteousness of his task, he may find himself with a powerful ally, willing to do the dangerous work for little to no reward. However, if a hero considers the mercenary's task to be evil or villainous, the mercenary can end up with a great deal of problems on his hands.

The best way for a mercenary to deal with heroes is to illustrate why the task is right and just. This does not mean lying to the hero, merely portraying the situation in a different light. If the mercenary's task is to overthrow a lord, explain how the people benefit from such a change in power. If the task is to assassinate a person, explain how this person's death helps society as a whole. Remember — dead people make excellent scapegoats.

Villains

Mercenaries are not villains any more than they are heroes. A villain has a defined agenda and goal. A mercenary, in the context of his occupation, has no larger agenda than to complete the job and get paid. While personally, a mercenary might have a goal, be it noble or nefarious, that goal has no place in the professional aspect of a mercenary's life.

A mercenary might easily find himself working for someone whose motives and agenda are suspect (i.e., a villain). If this is the case, both he and his employer should remember the job he is there to do. If a mercenary is employed as a bodyguard, he is not an assassin, and vice versa. A mercenary general is not an accountant, nor is he a bodyguard. The mercenary may owe professional respect or loyalty to his employer, but no more.

Contacts

More than any other type of adventurer, mercenaries work with people. A naïve mercenary is taken advantage of, a sadistic one is mistrusted, and an altruistic one, unemployed. A mercenary who knows and understands the nature of sentient beings, especially humans, thrives because he knows what to expect from himself, his

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employer, his opponents, and his allies. No man is an island, and knowing who to trust is a mercenary's greatest weapon.

A mercenary's acquaintances are his lifeblood. They are links to employers, potential teammates, and founts of information and assistance. Every successful mercenary leader has a network of contacts to whom he can turn. While the specifics may vary, most mercenaries have at least one contact in the following categories:

Law Enforcement: It is very rare that a mercenary, or mercenary company, acts completely independently from the law. Even if they are on a legitimate mission, sanctioned by the local government (a rarity on its own), a mercenary needs to be mindful of the local laws, penalties, and enforcement system. Trouble has a habit of following mercenaries, and is rarely resolved without bending or breaking a few rules. A mercenary forced to cool his heels in the local jail leaves a poor impression of himself on his employer, his associates, and even his opponents.

In order to avoid such situations, most mercenary leaders make a point of knowing the local law enforcement, and providing some means of insurance. Whether it is a matter of bribing the constabulary to turn a blind-eye, establishing a procedure through which problem cases are handled, or negotiating with the mercenary's employer, a provision should be established.

Most law enforcement officers dislike mercenaries, and for good reason. The job of law enforcement is to keep the peace, and the job of most mercenaries is to disrupt it. Furthermore, when a mercenary finds himself working for the government, he often believes he is above the local law, resulting in hostilities.

Criminals: Just as a mercenary needs to work out some kind of relationship with the law, they generally have equally strong ties to forces working outside of the law. Whether a mercenary is personally willing to break the law or not, he nearly always knows somebody who is. Highwaymen, thieves, con artists, and assassins are just a few of the ne'er-do-wells a mercenary might need to work with in order to accomplish his goals, and a healthy business relationship with such individuals can be a lifesaver.

Many mercenary leaders have whole lists of contacts in just one field, such as assassination or burglary. While the successful mercenary has an entrepreneurial spirit, and is loath to give up some of his hard-earned pay, he also knows when to delegate responsibility. If part of a job involves stealing, or forgery, it makes far more sense to subcontract a reliable professional for that aspect.

Suppliers: One of the major advantages to hiring a mercenary is that they supply their own equipment. Employers do not need to outfit mercenary armies, nor maintain their equipment. The mercenaries, on the other

hand, have the freedom to choose their own equipment, and maintain it to their own standard. However, this means that any special or exotic supplies are their own responsibility. As a result, most mercenaries know people who can supply their needs, or at least, know somebody else who can.

Even mundane equipment can be difficult to acquire, in sufficient numbers. While purchasing one sword, or even ten, is a relatively simple transaction, when the numbers reach the hundreds or thousands, things get a little more difficult. Most such quantities of weapons and armor are in the hands of standing armies, who usually wish to keep them that way.

As a result, most mercenary leaders keep in touch with somebody who can consistently provide reliable equipment in sufficient quantity. Even if the leader of a mercenary band doesn't deal directly with his suppliers, his quartermaster does, and the mark of a good mercenary leader is covering all of the details. Good supply contacts include merchant companies, quartermasters of standing armies, and (for those who have less qualms about the origins of their supplies) brigands.

Fences: On the flip side of the coin from suppliers are buyers. Sooner or later, most mercenaries will find themselves in possession of valuable objects of questionable origin. Whether the legitimate spoils of war, or booty from a less honest endeavor, it can be difficult to find a buyer for much of the merchandise a mercenary might come by. To fill in this empty (and profitable) void comes the fence.

The fence's job is to buy merchandise whose origins are best left undiscovered, and sell it to those who know better than to ask. While an entrepreneurial mercenary might want to fence his own loot and increase his profit, fences rarely sell to the final buyer. More often, the scenario works as follows: the mercenary "acquires" an expensive and very recognizable sword. He sells it to a fence he trusts (both not to turn on him, and to give him a fair price). The fence, in turn, takes it to a jeweler, who removes the precious stones from the weapon and puts them in new settings. He takes it to a blacksmith, who removes the hilt and puts it on a less recognizable blade, and re-hilts the weapon. Finally, the fence sells the swords and jewels to a discrete merchant in a distant land. With all of this work involved, most mercenaries find they have better things to do than fence their loot themselves, and hence, find a trustworthy and reliable professional to fence their acquisitions.

Mercenaries: Arguably the most important contacts a mercenary can have are his fellow professionals. If he needs an ally, a refuge, information, or advice, a mercenary can rarely go wrong with a trustworthy brother in arms. While it may seem strange for mercenaries to have

good relations with each other, considering their often-shifting allegiances, they do share a common bond: they are all mercenaries.

More than any other type of person, a mercenary recognizes the natures of war and combat, and realizes that it is just a job. Even if two mercenaries are on opposing sides, there is no reason they cannot be civil towards each other; after all, they probably have more in common with each other than they do with their employers. A mercenary may be forced to kill an opposing mercenary in cold blood, but he can do it with respect, understanding that they are both professionals doing a job. Once a job is over, he can socialize with his former opponent (assuming both still live), compare notes and impressions, and perhaps team up on the next job, so as not to be put in the same position.

Another long-standing tradition for many mercenaries is to ensure for the dependents of a fellow mercenary for whose loss he might be responsible, either those of an ally, or of an opponent. This care can come in many forms, from financial help to adoption, but no honorable mercenary leaves dependents helpless.

Civilians: Some of the most valuable information and aid can come from the unlikeliest sources. Mercenaries travel a great deal, and while they grow world-wise from their journeys, they neglect to gain a familiarity with any single place. A mercenary in a foreign land may stay there a few weeks or months; the local commoners have been there for their entire lives. Farmers, herders, hunters, and other workers tend to know all sorts of useful information about the land, such as dangerous areas, local flora and fauna, shortcuts, and ruins.

Many mercenaries tend to overlook the peasants upon whose land they fight, whose food they eat, and whose villages burn if they fail. As a result, the downtrodden commoners may not be too willing to provide aid, but if a mercenary shows compassion and an open mind, he may find himself with a horde of faithful, reliable allies.

Introducing Contacts

How the DM introduces contacts into the campaign is ultimately up to playstyle. It can be as simple as role-playing through each encounter until you find someone you trust, part of your character's background, or it could be a cost like buying equipment. A low-level contact is 100 gp, while higher level contacts could cost as much as 2,500 gp or more. It is impossible to detail every method within the context of this book. Rather it is left to the DM to devise a method that most suits the level of play.

A cost of a skill point or feat could be appropriate in a campaign where people who can be trusted are rare. In such an instance where a PC must forfeit a feat to know a fence or a guild insider, it would be unfair to have that contact betray the PC.

RELIGION

Though mercenaries need be no more or less religious than other men and women, those gods that mercenaries do worship are an odd, eclectic lot. As mercenaries traverse the whole of the world or worlds, they encounter more races and religions than even most other adventurers, and in so doing, they find new and unusual gods. The battlefield may destroy a man's faith, but it may also give it to him, and mercenaries see more war than most men.

Mercenaries are a practical lot, and tend to choose their gods based on their usefulness, rather than on any particular pantheon.

Aldoin

Aldoin is the god of travel, often called the Ascending One. He is chaotic neutral, and his domains are Travel, Protection and Luck. Aldoin is widely worshipped by travelers everywhere, and it is a rare sailor, pilgrim or soldier who does not drop a few coins in Aldoin's bowl before setting out on a journey. Huge, ornate temples to Aldoin can be found in most large port or trading cities, and the temples serve as places of worship and primitive travelers' aid societies, assisting lost or confused travelers and even providing beds when none are available. The temple also sponsors a string of hostels along many of the best-traveled routes. The accommodations are not fancy, but they are clean and often the only safe place to stay for miles around. Many professional travelers, such as caravan leaders, merchants, etc., become initiates of Aldoin, and some of those go on to become priests of the Fleet One. He is pictured as a young man with blonde curly hair and small white-feathered wings on his back. He carries a staff, his favored weapon.

Astal

The Sell-Sword King, Astal is completely aloof unless someone has given him something worth his attention. Lawful Neutral, Astal's only goals are the absolute obedience of his subjects, and gaining from any conflict. Neither compassionate nor cruel, he epitomizes the best and worst of soldiers everywhere. Though he almost never has temples in any "civilized" country, he is the primary god of many mercenary bands, and such groups carry miniature shrines with them in their travels. Astal's clerics believe themselves to be ideal mercenaries, following their contracts to the exact word, and those who follow them are every bit as treacherous if dealt with unwisely. He is universally depicted as a man in full armor standing akimbo, and his symbol is a grey helm with blinders. His domains are Money, Strength, and War, and his favored weapon is the morningstar.

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Dalyahal

Dalyahal, better known as the Unmoved Mover, is believed to be the original creator of the known worlds. Absolutely neutral, he watches as his creations create and destroy on their own, neither interfering nor ignoring the events. He grants his clerics power only inasmuch as they provide unusual perspectives for his insight. Though many call his followers fatalists or cowards, they believe that the world is not meant for mortal understanding, and should not be treated as such. His temples are in the highest peaks and the lowest depths; anywhere unique. He is only depicted as his symbol reveals him: a hand ascending from shadow, supporting the world between its fingers. His domains are Death, Healing, Knowledge, and Neutrality, and his favored weapon is the net.

Derek Tor

Derek Tor is the Lord of Battle, and shares the appellation Deathbringer with a number of other war gods. Unlike the rest of his dark brotherhood, Derek Tor delights only in battle, uninterested in blood, slaughter or even death. Instead, he revels in the manna expended by intelligent beings fighting for their lives. He is chaotic neutral and encompasses the domains of Battle, Strength and War. By his very nature, Derek Tor does not require an organized body of worshippers, priests or temples in order to survive, drawing his strength from the battle itself. The few initiates and clerics who worship him are usually berserks whose lives revolve around battle. As for lay worshippers, every intelligent creature in the universe who is fighting for its life effectively worships Derek Tor. He is pictured as a huge barbarian in furs, with a battleaxe, his favored weapon, over his shoulder. Chillingly, he is always shown laughing.

Evadne

Evadne, also known as the Lady of Knowledge and the Knower of Secrets, is widely worshipped in civilized lands. Strictly neutral, her domains include Knowledge, Seeking, and Travel. Evadne's followers exalt her through study and teaching, so her temples are akin to universities, with classrooms and huge libraries in addition to places of worship. Evadne's libraries are excellent resources for adventurers, who (for a small fee) can use them to learn about lost empires, abandoned temples, etc. The priesthood of Evadne has also been known to sponsor investigative expeditions to new or hidden locations. All those who come to the temple in search of knowledge are lay worshippers. The teaching staff is mostly made up of initiates and priests/priestesses of the goddess. Evadne appears as an older woman of calm demeanor, carrying a book and wearing a longsword by her side.

Goradin

Goradin (gor-uh-din) known as Death Merchant, Sellsword and Mercenary Lord, is the god of mercenaries and sell-swords everywhere. He is a strange combination of a death god and a merchant god, watching over his worshippers both in their professional death dealing and in their contractual dealings with their employers. Strictly neutral, his domains include Battle, Death, Travel, and War. Goradin has very few lay worshippers and a small number of priests. The vast bulk of his worshippers are professional mercenaries, initiates who see the value of having Goradin watching their backs. Temples of Goradin can be found in most large cities, and serve as a place of worship for lay worshippers, initiates and priests alike. They also serve as a hiring hall, dormitory and occasionally hospital for the initiates. Initiates of Goradin are often

TABLE 5-1: DEITIES

Deity	Alignment	Domains	Typical Initiates
Aldoin	Neutral	Luck, Protection, Travel	Bards, adventurers, merchants
Astal	Lawful Neutral	Money, Strength, War	Fighters, mercenaries
Dalyahal	Neutral	Death, Healing, Knowledge, Neutrality	Druids, philosophers, wizards
Derek Tor	Chaotic Neutral	Battle, Protection, War	Berserks
Evadne	Lawful Neutral	Knowledge, Seeking, Travel	Scholars, adventurers
Goradin	Neutral	Battle, Death, Travel, War	Mercenaries
Great Mother, the	Lawful Good	Air, Good, Healing, Protection	Druids, guardians, protectors, rangers
Grimaldi	Lawful Evil	Law, Money, Strength	Bankers, mercenaries, merchants
Manahr	Chaotic Neutral	Battle, War, Water	Marines, sailors
O'Ranee	Neutral	Knowledge, Seeking, Luck	Adventurers
Sarda	Neutral Good	Animal, Good, Protection, Water	Hunters, makall
Saulein	Neutral	Neutrality, Protection, Strength, War	Barbarians, druids, peasants, rangers
Shenahsee	Neutral Good	Healing, Protection, Purification	Healers
Talas	Lawful Neutral	Destruction, Protection, Strength, War	War priests, generals, goradin's knights
Tethus	Neutral	Earth, Knowledge, Luck, Trickery	Assassins, merchants, mercenaries
Thrainn	Lawful Neutral	Guardianship, Protection, Strength	Guards, town watch



DESCRIPTION



lay worshippers of Shenahsee, Aldoin and (sadly) Derek Tor. Goradin is usually pictured as a young, dark-complexioned warrior bearing his favorite weapon, the spear. In this pantheon he is the brother of Thainn the Rock.

Grimaldi

Also called the Wagefarer, Grimaldi is the only known god who accepts followers regardless of class, race, or even alignment — only their wealth matters. Though lawful evil, he has no shortage of worshippers, and those who succeed in his name meet with still more success, often at the expense of the truly needy. Grimaldi's priests seduce others, metaphorically or otherwise, into serving him, and many contracts involving large sums of money exalt his name. His lay followers are many — even the most moral merchants find great temptation in following Grimaldi's teachings — and his temples abound where amassing wealth is more important than how it was earned. Though depicted in any number of races or forms (depending on the bias of the artist), one thing unites Grimaldi's visages: his left eye always glows a vile, baleful green. Grimaldi's domains are Law, Money, and Strength. His favored weapon is the whip.

Manahr

Manahr is the Lord of Sea Battles, but he is also known as the Lord of Watery Death. He is chaotic neutral, and his domains are Battle, Water, and War. Most of Manahr's worshippers are initiate marines led by fighting clerics, but sometimes before a battle sailors and other non-combatants will offer him a quick prayer to protect them in the coming fight. Manahr has few actual temples, but most ships of war and marine barracks have shrines to the Lord of Watery Death. He appears as an armored merman, bearing a flaming sword. Initiates and even priests of Manahr are often unwitting lay worshippers of Derek Tor, and unwilling lay worshippers of Shenahsee.

O'Ranee

O'Ranee is the Treasure Seeker, god of lost wealth. Also known as Goldbringer, he is the bastard son of Evadne and watches over those who seek to unearth hidden treasures. He is chaotic neutral, and his domains include Knowledge, Seeking and Luck. O'Ranee is another example of a god without organized congregations of priesthood; almost all of his worshippers are lay members who light a candle at one of his shrines before they head off into the wilderness, often never to return. O'Ranee has no temples, but many shrines. His few initiates are those who have chosen to devote their lives to treasure

seeking, and his priests are those few who choose the life of both cleric and adventurer. O'Ranee is usually pictured as a slim young man in adventurer's gear, holding two bags of gold in his hand, his longsword at his side.

Saulein

The Green Lord, Saulein is the patron of militant neutralists. Saulein has no tolerance whatsoever for those who abuse nature or the greater balance of the world, and expects no less from his followers. Consequently, his cults are almost exclusive to rural areas and the outskirts of civilization, their "temples" nothing more than stone slab altars. Clerics of Saulein often double as warlords, and his followers are the most rabid hosts of neutral classes, especially rangers, druids, and barbarians. Though never depicted in graven images, he appears to his followers in visions and dreams as an elf with no eyes and emerald-green skin, and always in a suit of full plate armor. His domains are Neutrality, Protection, Strength, and War. His favored weapon is a scythe.

Shenahsee

Shenahsee, the Lady of Healing, represents the natural power of the universe to heal its wounds. She is neutral good, and her domains are Healing, Protection, and Purification. Her clerics, simply called "Healers," wander the earth bringing their gift of healing to all of the creatures of the world. They will never refuse to help any creature in need, and will not take part in the wounding of another creature, either actively or passively, except in self-defense. Healers are far from stupid, however, and will do all they can to assist a party that is going to bring an end to a greater harm. All intelligent creatures recognize the passive, healing nature of the Healers and will refrain from attacking them if they can possibly help it. This is more than just kindness on their part; a Healer can always tell if a given creature has ever attacked another Healer, and will never under any circumstances offer that creature any form of help. All those treated by a Healer are expected to offer some sort of remuneration, either in coin or in service. Temples to Shenahsee are found in almost all large cities, most small ones, and many villages have at least a shrine to the goddess. Her temples are places of healing, both for the mind and for the body, and there are very few ailments which her priests and priestesses cannot cure. The lay worshippers of Evadne are all those who come to her for healing. Initiates are those who are in training to become healers. Evadne appears as a woman of middle age bearing a wand. She carries no weapon.

DESCRIPTION

Thrainn

Thrainn is the Eternal Guardian, god of guardsmen everywhere. He is lawful neutral. His domains include Protection, Strength and Guardianship. Most of Thrainn's worship is done by his initiates and priests, professionals whose duty it is to stand guard over someone or something, but occasionally members of a city watch will toss a few coins into the box at a Thrainn shrine before going out on duty. Thrainn's temples stand in many large cities, particularly those associated with government, nobility and/or wealth. They function similarly to those of his brother Goradin, and there is often a friendly rivalry between the temples of the two brothers. It is, in fact, fairly common for an initiate of one faith to be a lay worshipper of the other, and sometimes rare individuals who are initiates of both faiths can be found. Thrainn is usually pictured as an enormous stone dwarf bearing a halberd.

TABLE 5-4: RANDOM HEIGHT

Race	Base Height	Height Modifier
Aradan, man	3'4"	+2d10
Aradan, woman	3'0"	+2d10
Ashemi, man	6'0"	+2d10
Ashemi, woman	5'10"	+2d8
Bael, man	5'0"	+2d6
Bael, woman	4'6"	+2d6
Drallok, man	4'6"	+2d6
Drallok, woman	4'4"	+2d6
Lahryk, man	4'2"	+2d6
Lahryk, woman	4'0"	+2d6
Magirn, man	2'10"	+2d6
Magirn, woman	3'	+2d6
Makall, man	2'6"	+2d4
Makall, woman	2'4"	+2d4
Taranuhl, man	4'10"	+2d20
Taranuhl, woman	4'6"	+2d10
Uldrath, man	7'8"	+2d10
Uldrath, woman	7'4"	+2d10

VITAL STATISTICS

TABLE 5-3: RANDOM STARTING AGES:

Race	Adulthood	Class			
		Barbarian	Bard	Cleric	Druid
		Rogue	Fighter	Paladin	Monk
		Sorcerer	Ranger	Wizard	
Aradan	10 years	+1d4	+1d6	+2d6	
Ashemi	250 years	+4d12	+6d12	+10d12	
Bael	20 years	+1d6	+2d6	+4d6	
Drallok	40 years	+3d6	+6d6	+9d6	
Dwarf	40 years	+3d6	+5d6	+7d6	
Elf	110 years	+4d6	+6d6	+10d6	
Gnome	40 years	+4d6	+6d6	+9d6	
Lahryk	15 years	+1d3	+2d3	+3d3	
Magirn	18 years	+2d8	+3d8	+4d8	
Makall	12 years	+1d2	+1d4	+2d4	
Taranuhl	15 years	+1d4	+1d6	+2d6	
Uldrath	20 years	+1d6	+2d6	+3d6	

TABLE 5-5: RANDOM WEIGHT

Race	Base Weight	Weight Modifier
Aradan, man	80 lb.	× (2d3 lb.)
Aradan, woman	50 lb.	× (2d3 lb.)
Ashemi, man	150 lb.	× (2d4 lb.)
Ashemi, woman	130 lb.	× (2d4 lb.)
Bael, man	110 lb.	× (2d4 lb.)
Bael, woman	90 lb.	× (2d4 lb.)
Drallok, man	80 lb.	× (1d6) lb.
Drallok, woman	75 lb.	× (1d6) lb.
Lahryk, man	160 lb.	× (2d6 lb.)
Lahryk, woman	140 lb.	× (2d6 lb.)
Magirn, man	35 lb.	× (1d4) lb.
Magirn, woman	40 lb.	× (1d4) lb.
Makall, man	28 lb.	× 1 lb.
Makall, woman	24 lb.	× 1 lb.
Taranuhl, man	120 lb.	× (1d10) lb.
Taranuhl, woman	85 lb.	× (1d10) lb.
Uldrath, man	220 lb.	× (2d10) lb.
Uldrath, woman	200 lb.	× (2d10) lb.

TABLE 5-2: AGING EFFECTS

Race	Middle Age*	Old**	Venerable***	Maximum Age
Aradan	15 years	25 years	35 years	+2d4 years
Ashemi	500 years	750 years	1,000 years	+2d% years
Bael	35 years	70 years	100 years	+3d20 years
Drallok	140 years	210 years	300 years	+3d% years
Lahryk	50 years	100 years	150 years	+5d20 years
Magirn	35 years	60 years	90 years	+2d10 years
Makall	35 years	53 years	70 years	+2d10 years
Taranuhl	35 years	53 years	70 years	+2d20 years
Uldrath	50 years	75 years	100 years	+2d12 years

@ -1 to Str and Dex, -2 Int and Wis, +1 to Con and Cha

* -1 to Str, Con, and Dex; +1 to Int, Wis, and Cha

** -2 to Str, Con, and Dex; +1 to Int, Wis, and Cha

*** -3 to Str, Con, and Dex; +1 to Int, Wis, and Cha



Chapter 6 Equipment

The following information is drawn from the PHB, DMG, and all previously published AEG material. For ease of reference, all items are listed, but not explained unless they are appearing here for the first time.

Use the following key to reference special items: (Du) Dungeons, (E) Evil, (Dr) Dragons, (U) Undead, (W) War, (Mo) Monsters, (G) Gods.

STARTING WEALTH

Mercenary campaigns see varied levels of wealth. During times of war or struggle, a mercenary company might make as much as a baron in a single month, while during drought seasons, mercs are lucky to find work chopping wood for a meal and a cot.

DMs are encouraged to modify the amount of starting gold for merc PCs based on the conditions of the campaign. A gritty bare bones campaign might start the PCs off with as much as half their allotted gold, while a campaign set during the time of a great war might net the PCs three or four times their starting gold.

Additionally, feel free to roll on the chart below.

TABLE 6-1: MERCENARY STARTING GOLD

Conditions			
Lean	Normal*	Turbulent*	War*
2d4 × 10 gp	4d4 × 10 gp	6d4 × 10 gp	8d6 × 10 gp

* increase the die type by one for clerics, fighters, paladins, rangers, and rogues.

Whether or not you modify a PC's starting wealth, the new classes in this book use the following chart for determining starting gold.

TABLE 6-2: RANDOM STARTING GOLD

Class	Amount (gp)
Alchemist	4d4 × 10
Guardian	6d4 × 10
Guerilla	4d4 × 10
Hunter	5d4 × 10
Legionnaire	6d4 × 10
Mercenary Ranger	6d4 × 10
Myrmidon	5d4 × 10
Nomad	4d4 × 10
Scout	5d4 × 10
Tattoo Mage	3d4 × 10

AVAILABILITY

Mercs live a different life than most adventurers. As a result, they often find themselves in backwater villages and thorps where anything beyond a mug of mead and a wooden hammer is considered exotic. As a result, many of things adventurers take for granted are prized commodities among struggling mercenaries. Even silk rope is hoarded, measured by the inch, when you are 2 weeks from the nearest city.

You may wish to limit what mercenaries can and cannot find in your campaign. Anything over 50 gp, for instance, may require a Gather Information check (DC 20), in order to track one down. And items over 100 or 200 gp may be non-existent.

EQUIPMENT

In either case, the chart below can help establish whether or not the PC can find the item in question. If the item in question exceeds half the gp limit, the mercenary must make an availability check, either a percentile roll, or a Gather Information check (DMs choice).

TABLE 6-3: EQUIPMENT AVAILABILITY

Location	GP Limit*	Availability
Thorp	40 gp	DC 25, 25%
Hamlet	100 gp	DC 20, 25%
Village	200 gp	DC 25, 30%
Small Town	800 gp	DC 20, 30%
Large Town	3,000 gp	DC 25, 35%
Small City	15,000 gp	DC 20, 35%
Large City	40,000 gp	DC 25, 40%
Metropolis	100,000 gp	DC 20, 40%

* The DM may adjust this limit by 50% (up or down) as he sees fit, to help bolster or limit the mercenary's options.

COINS

Mercenaries see so many coins from so many realms that they cannot keep them straight. As a result, a gold coin from one realm may not have as much value as a gold coin from another. No mercenary knows this better than the

one who has just visited the moneychanger. Exchanging coins, even silver and copper for gold, can be an expensive prospect. But, every mercenary knows this is the price of doing business.

When entering a new community larger than a small town, a mercenary most likely wants to exchange his coin. Table 6-4 shows the various conversion rates of coins from one nation to another and from one age to another.

Peasants in smaller communities may or may not care about the shape or relief of the coin, but it is highly unlikely they have a moneychanger either. Mercs in a backwater village with useless coin, had best find a job fast if they want to eat.

It is not uncommon for mercs to carry traveling gems rather than coin, buying whatever they can from a village before moving on. This practice ensures the merc sees a greater return than taking coin from a starving nation and trying to spend it somewhere else.

TABLE 6-4: EXCHANGE RATES

A moneychanger takes a standard 10% fee to exchange coins of any type. This rate increases under the following criterion.

Coin comes from a poor nation	+30%
Coin comes from a well-off nation	+10%



EQUIPMENT

Coin comes from a nation at war	+20%
Coin comes from a nation at war with the nation you are in	+30%
Coin comes from a nation no one has heard of	+30%
Coin comes from a conquered nation	+20%
Coin is smaller than an average coin of the nation	+10%
Coin is over 100 years old	+10%
Coin is over 500 years old	+20%
Coin is over 1000 years old*	+30%
Converting coins in a large city	-10%
Covering coins in a metropolis	-10%**
Converting gems	flat 20%***

* The average moneychanger doesn't care about the scarcity of the coin, but a collector might.

** A metropolis has so many moneychangers that this variable can be as low as -5% and as high as -20%. The DM may want to roll 2d10 to determine the actual modifier.

*** This rate never goes up, but it can go down, based on competition and the like. Gems hold their value, no matter the climate of the nation where the gems were bought.

TABLE 6-5: TRAVELING GEMS

Gem*	Value**
Azurite or obsidian	10 gp
Bloodstone, carnelian, or sardonyx	50 gp
Amber, coral, or jade	100 gp
Alexandrite or black pearl	500 gp
Blue sapphire, emerald, or star ruby	1,000 gp
Jacinth and other rare gems	5,000 gp and up

* Mercs interested in investing time to find out which stones are rare in which regions, might be able to make a few coins buying the right gems. But this practice is frowned on as not being worth the effort.

** This value can fluctuate by 10% up or down, based on the size, and quality of the gem, or the respectability of the jeweler.

TRADE GOODS

Mercenaries see a great deal of land that few others ever visit. Short of merchants, they are the best traveled of all men. Those who visit distant shores and exotic locations see trade goods that many others cannot find. As well as buying gems to secure their wealth, trading commodities also helps a mercenary get by. This can be a dangerous venture for those unprepared for the fluctuations of economics and the rigors of supply and demand.

TABLE 6-6: TRADE GOODS

Commodity	Cost
Beans, 1 lb.	1 sp
Beer, 1 gallon	10 gp
Berries, 1 lb.	2 sp
Bronze, 1 lb.	15 gp
Bull, 1	15 gp
Camel hair, 1 lb.	15 gp
Chicken, 1	2 cp
Cinnamon, 1 lb.	1 gp

Cloth, 1 lb. (2 sq. yards)	8 gp
Coal, 1 lb.	1 sp
Coffee, 1 lb.	2 sp
Coffee, fine, 1 lb.	3 gp
Copper, 1 lb.	5 sp
Cotton, 1 lb.	10 gp
Cow, 1	10 gp
Dog, 1	25 gp
Dried Fruit, 1 lb.	1 sp
Dye, 1 lb.	2 gp
Exotic pet, 1	30+ gp
Flour, 1 lb.	2 cp
Ginger or pepper, 1 lb.	2 gp
Glassware, 1 lb.	5 gp
Goat, 1	1 gp
Gold, 1 lb.	50 gp
Grain*, 1 lb.	1 sp
Herbs, 1 lb.	5 gp
Honey, 1 lb.	3 gp
Incense, 1 lb.	2 gp
Ink, 1 gallon	200 gp
Iron, 1 lb.	1 sp
Lacquerware, 1 lb.	10 gp
Linen, 1 lb. yard)	4 gp
Liquor, 1 gallon	25 gp
Llama, 1	10 gp
Lye, 1 lb.	3 gp
Nuts, 1 lb.	3 cp
Oil, 1 gallon	1 gp
Ox, 1	15 gp
Pelt, 1	5-50 gp
Perfume, 1 gallon	50 gp
Pig, 1	3 gp
Rawhide, 1 lb.	3 sp
Rug, 1	1 gp
Saffron or cloves, 1 lb.	15 gp
Salt, 1 lb.	5 gp
Seeds, 1 lb.	1 gp
Sheep, 1	2 gp
Silk, 1 lb. (2 sq. yards)	20 gp
Silver, 1 lb.	5 gp
Spices, 1 lb.	5-100 gp
Sugar, 1 lb.	5 gp
Tea leaves, 1 lb.	2 sp
Tea leaves, fine, 1 lb.	2 gp
Tobacco, 1 lb.	5 sp
Wheat, 1 lb.	1 cp
Wine, 1 gallon	20 gp
Wool, 1 lb.	8 gp

* barley, oatmeal, rye, wheat, flax, rice, hemp, and millet

SELLING LOOT

It is important to understand that most mercenaries cannot sell their used goods. After weeks, months, and even years of hard travel, a mercenary's backpack and sword are worth less than the materials holding them together. Few merchants even look at an old suit of armor or worn pair of boots. Should they ever find someone to buy their equipment, he never offers more than 10% of its listed price.

EQUIPMENT

TABLE 6-7: WEAPONS

SIMPLE WEAPONS—MELEE

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Unarmed Attacks						
Gauntlet	2 gp	*	*	—	2 lb.	Bludgeoning
Strike, unarmed (Large)	—	1d4§	x2	—	—	Bludgeoning
Strike, unarmed (Medium-size)	—	1d3§	x2	—	—	Bludgeoning
Strike, unarmed (Small)	—	1d2§	x2	—	—	Bludgeoning
Tiny						
Dagger‡	2 gp	1d4	19-20/x2	10 ft.	1 lb.	Piercing
Dagger, punching	2 gp	1d4	x3	—	2 lb.	Piercing
Gauntlet, spiked‡	5 gp	1d4	x2	—	2 lb.	Piercing
Small						
Ch'jat	55 gp	1d6/1d8	x2	—	9 lb.	Bludgeoning
Mace, light	5 gp	1d6	x2	—	6 lb.	Bludgeoning
±Machete	2 gp	1d6	x2	—	3 lb.	Slashing
Sickle	6 gp	1d6	x2	—	3 lb.	Slashing
±Spear thrower	1 sp	‡	—	‡	1 lb.	—
±Stake (U)	1 cp	1d4	x3	—	1/4 lb.	Piercing
Medium-size						
Club	—	1d6	x2	10 ft.	3 lb.	Bludgeoning
Halfspear‡	1 gp	1d6	x3	20 ft.	3 lb.	Piercing
Mace, heavy	12 gp	1d8	x2	—	12 lb.	Bludgeoning
Morningstar	8 gp	1d8	x2	—	8 lb.	Bludgeoning and Piercing
±Pitchfork‡	1 sp	1d6	x2	10 ft.	2 lb.	Piercing
Large						
±Bill	2 gp	1d10	x3	—	12 lb.	Slashing
±Iron Staff‡	5 gp	1d8/1d8	x2	—	15 lb.	Bludgeoning
Maul	5 gp	1d10	x2	—	12 lb.	Bludgeoning
Quarterstaff‡	—	1d6/1d6	x2	—	4 lb.	Bludgeoning
±Pilum‡	3 gp	1d8	x3	20 ft.	7 lb.	Piercing
±Pilum‡, chained	8 gp	1d8	x3	20 ft.	20 lb.	Piercing
Shortspear‡	2 gp	1d8	x3	20 ft.	5 lb.	Piercing

SIMPLE WEAPONS—RANGED

Small						
Crossbow, light‡	35 gp	1d8	19-20/x2	80 ft.	6 lb.	Piercing
Bolts, crossbow (10)‡	1 gp	—	—	—	1 lb.	—
Dart	5 sp	1d4	x2	20 ft.	1/2 lb.	Piercing
Sling	—	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	5 lb.	—
±Staff Sling	—	1d6	x2	100 ft.	4 lb.	Bludgeoning
±Bullets, staff sling (10)	1 sp	—	—	—	5 lb.	—
Medium-size						
Crossbow, heavy‡	50 gp	1d10	19-20/x2	120 ft.	9 lb.	Piercing
Bolts, crossbow (10)‡	1 gp	—	—	—	1 lb.	—
Javelin	1 gp	1d6	x2	30 ft.	2 lb.	Piercing
±Stonebow‡	60 gp	1d12	x2	120 ft.	9 lb.	Bludgeoning
±Bullets, stonebow (10)	1 sp	—	—	—	5 lb.	—
Large						
±Crossbow, belly	150 gp	2d8	18-20/x2	150 ft.	40 lb.	Piercing
±Pilum‡	3 gp	1d8	x3	20 ft.	7 lb.	Piercing
±Pilum, Chained‡	8 gp	1d8	x3	15 ft.	20 lb.	Piercing

MARTIAL WEAPONS—MELEE

Small						
Axe, throwing	8 gp	1d6	x2	10 ft.	4 lb.	Slashing
Hammer, light	1 gp	1d4	x2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d6	x3	—	5 lb.	Slashing
Lance, light‡	6 gp	1d6	x3	—	5 lb.	Piercing
±Main gauche‡	3 gp	1d4	19-20/x2	10 ft.	1 lb.	Piercing
Pick, light‡	4 gp	1d4	x4	—	4 lb.	Piercing
Sap	1 gp	1d6S	x2	—	3 lb.	Bludgeoning
Sword, short	10 gp	1d6	19-20/x2	—	3 lb.	Piercing

EQUIPMENT

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Medium-size						
Battleaxe	10 gp	1d8	x3	—	7 lb.	Slashing
±Cutlass	12 gp	1d8	x3	—	4 lb.	Slashing
Flail, light‡	8 gp	1d8	x2	—	5 lb.	Bludgeoning
±Gladius	15 gp	1d8	x3	—	3 lb.	Piercing
Lance, heavy‡	10 gp	1d8	x3	—	10 lb.	Piercing
Longsword	15 gp	1d8	19–20/x2	—	4 lb.	Slashing
Pick, heavy‡	8 gp	1d6	x4	—	6 lb.	Piercing
Rapier‡	20 gp	1d6	18–20/x2	—	3 lb.	Piercing
Scimitar	15 gp	1d6	18–20/x2	—	4 lb.	Slashing
±Spatha	20 gp	1d8	x3	—	4 lb.	Piercing and Slashing
Trident‡	15 gp	1d8	x2	10 ft.	5 lb.	Piercing
±Warclub	3 gp	1d8	x2	30 ft.	3 lb.	Bludgeoning
Warhammer	12 gp	1d8	x3	—	8 lb.	Bludgeoning
Large						
±Claymore1	75 gp	2d8	19–20/x2	—	18 lb.	Bludgeoning and Piercing
Falchion	75 gp	2d4	18–20/x2	—	16 lb.	Slashing
Flail, heavy‡	15 gp	1d10	19–20/x2	—	20 lb.	Bludgeoning
±Flamberge	100 gp	2d8	x3	—	17 lb.	Slashing
Glaive‡	8 gp	1d10	x3	—	15 lb.	Slashing
Greataxe	20 gp	1d12	x3	—	20 lb.	Slashing
Greatclub	5 gp	1d10	x2	—	10 lb.	Bludgeoning
Greatsword	50 gp	2d6	19–20/x2	—	15 lb.	Slashing
Guisarme‡	9 gp	2d4	x3	—	15 lb.	Slashing
Halberd‡	10 gp	1d10	x3	—	15 lb.	Piercing and Slashing
Longspear‡	5 gp	1d8	x3	—	9 lb.	Piercing
±Poleaxe‡	5 gp	1d10	x3	—	15 lb.	Slashing
Ranseur‡	10 gp	2d4	x3	—	15 lb.	Piercing
Scythe	18 gp	2d4	x4	—	12 lb.	Piercing and Slashing
Sledge	25 gp	1d12	x3	—	20 lb.	Bludgeoning
±Spatha‡	15 gp	1d8	x3	—	4 lb.	Piercing
MARTIAL WEAPONS—RANGED						
Medium-size						
Shortbow‡	30 gp	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)‡	1 gp	—	—	—	3 lb.	—
Shortbow, composite‡	75 gp	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)‡	1 gp	—	—	—	3 lb.	—
Large						
Longbow‡	75 gp	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20) ‡	1 gp	—	—	—	3 lb.	—
Longbow, composite‡	100 gp	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)‡	1 gp	—	—	—	3 lb.	—
EXOTIC WEAPONS—MELEE						
Tiny						
Kama, halfling‡	2 gp	1d4	x2	—	1 lb.	Slashing
Kukri	8 gp	1d4	18–20/x2	—	3 lb.	Slashing
±Manriki-gusari‡	1 gp	1d4	x2	—	1 lb.	Bludgeoning
Nunchaku, halfling‡	2 gp	1d4	x2	—	1 lb.	Bludgeoning
Siangham, halfling‡	2 gp	1d4	x2	—	1 lb.	Piercing
Small						
Kama‡	2 gp	1d6	x2	—	2 lb.	Slashing
Nunchaku‡	2 gp	1d6	x2	—	2 lb.	Bludgeoning
±Nunchaku, Spiked‡	3 gp	1d6	x2	—	2 lb.	Bludgeoning and Piercing
Siangham‡	3 gp	1d6	x2	—	1 lb.	Piercing
±Tonfa, bladed	1 gp	1d8	x2	—	2 lb.	Slashing
Wakizashi**	300 gp	1d6	19–20/x2	—	3 lb.	Slashing

EQUIPMENT

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Medium-size						
Hammer, gnome hooked‡	20 gp	1d6/1d4	×3/×4	—	6 lb.	Bludgeoning and Piercing
±Kama-yari‡	4 gp	1d8	×2	—	5 lb.	Slashing
Katana†‡	400 gp	1d10	19–20/×2	—	6 lb.	Slashing
±Kusari-fundo‡	2 gp	1d4	1d4	—	3 lb.	Bludgeoning
±Nage-gama‡	15 gp	1d6/1d4/1d6	×3	10 ft.	3 lb.	Piercing, Bludgeoning, and Slashing
±Sickle and chain‡	10 gp	1d6/1d4	×2	—	3 lb.	Bludgeoning and Slashing
Sword, bastard‡	35 gp	1d10	19–20/×2	—	10 lb.	Slashing
Waraxe, dwarven‡	30 gp	1d10	×3	—	15 lb.	Slashing
Large						
Axe, orc double‡	60 gp	1d8/1d8	×3	—	25 lb.	Slashing
±Bisento†	30 gp	1d10	×3	—	20 lb.	Piercing and Slashing
Chain, spiked‡	25 gp	2d4	×2	—	15 lb.	Piercing
Flail, dire‡	90 gp	1d8/1d8	×2	—	20 lb.	Bludgeoning
±Fuxina††	20 gp	1d10	×2	—	7 lb.	Piercing
Sword, two-bladed‡	100gp	1d8/1d8	19–20/×2	—	30 lb.	Slashing

EXOTIC WEAPONS—RANGED

Tiny						
Crossbow, hand‡	100gp	1d4	19–20/×2	30 ft.	3 lb.	Piercing
Bolts (10) ‡	1 gp	—	—	—	1 lb.	—
Shuriken‡	1 gp	1	×2	10 ft.	1/10 lb.	Piercing
Small						
Whip‡	1 gp	1d2S	×2	15 ft.	2 lb.	Slashing
±Whip, barbed‡	2 gp	1d4	×2	15 ft.	2 lb.	Slashing
Medium-size						
±Blade, throwing‡	10 gp	1d8	19–20/×2	40 ft.	4 lb.	Piercing and Slashing
±Bola	5 sp	Special	—	50 ft.	2 lb.	Bludgeoning
±Boomerang	1 gp	1d6	×3	40 ft.	2 lb.	Bludgeoning
±Crossbow, double ‡	100 gp	1d8	19–20/×2	120 ft.	15 lb.	Piercing
±Bolts, double crossbow (10)‡	1 gp	—	—	—	1 lb.	—
Crossbow, repeating‡	250 gp	1d8	19–20/×2	70 ft.	16 lb.	Piercing
Bolts (5) ‡	1 gp	—	—	—	1 lb.	—
±Iaculum	40 gp	‡	‡	10 ft.	15 lb.	—
Net	20 gp	‡	‡	10 ft.	10 lb.	—

* No weight worth noting.

‡ See description for special rules.

† Except as indicated, same as masterwork bastard sword.

± New weapon type.

† If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character or mount.

‡ The Weapon deals subdual damage rather than normal damage.

RENAISSANCE WEAPONS (FIREARMS)—RANGED*

Weapon	Cost	Range Damage	Critical	Increment	Weight	Type
Small						
Pistol	250 gp	1d10	×3	50 ft.	3 lb.	Piercing
Bullets, pistol (10)	3 gp	—	—	—	2 lb.	—
Medium-size						
Musket	500 gp	1d12	×3	150 ft.	10 lb.	Piercing
Bullets, rifle (10)	3 gp	—	—	—	2 lb.	—

*Exotic Weapon Proficiency (renaissance) gains a creature proficiency with all Renaissance weapons; otherwise, a –4 penalty is assessed against all attack rolls.

NEW WEAPONS

Bill: A bill consists of a broad straight, single-edged blade 10 to 12 inches long affixed to a pole. The blade is hooked slightly toward the edge near the tip. Originally the bill was designed as a long-handled pruning tool, until someone discovered it was useful for lopping off limbs other than those that grew on trees. This weapon has reach and can be used against targets 10 ft. away, but not against adjacent foes.

Bisento: A bisento is a spear-like weapon with a blade resembling a scimitar affixed to its end. This weapon is extremely heavy, and is sometimes used to cut through armor and/or to cut down a horse in combat. The bisento has a 10 ft. reach, but can also be used against adjacent foes. If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against the charging character or mount.

Blade, Throwing: These peculiar looking weapons are 2–3 ft. long, with leather-wrapped hilts about 7 inches long. They come in numerous forms, having principal blades that are long and curved or hooked, with 2–5 secondary blades splitting off from the central blade like the branches of a tree. These weapons are well-balanced and heavy, capable of severing limbs at a distance. When thrown, they fly in a straight path or a slightly curved trajectory. For every 20 ft. of distance to the target, the wielder can curve the throwing blade's path up to 5 ft. from a direct line to avoid obstacles or interposing characters. They can also be used as melee weapons.

Bola: A bola consists of three long cords, all connected at one end, with weights tied at the other ends, a bola is an effective entangling weapon in the hands of an experienced wielder. Most bolas have a span of 6 to 8 feet when flying. The wielder holds the bola at the junction of the cords, spins the weights, and flings it at the target. When attacking with the bola, make a ranged touch attack against the target. A successful hit means that the target is tied up as if it had been bound with rope. A bound target may make an Escape Artist check with a DC equal to your attack roll to attempt to free himself from the bola.

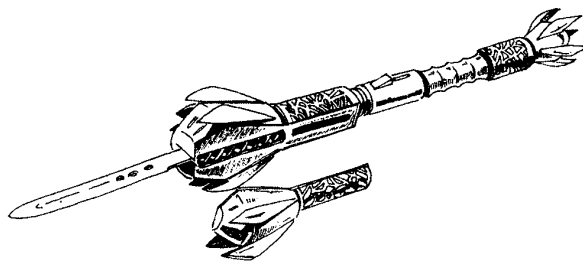
A bola may also be used to make a trip attack as a ranged attack. Make your attack roll for the bola as normal. On a successful hit, make a Strength check opposed by the target's Dexterity or Strength (whichever is higher). The bola's Strength is considered to be 25 for this roll. A Large target receives a +4 circumstance bonus to this roll, while Small targets receive a –4 penalty, and Tiny targets receive a –8 penalty. Moving targets also receive a –4 to this roll. Running targets receive a –8 penalty to this roll. If this roll is successful, the target is tripped and bound.

Bolas can only be used against creatures from Tiny to Large size.

A bola is so large that it takes a full-round action to throw.

Boomerang: A boomerang is a thrown weapon generally made of hardwood, 2–3 ft. long, carved flat, with a slight bend approximately in the middle. The wielder flings the boomerang at the target in either a direct or a slightly curved trajectory. For every 20 ft. of distance to the target, the wielder can curve the boomerang's path up to 5 ft. from a direct line to avoid obstacles or interposing characters.

Smaller versions fly in a circular path that return to the wielder, but those are not used in combat.



Ch'jat: The ch'jat is an exotic weapon, yet simple to use. It has two primary functions. It behaves as a light mace in every way. However as a move-equivalent action, you may turn the head of the ch'jat to expose a long sturdy spike that springs from the center of the head. This spike is considered a simple weapon and deals 1d8 piercing damage. The ch'jat is a favorite weapon of those looking to hide or otherwise smuggle bladed weapons into secure facilities.

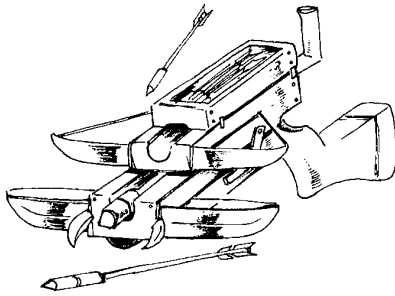
Variations are known to exist that are nothing more than a wooden sticks 4 ft. long with narrow metal heads on top. These can be used more assuredly as walking sticks, making them easy to sneak into civilized areas. Once the head is turned, the wielder has a powerful weapon at his disposal.

Claymore: This formidable greatsword is of indeterminate length because it is often made for the person carrying it, but generally is 5 to 6 ft. long. It is carried in a sheath hanging on the back. Unlike other greatswords, it does not have a sharp edge, because it is primarily a stabbing or clubbing weapon. The weapon is designed so that the blade can be used to knock the legs out from under the horse of the enemy. Then taken by the blade, the claymore is used as a club to finish the unhorsed enemy.

When set against a charging enemy with a ready action, the claymore does double damage if you hit a charging character.

Crossbow, Belly: The belly crossbow is essentially an extremely large, man-portable crossbow. It consists of the bow, approximately 4 feet long, a stock with ratchets attached, about 4–5 ft. long, and a slider with a trigger mechanism. At the butt of the stock is a horizontal half-

circle that is held against the user's belly to steady and aim the device. Because of its weight it is often supported on a single wooden leg or rests on some other solid support. After the device is fired, the user braces the point of the weapon against the ground or a wall and uses his body weight to assist in reloading the device by compressing the slider one ratchet at a time. This use of a mechanical device to reload the bow allows greater draw strength than is possible with a standard heavy crossbow. It requires two hands to load, aim, and fire. It can be aimed and fired as a full-round action. Reloading the belly crossbow requires three full-round actions, and provokes attacks of opportunity. This weapon can only be used by Medium-size or Large characters.



Crossbow, Double: A type of light crossbow that is essentially two weapons in one. It mounts a second bow, groove, and firing mechanism on the underside of the stock. Special loops make sure the downside bolt does not fall out. After one side is fired, the user turns the weapon over, and the other side can be fired with the next attack. It requires two hands to use, regardless of the user's size. Loading each side of a double crossbow is a move-equivalent action that provokes attacks of opportunity. Each bow is drawn by a tool called a "goat's foot," a metal lever that hooks on the string and on special pins on the stock. The loader pulls on the goat's foot lever, which draws the string into position.

If the firer chooses, he can pull both triggers in one action, firing both bolts at once. Doing so incurs a -2 penalty to each attack and must be targeted at the same person. However, doing so greatly increases the weapon's usefulness.

Heavy crossbow versions of the double crossbow are rumored to exist, but such weapons require a two-man team or tripod to fire.

Cutlass: Used primarily by sailors, the cutlass is a short slashing sword with a wide, curved blade, sharp on one edge. The guard is a wide metal shell protecting the entire sword hand.

Flamberge: This great two-handed sword gets its name from the blades wavy shape. At over $5\frac{1}{2}$ ft. long, it is a potent weapon in combat. The wavy shape of the blade provides extra slicing power.

Fuxina: The fuxina is type of trident used in gladiatorial combat, heavier than a normal trident. The target of a fuxina is subject to a -1 AC penalty.

When set against a charging enemy with a ready action, the fuxina does double damage if it hits a charging character.

Gladius: A short, broad bladed, slightly-waisted, double-edged thrusting sword that coined the term "gladiator," or "sword man." The blade is roughly two feet long.

Iaculum: A fighting net often used in gladiatorial combat, it is heavier and tougher than a standard fighting net. It has small barbs and weights in the weave and a trailing rope to control netted opponents. It can be used to entangle opponents.

When an iaculum is thrown, make a ranged touch attack against the target. A nets maximum range is 10 feet, and the character suffers no range penalties to throw it even to its maximum range. If the attack is successful, the target is entangled. An entangled creature suffers -3 circumstance penalty on attack rolls and a -5 circumstance penalty on Dexterity checks and Dexterity based skill checks. The entangled creature can only move at half speed and cannot charge or run. If the character takes control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can only move within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 17) or be unable to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 22) which requires a full-round action. The net has 10 hit points and can be burst with a Strength check (DC 28, also a full-round action).

An iaculum is only useful against creatures between Tiny and Large size, inclusive. The iaculum must be folded to be thrown effectively. The first time the iaculum is thrown in a fight, the attacker must make a normal ranged touch attack roll. After the net is unfolded, the character suffers a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Iron Staff: A staff very similar to a quarterstaff except that it is made of iron and is much heavier. You can strike with either end.

An iron staff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons. A creature using a double weapon in one hand cannot use it as a double weapon.

Kama-yari: A spear to which a single-edged, sickle-shaped blade is attached perpendicular to the pole. This weapon has reach and can be used against targets 10 ft. away, but not against adjacent foes.

EQUIPMENT

A monk using a kama-yari can strike with his unarmed base attack, including his more favorable number of attacks per round, along with other applicable attack modifiers. The monk must take the appropriate feats to gain these benefits.

Kusari-Fundo: A small chain with weighted ends, up to 10 ft. long; most often used to entangle an enemy's limbs or weapon. One end of the chain is thrown at the target; make a melee touch attack against the target up to 10 feet away. It is a reach weapon that can also be used against adjacent foes. If the attack is successful, the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The wielder and the entangled creature make an opposed Strength check. The entangled creature cannot move any further away from you without escaping. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The chain has a hardness of 10 and 5 hit points. It can also be burst with a Strength check (DC 28, also a full-round action).

The kusari-fundo can also be used to disarm or trip an opponent. When making a disarm or trip attempt, you gain a +2 circumstance bonus to your opposed attack roll (including the roll to keep from being tripped or disarmed if you fail to disarm or trip your opponent).

The kusari-fundo can also be used as a whip, with the weighted ends used to strike the enemy, but only against adjacent foes.

Main-Gauche: The main gauche, or left-handed dagger, is often used with a rapier in two-weapon fighting techniques. The total length is 15–17 inches. The guard has slightly curved quillions and a ring that help to trap an enemy's weapon.

With a main gauche, you get a +1 bonus on your opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if you fail to disarm your enemy).

If you have the Off-Hand Parry feat, you gain an additional +1 dodge bonus to AC while using the main-guache.

Manriki-Gusari: The manriki-gusari is a chain about 3 feet long, and weighted at both ends. The name means, "chain with the power of 10,000." It was developed as a self-defense weapon but is also a wicked offensive weapon in the hands of a skilled wielder. It is small and easily concealed in the palm of the hand or in a sash. While holding one end of the chain, it can be swung around and used as a whip.

It can also be used to entangle an adjacent enemy's limbs or weapon. When making an entangle attempt, you fling one end of the chain at the target and make a melee touch attack. If the attack is successful, the target is entangled. An entangled creature suffers -2 on attack rolls and

a -4 penalty on effective Dexterity. The wielder and the entangled creature make an opposed Strength check. The entangled creature cannot move any further away from you without escaping. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The chain has a hardness of 10 and 5 hit points. It can also be burst with a Strength check (DC 28, also a full-round action).

The manriki-gusari can also be used to disarm or trip an opponent. When making a disarm or trip attempt, you gain a +2 circumstance bonus to your opposed attack roll (including the roll to keep from being tripped or disarmed if you fail to disarm or trip your opponent).

Maul: A maul is a type of sledgehammer with a blunt, axe head on the opposite side, to be used with two hands.

Nage-Gama: The nage-gama is a halfspear, about 3 feet long, with a kama attached perpendicular to the spearhead. On the opposite end of the pole is attached a chain about 10 feet long. This weapon has a variety of uses — as a reach weapon, thrown weapon, or a double weapon.

The free end of the chain is weighted and is most often used to entangle an enemy's limbs or weapon. When the end of the chain is thrown at the target, make a melee touch attack against the target up to 10 feet away. It is a reach weapon that can also be used against adjacent foes. If the attack is successful, the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The wielder and the entangled creature make an opposed Strength check. The entangled creature cannot move any further away from you without escaping. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The chain has a hardness of 10 and 5 hit points. It can also be burst with a Strength check (DC 28, also a full-round action).

The chain can also be used to disarm or trip an opponent. When making a disarm or trip attempt, you gain a +2 circumstance bonus to your opposed attack roll (including the roll to keep from being tripped or disarmed if you fail to disarm or trip your opponent).

The halfspear can be thrown at enemies up to 10 feet away, or farther if you release the end of the chain. You can fight with it as if fighting with two weapons, incurring all normal attack penalties. When the nage-gama is used as a double weapon, the chain is used as a whip, with the weighted ends used to strike the enemy, and sickle as a slashing weapon or the spear head as a piercing weapon, but only against adjacent foes.

The nage-gama can also be used as an improvised grappling hook.

Nunchaku, Spiked: Identical to a standard nunchaku, except with a ring of spikes around the end of each handle.

A monk using a spike nunchaku fights with her unarmed base attack, including his more favorable number of attacks per round, along with other applicable attack modifiers.

Pilum: The pilum is a heavy javelin, used primarily as a short-range shock weapon. It has a pyramidal iron head



on a long iron shank, fastened to a wooden shaft. The head is intended to penetrate both a wooden shield and body armor, the long iron shank passing through the hole made by the head. Once the weapon has struck home, the shank bends, rendering it impossible to use more than once. When you throw a pilum at an enemy with a shield and you miss the attack roll, the enemy must make a Reflex save (DC of 10 + your attack bonuses) or the pilum has penetrated the shield and is now dragging the shield down with its weight. The pilum can be removed from the shield with a Strength check (DC 20) as a full-round action. Every pilum embedded in a shield reduces its AC bonus by one to a minimum of +0.

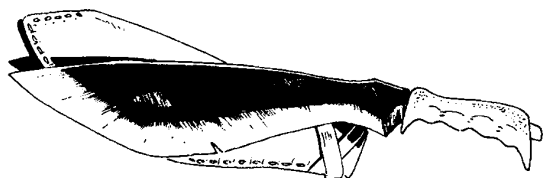
The iron shank of a pilum can be straightened and used again using a hammer and a flat surface. This requires 1 minute of time.

Pilum, Chained: Like a pilum, the chained pilum is used to rip the shield from someones arm. The chain is 15 ft. long allowing you and the target to make opposed Strength checks (as a standard action) to either rip the weapon from the attacker, or rip the shield from your opponent.

Pitchfork: A simple farmers tool used for pitching hay and cleaning stables, but sometimes tools make the best weapons. When set against a charging enemy with a ready action, the pitchfork does double damage if you hit a charging character.

Poleaxe: A polearm with a heavy axe head. This is a reach weapon that can be used against opponents up to 10 ft. away, but not against adjacent foes.

Sica: A heavy chopping blade most often used by gladiators, the sica most closely resembles a large meat cleaver.



Sickle and Chain: A sickle with a length of chain attached to the handle, noted for its efficiency in neutralizing the opponent's weapon at long range, tripping him, or disarming him completely. The chain is up to 10 feet long, and the free end of the chain is thrown at the target. Make a melee touch attack against the target up to 10 feet away. The chain is a reach weapon that can also be used against adjacent foes. If the attack is successful, the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on Dexterity checks and Dexterity based skill checks. The wielder and the entangled creature make an opposed Strength check. The entangled creature cannot move any further away from you without escaping. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The chain has a hardness of 10 and 5 hit points. It can also be burst with a Strength check (DC 28, also a full-round action). The chain can also be used to disarm or trip an opponent. When making a disarm or trip attempt, you gain a +2 circumstance bonus to your opposed attack roll (including the roll to keep from being tripped or disarmed if you fail to disarm or trip your opponent).

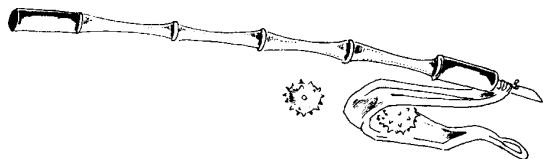
The sickle and chain can be used either as a double weapon, or as a reach weapon. You can fight with it as if fighting with two weapons, incurring all normal attack penalties as if using a one-handed weapon and a light weapon. When the sickle and chain is used as a double weapon, the chain is used as a whip, with the weighted ends used to strike the enemy and sickle as a slashing weapon, but only against adjacent foes.

Sledge: A sledge is a very heavy hammer with a focused iron head. It deals a great deal of damage and has been known to break bones even through armor.

Spatha: A thrusting broadsword similar to a gladius, generally used by cavalry. With its longer blade it can also be used as a slashing weapon. The total length is just over 3 ft.

Spear Thrower: A spear thrower is a stick, one to three feet long that allow a spear to be thrown with much greater force and distance. It has a handle at one end, with a loop or thong that circles the wrist, and a hook at the other that engages the butt end of the spear. The thrower is held behind the shoulder of the user, hook up, and the spear is placed along it so that the spear points forward and slightly upward. When throwing, the user swings their arm forward and snaps their wrist, launching the spear with great velocity from the end of the thrower, taking advantage of the leverage created by the spear thrower. The spear thrower can be used with any type of thrown spear or javelin. It requires a move-equivalent action to load the spear in the thrower.

The benefit of using a spear thrower is that the range increment of the spear is doubled, and if it hits its target, it receives +1 to its damage roll.



Staff Sling: A sling attached to the end of a quarterstaff. The staff provides a longer throwing arm, increasing leverage, and allowing the sling bullet to be thrown with much greater force and distance. The staff sling is a two-handed weapon.

The sling can be removed as a move-equivalent action that provokes attacks of opportunity. The staff then becomes a fully functional quarterstaff. The quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

A staff sling uses the same type of bullets as a sling.

Stonebow: A stonebow is a type of heavy crossbow specially designed to throw stones or sling bullets. The groove is much wider, and the bullet is placed in a special cup on the bowstring that holds the bullet in place.

It requires two hands to use, regardless of the user's size. Loading a stonebow is a full-round action that provokes attacks of opportunity. The bow is drawn by a tool called a "goat's foot," a metal lever that hooks on the string and on special pins on the stock. The loader pulls on the goat's foot lever, which draws the string into position.

A stonebow uses the same projectiles as a sling.

Tonfa, Bladed: A tonfa is a square wooden pole about 2 feet long with a perpendicular handle that allows it to be spun about. This version incorporates steel blades, which are embedded lengthwise in the wood, nearest the striking end of the weapon.

Monks can use the bladed tonfa with their unarmed base attack and improved number of attacks and all relevant modifiers.

Warclub: A single-handed wooden club with various weighted, sharpened protrusions on the business end that add force to the blow. The balance of the war club also allows it to be thrown with great accuracy.

Whip, barbed: This is a normal whip, except with wicked metal barbs or hooks tied into the leather at the end. Although the whip is kept in hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.

Because the whip can wrap around an enemy's leg or other limb, trip attacks can be made with it. If a character is tripped during the trip attempt, the whip can be dropped to avoid being tripped.

When using a whip, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

LAMINATED STEEL WEAPONS

Another special type of weapon can only be created by weaponsmiths with at least 7 ranks of Craft (weaponsmith) skill. This type of weapon is created using a special forging process, where multiple layers of steel are interspersed with layers of a softer, more pliable metal, such as nickel. These layers are then welded and folded several times. Each fold doubles the number of layers in the steel, until they are practically microscopic. The end effect is a weapon that is both flexible and extremely hard. The soft metal provides the flexibility, and the steel provides the hardness. When the steel is polished and given its edge, the grinding reveals a distinctive wood-grain like pattern in the metal created by the dozens of layers. This process not only increases its durability but also its slicing power, because the numerous micro-thin layers create an invisible serrated edge.

This can be done with any type of Slashing weapon. Weapons must be created with this method; they cannot be modified once they have been forged.

Benefits of a Laminated Steel Weapon: A laminated steel weapon gains +1 to all its damage rolls and its critical hit multiplier goes up by one as well. For example, a laminated steel longsword deals 1d8+1 damage and has a X3 critical hit multiplier. Furthermore, the weapon gains +5 to its normal hardness.

Creating Laminated Steel Weapons: You can create a laminated steel weapon with a Craft (weaponsmith) check if you have at least 7 ranks in the skill. To create a laminated version of a weapon in the table above, you create the laminated steel component as if it were a separate item in addition to the standard item. The laminated steel component has its own price (900 gp) and DC (23). Once both the standard component and the laminated steel component are completed, the item is finished. (Note: the price you pay for the laminated steel component is one-third of the given amount, just as it is for the price of the raw materials.)

However, creating a laminated steel weapon is more difficult and delicate than other special types. Any errors result in a complete loss of raw materials and time spent. If the check to create the laminated steel component of the weapon fails, the entire process is a complete loss, and you must start completely over.

EQUIPMENT

TABLE 6-8: LAMINATED WEAPONS CREATION

Item	Craft	DC
Simple melee or thrown weapon	Weaponsmith	15
Martial melee or thrown weapon	Weaponsmith	18
Exotic melee or thrown weapon	Weaponsmith	20

SERRATED WEAPONS

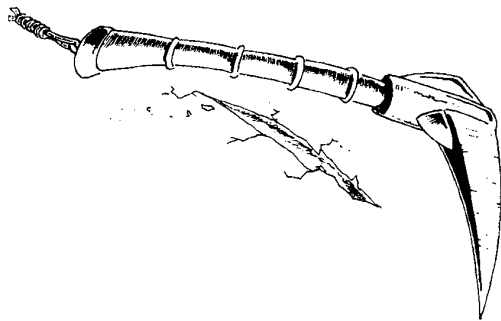
A special type of edged weapon can be forged by a skilled weaponsmith, similar to masterwork weapons, wherein the blade of the weapon is serrated to increase its cutting power. This can be done with any type of slashing weapon. Weapons must be created with a serrated edge; they cannot be modified to have a serrated edge once they have been forged, because doing so would destroy the integrity of the steel.

Benefits of a serrated weapon: A serrated weapon has its critical hit threat range increased by +1. For example, a serrated longsword has a critical threat range of 18–20, instead of 19–20.

Creating Serrated Weapons: You can create a serrated weapon with a Craft (weaponsmith) check. To create a serrated version of a weapon in the table below, you create the serrated component as if it were a separate item in addition to the standard item. The serrated component has its own price (300 gp) and DC (20). Once both the standard component and the serrated component are completed, the serrated item is finished. (Note: the price you pay for the serrated component is one-third of the given amount, just as it is for the price of the raw materials.)

TABLE 6-9: SERRATED WEAPONS CREATION

Item	Craft	DC
Simple melee or thrown weapon	Weaponsmith	12
Martial melee or thrown weapon	Weaponsmith	15
Exotic melee or thrown weapon	Weaponsmith	18



COMBINING SPECIAL WEAPON TYPES

You can combine the effects of masterwork, serrated, and laminated steel. Treat each special type as its own component that must be created separately. Add the extra gold piece cost of each type separately and multiply that by the total number of components. For example, if you wish to create a masterwork serrated laminated steel longsword,

the cost would be increased by masterwork (+300), serrated (+300), and laminated steel (+900) times 3. The result would be a masterwork longsword with a hardness of 15, 1d8+1 damage, critical threat range of 18–20, and × 3 critical damage multiplier, for 4,545 gp.

ARMOR

ARMOR FOR UNUSUAL CREATURES

The information on Table: 6–8 is for Medium-size creatures. Armor for Tiny or smaller creatures costs half as much as that for Medium-size creatures, provides half as much protection, and weighs one-tenth or less as much. Armor for Large characters costs double and weighs twice as much, and for Huge creatures it costs quadruple and weighs five times as much. Armor for even larger creatures must be specially made and has no standard price or weight.

Armor for a nonhumanoid creature costs twice as much as the same armor for a humanoid.

NEW ARMOR AND SHIELDS

Shield, Kite: A type of shield with a long, tapering lower portion meant to provide protection for the legs. It is made from wood, and is too large for you to use your shield hand for anything else. A kite shield provides one-half cover versus ranged attacks (+4 AC bonus, +2 Reflex save bonus) and one-quarter cover versus melee attacks (+2 AC bonus, and +1 Reflex save bonus).

Dwarven-Forged Armor

A special type of armor can be forged by a skilled dwarven armorsmith, similar to masterwork armor. The quality and precision of armor created by dwarven smiths is renowned. Any type of medium armor, heavy armor, or shield can be dwarven-forged. Armor must be created as dwarven-forged armor. It cannot be modified to be dwarven-forged once it has been completed.

Benefits of Dwarven-forged Armor: Dwarven-forged armor provides an additional armor bonus of +2, and reduces the armor check penalty by –1. However, the percentage for arcane spell failure is increased by 10%. For example a suit of dwarven-forged full plate provides an AC bonus of +10, and reduces the armor check penalty to –5. However, the chance for arcane spell failure is increased to 45%.

Creating Dwarven-forged Armor: You can create dwarven-forged armor if you are a dwarf with at least 5 ranks of Craft (armorsmithing). It requires a skill check. To create a dwarven-forged version of some type of shield or medium or heavy armor, you create the dwarven-forged component as if it were a separate item in addition

EQUIPMENT

to the standard item. The dwarven-forged component has its own price (900 gp) and DC (20). Once both the standard component and the dwarven-forged component are completed, the item is finished. (Note: the price you pay for the dwarven-forged component is one-third of the given amount, just as it is for the price of the raw materials.) Dwarven-forged armor is considered masterwork armor for all other purposes.

The same rules apply to Dwarven-Forged shields.

Elven-Forged Armor

A special type of armor can be forged by a skilled elven armorsmith, similar to masterwork armor. The lightness and toughness of elven armor is legendary. Any type of light or medium armor can be elven-forged. Armor must be created as elven-forged armor. It cannot be modified to be elven-forged once it has been completed. Because elves are so attuned with magic, elven-forged armor also reduces the chance for arcane spell failure compared to comparable types of standard armor.

Benefits of Elven-forged Armor: Elven-forged armor increases the maximum dexterity bonus by +1, reduces the armor check penalty by -1, and reduces the chance for arcane spell failure by 10% to a minimum of 0%. For example a suit of elven-forged chainmail provides an AC bonus of +5, increases the maximum Dexterity bonus to +3, reduces the armor check penalty to -4, and reduces the chance for arcane spell failure to 20%.

Creating Elven-forged Armor: You can create elven-forged armor if you are an elf with at least 5 ranks of Craft (armorsmithing). It requires a skill check. To create an elven-forged version of some type of light or medium armor, you create the elven-forged component as if it were a separate item in addition to the standard item. The elven-forged component has its own price (600 gp) and DC (20). Once both the standard component and the elven-forged component are completed, the item is finished. (Note: the price you pay for the elven-forged component is one-third of the given amount, just as it is for the price of the raw materials.) Elven-forged armor is considered masterwork armor for all other purposes.

The same rules apply to Elven-Forged shields.

TABLE 6-8: ARMOR

Armor	Cost	Armor Bonus	Max Dex	Armor Check Penalty	Arcane Spell Failure	Speed		Weight
						(30 ft)	(20 ft)	
Light armor								
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lb.
Chain shirt	100 gp	+4	+4	-2	20%	30 ft.	20 ft.	25 lb.
Medium armor								
Hide	15 gp	+3	+4	-3	20%	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	-4	25%	20 ft.	15 ft.	30 lb.
Ring mail	75 gp	+4	+4	-4	25%	20 ft.	15 ft.	25 lb.
Chainmail	150 gp	+5	+2	-5	30%	20 ft.	15 ft.	40 lb.
Breastplate	200 gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lb.
Heavy armor								
Splint mail	200 gp	+6	+0	-7	40%	20 ft.*	15 ft.*	45 lb.
Banded mail	250 gp	+6	+1	-6	35%	20 ft.*	15 ft.*	35 lb.
Half-plate	600 gp	+7	+0	-7	40%	20 ft.*	15 ft.*	50 lb.
Full plate	1,500 gp	+8	+1	-6	35%	20 ft.*	15 ft.*	50 lb.
Shields								
Buckler	15 gp	+1	—	-1	5%	—	—	5 lb.
Shield, small, wooden	3 gp	+1	—	5%	-1	—	—	5 lb.
Shield, small, steel	9 gp	+1	—	5%	-1	—	—	6 lb.
Shield, large, wooden	7 gp	+2	—	15%	-2	—	—	10 lb.
Shield, large, steel	20 gp	+2	—	-2	15%	—	—	15 lb.
‡Shield, kite‡	25 gp	**	—	-5	30%	—	—	30 lb.
Shield, tower	30 gp	**	—	-10	50%	—	—	45 lb.
Extras								
Armor spikes	+50 gp	—	—	—	—	—	—	+10 lb.
Gauntlet, locked	8 gp	—	—	Special	—	—	—	+5 lb.
Shield spikes	+10 gp	—	—	—	—	—	—	+5 lb.

*When running in heavy armor, a character moves only triple speed, not quadruple.

‡ See description.

DRACOTECHNICS

The classification of items made by alchemists that detonate by a trigger reaction are known as dracotechnics for the fiery explosions the more potent versions have displayed. There are a number of applications and uses for these items, as is evident by the different variations that have appeared from different races. On the chart below are listed common explosives. The DC in the cost column is the DC for an Alchemist to create the item (see the Craft skill in the PHB). In the damage column, the first set of numbers refers to hit points of damage; the second number is the Strength modifier of the force the device produces against doors, walls and other objects.

The detonator should be able to judge how much explosives are required to do the job. If too little is used the attempt usually fails, if too much is used collateral damage may produce unwanted results. If the amount of damage rolled ever equals or exceeds twice the hit points of the object, collateral damage is caused to all structures nearby as well, with appropriate effects to be determined by the Game Master. If multiple explosives are used, you stack the damage and the Strength modifier for each device.

Example: Victor needs to break through a simple wooden door (hardness of 5, 10 hit points, locked DC 15). He decides to use a lockbuster to get the job done. When it goes off, Victor rolls 4d6 and gets 14. Subtracting 5 for hardness he does 9 hit points to the door, not enough to destroy it. But he then rolls a Strength check for the explosive, and gets a 12. 12 plus the bomb's Strength modifier of +5 gives a total of 17, enough to pass the Break DC of the locked door, and it collapses to rubble. If Victor had used 2 lockbusters, he would have rolled 8d6. Had he done a total of 20 or more points of damage to the door after subtracting hardness, the surrounding walls may have given way, collapsing the ceiling and preventing access through the very door he tried to remove!

Gremlin Grenade: This is a small hand-held circular shell that is lit and thrown at a target. A standard Gremlin Grenade is lit with a tindertwig that comes attached to the device, and a fuse that burns through within 1 round.

Explosive Arrow: This is a fairly rare ranged ammunition created by elves and humans. Explosive arrows are lit with a tindertwig that comes attached to the shaft of the arrow. The fuse usually burns through within 1 round. The concussion of an explosive arrow forces an opposed Strength check against any living target in the area; failure results in the target being knocked prone. The Strength modifier may also be used with a Break DC check against a door or wall or other nonliving object. Anyone in the area (except the target struck) may make a Reflex save (DC 20) for half damage.

Thunderbarrel: These unstable, ramshackle devices are a favorite of dwarven berserkers and last-ditch

guardians of their most treasured tunnels. Thunderbarrels are strapped to the back. As a full-round action they may be lit, unstrapped and thrown (using the straps as leverage) toward a target. A standard thunderbarrel is lit with a tindertwig and a fuse that burns through within the round (detonates immediately upon impact). Some dwarves have been known to light the barrels, and charge and grapple an opponent as the barrel explodes; doing whatever it takes to get the job done.

Lockbuster: The lockbuster is a rectangular block of dracotechnics that is used to blast through simple wooden doors or walls (tables 4-3 and 4-4, DMG). The fuse can be set to burn through from 1 to 10 rounds. The Strength modifier is specifically used with a Break DC check against a door or wall or other nonliving object. The concussion of a lockbuster also forces an opposed Strength check against any living target in the area; failure results in the target being knocked prone. Anyone in the area may make a Reflex save (DC 20) for half damage.

Knockerbomb: The knockerbomb is a small barrel-shaped shell of dracotechnics that is used to blast through reinforced wooden doors or walls (tables 4-3 and 4-4, DMG). The fuse can be set to burn through from 1 to 20 rounds. The Strength modifier is specifically used with a Break DC check against a door or wall or other nonliving object. The concussion of a knockerbomb also forces an opposed strength check against any living target in the area; failure results in the target being knocked prone. Anyone in the area may make a Reflex save (DC 20) for half damage.

Walljammer: The walljammer is a large block-shaped box of dracotechnics that is used to blast through walls (table 4-3, DMG). The fuse can be set to burn through from 1 to 30 rounds. The Strength modifier is specifically used with a Break DC check against a door or wall or other nonliving object. The concussion of a walljammer also forces an opposed Strength check against any living target in the area; failure results in the target being knocked prone. Anyone in the area may make a Reflex save (DC 20) for half damage.

TABLE 6-11: DRACOTECHNICS

Weapon	Cost (DC)	Damage	Blast Radius	Range Increment	Weight
Gremlin Grenade	151 (18)	2d6	5 ft.	10 ft.	1 lb.
Explosive Arrow	201 (20)	2d8/+5	5 ft.	25 ft.	1/2 lb.
Thunderbarrel	250 (15)	4d6	10 ft.	5 ft.	10 lb.
Lockbuster	300 (20)	4d6/+10	5 ft.	2 ft.	10 lb.
Knockerbomb	500 (22)	10d6/+20	10 ft.	0 ft.	20 lb.
Walljammer	1,000 (24)	20d6/+40	30 ft.	0 ft.	50 lb.

ADVENTURING GEAR

Apron: Aprons are worn by smiths or craftsmen to hold commonly used tools they want to keep close at hand.

Cage: Cages are made of iron and have a hardness of 10 and hit points are based on size. A Tiny cage has 10 hit points, a Small cage has 20 hit points, and a Medium-size cage has 30 hit points.

A Large cage has a hardness of 15 and has 50 hit points and a Huge cage has a hardness of 20 and 100 hit points.

Campchair: These small folding chairs are used to rest and plan at night around the campfire. The wooden variety is often reserved for high-ranking commanders.

Camp Table: All camp tables are made of wood and can seat 6 men easily.

Fencepost: Standing at about 5' tall, a fencepost is a 6 inch diameter post, driven into the ground for support of a fence.

Field Medic Kit: Like a healer's kit, the field medic kit aids Heal checks. However, it only provides a +1 circumstance bonus and has only 5 uses before it must be replaced.

Framepack: Like a backpack, a framepack can hold more than a standard backpack and is balanced for overland travel.

Hollow Tube: There are 101 uses for a simple hollow tube.

Manacles, Cold: Cold manacles are enchanted to produce a chilling effect, binding a Medium-size creature for an extended period. The manacles produce a cold, numbing effect that subdues the wearer. So long as the manacles are worn, the wearer's Strength is reduced by 4 and he must make a successful Will save (DC 11) to break them.

To break the cold manacles requires a Strength check (DC 28). Cold manacles have a hardness of 11 and 15 hit points. The cost for cold manacles does not include the cost of the lock. Cold manacles for small creatures have the same cost as normal cold manacles. For large creatures, increase the cost to ten times the normal amount. For Huge creatures this cost is one hundred times the normal amount. Cold manacles for Fine, Diminutive, Tiny, Colossal, and Gargantuan.

Money Belt: A money belt hides coins inside your waistband, storing up to 20 coins. A thief trying to pilfer coins from a money belt, suffers a -10 circumstance penalty to his check.

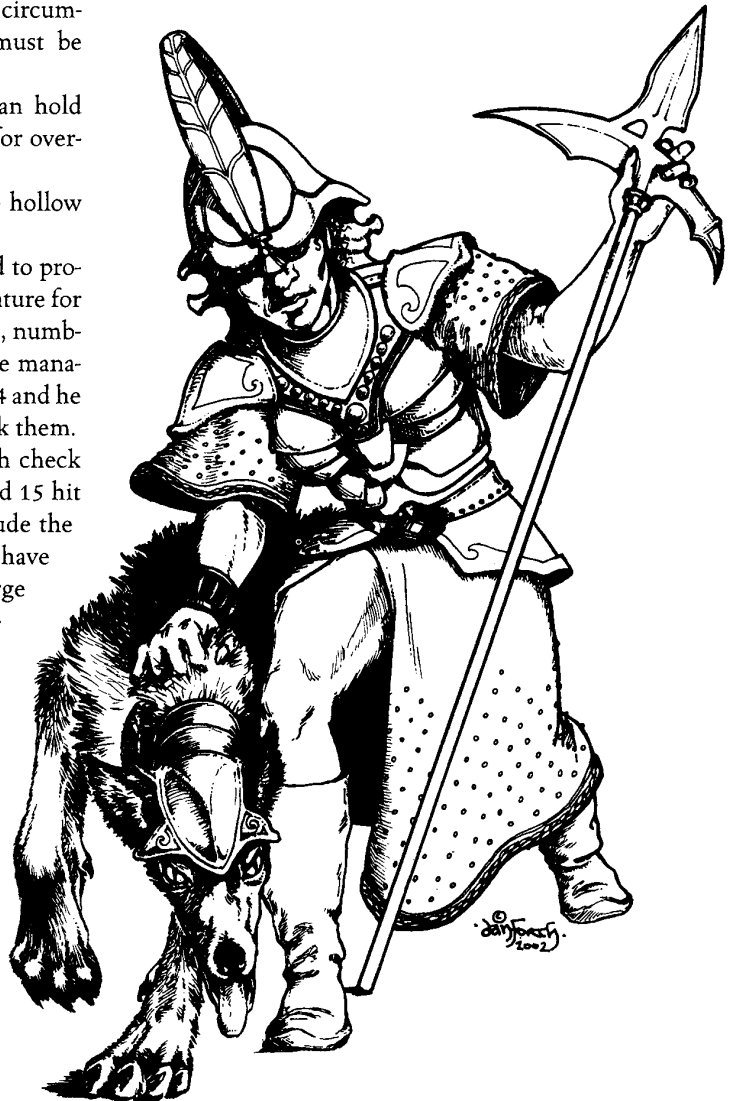
Scented Oil: When a single dose is rubbed into the skin, you gain a +4 circumstance bonus to all Hide checks when being tracked by an animal using the Scent trait. Most oils have natural odors and do nothing to combat strong body odor, but do throw off an animal's scent.

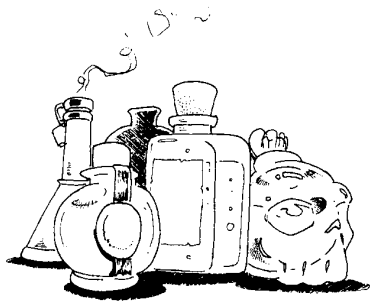
Pavilion Tent: These tents are used by commanders for both warroom strategies as well as mess halls for commissioned officers. A pavilion tent can hold up to 30 men comfortably, or provide room for a general and his battleplans. It takes 3 man hours to set up or take down a pavilion tent.

Potion Belt: A potion belt holds 10 regular vials for easy access. It is a move-equivalent action to remove one from the belt. A masterwork belt allows you to remove one potion per round as a free action.

Waterskins: Some cultures develop specialized waterskins and bladders designed to hold water or traveling wine. Their game play value may be limited, but pick and choose from the following list as you see fit.

- **Goat's Bladder:** A goat's bladder is made to hold nearly anything, even acid. No known liquid will eat through it. Anytime the goat's bladder is the target of a spell or attack, it receives a +2 competence bonus to Fort saves.





- **Lamb's Bladder:** A lamb's bladder is cheaper than a leather waterskin, but leaves a sour taste to the contents. Mercenaries traveling lightly often purchase these bladders to save money, especially when work is slow.
- **Llama's Bladder:** A llama's bladder is designed to keep water warm even in the coldest of temperatures. Water inside a llama's bladder will not freeze.
- **Yak's Bladder:** A yak's bladder waterskin holds 1 gallon of liquid. Yak's bladders have no weight when empty.

CHARIOTS

For societies that lack knowledge of the stirrup, or that do not breed mounts strong enough to support a warrior in armor, the war chariot functions as an instrument of speed and mobility and a valued symbol of rank. When they are not used en masse, they serve as command vehicles for generals and other such persons of rank.

The size of a chariot varies depending on how many passengers it is designed to carry and which creatures are used to pull it. Most chariots use a tandem pair of animals and accommodate a driver (or charioteer) and a passenger, both of whom stand at all times. The draft animals are always creatures noted for speed and power, most commonly horses. Chariots are engineered for speed, utilizing simple structural designs and relatively lightweight materials.

Speed on the battlefield is the chariot's chief advantage. Chariots move at the same speed as their draft animals. While they cannot charge and engage in shock combat like heavy cavalry, they can get from one place to another pretty quickly, placing troops on an enemy flank or in the rear before anyone can react. When used as command vehicles, they can race a general to anyplace on the field where his presence is needed.

Chariots also provide some cover for their occupants, since their sides typically cover the lower half of a humanoid of Medium size. The charioteer and a chariot's passengers all receive the benefits of 1/2 cover if they are attacked while standing in one.

But they also have their disadvantages. Chariots are fragile, no matter their size or what materials they are built from. It's impossible to use them effectively as a military tool unless they get to operate on even ground, because even a small obstacle can upset one moving at full speed. Chariots, after all, are little more than lightweight carts, and they can be unstable when drawn at a gallop. Given time enough to prepare a battlefield, armies that use substantial numbers of chariots have been known to sweep clear of debris the areas in which they expect to use these vehicles, or even carve grooved lanes for their wheels to follow. Chariots may only move normally over such prepared ground, or desert, or absolutely flat plain. Chariots may not operate at all in woods or forest, marshes, mountains or severely rocky ground.

If a chariot moves at full running speed for three consecutive rounds across any other type of terrain, the charioteer must make a Balance skill check (DC 15). If he succeeds, it may continue to move normally. If he fails, one of the draft animals has stumbled or one of the wheels has struck a rock, and he must make a Ride skill check (DC 20). If he succeeds, the chariot must move at its walking speed for the next round, and every round thereafter until the driver makes another successful Ride check at DC 20 (i.e., he has to fight to regain control of the vehicle). If he fails the initial Ride skill check, he loses control of the chariot; it topples over and shatters against the ground.

It is also quite a trick to shoot or throw a missile from a moving chariot, even for a trained warrior. If you declare that you are making a ranged attack from a moving chariot, you must first make a Balance skill check (DC 18). If you succeed, you may attack normally, but if you fail, you receive a -4 attack penalty.

Melee attacks made from a moving chariot suffer a -4 circumstance penalty. However, attempting a charge attack, forces you to continue moving the following round at least half the distance you covered in the charge.

CLASS TOOLS AND SKILL KITS

Inquisitor's Kit: This kit is filled with scalpels, nails, tongs screwdrivers, and other implements of torture. It is used to aid interrogators during questioning. Use of an inquisitor's kit adds a +3 (+1 if damaged) circumstance bonus to Craft (torture) and Intimidate checks where you have an opportunity to employ the tools. Using the tools in this manner takes a minimum of 30 minutes per use.

Because the tools may be used in many other instances, the kit provides a +1 circumstance bonus to all Craft,

Disable Device, and Open Lock checks 50% of the time. If used to disable a device or open a lock, the tool is damaged on any check of a 1 or 2 whether or not the kit provides a bonus.

Quayneth's Treatise of the Elements: This rare tome provides alchemists and sages with detailed theories and complete lists of alchemical ingredients, listing properties and weights to exacting detail. It includes information on such rare herbs as sprig grass, tanith's weed, and whisper petals as well as the eggs, liquids, minerals, seeds, and tonics from the realms of Berneth, Tohrin, and Westervale. The tome weighs nearly a dozen pounds, includes hundreds of tables and charts, and is considered the pinnacle of alchemical research.

Quayneth's Treatise of the Elements is written in alchemical cant.

Using this library doubles the time it takes to concoct alchemical potions and elixirs, but provides a +6 circumstance bonus to all Alchemy skill checks. This bonus stacks with an alchemist's lab.

Copies of this book are very rare. They cost nearly 5,000 gp when found, yet some people have been known to spend as much as 10,000 gp just to locate one. The book is rumored to weight 10 lbs, but various editions have weighed even more.

Inaccurate reprints are known to exist and the repercussions of using such a book are quite obvious.

CLOTHING

Fireproof: Fireproof clothing provides a +2 circumstance bonus to all saving throws involving fire. In addition, spells or items that normally cause clothing to catch fire are only successful 50% of the time.

Night: Night clothing does not reflect light in the same manner that normal clothing would. There are no buckles to make noise or buttons to reflect moonlight. As a result, night clothing adds a +2 circumstance bonus to Hide and Move Silently checks.

Night clothing is a rogue or hunter's best friend.

Survival: Survival clothing enhances your resistance to elements, allowing you a +4 circumstance bonus to Constitution checks or Fortitude saves that involve exposure to the elements. Survival gear is designed for warm weather use.

Waterproof: Although not 100% efficient, clothing that has been waterproofed can withstand exposure much longer than normal clothing.

Winter: Winter clothing enhances your resistance to elements, allowing you a +4 circumstance bonus to Constitution checks or Fortitude saves that involve exposure to the elements. Winter gear is designed for cold weather use.

CONTACTS

Chapter five discusses contacts in depth and helps define how they can be used in a campaign. The costs listed in this chapter are merely a guideline and should not be reflective of how your campaign operates. The base cost listed is to know someone well. Double this cost if you expect the person to go out of his way for you, and triple it if they would ever break the law for you.

GUILDS

Joining a guild is not cheap, nor is it without risk, but the rewards of guild membership are difficult to measure. Guilds provide access to skills and knowledge that few know of. And with their various connections, guilds can provide you with a place to stay when traveling and contacts in exotic cities. The full benefits of joining a guild are left to the DM.

A future AEG book, *Guilds*, will detail guild dues, responsibilities and rewards.

HIRELINGS AND SERVICES

The DMG, as well as chapters 8 and 9 of this text, provide numerous examples of how to use hirelings in your campaigns.

MAGIC ITEMS

For convenience, the price for all magic items under 4,000 gp are listed. Previous AEG publications also have their cost listed.

MOUNTS AND RELATED GEAR

Bulgrif: Bulgrifs are enormous flying creatures that can be trained as beasts of burden. They are quite useful to anyone who needs to move supplies over difficult terrain — the best way to get through a jungle or across broken ground is to fly over it, after all. They can carry up to 2,000 lbs. of cargo on their backs, or up to 5 medium-sized humanoids on its back, plus their handler. Because of their immense size, however, bulgrifs require 1 gp worth of feed every day.

Grollok: A big, square-shouldered, bad-tempered creature that can be used either as a cavalry mount or a draft animal. Grolloks seem to enjoy battle, but only attack at



the urging of their riders. They can accommodate 1 Medium-sized or 2 Small humanoid riders on their back.

Hauncher: Unlike most cavalry mounts, haunchers go about on only two legs and maintain a semi-upright posture. This makes it difficult for footsoldiers to attack a hauncher's rider with anything other than polearms or longswords. Because of their height, however, haunchers cannot be brought into places with little overhead space, like dungeons. They can accommodate 1 humanoid rider of Small or Medium size.

Norling: Their exorbitant price reflects the sheer difficulty of finding one for sale. The sub-arctic tribesmen who raise and ride these warhorse-sized magical beasts feel an almost mystical attachment to them and will not part with them, and they do not occur in nature outside the forbidding lands of the far north.

Teekon: Low-slung lizard-like creatures useful as cavalry mounts when speed is not essential. They can carry 4 Small or 2 Medium-size humanoid riders on their flat backs. They consume 5 sp worth of feed per day because of their size. Nonetheless, teekons are highly prized because of their carrying capacity, even temper, and ability to function well in a variety of environments.

Travois: A travois is a simple device pulled by a mule or horse, dragging goods or wounded men. It has no wheels and is simply three large sticks bundled together into a triangle shape, with cloth strung between the sticks. A travois can hold up to 300 lbs.

War Elephant: An ordinary elephant captured from the wild and trained to respond to commands as a cavalry mount. Commanders who use them in battle count on their size and aspect to provoke fear in their enemies, but war elephants have an unfortunate tendency to panic in the midst of battle. They consume 25 cp worth of feed per day because of their size.

SPECIAL AND SUPERIOR ITEMS

Acid Dagger: This masterwork item (while expensive) is also disposable — indeed, it rarely survives its own use. Upon a successful strike with the dagger, the crystal or glass blade shatters, releasing its acid reservoir for an additional 1d6 damage. Every round thereafter, it does one less point of damage until it does none at all. If the wielder misses on an attack, check again to see if he would have succeeded without the opponent's armor. If he would have, the dagger shatters over the armor, doing damage to it until the acid is neutralized or the armor is destroyed.

Arrow, Dire: These masterwork arrows are heavy and inaccurate, but deal incredible damage. Even though masterwork, these arrows suffer a -2 circumstance penalty to attack and reduce the range increment by 10 ft. when fired. The critical hit multiplier is increased by 1 (×3 becomes ×4).

TABLE 6-12: BOW DAMAGE

Bow	Type Damage
Short	1d8+1
Long	1d10+1

Arrow, Woodspike: Woodspike arrows are designed with a sturdy shaft and a wood-biting head to drive into wooden surfaces. It is often tied off with rope (hemp or silk) at the end. When fired from a bow, the arrow drives into the surface, providing a hold for climbers.

Hemp rope tied to the arrow fires up to one range increment and silk rope fires up to three range increments. After that, the arrow loses velocity and will not punch through wood.

Bolt, Dire: These masterwork crossbow bolts are heavy and inaccurate, but deal incredible damage. Even though masterwork, these arrows suffer a -2 circumstance penalty to attack and reduce the range increment by 10 ft. when fired. The critical hit multiplier is increased by 1 (×2 becomes ×3).

TABLE 6-13: DIRE BOLT DAMAGE DAMAGE

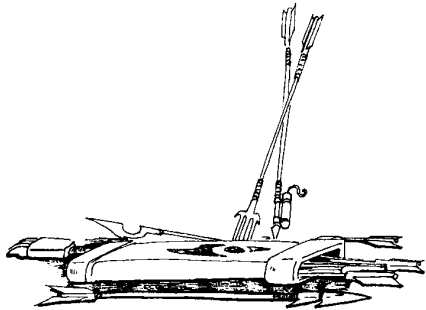
Crossbow Type	Damage
Hand	1d6+1
Light	1d10+1
Repeating	1d10+1
Heavy	1d12+1

Divination Candles: These candles are magically imbued to aid in the casting of divination spells. While a divination candle is lit (a full-round action to prepare), the caster is considered to be one level higher for the purposes of casting divination spells. He does not gain any additional spells, however. For instance, an 11th level wizard casting arcane eye while using a divination candle, is able to look through the eye for 12 minutes.

In addition, the DC of the spell is increased by 1.

Use of divination candles requires concentration per the rules in the *PHB*.

Once lit, a divination candle cannot be extinguished. It burns for one hour.



Flare: A flare is a small rod filled with a hot metal and liquid charge. You can throw a flare as a grenadelike weapon. When the flare impacts, one creature within 5 ft of the flare (that can see it) must succeed at a Fortitude save (DC 11) or suffer the effects of the spell *flare*. The flare's light remains for 1 minute, during which time it lights a 5 ft. by 5 ft. area.

Flash Bomb: A small vial filled with black powder and phosphorescent chemicals (Alchemy check, DC 18 to mix), the flash bomb bursts into a bright flame when struck or thrown with force. This does 1 point of fire damage to whoever holds it, and characters looking in that direction must make a Reflex save (DC 14) or be blinded for 1d4 rounds. There is a 3 in 20 chance that the flash bomb has a bad mix and does not work, and a 5 in 20 chance for the same if it has ever come into contact with water.

Ghoul Paste: A foul concoction of Alchemy (DC 25) and the undead, this thick paste activates when smeared into an open wound (such as when cutting with a blade covered in the paste). On a successful delivery, the victim must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. There is also a 1 in 10 chance that a

character who dies while suffering from this paralysis rises as a ghoul in 1d4 days unless someone casts a *protection from evil* spell on his body.

Smeared on a blade, ghoulish paste lasts for 1d3 attacks or 1d10 minutes (whichever comes first) before becoming useless. Blades used in such a manner become yellow and tarnished, and easily recognized by alchemists (DC 20, -1 for every paste applied).

Hollow Weapon Hilts: Hollow weapon hilts allow you to easily conceal Tiny items. They cost an additional 5 gp and can only be added to Medium-size weapons of larger. Huge or larger weapons that have hollow hilts can hold Small items and cost 10 gp to create.

Anyone concealing an item in a hollow hilt gains a +10 circumstance bonus to Hide checks to conceal the hidden item. In addition, an opposed check is only allowed if the person in question suspects the item might be hidden on your person.

A signal flare works much like a regular flare, but is designed to provide light that can be seen at far distances. A small alchemical propellant inside the signal flare launches a small light, not unlike dancing lights, 100 ft into the air. All creatures within 1/2 mile of the light can spot it easily at night. Beyond that (up to 3 miles) requires a Spot check (DC 12) to notice the light. This DC increases to 18 at dusk and dawn and 25 at day.

Stun Bomb: A small vial of tightly-packed chemicals (Alchemy check, DC 20 to mix) that explodes when struck or thrown with force. Everyone within 10 ft. of the blast must make a Fort save (DC 18) or be stunned for one round. There is a 3 in 20 chance that any stun bomb has a bad mix and does not work, and a 5 in 20 chance if it has come into contact with water.

Toolstaff: The tool staff resembles a standard five-foot long wooden staff, with one important difference: both ends of the staff feature two-inch deep octagonal sockets. Extensions, tools, and other devices designed to work with the tool staff fit into these sockets, and allow the tool staff to fulfill a wide variety of roles. The standard staff comes with the following attachments:

- **Extension:** This five-foot long wooden rod has an octagonal socket on one end and a metal stud on the other. This piece extends the tool staff's length by five feet, and multiple extensions may be used together. However, if the tool staff is used for any activity that requires a Dexterity check, impose a -2 circumstance penalty for each extension used on the tool staff. Also, if the tool staff is used as a weapon, each extension imposes a -1 penalty to hit.
- **Hook:** This simple metal hook may be used to carry a lantern or grab a small item. Grabbing an item with the tool staff requires a Dex check (DC 15 or as determined by DM). The hook is often used with one or more extensions.

- **Mirror:** This tool is mounted on a pivot. In addition, a small wooden handle extends three feet from the back of the mirror, allowing the user to peek around corners and move the mirror back and forth, scanning the area ahead for dangers.
- **Spearhead:** Attaching this to the tool staff transforms it into a shortspear, or it may be used with an extension piece to create a longspear. The spearhead often comes loose in battle. On any attack roll of 3 or less, the spearhead comes loose from the socket.
- **Torch Bracket:** This metal mounting bracket is designed to hold a standard torch. The torch bracket is most often used to shed light around corners, deliver torch attacks to monsters, or set aflame items beyond reach. If used to deliver attacks, the bracket comes loose on an unmodified roll of 3 or less.

Vylin's Powder: A small pinch (dose) of this powder added to a poison turns the poison blue. It is 75% effective and in cases where the poison is already blue, the powder turns the liquid black.

Waterproof Backpack: A waterproof backpack is made from large animal bladders, cured, and then combed. The contents inside are kept dry, but only when packed properly. If overfilled, the contents become wet, but don't take as much damage as they would in a normal backpack.

Allow items stored in a waterproof backpack a saving throw when none would normally be allowed.

Waterproof Scroll Case: Waterproof scroll cases are made from bones. They are near air-tight, much like those used in making vials of oil or barrels of wine, and keep papers dry inside. A waterproof scroll case floats.

Allow items stored in a waterproof scroll case a saving throw when none would normally be allowed.

TATTOOS

There are a number of reasons why someone might have a tattoo. Some are symbols of cultural heritage, while others are a rite of passage. Whatever the case, it is sometimes necessary for mercenaries to show their allegiance or at the very least look mean. Tattoos only mean something to others when they can be seen.

Bloodline: Members of your bloodline are expected to have tattoos. As a result, you are instantly recognized for your tattoo. A bloodline tattoo is purchased in conjunction with any other tattoo on this list, increasing its value or bonus by +1.

Cultural: Your culture is known for its exotic or recognizable tattoos. You gain a +1 circumstance bonus to all Diplomacy checks when dealing with people who know of your culture.

Holy Order: Some holy orders require a tattoo to prove one's devotion to the cause. These tattoos are often symbolic and important totems, signifying the order's most treasured belief. Some groups require multiple tattoos as you progress through their ranks.

Intimidating: Some tattoos are merely for show. A fearsome warrior with a tattoo of a dragon on his chest or fiery demons along his arms is sure to get attention. You gain a +2 circumstance bonus to all Intimidation checks. You may only have one Intimidating tattoo, but this bonus stacks with the war trophy tattoo.

Mercenary Groups: As a way to tie men together, tattoos and brands are given to new initiates. Sometimes the older members of the group punch or kick the tattoo when it is still fresh as a "hazing" ritual. These tattoos vary from group to group, but it is a rare group indeed that does not have a company symbol or motto tattooed on the arm or chest. Some groups require multiple tattoos as you progress through their ranks.

Rite of Passage: At a certain age, it may be necessary to receive a tattoo that signifies the ascent into adulthood. Men and women alike adorn their bodies to show they have come of age. In cultures where there is no record of birth, a rite of passage tattoo signifies that you are an adult, that you can vote on tribal matters, you may own land, and you may marry. In the civilized world, these tattoos hold very little weight in court, but certainly stand for something among less educated peoples.

A person never needs more than one rite of passage tattoo as the process is lengthy, painful, and covers enough skin that additional tattooing is superfluous.

Sailor: Sailor tattoos range from the indecipherable to the ornate. Sailors most often adorn their bodies after each voyage or when joining a new crew. Because sailors tend to choose tattoos for style over function, few people are intimidated by them. Of course, in naval circles the effect is the exact opposite. Each tattoo a sailor has is another story he can tell aboard ship.

Secret Society: Some secret societies demand a tattoo to prove one's devotion to the society's cause and agenda. These tattoos are often symbolic and important totems, signifying the order's most treasured belief. Some groups require multiple tattoos as you progress through their ranks.

Social Standing: In some cultures, tattoos are a mark of one's social standing. For every social standing tattoo you purchase, you gain a +1 circumstance bonus to Bluff or Diplomacy checks when dealing with others within your culture, order, or nation.

War Trophy: Among primitives, tattooing is sometimes reserved for war chiefs and the like. Each tattoo is a badge of honor, won in combat through strength and cunning. Each war trophy tattoo a person has is another battle in which other men saw defeat. You gain a permanent

EQUIPMENT

+1 to your Leadership score for each War Trophy tattoo you earn. In addition, you gain a +1 competence bonus to your Intimidation checks to all those in your clan, legion, etc.

TITLES

It is common practice for men-at-arms to either purchase or otherwise be assigned titles. Such is the way of wartime and in nations where there are not enough competent men to fill important positions. Alternatively, it is a great way for a king to fill his coffers by selling titles to those who would have them. The ramifications of titles are too numerous to justify rules for, but their implications can be felt in every corner of your campaigns.

Costs vary from 500 gp up to 10,000 gp, depending upon the position. Whether or not the position is legitimate is entirely up to the DM, but the more coin that is spent, the less likely you are to want to work at your job. Some sample titles that can be purchased include: Advisor, Ale Conner, Ambassador, Bailiff, Captain, Champion, Commander, Constable, Councilor, Defender, Diplomat, Elector, Gentry, Governor, Guardian, High Defender, Keeper, Knight, Knight Errant, Liason, Magistrate, Marshal, Paladin, Personal Champion, Preserver, Provost, Provost-Marshal, Purveyor, Regent, Sentinel, Sergeant, Sheriff, Tower, Warden, Warder, and Watcher.

Feel free to add to this list as you see fit

TABLE 6-15: LIQUIDS

Item	Cost	Weight	Holds or Carries
Bottle, wine, glass	2 gp	*	1 1/2 pint
Flask	3 cp	*	1 pint
Jug, clay	3 cp	1 lb.	1 gallon
Kettle	3 sp	5 lb.	1/2 gallon
Mug/tankard, clay	2 cp	*	1 pint
Pitcher, clay	2 cp	1 lb.	1/2 gallon
Pony keg	1 sp	1 lb.	7.5 gallons
Pot, iron	5 sp	2 lb.	1 gallon
Vial, ink or potion	1 gp	*	1 ounce
Waterskin	1 gp	*	1/2 gallon

* new ones

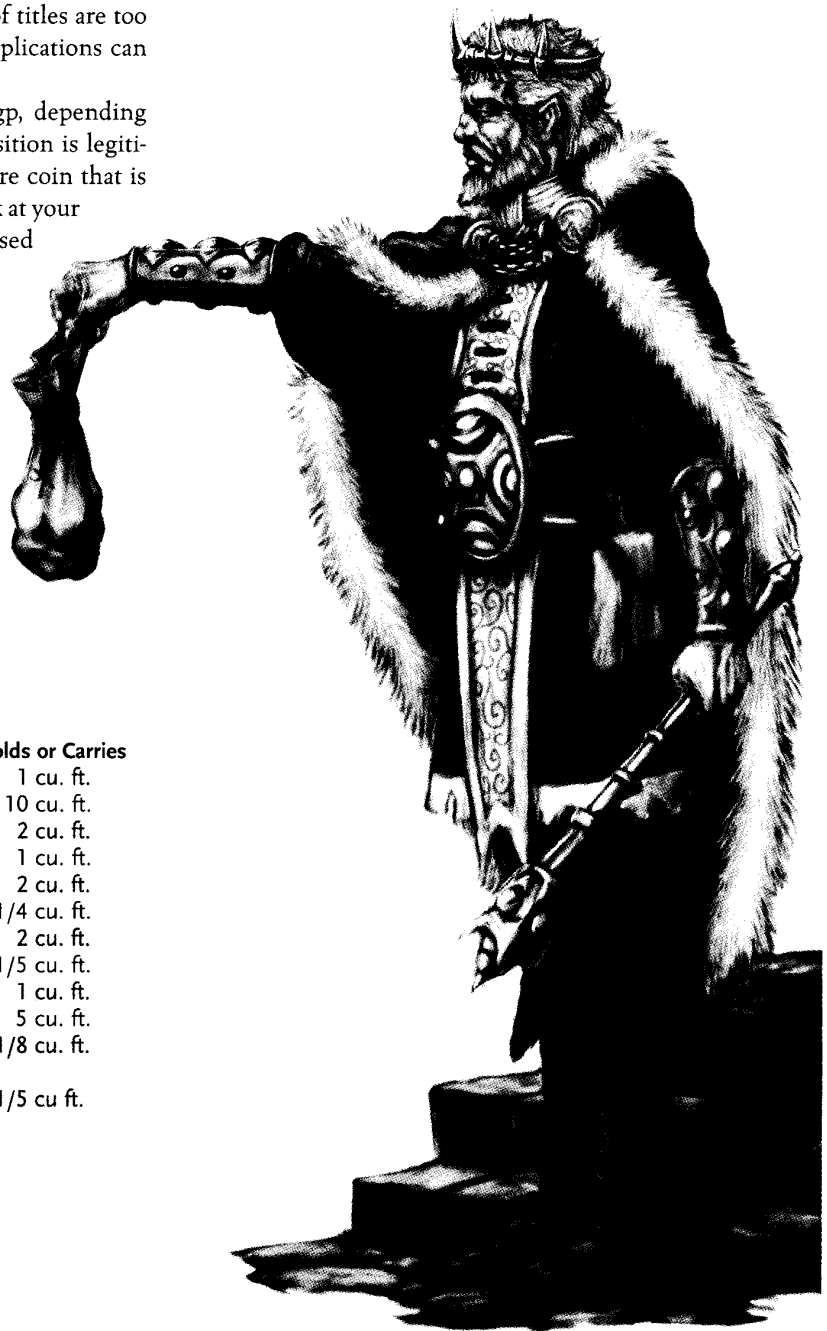


TABLE 6-14: CONTAINERS

DRY GOODS

Item	Cost	Weight	Holds or Carries
Backpack	2 gp	2 lb.	1 cu. ft.
Barrel	2 gp	30 lb.	10 cu. ft.
Basket	4 sp	1 lb.	2 cu. ft.
Bucket	5 sp	2 lb.	1 cu. ft.
Chest	2 gp	25 lb.	2 cu. ft.
Coffer	—	1 lb.	1/4 cu. ft.
Framepack	5 gp	3 lb.	2 cu. ft.
Pouch, belt	1 gp	1/2 lb.	1/5 cu. ft.
Sack	1 sp	1/2 lb.	1 cu. ft.
Saddlebags	4 gp	8 lb.	5 cu. ft.
Spell component pouch	5 gp	1/4 lb.	1/8 cu. ft.
Urn	8 sp	1/2 lb.	1/5 cu. ft.

EQUIPMENT

TABLE 6-9: GOODS AND SERVICES

ADVENTURING GEAR

Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	**
Antitoxin, hunter quality (vial) (U)	150 gp	1 lb.
Apron, cloth	8 sp	1/2 lb.
Apron, leather	5 gp	2 lb.
Awl	2 sp	1/2 lb.
Backpack (empty)	2 gp	2 lb.
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.
Bell	1 gp	*
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	*
Brush, small	4 cp	**
Bucket (empty)	5 sp	2 lb.
Cage		
Tiny	1 gp	1 lb.
Small	3 gp	12 lb.
Medium-size	10 gp	20 lb.
Large	25 gp	75 lb.
Huge	80 gp	200 lb.
Calligraphy set	10 gp	1/2 lb.
Caltrops	1 gp	2 lb.
Campchair, cloth	2 gp	2 lb.
Campchair, wooden	6 gp	3 lb.
Campstove	20 gp	15 lb.
Candle	1 cp	*
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	*
Chess set	1 gp	1 lb.
Chess set, masterwork	50 gp	3 lb.
Chest (empty)	2 gp	25 lb.
Cloak, plain	6 sp	1/2 lb.
Cloak, fine	2 gp	1/2 lb.
Cloak, weighted	5 gp	2 lb.
Coffer, gold	75 gp	1 lb.
Coffer, iron	8 gp	1 lb.
Coffer, wooden	1 gp	1 lb.
Crowbar	2 gp	5 lb.
Dice, 1 pair	1 sp	*
Dye	1 gp	1/2 lb.
Fencepost	5 sp	5 lb.
Field Medic Kit	10 gp	1/2 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	*
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask	3 cp	*
Flint and steel	1 gp	*
Framepack	5 gp	3 lb.
Garlic cloves (U)	4 cp	**
Glass, powdered	1 sp	1/2 lb.
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Hammock	2 sp	2 lb.
Hatchet	8 sp	2 lb.

Item	Cost	Weight
Hollow tube, iron	3 gp	1/2 lb.
Hollow tube, bone	1 sp	*
Hollow tube, wood	1 cp	*
Hollow weapon hilt	5-10 gp	*
Holy water (flask)	25 gp	1 lb.
Incense	1 cp+	*
Ink (1 oz. vial)	8 gp	*
Ink pen	1 sp	*
Jerky, beef	5 cp	1/2 lb.
Jerky, fish	2 cp	1/2 lb.
Jerky, mutton	3 cp	1/2 lb.
Jerky, pork	4 cp	1/2 lb.
Jerky, venison	2 cp	1/2 lb.
Jug, clay	3 cp	9 lb.
Kettle	3 sp	5 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock‡		
very simple	20 gp	1 lb.
average	40 gp	1 lb.
good	80 gp	1 lb.
amazing	150 gp	1 lb.
Mask	1 sp	*
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Manacles, cold	375 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Mirror, large	100 gp	5 lb.
Mirror, ornate	500 gp	20 lb.
Money belt	1 sp	*
Mug/tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Scented Oil (1-pint flask)	5 sp	1 lb.
Paper (sheet)	4 sp	*
Parchment (sheet)	2 sp	*
Pick, miner's	3 gp	10 lb.
Pipe		
common	1 sp	*
fine	1 gp+	*
Pipeweed		
common	2 cp	**
fine	2 sp	**
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	1/2 lb.
Playing cards	2 sp	*
Pliers	2 sp	**
Pole, 10-foot	2 sp	8 lb.
Pony keg	1 sp	1 lb.
Posthole digger	3 gp	10 lb.
Pot, iron	5 sp	10 lb.
Potion belt	5 gp	1/2 lb.
Potion belt, masterwork	100 gp	1 lb.
Pouch, belt	1 gp	3 lb.
Ram, portable	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb.
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.

Item	Cost	Weight
Salt (U)	5 gp	1 lb.
Salt, blessed (U)	25 gp	1 lb.
Sack (empty)	1 sp	1/2 lb.
Saw, wood	6 sp	1/2 lb.
Saw, crosscut	2 gp	2 lb.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	*
Sheath, weapon		
plain	1 gp	*
fine	10 gp	*
Signal whistle	8 sp	**
Signet ring‡	5 gp	*
Silver, powdered (U)	5 gp	1 lb.
Sledge	1 gp	10 lb.
Smokestick	20 gp	1/2 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Stake		
normal	1 cp	1/4 lb.
masterwork (U)	10 gp	1/4 lb.
blessed (U)	1,250 gp	1/4 lb.
Stretcher	5 gp	4 lb.
Sulfur (U)	10 gp	1 lb.
Sunrod	2 gp	1
Talc (U)	1 sp	1 lb.
Tanglefoot bag	50 gp	4 lb.
Tent	10 gp	20 lb.
Tent, 10-man	40 gp	50 lb.
Tent, pavilion	250 gp	100 lb.
Thread (10 ft.)	1 cp	*
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	**
Tongs, iron	8 sp	1/2 lb.
Torch	1 cp	1 lb.
Urn, bronze	8 sp	1/2 lb.
Vial, ink or potion	1 gp	*
Waterskin	1 gp	4 lb.
goat's bladder	3 gp	4 lb.
lamb's bladder	5 sp	4 lb.
llama's bladder	2 gp	4 lb.
yak's bladder	15 sp	8 lb.
Whetstone	2 cp	1 lb.
Yardstick	1 cp	**

BUILDINGS

Item	Cost*
Business, small	
Village	1,500 gp
Town	2,500 gp
City	5,000 gp
Metropolis	15,000 gp
Castle	500,000 gp
Grand house	5,000 gp
Huge castle	1,000,000 gp
Keep	150,000 gp
Mansion	100,000 gp
Moat with bridge	50,000 gp
Simple house	1,000 gp
Tower	50,000 gp
Warehouse	
Village	2 gp/sq. ft.
Town	5 gp/sq. ft.
City	10 gp/sq. ft.
Metropolis	25 gp/sq. ft.

EQUIPMENT

* costs may vary based on location and the scarcity of real estate within a city wall for instance.

CHARIOTS

Item	Cost	Weight
Chariot, medium-size (drawn by two large creatures)	100 gp	100 lb.
Chariot, large (drawn by four large creatures)	200 gp	200 lb.
Chariot, huge (drawn by six large creatures)	400 gp	400 lb.

CLASS TOOLS AND SKILL KITS

Item	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Anvil	25 gp	20 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb.
Coroner's kit (U)	250 gp	2 lb.
Coroner's kit, hunter quality (U)	1,000 gp	3 lb.
Disguise kit	50 gp	8 lb.
Forge, portable	300 gp	100 lb.
Healer's kit	50 gp	1 lb.
Healer's kit, hunter quality (U)	500 gp	1-1/2 lb.
Holly and mistletoe	—	*
Holy symbol, divine (U)	25,000 gp	1 lb.
Holy symbol, sacred (U)	12,500 gp	1 lb.
Holy symbol, silver	25 gp	1 lb.
Holy symbol, wooden	1 gp	**
Hourglass	25 gp	1 lb.
Inquisitor's Kit	100 gp	1 lb.
Magnifying glass	100 gp	*
Quayneth's treatise of the elements	special	special
Tool, masterwork	+50 gp	*
Musical instrument, common	5 gp	3 lb.
Musical instrument, masterwork	100 gp	3 lb.
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	3 lb.
Spellbook, wizard's (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Water clock	1,000 gp	200 lb.

CLOTHING

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.
Cleric's vestments	5 gp	6 lb.
Cold weather outfit	8 gp	7 lb.
Courtier's outfit	30 gp	6 lb.
Entertainer's outfit	3 gp	4 lb.
Explorer's outfit	10 gp	8 lb.
Fireproof	x2	—
Monk's outfit	5 gp	2 lb.
Noble's outfit	75 gp	10 lb.
Night	x2	—
Peasant's outfit	1 sp	2 lb.
Royal outfit	200 gp	15 lb.
Scholar's outfit	5 gp	6 lb.
Survival	x2	—
Traveler's outfit	1 gp	5 lb.
Waterproof	x3	—
Winter	x2	—

CONTACTS

Item	Cost
Advisor	500 gp
Ambassador	1,000 gp
Apothecary	50 gp
Assassin	1,000 gp
Barmaid	25 gp
Barrister	150 gp
Bartender	50 gp
Bishop	1,000 gp
Burgomeister	250 gp
Captain of the Watch	500 gp
Cardinal	2,500 gp
Chamberlain	500 gp
Constable	750 gp
Councilor	750 gp
Fence	250 gp
Fixer	250 gp
Governor	1,000 gp
Guildmaster	750 gp
Innkeeper	50 gp
Knight	250 gp
Magistrate	1,000 gp
Merchant	150 gp+
Messenger	50 gp
Noble	1,500 gp+
Paladin	500 gp
Priest	250 gp
Provost	1,000 gp
Reeve	50 gp
Regent	750 gp
Scrounge	50 gp
Sheriff	1,000 gp
Stablemaster	50 gp
Tailor	25 gp
Thief	100 gp
Town guard	250 gp

FOOD, DRINK, AND LODGING

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Ale or stout, dwarf		
Pony keg	5 gp	58 lb.
Gallon	6 sp	8 lb.
Mug	1 sp	1 lb.
Banquet (per person)	10 gp	
Bath		
Private	1 sp	—
Public	1 cp	—
Beer, orc		
Gallon	1 sp	8 lb.
Bitters, dwarf		
Gallon	6 sp	8 lb.
Mug	1 sp	1 lb.
Brandy*		
Common (bottle)	2 gp	1 lb.
Fine (bottle)	10 gp	1 lb.
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
wheel of	1 gp	5 lb.
Cider		
Gallon	1 sp	8 lb.
Mug	2 cp	1 lb.
Coffee, 1 mug		
Common	1 cp	—
Fine	2 sp+	—
Cognac		
Fine (bottle)	15 gp	1-1/2 lb.
Elf (bottle)	50 gp	2 lb.
Eggs (6)		
Chicken	2 cp	*
Duck	1 sp	*
Goose	6 sp	*
Lizard	1 cp	*
Quail	8 cp	*
Grog, orc		
Gallon	1 sp	8 lb.
Grooming		
Haircut	4 cp	—
Shave	6 cp	—
Complete grooming	2 sp	—
Hardtack	1 cp	1 lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Laundry	1 cp/lb. of clothing	
Mead		
Gallon	1 sp	8 lb.
Mug	2 cp	1 lb.
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Pie	1 cp	—
Rations, trail (per day)	5 sp	1 lb.
Rum (bottle)	1 sp	1 lb.
Sausage	2 sp	1/2 lb.
Stout, ogre		
Gallon	5 sp	8 lb.

EQUIPMENT

Tea, 1 mug		
Common	1 cp	—
Fine	3 sp+	—
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1-1/2 lb.
Elf (bottle)	25 gp	1-1/2 lb.
Aged	50 gp+	1-1/2 lb.

GUILDS AND ORGANIZATIONS

Item	Cost
Assassin guild	10,000 gp*
Blacksmithing guild	600 gp
Craftsman guild	500 gp
Explorer guild	250 gp
Holy order	250 gp+
Merchant guild	1,000 gp
Monastic order	0 gp*
Sailor guild	100 gp
Secret society	5,000 gp*
Swordsman guild	250 gp
Thief guild	750 gp*
Wizard guild	1,000 gp*

* Other special requirements to join the guild might also exist.

HAULING VEHICLES

Item	Cost	Weight	Holds or Carries
Cart	15 gp	200 lb.	1/2 ton
Sled	20 gp	300 lb.	1 ton
Travois	2 gp	10 lb.	300 lb.
Wagon	35 gp	400 lb.	2 tons

HIRELINGS AND SERVICES

Item	Cost
Alchemist	1 gp/per day*
Animal tender/groom	15 cp/day
Architect	5 sp
Barrister	1 gp
Blessing	
For weapon (U)	10 gp per level of caster
Permanent (U)	500 gp per level of caster
Coach charter	2 gp/day
Coach passage	3 cp/mile
Clerk	4 sp/day
Cook	1 sp/day*
Crier/herald	2 sp/day
Entertainer/performer	4 sp
Falconer	4 sp/day
Ferry service**	6 sp/mile
Healing*	
atonement	50 gp × caster's level
cure critical wounds	40 gp × caster's level
cure light wounds	10 gp × caster's level
cure minor wounds	5 gp × caster's level

cure moderate wounds	20 gp × caster's level
cure serious wounds	30 gp × caster's level
greater restoration	70 gp × caster's level
heal	60 gp × caster's level
healing circle	50 gp × caster's level
lesser restoration	20 gp × caster's level
minor restoration	5 gp × caster's level
mass heal	80 gp × caster's level
raise dead	50 gp × caster's level
regenerate	70 gp × caster's level
remove blindness/deafness	30 gp × caster's level
remove curse	30 gp × caster's level
remove disease	30 gp × caster's level
restoration	40 gp × caster's level
resurrection	70 gp × caster's level
true resurrection	90 gp × caster's level

Hunter	3 sp/day
Laborer	1 sp
Library use	1 sp/book
Limner	6 sp/day
Maid	1 sp/day
Mason/craftsman****	3 sp/day*
Messenger	2 cp/mile
Personal groom	3 sp/day
Porter	1 sp/day
Road or toll charge	1 cp+
Sage	2 gp+/day
Scribe	3 sp/day
Ship charter	25 gp/day
Ship's passage	1 sp/mile
Smith	4 sp/day*
Teamster	3 sp/day
Teleportation	Varies
Valet/lackey	2 sp/day

* If paid to create a specific item, use item prices and working times instead. Price listed is for long-term retention of services. Any task that requires a portion of a hireling's day (buffing armor, pounding out dents) is one-half the listed price. Prices do not include materials, tools, or weapons.

** Price is per person and per mount. Exceptional amounts of cargo can incur additional costs.

*** This cost can be as much as triple for those of a different faith as the cleric or those who are known warmongers.
**** Includes bookbinders, bowyers, brewers, bricklayers, carpenters, cartwrights, chandlers, cobblers, coopers, cordwainers, drappers, dyers, fletchers, fullers, furriers, gemcutters, hoisers, horners, jewelers, joiners, leatherworkers, mercers, minters, parchmentmakers, plasterers, potters, roofers, shipwrights, skinnners, soapmakers, tailors, tanners, tinkers, vintners, wainwrights, weavers, and wheelwrights.

MAGIC ITEMS

Item	Cost
adamantine dagger	3,302 gp
amulet of bone (U)	3,000 gp
amulet of natural armor +1	2,000 gp
bag of holding (bag 1)	2,500 gp
bead of force	2,000 gp
blood of the forefathers (G)	900 gp
bonetip javelin (G)	2,000 gp
boots of elvenkind	2,000 gp
boots of striding and springing	2,500 gp
boots of the winterlands	2,500 gp
bracer's of armor +1	1,000 gp
bracers of armor +2	4,000 gp
brooch of shielding	1,500 gp
candle of truth	2,500 gp
chime of opening	3,000 gp
cloak of elvenkind	2,000 gp
cloak of resistance +2	4,000 gp
cloak of resistance	1,000 gp
collar of the claw (G)	2,000 gp
dark lantern (Dr)	100gp
dust of appearance	2,100 gp
dust of disappearance	3,500 gp
dust of hardening (U)	500 gp
dust of illusion	500 gp
dust of tracelessness	250 gp
exploding anti-rocks (Mo)	500 gp
everburning torch	90 gp
eyes of the eagle	1,000 gp
figurine of wondrous power (silver raven)	3,500 gp
gauntlets of oge power	4,000 gp
girdle of stealth (Mo)	2,000 gp
gloves of arrow snaring	4,000 gp
helm of dominance (G)	200 gp
horn of fog	2,000 gp
horseshoes of a zephyr	3,000 gp
horseshoes of speed	1,900 gp
hound's teeth (G)	650 gp
immovable rod	7,500 gp
ioun stone	4,000 gp
(dusty rose prism)	
javelin of lightning	751 gp

EQUIPMENT

keoghtom's ointment	4,000 gp
lens of memory (Dr)	2,000 gp
links of trespass (Dr)	100 gp/ft.
meditation cloak (G)	4,000 gp
mithril arm (G)	2,200 gp
nightswitches (G)	1,500 gp
pearl of power (1st)	1,000 gp
pearl of power (2nd)	4,000 gp
potion of aid	300 gp
potion of cure	750 gp
blindness/deafness	
potion of cure	50 gp
light wounds	
potion of cure	300 gp
moderate wounds	
potion of cure	750 gp
serious wounds	
potion of darkvision	300 gp
potion of draconic	1,200 gp
might (Dr)	
potion of endurance	300 gp
potion of fire breath	900 gp
potion of fly	750 gp
potion of haste	750 gp
potion of heroism	900 gp
potion of hiding	150 gp
potion of invisibility	300 gp
potion of lesser restoration	300 gp
potion of neutralize poison	750 gp
potions of preservation (U)	750 gp
potion of protection	750 gp
from elements*	
(* choose element at time of purchase)	
potion of remove disease	750 gp
potion of remove paralysis	750 gp
potion of sneaking	150 gp
potion of swimming	150 gp
potion of truth	500 gp
potion of vision	150 gp
quaal's feather token (bird)	300 gp
quaal's feather	450 gp
token (swan boat)	
quaal's feather	500 gp
token (whip)	
quiver of ehlonna	1,800 gp
ring of counterspells	4,000 gp
ring of feather falling	2,200 gp
ring of protection +1	2,000 gp
ring of sundering (G)	3,500 gp
ring of sustenance	2,500 gp
ring of swimming	2,300 gp
ring of tracker's bane (Mo)	200 gp
screaming bolt	257 gp
seal of the blessed martyr (G)	500 gp
sign of expedience (G)	200 gp
skull totem (G)	450 gp
slaying arrow*	2,282 gp
(* choose monster type at time of purchase)	
slaying arrow, greater*	4,057 gp
(* choose monster type at time of purchase)	
sleep arrow	132 gp
sphere of caltrops	600 gp

stone of alarm	1,000 gp
stone of extangling (G)	100 gp
thirst pebbles (G)	100 gp
vesshlik scales (G)	2,100 gp
wand of burning hands	375 gp
wand of color spray	375 gp
wand of cure light wounds	750 gp
wand of cure	4,500 gp
moderate wounds	
wand of darkness	4,500 gp
wand of daylight	4,500 gp
wand of hold person	4,500 gp
wand of invisibility	4,500 gp
wand of knock	4,500 gp
wand of light	375 gp
wand of magic missile (1st)	375 gp
wand of magic missile (3rd)	2,250 gp
wand of magic missile (5th)	3,750 gp
wand of magic missile (7th)	5,250 gp
wand of magic missile (9th)	6,750 gp
wand of melf's acid arrow	4,500 gp
wand of shatter	4,500 gp
wand of shocking grasp	750 gp
wand of web	4,500 gp
warding stick (G)	150 gp
zohl'kahn's bile (G)	1,750 gp
zohl'nahk's blood (G)	2,500 gp

MOUNTS AND RELATED GEAR

Item	Cost	Weight
Barding		
Medium-size creature	×2	×1
Large creature	×4	×2
Bit and bridle	2 gp	1 lb.
Bulgrif	2,400 gp	
Cart	15 gp	200 lb.
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Falcon or hawk	50 gp	—
Feed (per day)	5 cp	10 lb.
Grollok	1,000 gp	—
Hauncher	900 gp	—
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Norling	4,000 gp	—
Pony	30 gp	—
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	—
Teekon	1,000 gp	—
Travois	2 gp	10 lb.
Wagon	35 gp	400 lb.
War Elephant	1,500 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
War pony	100 gp	—

SHIPS

Type	Cost
Rowboat	50 gp
Oar	2 gp
Galley	30,000 gp
Longship	10,000 gp
Keelboat	3,000 gp
Sailing ship	10,000 gp
Warship	25,000 gp

SPELLS FOR HIRE

Spells	Cost
0-level	Caster level × 5 gp
1st-level	Caster level × 10 gp
2nd-level	Caster level × 20 gp
3rd-level	Caster level × 30 gp
4th-level	Caster level × 40 gp
5th-level	Caster level × 50 gp
6th-level	Caster level × 60 gp
7th-level	Caster level × 70 gp
8th-level	Caster level × 80 gp
9th-level	Caster level × 90 gp

SPECIAL AND SUPERIOR ITEMS

Weapon or Armor	Cost	Weight
Acid (flask)	10 gp	1 lb.
Acid dagger	40 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Antitoxin, hunter quality (vial) (U)	150 gp	1 lb.
Armor or shield, masterwork	+150 gp	
Arrow, bolt, or bullet, laminated steel	20 gp	
Arrow, bolt, or bullet, masterwork	7 gp	
Arrow, bolt, or bullet, serrated	7 gp	
Arrow, bolt, or bullet, silvered	1 gp	
Arrow, or bolt, dire	10 gp	
Arrow, wingripper (10) (Dr)	3 gp	1-1/2 lb.
Arrow, woodspike	5 gp	
Divination candles	100 gp	**
Dwarven-forged armor or shield	+900 gp	**
Elven-forged armor or shield	+600 gp	**
Dagger, silvered	10 gp	
Flare	25 gp	1/2 lb.
Flash bomb	30 gp	1 lb.
Ghoul paste	30 gp	*
Ghoul toxin (U)		
Lesser	350 gp	1/2 lb.
Greater	500 gp	1/2 lb.
Hollow weapon	5-10gp	*
hilt	5-10gp	*
Holy water (flask)	25 gp	1 lb.
Jaw trapper (Dr)	75 gp	10 lb.

EQUIPMENT

Jolan's universal unguent (U)	1,000 gp	1/2 lb.
Kanegor's bitter pill (Dr)	65 gp	1 lb.
Mighty composite shortbow		
(+1 Str bonus)	150 gp	
(+2 Str bonus)	225 gp	
Mighty composite longbow		
(+1 Str bonus)	200 gp	
(+2 Str bonus)	300 gp	
(+3 Str bonus)	400 gp	
(+4 Str bonus)	500 gp	
RamSpear (Dr)	50 gp	30 lb.
Smokestick	20 gp	1/2 lb.
Signal flare	10 gp	1 lb.
Stun bomb	30 gp	1 lb.
Sunrod	2 gp	1
Talcum power globes (U)	150 gp	1 lb.
Tanglebomb (Dr)	100 gp	2 lb.
Tanglefoot bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	**
Tool, masterwork	+50 gp	—
Toolstaff	40 gp	4 lb.
Vylin's powder	25 gp	*
Waterproof backpack	25 gp	3 lb.
Waterproof scrollcase	20 gp	1 lb.
Weapon, laminated steel	+900 gp	*
Weapon, masterwork	+300 gp	*
Weapon, serrated	+300 gp	*
Wingblade (Dr)	15-150 gp	2-20 lb.

* No weight worth noting.

** Ten of these items together weigh 1 lb.

TATTOOS

Item	Cost
Bloodline	+20 gp
Cultural	15 gp
Holy order	50 gp+
Intimidating	40 gp
Mercenary group	50 gp+
Rite of passage	100 gp
Sailor	5 gp+
Secret Society	50 gp+
Social standing	25 gp
War trophy	250 gp





* (Du) = Dungeons
 * (U) = Undead
 * (W) = War
 * (Mo) = Monster

* (E) = Evil
 * (Dr) = Dragon
 * (G) = Gods
 * (Me) = Mercenaries

ALCHEMIST ELIXIRS

0-LEVEL ALCHEMIST ELIXIRS

Arcane Mark. Inscribes a personal rune (visible or invisible)

Cure Minor Wounds. Cures 1 point of damage.

Daze. Creature loses next action.

Detect Poison. Detects poison in one creature or small object.

Flare. Dazzles one creature (-1 attack)

Guidance. +1 on one roll, save or check.

Handcramp* (Me). Causes person to let go of a held object.

Hold Portal. Holds door (20 sq. ft./level) shut for 1 min/level.

Inflict Minor Wounds. Touch attack, 1 point of damage.

Light. Object shines like a torch.

Mending. Makes minor repairs on an object.

Purify Food and Drink. Purifies 1 cu. ft./level of food and water.

Resistance. Subject gains +1 on saving throws.

Virtue. Subject gains 1 temporary HP.

1ST-LEVEL ALCHEMIST ELIXIRS

Alarm. Wards an area for 2 hours/level.

Cause Fear. One creature flees for 1d4 rounds.

Change Self. Changes your appearance; +10 to Disguise check; lasts 10 min/level.

Charm Person. Makes one person your friend.

Chatterteeth* (Me). Target is required to make a concentration check to cast any spells with a verbal component for 1 round/level.

Comprehend Languages. Understand all spoken and written languages.

Cure Light Wounds. Cures 1d8 +1/level damage (max +8).

Detect Undead. Reveals undead within 60 ft.

Endure Elements. Ignores 5 damage/round from one energy type.

Enlarge. Object or creature grows +10%/level (max 50%) for 1 min/level.

Erase. Mundane or magical writing vanishes.

Estivation* (Dr). Subject hibernates for up to 3 months without nourishment in extreme heat.

Expeditious Retreat. Doubles your speed for 1 min/level.

Goodberry. 2d4 berries each cure 1hp (max 8 hp/24 hrs), and nourish as 1 meal for Medium-size creature.

Grease. Makes 10 ft. square or one object slippery.

Hibernation* (Dr). Subject hibernates for up to 3 months without nourishment in extreme cold.

Identify. Determines the most basic function of a magic item.

Inflict Light Wounds. Inflicts 1d8 +1/level damage (max +5).

Invisibility to Animals. Animals can't perceive one subject/level.

Jump. Subject gets a +30 on jump checks, and has no maximum jump distance.

Nystul's Magical Aura. Grants object a false magical aura.

Nystul's Undetectable Aura. Masks magic item's aura.

Odorless* (Mo). Target neither emits nor leaves traces of smell for 10 min/level.

Opposable Thumbs* (Mo). Creature grows fingers, thumbs, and even hands if needed.

Mage Armor. Gives subject +4 armor bonus.

Obscuring Mist. Fog surrounds you.

Protect Mount* (W). Mounts struck by non-magical weapons may make Will save to avoid damage.

Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.

Random Action. One creature acts randomly for one round.

Reduce. Object or creature shrinks +10%/level (max 50%) for 1 min/level.

Remove Fear. +4 on saves against fear for one subject +1/four levels.

Shield. Provides +7 deflection bonus to AC and +3 on Reflex saves, against magic missiles and one direction.

Shocking Grasp. Touch delivers 1d8 +1/level of electrical damage.

Silent Step (Me). Subject gains a +10 competence bonus to Move Silently checks.

Sleep. Put 2d4 HD of creatures into comatose slumber.

Spider Climb. Grants ability to walk on walls and ceilings for 10 min/level.

True Strike. Adds +20 bonus to your next attack roll.

2ND-LEVEL ALCHEMIST ELIXIRS

Aid. +1 attack, +1 on saves against fear, 1d8 temporary hit points.

Augury. Learns whether an action will be good or bad.

Arcane Lock. Magically locks a portal or chest.

Blur. Attacks miss subject 20% of the time.

Bull's Strength. Subject gains 1d4 +1 Str for 1hr/level.

Calm Emotions. Calms 1d6 subjects/level, negating emotion effects.

Cat's Grace. Subject gains 1d4 +1 Dex for 1 hour/level.

Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).

Darkvision. See 60 ft. in total darkness.

Delay Poison. Stops poison from harming subject for 1 hr/level.

Endurance. Gain 1d4 +1 Con for 1 hr/level.

Fog Cloud. Fog obscures vision.

Glitterdust. Blinds creatures for 1 round/level, and reveals invisible creatures.

InFLICT Moderate Wounds. Inflicts 2d8 +1/level damage (max +10).

Invisibility. Subject is invisible for 10 min/level or until it attacks.

Iron Fist* (E). The target's fist deals an additional 1d6 damage For 2 rounds/caster level.

Knock. Opens locked or magically sealed doors.

Leomund's Trap. Makes item appear trapped.

Lesser Restoration. Dispels magic ability penalty or repairs 1d4 ability damage.

Mask Allegiance* (W). Conceals the subject's thoughts of loyalty from penetration by magical means.

Obscure Object. Masks object to divination.

Pass Without Trace. One subject/level leaves no tracks.

Protection from Arrows. Subject gains DR 10/+1 against ranged weapons for 10 min.

Protection from Disease* (Me). Provides a +4 resistance bonus on saving throws against mundane/magical diseases.

Psychometry* (Me). When touching an object, you gain an image of the last creature to touch it.

Pyrotechnics. Turns fire into blinding light, or choking smoke.

Remove Paralysis. Frees one or more creatures from paralysis, hold or slow.

Resist Elements. Ignores 12 damage/round from one energy type.

See Invisibility. Reveals invisible creatures or objects.

Speak with Animals. You can communicate with natural animals.

SpineWrack* (Me). Target shakes in pain and suffers a -2 circumstance penalty to AC, attack and damage rolls.

Undetectable Alignment. Conceals alignment for 24 hrs.

Web. Fills 10 ft. cube/level with sticky spider webs.

3RD LEVEL ALCHEMIST ELIXIRS

Agonize* (Mo). Subject is unable to perform actions for 1 round/level.

Air Breathing* (Mo). Aquatic creatures can breathe air for 2 hours/level.

Blindness/Deafness. Makes subject blind or deaf.

Death Mist* (Me). Summons blinding, gagging, sulfurous gases for 10 min/level.

Displacement. All attacks against recipient of this spell suffer a 50% miss chance.

Explosive Runes. Deals 6d6 damage when read.

Fire Trap. Opened object deals 1d4 +1/level fire damage.

Fly. Subject flies at a speed of 90.

Forceful Burst* (Me). Converts up 1 container/2 levels (maximum 10) into a burst of force.

Gaseous Form. Subject becomes insubstantial (DR 20/+1) and flies for 2 min/level.

SPELLS

Gentle Repose. Preserves one corpse.

Hold Person. Holds one person helpless for 1 round/level.

Haste. Extra partial actions and +4 AC for 1 round/level.

Hideous Appearance* (E). Recipient of spell has Charisma of 3 for 1 day/caster level.

Keen Edge. Doubles normal threat range for edged weapons for 10 min/level.

Locate Object. Senses direction toward object (specific or type).

Make Whole. Repairs an object.

Magic Vestment. Armor or shield gains +1 enhancement bonus/three levels.

Negative Energy Protection. Subject resists level and energy drains.

Nondetection. Hides subject from divination/scrying.

Obscure Object. Masks objects against detection.

Protection from Elements. Absorbs 12 damage/level from one kind of energy.

Remove Blindness/Deafness. Cures normal or magical conditions.

Remove Curse. Frees person or object from curse.

Slow. One subject/level takes only partial actions, -2 AC, -2 all melee rolls.

Speak with Dead. Corpse answers one question/2 levels.

Speak with Plants. You can talk to normal plants and plant creatures.

Stinking Cloud. Nauseating vapors; 1 round/level.

Stonetell* (Du). Allows subject to commune with spirits of the earth.

Undead Attraction* (E). Target attracts all undead within 100 ft., which seek out and attack him.

Waking Nightmares* (E). Target loses actions and Dex modifier for 1 round + 1 round/caster level.

Water Breathing. Subjects can breathe underwater.

4TH-LEVEL ALCHEMIST ELIXIRS

Bestow Curse. -6 to an ability, -4 on attacks, saves, and checks; or 50% chance of losing actions.

Breath of the Wyrms* (Dr). Spell allows subject to use breath weapon against one target.

Confusion. Makes subject behave oddly for 1 round/level.

Contagion. Infects subject with disease.

Detect Scrying. Alerts you of magical eavesdropping.

Discern Lies. Reveals deliberate falsehoods.

Divine Power. Gain attack bonus of a fighter of your level, 18 Str, and 1HP/level for 1 round/level.

Emotion. Arouses strong emotion in subject.

Enervation. Subject gains 1d4 negative levels.

Fear. Subjects within cone flee for 1 round/level.

Fire Shield. Creatures attacking you take 1d6 +1/level fire damage; protected from heat or cold.

Force Bridge* (Me). You create a bridge of force.

Forget* (Me). Subjects in a 10-ft.-radius burst forget a number of minutes equal to your caster level.

Freedom of Movement. Subject moves normally despite impediments.

Giant Vermin. Turns insects into giant vermin.

Greater Magic Weapon. +1 bonus/three levels (max +5); 1 hour/level.

Improved Invisibility. As *invisibility*, but subject can attack and remain invisible.

Locate Creature. Indicates direction to familiar creature.

Minor Globe of Invulnerability. Stops 1st through 3rd level spell effects for 1 round/level.

Neutralize Poison. Detoxifies venom on or in a subject.

Polymorph Other. Gives one subject a new form.

Polymorph Self. You assume a new form.

Shout. Deafens all within cone for 2d6 rounds, and deals 2d6 sonic damage.

Rearguard* (Me). Creature touched retains Dexterity bonus to AC when flanked, for 1 hour/level.

Repel Vermin. Insects stay 10 ft. away.

Restoration. Restores level and ability score drains.

Scrying. Spies on subject from a distance.

Spell Immunity. Subject is immune to one spell/four levels.

Shrapnel* (Me). Turns a handful of coins into metal shrapnel.

Stoneskin. Give subject DR 10/+5 for 10 min/level.

Tongues. Speak any language.

5TH-LEVEL ALCHEMIST ELIXIRS

Antimagic Aura* (Mo). Target is surrounded by a field of antimagic for 10 min/level.

Animal Growth. One animal/two levels doubles in size and HD.

Death Ward. Grants Immunity to Death spells and effects.

Dream. Sends message to anyone sleeping.

Feeblemind. Subject's INT drops to a score of 1.

Nightmare. Sends vision dealing 1d10 damage, fatigue.

Passwall. Breaches walls 1 ft. thick/level.

Permanency. Makes certain spells permanent; costs XP.

Righteous Might. Your size class increases by one step (height \times 2, mass \times 8), +4 enlargement bonus to Str.

Sandstorm* (Me). Blinds and knocks down creatures with a sandstorm.

Secret of the Grave* (Dr). Caster chooses one piece of dying target's knowledge to obscure.

Seeming. Changes appearance of one person/two levels.

Spell Resistance. Subject gains +12 +1/level SR.

True Seeing. See all things as they really are.

Transmute Mud to Rock. Transforms two 10 ft. cubes/level.

Transmute Rock to Mud. Transforms two 10 ft. cubes/level.

6TH-LEVEL ALCHEMIST ELIXIRS

- Analyze Dweomer.** Reveals one property, spell or power per round; lasts 1 round/level.
- Antilife Shell.** 10 ft. shield hedges out living creatures.
- Antimagic Field.** Negates magic within 10 ft.
- Flesh to Stone.** Turns subject creature into statue.
- Guards and Wards.** Array of magical effects protect area.
- Globe of Invulnerability.** As *minor globe of invulnerability*, plus 4th level.
- Negative Energy Invulnerability* (Mo).** Immune to negative energy attacks and level drain for 1 min/level.
- Repulsion.** Creatures cannot approach you.
- Slay Living.** Touch attack kills subject.
- Stone to Flesh.** Restores petrified creature to normal.
- Tenser's Transformation.** Subject gains combat/armor/ability bonuses for 1 round/level.
- True Seeing.** See all things as they truly are.

7TH-LEVEL ALCHEMIST ELIXIRS

- Greater Scrying.** As *scrying*, but faster and longer.
- Repulsion.** Creatures can't approach you.
- Elemental Flurry* (Me).** Target receives 4d4 acid, cold, electricity and fire for 2 full rounds.
- Forcecage.** Cube of force created as a barred cell (20 ft. cube) or windowless cell (10 ft. cube).
- Otiluke's Freezing Sphere.** Freezes water or deals cold damage.
- Sequester.** Subject is invisible to scrying and sight.
- Ethereal Jaunt.** You become ethereal for 1 round/level.
- Retain Natural Armor* (Dr).** Allows *polymorphed* creature to retain its natural armor bonus.
- Statue.** Subject becomes a statue at will for 1 hour/level.

8TH-LEVEL ALCHEMIST ELIXIRS

- Antipathy.** Object or location repels certain creatures.
- Clone.** Duplicate awakens when the original dies.
- Etherealness.** Travel to Ethereal Plane with companions.
- Greater Restoration.** As *restoration*, plus restores all levels and ability scores.
- Heal.** Cures all damage, diseases, and mental conditions.
- Iron Body.** Grants DR of 50/+3, various immunities and bonuses, for 1 min/level.
- Limited Wish.** Alters reality — within spell limits.
- Mind Blank.** Subject is immune to mental/emotional magic and scrying.
- Polymorph Any Object.** Changes subject into anything else.
- Protection from Spells.** Confers +8 magic resistance bonus.
- Raise Dead.** Restores life to subject who died up to 1 day/level ago.

- Retain Supernatural Powers* (Dr).** Allows *polymorphed* creature to retain its abilities.
- Shape of the True Soul* (Dr).** Subject becomes half-dragon; either 1 round/level or permanent.
- Symbol.** Triggered runes have an array of effects.
- Sympathy.** Object or location attracts certain creatures.
- Watery Demise* (Mo).** Fills target's lungs with water.

BARD SPELLS

0 LEVEL BARD SPELLS (CANTRIPS)

- Detect Precious Metals* (Du).** Detects concentrations of precious metals.
- Sharing the Ancient Lore* (Dr).** Transfers a single memory from caster in a 10-ft.-radius area effect.
- Wisdom of the Ivory Emperor* (Dr).** Caster may ask the Ivory Emperor one question.

1ST LEVEL BARD SPELLS

- Athanae's Age Estimation* (Me).** You immediately know the age of the item to the closest year.
- Athanae's Know Contents* (Me).** Caster learns the contents of a container no larger than 5 sq. ft.
- Mask Allegiance* (W).** Conceals the caster's thoughts of loyalty from penetration by magical means.
- Quickread* (Me).** One page per round is read and fully absorbed.
- Set Traps* (Dr).** Causes mechanical traps to automatically reset themselves 5 min after use.

2ND LEVEL BARD SPELLS

- Athanae's Know Creature* (Me).** Caster learns nature of an animal from its spoor.
- Death Curse* (Dr).** Caster curses target as caster is dying, with serious effects on the target.
- Forceful Footfalls* (Du).** Exerts pressure equal to a 200lb. person; moves 30 ft. a round.
- Psychometry* (Me).** When you touch an object, you gain an image of the last creature to touch that item.
- Staff of Defense* (Me).** Caster's staff comes alive for 1 round/level; confers +2 to AC and +4 AC vs. attacks of opportunity.

3RD LEVEL BARD SPELLS

- Ambush* (Me).** Creates an illusory terrain feature to hide behind until you dispel or break concentration.
- Athanae's Know Status* (Me).** Caster learns if target is living, dead or undead.
- Cloaked Sphere of Radiance* (Du).** Functions like *daylight*, except is a sphere of darkness.
- Detect Allegiance* (W).** Provides answer as to where subject's loyalties lie.

SPELLS

Distant Light* (Du). Functions as *daylight* at a distance.

Shocknet* (Me). Hurls net of electricity at target; deals 1d8 +1 electricity damage per round.

Unseen Marker* (G). For 1 day / level, scry checks against the target become easier to make.

4TH LEVEL BARD SPELLS

Forget* (Me). Subjects in a 10-ft.-radius burst forget a number of minutes equal to your caster level.

5TH LEVEL BARD SPELLS

Dance of the Dead* (U). Uses music to turn, bolster or rebuke undead creatures as if a cleric 2 levels lower.

Hold Undead* (U). Similar to hold person, only for undead; lasts for 1 round/level.

Smother Magic* (Dr). Target may not cast spells nor use spell-like abilities for 1 round/level.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

Ancestor's Touch* (G). Spell reveals a newborn child's most famous ancestor.

Borin's Hammer* (Me). For 1 round/level, you make a slashing weapon deal blunt damage only.

Chastise* (G). A humanoid cleric can complain about his god failing him, and receive a bonus the next day.

Minor Restoration* (Me). Repairs 1 point of temporary ability damage.

1ST-LEVEL CLERIC SPELLS

Berserker Blessing* (G). This spell removes fatigue, the side effects of a barbarian's rage ability or other strenuous labors.

Bless Thrower* (G). The target receives a +1 ranged attack bonus and a +1d4 damage bonus with any thrown object.

Excavate* (G). Excavates one partially-buried object.

Minor Heal Undead* (U). Heals 2d8 +1/caster level damage to undead only.

Protect Mount* (W). Mounts struck by non-magical weapons may make Will save to avoid damage.

Protection from Light* (G). Creatures do not suffer from light sensitivity.

Quickread* (Me). One page per round is read and fully absorbed.

2ND-LEVEL CLERIC SPELLS

Battle Fury* (G). The creature touched gains a +2 morale bonus to Strength, Constitution, and Will saves.

Benediction of Zohl'Nahk* (G). Ogres within 50 ft. gain a +2 morale bonus on all attack and damage rolls, and a +1 luck bonus to all saving throws.

Bone Spikes* (E). Spikes grow on skeletons; deals additional 1d6 damage per strike.

Bonestaff* (U). Creates a +2 *bone quarterstaff* that deals 2d6 damage that lasts for 1 min/level.

Fingerteeth* (Me). Unarmed damage is enhanced and deals an extra +1d6 damage.

Havrokr's Minor Blessing* (U). 1 HD/caster level of undead receives one of several sacred bonuses.

Ill Omen* (E). Provides insight whether a decision results in a detrimental effect or not.

Mask Allegiance* (W). Conceals the caster's thoughts of loyalty from penetration by magical means.

Mask Undead* (U). For 2 hours/level, the target does not register as undead.

Protection from Disease* (Me). Provides a +4 resistance bonus on saving throws vs. mundane/magical diseases.

Resist Turning* (U). All undead in a 30 ft. radius spread, receive a +4 turn resistance bonus, for 1 round/level.

Spinewrack* (Me). Target shakes in pain and suffers a -2 penalty to AC, attack and damage rolls.

Staff of Defense* (Me). Staff comes alive; confers +2 to AC and +4 AC vs. attacks of opportunity.

3RD-LEVEL CLERIC SPELLS

Agonize* (Mo). Subject is unable to perform actions for 1 round/level.

Air Breathing* (Mo). Aquatic creatures can breathe air for 2 hours/level.

Detect Allegiance* (W). Provides answer as to where subject's loyalties lie.

Divine Parlay* (G). Allows the caster to commune with a god directly (only if the god wants them to).

Enrage* (G). For 1 round/level, the target acts as if under the barbarian ability Rage.

Fangs of Chaos* (G). Grants you an additional melee bite attack which deals 1d8+ 1-1/2 times your Strength modifier.

Giant Fit* (G). Enlarges items to fight Giant sized creatures for 1 hour/level.

Grounding* (Me). Creates a safety zone for lightning attacks for 1 round/level.

Heal Undead* (U). Heals 4d8 +1/caster level damage to undead.

Restful Death* (U). This spell sanctifies and protects a corpse from reanimation as undead.

Smash* (G). A single hammer-like blow that deals 1d6+1 bludgeoning damage per caster level (maximum 12d6+12).

Undead Attraction* (E). Target attracts all undead within 100 ft., which seek out and attack him.

Unseen Marker* (G). For 1 day/level, *sorry* checks against the target become easier to make.

4TH LEVEL CLERIC SPELLS

Air Bubble* (G). Creates a 1-ft.-radius/level sphere of air for underwater use; 1 min/level

Cloaked Sphere of Radiance* (Du). Functions like *daylight*, except is a sphere of darkness.

Distant Light* (Du). Functions as *daylight* at a distance.

Dragonshield* (Dr). As *lesser dragonshield*, but cancels the breath weapon entirely.

Greater Grounding* (Me). Like *grounding*, only you may choose an energy type.

Hold Undead* (U). Similar to hold person, only for undead; lasts for 1 round/level.

Rally of the Damned* (Me). Dispels turning/rebuking effects in a 50 ft. radius.

Reign in the Soul* (G). Allows the soul of a dead creature to remain for resurrection at a later date.

Slow Missiles* (W). Missiles arrive at the target the next round, provides a +6 circumstance AC bonus.

Smother Magic* (Dr). Target may not cast spells nor use spell-like abilities for 1 round/level.

Summon Sentinel* (Me). Inanimate object comes alive to guard you for 1 hour/level.

Wither* (G). Causes all vegetable matter within radius to wither and die.

Wounding* (E). All wounds bleed for 1 point of hp/round until healed or bandaged.

5TH LEVEL CLERIC SPELLS

Animation Field* (U). Any creature that dies in the radius becomes a zombie in 1d4 rounds.

Awe* (Me). Allows the cleric to turn his enemies like undead, for 1 round plus 1d4+2 rounds.

Darkwound* (G). Cast on a weapon, which then deals damage that cannot be felt or seen.

Enslave.* (G) Forces subject to act against his will for 1 hour/level.

Field of Caltrops* (W). Contorts the ground; deals damage to those who cross it.

Greater Dragonshield* (Dr). As *dragonshield*, but affects all dragons' breath weapons equal to or younger than the scale (focus) used.

Havrokr's Blessing* (U). As *Havrokr's minor blessing*, but with greater effects.

Quagmire* (W). Turns 50-ft.-diameter +10 ft./level area into impassable mud.

6TH LEVEL CLERIC SPELLS

Blessing of the Light Bringer* (U). All Negative energy is banished from the area of spell, when it is completed.

Exhaust* (Me). Target moves at 1/2 normal speed, and suffers -6 to Str and Dex, until it rests for 1 hour.

Havrokr's Desecration* (U). Removes all celestial presence and good enchantments from an area.

Torment* (G). All damage the target inflicts during the spell's duration (1 round/level) harms the target as well.



7TH LEVEL CLERIC SPELLS

Havrokr's Greater Blessing* (U). As *Havrokr's blessing*, but far more powerful.

Mass Animation* (U). Animates all dead within 10 ft./level radius spread, centered on caster; lasts 1 min/level.

Watery Demise* (Mo). Fills target's lungs with water

8TH LEVEL CLERIC SPELLS

Disrupt Soul* (E). Soul is removed from target's body for 1 round/caster level.

9TH LEVEL CLERIC SPELLS

Dominion* (G). Target becomes an automaton under your control for 1 day / level

Life Drain* (Mo). Caster steals life force from subject, making herself younger.

Speed Reinforcements* (W). Doubles movement rate of 500 friendly troops +100/level.

CLERIC DOMAINS

AIR DOMAIN

Granted Power: Turn or destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Air Domain Spells

1. Obscuring Mist
 2. Wind Wall
 3. Gaseous Form
 4. Air Walk
 5. Control Winds
 6. Chain Lightning
 7. Control Weather
 8. Whirlwind
 9. Elemental Swarm*
- * Cast as air spell only.

AMBITION DOMAIN* (G)

Granted Power: You gain Bluff, Intimidate and Sense Motive as class skills.

Ambition Domain Spells

1. True Strike
2. Obscure Object
3. Tongues
4. Scrying
5. Greater Command
6. Planar Ally
7. Repulsion
8. Demand
9. Wish

ANCESTRY (TROLL) DOMAIN* (G)

Granted Powers: The troll ancestry domain allows Vendak's followers to call upon the collected lore of long-dead trolls. Once per day, Vendak may preserve a troll's head in order to mount it in a speaking circle.

Ancestry (Troll) Domain Spells

1. Comprehend Languages
2. Augury
3. Clairaudience/Clairvoyance
4. Divination
5. Commune
6. Find the Path
7. Vision
8. Discern Location
9. Miracle

ANIMAL DOMAIN

Granted Power: You cast *animal friendship* once per day. Knowledge (nature) is a class skill.

Animal Domain Spells

1. Calm Animals
2. Hold Animal
3. Dominate Animal
4. Repel Vermin
5. Commune with Nature
6. Antilife Shell
7. Animal Shapes
8. Creeping Doom
9. Shapechange

ARM OF GARASTUS DOMAIN* (G)

Granted Power: As a divine servant of the Giant-Father, you may rebuke or command other giants or giant-type creatures (ogres, trolls, ettins, etc.) as an evil cleric rebukes or commands undead. You use this ability as many as 3 + Charisma modifier times per day.

Arm of Garastus Domain Spells

1. Divine Favor
2. Shatter
3. Blindness/Deafness
4. Control Water
5. Flame Strike
6. Harm
7. Control Weather
8. Earthquake
9. Storm of Vengeance

BATTLE DOMAIN* (ME)

Granted Power: Power Attack and Whirlwind Attack (once all of the prerequisites are achieved)

Battle Domain Spells

1. Fingerteeth* (Me)
2. Forceful Burst* (Me)
3. Force Chakram* (Me)
4. Shrapnel* (Me)
5. Divine Power
6. Chain Lightning
7. Fire Seeds
8. Iron Body
9. Incendiary Cloud

BETRAYAL DOMAIN* (G)

Granted Power: Your alignment cannot be discovered by magical means.

Betrayal Domain Spells

1. Change Self
2. Detect Thoughts
3. Suggestion
4. Emotion
5. Darkwound
6. Mislead
7. Control Undead
8. Symbol
9. Foresight

BLESSING OF UMTALA DOMAIN* (G)

Granted Power: Once per day, you may call upon the Giant-Mother to protect your tribe. This requires a standard action. All friendly giants within a 10 ft./caster level radius receive a +1 divine bonus to AC and all saving throws. This spell-like ability lasts 1 round/caster level.

Blessing of Umtala Domain Spells

1. Bless
2. Aid
3. Cure Serious Wounds
4. Death Ward
5. Wall of Stone
6. Heal
7. Greater Restoration
8. Antimagic Field
9. Miracle

BLOOD DOMAIN* (E)

Granted Power: You may cut yourself while casting domain spells. Each time you do this, you suffer one point of damage per level of the spell. The duration of the spell is doubled as per the Metamagic Feat, Extend Spell.

Blood Domain Spells

1. Cause Fear
2. Bull's Strength
3. Magic Vestment
4. Summon Monster IV
5. Scrying
6. Wind Walk
7. Repulsion
8. Unholy Aura
9. Time Stop

CHAOS DOMAIN

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

1. Protection from Law
2. Shatter
3. Magic Circle against Law
4. Chaos Hammer
5. Dispel Law
6. Animate Objects
7. Word of Chaos
8. Cloak of Chaos
9. Summon Monster IX

COMPOSITION DOMAIN* (G)

Granted Power: Once per day, you can use an effect that works like alter self, except that it can only be used to add, remove, or change a number of the your limbs equal to half your cleric levels (round up). (Note for the *death knell* domain spell to work, you must remove one of the victim's limbs and press it to your own body, making the casting of this spell a full round action. The limb remains attached to the cleric for the duration of the spell, but is nonfunctional.)

Composition Domain Spells

1. Death Knell
 2. Barkskin
 3. Summon Monster IV*
 4. Polymorph Other
 5. Righteous Might
 6. Regenerate
 7. Summon Monster VIII*
 8. Graft Limb* (Mo)
 9. Polymorph any Object
- * Aberration or magical beast only.

CONQUEST DOMAIN* (G)

Granted Power: You may cast Conquest domain spells on any intelligent being, bypassing normal immunities. This includes powerful undead, magic items, and the like.

Conquest Domain Spells

1. Command
2. Enthral
3. Suggestion
4. Lesser Geas
5. Greater Command
6. Geas/Quest
7. Dictum
8. Symbol
9. Dominion* (G)



SPELLS



CONQUEST DOMAIN* (W)

Granted Power: Once per day you gain the Cleave feat for a number of rounds equal to your cleric level.

Conquest Domain Spells

1. Command
2. Enthral
3. Prayer
4. Divine Power
5. Righteous Might
6. Greater Dispelling
7. Repulsion
8. Holy/Unholy Aura
9. Storm of Vengeance

CORRUPTION DOMAIN* (E)

Granted Power: Once per day you may target a single creature and know exactly what that creature wants most in the world.

Corruption Domain Spells

1. Charm Person
2. Enthral
3. Suggestion
4. Dominate Person
5. Mind Fog
6. Geas/Quest
7. Limited Wish
8. Demand
9. Wish

CORRUPTION DOMAIN* (G)

Granted Power: Once per day, you can putrefy a number of pounds of food and a number of gallons of water or other potable liquid equal to his level, making them completely unfit for consumption.

Corruption Domain Spells

1. Curse Water
2. Desecrate
3. Contagion
4. Wither
5. Insect Plague
6. Antilife Shell
7. Destruction
8. Horrid Wilting
9. Storm of Vengeance

CREATION DOMAIN* (W)

Granted Power: You may use Minor Creation, 1 time/day as a spell-like ability.

Creation Domain Spells

1. Summon Monster I
2. Make Whole
3. Create Food and Water
4. Restoration
5. Wall of Stone
6. Heroes' Feast
7. Resurrection
8. Mass Heal
9. Summon Monster IX

DARKNESS DOMAIN* (E)

Granted Power: Darkvision 60 ft.

Darkness Domain Spells

1. Obscuring Mist
2. Darkness
3. Deeper Darkness
4. Invisibility
5. Invisibility Sphere
6. Mislead
7. Mass Invisibility
8. Power Word, Blind
9. Gate

DEATH DOMAIN

Granted Power: You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a creature. When you touch, roll 1d6 per cleric level, if the result is more than the creature's hit points, it dies.

Death Domain Spells

1. Cause Fear
2. Death Knell
3. Animate Dead
4. Death Ward
5. Slay Living
6. Create Undead
7. Destruction
8. Create Greater Undead
9. Wail of the Banshee

DESPERATION DOMAIN* (G)

Granted Power: You may cast domain spells as if you had memorized it with the Maximize Spell, Quicken Spell, Quiet Spell, Spell Penetration, and Still Spell Metamagic Feats. This is not without a price, however, as you permanently loses one hit point each time. You may not target yourself with this spell.

Desperation Domain Spells

1. Sanctuary
2. Shield Other
3. Helping Hand
4. Freedom of Movement
5. Break Enchantment
6. Word of Recall
7. Refuge
8. Screen
9. Foresight

DESTRUCTION DOMAIN

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus, and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.

Destruction Domain Spells

1. Inflict Light Wounds
2. Shatter
3. Contagion
4. Inflict Critical Wounds
5. Circle of Doom
6. Harm
7. Disintegrate
8. Earthquake
9. Implosion

DIPLOMACY DOMAIN* (G)

Granted Power: You gain a +4 divine bonus to all Diplomacy checks.

Diplomacy Domain Spells

1. Command
2. Enthral
3. Obscure Object
4. Discern Lies
5. Scrying
6. Heal
7. Greater Scrying
8. Greater Planar Ally
9. Miracle

DISEASE DOMAIN* (E)

Granted Power: Immunity to all natural diseases. In addition, you may add your caster level to any saving throw against magical diseases.

Disease Domain Spells

1. Curse Water
2. Inflict Moderate Wounds
3. Contagion
4. Poison
5. Slay Living
6. Circle of Death
7. Destruction
8. Horrid Wilting
9. Energy Drain

DOMINATION DOMAIN* (G)

Granted Powers: Once per day, you can *cause fear*, as per the spell. Your caster level is equal to your cleric level for the purposes of this spell.

Domination Domain Spells

1. Command
2. Benediction of Zohl'Nahk* (G)
3. Hold Person
4. Lesser Geas
5. Enslave* (G)
6. Geas/Quest
7. Blasphemy
8. Unholy Aura
9. Implosion

EARTH DOMAIN

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Earth Domain Spells

1. Magic Stone
2. Soften Earth and Stone
3. Stone Shape
4. Air Walk
5. Control Winds
6. Chain Lightning
7. Control Weather
8. Whirlwind
9. Elemental Swarm



SPELLS



EVIL DOMAIN

Granted Power: You cast Evil spells at +1 caster level.

Evil Domain Spells

1. Protection from Good
2. Desecrate
3. Magic Circle against Good
4. Unholy Blight
5. Dispel Good
6. Create Undead
7. Blasphemy
8. Unholy Aura
9. Summon Monster IX

FABRICATION DOMAIN* (G)

Granted Power: When building construct-type monsters such as golems, you are considered four levels higher than your actual level. You must still be able to cast any spells required by the creation process.

Fabrication Domain Spells

1. Continual Flame
2. Create Food and Water
3. Minor Creation
4. Leomund's Secure Shelter
5. Fabricate
6. Major Creation
7. Awaken
8. Prismatic Wall
9. Create Life

FEAR DOMAIN* (G)

Granted Power: Intimidate is a class skill. You may make Intimidate checks and cast Fear domain spells against anything with an Intelligence score, overriding any normal immunities (unintelligent creatures without an immunity to fear are still affected). This is considered a supernatural ability.

Fear Domain Spells

1. Cause Fear
2. Scare
3. Fear
4. Confusion
5. Nightmare
6. Repulsion
7. Symbol*
8. Insanity
9. Antipathy

* May only use fear as the effect.

FIRE DOMAIN

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Fire Domain Spells

1. Burning Hands
2. Produce Flame
3. Resist Elements
4. Wall of Fire
5. Fire Shield
6. Fire Seeds
7. Fire Storm
8. Incendiary Cloud
9. Elemental Swarm

FORAGING DOMAIN* (G)

Granted Power: You may Track as if you possess the Track Feat. If you do not have at least 4 skill ranks in Wilderness Lore, you Track as if you do.

Foraging Domain Spells

1. Endure Elements
2. Find Traps
3. Create Food and Water
4. Divination
5. True Seeing
6. Forge Rock
7. Refuge
8. Discern Location
9. Gate

FURY DOMAIN* (G)

Granted Power: Once per day, the cleric may rage as a barbarian of his cleric class level or he may cause someone else to rage. Inducing rage in another person is a standard action. Once the action is complete, the target rages. Unwilling targets must make a Will save (DC 10 + your cleric level) to avoid raging.

Fury Domain Spells

1. Cause Fear
2. Scare
3. Suggestion
4. Emotion
5. Mind Fog
6. Mass Suggestion
7. Power Word, Stun
8. Power Word, Blind
9. Power Word, Kill

SPELLS

GUARDIAN DOMAIN* (ME)

Granted Power: While specifically on guard duty you gain a +1/level bonus to all Listen and Spot checks. Note that this bonus does not apply if you are on any other kind of duty.

Listen and Spot are class skills.

Guardian Domain Spells

1. Alarm
2. Rearguard* (Me)
3. Glyph of Warding
4. Summon Sentinel* (Me)
5. Mordenkainen's Faithful Hound
6. Guards and Wards
7. Forbiddance
8. Greater Glyph of Warding
9. Foresight

GLUTTONY DOMAIN* (G)

Granted Power: Immunity to all ingested poisons and any diseases or effects from eating rotten or spoiled food.

Gluttony Domain Spells

1. Goodberry
2. Create Food and Water
3. Neutralize Poison
4. Stinking Cloud
5. Contagion
6. Heroes' Feast
7. Stone to Flesh
8. Flesh to Stone
9. Mordenkainen's Magnificent Mansion

GOOD DOMAIN

Granted Power: You cast Good spells at +1 caster level.

Good Domain Spells

1. Protection from Evil
2. Aid
3. Magic Circle against Evil
4. Holy Smite
5. Dispel Evil
6. Blade Barrier
7. Holy Word
8. Holy Aura
9. Summon Monster IX

HATRED DOMAIN* (G)

Granted Power: Once per level, you may name an individual. Until that individual dies or you gain a new level, you act as though the named person were part of a favored enemy race, as per the ranger class ability of the same name. Additionally, the target suffers a morale penalty equal to the your cleric level to save against your divine spells.

Hatred Domain Spells

1. Deathwatch
2. Bull's Strength
3. Bestow Curse
4. Locate Creature
5. Slay Living
6. Eyebite
7. Finger of Death
8. Discern Location
9. Soul Bind

HAVOC DOMAIN* (G)

Granted Powers: Once per day, you can make a Craft (blacksmithing) check with a +10 insight bonus or bestow this bonus on someone else.

Havoc Domain Spells

1. Magic Weapon
2. Enrage* (G)
3. Smash
4. Fangs of Chaos* (G)
5. Dispel Good
6. Harm
7. Destruction
8. Fire Storm
9. Gate

HEALING DOMAIN

Granted Power: You cast Healing spells at +1 caster level.

Healing Domain Spells

1. Cure Light Wounds
2. Cure Moderate Wounds
3. Cure Serious Wounds
4. Cure Critical Wounds
5. Healing Circle
6. Chain Lightning
7. Regenerate
8. Mass Heal
9. True Resurrection

SPELLS

HUNTER DOMAIN* (G)

Granted Power: You gain a divine bonus of +4 to all Move Silently checks.

Hunter Domain Spells

1. Deathwatch
2. Silence
3. Deeper Darkness
4. Status
5. Slay Living
6. Find the Path
7. Summon Monster VII
8. Discern Location
9. Power Word, Kill

HUNTING DOMAIN* (G)

Granted Power: You gain the Track feat and count Wilderness Lore as a class skill.

Hunting Domain Spells

1. Invisibility to Animals
2. Animal Trance
3. Snare
4. Scrying
5. Prying Eyes
6. Find the Path
7. Greater Scrying
8. Animal Shapes
9. Foresight

JUSTICE DOMAIN* (G)

Granted Powers: Three times per day, you can perform a Sense Motive check with a +15 insight bonus. Once per day, you can rage, as per a barbarian of equal level, but only if you are aware that someone has lied to you.

Justice Domain Spells

1. Command
2. Hold Person
3. Searing Light
4. Discern Lies
5. Mark of Justice
6. True Seeing
7. Dictum
8. Sunburst
9. Storm of Vengeance

KNOWLEDGE DOMAIN

Granted Power: All Knowledge skills are class skills. You can cast divinations at +1 caster level.

Knowledge Domain Spells

1. Detect Secret Doors
2. Detect Thoughts
3. Clairaudience/Clairvoyance
4. Divination
5. True Seeing
6. The Path
7. Legend Lore
8. Discern Location
9. Foresight

LABYRINTH DOMAIN* (G)

Granted Power: You are a master of navigating your way through labyrinths and other confusing paths. You gain a +2 insight bonus to all Intuit Direction checks and are immune to maze. In addition, you gain a +2 insight bonus when solving puzzles.

Labyrinth Domain Spells

1. Detect Secret Doors
2. Locate Object
3. Stone Shape
4. Divination
5. Prying Eyes
6. Find the Path
7. Maze
8. Discern Location
9. Astral Projection

LAW DOMAIN

Granted Power: You cast Law spells at +1 caster level.

Law Domain Spells

1. Protection from Chaos
2. Calm Emotions
3. Magic Circle against Chaos
4. Order's Wrath
5. Dispel Chaos
6. Hold Monster
7. Dictum
8. Shield of Law
9. Summon Monster IX

LEADERSHIP DOMAIN* (G)

Granted Power: Once per day, the cleric can grant a +1 competence bonus to all attacks, skill checks, and saves made by his allies. This ability lasts a number of rounds equal to his cleric level and affects all allies within 60 ft. of him.

Leadership Domain Spells

1. Remove Fear
2. Enthrall
3. Suggestion
4. Emotion
5. Dominate Person
6. Mass Suggestion
7. Demand
8. Mass Charm
9. Dominate Monster

LUCK DOMAIN

Granted Power: You gain the power of good fortune, which is useable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the results of the reroll, even if it is worse than the previous role.

Luck Domain Spells

1. Entropic Shield
2. Aid
3. Protection from Elements
4. Freedom of Movement
5. Break Enchantment
6. Mislead
7. Spell Turning
8. Holy Aura
9. Miracle

LUST DOMAIN* (E)

Granted Power: Your Charisma is considered one higher per level for the purposes of Diplomacy and Bluff rolls involving interaction with humans and humanoids. For instance, a 9th level Cleric, with a Charisma of 13 is considered to have a 22 Charisma for all skill checks involving NPC interaction.

Lust Domain Spells

1. Charm Person
2. Enthrall
3. Emotion
4. Dominate Person
5. Feeblemind
6. Geas/Quest
7. Refuge
8. Mass Charm
9. Wish

MAGIC DOMAIN

Granted Power: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells

1. Nystul's Undetectable Aura
2. Identify
3. Dispel Magic
4. Imbue with Spell Ability
5. Spell Resistance
6. Antimagic Field
7. Spell Turning
8. Protection from Spells
9. Mordenkainen's Disjunction

MONEY DOMAIN* (ME)

Granted Power: Appraise, Bluff, and Sense Motive are class skills.

Money Domain Spells

1. Command
2. Make Whole
3. Create Food and Water
4. Tongues
5. Fabricate
6. Geas/Quest
7. Refuge
8. Symbol
9. Soul Bind

NATURE DOMAIN* (G)

Granted Power: Gain nature sense and woodland stride as the druid abilities of the same names. Knowledge (nature) and Wilderness Lore are class skills.

Nature Domain Spells

1. Pass Without Trace
2. Speak with Animals
3. Plant Growth
4. Treant Shape
5. Commune with Nature
6. Cleanse
7. Control Weather
8. Control Plants
9. Control Nature

SPELLS

NEUTRALITY DOMAIN* (ME)

Granted Power: You cast neutrality spells at +1 caster level.

Neutrality Domain Spells

- 1 Sanctuary
- 2 Undetectable Alignment
- 3 Dispel Magic
- 4 Discern Lies
- 5 True Seeing
- 6 Forbiddance
- 7 Repulsion
- 8 Symbol
- 9 Imprisonment

NIGHT DOMAIN* (G)

Granted Power: All spells cast at night are at +1 caster level.

Night Domain Spells

1. Doom
2. Silence
3. Deeper Darkness
4. Inflict Critical Wounds
5. Seeming
6. Veil
7. Shadow Walk
8. Maze
9. Nightfall* (G)

PAIN (TORTURE) DOMAIN* (E)

Granted Power: You may use the power excruciate once per day. This is a spell-like ability. You must succeed at a touch attack against a living creature. When you touch the creature, it is stunned by excruciating pain as per the stunning attack rules. The creature may make a Fortitude saving throw each round to overcome the pain, and act normally the following round. (DC = 10 + cleric level + Wisdom bonus)

Pain (Torture) Domain Spells

1. Inflict Light Wounds
2. Inflict Moderate Wounds
3. Inflict Serious Wounds
4. Inflict Critical Wounds
5. Circle of Doom
6. Harm
7. Blasphemy
8. Horrid Wilting
9. Bigby's Crushing Hand

PLAGUE DOMAIN* (E)

Granted Power: You are a living extension of disease and contagions. Wounds caused by your ray attacks fester with disease. Damage from your ray attack spells does not heal properly and requires magical healing. Without magical-healing, these points (whether hit points or ability damage) heal at a rate of 1 per day.

Plague Domain Spells

1. Inflict Minor Wounds
2. Summon Swarm
3. Contagion
4. Enervation
5. Insect Plague
6. Harm
7. Creeping Doom
8. Finger of Death
9. Energy Drain

PLANT DOMAIN

Granted Power: Rebuke or command plant creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Plant Domain Spells

1. Entangle
2. Barkskin
3. Plant Growth
4. Control Plants
5. Wall of Thorns
6. Repel Wood
7. Changestaff
8. Command Plants
9. Shambler

POWER DOMAIN* (G)

Granted Power: +1 damage in melee combat.

Power Domain Spells

1. Cause Fear
2. Shatter
3. Prayer
4. Divine Power
5. Circle of Doom
6. Harm
7. Power Word, Stun
8. Earthquake
9. Implosion

PROTECTION DOMAIN

Granted Power: You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw, equal to your level. Activating the power is a standard action. The protective ward is an abjuration effect, with a duration of 1 hour that is useable once per day.

Protection Domain Spells

1. Sanctuary
2. Shield Other
3. Protection from Elements
4. Spell Immunity
5. Spell Resistance
6. Antimagic Field
7. Repulsion
8. Mind Blank
9. Prismatic Sphere

PURIFICATION DOMAIN* (ME)

Granted Power: You may cast *purify food and drink* a number of times per day equal to your level.

Purification Domain Spells

1. Lesser Restoration
2. Remove Blindness/Deafness
3. Remove Disease
4. Restoration
5. Remove Curse
6. Dispel Evil
7. Banishment
8. Greater Restoration
9. Freedom

ROT DOMAIN* (E)

Granted Power: Wounds fester with disease and puss from your touch. You are a living extension of disease and contagions. Touch attack spells that deal damage do not heal properly from you and require magical healing only. These points (whether hit points of ability damage) otherwise heal at 1 per day, no matter the level of the target creature.

Rot Domain Spells

1. Inflict Light Wounds
 2. Death Knell
 3. Vampiric Touch
 4. Poison Touch
 5. Slay Living
 6. Disintegrate*
 7. Power Word, Stun
 8. Horrid Wilting
 9. Soul Bind
- * Touch only.

RULERSHIP DOMAIN* (U)

Granted Power: Once per day you can give a one word command which is obeyed by one Hit Die worth of creature per level. This is a spell-like ability identical to greater command.

Rulership Domain Spells

1. Command
2. Augury
3. Prayer
4. Divination
5. Commune
6. Geas/Quest
7. Greater Scrying
8. Holy Aura
9. Miracle

SECRETS DOMAIN* (G)

Granted Power: Bluff, Decipher Script, Knowledge (any), and Search are considered class skills.

Secrets Domain Spells

1. Comprehend Languages
2. Obscure Object
3. Nondetection
4. Detect Scrying
5. Leomund's Secret Chest
6. Mislead
7. Sequester
8. Mind Blank
9. Time Stop

SEEKING DOMAIN* (ME)

Granted Power: Once per day you can *detect gold*, which works as *detect animals or plants*, except that it detects the presence of an amount of gold greater than or equal to an amount you specify at the time of casting. Searching an area with the spell for a longer period of time does not provide any additional information.

Seeking Domain Spells

1. Athanae's Know Contents* (Me)
2. Psychometry* (Me)
3. Locate Object
4. Clairaudience/Clairvoyance
5. Prying Eyes
6. Legend Lore
7. Vision
8. Greater Scrying
9. Discern Location

SPELLS

SLOTH DOMAIN* (G)

Granted Powers: Once per day, you can transform a handful of pebbles or stones into enough food or water to sustain a number of people equal to your level. You can create whatever simple food you desire.

Sloth Domain Spells

1. Sleep
2. Hold Person
3. Create Food and Water
4. Sending
5. Enslave* (G)
6. Planar Ally
7. Limited Wish
8. Greater Planar Ally
9. Miracle

SOLACE DOMAIN* (G)

Granted Powers: Once per day, you can transform a handful of pebbles or stones into enough food or water to sustain a number of people equal to your level. You create whatever simple food you desire.

Solace Domain Spells

1. Calm Animals
2. Charm Person
3. Create Food and Water
4. Restoration
5. Healing Circle
6. Heroes' Feast
7. Refuge
8. Mass Heal
9. Miracle

SPIRIT DOMAIN* (U)

Granted Power: You cannot be attacked by allips, ghosts, nightshades, shadows, spectres, wraiths or other incorporeal undead so long as another target remains.

Spirit Domain Spells

1. Obscuring Mist
2. Darkness
3. Helping Hand
4. Air Walk
5. Ethereal Jaunt
6. Etherealness
7. Greater Scrying
8. Discern Location
9. Soul Bind

STORM DOMAIN* (G)

Granted Power: Once per day, you may cast *control weather*. The casting time is one hour.

Storm Domain Spells

1. Endure Elements
2. Resist Elements
3. Wind Wall
4. Wither
5. Lightning Bolt
6. Wind Walk
7. Control Weather
8. Sunburst
9. Storm of Vengeance

STRENGTH DOMAIN

Granted Power: You can perform a feat of strength, with is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activation the power is a free action, the power lasts 1 round and is useable once per day.

Strength Domain Spells

1. Endure Elements
2. Bull's Strength
3. Magic Vestment
4. Spell Immunity
5. Righteous Might
6. Stoneskin
7. Bigby's Grasping Hand
8. Bigby's Clenched Fist
9. Bigby's Crushing Hand

SUN DOMAIN

Granted Power: Once per day, you can perform a greater turning against undead, in place of a regular turning (or rebuking) attempt. The greater turning is like a normal turning (or rebuking) attempt. Except that the undead creatures that would be turning (or rebuked) are destroyed instead.

Sun Domain Spells

1. Endure Elements
2. Heat Metal
3. Searing Light
4. Fire Shield
5. Flame Strike
6. Fire Seeds
7. Sunbeam
8. Sunburst
9. Prismatic Sphere

TRAVEL DOMAIN

Granted Power: For a total of 1 round per your cleric level per day, you can act normally regardless of magical effects that impede movement (similar to the effect of the spell *freedom of movement*). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times a day (up to the daily limit of rounds). This is a spell-like ability.

Wilderness Lore is a class skill.

Travel Domain Spells

1. Expeditious Retreat
2. Locate Object
3. Fly
4. Dimension Door
5. Teleport
6. Find the Path
7. Teleport without Error
8. Phase Door
9. Astral Projection

TRICKERY DOMAIN

Granted Power: Bluff, Disguise, and Hide are class skills.

Trickery Domain Spells

1. Change Self
2. Invisibility
3. Nondetection
4. Confusion
5. False Vision
6. Mislead
7. Screen
8. Polymorph any Object
9. Time Stop

TYRANNY DOMAIN* (W)

Granted Power: You gain a +2 divine bonus to all Intimidation checks. Once per day per cleric level, you may cast *command*.

Tyranny Domain Spells

1. Cause Fear
2. Silence
3. Bestow Curse
4. Dismissal
5. Greater Command
6. Geas/Quest
7. Dictum
8. Shield of Law
9. Astral Projection

UNDEAD DOMAIN* (U)

Granted Power: You may add +2 to any turning check you make, but only to rebuke the undead, not to turn them.

Undead Domain Spells

1. Deathwatch
2. Desecrate
3. Animate Dead
4. Death Ward
5. Unhallow
6. Create Undead
7. Blasphemy
8. Create Greater Undead
9. Soul Bind

VENGEANCE DOMAIN* (G)

Granted Power: Once per day, when the cleric takes damage from a melee strike, he may immediately take a single attack at his highest base attack bonus against the creature that struck him. That creature must stand within the cleric's threatened area, and he must have a weapon readied in his hand, unless he chooses to take an unarmed attack. If the cleric has the Quick Draw feat, he may draw a weapon and attack using this power.

Vengeance Domain Spells

1. Cause Fear
2. Spiritual Weapon
3. Bestow Curse
4. Divine Power
5. Mark of Justice
6. Animate Objects
7. Forcecage
8. Discern Location
9. Storm of Vengeance

VICTORY DOMAIN* (G)

Granted Power: You can dominate the minds of others, turning them into your puppets or vassals. You cast mind-affecting divine spells at +1 caster level.

Victory Domain Spells

1. Command
2. Hold Person
3. Dominate Animal
4. Divine Power
5. Greater Command
6. Mass Suggestion
7. Power Word, Stun
8. Command Plants
9. Dominate Monster

WAR DOMAIN

Granted Power: Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the Deity's favored weapon.

War Domain Spells

1. Magic Weapon
2. Spiritual Weapon
3. Magic Vestment
4. Divine Power
5. Flame Strike
6. Blade Barrier
7. Power Word, Stun
8. Power Word, Blind
9. Power Word, Kill

WATER DOMAIN

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Water Domain Spells

1. Obscuring Mist
2. Fog Cloud
3. Water Breathing
4. Control Water
5. Ice Storm
6. Cone of Cold
7. Acid Fog
8. Horrid Wilting
9. Elemental Swarm

WEATHER DOMAIN* (G)

Granted Power: Gain the ability to forecast the weather for the next day and the general trends for as far ahead as one day per cleric level. Gain a +4 divine bonus to all saving throws involving weather effects, including magical lightning.

Weather Domain Spells

1. Obscuring Mist
2. Wind Wall
3. Searing Light
4. Control Water
5. Control Winds
6. Control Weather
7. Sunbeam
8. Whirlwind
9. Storm of Vengeance

DRUID SPELLS

1ST LEVEL DRUID SPELLS

- Estivation*** (Dr). Caster hibernates for up to 3 months without nourishment in extreme heat.
- Hibernation*** (Dr). Caster hibernates for up to 3 months without nourishment in extreme cold.
- Razor Claws***(G). Creates claws on subject for 2 rounds/level causing 1d6 damage.

2ND LEVEL DRUID SPELLS

- Protect Mount*** (W). Mounts struck by non-magical weapons may make Will save to avoid damage.
- Protection from Disease*** (Me). Provides a +4 resistance bonus on saves against diseases.
- Scent of the Beast*** (G). Caster gains use of the Track feat for 1 min / level.
- Sphere of Pure Air*** (Du). Creates a 15 ft. sphere of fresh pure air for 1 min/level.
- Stonetell*** (Du). Allows caster to commune with spirits of the earth.

3RD LEVEL DRUID SPELLS

- Air Breathing*** (Mo). Aquatic creatures can breathe air for 2 hours/level.
- Gravel Blast*** (Mo). Everything caught in the path of cone takes 1d6 bludgeoning damage (max 10d6).
- Summon Sentinel*** (Me). Inanimate object comes alive to guard you for 1 hour/level.

4TH LEVEL DRUID SPELLS

- Restful Death*** (U). This spell sanctifies and protects a corpse from reanimation as undead.
- Wall of Water*** (Mo). Transparent sheet of water up to 20 ft. long/level.

5TH LEVEL DRUID SPELLS

- Quagmire*** (W). Turns 50-ft.-diameter +10 ft./level area into impassable mud.
- Treant Shape*** (G). Caster takes the shape of a treant for 10 min/level.

6TH LEVEL DRUID SPELLS

- Cleanse*** (G). All evil divine effects cast on the area are dispelled immediately.
- Forge Rock***(G). For 1 day/level, a caster can make a stone weapon as hard as steel.
- Smother Magic*** (Dr). Target may not cast spells nor use spell-like abilities for 1 round/level.
- Twist the Land*** (Dr). Upon completion, any land the caster walked over while casting is poisoned.

7TH LEVEL DRUID SPELLS

Watery Demise* (Mo). Fills target's lungs with water

9TH LEVEL DRUID SPELLS

Control Nature* (G). Your body merges into the local, dominant element, exerting control over the weather.

Magical Husbandry* (Dr). Alters creature's bloodlines for easier crossbreeding.

MYRMIDON SPELLS

0-LEVEL MYRMIDON SPELLS

Arcane Mark. Inscribes a personal rune (visible or invisible)

Cure Minor Wounds. Cures 1 point of damage.

Daze. Creature loses next action.

Detect Magic. Detects spells and magic items within 60 ft.

Energy Sheath* (Me). Caster's weapon deals either acid, cold, electrical, or fire damage for 1 min/level.

Flare. Dazzles one creature (-1 attack)

Prestidigitation. Performs minor tricks.

Ray of Frost. Ray deals 1d3 cold damage.

Read Magic. Read scrolls and spellbooks.

Resistance. Subject gains +1 on saving throws for 1 minute.

1ST-LEVEL MYRMIDON SPELLS

Acid Blade* (Me). You coat your weapon with acid that causes an additional 1d3 damage when you hit.

Alarm. Wards an area for 2 hours/level.

Burning Hands. 1d4 fire damage/level (max 5d4)

Endure Elements. Ignores 5 damage/round from one energy type.

Expeditious Retreat. Doubles your speed for 1 min/level.

Feather Fall. Rate of falling for any creatures in 10-ft.-radius is changed to 60 ft./round.

Flame Brand* (Me). Your coat your weapon with fire that deals an additional 1d2 damage when you hit.

Frost Fire* (Me). You coat your weapon with cold that causes an additional 1d3 damage when you hit.

Jump. Subject gets a +30 on jump checks, and has no maximum jump distance.

Magic Armor* (Me). Grants a suit of armor or shield a +1 enhancement bonus to AC for 1 min/level.

Magic Weapon. Weapon gains +1 bonus for 1 min/level.

Message. Whispered conversation to 1 person/level for 10 min/level at 100 ft. +10 ft./level.

Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.

Shocking Grasp. Touch delivers 1d8 +1/level of electrical damage.

Silent Step* (Me). Subject gains a +10 competence bonus to Move Silently checks.

Spider Climb. Grants ability to walk on walls and ceilings for 10 min/level.

True Strike. Adds +20 bonus to your next attack roll.

2ND LEVEL MYRMIDON SPELLS

Alter Self. As change self, but more drastic changes.

Arms of Force* (Me). Creates a pair of 25 Str arms made of force.

Battle Knowledge* (Me). For 1 min/level, the caster gains the use of any feat they qualify for.

Blindness/Deafness. Makes subject blind or deaf.

Bonestaff* (U). Creates a +2 bone quarterstaff that deals 2d6 damage that lasts for 1 min/level.

Bull's Strength. Subject gains 1d4+1 Str for 1 hour/level.

Cat's Grace. Subject gains 1d4+1 Dex for 1 hour/level.

Cure Light Wounds. Cures 1d8+1/level damage (max +5).

Darkvision. See 60 ft. in total darkness.

Endurance. Subject gains 1d4 +1 Con for 1 hour/level.

Iron Fist* (E). The target's fist deals an additional 1d6 damage For 2 rounds/caster level.

Melf's Acid Arrow. Ranged touch attack; 2d4 acid damage for 1 round +1 round/three levels.

Protection from Arrows. Subject gains DR 10/+1 against ranged weapons for 10 min.

Pyrotechnics. Turns fire into blinding light, or choking smoke.

Resist Elements. Ignores 12 damage/round from one energy type.

Staff of Defense* (Me). Caster's staff comes alive for 1 round/level; confers +2 to AC and +4 AC vs. attacks of opportunity.

Thunder Clap* (Me). For 1 round/level your weapon (or you) deals a touch attack of 2d4 sonic damage.

3RD LEVEL MYRMIDON SPELLS

Displacement. All attacks against recipient of this spell suffer a 50% miss chance.

Flame Arrow. Shoot flaming projectiles (extra damage) or fiery bolts (4d6 damage)

Fly. Subject flies at a speed of 90.

Gaseous Form. Subject becomes insubstantial (DR 20/+1) and flies for 2 min/level.

Greater Magic Armor* (Me). Similar to magic armor, this spell adds +1 for every three caster levels.

Greater Magic Weapon. +1/three levels (max +5) for 1 hour/level.

Haste. Extra partial actions and +4 AC for 1 round/level.

Keen Edge. Doubles normal threat range for edged weapons for 10 min/level.

Mirror Legion* (Me). Lets you use mirror images created by the spell to make opponents flat footed.

Nondetection. Hides subject from divination/scrying.

Phantom Steed. Magical horse appears for 1 hour/level.

Protection from Elements. Absorbs 12 damage/level from one kind of energy.

Shockblade* (Me). After striking opponent, he and all enemies in 5-ft.-radius suffer 1d4 electricity damage.

Slow. One subject/level takes only partial actions, -2 AC, -2 all melee rolls.

Storm of Arrows* (Me). Splits one single arrow into multiple attacks for 1 round/level.

4TH LEVEL MYRMIDON SPELLS

Blindsight* (Me). You gain the extraordinary ability of Blindsight to 60 ft. for 1 hour/level.

Combat Precience* (Me). Gain a +2 dodge bonus to AC, and cannot be flanked for duration of the spell.

Dispel Magic. Cancels magical spells and effects.

Evard's Black Tentacles. 1d4 +1/level tentacles appear and grapple randomly within 15 ft.

Fire Shield. Creatures attacking you take 1d6 +1/level fire damage; protected from heat or cold.

Improved Invisibility. As invisibility but subject can attack and stay invisible.

Leomund's Secure Shelter. Creates sturdy cottage for 2 hours/level.

Minor Globe of Invulnerability. Stops 1st through 3rd level spell effects for 1 round/level.

Polymorph Self. You assume a new form.

Rearguard* (Me). Creature touched retains it's Dexterity bonus to AC when flanked, for 1 hour/level.

Shrapnel* (Me). Turns a handful of coins into shrapnel.

Stoneskin. Give subject DR 10/+5 for 10 min/level.

5TH LEVEL MYRMIDON SPELLS

Animal Growth. One animal/two levels doubles in size and HD.

Battle Roar* (Me). Creates cone of sonic energy dealing 1d6 sonic damage per level, to a max of 15d6.

Cloudkill. Kills 3HD or less; 4-6 HD save or die.

Cone of Cold. 1d6/level cold damage in cone.

Enchant Weapon* (Me). Enchants weapon with bonuses and special abilities for 1 hour/level

Feeblemind. Subject's Int drops to a score of 1.

Mordenkainen's Faithful Hound. Phantom dog can guard and attack.

Passwall. Breaches walls 1 ft. thick/level.

Sending. Delivers a short message anywhere, instantly.

Stone Shape. Sculpts stone into any form.

Telekinesis. Lifts or moves 25 lb./level at long range.

Teleport. Instantly transports you anywhere.

6TH LEVEL MYRMIDON SPELLS

Acid Fog. Fog deals 2d6 acid damage; cloud lasts for 1 round/level.

Antimagic Field. Negates magic within 10 ft.

Chain Lightning. 1d6/level electrical damage; secondary bolts.

Control Weather. Changes weather in local area.

Eyebite. Charm, fear, sicken, or sleep one subject as gaze attack.

Flesh to Stone. Turns subject creature into statue.

Globe of Invulnerability. As *minor globe of invulnerability*, plus 4th level.

Indomitable Charge* (Me). Whenever caster moves, automatically make an overrun action.

Repulsion. Creatures cannot approach you.

Stone to Flesh. Restores petrified creature to normal.

Tenser's Transformation. Caster gains combat/armor/ability bonuses for 1 round/level.

True Seeing. See all things as they truly are.

PALADIN SPELLS

1ST LEVEL PALADIN SPELLS

Protection from Disease* (Me). Provides +4 resistance bonus on saves against mundane, magical diseases.

2ND LEVEL PALADIN SPELLS

Lesser Dragonshield* (Dr). Caster uses dragon scale to protect themselves from dragon's breath weapon.

Protect Mount* (W). Mounts struck by non-magical weapons may make Will save to avoid damage.

Smite Foe* (Me). You can use your smite ability on any creature, not of your alignment for 1 min/level.

3RD LEVEL PALADIN SPELLS

Dragonshield* (Dr). As *lesser dragonshield*, but cancels the breath weapon entirely.

4TH LEVEL PALADIN SPELLS

Blessing of the Ages* (Dr). Caster loses XP and stat points to give points to target's offspring.

Blessing of the Light Bringer* (U). All Negative energy is banished from the area of spell, when it is completed.

Greater Dragonshield* (Dr). As *dragonshield*, but affects all dragons's breath weapons equal to or younger than the scale (focus) used.

Hold Undead* (U). Similar to hold person, only for undead; lasts for 1 round/level.

Soul of the Slayer* (Dr). For 1 round/level, neither paladin or target dragon may cast spells or fight others.

RANGER SPELLS

2ND LEVEL RANGER SPELLS

- Ambush*** (Me). Creates an illusory terrain feature to hide behind until you dispel or break concentration.
- Athanae's Know Creature*** (Me). Caster learns nature of an animal from its spoor.
- Fingerteeth*** (Me). Unarmed damage is enhanced and deals an extra +1d6 damage.
- Protection from Disease*** (Me). Provides a +4 resistance bonus on saves against diseases.

3RD LEVEL RANGER SPELLS

- Shocknet*** (Me). Hurls net of electricity at target; deals 1d8 +1 electricity damage per round.
- Sphere of Pure Air*** (Du). Creates a 15 ft. sphere of fresh pure air for 1 min/level.
- Stonetell*** (Du). Allows caster to commune with spirits of the earth.
- Summon Sentinel*** (Me). Inanimate object comes alive to guard you for 1 hour/level.

4TH LEVEL RANGER SPELLS

- Rearguard*** (Me). Creature touched retains Dexterity bonus to AC when flanked for 1 hour/level.

GUARDIAN, SORCERER AND WIZARD SPELLS

0-LEVEL SORCERER AND WIZARD SPELLS

- Div **Athanae's Age Estimation*** (Me). You immediately know the age of the item to the closest year.
- Detect Precious Metals*** (Du). Detects concentrations of precious metals.
- Ench **Handcramp*** (Me). Causes person to drop or let go of a held object.
- Evoc **Set Traps*** (Dr). Causes mechanical traps to automatically reset.

1ST LEVEL SORCERER AND WIZARD SPELLS

- Div **Athanae's Know Contents*** (Me). Caster learns the contents of a container no larger than 5 sq. ft.
- Detect Aberration*** (Mo). Detects presence of aberrations in a quarter circle out to 60 ft.
- Detect Magical Beast*** (Mo). Detects presence of magical beasts in a quarter circle out to 60 ft.

Find Lair* (Dr). Spell points to nearest satisfactory environment for a dragon lair within 100 miles.

Wisdom of the Ivory Emperor* (Dr). Caster may ask the Ivory Emperor one question.

Ench **Chatterteeth*** (Me). Target must make a Concentration check to cast spells with a verbal component.

Quickread* (Me). One page per round is read and fully absorbed.

Illus **Odorless*** (Mo). Target neither emits nor leaves traces of smell for 10 min/level.

Trans **Opposable Thumbs*** (Mo). Creature grows fingers, thumbs, and even hands if needed.

Silent Step* (Me). Subject gains a +10 competence bonus to Move Silently checks.

2ND LEVEL SORCERER AND WIZARD SPELLS

Abjur **Dragon Mark*** (Dr). Creates personal mark or rune in a 50-ft.-radius, visible from the sky.

Staff of Defense* (Me). Caster's staff, for 1 round/level, confers +2 to AC and +4 AC vs. attacks of opportunity.

Conj **Arms of Force*** (Me). Creates a pair of 25 Str arms made of force.

Bonestaff*. Creates a +2 *bone quarterstaff* that deals 2d6 damage.

Forceful Footfalls* (Du). Exerts pressure equal to a 200lb person; moves 30 ft. a round.

Div **Athanae's Know Creature*** (Me). Caster learns nature of an animal from its spoor.

Athanae's Know Status* (Me). Caster learns if target is living, dead or undead.

Psychometry* (Me). When touching an object, you gain an image of the last creature to touch it.

Illus **Mask Undead*** (U). For 2 hours/level, the target does not register as undead.

Necro **Spinewrack*** (Me). Target shakes in pain and suffers a -2 circumstance penalty to AC, attack and damage rolls.

Trans **Fingerteeth*** (Me). Unarmed damage is enhanced and deals an extra +1d6 damage.

Iron Fist* (E). The target's fist deals an additional 1d6 damage For 2 rounds/caster level.

3RD LEVEL SORCERER AND WIZARD SPELLS

Abjur **Gaze Mirror*** (Mo). Protects target from all gaze attacks for 10 minutes/level.

Grounding* (Me). Creates a safety zone for lightning attacks for 1 round/level.

- Conj **Death Mist*** (Me). Caster summons blinding, gagging, sulfurous gases for 10 min/level.
Shadow Cloak* (E). For 1hr/caster level, all harmful effects of any light source are negated.
Sphere of Pure Air* (Du). Creates a 15 ft. sphere of fresh pure air for 1 minute/level.
Summon Shadow Raven* (E). Caster summons a shadow raven for 1 round/caster level
Wall of Bone* (U). Creates 5 ft. square/caster level of bones; 1in thick/4 levels.
- Div **Detect Allegiance*** (W). Provides answer as to where subject's loyalties lie.
Sharing the Ancient Lore* (Dr). Transfers a single memory from caster to target.
- Ench **Agonize*** (Mo). Subject is unable to perform actions for 1 round/level.
Mask Allegiance* (W). Conceals the caster's thoughts of loyalty from penetration by magic.
Unseen Marker* (G). For 1 day / level, sry checks against the target become easier to make.
- Evoc **Cloaked Sphere of Radiance*** (Du). Functions like daylight, except is a sphere of darkness.
Distant Light* (Du). Functions as *daylight* at a distance.
Forceful Burst* (Me). Converts up 1 container/2 levels (maximum 10) into a burst of force.
Shocknet* (Me). Hurls net of electricity at target; deals 1d8 +1 electricity damage per round.
- Illus **Death Becomes Me*** (Me). Switch faces with a dead target for 1 hour/level.
Hideous Appearance* (E). Recipient of spell has Charisma of 3 for 1 day/caster level.
Waking Nightmares* (E). Target loses actions and Dex modifier for 1 round + 1 round/caster level.
- Necro **Havrokr's Minor Blessing*** (U). 1 HD/caster level of undead receives one of several bonuses.
Resist Turning* (U). All undead in a 30 ft. radius spread, receive a +4 turn resistance bonus.
Undead Attraction* (E). Target attracts all undead within 100 ft., which seek out and attack him.
- Trans **Acid Blood*** (U). Target bleeds acid for 1 round/level.

- Air Breathing*** (Mo). Aquatic creatures can breathe air for 2 hours/level.
Hibernation* (Dr). Caster hibernates for up to 3 months without nourishment in extreme heat.
Estivation* (Dr). Caster hibernates for up to 3 months without nourishment in extreme heat.
Feign Life* (U). For 10 minutes/level, undead become identical to whatever they were before death.
Giant Fit* (G). Enlarges items to fight Giant sized creatures for 1 hour/level.
Strengthen Bone* (U). Strengthens bone objects and undead; more resistant to damage.

4TH LEVEL SORCERER AND WIZARD SPELLS

- Abjur **Disrupt Aberration*** (Mo). Ranged touch attack damages/kills aberrations.
Greater Grounding* (Me). Like grounding, only you may choose an energy type.
Rearguard* (Me). The creature touched retains its Dexterity bonus to AC when flanked, for 1 hour/level.
- Conj **Force Bridge*** (Me). You create a bridge of force.
Wall of Water* (Mo). Transparent sheet of water up to 20 ft. long/level.
- Div **Scour the Earth*** (Dr). Caster can unerringly track a familiar object or person.
- Ench **Forget*** (Me). Subjects in a 10 ft. radius burst forget a number of minutes equal to your caster level.
- Evoc **Breath of the Wyrms*** (Dr). Spell allows caster to use breath weapon against one target.
Force Chakram* (Me). For 1 round/level, you can send out a force chakram to attack for you.
- Necro **Death Curse*** (Dr). Caster curses target as caster is dying, with serious effects on the target.
Rally of the Damned* (Me). Dispels turning/rebuking effects in a 50 ft. radius.
- Trans **Blindsight*** (Me). You gain the extraordinary ability of Blindsight to 60 ft. for 1 hour/level.
Field of Caltrops* (W). Contorts the ground in a 50 ft. diameter +10 ft./level; deals damage
Gluttony* (Me). Cause the target to double its mass but retain its normal height for 1 round/level.
Shrapnel* (Me). Turns a handful of coins into metal shrapnel.

SPELLS

5TH LEVEL SORCERER AND WIZARD SPELLS

- Abjur **Antimagic Aura*** (Mo). Target is surrounded by a field of antimagic for 10 min./level.
- Disrupt Magical Beast*** (Mo). Ranged touch attack damages/kills magical beasts.
- Smother Magic*** (Dr). Target may not cast spells nor use spell-like abilities for 1 round/level.
- Conj **Sandstorm*** (Me). Blinds and knocks down creatures with a sandstorm.
- Ench **Torment***(G). All damage the target inflicts during the spell's duration (1 round/level) harms the target as well.
- Necro **Hold Undead*** (U). Similar to *hold person*, only for undead; lasts for 1 round/level.
- Secret of the Grave*** (Dr). Caster obscures one piece of dying target's knowledge.
- Spirit Link*** (E). Allows caster to share hp, STR, or CON with one target for 1 round/caster level
- Trans **Exhaust*** (Me). Target moves at 1/2 normal speed, and suffers -6 to Str and Dex, until it rests for 1 hour.

6TH LEVEL SORCERER AND WIZARD SPELLS

- Abjur **Slow Missiles*** (W). Missiles arrive at the target the next round, gives a +6 circumstance AC bonus.
- Ench **Blessing of the Ages*** (Dr). Caster loses XP and stat points, to give points to target's offspring.
- Burden of Father's Sins*** (Dr). Caster loses XP and stat points, to take points from target's offspring.
- Evoc **Elemental Flurry*** (Me). One target receives 4d4 acid, cold, electricity and fire for 2 full rounds.
- Necro **Necromantic Channel*** (E). Caster interrupts draining undead, and steals benefits from them.
- Trans **Boneward*** (E). Prepared bone stores one spell as a wand.
- Twist the Land*** (Dr). Upon completion, any land the caster walked over while casting is poisoned.

7TH LEVEL SORCERER AND WIZARD SPELLS

- Abjur **Lock Dragon*** (Dr). Prevents polymorphed dragon from returning to natural state.
- Negative Energy Invulnerability*** (Mo). Immune to negative energy attacks for 1 minute/level.
- Conj **Watery Demise*** (Mo). Fills target's lungs with water.

- Necro **Animation Field*** (U). Any creature that dies in the radius becomes a zombie in 1d4 rounds.
- Havrokr's Blessing*** (U). As Havrokr's minor blessing, but with greater effects.
- Trans **Quagmire*** (W). Turns 50 ft. diameter +10 ft./level area into impassable mud.
- Retain Natural Armor*** (Dr). Allows polymorphed creature to retain its natural armor bonus.

8TH LEVEL SORCERER AND WIZARD SPELLS

- Necro **Mass Animation*** (U). Animates all dead within 10 ft./level radius spread, centered on caster.
- Trans **Retain Supernatural Powers*** (Dr). Allows polymorphed creature to retain its abilities.
- Shape of the True Soul*** (Dr). Caster becomes half-dragon; either 1 round/level or permanent.

9TH LEVEL SORCERER AND WIZARD SPELLS

- Ench **Dominion***(G). Target becomes an automaton under your control for 1 day/level.
- Necro **Graft Limb***(G). This spell permanently grafts a limb onto a subject.
- Drought of Eternity's Well*** (Dr). Steals soul of dying dragon, placing it into target.
- Havrokr's Greater Blessing*** (U).
As *Havrokr's blessing*, but more powerful.
- Life Drain*** (Mo). Caster steals life force from subject, making herself younger.
- Trans **Become Dragon*** (Dr). Caster becomes dragon and gains supernatural abilities.
- Dimensional Rupture*** (E). Creates vortex that causes great damage to large area.
- Eyes of the Beholder*** (Me). Caster grows beholder eyestalks with various effects.
- Magical Husbandry*** (Dr). Alters creature's bloodlines, for easier crossbreeding.
- Tennit's Temporal Fold*** (Du). Causes the next 5 minutes to occur a second time.

TATTOO MAGE SPELLS

1ST-LEVEL TATTOO MAGE SPELLS

- Calm Animals.** Calms 2d4 +1/level of animals, beasts, and magical beasts.
- Comprehend Languages.** You understand all spoken and written languages.
- Detect Animals and Plants.** Reveals species of animals and plants.

Detect Magic. Detects spells and magic items within 60 ft.

Detect Poison. Detects poison in one creature or small object.

Detect Undead. Reveals undead within 60 ft.

Endure Elements. Ignores 5 damage/round from one energy type.

Expeditious Retreat. Doubles your speed.

Feather Fall. Your rate of falling is changed to 60 ft./round.

Invisibility to Animals. Animals can't perceive you.

Invisibility to Undead. Undead can't perceive you.

Jump. You gain a +30 on jump checks, and have no maximum jump distance.

Mage Armor. Gives you +4 armor bonus.

Message. Whispered conversation to 1 person/level at 100 ft. +10 ft./level.

Odorless* (Mo). You neither emit nor leave a smell.

Pass Without Trace. You leave no tracks.

Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.

Read Magic. You can read scrolls and spellbooks.

Resistance. You gain +1 on saving throws.

Shield. Provides +7 deflection bonus to AC and +3 on Reflex saves against magic missiles and one direction.

Spider Climb. Grants you ability to walk on walls and ceilings.

2ND-LEVEL TATTOO MAGE SPELLS

Alter Self. As change self, but more drastic changes.

Blur. Attacks miss you 20% of the time.

Bull's Strength. You gain 1d4 +1 Str

Cat's Grace. You gain 1d4 +1 Dex.

Cure Light Wounds. Cures 1d8 +1/level damage (max +8).

Darkvision. See 60 ft. in total darkness.

Endurance. You gain 1d4 +1 Con.

Levitate. You move up and down at your direction.

Mirror Image. Creates decoy duplicates of you (1d4 +1/three levels, max 8)

Protection from Arrows. You gain DR 10/+1 against ranged weapons.

Psychometry* (Me). When touching an object, you gain an image of the last creature to touch it.

Resist Elements. Ignores 12 damage/round from one energy type.

See Invisibility. Reveals invisible creatures or objects.

Speak with Animals. You can communicate with natural animals.

Undetectable Alignment. Conceals alignment. This tattoo is always active and does not require activation.

3RD-LEVEL TATTOO MAGE SPELLS

Aid. +1 attack, +1 on saves against fear, 1d8 temporary hit points.

Clairaudience/Clairvoyance. Hear or see at a distance.

Displacement. All attacks against you suffer a 50% miss chance.

Fly. You fly at a speed of 90.

Gaseous Form. You become insubstantial (DR 20/+1) and flies.

Grounding* (Me). Protects you from lightning attacks.

Haste. Extra partial actions and +4 AC.

Lesser Restoration. Dispels magic ability penalty or repairs 1d4 ability damage.

Meld Into Stone. You and your gear merge with stone.

Negative Energy Protection. You resist level and energy drains.

Nondetection. Hides you from divination/scrying.

Protection from Elements. Absorbs 12 damage/level from one kind of energy.

Remove Paralysis. Frees one or more creatures from paralysis, hold or slow

Speak with Plants. You can talk to normal plants and plant creatures.

Tongues. Speak any language.

Water Breathing. You can breathe water.

Water Walk. You tread on water as if solid.

4TH-LEVEL TATTOO MAGE SPELLS

Air Walk. You tread on air as if solid (climb at 45° angle)

Blindsight* (Me). You gain the extraordinary ability of Blindsight to 60 ft. for 1 hour/level.

Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).

Death Ward. Grants immunity to Death spells and effects.

Detect Scrying. Alerts you of magical eavesdropping.

Dimension Door. Teleports you and whatever equipment you are carrying, up to 50 lb. A tattoo mage cannot teleport organic matter (beyond himself) with this ability.

Discern Lies. Reveals deliberate falsehoods.

Divine Power. Gain attack bonus of a fighter of your level, 18 Str, and 1HP/level.

Fire Shield. Creatures attacking you take 1d6 +1/level fire damage; protected from heat or cold.

Freedom of Movement. You move normally despite impediments.

Greater Grounding* (Me). Like grounding, only you may choose an energy type.

Improved Invisibility. As invisibility but you can attack and stay invisible.

Locate Creature. Indicates direction to familiar creature.

T - Minor Globe of Invulnerability. Stops 1st through 3rd level spell effects.

T – Rearguard* (Me). You retain your Dexterity bonus to AC when flanked.

Remove Blindness/Deafness. Cures normal or magical conditions.

Remove Disease. Cures all disease-affecting subject.

Scrying. Spies on subject from a distance.

Sending. Delivers a short message anywhere, instantly.

Status. Monitors condition, position of allies.

Stoneskin. Gives you DR 10/+5.

5TH LEVEL TATTOO MAGE SPELLS

Air Walk. You tread on air as if solid (climb at 45° angle)

T – Antimagic Aura* (Mo). You are surrounded by a field of antimagic.

Neutralize Poison. Detoxifies venom on or in a subject.

Polymorph Self. You assume a new form.

Prying Eyes. 1d4 +1/level floating eyes scout for you.

Rary's Telepathic Bond. Link lets allies communicate telepathically.

Restoration. Restores level and ability score drains.

Righteous Might. Your size class increases by one step (height ×2, mass ×8), +4 enlargement bonus to Str.

Spell Resistance. You gain +12 +1/level SR.

Teleport. Instantly transports you anywhere.

True Seeing. See all things as they truly are.

6TH LEVEL TATTOO MAGE SPELLS

Analyze Dweomer. Reveals one property, spell or power per round; lasts 1 round/level.

Antilife Shell. 10 ft. shield hedges out living creatures.

Cure Serious Wounds. Cures 3d8 +1/level damage (max +15)

Ethereal Jaunt. You become ethereal.

Find the Path. Shows most direct way to a location.

T – Globe of Invulnerability. As minor globe of invulnerability, plus 4th level.

Mislead. Turns you invisible and created illusory double.

Repel Wood. Pushes away wooden objects at the rate of 40 ft. per round.

Repulsion. Creatures cannot approach you.

Tenser's Transformation. Caster gains combat/armor/statistic bonuses for 1 round/level.

Word of Recall. Teleports you back to a designated place.

7TH LEVEL TATTOO MAGE SPELLS

Greater Scrying. As scrying, but faster and longer.

Negative Energy Invulnerability* (Mo). Immune to negative energy attacks.

Phase Door. Ethereal passage, 5ft. × 8ft. opening, 1 ft./level deep, through wood or stone.

Regenerate. Subject's severed limbs grow back.

Sequester. Subject is invisible to scrying and sight.

Shadow Walk. Step into shadow to travel rapidly.

Spell Turning. Reflects 10 spell levels back at caster before deactivating.

Statue. Subject becomes a statue at will for 1 hour/level.

Teleport Without Error. As teleport, but no off-target arrival.

8TH LEVEL TATTOO MAGE SPELLS

Antimagic Field. Negates magic within 10 ft.

Become Dragon* (Dr). Caster becomes dragon and gains supernatural abilities. Creation of this tattoo costs the tattoo mage 1 point of Constitution, permanently.

Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).

Discern Location. Exact location of a creature or object.

Foresight. "Sixth sense" warns of impending danger.

Greater Restoration. As restoration, plus restores all levels and ability scores.

Holy Aura. +4 AC, +4 resistance, and SR 25 against Evil spells.

Iron Body. Grants DR of 50/+3, various immunities and bonuses, for 1 minute/level.

Mind Blank. Subject is immune to mental/emotional magic and scrying.

Protection from Spells. Confers +8 resistance bonus vs. spells cast at you.

Shield of Law. +4 AC, +4 resistance, and SR 25 against Chaos spells.

Shapechange. Transforms you into any creature, changing forms once per round. Creation of this tattoo costs 2 points of Constitution, permanently.

NEW SPELLS

Acid Blade

Transmutation [Acid]

Level: Myr 1

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You coat a weapon with a sticky, acidic film. It now deals acid damage and causes an additional 1d3 acid damage on a successful hit.

Acid blade has no effect on any weapon that deals a specific energy damage, such as fire or cold, other than acid. The enchantments imbued in such weapons counter this spell and cancel its effects. Otherwise, all mundane and magical weapons that deal normal damage in combat gain the benefits of this spell.

Focus: The weapon.

SPELLS

Ambush

Illusion (Phantasm)

Level: Brd 3, Rgr 2, Trickery 3

Components: V, S

Casting Time: 1 action

Range: Personal

Area: 10 ft. diameter emanation centered on you

Duration: Concentration or attack (D)

Saving Throw: Will disbelief

Spell Resistance: No

This is a favorite spell of huntsmen, mercenary forces and bandit gangs everywhere. With it, you create the illusion of a natural feature in the area of the spell (like a boulder or shrub) hiding everything else in that space. Everyone within counts on you to make a single Hide skill check with a +15 circumstance bonus. The entire group uses this as their Hide score. The spell breaks if concentration is lost or an attack is initiated out of the area.

Arms of Force

Conjuration (Creation)[Force]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target and effect: One creature

Duration: Concentration (D)

Saving Throw: None

Spell Resistance: Yes

You form a pair of mystical arms of force that are only faintly visible. They move as your arms do, mimicking your actions, and must be manipulated together. They are specifically designed for grappling an opponent as if they were from a Large-sized creature with a Strength of 25. You control the facing, movement, and actions of the arms by simulating their movement with your own while concentrating on the spell. Each round you may move the arms a single 5-foot square. Once a grapple is successful any of the further actions (throw, pin, etc.) may be attempted just as if it was a real grapple. The arms can be used to lift things, but not actually carry items. Any special feats

used for grappling you may have are also conferred to the force arms. The force arms are intangible to all but the target, who may attempt to escape the grapple or attack the force arms. The arms are considered AC 20 and have a number of hit points equal to your class level. If the arms are reduced to 0 hit points or less, the spell ends and the arms dissipate.

Athanae's Age Estimation

Divination

Level: Brd 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 full round

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

Target: One object

Duration: Instantaneous

Saving Throw: None (harmless)

Spell Resistance: No

The infamous elven diviner Athanae "Moondown" created this spell to aid her in determining if a particular non-living object came from the ancient time period she spent her life studying, the legendary Dragon Wars. When cast, you immediately know the age of the item, accurate to the nearest year.



SPELLS

Athanae's Know Contents

Divination

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: One object touched

Duration: Instantaneous

Saving Throw: None (harmless)

Spell Resistance: No

The cautious elven diviner Athanae "Moondown" created this spell after her impatient comrades in The Unlikely Company would smash in chests or containers to get at the treasure within, which frequently contained fragile potion vials or delicate scrolls of knowledge or spells. Upon casting this spell and touching a single enclosed container no larger than 5 square ft., you immediately know the contents of that container. The contents are divined alphabetically and there is no limit to the number of items within a container that may be known. Specifics are never detailed, thus casting it on a filled potion vial reveals "liquid." If a container contains many types of coins, the spell totals all coins and tells you the number within, but not their denomination or type.

Athanae's Know Creature

Divination

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

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: One object touched

Duration: Instantaneous

Saving Throw: None (object)

Spell Resistance: No

You touch a creature's remaining body fragment, like a bone shard, tuft of hair, feather, whisker, etc. and instantly know which type of Animal, Beast, or Vermin host left it behind, or what it once belonged to. The creature must have lost the item in question within the past 2 weeks + 1 week per caster level from the time you cast the spell. You do not divine the exact given name of the creature if it has one. For example, you could divine that the whisker came from a cat, but not from "Socks" the cat.

Athanae's Know Status

Divination

Level: Brd 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Target: One named creature

Duration: Instantaneous

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes

By a lit candle, you write the name of a given creature with ink on a parchment. As you cast the spell, the letters of the name slowly writhe and reform to display the status of the creature, either "Living," "Dead," or "Undead." You do not know the type of undead (if any) the creature is. The creature must have a proper, given name, i.e. you cannot know the status of "the troll lord" unless his given name is known. The scroll slowly dissolves after casting.

Material Components: a tiny candle, a small parchment, and ink.

Awe

Transmutation

Level: Clr 5

Components: V, S, DF

Casting Time: 1 action

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

Target or Area: One or more creatures, no two of which can be more than 25 ft. apart

Duration: 1 round plus 1d4 + 2 rounds (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You surround your foes with negative energy and doubt, enabling you or another cleric to turn or rebuke them as if turning or rebuking undead of the same hit dice value (and using one turning attempt from your daily allotment). The act of turning must be completed no more than one round after the spell is cast or the effect passes. The effect remains for 1d6 rounds, after which the targets instantly break out of their cowering or fleeing state. You can never destroy a creature with this effect, even if you are twice their level.

The exact nature of this spell is left up to great theological debate, but it's believed there are a number of different ways it found its way into various priesthoods. The negative energy theory is most popular, but causes good clerics trouble sleeping. It suggests that you call surrounding negative energy to enwrap the targets, and that it's this effect you are turning and the target creatures with it.

In the good churches it's believed to be the undoubted overwhelming presence of your god that causes fear, shame, and horror to the targets.

SPELLS

Battle Knowledge

Divination

Level: Myr 2

Components: V

Casting Time: 1 action

Range: Personal

Area: You

Duration: 1 minute/level

Saving Throw: Will (harmless)

Spell Resistance: Yes (harmless)

Battle knowledge allows you to unlock the secrets of some of the most esoteric combat maneuvers. When you cast this spell, you may select any feat whose prerequisites you fulfill. For the duration of this spell, you gain the benefits of that feat.

You may use this spell several times to gain multiple feats at once, but you do not count feats gained via battle knowledge as fulfilling the prerequisites for other feats.

Battle Roar

Evocation [Sonic]

Level: Myr 5

Components: V

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Battle roar channels your battle cry into a tangible battering ram of sonic energy outward in a cone. Any creature standing within this area suffers 1d6 points of sonic damage per caster level, to a maximum of 15d6. In addition, creatures that fail their Fortitude save suffer additional effects based on their total hit dice.

HD	Effect
Up to 2:	Knocked prone and stunned for 2d6 rounds.
3 to 6:	Knocked prone and stunned for 1d4 rounds.
7 to 10:	Knocked prone and stunned for 1 round.
11 or more:	Knocked prone.

Deaf creatures are not stunned by battle roar but they may still be knocked prone and take damage.

Blindsight

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: 1 hour/level

Saving Throw: Will Negates

Spell Resistance: Yes (harmless)

You grant the extraordinary power of Blindsight to a range of 60 ft. to a touched creature. The creature does not need to make Spot or Listen checks to notice creatures within 60 ft. Using nonvisual senses (such as sensitivity to vibrations, acute hearing or echo location) the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant, though the creature still can't discern ethereal beings. See Blindsight in the DMG. During the duration, the target makes any saves versus deafness or sonic spells with a -4 circumstance penalty.

Material Component: A drop of black dragon's blood.

Boiling Oil

Conjuration (Creation) [Fire]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Area: 10 ft. by 10 ft. square.

Duration: 1 round/level (D)

Saving Throw: Special

Spell Resistance: No

You summon forth a small cauldron of flaming oil over the area of effect. The oil douses the targets for 1d6 points of fire damage. Flammable items may catch fire and continue to burn.

Additionally, the area of effect becomes slippery per the effect of the *grease* spell.

Material Component: One ounce of oil which is consumed during casting.

Borin's Hammer

Transmutation

Level: Clr 0

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: 1 object touched

Duration: 1 round/level (D)

Saving Throw: None (object)

Spell Resistance: No

You temporarily change the material properties of a slashing or piercing weapon to deliver damage as if it was a blunt weapon. The weapon isn't as effective, however, causing the wielder a -2 circumstance penalty to attack and damage rolls with this weapon until the spell expires.

Chatterteeth

Enchantment (Compulsion)
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target or effect: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Will negates
Spell Resistance: Yes

You overwhelm the target's mind with thoughts of glaciers, frigid nights and sunless lands, causing his teeth to chatter uncontrollably. Any attempt to cast a spell with a verbal component requires the target to make a Concentration skill check (DC 15 + the spell's level) or fail in the attempt.

Combat Prescience

Divination
Level: Myr 4
Components: V
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)

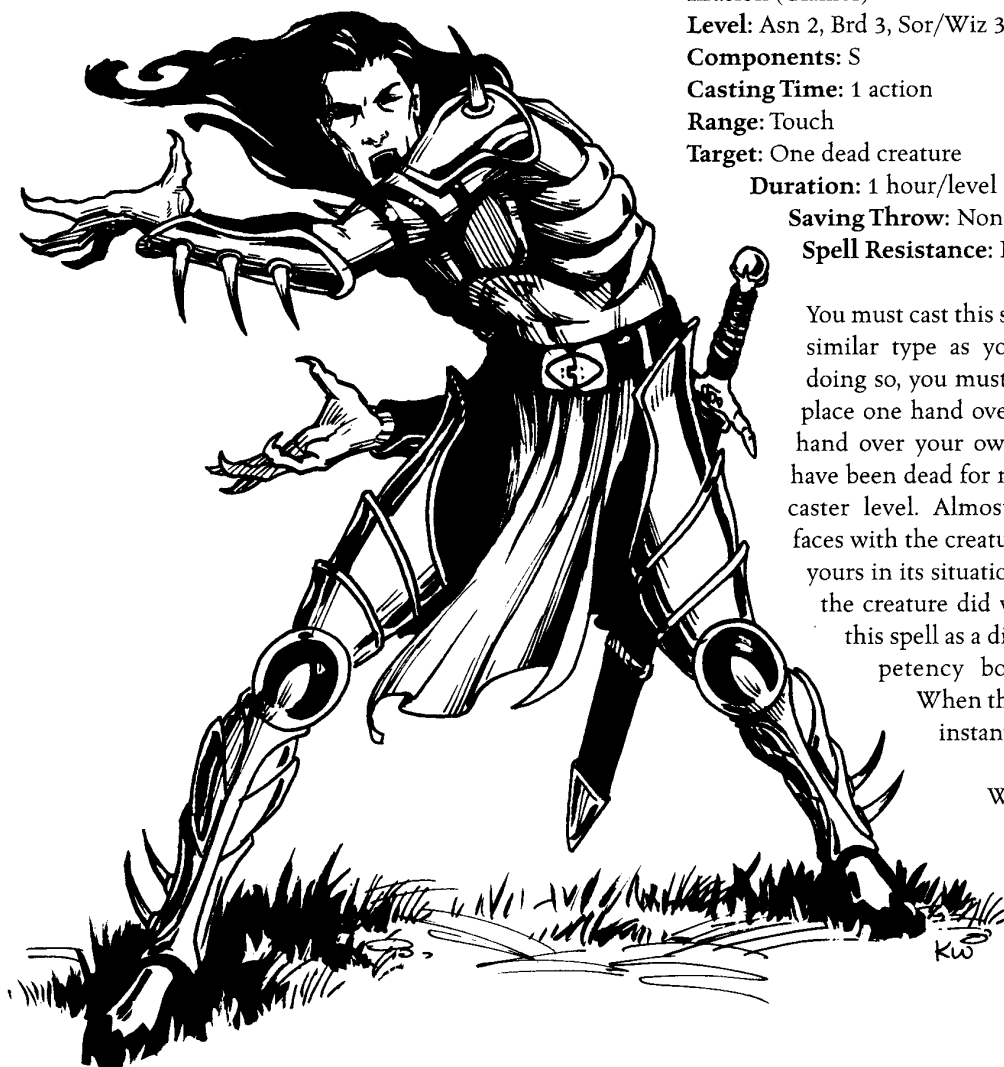
You gain an intuitive sense of your surroundings, allowing you to dodge attacks and evade enemies with supernatural awareness. You literally see attacks coming before your opponents commit to them. You gain a +2 dodge bonus to AC and cannot be flanked for the duration of this spell. Furthermore, if you must make an Initiative check while this spell is in effect, you gain a +4 competence bonus to that check.

Death Becomes Me

Illusion (Glamer)
Level: Asn 2, Brd 3, Sor/Wiz 3
Components: S
Casting Time: 1 action
Range: Touch
Target: One dead creature
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You must cast this spell on a dead creature of a similar type as you (i.e. humanoid). While doing so, you must be able to simultaneously place one hand over the target's face and one hand over your own face. The creature must have been dead for no more than 1 minute per caster level. Almost instantly you exchange faces with the creature. Its face looks exactly as yours in its situation, and your face looks like the creature did when it was alive. If using this spell as a disguise you gain a +10 competency bonus to the skill check. When the spell expires, the illusion instantly fades from both of you.

Note: Creatures get Will saves to recognize the glamer as an illusion if they interact with it (such as by touching you or examining your face closely).



Death Mist

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Smoke that spreads in a 30-ft. radius, 20 ft. high

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You conjure blinding sulfurous gasses (the likes which billow through the layers of Hell) from a point you designate. The smoke obscures vision, and provides one-half concealment (20% miss chance) to creatures within it. Each round all creatures within the area of the *hellsmoke* must make a Fortitude saving throw (DC 15, +1 per previous check) or spend that round choking and coughing, unable to take any other actions. A creature that chokes for two consecutive rounds takes 1d6 points of subdual damage.

Material Component: A small piece of brimstone.

Elemental Flurry

Evocation [Acid, Cold, Electricity, Fire]

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Target: 1 creature

Duration: Instantaneous

Saving Throw: Fortitude Half

Spell Resistance: Yes

Gathering all the elemental forces of the planes into a single, raw blast of energy, you send the writhing, swirling colorful mixture of energy forth, which explodes in a chaotic blast of acid, cold, electricity and fire. The spell deals 4d4 points of each type of energy. Roll damage for each energy type separately. Furthermore, the damage that does affect the creature boils and hisses loudly and visually for 1 full round, dealing the damage listed again to the creature on its next turn. A successful saving throw for each effect halves the damage.

Focus: A tiny iron rod, which has been the target of one each fire, cold, acid and electricity-based spell.

Enchant Weapon

Transmutation

Level: Myr 5

Components: V, M

Casting Time: 1 action

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

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Enchant weapon operates as per the spell greater magic weapon (+1 per three caster levels) with one critical difference. When casting this spell, you may opt to trade part of the enhancement bonus it grants for a magic weapon's special abilities, such as flaming burst or mighty cleaving. You must always grant the weapon at least a +1 bonus, but the remainder of the bonus may be spent on any number of special abilities so long as bonus points remain. You must trade in a bonus equal to the special ability's market price cost. For example, the flaming burst special ability is worth a +2 bonus. Thus, a 15th-level myrmidon could opt to grant a weapon a +3 bonus and the flaming burst ability.

Enchant weapon allows you to allocate a bonus and special ability worth more than a total +5 bonus, though the enhancement bonus may not be above +5. Normally, *greater magic weapon* allows a maximum +5 bonus. *Enchant weapon* allows you to grant a +5 bonus and a special ability. For example, an 18th-level myrmidon could temporarily create a +5 flaming longsword with this spell, but he could not make a +6 longsword.

Material Component: Powdered lime, carbon, and a gem worth 25 gp.

Energy Sheath

Transmutation [Acid, Cold, Electricity, or Fire]

Level: Myr 0

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Energy sheath cloaks a weapon with a nimbus of magical energy, either acid, cold, electricity, or fire. You choose the type of energy when casting this spell. While this effect does not deal any additional damage, any wounds dealt with the weapon count as injuries caused by the energy type of this spell. Thus, casting *energy sheath* on a longsword allows it to deal fire damage that a troll cannot regenerate.

The *energy sheath* does not provide any effects beyond altering a weapon's damage type. For example, a mace with an acidic *energy sheath* cannot melt iron or burn through a rope, and an axe with a fiery *energy sheath* does not shed light. A weapon may never deal more than one type of damage due to this spell. A weapon that already

SPELLS

deals a particular type of damage, such as fire or cold, is immune to *energy sheath*. Such weapons' ingrained enchantments are too powerful for this spell to cloak.

Focus: The weapon.

Exhaust

Transmutation

Level: Clr 6, Sor/Wiz 5

Components: S

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: See text

Saving Throw: Fortitude partial

Spell Resistance: Yes

You drain the subject of all its energy to the point it instantly becomes exhausted. The affected creature moves at half normal speed and suffers a -6 penalty to Strength and Dexterity. A successful save reduces the penalty to -3. The creature must have 1 hour of complete rest, at which point it becomes fatigued. The creature then cures the fatigue in the normal fashion, with 8 hours of complete rest.

Eyes Of The Beholder

Transmutation

Level: Sor/Wiz 9

Components: V, S, F

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: See text

With this monstrous spell you call forth the 10 eyestalks of a beholder, which grow from your own head and shoulders. The eyestalks are fully functional, and are under your control. Each of the ten small eyes can produce a magical ray once a round, even when you are attacking physically or moving at full speed. You can easily aim all eyes upward, but your body tends to get in the way when you try to aim the rays in other directions. During a round, you can aim only three eye rays at targets in any one arc other than up (forward, backward, left or right). The remaining eyes must aim at targets in other arcs or not at all. You may alter your facing each round to change which rays you can bring to bear in an arc. Each eye's effect follows the rules for a ray and has a range of 150 ft. None of these elements may be altered with metamagic spells or enhanced in any other way. You are also exceptionally alert; the many eyes give you a +4 competency bonus to Spot and Search checks, and you can't be flanked. The eye's effects are as follows:

- *Charm Person:* The target must succeed at a Will save or be affected as though by the spell.
- *Charm Monster:* The target must succeed at a Will save or be affected as though by the spell.
- *Sleep:* This works like the spell, except that it affects one creature with any number of Hit Dice. The target must succeed at a Will save to resist.
- *Flesh to Stone:* The target must succeed at a Fortitude save or be affected as though by the spell.
- *Disintegrate:* The target must succeed at a Fortitude save or be affected as though by the spell.
- *Fear:* This works like the spell, except that it targets one creature. The target must succeed at a Will save or be affected as though by the spell.
- *Slow:* This works like the spell, except that it affects one creature. The target must make a Will save to resist.
- *Inflict Moderate Wounds:* This works just like the spell, causing 2d8 +10 points of damage (Will half).
- *Finger of Death:* The target must succeed at a Fortitude save or be slain as though by the spell. The target suffers 3d6 +13 damage if his saving throw succeeds.
- *Telekinesis:* You can move objects or creatures that weigh up to 325 pounds, as though with a *telekinesis* spell. Creatures can resist the effect with a successful Will save.

Focus: The preserved eyestalk of a beholder.

Fingerteeth

Transmutation

Level: Battle 1, Clr 2, Rgr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cause a number of canine teeth to grow from the target's hands or hand-like appendages. They grow on the outside of the fingers and are no longer than an inch. Unarmed damage done by this creature is enhanced and does an extra +1d6 damage on all successful attacks.

Flame Brand

Transmutation [Fire]

Level: Myr1

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

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Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You wreath a weapon in a jet of crackling flames. It now deals fire damage and causes an additional 1d2 fire damage on a successful hit. The flames cast light in a 10-foot radius and may be used to ignite combustible material.

Flame brand has no effect on any weapon that deals energy damage other than fire. The enchantments imbued in such weapons counter this spell and cancel its effects. Otherwise, all mundane and magical weapons that deal normal damage in combat gain the benefits of this spell.

Focus: The weapon.

Force Bridge

Conjuration (Creation) [Force]

Level: Sor/Wiz 4, Travel 4

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Area: 20 ft.-wide and up to 20 ft./level long

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You create an invisible bridge of force approximately one foot thick that holds up to 10,000 pounds at once. A solid, stable surface must be provided for the beginning and end of the force bridge to anchor it. This spell is frequently used to move troops across unfriendly territory like gorges and wild rivers.

Force Chakram

Evocation [Force]

Level: Battle 3, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 full round

Range: Personal

Target or area: Any creature within 50 ft.

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, a glowing circular halo appears spinning over your head, which resembles a chakram. As a standard action, you may designate one creature within 50 ft. of you as the target for the round simply by pointing at it. The spinning chakram sends a force-like duplicate of itself out to strike the creature as if you had thrown it, suffering no modifiers for range nor for not being proficient with it. On a successful hit the force chakram does 2d6 points of damage, +1 per caster level to the target (maximum +10).

Forceful Burst

Evocation [Force]

Level: Battle 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Up to 5 containers touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

By casting this spell you turn a handful of Fine containers (like coins or vials) into explosive devices. You may enchant 1 container for every 2 levels, to a maximum of 5 at 10th level. To activate them you make a ranged attack. Upon impact each one explodes in a 5 ft. radius burst, each releasing 2d4 points + 1 point per level of force damage. Because of their size, all of them can be thrown in a single round at a single target, with a separate ranged attack roll for each.

The containers have a range increment of 10.

Material Component: Fine containers.

Forget

Enchantment (Compulsion) [Mind-affecting]

Level: Brd 4, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target or area: Creatures in a 10 ft. radius burst

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

You drain the memory of the last few rounds from creatures in the area. They forget a number of minutes equal to your caster level. You don't actually undo any actions from that period (spells cast don't return), but the memories of the past few rounds are wiped clean. A *restoration* spell cast on a target of the spell within the same number of rounds the target forgot restores the memories.

For example, if someone loses 5 minutes worth of memories; they must receive the *restoration* spell within 5 minutes of the spell taking effect or the loss is permanent.

Material Component: a dyed-white piece of vellum parchment worth 5 gp.

Frost Fire

Transmutation [Cold]

Level: Myr 1

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Weapon touched

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Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

A single weapon you touch frosts over with a thin layer of intensely cold ice. It now deals cold damage and causes an additional 1d3 cold damage on a successful hit. If you thrust the weapon into water, it freezes a 1-foot square block into ice in one round.

Frost fire has no effect on any weapon that deals energy damage other than cold. The enchantments imbued in such weapons counter this spell and cancel its effects. Otherwise, all mundane and magical weapons that deal normal damage in combat gain the benefits of this spell.

Focus: The weapon.

Gluttony

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Target or effect: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause the creature to grow in excessive body weight in all the wrong places. The target does not grow in height, but only in mass, literally twice its own body weight in fatty tissue. The target's clothes rip and shred. If the target is wearing armor he takes a number of hit points of damage equal to the protection of the armor each round until it is removed. The target is also reduced to half movement, suffers a -4 circumstance penalty to all Strength, Dexterity or Constitution-based skill checks, and suffers a -2 circumstance penalty to attacks roll and weapon damage rolls.

Material Component: One ounce of lard.

Greater Grounding

Abjuration

Level: Clr 4, Sor/Wiz 4

Components: V, S, F/DF

Casting Time: 1 action

Range: Personal

Target or area: 30 ft. emanation centered on you

Duration: 1 round/level (D)

Like *grounding*, except when cast, you may choose one energy type — acid, cold, electricity, fire, or sonic — that the magical grounding protects against. You need not be standing on non-watery ground for this spell to take effect.

Arcane Focus: A small metal rod.

Greater Magic Armor

Abjuration

Level: Myr 3

Components: V, M, F

Casting Time: 1 action

Range: Touch

Target: Armor or shield touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Similar to *magic armor*, this spell grants an enhancement bonus to a suit of armor or a shield. The total bonus equals +1 for every three caster levels to a maximum of +5. If you cast this spell on a suit of armor and a shield you carry, the bonuses provided by this spell stack.

Material Component: A shard of wood or metal taken from a suit of armor or a shield.

Focus: The suit of armor or shield.

Grounding

Abjuration

Level: Clr 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

Range: Personal

Target or area: 30 ft. emanation centered on you

Duration: 1 round/level (D)

You become a literal lightning rod for you and those within the area of the spell. As long as you remain on a non-watery surface, you create a safety zone where any lightning attacks striking you or those in the area do -3 points of damage per die (minimum of 1 point per die). Also, if the lightning attacks would normally continue past you, it gets channeled harmlessly into the ground at your feet instead, ending the *lightning* spell. The spell remains in effect as long as you take no more than a single five-foot step each round. Those in the area can move normally and still be protected as long as they remain within the protected area.

For example, a blue dragon breathes on your party and the bolt strikes your companion 20 ft. in front of you, you, and the companion 10 ft. behind you, who moved into the protected area. The spell does damage to the companion in front of you (-3 damage per die), continues onto you doing damage (again -3 damage per die) and then grounds harmlessly into the surface you stand on, never reaching the companion standing behind you.

Arcane Focus: A small metal rod.

Handcramp

Enchantment (Compulsion) [Mind-affecting]
Level: Clr 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You force the target's hands or manipulating appendages to open rigidly in an uncontrolled muscle reflex. Any object grasped is instantly dropped or let go. A sword-wielding target is unarmed, a creature climbing a rope falls, a target grappling another loses his grip, etc. If cast as a held action against someone casting a spell that contains somatic components, the target must pass a Concentration check (DC 10 + spell's level) or the spell fails.

Indomitable Charge

Abjuration [Force]
Level: Myr 6
Component: V
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round per level

Indomitable charge creates a crackling field of energy that hovers before you. Whenever you move, you automatically make an overrun action against anyone whose space you attempt to move through, even if you do not use a charge to move. As you walk or run, the energy field before you pushes aside opponents as per the overrun action. In addition, anyone who attempts to block your movement must make a Reflex save or take 6d6 points of damage as the energy field batters him senseless. Anyone who misses this save automatically fails to block your movement. Those who make their save may attempt to halt you, but you gain a +4 competence bonus on your trip attack to push past them.

If you make a charge attack while this spell is in effect, the target of your charge attack must make a Reflex save as if he attempted to halt your progress.

In addition to providing the benefits listed above, the barrier created by *indomitable charge* functions as a *shield* spell.

Magic Armor

Abjuration
Level: Myr 1
Components: V, F
Casting Time: 1 action
Range: Touch
Target: Armor or shield touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Magic armor grants a suit of armor or a shield a +1 enhancement bonus to AC. If you cast this spell on a suit of armor you wear and a shield you carry, stack the enhancement bonuses provided by this spell.

Focus: The suit of armor or shield.

Minor Restoration

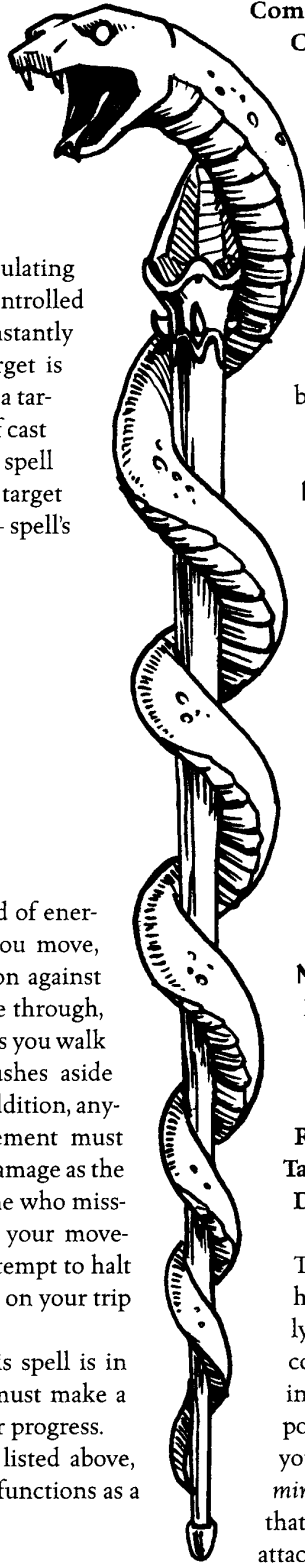
Conjuration (Healing)
Level: Clr 0
Components: V, S
Casting Time: 10 minutes
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Minor restoration restores 1 point of temporary ability damage to one of the subject's ability scores. It does not restore permanent ability drain.

Mirror Legion

Illusion (Figment)
Level: Myr 3
Components: V
Casting Time: 1 action
Range: Personal (see text)
Target: You
Duration: 1 minute/level

This spell is an enhanced version of *mirror image* that has some offensive uses. *Mirror legion* operates exactly as *mirror image* with one important exception. The copies created by it move to attack your foes, confusing them and causing them to become flanked. At any point of your action, nominate one opponent within your threatened area. So long as you have at least one *mirror image* remaining, you attack as if you flanked that opponent. Note that your allies and any other attackers also gain the benefit of flanking your selected target.



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Protection From Disease

Abjuration

Level: Clr 2, Drd 2, Pal 1, Protection 1, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: 1 creature touched

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell provides a +4 resistance bonus on saving throws against all mundane or magical disease.

Psychometry

Divination

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: One object touched

Duration: Concentration (D)

Saving Throw: None (object)

Spell Resistance: No

When you cast the spell and touch an item, you get a distinct mental image of the last creature to touch the item before you. If the creature was invisible when it last held the item you get no image. You may maintain the image for as long as you concentrate.

Quickread

Enchantment (Compulsion) [Language-dependant, Mind-affecting]

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

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature and book touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You cause a comprehensive bond between a touched subject and a single non-magical book written in a language he can read. The reading speed is dramatically increased; one page per round is read and fully absorbed as if the subject read it at its own pace. You cannot use the Decipher Script skill while under the effect of this spell to learn a language of the book being read.

This spell is often used in conjunction with *comprehend languages*.

Rally of the Damned

Necromancy

Level: Clr 4, Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 action

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

Target or area: All turned creatures within a 50-ft.-radius spread.

Duration: Instantaneous

Saving Throw: None (harmless)

Spell Resistance: Yes

You send a wave of negative energy into a group of undead that have recently been turned or rebuked by another. The negative energy bolsters their resolve and enables them to react normally on their next action as if no longer under the effect of turning or rebuke attempts. You affect a number of hit dice of turned undead equal to your caster level, affecting the lowest hit dice first. For example, if there are 4 skeletons (HD 1) and 1 spectre (HD 7) being turned, a 10th level caster could Reverse Turn the skeletons, but would not have the power left over to affect the spectre. This spell has no effect on undead in the area who are not under the effects of a turning or rebuke attempt.

Rearguard

Abjuration

Level: Rgr 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: 1 hour/level

Saving Throw: None (harmless)

Spell Resistance: Yes

A creature affected by this spell gains exceptional awareness and reflexes in combat. This creature retains its Dexterity bonus to AC when flanked.

Sandstorm

Conjuration (Creation)

Level: Sor/Wiz 5

Components: S, M

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: No

By blowing on your open palm, you turn a handful of sand into a raging cone of swirling dust. All creatures in the

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spell's effect must succeed at a Reflex save or be blinded for 1d4 rounds. Additionally, creatures within the area of effect are knocked down, fall to the ground (if flying), and fall back to the edge of the cone. All creatures suffer 8d4 points of subdual damage, +1 point per caster level (+10 maximum). Flying creatures suffer an additional 2d4 damage from the blast.

Material Component: A handful of pure sand.

Shrapnel

Transmutation

Level: Battle 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Targets: Up to five creatures, no two of which can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

You transform a handful of coins into razor-sharp shards. A number of coins equal to your caster level may be created. When you open your hand, the shards fly out and attack, automatically striking your chosen target(s). Each shard deals 1d4 points of damage. The following round they dissolve, dealing 2 additional points of damage each. Silver coins have proven to be very effective against certain creatures.

Material Component: A number of pieces which are consumed in the casting.

Shockblade

Transmutation [Electricity]

Level: Myr 3

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Shockblade cloaks the affected weapon with a shimmering corona of crackling electricity. Each time you successfully strike an opponent with the weapon, lightning arcs from the weapon and strikes your enemy. After hitting an opponent, each of your enemies within a 5-foot radius of your target takes 1d4 points of electricity damage.

Additionally, you may opt to make a touch attack against a foe, dealing no damage to him with your weapon but setting off this spell's effect. Note that this spell targets enemies based on your personal assessment of a situation. For example, a disguised assassin who you believe is a harmless priest would not take damage from this spell,

nor would a hidden goblin lurking in the shadows. Furthermore, if you do not have a line of sight to an opponent, this spell does not affect him. You must be able to see an opponent for the shock blade's energy to strike him.

Focus: The weapon.

Shocknet

Evocation [Electricity]

Level: Brd 3, Sor/Wiz 3, Rgr 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: One creature

Duration: 1 round/level (D)

Saving Throw: None or Fortitude Partial (see text)

Spell Resistance: Yes

You create a net formed of electricity and with a quick gesture you send it hurling at a target as if you were proficient in throwing it. Make a ranged touch attack against the target. The *shocknet's* maximum range is 30 ft., and you suffer no range penalties. If the attack is successful, the target is entangled and shocked. The *shocknet* instantly delivers 1d8 +1 points of electrical damage per round to the target and ceases shocking it if the target remains absolutely still. The entangled creature suffers a -2 penalty on attack rolls and a -4 penalty on effective Dexterity so long as it remains in the net. The entangled creature can only move at half speed and cannot charge or run. If the entangled creature tries to cast a spell, escape with an Escape Artist check, or cut its way out, it suffers an additional 1d8 +1 points of electricity damage. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 10 + damage dealt from the *shocknet* plus the spell's level) or be disrupted. As a full-round action the entangled creature can escape with an Escape Artist check (DC 20).

The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action), but this attempt deals an additional 1d8 +1 electricity damage whether successful or not. Anyone outside grasping the net or otherwise helping the target takes the same damage. The spell only affects Small, Medium-sized or Large creatures.

Silent Step

Transmutation

Level: Alch 1, Myr 1, Sor/Wiz 1

Components: S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

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Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell surrounds the target's feet with an invisible field of energy that partially muffles all sound he makes while moving, granting him a +10 competence bonus to Move Silently checks.

Smite Foe

Transmutation

Level: Pal 2, Destruction 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You are able to use your paladin's Smite ability on any creature that is not of your alignment (i.e. if you are good, it enables you to Smite any non-good creature) as long as the spell is in effect and you have the Smite ability available to you at the time. This counts against the number of times per day you may use the Smite power, however the ability remains active for the duration of the spell.

Spinewrack

Necromancy

Level: Clr 2, Sor/Wiz 2, Pain 2

Components: V, S

Casting Time:

1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

By intoning a low, horrific sound and squeezing your fist shut, you call forth a far-reaching hand of negative energy that jars the spine of the target, causing wracking pain to shudder through its bones and nervous system. The target suffers a -2 circumstance penalty to AC, attack, and damage rolls, and his movement is cut in half. This spell has no effect against undead, constructs or oozes or anything lacking a proper nervous system.

Staff of Defense

Abjuration

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

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: Your staff defends you

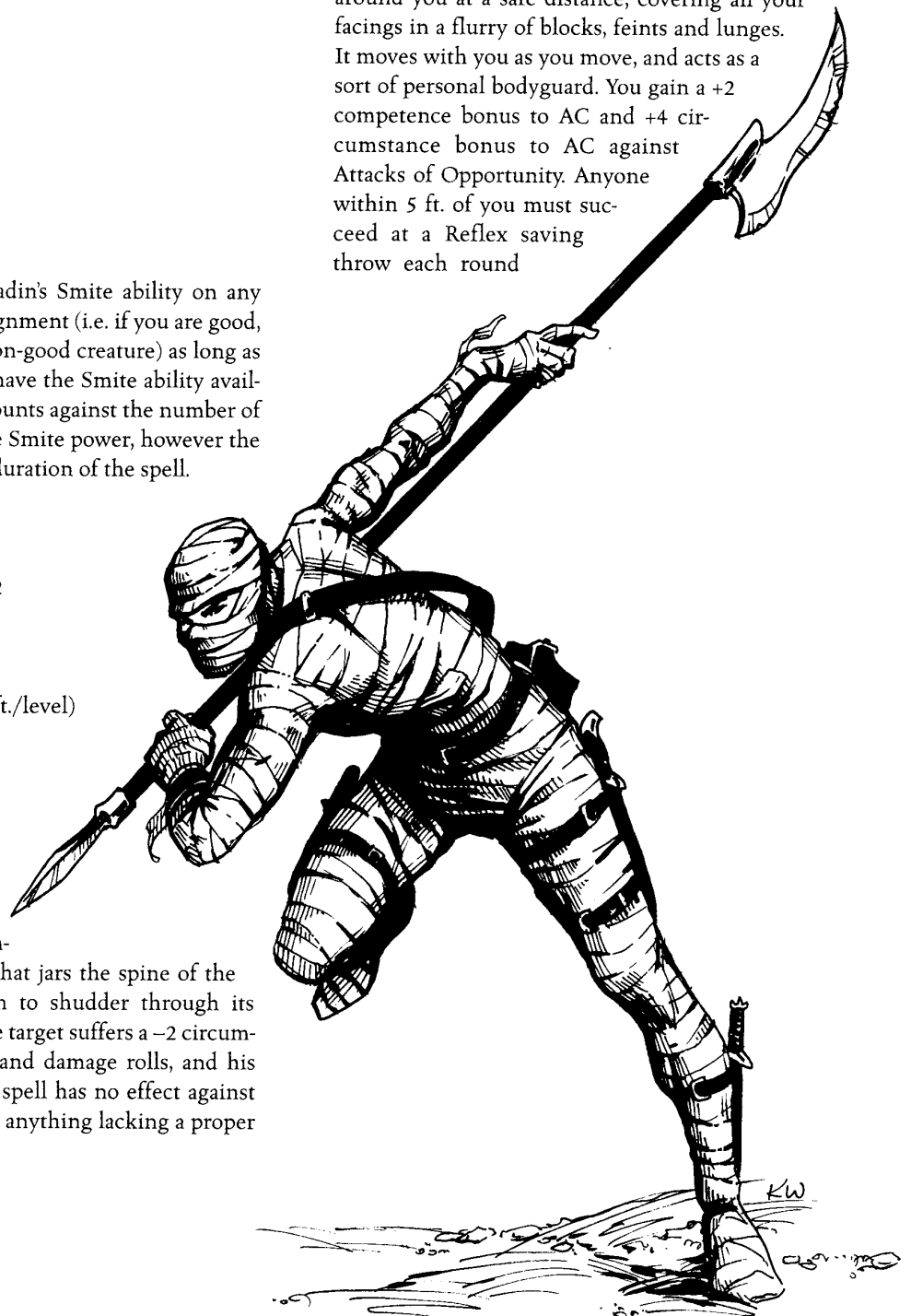
Duration: 1 round/level

Saving Throw: Reflex (see text)

Spell Resistance: No

You cast this spell on a quarterstaff or quarterstaff-like weapon. By its own free will, the staff begins to swirl around you at a safe distance, covering all your facings in a flurry of blocks, feints and lunges.

It moves with you as you move, and acts as a sort of personal bodyguard. You gain a +2 competence bonus to AC and +4 circumstance bonus to AC against Attacks of Opportunity. Anyone within 5 ft. of you must succeed at a Reflex saving throw each round



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or take 1d6 points of blunt damage so long as the staff continues to swirl around you and they are within 5 ft.

Steal Poison

Transmutation [Teleportation]

Level: Asn 2

Components: S

Casting Time: 1 action

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

Target: One poison-coated blade or poison filled container.

Duration: Instantaneous

Saving Throw: None (object) or Will Negates

Spell Resistance: No

You cause one type of manufactured poison within the area to teleport from its current place to coat your bladed slashing or piercing weapon. You don't need to know the type of poison, just where it currently is. The poison may be in a vial on your belt, in a beaker on a nearby desk, or on the blade of an opponent you are combating. No saving throw is allowed if the object is unattended. The poison totally disappears from its old location, leaving no trace. It fully coats your blade and acts as it would in its current state. You cannot steal poison naturally created by a creature.

Storm of Arrows

Transmutation

Level: Myr 3

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Projectile touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This wondrous enchantment transforms a single projectile, such as an arrow or darts, into a great hail. Upon casting this spell, you touch a single projectile of Medium-size or lower. If you make an attack with that projectile before the spell's duration elapses, it splits into one additional projectile for every three caster levels. Thus, a 12th-level myrmidon could use this spell to fire an arrow that splits into four additional arrows. Each projectile generated by this spell is identical to the original missile in all respects, retaining any magical bonuses or special abilities. Thus a +2 arrow creates identically enchanted arrows. Each weapon must be aimed at a single target within line of sight. Resolve each projectile's attack separately, using the base attack bonus used with the original projectile.

Focus: The weapon.

Summon Sentinel

Abjuration

Level: Clr 4, Earth 4, Drd 3, Protection 3, Rgr 3

Components: V, S, F

Casting Time: 1 full round

Range: Touch

Area: 50 ft. radius

Duration: 1 hour/level (D)

When you cast this spell, a nonliving sentinel in the area that you touch guards you. You choose an inanimate object (like a tree or boulder) when the spell is cast which becomes an animated object per the MM. The object gains an otherworldly sense of its surroundings. If another living creature or creatures not named during the casting enters the area and is at least Small size, the object animates and moves to attack the first intruder. A tree uproots, a small boulder rolls, etc. and moves to attack immediately by the quickest route possible, but will not leave the area of effect.

The sentinel continues to attack for two full rounds, giving you and your companions' time to equip yourselves and join the fray. On the third round the animated object returns to its place of origin by the quickest route possible and deanimates, ending the spell.

Focus: The inanimate object.

Thunder Clap

Transmutation [Sonic]

Level: Myr 2

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell imbues a single weapon with a single jolt of sonic energy. The weapon vibrates wildly, making it difficult to handle in battle. The next time you attack with this weapon, you may make a normal attack at -4 to hit or a touch attack with no penalty. A successful attack with a weapon imbued with *thunder clap* causes a tremendous peal of thunder, stunning your enemy and possible alerting others of your presence. No matter which type of attack you make, the weapon deals 2d4 sonic damage and the target must make a Fort save or be stunned for 1 round. If you hit with a normal attack, you deal standard damage in addition to the effects of this spell. After successfully hitting an opponent, the spell is expended and immediately ends.

Focus: The weapon.





Chapter 8:

Mercenaries

HIRING MERCENARIES

Hiring mercenaries is not so simple as dropping by an inn and waving a sack of coins under some warrior's nose. To add mercenaries to the party, the characters must first find qualified candidates then offer them acceptable terms of service.

RECRUITMENT

Depending on the size of the city in which they search, the party may be unable to find a mercenary whose skills and experience match their needs. To look for mercenaries, a character must make a Gather Information check. The following actions and environments provide modifiers to the check. Note that all of these modifiers stack with one another. A character who hires criers and posts notices receives a total +6 bonus to his Gather Information check. If the check succeeds, you find a mercenary who meets the criteria you need.

TABLE 8-1: MERCENARY RECRUITMENT

Factor	Modifier
Hire criers to spread word of employment opportunity	(20 gp/day)+4
Post notices around town	(5 gp/day)+2
Per consecutive day of searching	(max 14)+1
Searching for a adept, commoner, expert, or warrior	+2
Searching for a fighter or rogue	+0
Searching for a barbarian, bard, cleric, sorcerer, or wizard	-2
Searching for a druid, monk, paladin, or ranger	-4

TABLE 8-2: GATHERING INFORMATION DC

Mercenary Level	Gather Information DC
1	5
2	10
3	15
4	20
5	25
6	30

In addition, the size of the city in which the character searches determines how easy it is to find a high level mercenary.

TABLE 8-3: TOWN SIZE DC

Town Size	DC Modifier
Thorp or Hamlet	+10
Village	+8
Small Town	+5
Large Town	0
Small City	-5
Large City	-10
Metropolis	-15

Note that these guidelines are an arbitrary measure designed to reflect the conditions in an average town. These may change depending on the circumstances of the campaign and the particulars of a town. For example, a border town of 1,000 people that is near several major trade routes and a mountain range honeycombed with dungeons that attracts many adventurers may boast mercenaries of up to 6th level who go there seeking work. The table below summarizes a few of the common modifiers that can affect a Gather Information check to recruit mercenaries.

MERCENARIES

TABLE 8-4: GATHERING INFO. MODIFIERS

Factor	Check Modifier
Characters have a reputation for mistreating mercs.	-4
Mercenaries have recently died in PCs' service.	-8
Characters have a good reputation with mercs.	+2
Characters advertise rates 10 - 20% above average.	+2
Characters advertise rates more than 20% above average.	+4

Optional Rule: Buyer Beware

When making the Gather Information check to recruit mercenaries, there's no guarantee a mercenary is as skilled as he presents himself. Of course, no one in a game world knows their level, but it can be assumed that if the PCs seek a 6th level mercenary, they tailor their approach to attract experienced fighters or deal with inappropriate prospects "off-screen" without roleplaying it out. You may choose to inject some uncertainty into this process by instituting a flat 10% chance that a mercenary is actually 1d4 levels lower than he presents himself, requiring PCs to roleplay interactions with him to uncover his deception or find out the hard way.

Optional Rule: Take What You Can Get

On a failed Gather Information check, the PCs recruit a mercenary who doesn't quite meet their needs. Take the result of the check and determine the highest DC it beat. The characters meet a mercenary of that level and may recruit him as a stop-gap measure.

Optional Rules: Mass Recruiting

Rather than make one Gather Information check per mercenary, the PCs can opt to recruit large numbers of mercs. For every full 5 points their check beat the DC for a given mercenary level, the PCs recruit 1d6 mercenaries of that level. If they beat the DC by less than 5, they recruit only 1 merc.

PAYMENT RATES

Mercenaries don't come cheap. They expect to expose themselves to mortal dangers on behalf of their employers as part of the job, and most demand wages far in excess of the typical laborer. After all, a mercenary could always turn to less dangerous professions to make ends meet. Mercenaries ply their trade for the profit it offers them, and in the typical fantasy world there's more than enough demand to justify their high rates.

The table below summarizes the average wage per level of a mercenary. When computing the going wage for a mercenary with levels in adept, expert, or warrior, subtract 1 from the total levels the character has in those classes. If a mercenary only has levels in the commoner class, subtract 2 to determine his pay rate level.

TABLE 8-5: MERCENARY RATES

Level	Daily Rate	Treasure Share
-1	5 gp	None
0	40 gp	None
1	80 gp	None
2	120 gp	None
3	170 gp	1/2 share
4	225 gp	1/2 share
5	280 gp	full share
6	370 gp	full share

Level: The NPC's total level, after subtracting one for any NPC class levels. Generally speaking, characters above 6th level are too powerful, independent, and skilled to hire out as long-term mercenaries. These characters may accept a contract to perform a specific deed or assignment, but they rarely allow others to assume direct command over their efforts.

Daily Rate: The gold piece value of coins or treasure the mercenary expects in payment for each day he spends with the party. Note that these rates are for mercenaries serving with an adventuring party. For larger formations, such as an army or caravan, where the mercenary can expect more support and safety, divide the daily rate by 4.

Treasure Share: In addition to their daily wages, experienced mercenaries expect a share of the treasure. A full share means the mercenary expects to gain as much cash value in treasure from the adventure as any PC adventurer. A half share means the mercenary expects to receive about half the treasure the PCs gain. The easiest way to compute a half share when dividing treasure is to assume each PC and full share mercenary receives two shares, while each half-share mercenary receives one. Most mercenaries collect this charge after recovering a major treasure horde and returning to civilization.

For example, 4 adventurers traveling with a 6th-level mercenary fighter and a 4th-level mercenary wizard uncover a cache of gems worth 1,100 gp. The 6th-level fighter expects a full share, while the wizard expects half of one. Compute the value of a half-share by dividing the treasure value by 2 times the number of people expecting a full share and adding the number of adventurers who expect a half one. Full share people receive twice the result, while half-share adventures receive treasure equal to the result. In our example, five people expect full shares and one expects a half-share. Five times 2 is 10, plus 1 is 11. Thus, each share is 100 gp. Each PC and the fighter receives 200 gp, while the wizards gets 100 gp.

Living Expenses: Mercenaries expect food and lodging as part of their payment. In addition, warriors expect arrows and bolts for their missile weapons and replacements for any other expendable, mundane items they carry, such as javelins, lanterns, and so forth. Most mercenaries don't expect to be reimbursed for potions or wands, though some ask for it. Spellcasters generally ask for money to cover material components, though common

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practice holds that a caster inform his employer of any expensive or exotic components he requires before using a spell and demanding new components. As a rule of thumb, this rule applies to any component over 10 gp.

Even if the party is not currently adventuring, mercenaries expect room and board worth 8 sp per day. In the wilds, they demand sufficient trail rations, water, and tents.

Next of Kin: A mercenary's death by no means absolves his employer from any debts incurred for his service. Most mercenaries designate a next of kin to receive payment on the event of their death. The total value of the contract, including all treasure shares and days served after the mercenary's death must be paid to this next of kin at the party's earliest convenience. Just because a mercenary dies on the first day of a 10 day journey does not absolve the party from paying for the other 9 days for which he was contracted. Most contracts call for the employer to make a good faith effort to retrieve and preserve a mercenary's body for burial, resurrection, or a *speak with dead* to ensure the party is not guilty of any underhanded behavior.

HUMANOID MERCENARIES

Evil adventurers and opportunists seeking to save a few gold pieces turn to the evil humanoid races, such as goblins, orcs, ogres, and gnolls, for mercenary support. While such troops are rather cheap compared to traditional mercenaries, they are also difficult to control and prone to abandon a master as soon as the going gets tough. Evil humanoids work at a base rate of pay equal to half the rates listed above. A monster or humanoid's level equals its hit dice for determining its pay rate. It is strongly recommended that if you allow player characters to recruit humanoids, use the morale rules to reflect their unreliability. As a rule of thumb, evil humanoids working under a master from one of the PC races suffer a -4 competence penalty on all Morale saves. In addition, they automatically suffer from several character flaws. Humanoids steal from their master at every opportunity with a Morale save DC equal to 15 + their hit dice. They also opt to betray their master in the face of defeat at the hands of a force that could potentially hire them with a Morale save DC equal to 20.

While there are exceptions to these general rules, most evil humanoids are the epitome of self-centered greed. If you opt to allow for honorable monstrous mercenaries in your game, the PCs should pay them the standard rates for their services.

NEGOTIATIONS

For simplicity's sake, you can assume that a mercenary automatically demands and accepts nothing less than the rates and conditions listed above. However, the players may decide they wish to discuss the terms of service and drive down a mercenary's asking price. The negotiation system presented here is meant to serve as a mechanical tool for resolving any sort of negotiation. The system focuses on discussing prices for services but includes additional rules for expanding its scope to a wide range of situations.





Normally, most DMs use roleplaying to act out contract discussions, bartering, and other similar interactions. If you feel comfortable doing that, this system isn't for you. However, there are a few reasons why introducing some additional rules into a process normally determined solely by roleplay.

Characters with high Charisma scores and many ranks in skills such as Diplomacy, Bluff, and Sense Motive have another chance to shine. The bard, in particular, gains another chance to impress in this system.

Some players want to create charismatic, eloquent characters, but lack the acting skills and improvisational talents to carry the role. This system allows such characters to shine without placing undue demands on players. After all, if the party's barbarian can flex his 18 Strength with a die roll, why can't the smooth talking bard do the same in social situations?

Sometimes, rather than spend 15 minutes roleplaying a mercenary's contract negotiations, it makes more sense to get it out of the way with a few die rolls.

With those points in mind, consider the role this system can play in your game.

OVERVIEW

Any sort of negotiation works like combat. Each side alternates Diplomacy, Bluff, or Sense Motive checks in an effort to gain an advantage in discussions. The basic system assumes you do not wish to force your players to concede points or make decisions for their characters based on an NPC's skill check. Thus the system only allows for NPCs to change their demands or feelings about an issue. Optional rules introduce the option for NPCs who attempt to negotiate with the PCs.

STARTING A NEGOTIATION

The negotiation assumes the PCs want to induce an NPC to concede to their demands, such as by agreeing to a lower pay rate for work or accepting a treaty or agreement. To do this, the PCs must make a Diplomacy check that meets or beats a DC determined by the NPC's Charisma, desires, and ranks in Diplomacy.

BASIC RULES

The basic DC to sway a person to accept an agreement equals 10 plus the target's Charisma modifier plus his ranks in Diplomacy. In addition, the concessions the PCs seek increase this DC, as listed in the table below.

TABLE 8-6: CONCESSIONS DC

Concession Desired	DC Modifier
Cut pay by 5%	+2
Cut pay by 10%	+5
Cut pay by 20%	+10
For each addition 5% cut beyond 20%	+5
Increase pay by 10%	-2

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Increase pay by 20%	-5
For each added 10% beyond 20%	-5
Cut half-share of treasure	+5
Reduce full share to half-share	+5
Cut full share of treasure	+10
Include half-share of treasure	-2
Increase half-share to full share	-2
Include full share of treasure	-5
Each additional full share of treasure	-5

If you makes your Diplomacy check, the NPC accepts your proposal. You may then attempt to pull further concessions from the NPC or agree to the adjusted rate. If the attempt fails, you may try again.

If you follow up a successful Diplomacy check, any modifications to the DC of your check are based on the newly negotiated terms. Whether your previous attempt failed or succeeded, the DC of your check increases by 5. You may not make more than two Diplomacy checks to negotiate. After two checks, the NPC automatically refuses to further modify his demands, unless they are to his benefit.

For example, Clever Follek the bard wants to hire some muscle to help him explore Totok's Gorge. He decides to recruit a 5th-level fighter, Vatan. A mercenary of that level normally demands 280 gp per day and a full share of any treasure found. Follek is a bit short on cash, so he decides to talk Vatan down to a rate of 210 gp per day and a half share of the treasure. Vatan's Charisma is only 10, and the fighter has no ranks in Diplomacy. Thus, the base Diplomacy DC to successfully negotiate with him is 10. Follek wants to reduce his rate by 25%, which increases the DC by 15. He also drops him from a full to a half-share of treasure, increasing the DC by an additional 5. The total DC for Follek to convince Vatan to agree to these new terms is 30.

Let's assume Follek makes his Diplomacy check. Vatan is now willing to accept 210 gp per day and a half share of treasure. If Follek wanted to talk Vatan down to a rate of 105 gp per day, that would count as asking him to accept a 50% drop in pay. The next round of modifications to Vatan's terms are made in relation to the contract he agreed to after the first round of negotiation, though the Diplomacy DC automatically increases by 5. After this second round, Vatan refuses to hear any further modifications to his contract unless they benefit him.

Optionally, you may allow players to continue making changes to their mercenary's contracts. However, if you do this be aware that a clever player could quickly whittle a mercenary's pay down to virtually nothing. By simply asking an NPC with a low Charisma or no ranks in Diplomacy for progressively smaller reductions to his pay, a player can reduce a mercenary's pay to a trivial amount. If you opt to allow more than two Diplomacy checks for negotiation, increase the DC for each attempt after the first by 5. Thus, the second check has a +5 DC penalty, the third has a +10 modifier, and the fourth's DC increases by 15.

USING THESE RULES IN OTHER SITUATIONS

Obviously, negotiation does not always revolve around the terms of mercenary contracts. If the characters become involved in other situations that require the discussion of terms, you can easily adapt the negotiation rules to the situation by using a different set of modifiers for the character's Diplomacy DC. As negotiations could theoretically involve almost any topic, it is impossible to produce a list of DC modifiers as exhaustive as the one presented for mercenary contracts. Instead, you must judge the relative weight of the concessions offered and demanded by the PCs. As a rule of thumb, a minor point is worth a 2 point change to the DC, an important but not unreasonable one is worth a 5 point increase or decrease, while a critical or ludicrous point can range from a 10 to 20 point swing.

ADVANCED RULES

The basic rules work well for most situations, but they lack depth and texture. For one thing, they render the NPC a static participant in the negotiation. If you wish to add some more subtlety and jockeying for position, the advanced rules increase the options available to both sides of a discussion.

The most important differences between the basic and advanced rules are that both sides make skill checks and both choose to use Bluff, Diplomacy, or Sense Motive. The skill a participant chooses to use dictates his negotiation tactics and affects his chance to convince his counterpart to agree to his terms. These tactics interact with one another, and some are particularly well suited against others.

Using Bluff indicates you want to try to sway the other party with emotional arguments, fallacious statements, and other tactics that cloud the issue and confuse your opponent. If you use Bluff to negotiate when your opponent chooses Diplomacy, you gain a +2 competence bonus to your check. Your appeals to emotion and distorted facts blunt his efforts. He refers to facts and ideas that you easily subvert simply by making up "facts" that dispel his own.

Using Diplomacy is an attempt to present facts in a reasonable, clear manner to logically build a case for your position. You summarize your position and explain why your opponent should agree to it. If you use Diplomacy to negotiate when your opponent chooses Sense Motive, you gain a +2 competence bonus to your check. Your calm, carefully constructed arguments withstand your opponent's scrutiny. By relying on facts, you win your opponent's trust.

Using Sense Motive reflects your attempt to read your opponent and analyze his true goals and tactics. You let him do most of the talking in an effort to lure him into making a misstep or opening him up to a counterpoint

that strengthens your argument. When you use Sense Motive to negotiate and your opponent opts for Bluff, you gain a +2 competence bonus to your check.

After both sides make their checks and add any modifiers based on their relative strategies, compare their results. The high roller gains the advantage, and can extract concessions from his opponent. Subtract the loser's result from the winner's. This is the total points-worth of concessions the winner gains. Points do carry over from check to check. At any point in a negotiation, you or your opponent may spend these points.

TABLE 8-7: CONCESSIONS POINT COST

Concession	Point Cost
Cut/raise pay by 5%	2
Cut/raise pay by 10%	5
Cut/raise pay by 20%	10
For each addition 5% cut/increase beyond 20%	5
Cut or add half-share of treasure	5
Reduce full share to half-share	5
Increase half-share to a full one	5
Cut or add a full share of treasure	10

Note that in the advanced rules, it is possible for a potential hiring to turn the tables on his would-be employer and wrangle a better deal from him. In this case, the employer can always refuse to pay his rate, but the hiring is convinced of his higher value for the mission and refuses to accept any lower offers.

As with the basic rules, percentage changes to a pay rate are based on the value of the most recently negotiated contract. Negotiations continue until neither side wishes to carry on. Generally speaking, an NPC refuses to continue negotiations after winning or losing two consecutive checks, no matter what his margin of victory or defeat.

If you wish to use this system for situations other than contract negotiations, simply assign point values to different objectives and points. For example, for negotiating a surrender you may assign a cost of 5 points to broker a cease fire, 10 points for the surrender, and 15 points for a surrender and an agreement to give up weapons. Remember that such a system never compels the PCs to do anything. It merely indicates what their opponents demand and expect from them.

ROLEPLAYING AND THE ADVANCED RULES

If you want to combine roleplaying with the advanced rules, play out the interaction between the PCs and the NPCs they are speaking with. After a minute or two of in-character conversation, decide which skill each side is using based on their statements and actions. If the player roleplays his character well and makes good points, assign a bonus to his check ranging from +1 to +5, depending on

the quality of his performance. Make both sides' checks in secret.

If the NPC wins the round of negotiations, determine how to spend his points and then communicate in-character to the PCs that the NPC has raised his expectations. If the PCs win, you have two options. Either tell them their margin of victory and allow them to spend their points as they wish, or spend them on their behalf based on the concessions they asked for while roleplaying their side of the negotiation. For example, a mercenary may admit to the characters he's willing to give up his share of the treasure if you decide the PCs earned enough points to buy that and they wanted to wring that concession from him. Using this option strikes a nice middle ground between roleplaying and a character's skills and statistics. Not everyone has the ability to act out an 18 Charisma, but simply making Diplomacy checks saps some of the drama and fun out of social interactions in games.

MERCENARIES AND EXPERIENCE

When dividing experience points earned on an adventure, treat mercenaries as normal party members. They receive a full share just like a player character. However, mercenaries lack the motivation, self-confidence, and autonomy of a player character. On an adventure, they follow orders and rarely take center stage. Thus, mercenaries only keep half the XP they earn from an adventure. For example, a party of 4 characters and a mercenary glazier complete an adventure that earns them a total of 4,000 XP. The share for each person involved in the adventure comes to 800 XP. However, the mercenary only actually earns 400 of these points. The other half is lost. Do not reallocate this lost 400 XP to the rest of the party.

When a mercenary becomes higher level while serving the party, he expects to receive a higher pay rate for his services. However, most mercenaries enjoy the safety and security of a long-term, prosperous job. The mercenary begins negotiations asking for a rate 10% less than the standard rate for his level. After enjoying success with the party and improving his skills under them, a mercenary automatically offers a reduction in his rates. His success leads him to believe the party is a good employer, and he prefers them to others.

MORALE

The bravery of hirelings and allies is by no means assured. A hired man-at-arms can't collect his pay if he dies during an adventure, and few mercenaries have much experience dealing with the terrifying monsters and magic adventurers often encounter. Trolls, zombies, giants, and other monsters strike terror into the hearts of inexperienced warriors, while guides or scout might be tempted to loot

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treasure caches of choice bits before calling over the rest of the party. While hirelings can provide support and aid for an expedition, their loyalty is by no means assured. Most of them are happy to fulfill their obligations and duties so long as their lives are not unduly threatened. However, in the face of unexpected danger or a bad turn of luck, some hirelings decide their lives are worth more than a few gold plus living expenses and flee from battle. The rules presented here allow you to determine the loyalty of the characters' hirelings and determine how that loyalty affects their actions during a game.

An Important Note

The rules for morale assume you want to use a deterministic set of mechanics to resolve an NPC's loyalty. However, some DMs are more comfortable using their own judgment based on the situation and the NPC's personality to determine if a hireling stands his ground. These rules work best with hired mercenaries, rather than allies, cohorts, and friendly NPCs who work the characters towards a common goal. Feel free to use them in any situation, but don't let them dictate actions you feel are inappropriate or run counter to plans you have for an NPC. Generally speaking, the less detailed and less important an NPC, the better suited these rules are for adjudicating his actions. However, the morale rules do highlight the risks players take in trusting NPCs and they inject a sense of uncertainty and unreliability into the characters' allies. Carefully consider the place of an NPC in your campaign before applying these rules to him.

The Morale Save

During a stressful situation, a hireling reaches a critical point when he must decide whether to stand and fight at his employer's side or flee the scene. Whenever an NPC faces a decision to remain loyal to his friends or employed or to look out for his own self-interest, that NPC makes a morale save. Morale saves work much like Fortitude, Reflex, or Will saves. You roll a d20, add the NPC's Morale save bonus, and compare the result to a DC. If the save succeeds, the NPC stands his ground and continues to fight. If it fails, the NPC either flees, surrenders, plays dead, or otherwise puts his own needs above those of his allies, depending on the situation.

An NPC's base morale save is determined by his alignment and personality. Unlike other saving throws, Morale does not necessarily increase with level. Experience has little to do with a person's bravery or his relationship with his allies and employer.

Determining Morale Saves

All characters start with a base Morale save of +0. The following table summarizes the modifier applied to this starting value. Choose up to one factor from each table.

TABLE 8-8: MORALE MODIFIERS

	Modifier
Pay Rate	
NPC hireling is paid 50% more but less than twice the standard rate.	+2
NPC hireling is paid twice or more than standard rate.	+4
NPC is paid less than standard rate	-2
NPC is a slave or was forced into service	-4
Relationship	Modifier
NPC is a close friend of his allies.	+6
NPC has worked with allies regularly in the past.	+4
Party has saved NPC's life.	+4
NPC receives fair treatment from employer.	+2
NPC receives abuse and poor treatment from employer.	-2
NPC has reason to distrust employer.	-4
Employer has reputation for causing deaths amongst hirelings.	-6
Shared Goals	Modifier
NPC has a personal stake in completing adventure or mission.	+6
NPC's close friend or liege has personal stake in the mission.	+4
NPC has been promised great reward, fame, or glory.	+2
NPC has no stake in outcome of adventure.	-2
NPC has no grasp of adventure's point or goal.	-4

PERSONALITY TRAITS

In addition to the general tendencies covered above, the NPC's temperament and personality plays a heavy part in determining his morale. When creating a mercenary or NPC hireling, choose two or three personality traits that define the character. For each of these, apply a +2, 0, or -2 modifier to the NPC's morale save depending on the nature of the trait. Below are examples of traits for each modifier value.

Positive Traits (+2): Daring, honorable, loyal, optimistic, tough, trustworthy.

Neutral Traits (+0): Affable, cunning, fair, practical, quiet, realistic, tolerant.

Negative Traits (-2): Cowardly, deceitful, erratic, greedy, self-centered, vain.

In general, any trait that indicates bravery, self-sacrifice, or loyalty translates into a +2 bonus. Traits linked to cowardice, self-centered behavior, or unpredictability translate into a -2 penalty. Most others have no effect on an NPC's Morale save.

ALIGNMENT

Alignment plays a part in an NPC's morale, as it indicates an important foundation for his personality and actions. If an NPC has a chaotic or evil component to his alignment, he suffers a -1 penalty to his loyalty, while a good or

lawful component yields a +1 bonus. These modifiers stack, so a chaotic evil man-at-arms has a total -2 Morale penalty due to alignment, while a lawful good hireling has a +2 Morale bonus from alignment.

Changing Morale Bonus

As should be obvious from the lists above, an NPC's morale save can change dramatically depending on his circumstances. While most modifiers to a Morale save are covered below under Morale Checks, the ones listed here are meant to cover conditions and situations that should persist over the course of an adventure. Chances are that until an adventure ends, the situations and conditions covered under most of the base modifiers should remain in effect. Of course, if the NPC's relationship with the characters should change, immediately apply any changes to his Morale save.

Making Morale Saves

Whenever an NPC is faced with a life-threatening situation, he must make a Morale save to determine his course of action. Of course, "life-threatening" is a relative measure. A warrior accepts that he may have to fight an orc, but if he is charged by 50 orcs and cut off from his companions, he may bolt from the field. The following table summarizes the typical DCs for situations faced by a hireling that cause a Morale save. If a hireling or other NPC fails his save, he is frightened and runs away. If escape is impossible, he either plays dead or surrenders. If neither of these options are possible, the NPC suffers a -2 morale penalty to all attacks, saves, and checks.

TABLE 8-9: MORALE SAVES

Situation	Morale Save DC
Under fire from enemy archers or spellcaster.	5
Party is the victim of a surprise attack or ambush.	10
Ally falls in battle	15
Reduced to fewer than half maximum hit points.	15
More than half of party falls in battle	25
Single creature drops 2 or more allies in one round.	25
NPC reduce to quarter or fewer starting hit points.	25
More than half of party falls in one round.	30

OTHER SITUATIONS

Creatures and events that experienced or heroic adventures accept in stride can send hirelings and less-experienced NPCs running for cover. Any hireling of 3rd-level or lower must make a Morale save (DC 10) to fight undead or creatures of size Large or higher, no matter what the circumstances. Such creatures are so terrifying and intimidating that the hireling recoils in fear. A hireling who fails his save refuses to move into the creature's threatened area. If forced into melee, he takes a -2 morale penalty to all attacks. Check once for each encounter involving these creatures. The penalty lasts until the end of the battle.

When a hireling has a chance to steal treasure for himself, he must make a Morale save to resist temptation. The DC of this check equals the total gp of the treasure available to steal divided by 20. Not all hirelings are susceptible to this check. Any hireling with a total Morale save of +6 or higher automatically passes this check, as his personal loyalty to his employer or ally is great enough to overcome temptation. Note that this check only applies to treasures the hireling discovers



on his own, such as a gem dropped to the floor by an evil acolyte the rest of the party failed to notice.

Modifiers

The situation surrounding a Morale save can affect a hireling's chances of standing and fighting in the face of the enemy. All bonuses and penalties with the "morale" descriptor apply to Morale saves, even if the effect does not explicitly apply to saves. For example, the spell *bless* provides a +1 morale bonus to saves against fear and attacks. Since this is a morale bonus, a hireling under the effects of *bless* also gains a +1 bonus to a Morale save. On the other hand, the bard's *Inspire Greatness* music ability provides a competence bonus to Fortitude saves. Since this is a competence bonus, *Inspire Greatness* has no effect on Morale saves.

Other modifiers apply at the DM's discretion. As a rule of thumb, a factor that pushes a hireling to disobedience is worth a -2 modifier, while one that gives him reason to stand by his employer is worth a +2 bonus. The following table summarizes some common modifiers to Morale saves.

TABLE 8-10: MORALE SAVE MODIFIERS

Factor	Modifier
Enemy offers to accept surrender.	-2
Party outnumbered.	-2
NPC within sight of safe cover or easy escape route.	-2
NPC caught in darkness or similar spell	-2
Party outnumbers enemy	+2
Party has access to raise dead, healing potions, etc.	+2
Enemy reduced to half starting numbers.	+2
NPC not currently under attack by enemies (combat only).	+2

RALLYING HIRELINGS

Until the encounter ends, the hireling runs from battle or suffers a -2 penalty if he cannot flee. Anyone can attempt to fortify a hireling's spirits by making a Diplomacy check (DC 20) to rally him. If the check succeeds, the hireling immediately behaves as normal and may reengage the enemy. Also, any spell that grants a terrified or afraid hireling a morale bonus allows him to immediately make a Morale save (DC 20) to regain control of himself.

OPTIONAL RULE: FEAR TRIGGERS

The basic rules provided above focus primarily on combat situations. However, there are times outside of battle when a hireling or NPC's loyalty is tested by circumstances. However, one man's temptation is another man's aversion. For instance, an aesthetic wizard might care little for gold and gems, while a streetwise thief finds pocketing a few gold coins from a treasure horde irresistible.

On the other hand, the wizard might have a tremendous fear of fire, owing to a disastrous accident during his apprenticeship. In the face of an evil necromancer who casts burning hands, the thief grits his teeth and readies his crossbow, while the wizard undergoes a tremendous test of wills to stand his ground.

Rather than create concrete rules to cover a variety of situations, each NPC potentially has one or more fear triggers modeled by these rules. Not every character has a fear trigger, and some characters have more than one.

A fear trigger is defined by a brief description of the trigger and a DC. Whenever the NPC is in a situation that matches his trigger, he must make a Morale save of the listed DC to avoid panicking. A panicked character becomes shaken and suffers a -2 competence penalty to all attacks, checks, and saves. At the DM's option, the Morale save to check a fear trigger can be modified by the situation surrounding it. For example, a character with a fear of fire might suffer a -2 penalty to the Morale save made to overcome that trigger when he is trapped in a burning house or surrounded by a wall of fire.

Fear triggers work best as an unexpected (and rather unpleasant) surprise for players who rely a bit too much on NPCs and hirelings. They also add texture and depth to your NPCs and give you a mechanical tool to model an NPC's personality. While important characters in your game work best when run solely by DM adjudication, this mechanic adds a level of uncertainty, unreliability, and danger to using hirelings and allies.

Example fear triggers include: fire, heights, undead creatures, illusions, deep water, giants, green slime, poison, and anything else normally associated with a phobia. The average fear trigger DC is 10. Minor fears have a DC of 5, while major ones have a DC of 15. Crippling fears, the kinds that might interfere with a person's ability to lead a normal life, have a DC of 20.

OPTIONAL RULES: CHARACTER FLAWS

Similar to fear triggers, character flaws cover temptations such as overindulging in liquor, stealing from an ally, and other unsavory activities that can cause problems between the characters and their NPC allies and hirelings. A character flaw works much like a fear trigger. Each flaw is a simple phrase or sentence that describes an NPC's flaw with an attached DC. When in a situation involving that flaw, the NPC must make a Morale save with a DC indicated by the flaw. On a failure, the NPC gives in to his flaw and takes action consistent with it. For example, an NPC thief may have the flaw *Swipe Unattended Treasure* (DC 15). Whenever the thief is left alone with a small, valuable item, he must make a Morale check (DC 15) to resist pocketing the trinket. As a rule of thumb, NPCs try to fulfill their flaws in a reasonable manner that allows them to avoid being caught. For example,

a drunkard warrior doesn't show up for an adventure totting a keg of beer. More likely, he fills his waterskin with whiskey and tries to hide it from the rest of the party.

A flaw's DC follows the same guidelines for those used with fear triggers. A flaw with a DC of 5 is a minor annoyance that occasionally disrupts the NPC's life. A DC 10 flaw represents the average foible that causes some problems for an NPC. A DC 15 flaw is a major addiction or constant problem, while a DC 20 flaw borders on some sort of disorder or crippling addiction.

Example Flaws

Flaws cover a wide range of antisocial behavior, from extreme greed that drives someone to steal to an alcohol addiction that leaves a veteran warrior a blubbering, drunken mess.

Coward: Whenever the NPC is in combat, whether under direct attack or merely a bystander, he must make a Morale save or immediately freeze up. He is cowering and loses his Dexterity bonus to AC, may take no actions, and anyone attacking him gains a +2 bonus to hit. Make a new Morale save every round, whether the cowardly NPC made or failed his previous save.

Drunk: The NPC is a hard drinker who often continues to throw back ale or wine until it renders him senseless. When given the opportunity to drink, the NPC must make a Morale save against his flaw to avoid drinking heavily. A drunk character suffers a -2 competence bonus to all attacks, checks, and saves. As a rule of thumb, a character can have a total number of drinks equal to two plus his Constitution modifier before becoming drunk.

Quick Temper: The NPC's anger runs hot and fast. When in an argument or other stressful social situation, the NPC must make a Morale save to avoid yelling at others or picking a fist fight.

Thief: The NPC or hireling is extremely greedy. Whenever he has a chance to pocket some minor, valuable trinket without being observed, he must make a Morale save to avoid doing so.

Optional Rule: Fear, Flaws, and Will Saves

For convenience, the fear and flaw rules use Morale saves to determine if a character resists temptation or overcomes his nerves. On one hand, a loyal character has a better chance of overcoming his urges and serving his duty. Furthermore, since the Morale save is not linked to a character's level, it allows for high-level characters who are susceptible to common foibles. However, it does make some sense to use a Will save when using fear triggers and character flaws. Remember that a character's Will save goes up as he gains levels. This may make sense for NPCs whose accomplishments grant them the self-esteem and willpower to overcome their weaknesses, but it also means high level characters rarely give in to their base

urges. You may want to consider increasing the DC of a flaw of fear trigger in order to compensate for this. As a rule of thumb, unless an NPC has overcome his fear or flaw increase its DC each time the NPC's Will save increases. Doing this keeps stable the chance that a flaw or phobia affects a character.

You may wish to add an NPC's Will save to his Morale saves. While this reduces the effectiveness of fear triggers and character flaws, it does model how an NPC given reason to overcome his urges can draw upon his inner strength and loyalty to his friends to persevere.

Optional Rule: Morale with Cohorts and Followers

Characters who use the Leadership feat to gain followers should not normally apply the Morale rules to those henchmen. If you wish to use this option, be sure to tell your players as it represents a fundamental change to the Leadership feat. As a rule of thumb, any followers and cohorts gained through that feat are considered to be close friends of the PC, gaining a +6 bonus to their base Morale save.

While applying the Morale rules to followers and cohorts adds some unpredictability to the Leadership feat, it also weakens that feat's utility. You may wish to grant players a +2 Leadership Score bonus in order to offset the unreliable nature of the followers the feat attracts.

Optional Rule: Replacing Will with Morale

You may wish to use Morale saves in place of all Will saves when dealing with hirelings or followers. A dedicated paladin who fights in his liege's name throws off the effects of a hold person not only through his mental toughness but because he fights for a ruler he loves, believes in, and strives to honor. If you wish, followers, cohorts, and hirelings may use the higher of their Will or Morale save when making Will saves. Note that this transferal does not work in both directions. A strong-willed hireling would not accept poor treatment and pass Morale checks.

If you choose to apply this rule and elect to use Morale saves with followers gained via the Leadership feat, leave that feat's core rules unchanged rather than use the +2 Leadership bonus for applying Morale to followers and cohorts. The improved Will saves available to followers offsets their increased unreliability.

SKIRMISH COMBAT RULES

With the introduction of mercenaries into a game, the players may decide to hire large numbers of soldiers to cope with problems such as an encroaching orc horde, an outbreak of undead creatures, or the appearance of a dragon and its goblin allies. In addition, there are adventures that call for large battles involving dozens of fighters,

combats too big for the normal combat system to handle in an elegant manner. The skirmish system presented here is designed to handle battles between small groups of roughly 100 warriors each. It incorporates the Morale system for mercenaries detailed in this book, and you should be familiar with those rules before reading this section.

GETTING STARTED

The skirmish combat system uses the same basic rules and organizations as the core d20 combat rules. In many ways, battles in both systems operate the same exact way. However, the skirmish system introduces one important new concept, the unit. Units are groups of up to 10 soldiers who move and fight together. Rather than expect the players to keep track of each individual in a battle, the unit system allows you to resolve the actions and attacks of many individual warriors in a single die roll.

Skirmishes are best used to resolve battles with more than a couple dozen participants. For example, these rules work well for a caravan ambush, an attack on a small village, or even battles between large numbers of weak creatures and a single powerful party.

Skirmish Combat

Skirmish battles use many of the same combat rules as the core combat system. Use the following rules with few or no changes.

- **Combat sequence:** Remains unchanged.
- **Initiative:** Roll for each individual or unit in the battle.
- **Attack and defense modifiers:** Cover, concealment, higher ground, fighting with two weapons, and all other factors have exactly the same effect on skirmish attack rolls as they do in the normal combat system.
- **Spells:** Magic works exactly the same, as the skirmish system uses 6-second combat rounds.

Units Versus Individuals

An individual is any person, creature, or thing involved in a skirmish that moves and operates on its own. For example, Kaneghor the Mystic leads his twenty dwarf mercenaries into battle against an attacking orc tribe. While the mercs march forward in formation, Kaneghor operates on his own, moving across the field and using his magic

to support his troops when they need it. The twenty dwarves operate as a single massed body, and thus qualify as a unit. Kaneghor moves and fights on his own and thus qualifies as an individual. Kaneghor might help the warrior Mogo the Mighty fight the orc chieftain, but the two of them don't normally march together in formation to fight.

As a rule of thumb, anyone who would qualify as a major NPC and all PCs count as individuals. Troops and soldiers rely on fighting together to survive, and thus qualify as units.

Before setting up a battle, categorize all combatants on both sides as units or individuals. Once a creature or group is granted that classification, it remains that type for the duration of the battle. A creature's type determines the actions it can take and how it interacts with enemies and allies.



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Scale in the Skirmish Rules

The skirmish rules use the same time and measurement scales as the standard combat system. Thus, combat rounds in a skirmish battle take six seconds, and a single square on a battlemat or other grid is still considered to be 5-ft.-by-5-ft.

Units

A unit is any formation of up to ten individual troops, soldiers, creatures, or things that operate in close order. A phalanx of spearmen qualifies as a unit, as does as a squadron of horsemen. Units are represented on the battlefield as a single creature for most combat purposes. Thus, when a unit attacks, it makes one attack roll to represent all of its members' efforts. Use a single figure, counter, or other marker to represent a unit.

Units are composed of identical troops. You cannot have a single unit that includes three ogres and five orcs. Instead, they form two units, one of three ogres and another of five orcs. The rules presented here assume the members of a unit have identical game statistics.

Since a unit is composed of many creatures, its size is greater than a single creature of its type. For instance, a packed mass of warriors counts as a Large or bigger creature for combat purposes. The table below summarizes the size of a variety of units based on the initial size of their members and how many creatures form the unit.

TABLE 8-11: UNIT SIZE

Creatures in the Unit	Unit Size	AC	Attack
1	Member size	0	0
2	Member size	0	0
3	Member size	0	0
4	Member size +1	-1	+1
5	Member size +1	-1	+1
6	Member size +1	-1	+1
7	Member size +1	-1	+1
8	Member size +2	-2	+2
9	Member size +2	-2	+2
10	Member size +2	-2	+2

For example, halflings are Small creatures. A unit of 10 halflings counts as a single creature with a size two levels above Small. Thus, a 10-halfling unit counts as a single Large unit. Furthermore, large masses of troops are easier to hit, since there are so many targets to choose from, but their attacks are more effective since the unit attacks as one. Remember, units resolve their attacks and other actions with one roll. The modifiers for a unit's size reflect the actions of several combatants.

A unit's reach equals the reach of its members. Thus, a unit of soldiers armed with longswords has a reach of 5 ft., while a mob of ogres organized into a unit also has a 5 ft. reach, as normal for ogres.

TABLE 8-12: UNIT FACING

Unit Size	Facing
Small	5 ft. × 5 ft.
Medium	5 ft. × 5 ft.
Large	10 ft. × 10 ft.
Huge	15 ft. × 10 ft.
Gargantuan	20 ft. × 20 ft.
Colossal	25 ft. × 25 ft.

Remember, a unit's size and facing is a rough approximation of its actual dimensions. Don't get caught up trying to figure out exactly how a unit fits into its facing.

UNITS AND ACTIONS

Units select from the same actions and combat options available in the core combat system. A unit receives a move and a normal action, just like any other creature in combat, and may use them to fulfill actions as normal. For example, a unit of soldiers armed with two weapons must use a full-attack action to make use of both their weapons. Units may use many combat options, such as overrun, charge, partial defense, and total defense. The following combat options are not available to units fighting another unit: bull rush, disarm, grapple, and striking a weapon. However, members of a unit facing an individual may make use of them. See Individuals and Units, below.

ATTACKS

When attacking, units make a single roll to represent the attacks made by all their members. This attack roll works as normal. Apply the attack modifiers listed in the core combat rules for environmental factors, range, cover, concealment, and any other conditions. Compare the result of the unit's attack roll to its target's AC as normal. However, since this attack roll represents the actions of several creatures attacking at once, damage is handled somewhat differently. The attack result determines how many members of the unit hit and may roll for damage. For large units, it is possible that an attack that would normally miss deals damage to a target. With that many people making an attack, a near miss is good enough for a couple of them to score hits.

To determine how much damage a unit inflicts, compare its attack roll to the target's AC. The amount by which the attack hits or misses determines the damage inflicted. The table below summarizes the result of unit attacks. Subtract the target's AC from the unit's attack result and cross-reference that with the unit's size. The result is the number of hits the unit inflicts. Roll the unit's damage once for each hit and add the total together. On a confirmed critical hit, the unit deals an additional hit. Before resolving the threat, add the unit's attack modifiers to the critical threat roll, determine how many hits that roll results in, and then test for a critical hit.

Example: A unit of 10 dwarf warriors with a total attack bonus of +3 and armed with warhammers, attacks a group

of 7 goblins with an AC of 16. The dwarves' attack roll comes up a 15, with their attack bonus totals 18. A total attack roll of 18 minus the goblin's AC results in a 2. Cross referencing a result of 2 with the dwarf unit's size of 10 shows the dwarves inflict 2 hits. The dwarves deal 1d8+1 damage with their warhammers. Thus, 2 hits deals 2d8+2 damage. On their next round, the dwarves roll a natural 20, a critical threat with a warhammer. Before testing the threat, the dwarves compute their total attack result. A roll of 20 plus the total modifiers, the dwarves' base attack bonus of +2, results in 23. 23 minus the goblins' AC of 16 results in 7. Cross-referencing a result of 7 with the dwarves' unit size of 10 shows they inflict 4 hits. The dwarves damage is listed as 1d8+1, so 4 hits deals 4d8+4 damage. If the dwarves confirm the critical threat, they deal an additional 1d8+1 damage.

TABLE 8-13: ATTACKING UNITS

Attackers in Unit	Attack roll result minus target AC equals:						
	-5 to -1	0 to 4	5 to 9	10 to 14	15 to 19	20+	
1	0	1	1	1	1	1	
2	0	1	1	1	2	2	
3	0	1	1	2	2	3	
4	0	1	2	2	3	4	
5	0	1	2	3	4	5	
6	0	1	2	4	5	6	
7	0	1	3	4	6	7	
8	1	2	3	5	6	8	
9	1	2	4	5	7	9	
10	1	2	4	6	8	10	

RESOLVING DAMAGE

When a unit attacks an individual, total the damage it deals and subtract that from the individual's hit points. When a unit attacks another unit, apply the damage to one member of a unit. If that reduces the unit member to 0 hit points, he is considered dead. Apply any remaining damage to the next member of the unit and so on. It is possible for a unit to inflict 1 hit but kill more than two members of an enemy unit. Remember, the single attack roll represents up to 10 individuals making an attack. The 6 points of damage scored by a single hit might actually represent 2 different attackers combining for a total of 6 points of damage. Always apply damage to wounded unit members first, then fresh ones.

Example: The goblins from our above example have 4 hit points each. The dwarf unit hits them for a total of 9 points of damage. Applying that damage to one goblin drops it to 0 hit points, killing it, with 5 points left over. Applying the remaining 5 to a second goblin drops him and leaves 1 point. That final point counts against a goblin, dropping him to 3 hit points. The next time this unit is hit, the 3 hit point goblin takes damage before any of his un-wounded comrades. The goblin unit is now down two members.

AREA OF EFFECT ATTACKS

Note that some spells and attacks, such as fireball, wound all members of a unit at once. In that case, do not total up the damage taken and allocate it in this manner. Area of effect attacks damage all members of a unit. Make one saving throw for the entire unit. Deal damage to the unit based on the portion of the unit's area that the attack hits. For instance, if a burning hands spell covers a quarter of a unit, a quarter of its members take damage from the spell. If a fireball covers half the unit, half of its members take damage. Remember, always apply damage to wounded soldiers first.

Note that beneficial area of effect spells, such as bless, also obey this rule. For simplicity's sake, at least half of a unit must be within the area of a spell in order to gain its benefits. If less than half the unit gains a spell's benefits, the unit as a whole does not gain them.

SPLITTING ATTACKS

At any time, a unit may choose to attack any number of opponents within its threatened area or in range of its missile attacks. Break the unit down into subunits for purposes of each attack, determining the number of hits inflicted and the attack bonus due to unit size based on the size of this temporary sub-unit. Any attacks against the unit are made against the unit as a whole, never against a sub-unit. For example, a unit of 10 dwarves has two units in its threatened area, a unit of 4 goblins and a unit of 7 orcs. The dwarves break into two sub-units of 5 soldiers each in order to attack both enemy units. Units of 5 soldiers gain a +1 bonus to attacks. The sub-units no longer receive the +2 bonus for having 10 total members, since they have split their attacks. When determining the hits inflicted, cross-reference each sub-unit's result with the sub-unit's size. If the orcs and goblins attack the dwarves, they both resolve their assaults against the full unit of 10.

INDIVIDUALS

During a skirmish battle, individuals operate exactly as they would in the normal combat rules unless they interact with units of creatures. In that case, there are a few minor changes needed to take into account combat and other actions between units and individuals.

When an individual attacks a unit, resolve the attack as normal per the core combat rules. Damage from an individual does not carry over from one unit member to another, as it does in unit versus unit combat. If a unit or sub-unit attacks an individual, resolve the attack as per the unit combat rules, but all damage inflicted is applied only to the target individual. It does not carry over to any other targets.

An individual may move into the space occupied by a unit. Since a unit is an abstract representation of a group of people, there is enough space for other creatures to move through its area. Up to one creature with a size no greater than the unit's size may end its movement in a space occupied by a unit. Two creatures with a size two steps or lower than the unit's may end their movement in its space. If a unit attacks a creature that occupies one of its spaces, it automatically is considered to flank its target. The creatures in the unit surround their foe and attack him from all sides.

When resolving feats such as Power Attack and Cleave, assume that each space covered by the unit is occupied by one unit member. For instance, a fighter with Cleave moves next to a unit which now occupies the three 5 ft.-by-5 ft. spaces directly in front of him. For purposes of all feats, attacks, and special abilities, assume that one soldier occupies each of those spaces. Thus, the fighter could use Great Cleave against a maximum of three targets.

ATTACKS OF OPPORTUNITY

Each unit receives the standard number of attacks of opportunity based on the troops that compose it. When making attacks of opportunity with a unit, you may split your attacks. For example, a unit of 10 orcs attacks a pair of sorcerers. The first sorcerer attempts to cast a spell, provoking an attack of opportunity. The player controlling the orcs decides to allocate five of his unit's attacks of opportunity against the first sorcerer. When the second sorcerer draws an attack of opportunity that same round, the orcs respond with their five remaining attacks of opportunity.

Morale

Using the rules for Morale saves presented earlier in this book, compute Morale saves for each unit or NPC individual involved in a skirmish. During a battle, any combatant with a listed Morale save must make a successful Morale save to remain in the field if the battle turns against it or it takes heavy casualties. The following table summarizes events that triggers Morale saves and the DC needed to avoid fleeing for each event.

TABLE 8-14: MORALE DC

Event	Morale DC
Under fire from enemy archers or spellcaster.	5
Allied unit or individual falls in battle within line of sight.	10
Individual reduced to fewer than half maximum hit points.	15
Unit reduced to half starting strength.	15
Individual reduced to fewer than a quarter maximum hit points.	25
Unit reduced to less than a quarter of starting strength.	25

If a unit or individual fails a Morale save, it uses double-move actions to flee the battlefield. If for any reason the unit cannot flee, it suffers a -2 morale penalty to all attacks, saves, and checks and never willingly moves into an opponent's threatened area, unless by doing so it has a chance to flee the battle.

RALLYING FLEEING TROOPS

Any individual can attempt to rally a fleeing individual or unit by making a Diplomacy check with a DC of 20. If the check succeeds, the unit or individual may once again fight and move as normal. Also, any spell that grants a fleeing unit or individual a morale bonus allows him to immediately make about Morale save (DC 20) to regain control of himself. Note that even if this bonus does not apply because of stacking rules, the unit or individual may still make another Morale save.

Optional Rule: Command

While the basic rules presented above cover most events that arise during a skirmish, you may want to add a few wrinkles to make small-scale battles more interesting.

COMMAND

Units and NPC individuals need the guidance of PC commanders in order to fight to the best of their ability. A gap in the enemy formation a PC might recognize escapes a unit of warriors, who simply charge forward to attack the nearest opponent. Command rules simulate the difficulty in keeping warriors together.

If a unit or NPC individual does not receive any commands from the PCs, they either fire missile weapons at the nearest opponent or charge the nearest enemy. For purposes of determining the nearest enemy, units and individuals can ignore opponents on the opposite side of impassable terrain. For example, a unit does not have to charge a group of bugbears standing on the opposite side of a gorge. If a unit has no enemy in sight, its controlling player may move them in any direction at any rate of speed.

If a PC uses a free action to shout orders at a unit or individual, the players may freely control that particular ally. A PC may only issue orders to one unit per round, and that unit must be within 50 ft. of the PC in order to hear his orders. A PC may issue orders on the unit or individual's action, but may not issue orders again until his own action.

If you choose to apply this rule, be sure to use it with the PCs' enemies. Any important or powerful individuals and NPCs may issue orders. In addition, any NPC allies of the characters who adventure with them as equal partners may also issue orders.

Units capable of casting spells use them at the DM's discretion if they have not received orders from the charac-

MERCENARIES

ters. Otherwise, they make ranged attacks or charge the enemy like any other unit. Of course, most wizard units aren't too eager to get too close to the enemy.

RANDOM MERCENARY CREATION

The following tables allow you to create the minor aspects of a mercenary on the fly, such as his personality, fears, quirks, favored weapons, and other details that can slow down play if the players decide to track down and hire a mercenary in the middle of a session. If you don't expect the party to seek out a hireling, creating one can take up valuable gaming time. The tables in this section cover aspects of a mercenary beyond the typical level, statistics, and other traits that are determined either by what the players seek in a mercenary or that the system already includes rules for generating.

Alignment

Just because the party is composed of lawful good crusaders doesn't mean that their hirelings are just as saintly as they are. Even an evil hireling might be willing to work with a group of heroes if the pay is high enough and the risk low enough.

TABLE 8-15: ALIGNMENT

d100	Alignment
01 - 10	Lawful Good
11 - 20	Neutral Good
21 - 30	Chaotic Good
31 - 45	Lawful Neutral
46 - 60	Neutral
61 - 75	Chaotic Neutral
76 - 85	Lawful Evil
86 - 95	Neutral Evil
96 - 00	Chaotic Evil

Race

If the characters do not specifically seek a hireling of a particular race, you can randomly determine it. This is a good option when creating NPCs on the fly, and it also helps inject some variety into the hirelings the PCs encounter.

TABLE 8-16: RACE

d100	Race
1 - 40	Human
41 - 55	Dwarf
56 - 60	Elf
61 - 75	Gnome
75 - 85	Half-elf
85 - 90	Half-orc
91 - 100	Halfling

Random Skills

The following table allows you to customize an NPC's skill list and simulate the wide, often seemingly random, skills hirelings pick up during their careers. To keep things simple, assume that NPCs pump the maximum possible ranks into a skill. Unless you have a good reason to select a wide range of skills for an NPC, maxing out skill ranks cuts down the total number of skills you need and speeds up the creation process.

If you roll a skill that is prohibited to the NPC's class, roll again. When using this table, chances are that it will return a skill considered cross-class for the NPC. Try to use this table only when you have no ideas for determining an NPC's last few skills.

TABLE 8-17: SKILL

d100	Skill
01	Alchemy (Int)
02	Animal Empathy (Cha)
03 - 04	Appraise (Int)
05	Balance (Dex)
06 - 08	Bluff (Cha)
09 - 12	Climb (Str)
13	Concentration (Con)
14 - 20	Craft (Int)
21	Decipher Script (Int)
22 - 23	Diplomacy (Cha)
24 - 25	Disable Device (Int)
26	Disguise (Cha)
27	Escape Artist (Dex)
28	Forgery (Int)
29 - 30	Gather Information (Cha)
31 - 33	Handle Animal (Cha)
34 - 35	Heal (Wis)
36 - 37	Hide (Dex)
38	Innuendo (Wis)
39 - 40	Intimidate (Wis)
41 - 42	Intuit Direction (Wis)
43 - 44	Jump (Str)
45	Knowledge (arcana) (Int)
46	Knowledge (nature) (Int)
47	Knowledge (religion) (Int)
48 - 50	Listen (Wis)
51 - 52	Move Silently (Dex)
53 - 54	Open Lock (Dex)
55 - 56	Perform (Cha)
57 - 58	Pick Pocket (Dex)
59 - 70	Profession (Wis)
71	Read Lips (Int)
72 - 75	Ride (Dex)
76	Scry (Int)
77 - 78	Search (Int)
79 - 80	Sense Motive (Wis)
81 - 82	Speak Language
83	Spellcraft (Int)
84 - 90	Spot (Wis)
91 - 93	Swim (Str)
94	Tumble (Dex)
95	Use Magic Device (Cha)
96 - 97	Use Rope (Dex)
98 - 100	Wilderness Lore (Wis)

MERCENARIES

Favored Weapon

A strange favored or unique favored weapon can add a surprising amount of texture to an otherwise dull NPC — an aspect of NPCs that is often overlooked. If everyone in your campaign relies on longswords and axes, the hiring warriors toting a heavy flail will stand out. Select one of the three tables based on the NPC's weapon proficiencies.

TABLE 8-18: FAVORED WEAPONS

d100	Simple Weapons
01 – 05	Gauntlet
06 – 10	Unarmed Strike
11 – 18	Dagger
19 – 24	Punching Dagger
25 – 28	Spiked Gauntlet
29 – 37	Light Mace
38 – 44	Sickle
45 – 50	Club
51 – 56	Halfspear
57 – 62	Heavy Mace
63 – 68	Morningstar
69 – 74	Quarterstaff
75 – 80	Shortspear
81 – 85	Light Crossbow
86 – 89	Dart
90 – 92	Sling
93 – 97	Heavy Crossbow
98 – 100	Javelin

d100	Simple Weapons
01 – 03	Throwing Axe
04 – 06	Light Hammer
07 – 09	Handaxe
10 – 12	Light Lance
13 – 15	Light Pick
16 – 18	Sap
19 – 21	Short sword
22 – 24	Battleaxe
25 – 27	Light Flail
28 – 30	Heavy Lance
31 – 33	Longsword
34 – 36	Heavy Pick
37 – 39	Rapier
40 – 42	Scimitar
43 – 45	Trident
46 – 48	Warhammer
49 – 51	Falchion
52 – 54	Heavy Flail
55 – 57	Glaive
58 – 60	Greataxe
61 – 63	Greatclub
64 – 66	Greatsword
67 – 69	Guisarme
70 – 72	Halberd
73 – 75	Longspear
76 – 78	Ranseur
79 – 81	Scythe
82 – 87	Shortbow
88 – 93	Longbow
94 – 97	Composite Shortbow
98 – 100	Composite Longbow

d100
01 – 06
07 – 12
13 – 18
19 – 22
23 – 28
29 – 34
35 – 40
41 – 46
47 – 52
53 – 58
59 – 64
65 – 70
71 – 76
77 – 82
83 – 88
89 – 94
95 – 100

Simple Weapons
Kukri
Kama
Nunchaku
Siangham
Bastard Sword
Dwarf Axe
Gnome Hammer
Double-headed Axe
Spiked Chain
Double Flail
Two-bladed sword
Dwarf Axe-spear
Hand Crossbow
Shuriken
Whip
Repeating Crossbow
Net

Preferred Armor

Just as warriors favor one weapon over another, some feel more comfortable wearing a particular type of armor. This may be due to cultural preference, superstition, comfort, or even simple economics.

Full plate is not included on this table, as it is expensive enough that it should only be purchased by high level characters who can afford it, not randomly allocated.

TABLE 8-19: ARMOR

d100	Armor
01 – 08	Padded Armor
09 – 18	Leather Armor
19 – 28	Studded Leather Armor
29 – 37	Chain Shirt
38 – 47	Hide Armor
48 – 57	Scale mail
58 – 70	Chainmail
71 – 78	Breastplate
79 – 87	Splint mail
87 – 96	Banded mail
97 – 100	Half-plate

Shield Preference

As with armor and weapons, some warriors opt to carry a shield based on their training, experience, and weapon. Do not roll on this table if the warrior prefers a two-handed weapon.

TABLE 8-20: SHIELDS

d100	Armor
01 – 15	None
16 – 30	Buckler
31 – 45	Small Wooden Shield
46 – 55	Small Steel Shield
56 – 75	Large Steel Shield
76 – 95	Large Wooden Shield
96 – 100	Tower Shield

MERCENARIES

Personality Traits

To randomly create a mercenary's personality, roll once on master personality table to determine his general tendencies and traits. Then, randomly determine each trait type by rolling on the appropriate table. Each entry on the master personality table lists a few general traits, each of which has its own corresponding table.

TABLE 8-21: PERSONALITY TRAITS

d100	Traits
01 - 10	Three negative traits
11 - 20	Two negative traits, one positive
21 - 30	Two negative traits
31 - 40	One negative trait, one positive
41 - 50	One negative trait
51 - 60	One positive trait
61 - 70	One positive trait, one negative
71 - 80	Two positive traits
81 - 90	Two positive traits, one negative
91 - 100	Three positive traits

Negative Traits

Each of the traits listed on this table counts as a negative personality trait not only by the simple definition of the term, but also for purposes of determining an NPC's morale save. For each of these traits an NPC possesses, apply a -2 modifier to his Morale save.

TABLE 8-22: NEGATIVE TRAITS

d100	Negative Trait
01 - 05	Greedy
06 - 10	Lazy
11 - 15	Pessimistic
16 - 20	Self-centered
21 - 25	Egotistical
26 - 30	Hostile
31 - 35	Erratic
36 - 40	Deceitful
41 - 45	Cowardly
46 - 50	Drunkard
51 - 55	Violent
56 - 60	Short-tempered
61 - 65	Rash
66 - 70	Hateful
71 - 75	Arrogant
76 - 80	Vain
81 - 85	Spiteful
86 - 90	Bully
91 - 95	Bootlicker
96 - 100	Foolish

Positive Traits

Each of the traits listed on this table counts as a positive personality trait not only by the simple definition of the term, but also for purposes of determining an NPC's morale save. For each of these traits an NPC possesses, apply a +1 modifier to his Morale save. It is typical for a negative mercenary to adversely affect morale more than a positive mercenary ever bolsters it.

TABLE 8-23: POSITIVE TRAITS

d100	Positive Trait
01 - 05	Faithful
06 - 10	Honest
11 - 15	Charitable
16 - 20	Selfless
21 - 25	Hardworking
26 - 30	Dedicated
31 - 35	Relentless
36 - 40	Honorable
41 - 45	Brave
46 - 50	Ferocious
51 - 55	Forthright
56 - 60	Steady
61 - 65	Trustworthy
66 - 70	Daring
71 - 75	Optimistic
76 - 80	Loyal
81 - 85	Levelheaded
86 - 90	Thoughtful
91 - 95	Considerate
96 - 100	Focused

Neutral Traits

Each NPC should also have a trait that has no bearing on his Morale save. These neutral traits serve to flesh out his personality and add depth to his words and actions through role play.

Roll on the table or read through it for inspiration.

TABLE 8-24: NEUTRAL TRAITS

d100	Neutral Trait
01 - 05	Heavy Drinker: The NPC has a taste for the nightlife and spends most of his down time in taverns.
06 - 10	Pious: The NPC is dedicated to a particular deity. He tithes his earnings, prays each morning, carries an appropriate holy symbol, and outwardly displays of his faith.
11 - 15	Enthusiast: The NPC closely follows or studies a subject (such as history), an art of craft, or a diversion such as card games or darts. He commonly mentions this interest in conversation, hoping to draw others into it.
16 - 20	Sentimental: The NPC commonly speaks about the good old days of his youth, when people were more polite, prices were lower, monsters were rare, and everything was better. A particularly good fit for older NPCs or non-humans.
21 - 25	Superstitious: The NPC is either uneasy around magic or honestly believes that a variety of totems, trinkets, and other junk can ward off bad luck.
26 - 30	Coarse: The NPC has little love for social niceties, and often swears, bellows oaths, burps, wipes his nose on his sleeve, and otherwise carries himself like a brute.

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- 31 – 35 **Judgmental:** The NPC has a strong opinion about everything, from which temple's followers are the biggest dolts to who the king should place in command of the western march.
- 36 – 40 **Talkative:** The NPC never shuts up. He talks on and on about a wide range of topics. Sometimes, he's entertaining. Other times, he's a sleep spell in action.
- 41 – 45 **Forgetful:** Try as he might, this NPC can never remember names, minor details, and other important pieces of information.
- 46 – 50 **Quiet:** When this NPC enters a room, no one seems to notice. He is content to remain in the background and rarely speaks unless spoken to.
- 51 – 55 **Comical:** The NPC always tries, with varying degrees of success, to make jokes, puns, and other minor amusements.
- 56 – 60 **Serious:** The NPC rarely smiles, avoids casual conversation, and is utterly focused on his job. He's too busy worrying about his weapons or tactics to fritter away his time.
- 61 – 65 **Braggart:** The NPC is overly proud of his accomplishments. He seeks praise from others and when he can't find it, he provides it for himself.
- 66 – 70 **Energetic:** The NPC is a bundle of energy, constantly sharpening his sword, oiling his armor, or fidgeting with his backpack. During a long march, he's whistling a happy tune while everyone else is ready to fall over in exhaustion.
- 71 – 75 **Irritable:** The NPC takes offense at the slightest wrong word, and often seeks out insults in otherwise innocent sentences.
- 76 – 80 **Competitive:** The NPC likes to turn everything into a contest. He might be good-natured about this, or annoyingly serious.
- 81 – 85 **Analytical:** The NPC prefers to think things over and take his actions calmly and slowly. He carefully considers his options, but sometimes is paralyzed with indecision.
- 86 – 90 **Eager:** The NPC is driven to prove himself. He volunteers for difficult duties, gladly takes watch, and tries to make himself as useful as possible. Of course, once in battle, his true colors shine through, for good or ill.
- 91 – 95 **Quirky:** The NPC holds an odd belief that he tries to impress on others. For instance, he may believe that the mayor is actually a dark elf in disguise, or that a horde of monstrous crocodiles haunts the city's sewers.
- 96 – 100 **Naive:** The NPC has a poor grasp on how things really work. He expects the town guard to be both honest and courteous, he never suspects corruption or double-crosses, and has little practical knowledge of the world.

Fear Triggers

If you choose to use the optional fear triggers rules, the following tables allow you to randomly generate triggers. The first table determines how many triggers an NPC has, the second one determines their strength, and the final one determines their nature.

Roll once on Fear Table 1 to determine if the NPC has a trigger.

TABLE 8–25: FEAR TRIGGERS

d100	Traits
01 – 50	No triggers
51 – 75	One trigger
76 – 85	Two triggers
86 – 95	Three triggers
96 – 100	Four triggers

Trigger Strength

Roll once for each trigger to determine its strength.

TABLE 8–26: TRIGGER STRENGTH

d100	Traits
01 – 50	DC 5
51 – 75	DC 10
76 – 90	DC 15
91 – 100	DC 20

Trigger Nature

Roll once for each trigger to determine its exact nature.

TABLE 8–27: TRIGGER NATURE

d100	Nature
01 – 05	Heights
06 – 10	Deep water
11 – 15	Undead creatures
16 – 20	The dark
21 – 25	Confined spaces
26 – 30	The sea
31 – 35	Giant-size or bigger creatures
36 – 40	Fire
41 – 45	Spiders
46 – 50	Combat
51 – 55	Magic
56 – 60	Acid
61 – 65	Freezing cold
66 – 70	Lightning
71 – 75	Loud noises
76 – 80	Poison
81 – 85	Deadly molds and slimes
86 – 90	Unholy relics/evil clerics
91 – 95	Outsiders (demons, devils, etc.)
96 – 100	A common monster (orcs, trolls)

Distinguishing Physical Traits

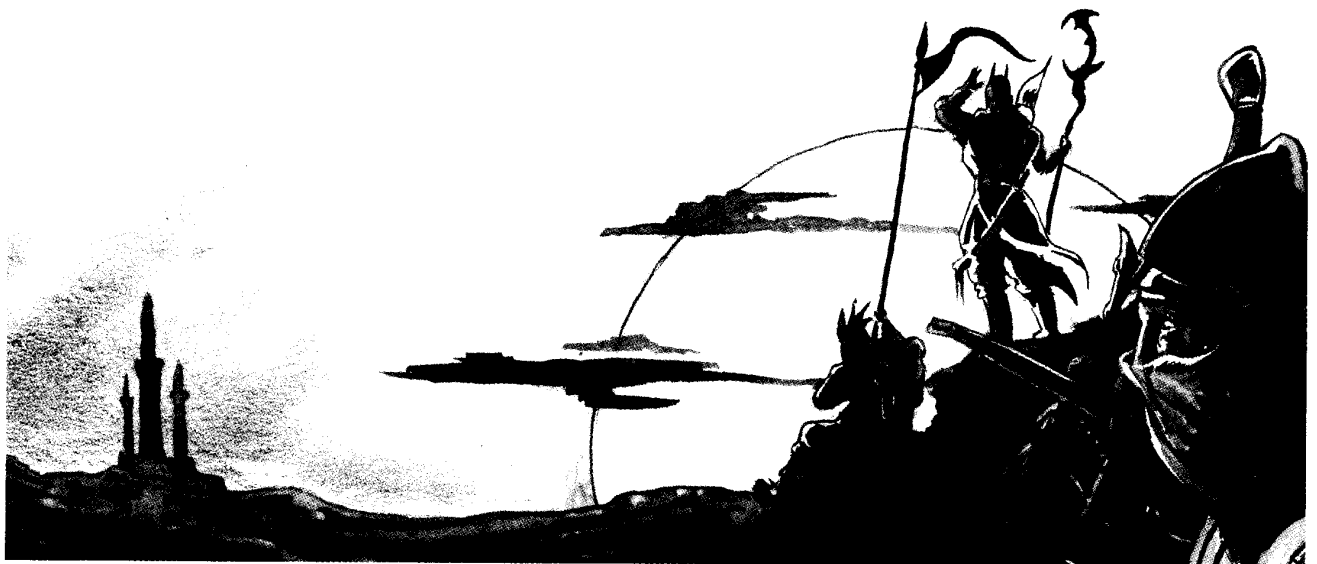
If you are stuck trying to come up with a quick description of an NPC, the following table provides a list of physical features to flesh out an NPC's appearance. Roll on the

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table below to generate a single, defining characteristic for an NPC. A physical trait shouldn't alter an NPC's characteristics, unless you consult this table before creating his scores. Not all of the traits are suitable to all NPC types. Re-roll any nonsensical results.

TABLE 8-28: DISTINGUISHING PHYSICAL TRAITS

d100	Trait
01 – 05	Overweight: The NPC has likes to indulge in fine food and drink. He carries a few extra pounds, though this does not affect his physical traits.
06 – 10	Bald: The NPC has either naturally lost all his hair, or some freak accident burned it off or removed it.
11 – 15	Scars: The NPC has many obvious scars from duels, fights, or some sort of accident. They crisscross his face and are very noticeable.
16 – 20	Tattoos: The NPC has a wide variety of elaborate tattoos. This may range from large, intricate tattoos on his arms to tattoos on odd places, such as his face.
21 – 25	Strange Hair Color: The NPC has dyed his hair green, blue, pink, or some other unnatural shade.
26 – 30	Facial Hair: The NPC has a waxed handlebar mustache, a long beard, muttonchops, or some other variation on a beard or moustache.
31 – 35	Limp: Due to a past injury or accident, the NPC walks with a noticeable limp. He can keep a normal pace, but exerts himself to do so.
36 – 40	Eye Patch: The NPC lost an eye in an accident or in battle and covers a patch to hide his injury.
41 – 45	Stutterer: The NPC has trouble speaking, and often stammers, sputters, and struggles to speak when he is excited or distressed.
46 – 50	Tall: The NPC is abnormally tall for his race. Add d6+6 inches to his height.
51 – 55	Short: The NPC is abnormally short for his race. Subtract 4+d4 inches from his height.
56 – 60	Sickly: The NPC always has a minor cold and is constantly sneezing, sniffing, or coughing.
61 – 65	Fidgety: The NPC shuffles from foot to foot, scans the area every few moments, and otherwise has a tremendously difficult time keeping still.
66 – 70	Thin: The NPC is abnormally thin. His arms are long and wire, and his legs are like long rails.
71 – 75	Long Hair: The NPC has exceptionally long, flowing hair or a lengthy beard. He may keep it tied back in a tail, topknot, or other arrangement to keep it out of his face.
76 – 80	Long Nose: The NPC has a long, large, and attention-grabbing nose.
81 – 85	Exotic Eye Color: The NPC's eyes are a strange color, such as red, purple, or yellow. Or, his eyes are two different colors.
86 – 90	Hunchback: The NPC walks with a noticeable stoop. He often leans forward, supporting himself on a staff or cane.
91 – 95	Missing Teeth: The NPC is missing his front teeth, either due to a fight or an accident.
96 – 100	Bucktoothed: The NPC's two front teeth are exceptionally large and noticeable.



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100 MERCENARY ADVENTURE IDEAS

d% Adventure Idea

- 01 Steal a royal artifact in preparation for a military coup. This could be the crown jewels, a royal scepter, or anything else with a great deal of influence (symbolic, magical, or otherwise). Then, use the artifact to gain popular support for the coup, and help establish the new order of things afterwards.
- 02 Protect a town from monster raids. Increase security, train guardsmen, bolster defenses. Search the countryside for hideouts to deal a preemptive strike. Or, make a deal with the monsters to stop them from ravaging the town.
- 03 Guard a tomb filled with powerful magic from discovery by the wrong parties. Of course, who the "right" and "wrong" parties are is determined by your employer. And, in order to know what to guard, you must examine the tomb...
- 04 "Protect" a group of wealthy merchants, in exchange for a cut of their profits. Of course, you aren't necessarily the only game in town, and other people don't take kindly to your invading their turf.
- 05 A local hero is stirring up resentment towards a tyrannical lord. Make sure the hero learns the error of his ways, and if he refuses to quiet down, find a way for him to quietly disappear.
- 06 Raid a caravan transporting exotic items that your employer needs for a particular reason. Unfortunately, the caravan is traveling through dangerous territory, and getting to it and back is more difficult than raiding it.
- 07 Kidnap potential sacrifices for wealthy cultists, then turn around and offer your services to the local government as "private investigators," and betray your previous employers
- 08 There is a bounty on goblin ears.
- 09 Infiltrate a group of bandits and sabotage their efforts. Of course, if they pay better than your employers, then why bother to sabotage them?
- 10 Assist a warrior in assembling his army. Take care of logistics, equipment, and supplies, by any means necessary. Conscript local peasants, and train them to fight.
- 11 Aid a wizard in opening a gate to the lower planes, by acquiring materials and research. Then, assist and protect him in his negotiations with a demon.
- 12 Protect a group of miners digging through unknown and potentially dangerous caverns.
- 13 Harass and threaten certain members of a ruling council, changing their minds on an upcoming key issue.
- 14 Ambush a nobleman's hunting party, and frame it on elven raiders, instigating a war. Naturally, your services are needed for the war, too.
- 15 The ghost of a murdered hero is raising suspicions about a powerful count's past. Remove the ghost, and clean up the count's loose ends.
- 16 Steal a powerful artifact from a temple, framing a rival god's followers with the theft. Then, organize the ensuing crusade.
- 17 A wizard discovers arcane and powerful secrets someone would prefer remained hidden. Erase all evidence, including the wizard if necessary.
- 18 There is a group of criminals in town that the constabulary cannot touch for political reasons. Kill them, but make it look like an accident.
- 19 A group of slavers is gaining power and influence in the country. They are looking for new recruits. Will you assist them, or see what kind of reward you can get for shutting their operation down?
- 20 An unwilling magical test subject has escaped from its captors. Hunt it down and return it.
- 21 A bridge has recently been destroyed by trolls. Guard the workmen as they rebuild it, and prevent such an occurrence from happening a second time.
- 22 A local hero is abusing his position, grating on everyone's nerves. Encourage him to find somewhere else to loiter, or failing that, dig up some revealing dirt on his past that shames him into leaving.
- 23 Two tribes of orcs have recently revived an age-old feud. As long as they are determined to wipe each other off the face of the earth, there's no reason why you can't make a profit from it.
- 24 Guard a group of scholars while they explore a recently excavated tomb. Naturally, they need to examine everything, and are not very careful about traps.
- 25 A good king, but bad strategist, needs advisors and generals for defending his kingdom from a much better-armed and outnumbering adversary.
- 26 Set-up a popular hero to take the blame for an evil deed, then publicize the information.
- 27 According to prophecy, only one weapon is capable of stopping your employer's plans. Find that weapon, and dispose of it. Unless, of course, the other side pays better...
- 28 A prophet is telling tales of doom and gloom to an otherwise content population. Discredit him by proving one of his prophecies to be false.
- 29 A local group of monsters is causing a nuisance, but not enough to be considered a threat. Kidnap a prominent nobleman's child and blame it on them, thus inciting the locals against the monsters.
- 30 A powerful political prisoner has recently escaped from prison. Track him down and bring him back, making sure to keep the whole incident as quiet as possible.
- 31 Search out and abduct powerful members of a society for an enchanter to compel to serve his purposes.
- 32 Someone powerful is betraying the town to outside influences. Investigate and interrogate the suspects, and learn who it is, by any means necessary.
- 33 Due to plague, a town's constabulary is greatly under-manned. Keep the peace until a regular police force can be assembled. Naturally, because of the plague, the community is frightened, irrational, and prone to cause trouble.
- 34 A wizard wants a rival eliminated, but does not want the blame to fall on his shoulders. Sabotage the rival's sanctum, making his demise look like an accident, keeping as much as possible intact, for future salvage.

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- 35 A community of merfolk are harassing local fishermen. Depending upon who pays the best, keep the other party away from that area of the water.
- 36 A necromancer needs fresh bodies, and is not at all picky about where they come from. However, he does want to keep a low profile, and too many disappearances from the same area at once is suspicious.
- 37 A wizard is doing research for a spell that could upset the political balance in the area. Put pressure on him to choose another topic for his research, or sabotage it.
- 38 Some adventurers are using a map to find a powerful artifact. Shadow them, and either get it before they do, or steal it from them.
- 39 Purge an area of the city sewers of monsters in preparation for your employer to establish a base of operations there, and explore them for potential secret entrances to restricted places.
- 40 Prevent an ambassador from reaching peace negotiations, in order to continue a profitable war.
- 41 Convince a group of vampires that they would be well-served to prey on a town in your employer's enemy's territory.
- 42 Ambush a group of adventurers returning from a treasure hunt, and rob them blind.
- 43 Threaten a barbarian tribe, and force them to attack your employer's enemies, doing his work for him.
- 44 Protect local farmers from livestock raiders, then help them recoup their losses by raiding from a neighboring town.
- 45 Due to bad weather, packs of wolves have taken to snatching townsfolk. Now, there is a bounty on their pelts.
- 46 Ambush an opposing army's supply train as it travels through a mountain pass, cutting the army off from necessary supplies.
- 47 A bloodthirsty warlord is building a new fortress. Naturally, all of his warriors are out raiding in order to build it, so he needs to hire outside help to protect it while under construction.
- 48 Delay heroes searching for a cure for the disease ravaging a prominent noble, thus ensuring his death, but without being traceable back to his enemies.
- 49 There is a grove of rare and expensive wood nearby, that can be used to create many exotic and magical items. Unfortunately, it is guarded by a stubborn druid.
- 50 A politically influential person is committing murders for an unknown reason. He must be stopped, but there is too much at stake to deal with him openly.
- 51 A general wants to assemble an elite aerial cavalry, but needs mounts. He will pay well for griffon, giant eagle, or dragon eggs, no questions asked.
- 52 A con man needs bodyguards for when his swindles inevitably go sour. Of course, he doesn't make it known that he's a con man, even to his trusted bodyguards.
- 53 Substitute a recently discovered artifact with a duplicate, designed to magically cripple anybody who examines it too closely, in order to weaken the discovering wizards' position.
- 54 Your employer stands to inherit everything a certain noble owns, provided that he is not the cause of the noble's death. You must either hide the connection between him and you, or make it look like an accident.
- 55 Certain adventurers have been making trouble for several lords. They have gone off to explore a dungeon, and it would be very convenient if they simply never returned.
- 56 A wealthy man has recently died, and there is some conflict regarding the disposal of his assets.
- 57 Secure an oasis in the middle of a desert for a wealthy trader, for use as a rest stop. Subdue or remove any who offer resistance.
- 58 Due to increased abuse of magic, a lawmaker has placed a bounty on spellcasters; preferably alive, but dead is acceptable.
- 59 Woodland creatures have been making trouble for woodsmen, who would pay well to be read of such inconveniences.
- 60 An eccentric inventor owes a great deal of money to his investors, and they are beginning to lose patience with him.
- 61 Infiltrate a reputedly impenetrable fortress, and sabotage their defense plans in preparation for all-out invasion.
- 62 A group of rival mercenaries has been enchanting clients to make them think the job is done. Expose them, and gain their resources and clientele.
- 63 A vampire needs victims, but is unwilling to risk exposure in nearby communities. Fetch them, and eliminate evidence, for a hefty reward.
- 64 Sabotage the investigation of an abandoned dwarven city, because the investigators are getting too close to the truth, and your employer is at risk.
- 65 An alchemist has gone missing, taking all of his discoveries and inventions with him. Rivalry among his apprentices is fierce, and they will give anything to find his belongings.
- 66 A halfling village lies atop a great deal of mineral wealth. Convince the halflings to vacate, preferably in a way that does not implicate your employer.
- 67 Your employer's rival is preparing to strike against him. Naturally, your employer's men would be recognized if they tried to spy on the rival.
- 68 Assist a disliked sorcerer in leaving this plane — by encouraging his plane-traveling spell to go awry, trapping him in an unfriendly dimension.
- 69 A paladin is seeking your employer over a "misunderstanding." Keep the paladin off his trail by finding, or creating, a greater evil to occupy him.
- 70 Uncover and assess your employer's enemies' magical capabilities, and exploit any weaknesses you find.

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- 71 Enlist as guardians at the local temple, in order to steal a valuable religious artifact.
- 72 Protect a newly-raised noble from those who would see his land and money go elsewhere. Of course, the best way to protect him is to increase the amount of land and money he has.
- 73 A daring lord wishes to try hunting a dangerous beast on his land, but is not stupid enough to try without an escort. Protect him while he hunts, and prevent him from becoming the prey.
- 74 Capture some dangerous vermin and use them to sow chaos in an enemy army's camp.
- 75 Conscript some local woodland creatures into serving in your employer's forces.
- 76 Separate and dispose of the remains of a dead adversary, in order to prevent him from inconveniently returning to life.
- 77 One member of a group of adventurers escaped your employer's clutches, and now has dangerous information that must be kept secret.
- 78 Several of your employer's associates have absconded with a large amount of operating funds. More important than recovering the money, these foolish traitors must be made an example of.
- 79 Aid an allied merchant in smuggling contraband into enemy territory, then help him escape without notice.
- 80 Remove and take the place of several key members of a powerful lord's staff, in order to sabotage his operations and eventually destroy him.
- 81 Your employer is about to suffer arrest and punishment for a certain indiscretion. Find somebody suitable to pin the crime on, and make sure they are in no position to defend themselves.
- 82 A powerful wizard has recently moved into the area. Assess his influence, agenda, and possible potential as a threat to your employer's interests. If he is amenable to an alliance, negotiate one. If he is an obstacle, remove him.
- 83 Create obstacles and harass travelers on a particular trade route, forcing them to use (and pay tribute on) your employer's road as a safer alternative.
- 84 A wizard has cursed a particularly prominent noble family, with good reason. Convince him, by any means necessary, to revoke the curse.
- 85 Your employer's beloved is marrying another shortly. Find some way to delay or stop the wedding, so that he may have more time to woo and win her. Or, simply abduct her and give him the chance to do so directly.
- 86 In an act of pity, your employer granted mercy to a vanquished adversary, and imprisoned him rather than killing him outright. However, now that prisoner has escaped, and seeks revenge.
- 87 After a natural disaster, fortifications are damaged and enemies are taking the opportunity to invade. Show them the same courtesy.
- 88 The last mercenaries your employer hired absconded with the money and left their task unfinished. Catch up with them, show them the error of their ways, and recover whatever money is left.
- 89 Intercept a cargo ship carrying valuable goods, snatch the merchandise, and scuttle the ship. Shame about those sea monsters...
- 90 An evil dragon has traced part of his stolen hoard to a city. Rather than raze the city and drive the thief into hiding, he needs someone to track down his stolen treasure and recover it, and turn the thief in to him for punishment.
- 91 A wizard's apprentices are plotting against him. They can pay well, but the intrigue and chance of treachery makes such payment dearly earned.
- 92 Your employer needs the services of the greatest steward in the land. Unfortunately, he already has a job. Remove him from his current place of work, and encourage him to render his services for your employer.
- 93 Your employer wishes to establish a magical gateway between his headquarters and some contested territory. Using a magical device to set up the portal, establish and hold the gate until his forces can arrive through to secure it.
- 94 Certain pirates have chosen the wrong group of merchants to harass and waylay. Exact an appropriate amount of revenge on the pirates, and then recover whatever wealth (your employers' and anybody else's) you can from them.
- 95 Due to harsh conditions, prolonged warfare, and high casualties, your employer's regular troops are threatening to mutiny. Quash any chance of rebellion, and destroy potential rabble-rousers.
- 96 Acquire some wyvern eggs or hatchlings to serve as guardian animals for your employer's home or headquarters.
- 97 A god of treachery needs to determine the loyalty of her worshippers. Naturally, she doesn't trust any of her worshippers with this task. At least she pays cash...
- 98 Establish lines of communication into and out of a city under siege, as a precursor to setting up supply lines. Alternatively, work for the besiegers, preventing anybody from getting or communicating into or out of the city.
- 99 A world-famous jeweler wishes to create his masterwork. Unfortunately, the gem with which he wishes to create this piece is in the center of the crown of an enemy nation's king.
- 100 A group of rival mercenaries has spread rumors about your level of competence and trustworthiness. Convince them, and your potential employers, that you are capable, and not to be trifled with.



Mercenary Companies

THE MERCENARY COMPANY

In many fantasy campaigns, the characters move from town to town, accepting rewards for dealing with monsters, repelling humanoid invasions, and otherwise solving problems beyond the scope of the town guard and the local law enforcement's resources. While in most campaigns such adventures play on themes of heroism and shove any monetary rewards into the background, in others the concept of running the adventuring party as a group of freelance mercenaries who take on jobs and eliminate problems for their employers, all for a reasonable fee.

Transforming your adventuring party into a mercenary unit requires little effort. Simply search out jobs that pay good rates and use the negotiation system to attempt to drive up your pay rate, rather than whittle down a mercenary's terms.

Building up a mercenary company requires you to track down followers and convince them to work with you. Recruiting mercenaries in this manner works much like the normal system for contracting hirelings. The key difference is that the mercenaries you hire expect you to find work on their behalf. Mercenaries also accept rates 20% lower than the listed prices, as they expect you, as their captain, to handle negotiations, find steady work, and many of the other details of the mercenary life. The mercenaries under your command only expect to be paid while your company is under contract to an employer. During intervals between conflicts and missions, your men survive on the pay they have saved up from their last job.

Any hirelings you bring on to bolster the services you offer as a mercenary expect you to keep up a steady stream of paying jobs. Each week that passes without any income from a contract forces them to make a Morale check (DC 10) or seek employment elsewhere. Each additional week beyond the first causes another check with a cumulative +5 modification to the base DC of 10.

Compute the Morale save of your mercenaries as normal. There are no special bonuses or penalties to Morale for soldiers who serve under a mercenary captain. Obviously, the trick to maintaining a band of mercenaries is to negotiate the highest rates you can with employers while simultaneously driving down your employees' rates as low as possible.

MEN FOR HIRE

The following mercenaries templates provide examples of a wide range of specialists who normally hire out as freelance mercenaries. Due to their skills, temperament, or experience, they choose to work on their own, rather than operating as part of a larger mercenary unit. The following entries are each broken down by the following headers:

Title

The common name for the mercenary's specialty. For example, an air rider is a mercenary who fights from the back of a flying mount. These names are meant to make finding specific mercenary types in this list easier, and the mercenary does not necessarily go by that title.

MERCENARY COMPANIES

Tactics

A basic outline of the mercenary's role in an expedition, this section serves to give you an idea of how the mercenary reacts in combat and what the characters can expect from him.

Examples

Each mercenary type lists 2 sample NPCs, each with a brief description of their personalities and backgrounds. In addition to the NPCs, two stat blocks provide game information for the sample NPCs and serve as templates for the typical mercenary. When necessary, this section includes stat blocks for animal companions normally associated with the mercenary.

AIR RIDER

Swooping through the sky on the back of a magnificent, flying beast, the air rider is an elite warrior who offers his services only to those who can afford his high rates. While dungeon expeditions have little use for an air rider, anyone planning a long, overland trip benefits from the aerial support he provides. The air rider's lofty perch allows him to scout ahead for many miles, catching sight of enemies long before they become a threat. In battle, the air rider rains missiles down upon enemies and swoops down for devastating charge attacks.

Tactics

Air riders are very protective of their mounts and rarely risk them in battle with powerful creatures. Against orcs, goblins, or ogres, they feel comfortable engaging the enemy at long range or up close, but if a powerful creature appears, such as a basilisk or troll, the air rider keeps his distance, providing supporting fire but normally refusing to risk his precious mount in close combat. Griffons, hippogriffs, and pegasi are too rare to afford losing in a minor skirmish, and the air rider depends on his mount for his livelihood.

Examples

Derrida Windsong: The Windsong clan of elves has long dwelled in the forest of the high mountain slopes, and for generations they have raised and tended to the small herds of pegasi that soar amongst the peaks. During times of war, the Windsongs field a small, elite unit of pegasi riders who fly to the aid of the elf king and his allies. Derrida is one of the youngest warriors of her clan, and after helping aid the king in putting down an small incursion of dark elves she chose to spend a few years away from home, exploring the world and sharpening her combat skills. Derrida is an honorable and honest person, and she accepts assignments only with groups that include a paladin or a cleric of good alignment. She is quiet and earnest, eager to prove herself but often putting the welfare and health of her pegasus Windfire before her own.

Tyrus the Howler: This crazed, barbarian berserker captured and tamed a griffon chick several years ago while adventuring in the mountains north of his tribe's territory. His first attempt to saddle and ride his new mount, who he dubbed Bloodscream in a fit of melodrama, ended in disaster. Unable to control the griffon, Tyrus was helpless as the creature flew high and far, finally touching down outside of a city in civilized lands, over a hundred miles from home. Since then, Tyrus has worked as a scout and warrior, selling his services to the highest bidder. Tyrus is wild and daring in combat, though he dotes over Bloodscream like a mother hen. The griffon is both vicious and aggressive, and only Tyrus can move close to the creature without getting a claw across the face. In battle, Bloodscream is both independent and headstrong, with the rambunctious Tyrus barely hanging on for his life but loving every moment of action.

Elf Air Rider, Ftr3: CR 3; SZ M (humanoid); HD 3d10; hp 20; Init +2; Spd 20 ft. (half-plate), base 30 ft.; AC 19 (+0 Dex, +7 armor, +2 shield); Atk Light lance +5 melee (1d8+1) or longsword +4 melee (1d8+1) or mighty composite longbow +5 ranged (1d8+1); SQ Immune to sleep, +2 save v. enchantments, low-light vision; SV Fort +3, Ref +3, Will +3; Str 13, Dex 15, Con 11, Int 10, Wis 14, Cha 12; AL CG. Skills: Handle Animal +8, Ride (pegasus) +8. Feats: Mounted Combat, Ride-By Attack, Weapon Focus (heavy lance). Possessions: Heavy lance, longsword, mighty composite longbow, 20 arrows, half-plate, large wooden shield.

Pegasus: CR 3; SZ L (magical beast); HD 4d10+12; hp 34; Init +2 (Dex); Spd 60 ft., fly 120 ft. (average); AC 14 (-1 size, +2 Dex, +3 natural); Atk Hooves +7/+7 melee (1d6+4) and bite +2 melee (1d3+2); Face 5 ft. by 10 ft.; SQ Scent, detect good and detect evil at will; SV Fort +7, Ref +6, Will +4; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13; AL CG. Skills: Listen +12, Sense Motive +7, Spot +12, Wilderness Lore +3. Feats: Iron Will.

Human Wild Rider, Bbn6: CR 6; SZ M (humanoid); HD 6d12+12; hp 58; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 armor); Atk Greatsword +10/+5 melee (2d6+4) or heavy lance +9/+4 melee (1d8+4) or +1 mighty composite longbow +9/+4 ranged (1d8+4); SA Rage (2/day); SQ Uncanny dodge; AL CN; SV Fort +7, Ref +4, Will +0; Str 16, Dex 14, Con 14, Int 8, Wis 7, Cha 8. Skills: Climb +12, Ride (horse) +11, Ride (griffin) +8, Spot +1, Wilderness Lore +7. Feats: Cleave, Mounted Combat, Power Attack, Ride-By Attack. Possessions: Masterwork greatsword, +1 mighty composite longbow, +1 chain shirt, heavy lance, 3 potions of feather fall.

Griffon: CR 4; SZ L (beast); HD 7d10+21; hp 59; Init +2 (Dex); Spd 30 ft., fly 80 ft. (average); AC 17 (-1 size, +2 Dex, +6 natural); Atk Bite +8 melee (2d6+4) and claws +3/+3 melee (1d4+2); Face 5 ft. by 10 ft.; SA Pounce, rake 1d6+2; SQ Scent; SV Fort +8, Ref +7, Will +3; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8; AL N. Skills: Jump +8, Listen +6, Spot +11.

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APPRENTICE MAGE

While most accomplished wizards rarely stoop so low as to hire themselves out as mercenaries, some younger, less experienced mages see mercenary work as a good way to sharpen their skills and fatten their purses. Lacking the talents needed to demand high fees for casting a spell or two, these young apprentices hire on as magical support for adventurers. While their magic is weak, any party that needs a few extra spells in reserve finds an apprentice mage a good bargain.

Tactics

Most young wizards rely on fighters, barbarians, and other tough warrior-types to shield them from the enemy, casting their spells from relative safety behind a shield wall. While inexperienced, young wizards are headstrong and independent, preferring to use their magic as they see fit rather than accepting orders from others. If engaged in melee or under heavy enemy missile fire, apprentices tend to run for their lives rather than stand by and weather the assault. After all, a young wizard dreams of becoming an archmage some day, and dying isn't part of that equation.

Examples

Dellio the Green: After a major mishap during an alchemy experiment left Dellio with bright, green skin, the sensitive, irritable young man left school to seek his own fortunes. Though the effects of that mishap have long since worn off, Dellio still feels shame at his failure. Rather arrogant and boastful, he expected to quickly leap to the head of his class at the academy, and was both frustrated and angered that other students consistently outperformed him. Dellio shirks many duties, and prefers to skate by on his natural ability, as he has yet to learn the value of hard work. Instead, he blames favoritism and personal vendettas, both figments of his imagination, for his failure in school. Dellio's arrogance is reflected in his condescending tone, overblown manner, and tendency to talk down to others. He hopes to impress a powerful, adventuring mage with his skill and earn an apprenticeship.

Trianna Underholm: At a young age, Trianna's parents knew there was something different about their daughter. She could open doors with a wave of her hand, and her supposedly invisible, imaginary friend had a disturbing tendency to pick up her toys and carry them about the house. As she reached adolescence, she learned to channel her powers and control them. Her parents hoped to scrape together enough cash to send her to a wizard's school, but the headstrong young woman decided otherwise. Proud of her sorcerous ability and determined to master them on her own, she struck out for the city to find her fortune. Currently, Trianna seeks to hire on with

a band of experienced adventurers, hoping to learn from their tricks and actions in order to prepare herself for a life of adventure. An independent-minded, stern young woman, she isn't afraid to speak her mind even amongst more accomplished adventurers, but she is smart enough to recognize and heed good advice.

Arrogant Apprentice, Half-elf Wiz2: CR 2; SZ M (humanoid); HD 2d4; hp 6; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk Staff +1 melee (1d6) or light crossbow +3 ranged (1d8); SA Spells; SQ Half-elf qualities; SV Fort +0, Ref +2, Will +2; Str 11, Dex 14, Con 10, Int 15, Wis 8, Cha 8; AL LN. Skills: Concentration +5, Craft (woodcarving) +7, Knowledge (arcana) +7, Spellcraft +7. Feats: Scribe Scroll, Spell Penetration. Spells Prepared (4/3): 0 – *detect magic, flare, read magic, resistance*; 1 – *animate rope, enlarge, sleep*. Spellbook: 0 – all; 1 – *animate rope, enlarge, erase, mage armor, shocking grasp, sleep, true strike, unseen servant*. Possessions: Staff, light crossbow, 10 bolts, 50 ft. rope, 2 scrolls of mage armor, scroll of sleep, scroll of true strike.



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Young Sorceress, Human Sor3: CR 3; SZ M (humanoid); HD 3d4+6; hp 15; Init +1 (Dex); Spd 30 ft.; AC 12 (+1 Dex, +1 bracers); Atk Shortspear +1 melee (1d8) or masterwork light crossbow +3 ranged (1d8); SA Spells; SQ Spells; SV Fort +2, Ref +2, Will +3; Str 10, Dex 13, Con 13, Int 12, Wis 10, Cha 16; AL CG. Skills: Concentration +7, Diplomacy +6, Hide +4, Spellcraft +7. Feats: Combat Casting, Dodge, Toughness. Spells Known (6/6): 0 – *daze, detect magic,*

disrupt undead, mage hand, prestidigitation; 1 – magic missile, ray of enfeeblement, spider climb. Possessions: Shortspear, masterwork light crossbow, 10 bolts, +1 bracers of armor, necklace of fireballs (type 1).

ARCHER

Experts with the bow or crossbow, archers provide fire support for an adventuring party and serve as emergency close range fighters when the situation forces them into action. Archery is a specialized skill that requires training and practice to master. While the average warriors can pick up and fire a bow, only an expert can aim his shots into a melee to avoid striking allies and target vulnerable enemies, such as adepts or wizards.

Tactics

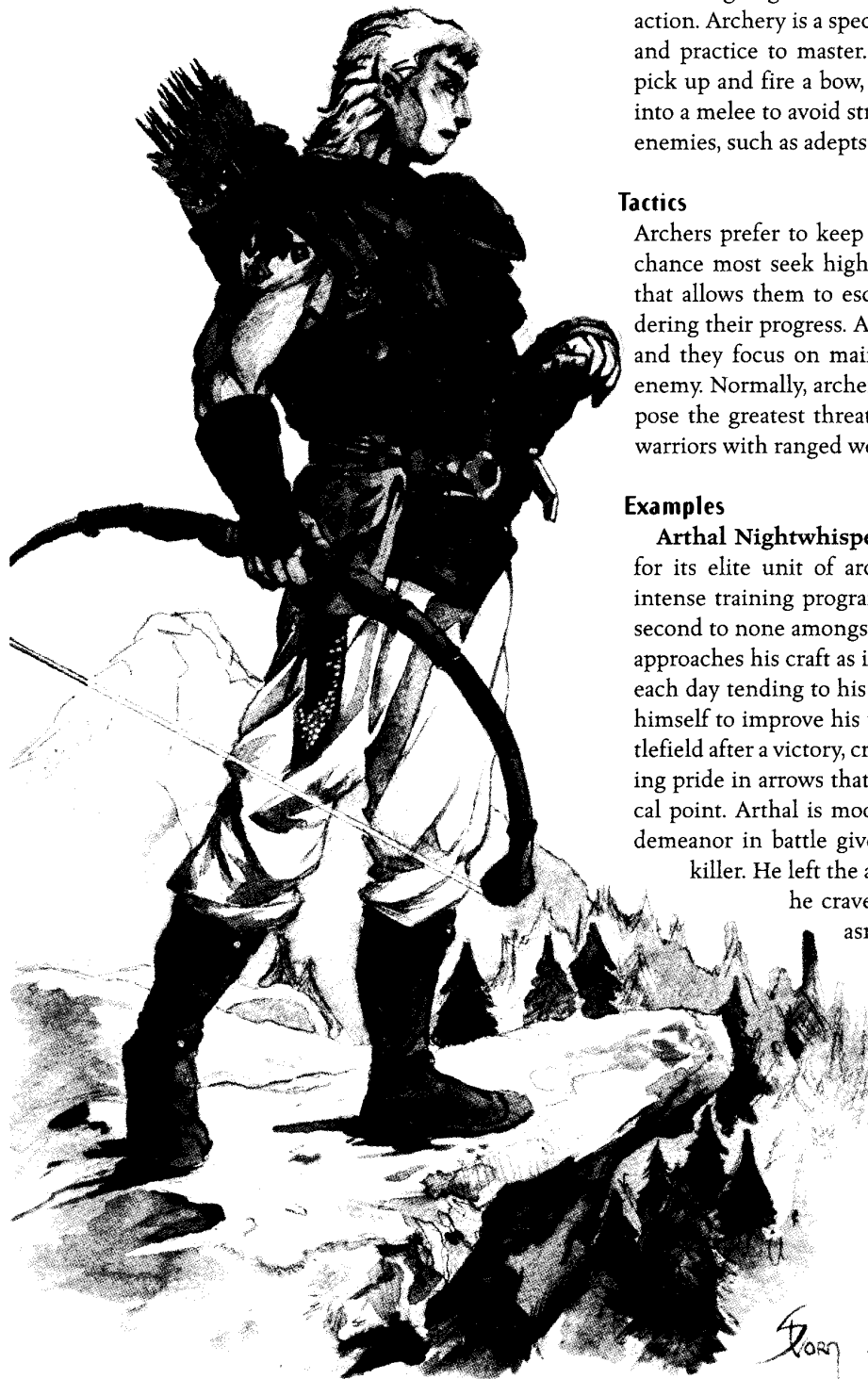
Archers prefer to keep out of melee, and if they have a chance most seek higher ground or some other terrain that allows them to escape charging opponents by hindering their progress. Archers know their place in battle, and they focus on maintaining clear firing lines to the enemy. Normally, archers fire upon those opponents that pose the greatest threat to them, such as spellcasters or warriors with ranged weapons.

Examples

Arthal Nightwhisper: The elf king's army is known for its elite unit of archers, and as a product of their intense training programs Arthal's skill with the bow is second to none amongst his mercenary comrades. Arthal approaches his craft as if it was a fine art, spending hours each day tending to his bow, his arrows, and challenging himself to improve his technique. The elf scours the battlefield after a victory, criticizing his missed shots and taking pride in arrows that find an eye socket or other critical point. Arthal is moody and sullen, and his detached demeanor in battle gives him the air of a cold-blooded

killer. He left the army out of boredom, and though he craves action he shows little enthusiasm for it. Arthal rarely shows emotion, and his voice has a flat, atonal quality. Some believe the elf is a little too detached, and hint that his disregard for life hints at a deeper sadness.

Jolek of Tendek: A loud, boisterous jokester, Jolek served several years in a mercenary band before deciding to strike out on his own. Outside of combat, Jolek brags of his skill with the bow and claims he has mastered every ranged weapon he knows of. As he is nor-



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mally weighed down by a wide variety of arms, this claim could be true. However, in battle he has an unnerving tendency to lock up with indecision. When faced with a charging enemy, he often wastes time choosing a target. Jolek denies he has any problems keeping his cool, and has broken a few contracts after he felt wrongly accused of cowardice.

Elf Marksman, Ftr3: CR 3; SZ (humanoid); HD 3d10; hp 20; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 armor); Atk Short sword +4 melee (1d6+1) or longbow +8 ranged (1d8); SQ Low-light vision, elf bonuses and immunities; AL N; SV Fort +3, Ref +4, Will +2; Str 12, Dex 17, Con 10, Int 10, Wis 13, Cha 9. Skills: Craft (fletcher) +6, Swim +7. Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow). Possessions: Masterwork longbow, short sword, 30 arrows, 30 +1 arrows, studded leather armor.

Human Archer, War3: CR 2; SZ M (humanoid); HD 2d8+2; hp 12; Init +2; Spd 20 ft. (chainmail), base 30 ft.; AC 17 (+2 Dex, +5 armor); Atk Club +2 melee (1d6) or longbow +4 ranged (1d8) or heavy crossbow +4 ranged (1d10) or javelin +4 ranged (1d6) or light hammer +4 ranged (1d4); AL CN; SV Fort +3, Ref +2, Will -1; Str 10, Dex 15, Con 12, Int 10, Wis 8, Cha 10. Skills: Climb +5, Ride +7, Swim +5. Feats: Point Blank Shot, Precise Shot. Possessions: Club, longbow, heavy crossbow, 3 javelins, 2 light hammers, chainmail armor, 40 arrows, 20 bolts.

BEAST HANDLER

Adventures pose a wide variety of hazards to parties of explorers, some of which are easily circumvented with the help of a few well-trained animals. A messenger pigeon carries word of the approaching orc horde to an undefended border town. A trained monkey scrambles up a wall and pulls a lever to disarm a deadly trap. A properly trained mule holds its ground during an ambush by a pack of trolls, calmly standing by while its owner retrieves flasks of oil from the bags it carries. Beast handlers either train animals for the use of others or tend to an expedition's horses, mules, and other creatures. Over the course of an adventure, a well-trained and properly tended beast of burden or pack of war dogs can spell the difference between success and failure.

Tactics

Beast handlers tend to steer from battles, allowing their specially trained animals to fight for them. In combat, the beast handler shouts commands to his trained beasts, directing them to aid others and attack specific targets. If the beast handler is forced to fight, he is unable to keep an eye on his charges, leaving them to fend for themselves.

Examples

Bjorn Bearkiller: A rugged frontiersman, Bjorn hails from the icy, frigid north. He wandered to the south in search of adventure, but a guillotine blade trap deep within an ancient crypt sliced off his left hand. That crippling injury rendered him unable to fight effectively, and he was soon desperate for a source of income. Drawing upon his woodlands lore, he began training war dogs and wolves for local nobles. Bjorn quickly grew bored with such work, and soon took to hiring on with adventuring bands, offering his skill with animals and the service of his prize war dogs. Bjorn is a rugged, coarse man of few words. He feels more comfortable with his dogs, and often communicates with them via growls and grunts, both to prevent opponents from guessing his orders to them and because he considers it simple respect to speak to his dogs in their "language."

Dorrek Ironbender: For years, Dorrek served as the menagerie keeper for a great dwarven king. He raised exotic creatures, such as owl bears and giant eagles, from birth, nursing them to adulthood and patiently teaching them a variety of tricks. When the old king finally passed on, Dorrek assumed that his heir would maintain the menagerie. To the poor dwarf's horror, the newly crowned king, an accomplished warrior known for his daring raids against a nearby orc realm, asked Dorrek to train the animals of the menagerie to fight. To keep his skills sharp, the king wanted to battle and kill each of the ferocious animals one after another. Torn between loyalty to the crown and his love of the animals he raised, Dorrek fled with his charges to a nearby human realm. After years of living as a fugitive, the warlike king died in battle. The new king immediately called a halt to the wasteful war with an elf colony the old king had senselessly instigated. He then pardoned those dwarves declared criminals by the old regime, including Dorrek. Now an old, graying dwarf, Dorrek feels no attachment to return home. He feels a tremendous attachment to the animals he trains, and has been known to seek vengeance against those who misuse or abuse any sort of beast or animal.

Human Animal Trainer, Rgr4: CR 4; SZ M (humanoid); HD 4d10+7; hp 35; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +5 armor); Atk Longsword +5 melee (1d8+1) or throwing axe +6 ranged (1d6+1); SA Favored enemy (orcs); AL NG; SV Fort +5, Ref +5, Will +4; Str 13, Dex 14, Con 12, Int 10, Wis 16, Cha 9. Skills: Animal Empathy +6, Handle Animal +8, Intuit Direction +10, Wilderness Lore +10. Feats: Ambidexterity*, Lightning Reflexes, Skill Focus (handle animal), Toughness, Track, Two-Weapon Fighting (in light armor). Spells: 1 – *magic fang*. Possessions: Longsword, 3 throwing axes, +2 studded leather armor.

War dogs (2): CR 1/3; SZ S (animal); HD 1d8+2; hp 6; Init +3 (Dex); Spd 40 ft.; AC 18 (+1 size, +3 Dex, +3 armor, +1 natural); Atk Bite +2 melee (1d4+1);

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SQ Scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6. Skills: Listen +5, Spot +5, Swim +5, Wilderness Lore +1. *Possessions*: Studded leather barding.

Dwarf Beast Master, Exp5: CR 4; SZ M (humanoid); HD 5d6+10; hp 27; Init +0; Spd 20 ft.; AC 13 (+3 armor); Atk Light mace +4 melee (1d6+1) or light crossbow +3 ranged (1d8); SA +1 to hit orcs and goblinoids; SQ +4 AC v. giants, stonecunning, dwarf abilities; AL CG; SV Fort +3, Ref +1, Will +5; Str 12, Dex 10, Con 15, Int 10, Wis 12, Cha 14. Skills: Animal Empathy +12, Craft (blacksmith) +8, Handle Animal +12, Ride +8, Use Rope +8, Wilderness Lore +9. Feats: Skill Focus (Animal Empathy), Skill Focus (handle animal). *Possessions*: Light mace, light crossbow, 10 bolts, studded leather armor, 50 ft. rope, whip.

Trained Owl Bear: CR 4; SZ L (beast); HD 5d10+20; hp 57; Init +1 (Dex); Spd 30 ft.; AC 15 (-1 size, +1 Dex, +5 natural); Atk Claws +7/+7 melee (1d6+5) and bite +2 melee (1d8+2); Face 5 ft. by 10 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +8, Ref +5, Will +2; Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10. Skills: Listen +8, Spot +7.

BODYGUARD

A favorite hireling of wizards, sorcerers, and others who shy away from combat, bodyguards specialize in keeping their client safe in battle. Normally, a bodyguard hires on with one particular member of an adventuring party and focus exclusively on aiding him. Bodyguards are more independent than the typical mercenary and prefer to take care of their client's defense without the input or interference of others.

Tactics

In combat, the bodyguard never strays far from his client unless expressly ordered to do so. Many carry tower shields to help protect their client, and all wear heavy armor and focus on drawing attacks rather than defeating foes. Bodyguards use the total defense and fighting defensively maneuvers to keep enemies occupied.

Examples

Obar Runesplitter: Short and stocky even for a dwarf, this tough warrior was apparently carved from the granite rock his ancestors mine for ore. In battle, he resolutely stands before the one he is charged to protect, absorbing punishing blows that would topple a stronger warrior. Word has it that Obar has taken a few too many knocks to the head, as he is rather dimwitted. His employers must take care when issuing him orders, as he has a tendency to lock up in confusion if they are not perfectly clear and simple.

Mallera Tyntyr: This slender, lithe elf woman earned her reputation as a protector for many wizards and sorcer-

ers over the past several years. She relies on her speed and agility to quickly react to threats and move to protect her client. Mallera focuses on dodging and frustrating her opponents, drawing attention away from her charge with insults, acrobatics, and the occasional attack. Mallera is a bit of a show-off, and at times she becomes overconfident and draws too much attention to herself, placing both her and her client in danger.

Dwarf Guardian, War2: CR 1; SZ M (humanoid); HD 2d8+11; hp 27; Init -1; Spd 15 ft. (splintmail), base 20 ft.; AC 17 (-1 Dex, +6 armor, +2 shield); Atk Warhammer +4 melee (1d8+2) or light crossbow +1 ranged (1d8); SA +1 to hit orcs and goblinoids; SQ +4 AC v. giants, darkvision 60 ft., dwarf abilities; AL LN; SV Fort +7, Ref -1, Will +0; Str 15, Dex 8, Con 18, Int 7, Wis 11, Cha 10. Skills: Handle Animal +5. Feats: Toughness. *Possessions*: Warhammer, light crossbow, 10 bolts, splintmail, large wooden shield, tower shield.

Elf Protector, War6: CR 5; SZ M (humanoid); HD 6d8; hp 30; Init +4; Spd 30 ft.; AC 20 (+4 Dex, +5 armor, +1 shield); Atk Rapier +11/+6 melee (1d6+1) or mighty composite longbow +10/+5 ranged (1d8+1); SQ Immune to sleep, +2 save v. enchantments, low-light vision; AL CG; SV Fort +5, Ref +6, Will +3; Str 13, Dex 19, Con 10, Int 13, Wis 12, Cha 12. Skills: Listen +5, Ride +7, Spot +5, Tumble +8. Feats: Dodge, Evasion, Weapon Finesse (rapier). *Possessions*: Masterwork rapier, mighty composite longbow, 20 arrows, +1 chain shirt, small steel shield, boots of speed.

BOUNTY HUNTER

The bounty hunter is an expert at tracking and capturing fugitives of all sorts, from a criminal who evades the law to a guttersnipe who has a critical piece of information you desperately need. Bounty hunters use a variety of exotic weapons and their knowledge of the ins and outs of the streets to find their prey and bring it back alive.

Tactics

Bounty hunters normally work alone, but at times a party may need one to take part in an adventure. Most bounty hunters are savvy enough to let others do their job, and when a target is at hand they expert others to extend to them the same courtesy. Bounty hunters are practical and efficient. They toss their nets to entangle prey then close to use their saps or manacles to immobilize him.

Examples

Valentine Orreson: From a young age, Valentine sought to follow in her father's footsteps and become her tribe's greatest hunter. However, as she grew older the stark reality of life in her tribe left those dreams broken. It was a woman's place to raise children, not head out into the wilds in search of bison and other animals. Her father, sympathetic to her plight, taught her the basics of his art

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and allowed her to flee to the south rather than endure the humiliation of a forced betrothal. Since then, she has adapted her skills to tracking down criminals and others scum. Valentine uses her opponent's expectations against them, posing as a helpless damsel right up to the point where she leaves him hog tied in front of the local guard post.

Jett Thorris: This towering half-orc is known to bring in bounties in peace or in pieces. Those who aren't intimidated by his glowering snarl are usually battered senseless by his brutal fists. Jett cares little for the background or circumstances of his target, so long as the pay is high enough. However, he is far from black-hearted and prefers to avoid seriously injuring or killing his quarry. Jett is merely practical about his profession, and never lets emotion or other superfluous considerations get in his way.

Bounty Hunter, Exp6: CR 5; SZ M (humanoid); HD 6d6; hp 24; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 armor); Atk Club +4 melee (1d6) or net +6 ranged (entanglement) or light crossbow +6 ranged (1d8); AL NG; SV Fort +2, Ref +4, Will +7; Str 11, Dex 15, Con 10, Int 13, Wis 14, Cha 12. Skills: Bluff +10, Disguise +10, Gather Information +10, Hide +11, Move Silently +11, Read Lips +10, Use Rope +11, Wilderness Lore +11. Feats: Dodge, Exotic Weapon Proficiency (net), Skill Focus (wilderness lore), Track. Possessions: Club, net, light crossbow, 10 bolts, studded leather armor, *potion of expeditious retreat*, *potion of haste*, *potion of love*, *cloak of elvenkind*.

Thug Bounty Hunter, War3: CR 2; SZ M (humanoid); HD 3d8+3; hp 20; Init +0; Spd 30 ft.; AC 13 (+3 armor); Atk Greatclub +6 melee (1d10+4) or throwing axe +3 ranged (1d6+3); AL N; SV Fort +5, Ref +1, Will +1; Str 16, Dex 11, Con 13, Int 8, Wis 11, Cha 7. Skills: Intimidate +4. Feats: Improved Bull Rush, Power Attack. Possessions: Greatclub, throwing axes (3), studded leather armor, *potion of heroism*, *potion of cure light wounds*.

BURGLAR

When stealth and speed are more important than a sharp sword or a stout shield, the burglar is your mercenary of choice. While most of these mercenaries make fine livings on their own, some hire out as specialists for adventuring parties, finding traps, picking locks, and exploring cramped nooks that are too tight a fit for a heavily armored warrior. Burglars are rarely trustworthy, but their skills are useful enough that many expeditions that need one grit their teeth and accept the risk of paying someone who might turn around and rob them blind.

Tactics

Most burglars are very specific about their duties with an adventuring party. They refuse to engage in combat unless they are directly threatened, and many flee at the first sign of trouble.



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Even missile weapons are too much of a risk to most burglars, as firing at a monster is the surest way to garner its attention. Most burglars prefer to do as little as possible until they encounter something that requires their skills, such as a locked door or trapped chest.

Examples

Aris the Rat: Having earned his nickname for freely selling information concerning his rival thieves' operations to the town guard, Aris now works as a freelance burglar for hire. He does not dare show his face in the city's less cultured quarters, as more than a few of the victims of his doublecrosses seek revenge against him. Aris is short, and his beady eyes, buck teeth, and stubby nose give him the look of a humanoid rat. He lives in rich part of town, coasting by on the cash remaining from the reward for his treachery, but as his funds run low he is desperate for legitimate work to maintain his comfortable life. The city watch keeps a close eye on Aris to prevent his past associates from harming him, but as a side-effect Aris cannot afford to return to his thieving ways. Thus, he hopes to strike it rich on a dungeon expedition in order to secure a lifetime of comfort.

Gwip Alefilcher: Lanky and tall for a gnome, Gwip is known as an honest if erratic locksmith and trap springer. His nose is a deep red, marking his many years of alcohol abuse, and he commonly insists on carting a few skins of brandy or ale along with him on any expedition. Gwip was once an adventurer, but an encounter with a pack of undead that left his companions dead soured Gwip on that life. For a time, he tried to make it as a tradesman and locksmith, but his heavy drinking and erratic nature made it difficult to hold down a job. Now, he works as a mercenary, grudgingly signing on with adventurers to make ends meet. Gwip is a grizzled veteran, and he often relies on a few shot of liquor to steady his nerves before checking out a lock or trap. He never got over the loss of his friends, and he has a fatalistic, depressing outlook on most things.

Human Burglar, Rog3: CR 3; SZ (humanoid); HD 3d6; hp 14; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +2 armor, +1 ring of protection); Atk Short sword +2 melee (1d6) or short bow +5 ranged (1d6); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL NE; SV Fort +1, Ref +6, Will +0; Str 10, Dex 16, Con 11, Int 9, Wis 9, Cha 9. Skills: Climb +6, Disable Device +5, Hide +9, Listen +5, Move Silently +9, Pick Pocket +9, Open Lock +9, Search +5. Feats: Dodge, Evasion, Run. Possessions: Short sword, short bow, 10 arrows, dagger, leather armor, +1 ring of protection, potion of expeditious retreat.

Gnome locksmith, male gnome Rog4: CR 4; SZ S (humanoid); HD 4d6+4; hp 21; Init +2; Spd 20 ft.; AC 16 (+2 Dex, +3 armor, +1 size); Atk Light mace +4 melee (1d6) or light crossbow +6 ranged (1d8);

SA Sneak attack +2d6, +1 to hit goblins and kobolds; SQ Evasion, uncanny dodge, gnome abilities; AL N; SV Fort +1, Ref +4, Will +1; Str 10, Dex 15, Con 12, Int 14, Wis 8, Cha 11. Skills: Appraise +9, Bluff +7, Disable Device +9, Escape Artist +9, Hide +9, Listen +6, Move Silently +9, Open Lock +11, Search +11, Tumble +9. Feats: Skill Focus (open lock), Skill Focus (search). Possessions: Light mace, light crossbow, 10 bolts, masterwork studded leather, masterwork thieves' tools, *periapt of proof against poison*, *goggles of minute seeing*.

GLAIVER

Relying on the reach of his chosen polearm, the glaiver serves to support fighters, paladins, barbarians, and other combat-oriented characters. On adventures, the glaiver keeps to the back of the party, ready to move forward when ordered to do so. When the party engages in battle, he supports the group's frontline fighters, using his glaive to strike enemies from a distance or support the efforts of others.

Tactics

Glaivers stand back in battle. They wait for the party's primary fighters to engage the enemy, then move forward to fight with their polearms. Most glaivers use the aid another action to support characters, unless they see a chance to deliver a decisive attack against a monster.

Examples

Bojan Fellspike: A grizzled veteran of several campaigns and expeditions, Bojan's strength and stamina belie his gray hair and bent back. Bojan is never afraid to offer his advice and experience to adventurers, and takes a patronizing, dismissive attitude towards greenhorns who hire him. Unfortunately, Bojan has an arrogant streak in him, and he tends to speak authoritatively even on subjects he knows little about. In combat, Bojan knows his place. He sticks to the back and prefers to help the efforts of others, rather than make himself a target.

Kethek Farspear: A youngster who was recently discharged from a mercenary unit, Kethek is eager to sign on with an adventuring party and earn a fortune in treasure. Kethek feels intimidated by adventurers and anyone else who comes across as an experienced fighter, and does his best to obey orders. Sometimes, though, his drive to prove himself pushes him to take too many risks in combat.

Glaiver, War1: CR 1/2; SZ M (humanoid); HD 1d8; hp 6; Init +1; Spd 20 ft. (scale-mail), base 30 ft.; AC 15 (+1 Dex, +4 armor); Atk Glaive +3 melee (1d10+1) or dagger +2 melee (1d4+1); Reach 10 ft. (glaive); AL LN; SV Fort +2, Ref +1, Will +0; Str 13, Dex 12, Con 10, Int 11, Wis 10, Cha 10. Skills: Handle Animal +4, Ride +5, Swim +5. Feats: Quick Draw, Weapon Focus (glaive). Possessions: Glaive, dagger, scalemail armor.

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Veteran Glaiver, War4: CR 3; SZ M (humanoid); HD 3d8; hp 15; Init +1; Spd 20 ft. (banded armor), base 30 ft.; AC 17 (+1 Dex, +6 armor); Atk Glaive +7 melee (1d10+3) or short sword +5 melee (1d6+2); Reach 10 ft. (glaive); AL LN; SV Fort +3, Ref +2, Will +1; Str 14, Dex 12, Con 10, Int 11, Wis 10, Cha 10. Skills: Intimidate +7, Ride +8, Swim +9. Feats: Power Attack, Quick Draw, Weapon Focus (glaive). Possessions: Masterwork glaive, short sword, banded armor.

GUIDE

Guides use their knowledge of the wilderness to ferry bands of explorers from one point to another without any undue delays or dangers. While a guide is no guarantee of safety, a party with one stands a better chance of evading a wide range of hazards, from prowling monsters to more subtle threats such as quicksand, avalanches, and rockslides. While guides actively avoid combat, their ability to help adventurers navigate around ambushes makes them a valued addition to any expedition.

Tactics

When arrows fly and swords are drawn, guides run for cover. They usually carry bows for hunting and perhaps a dagger for self-defense, but rarely accept the risk of combat unless given no other choice. Many guides part ways with their employers once their path reaches a dungeon or other dangerous point.

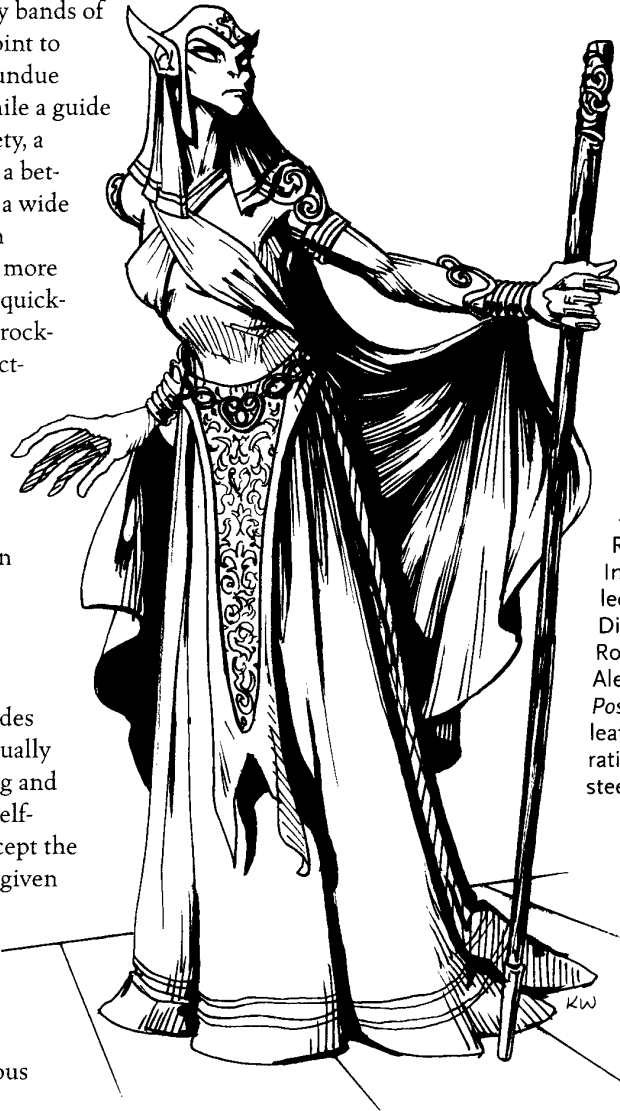
Examples

Kennet Ulquad: As a youngster, Kennet spent his days wandering the forests near his village. As the eldest son in his family, he was due to inherit a sizable manor from his father. Yet, the life of a wealthy, country gentleman held little appeal to him. Shortly after coming of age, Kennet

disavowed his inheritance and took to the road. Oddly enough, Kennet is a pacifist, with little stomach for violence. This attitude precluded adventuring as a career, and he instead worked for a time as a lumberjack, outrider, and now finally a guide. Kennet enjoys the feeling of having others rely on his expert advice and skills, and he takes his duties very seriously. He abhors violence, and steers his charges as far from danger as possible.

Tarak Bladespike: A grizzled explorer, Tarak specializes in leading adventurers into the caverns and passages beneath the earth. Tarak has seen more than his share of orc ambushes and dark elf attacks, and when fighting

breaks out he's more than happy to heft his heavy pick and wade into battle. A no-nonsense, straight talker, Tarak has occasionally abandoned an employer and returned home when he felt his warnings went unheeded or the expedition was bent on a foolish course of action. Tarak's coarse personality and blunt manner ensure conflicts on any trip with him are inevitable.



Wilderness Guide, Exp3: CR 2; SZ M (humanoid); HD 3d6; hp 12; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Atk Dagger +2 melee (1d4) or shortbow +4 ranged (1d6); AL NG; SV Fort +1, Ref +3, Will +5; Str 10, Dex 14, Con 11, Int 11, Wis 15, Cha 10. Skills: Knowledge (nature) +6, Listen +10, Intuit Direction +8, Spot +10, Swim +6, Use Rope +8, Wilderness Lore +8. Feats: Alertness, Endurance, Track. Possessions: Shortbow, 20 arrows, dagger, leather armor, backpack, 5 days trail rations, waterskin, tent, bed roll, flint and steel, fishing line and hooks.

Underrealms Guide, Dwarf

Exp3/War3: CR 5; SZ M (humanoid); HD 3d6+3d8+12; hp 38; Init +0; Spd 20 ft.; AC 14 (+4 armor); Atk Heavy pick +9 melee (1d6+3) or masterwork light crossbow +6 ranged (1d8); SA +1 to hit orcs and goblinoids; SQ Darkvision 60 ft., stonemasonry, +4 AC v. giants, +2 save v. poison, +2 save v. spells,

+2 appraise and craft; AL CN; SV Fort +7, Ref +2, Will +4; Str 14, Dex 11, Con 16, Int 9, Wis 10, Cha 7. Skills: Animal Empathy +6, Climb +8, Intimidate +4, Intuit Direction +6, Search +5, Wilderness Lore +6. Feats: Lightning Reflexes, Run, Weapon Focus (heavy pick). Possessions: Masterwork heavy pick, masterwork crossbow, 20 silver bolts,

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chain shirt, backpack, 3 days rations, map case, parchment, ink pot, quill, wineskin, lantern, 4 flasks of oil, 12 pitons, small hammer.

HEALER

While most expeditions rely on a cleric or other divine spellcaster to provide healing, in the dangerous depths of a dungeon an expedition can never have too many people who have the ability to tend to injuries. Healers either have access to magic or are trained to bind wounds and aid the fallen. Most of them are either adepts who specialize in cure spells or trained doctors and surgeons who have served in larger mercenary units.

Tactics

Needless to say, most healers seek cover as soon as a fight breaks out. However, as soon as one of their allies falls, they are capable of great feats of bravery. Healers know that an incapacitated soldier has only mere seconds to live, and they are quite willing to risk their lives in order to administer aid to a dying comrade.

Examples

Illius the Healer: For years, Illius served with a rough gang of mercenary fighters, sewing their wounds and bandaging vicious cuts. While a competent surgeon, he refuses to become involved in combat, preferring to care for the fallen after a battle is done. Rumor has it that Illius has sometimes aided a patient along to the afterlife in order to clean out his pockets, but the doctor insists such rumors stem from boorish, dissatisfied employers who expected him to carry a sword and fight.

Thror Whitestone: The Whitestone clan has a long tradition of service as healers and medics, one that Thror takes very seriously. The earnest young dwarf's chubby, bespectacled appearance belies his toughness and bravery in battle. Thror has crawled into vicious melees in order to administer aid to a fallen warrior, and he gladly risks his own life to aid another. Thror is quiet and reserved, but he takes an active interest in adding his contribution to any tactical planning. He always makes sure that his employers take care to plan for evacuation routes and other contingency plans.

Human Sawbones, Exp3: CR 2; SZ M (humanoid); HD 3d6+6; hp 18; Init +0; Spd 30 ft.; AC 15 (+3 armor, +2 shield); Atk Dagger +2 melee (1d4) or dagger +2 ranged (1d4); AL CN; SV Fort +3, Ref +3, Will +4; Str 10, Dex 11, Con 14, Int 14, Wis 13, Cha 10. Skills: Alchemy +8, Bluff +6, Concentration +8, Diplomacy +6, Heal +9, Hide +6, Knowledge (anatomy) +8, Profession (surgeon) +7, Ride +6. Feats: Lightning Reflexes, Shield Proficiency, Skill Focus (heal). Possessions: Dagger, studded leather armor, large wooden shield, masterwork healer's kit, 8 potions of cure light wounds.

Dwarf Combat Medic, Adp2/War1: CR 2; SZ M (humanoid); HD 2d6+1d8+9; hp 24; Init +1 (Dex); Spd 15 ft. (chainmail), base 20 ft.; AC 16 (+1 Dex, +5 armor); Atk Warhammer +3 melee (1d8+1) or light hammer +3 ranged (1d4+1); SA Spells, +1 to hit orcs and goblinoids; SQ Dwarf qualities, spells; AL LG; SV Fort +4, Ref +2, Will +5; Str 12, Dex 13, Con 16, Int 10, Wis 15, Cha 11. Skills: Concentration +8, Heal +7, Ride +3. Feats: Combat Casting, Dodge. Spells (3/2): 0 – create water, cure minor wounds (x2); 1 – cure light wounds, obscuring mist. Possessions: Warhammer, 2 light hammers, chainmail, healer's kit, 4 potions of cure light wounds.



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SAGE

A sharp blade, stout shield, or fiery spell are an adventurer's most important assets, but sometimes a bit of knowledge concerning a particular topic proves more useful than a battalion of invokers. A sage provides advice, knowledge, and specialized, academic skills beyond the ability of most adventurers. While sages rarely accompany adventurers on their trips to the dungeon depths, they can provide important information for an expedition. Knowledge of the monsters typically found in a region, the glyphs and runes used in an ancient civilization, or the habits and preferences of a red dragon all can come in handy during the course of an adventure.

Tactics

Sages primarily attend to their tomes of knowledge, venturing out into the wilds only under the most dire of circumstances. However, some sages crave first hand looks at ancient ruins. These sages, though braver than their fellows, have little stomach for battle and seek cover at the first sign of violence.

Examples

Jak Starbright: For the past two years, Jak Starbright toiled over a dimly lit desk in the wizard guild's library, serving as a scribe to the powerful wizards and young apprentices studied in its halls. Since he was a child, Jak has dreamed of becoming a wizard, but thus far he has shown little potential to master the magical arts. Hoping that a job in the guild would give him an inside edge into acceptance there, he apprenticed as a scribe and then took a position within a guild. However, after two years it became apparent that no matter how many wizards he befriends, nothing can change the fact that he simple lacks a spark for the magic. Even the simplest enchantments leave his head swimming. Frustrated and bitter, he left the guild and now offers his services as a scribe and sage to adventuring parties. Unlike other learned men, Jak eagerly agrees to accompany expeditions. He hopes to make a name for himself as an explorer and secretly dreams of uncovering some magical artifact that grants him sorcerous powers.

Quissit Lorekeeper: An elderly, bespectacled gnome, Quissit was once an accomplished adventurer who settled down to a quiet life of study after uncovering a great treasure horde of lost artifacts. Quissit studies monsters, the cultures of the underrealm caverns, and other topics that fascinated him during his adventuring days. He offers his services to adventurers at reasonable rates, and often provides research in return for samples of defeated monsters, rubbings of ancient runes, dungeon maps, and accounts of expeditions. While Quissit is healthy, he is a bit of a

doddering oldster and has a disturbing tendency to doze off in mid-sentence. Still, his mind is as sharp as ever, as more than a few would-be thieves have discovered to their chagrin.

Human Academic, Exp1: CR 1/2; SZ M (humanoid); HD 1d6; hp 4; Init +1; Spd 30 ft.; AC 11 (+1 Dex); Atk Dagger -1 melee (1d4-1) or dagger +1 ranged (1d4-1); AL NG; SV Fort +0, Ref +1, Will +4; Str 9, Dex 12, Con 11, Int 18, Wis 14, Cha 8. Skills: Alchemy +8, Decipher Script +10, Knowledge (arcana) +8, Knowledge (nature) +8, Knowledge (religion) +8, Profession (scribe) +8, Search +8, Spellcraft +8, Spot +6, Wilderness Lore +6. Feats: Skill Focus (profession: scribe), Skill Focus (decipher script). Possessions: Dagger, ink and quill, 2 blank journals.

Gnome Lorekeeper, Exp3/III5: CR 7; SZ S (humanoid); HD 3d6+5d4+16; hp 42; Init +1 (Dex); Spd 20 ft.; AC 12 (+1 Dex, +1 ring of protection); Atk Club +3 melee (1d6-1) or light crossbow +5 ranged (1d8); SA Spells, +1 to hit kobolds and goblinoids; SQ Low-light vision, gnomish qualities; AL NG; SV Fort +4, Ref +3, Will +7; Str 8, Dex 12, Con 14, Int 16, Wis 11, Cha 10. Skills: Alchemy +16, Craft (brewing) +4, Decipher Script +14, Knowledge (ancient civilizations) +14, Knowledge (arcana) +14, Knowledge (monsters) +14, Spellcraft +14. Feats: Brew Potion, Dodge, Scribe Scroll, Spell Focus (illusion), Spell Penetration. Prohibited Schools: Divination, Necromancy. Spells (4/4/3/2): 0 - *detect magic*, *prestidigitation*, *read magic* (x2); 1 - *color spray*, *magic missile*, *silent image*, *unseen servant*; 2 - *blur*, *knock*, *protection from arrows*; 3 - *dispel magic*, *major image*. Possessions: Club, light crossbow, 10 bolts, wand of minor image (18 charges), cloak of the bat, potion of haste, potion of blur.

SAPPER

Combining knowledge of engineering with brute force techniques, the sapper is an ideal mercenary for battering down strong points, demolishing secret doors, and undermining a dungeon's defensive hard points. Sappers normally serve in the military as field engineers, digging tunnels beneath castle walls and setting up temporary defensive fortifications, such as trenches, mantlets, and stockades.

Tactics

Sappers normally steer clear of combat, preferring to save their skills and energy for their primary duties, such as sundering doors and smashing through hidden portals. If cornered, a sapper fights to defend himself, but most sappers insist on drawing up contracts that provide for their protection and safekeeping.

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Examples

Botac Stonecleaver: Expelled from his clan home at a young age for cowardice in the face of an orc incursion, Botac spent several years working as a miner in human lands. A goblin invasion forced the local baron to impress every able bodied man into military service, a fate Botac dodged by volunteering to serve as a sapper. A coward at his core, Botac balances his lust for gold, treasure, and wealth with his overwhelming desire to turn tail and run at the first sign of trouble. In battle, Botac rushes to the rear or plays dead, which is more appropriate.

Throvald Fertheson: Throvald grew up expecting to follow in his father's footsteps as a career soldier, but as he grew older he was drawn to the art of engineering. Fascinated by the construction and design of siege engines, Throvald made plans to apprentice to the duke's master of weapons. When Throvald's father learned of this plan, he was livid. Hiding behind a catapult was not fit work for a Fertheson, his father insisted, and when Throvald insisted on following his plans his father arranged for his expulsion from the duke's militia. Since then, Throvald has worked as a mercenary, hiring on with adventuring parties who need his services. While Throvald is competent enough at his job, he tends to rush into combat a bit too eagerly, as part of him feels guilt at taking up a profession that doesn't place him at the forefront of a battle.

Dwarf sapper, male dwarf War3: CR 2; SZ M (humanoid); HD 3d8+6; hp 22; Init +0; Spd 20 ft.; AC 14 (+4 armor); Atk Heavy pick +4 melee (1d6+1) or light crossbow +3 ranged (1d8); SA +1 to hit goblinoids and orcs; SQ +4 AC v. giants, stonemasonry, dwarf features; AL N; SV Fort +5, Ref +1, Will +1; Str 13, Dex 11, Con 14, Int 12, Wis 10, Cha 8. Skills: Craft (stonemason) +7, Profession (engineer) +7, Search +4. Feats: Endurance, Power Attack. Possessions: Heavy pick, light crossbow, 10 bolts, chain shirt, sledge hammer, small hammer, 20 spikes, 50 ft. rope, chalk, lantern, 3 flasks of oil, backpack, large sack.

Human Engineer, Exp4: CR 3; SZ M (humanoid); HD 4d6+4; hp 20; Init +0; Spd 30 ft.; AC 12 (+2 armor); Atk Heavy pick +7 melee (1d6+6); AL LN; SV Fort +1, Ref +1, Will +4; Str 18, Dex 10, Con 13, Int 12, Wis 11, Cha 10. Skills: Craft (stonemason) +8, Craft (blacksmith) +8, Craft (carpentry) +8, Disable Device +8, Open Lock +7, Profession (engineer) +7, Search +8, Use Rope +7. Feats: Power Attack, Sunder, Weapon Proficiency (heavy pick). Possessions: Heavy pick, leather armor, 6 torches, 50 ft. rope, 12 pitons, small hammer, wood saw, pickax, backpack.

SCOUT

Ranging ahead of the party, the scout seeks out potential threats and provides valuable information that allows a party to ambush enemies, avoid deadly encounters, and

proceed ahead without fear of an unexpected attack. Scouts rely on stealth and caution to survive their missions, and most actively avoid combat. Adventuring companies that lack a rogue or similar point man turn to a scout to help keep them out of danger.

Tactics

In battle, scouts try to stay out of the way of their more competent comrades. Scouts see their duty as setting the table for their comrades, putting them in a position to attack from surprise or outflank an enemy before fading into the background. If pressed into combat, scouts prefer to rely on ranged weapons, and most flee if charged and attacked in close quarters.

Examples

Jerris Farwander: Growing up in a frontier halfling settlement, Jerris was always bored as a youngster. He craved excitement, and often departed on days long journeys into the wilderness. Shortly after his coming of age, he enlisted in a local baron's militia and served as a scout. However, he found military life too restrictive and dull. After a year of service, he gave up his commission and took to the life of a mercenary. Since then, he has accompanied several expeditions into the wilderness. Jerris is fidgety, irritable, and energetic. He tends to wander off on his own, and his short attention span sometimes causes him to forget his orders in favor of investigating some interesting sight or trinket.

Logan Torredet: In his youth, Logan was a street thief and pickpocket with a small gang of thugs until an attempted mugging spiraled out of control, leaving his gang charged with murder. After several years of forced, heavy labor, Logan was given the chance to serve in an army formed to repel an ogre incursion. He jumped at the chance for freedom, and after a few years of service he finally earned a pardon. Now, Logan works as a mercenary scout, hoping to earn enough cash to pay off a few large debts he ran up before his arrest. Logan hopes to walk the straight and narrow, but the pressure to come up with cash, quick, may force him back to a life of crime.

Halfling Point Man, Exp3: CR 2; SZ S (humanoid); HD 3d6; hp 14; Init +7 (+3 Dex, +4 Imp Init); Spd 20 ft.; AC 15 (+3 Dex, +2 armor); Atk Dagger +1 melee (1d4-1) or sling +5 ranged (1d4-1); SA +1 to hit with thrown weapons; AL CN; SV Fort +1, Ref +4, Will +4; Str 8, Dex 17, Con 11, Int 10, Wis 12, Cha 10. Skills: Climb +10, Hide +13, Listen +11, Move Silently +11, Spot +9. Feats: Alertness, Run. Possessions: Dagger, sling, leather armor.

Human Scout, Rog2: CR 2; SZ M (humanoid); HD 2d6+2; hp 12; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 armor); Atk Short sword +1 melee (1d6) or light crossbow +3 ranged (1d8); SA Sneak attack +1d6; SQ Evasion; AL N; SV Fort +1, Ref +7, Will +1;

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Str 11, Dex 15, Con 12, Int 10, Wis 13, Cha 11. Skills: Balance +7, Climb +5, Escape Artist +7, Hide +7, Listen +6, Move Silently +9, Pick Pocket +7, Spot +6, Use Rope +7. Feats: Lightning Reflexes, Skill Focus (move silently). Possessions: Short sword, light crossbow, 10 bolts, masterwork studded leather armor.

MAN-AT-ARMS

Many adventuring bands wish to hire a few extra warriors to help ease the load in battle, watch over camp at night, and handle a powerful monster's weaker minions. It is impossible to cover all the potential variations on the typical warrior, but the following packages cover most standard uses for men-at-arms you may encounter during a campaign.

The man-at-arms stat block is broken down into a few different pieces. The first stat block is a 1st-level warrior with a selection of feats and skills that fit a soldier or typical man-at-arms. After that stat block, a selection of mini-templates, each summarizing a specific set of skills and feats to meet a particular specialty, covers the range of duties normally fulfilled by mercenary warriors.

Human War1: CR 1/2; SZ M (humanoid); HD 1d8; hp 6; Init +0; Spd 20 ft. (scalemail), base 30 ft.; AC 16 (+4 armor, +2 shield); Atk Longsword +3 melee (1d8+1) or light crossbow +1 ranged (1d8); AL N; SV Fort +2, Ref +0, Will +0; Str 13, Dex 10, Con 11, Int 10, Wis 10, Cha 11. Skills: Climb +5, Ride +4, Swim +5. Feats: Point Blank Shot, Weapon Focus (longsword). Possessions: Longsword, light crossbow, 10 bolts, scalemail, large wooden shield.

Man-At-Arms Variants

Axeman: Replace longsword, large wooden shield with great axe. Replace feats with Power Attack and Cleave.

Cavalry: Replace light crossbow and bolts with heavy lance, replace Point Blank Shot with Mounted Combat.

Crossbowman: Replace Weapon Focus (longsword) with Weapon Focus (light crossbow).

Duellist: Replace Point Blank Shot with Two-Weapon Fighting, replace large wooden shield with short sword.

Fights with both swords at once. Attacks become longsword +1 melee (1d8+1) and short sword -4 melee (1d6) or longsword +3 (1d8+1).

Sentinel: Replace Point Blank Shot with Alertness, replace Climb and Swim with Listen +4 and Spot +4.

Sharpshooter: Replace Weapon Focus (longsword) with Precise Shot.

Swordsman: Swap Strength and Dexterity scores, replace feats with Weapon Focus (rapier) and Weapon Finesse (rapier), replace large wooden shield with buckler.

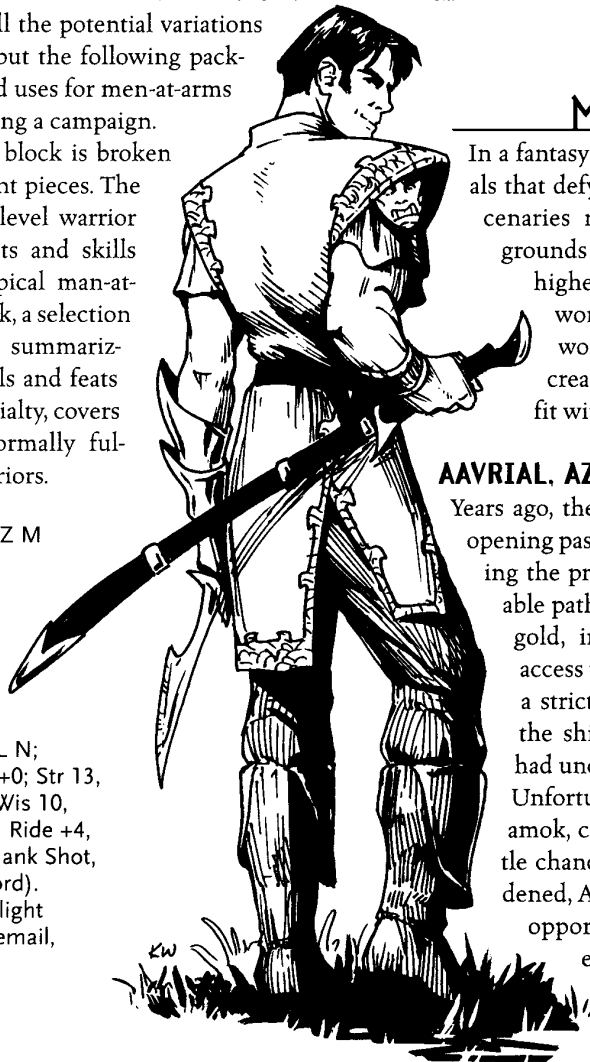
MERCENARY LEGENDS

In a fantasy world, there are always unique individuals that defy easy categorization. The following mercenaries represent creatures from strange backgrounds that offer their unique services to the highest bidder. The hirelings presented here work best in a high-magic campaign. In worlds with a grittier feel or where strange creatures are rare and terrifying, they may not fit with the mood and themes of the setting.

AAVRIAL, AZER SWORDSMITH

Years ago, the azer wizard Aavrial experimented with opening passages to other planes of existence, including the prime plane. He hoped to construct a reliable pathway between his tower and areas rich in gold, iron, and gems, primarily to gain easy access to those materials. Under the stern rule of a strict azer noble, Aavrial had found many of the shipments of precious metals his servants had uncovered confiscated for the royal treasury. Unfortunately for Aavrial, his experiment ran amok, casting him into the prime plane with little chance of returning home. While at first saddened, Aavrial soon came to love the freedom and opportunity he enjoyed now that he had escaped azer society, as the fire dwarves are renowned for their strictly regimented lives.

Currently, Aavrial serves as a swordsmith, producing masterwork and enchanted blades of unsurpassed quality. The azer sometimes absentmindedly forgets that most creatures of the prime plane are vulnerable to fire, and he has scorched more than a few would-be customers after offering them a still-hot blade for inspection. Aavrial lives in a tower forged of pure bronze after he accidentally incinerated his first two wooden homes. He charges the standard rate for producing magic items, though his specialties are flaming and flaming burst blades. His weapons feature intricate



etchings and details, and he often scribes the tales of a customer's greatest deeds or life story upon the blade of a sword using Ignan runes.

In Your Campaign

Aavrial makes a colorful patron or source of magical trinkets and weapons. He gladly produces custom-made items, so long as the characters are quite clear in what they want out of the item. Aavrial is rather absentminded, and at times he forgets that he isn't back home in the plane of elemental fire. Aavrial is also a good source of story hooks and adventures. He often needs explorers to track down rare ingredients and ores for his work, and he prefers to pay hirelings with magic items and weapons.

Fees

Aavrial is available to forge magic weapons and armor to order. Of course, he must meet all prerequisites for an item in order to construct it and must obey all rules as normal for producing an item. Aavrial charges a fee equal to 20% of the item's value. However, his items are so beautifully wrought that connoisseurs consider them collectors' items. An item produced by Aavrial sells for 10% above its listed value.

Aavrial, Azer Wiz14: CR 16; SZ M (outsider, fire, lawful); HD 2d8+14d4+48; hp 95; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Dex, +5 ring of protection, +2 force shield ring); Atk +4 flaming burst longsword +16/+11 melee (1d8+1d6+7); SA Heat, spells; SQ Fire subtype, spells; SR 13; AL CN; SV Fort +7, Ref +7, Will +12; Str 16, Dex 12, Con 16, Int 20, Wis 15, Cha 11. Skills: Alchemy +22, Climb +2, Concentration +20, Craft (blacksmith) +22, Craft (weaponsmith) +22, Hide -1, Knowledge (arcana) +22, Listen +5, Search +8, Spellcraft +22, Spot +7. Feats: Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Extend Spell, Forge Ring, Maximize Spell, Power Attack, Scribe Scroll, Spell Penetration. Spells (4/6/5/5/5/4/3/2): Has spellbooks containing all 0 to 7th level spells. Possessions: +4 flaming burst longsword, staff of fire (40 charges), +5 ring of protection, ring of force shield.

CARSTEIN THE CLIMBER, ARANEA SCOUT

In one of the seediest parts of town, behind a blacksmith's shop stands a small hut owned by an elderly dwarf named Carstein. Oddly enough, Carstein actively avoids the other dwarves who make their home in the city, preferring to keep to himself rather than associate with his fellows. Yet, the steady stream of adventurers and sages who visit his tiny hovel belie his reputation as a solitary, gruff old hermit. In truth, Carstein is an aranea named Klirrik who has the ability to transform into a dwarf. For years, he lived in a small colony of araneas with the same ability. The colony made its home deep in the earth, not far from a dwarf mine that the araneas regularly sneaked into in

search of gold, gems, and other valuables to steal. Klirrik and his fellows made a nice profit with this arrangement, until one day Klirrik's deception was discovered. Surrounded by fierce dwarf warriors, he was forced to flee ever upward through the mines, finally emerging in the surface world, where he managed to evade his pursuers after several tense days. Bewildered by this strange, new world, Klirrik studied his surroundings and mastered the basics of the common tongue.

Adopting the name Carstein, Klirrik has made a comfortable home in the city. He works with adventurers and explorers, serving as a scout for groups heading into the caverns deep beneath the earth. Klirrik hopes to reunite with his people, and collects maps of the underworld in hopes of discovering a road leading home.

Klirrik uses his identity as Carstein to keep his true nature secret. While known as a dependable scout, his true identity has yet to be revealed to those who regularly hire him. However, Klirrik has yet to master the mannerisms and speech patterns used by dwarves. He speaks little, as he is acutely aware of this shortcoming and worries that it may be his downfall. Klirrik often forgets to respond to his alias, and is wholly ignorant of dwarf culture, history, and traditions. If pressed about his background, he becomes evasive and claims to suffer from amnesia. He often places his verbs before his subjects, and must speak in slow, careful tones in order to avoid slipping into aranea grammar, which places verbs before subjects and adjectives after nouns. He also has a terrible grasp of sarcasm and metaphors, as his native aranea tongue lacks both of those features.

In Your Campaign

Klirrik makes a good helper for a low-level party that needs some mercenary support but cannot normally afford it. He gladly accepts low fees in order to explore dungeons and caverns, always hoping to find that passage leading home. Klirrik makes an excellent red herring in an adventure, as his bizarre, often suspicious behavior can draw the players' attention away from a much more pressing threat.

For his part, Klirrik tries his best to fulfill his obligations and works hard to soothe any suspicions he may inadvertently arouse. If he hears of a group preparing to make a journey deep into the earth, he may approach a party and offer his services at a reduced rate.

Fees

Klirrik asks for 60 gp per day if a job offers him the chance to descend deep into the earth. Otherwise, he insists on 120 gp per day. While his skills could demand much more, he keeps his aranea form and qualities, including his sorcerer spellcasting abilities, a complete secret. He only uses them to save his life, as he fears the truth of his

MERCENARY COMPANIES

nature may lead to his arrest and imprisonment. Araneas are rare enough that Klittik has not yet determined how society would treat him, but he suspects the city would not welcome a giant, magic-using spider.

Carstein/Klittik, Aranea Rog2: CR 6; SZ M (shapechanger); HD 3d8+2d6+10; hp 28; Init +6 (+2 Dex, +4 Imp Init); Spd 50 ft, climb 25 ft.; AC 15 (+2 Dex, +2 armor, +1 natural); Atk Short sword +4 melee (1d6) or light crossbow +5 ranged (1d8) or bite +5 melee (1d6 and poison) or web +5 ranged; SA Spells, web, poison, sneak attack +1d6; SQ Alternate forms (dwarf, hybrid), evasion; AL N; SV Fort +5, Ref +8, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14. Skills: Climb +14, Concentration +8, Craft (weaving) +8, Disable Device +6, Escape Artist +8, Hide +6, Jump +6, Listen +3, Move Silently +6, Search +6, Spot +3. Feats: Alertness, Dodge, Improved Initiative, Weapon Finesse (bite). Spells (6/6): 0 – *daze*, *detect magic*, *light*, *mending*, *ray of frost*; 1st – *expeditious retreat*, *silent image*, *sleep*. Possessions: Masterwork short sword, light crossbow, 10 bolts, leather armor, masterwork thieves' tools, 50 ft. silk rope.

TALIEK THUNDERHOOF, CENTAUR MESSENGER

As a general rule, centaurs disdain the crowded, trash-strewn streets of human cities. As creatures of the woodlands, centaurs much prefer a grassy meadow or the cool shade of the woodlands to man's cities and towns. Of course, every rule has its exception, and Taliek Thunderhoof violates almost every last one of the assumptions and stereotypes surrounding his people. From birth, Taliek seemed a bit different from the rest of his tribe's youngsters. Rather than engage in the rough and tumble play of the other children, he preferred to engage the elders in discussions of philosophy and religion. When a small band of elves visited his tribe, the young centaur's fate was sealed. A wizard amongst the elves, Layreth, struck up a quick friendship with the centaur, igniting his interest in magic and leading Taliek to take up the study of wizardry. Layreth managed to use his contacts with a wizard academy in the city to secure a place for Taliek, who was more than happy to leave the wilderness behind for a chance to become a wizard. After a few years of study and a lengthy apprenticeship, Taliek finally fulfilled his dream.

Currently, he hopes to study the myths and teachings of his people to establish a new magical tradition with roots in centaur lore. Taliek hopes to cultivate a new magical tradition amongst his people, once centered on the arcane arts. He works as a messenger and courier in order to earn enough cash to build his own tower and accumulate the resources needed to commence his research.

Taliek is a study in contrasts. He is a towering, well-muscled centaur, yet he is both soft-spoken and shy. Amongst his people, Taliek was considered a puny

shrimp, and his experiences dealing with that attitude carry over to his dealings with other races. Bookish and erudite, Taliek has a tendency to chatter on excitedly about an esoteric subject or his knowledge of arcane lore. Despite his years of living within human society, he still feels like an outsider, and takes pains to avoid social gaffes and other missteps that could highlight his inexperience and awkward manner.

In Your Campaign

Taliek can serve two purposes over the course of a campaign. With his contacts amongst his tribesmen, he is the perfect hook for any adventure that requires the PCs to journey out into the wilderness. When monsters or other trouble threaten the centaurs, they send word to Taliek to find heroes to help aid them. He also could serve as the centerpiece of an adventure, with the characters hired to escort him on a courier run. For instance, a wizard who hires Taliek to carry some valuable components to a frontier town may pay the characters to journey with the young centaur.

Of course, the characters and their allies may simply need someone to transport important trinkets and packages for them. Taliek can serve as a messenger between



MERCENARY COMPANIES

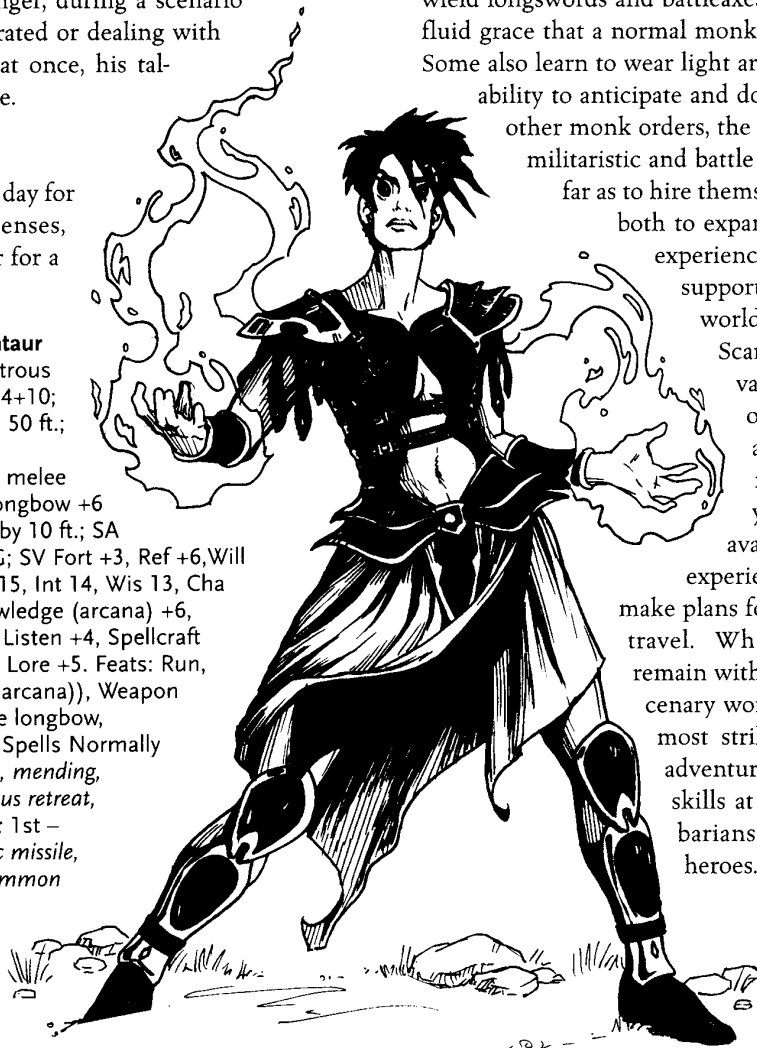
the PCs and their allies, and in this role he can become an important recurring NPC. While the PCs might not normally need a messenger, during a scenario where the PCs are separated or dealing with several different crises at once, his talents can prove invaluable.

Fees

Taliek charges 60 gp per day for his services plus expenses, such as food and shelter for a long journey.

Taliek Thunderhoof, Centaur

Wiz1: CR 4; SZ L (monstrous humanoid); HD 4d8+1d4+10; hp 30; Init +2 (Dex); Spd 50 ft.; AC 13 (-1 size, +2 Dex, +2 natural); Atk Staff +6 melee (1d6+3) or composite longbow +6 ranged (1d8); Face 5 ft. by 10 ft.; SA Spells; SQ Spells; AL CG; SV Fort +3, Ref +6, Will +7; Str 14, Dex 14, Con 15, Int 14, Wis 13, Cha 11. Skills: Hide +2, Knowledge (arcana) +6, Knowledge (nature) +4, Listen +4, Spellcraft +4, Spot +4, Wilderness Lore +5. Feats: Run, Skill Focus (knowledge: arcana), Weapon Proficiencies (composite longbow, greatclub, heavy lance). Spells Normally Prepared (3/2): 0 – *light, mending, resistance*; 1st – *expeditious retreat, shield*. Spellbook: 0 – *all*; 1st – *expeditious retreat, magic missile, obscuring mist, shield, summon monster I*. Possessions: Staff, composite longbow, 20 arrows, large sack, backpack.



THE SCARLET FIST

Wandering the land in a small convoy of wagons, the monks of the Scarlet Fist belie the stereotype of monks living cloistered lives in distant monasteries. The Scarlet Fists worship the Five Spirits of Battle, a minor pantheon of lesser gods who each personify a particular aspect of combat. The spirits have no name, and according to the monks' beliefs only in battle can a Five Spirits worshipper divine the true nature and inner secrets of their worship. To this end, the monks travel the world, seeking to fight battles over a wide range of terrain and against a cavalcade of foes. The monks believe that fighting a troll in the snow may grant them one particular secret of their art, while struggling against goblins in a swamp grants them another. Only by sampling the wide range of sensations and experiences offered by the battlefields and opponents of the world can a monk achieve perfect mastery.

Unlike most orders of monks, the Scarlet Fists disdain martial arts weapons like the kama or singham. They wield longswords and battleaxes with the same ease and fluid grace that a normal monk handles the nunchacku. Some also learn to wear light armor without losing their ability to anticipate and dodge blows. Compared to other monk orders, the Scarlet Fists are far more militaristic and battle hungry. They even go so far as to hire themselves out as mercenaries, both to expand their range of combat experiences and to raise money to support their travels across the world.

Scarlet Fists travel in caravans of up to a dozen wagons. Each wagon serves as a home for three to five monks. Once every five years, the Scarlet Fist caravans meet to share their experiences, pool resources, and make plans for their next five years of travel. While most Scarlet Fists remain with a caravan and seek mercenary work, at some point in time most strike out on their own as adventurers, seeking to hone their skills at the side of fighters, barbarians, wizards, and other heroes.

THE EAST WIND BROTHERHOOD

The East Wind Brotherhood is a fairly typical Scarlet Fist caravan. Each Scarlet Fist caravan adopts a unique nickname to distinguish it from other caravans and to establish a tradition and reputation with its deeds. Numbering six wagons and twenty monks total, the East Wind Brotherhood seeks duty as orc hunters and skirmishers for larger mercenary or royal armies. Its wagons are painted a bright, sky blue, and the monks wear simple robes of a similar sky blue color.

The master of the Brotherhood, a taciturn old monk named Berrek, is a shrewd bargainer who harbors the belief that conflict of all sorts, particularly debate and bartering, are just as important as a monk's development in combat. He drives a hard bargain for his Brotherhood's services, and settles for nothing less than rates at least 10% above average.

Nerrakus Shieldsplitter is Berrek's current favorite student. Once a wild, hard-drinking mercenary, this half-orc joined the Brotherhood after Berrek kicked him around a

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borderlands tavern a half-dozen times during the course of a drunken brawl. Nerrakus had overturned Berrek's personal wagon, touching off the old monk's carefully hidden explosive temper. Impressed with the old man's skill, Nerrakus doggedly followed the monks' wagons like an adoring puppy until they finally accepted him for membership. Nerrakus's greatest claim to fame is shattering a fire giant's kneecap with a single kick.

Berrek, Human Mnk10: CR 10; SZ M (humanoid); HD 10d8+10; hp 70; Init +3 (Dex); Spd 60 ft.; AC 24 (+3 Dex, +4 armor, +5 Wis, +2 monk bonus); Atk Unarmed +9/+6/+3 melee (1d10+1) or +2 longsword +10/+7/+4 melee (1d8+3), or sling +11/+6 ranged (1d4+1); SA Flurry of blows, stunning attack (10/day), ki strike (+1); SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, improved evasion; AL LN; SV Fort +8, Ref +10, Will +12; Str 12, Dex 17, Con 13, Int 11, Wis 20, Cha 14. Skills: Climb +14, Diplomacy +14, Escape Artist +16, Hide +13*, Jump +14, Tumble +16. Feats: Deflect Arrows, Dodge, Improved Trip, Mobility, Scarlet Fist, Scarlet Mastery (leather armor), Weapon Focus (unarmed attack). *Possessions:* +2 longsword, masterwork sling, 10 masterwork bullets, +2 leather armor, *cloak of elvenkind*, 8 *potions of cure light wounds*. *Includes bonus from *cloak of elvenkind*.

Berrak is a tall (6' 8") spindly old man with a carefully trimmed, salt and pepper beard. His dark hair is streak with gray, and his blue eyes blaze with an earnest intensity. He uses forceful, direct language, frequently relying on military analogies and references to combat tactics to make his points.

Nerrakus Shieldsplitter, Half-Orc Ftr4/Mnk5: CR 9; SZ M (humanoid); HD 4d10+5d8+18; hp 71; Init +2 (Dex); Spd 40 ft.; AC 21 (+2 Dex, +5 armor, +3 Wis, +1 monk bonus); Atk Unarmed attack +14/+9 melee (1d8+8) or greataxe +13/+8 melee (1d12+9) or mighty composite longbow +9/+4 ranged (1d8+4); SA Stunning attack (5/day), flurry of blows; SQ Evasion, still mind, slow fall (20 ft.), purity of body; AL Lawful neutral (was once neutral); SV Fort +8, Ref +5, Will +5; Str 22, Dex 14, Con 15, Int 7, Wis 16, Cha 7. Skills: Escape Artist +7, Ride +9, Tumble +7. Feats: Cleave, Deflect Arrows, Improved Unarmed Strike, Power Attack, Scarlet Fist, Scarlet Mastery (leather armor), Weapon Focus (unarmed attack), Weapon Specialist (unarmed attack). *Possessions:* +3 leather armor, greataxe, mighty composite longbow (+4), 30 arrows.

Nerrakus's short, squat body is covered in the scars of hundreds of fights. For years, he worked as a bodyguard, bouncer, and mercenary, using his raw strength to pound enemies into submission. A rowdy drunkard and brawler, an encounter with Berrek opened his eyes to the power of the martial arts. Soon, he underwent a radical change in philosophy and dedicated himself to learning the martial arts at his new master's feet.

Typical Members

The rest of the East Wind Brotherhood is composed of 4 veteran monks and 14 initiates. The stat blocks below summarize the typical veteran and initiate.

Veteran Scarlet Fist, Human Mnk4: CR 4; SZ M (humanoid); HD 4d8; hp 21; Init +2 (Dex); Spd 40 ft.; AC 16 (+2 Dex, +2 armor, +2 Wis); Atk Unarmed +5 melee (1d8+1) or masterwork longsword +5 melee (1d8+1) or masterwork light crossbow +6 ranged (1d8); SA Stunning attack (4/day), flurry of blows; SQ Evasion, still mind, slow fall (20 ft.); AL LN; SV Fort +4, Ref +6, Will +6; Str 12, Dex 14, Con 11, Int 10, Wis 15, Cha 10. Skills: Climb +8, Escape Artist +9, Listen +9, Move Silently +9, Tumble +9. Feats: Scarlet Fist, Scarlet Mastery (leather armor), Weapon Focus (unarmed attack). *Possessions:* Masterwork longsword, masterwork light crossbow, 20 +1 bolts, leather armor, *potion of heroism*, *potion of cure light wounds*.

Scarlet Fist Initiate, Human Mnk1: CR 1; SZ M (humanoid); HD 1d8; hp 8; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +2 armor, +2 Wis); Atk Longsword +1 melee (1d8+1) or unarmed attack +1 melee (1d6+1) or light crossbow +2 ranged (1d8); SA Stunning attack (1/day), flurry of blows; SQ Evasion; AL LN; SV Fort +2, Ref +4, Will +4; Str 12, Dex 14, Con 11, Int 10, Wis 14, Cha 10. Skills: Climb +5, Escape Artist +6, Listen +6, Move Silently +6, Tumble +6. Feats: Scarlet Fist, Scarlet Mastery (leather armor). *Possessions:* Longsword, light crossbow, 10 bolts, leather armor.

SCARLET FIST FEATS

The following feats are available only to members of the Scarlet Fists.

SCARLET FIST [MERCENARY GROUP]

You are a member of the Scarlet Fist order of monks. Unlike traditional monks, you have trained to use the longsword, battleaxe, and other weapons, unlike traditional monks who wield martial arts weapons, such as the bo stick.

Prerequisite: Monk level 1+.

Benefit: You gain proficiency with a single martial weapon. For purposes of all monk class abilities, that weapon counts as a martial arts weapon one size smaller than its actual size.

Normal: Monks may only use flurry of blows or their unarmed base attack bonus with a martial arts weapon.

Special: To gain this feat, you must join the Scarlet Fist monks. In order to qualify as a member, you must donate 20% of your earnings to the order for at least a year and journey with a Scarlet Fist caravan for six months.

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SCARLET MASTERY [MERCENARY GROUP]

You are an experienced member of the Scarlet Fists and have mastered some of their more esoteric secrets. You can wear armor or use a shield without losing any of your monk class abilities.

Prerequisite: Scarlet Fist.

Benefit: When you take this feat, you gain mastery with leather and padded armor. You may wear leather or padded armor without losing any of your monk abilities. You operate as if you were not wearing armor for purposes of all monk abilities except the enhanced movement.

Normal: A monk who wears armor loses his Wisdom bonus to AC, heightened movement, unarmed attack bonus, and AC bonus for his monk level.

Special: If you take this feat more than once, you learn to wear even heavier armor without spoiling your monk abilities. The second time you take it, you gain mastery with studded leather and hide armor. If you take it a third time, you gain mastery with the chain shirt and the breastplate. You learn to remain agile on your feet and preserve all your monk abilities despite the armor's weight. However, when wearing any medium armor, reduce the improved speed granted by the monk class by 10 ft. The raw weight of the armor makes it difficult to move quickly.

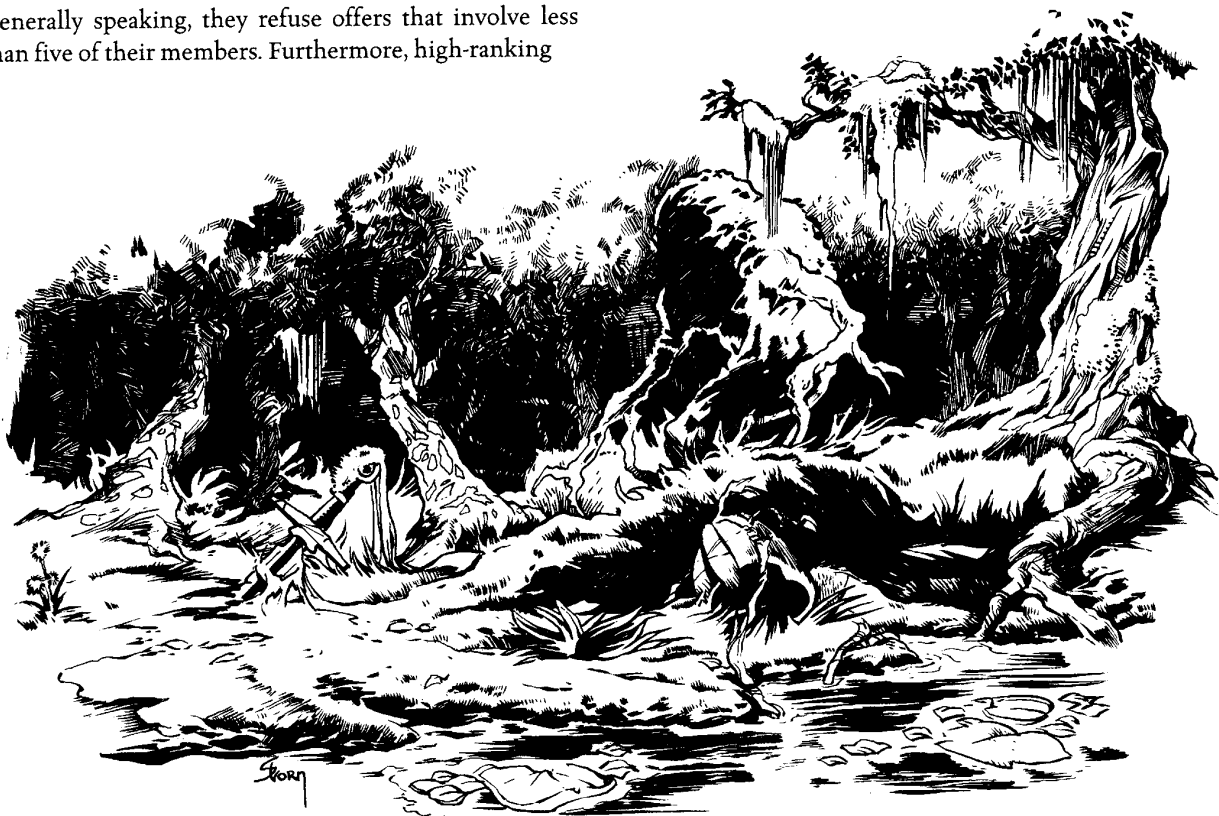
Hiring the Scarlet Fists

As befits a mercenary fighting force, the Fists rarely hire out individual members to serve with adventuring bands. Generally speaking, they refuse offers that involve less than five of their members. Furthermore, high-ranking

monks never take work that does not involve their underlings. After all, a Fists caravan cannot operate if its leadership is off on some adventure.

The following contract demands apply to all Scarlet Fist caravans:

- The Scarlet Fists insist on one hour each morning for meditation and practice with their martial arts.
- Half of the money offered on a contract must be paid in advance.
- Upkeep and expenses must include a *potion of cure light wounds* per caravan member per week. If potions are not available, the caravan requires the services of a spellcaster able to use at least one cure spell per day. This caster must be placed under the command of the Fists' leader.
- The Fists begin negotiations asking for a weekly pay rate equal to 10 gp per each monk's level. However, this assumes that a coming conflict interests the monks in some way. For example, the siege of a castle perched atop a glacier may interest a caravan of Fists who have never before fought in the snow. If the contract involves duties the Fists are familiar with, they ask for the standard rate for each monk and a rate of 60 gp per level for all monks above 6th level.



THE DELVERS

Deep within the earth, entire civilizations rise, fall, march to war, and carry on a complete history unknown to the nations and kingdoms of the surface world. Few make the perilous journey through the caverns and deep galleries that lie between the deep kingdoms and the upper world, yet those merchants and travelers who do manage to survive the terrible journey through darkness reap tremendous profits. Items that the surface or deep societies consider mundane trinkets are treated, and priced, as rare, wondrous artifacts when placed on sale in their counterpart's markets. Yet, only the bravest, most daring, or most foolish merchants dare the dungeon corridors and caves that connect the two worlds.

The Delvers is a minor guild formed to deal with this situation. Composed of renegade dark elves, deep dwarves, and svirfneblin, its members specialize in ferrying surface worlders to the drow kingdoms, deep dwarf strongholds, and svirfneblin communities that lie deep within the planet. They know of the strange, frightening monsters that stalk the darkest galleries and caverns, such as mind flayers, grimlocks, and worse, helping their employers to avoid and, if necessary, defeat them. The Delvers commonly accompany caravans that seek to establish trade routes with the underworld's civilizations, charging hefty fees dwarfed only by the boundless profits promised by underground trade routes. The guild's members serve as guides, scouts, diplomats, negotiators, and traders, smoothing any difficulties that may arise during a trade run, from something as simple as finding a trustworthy buyer for a surface caravan's goods to keeping watch for signs of monster activity on or near a trade route. The Delvers are too few to staff a full caravan, and most merchants hire one or two members to help ferry their goods to market.

The Deep Rangers

A chapter of the Delvers, the Deep Rangers enjoy a sharply split existence. On one hand, their members are treated with blatant suspicion and open hostility by the people of the city. After all, stories and adventurer's tales say that creatures such as drow and deep dwarves are horrid aberrations banished to beneath the surface of the world for crimes against the natural order. While some truth lies at the center of these legends, not all members of the deep races look to the surface with malevolent intent. Some, such as the svirfneblin, are friendly creatures who must contend with a hostile environment to survive. To these deep gnomes, the opportunity to establish economic and diplomatic ties with potential allies is too great a chance to pass up, despite the hazards involved in making their way to surface. The Deep Rangers were originally formed by a small community of svirfneblin

who needed a new market for the gems, worked goods, and other items they produced. Enlisting a ragged band of mercenaries and cast-offs, the Rangers scouted out a path from their home realm to the surface world. Since then, they have helped a few ambitious merchants ferry small caravans of goods to and from the world's depths.

Oddly enough, the svirfneblin found their traditional drow enemies approaching them for a chance to participate in this arrangement. A small band of drow mercenaries led by the rogue merchant prince Yriel Sethellen strike a deal with the svirfneblin to include drow goods in the trade runs, allowing Yriel to pocket tremendous profits and finance his war of assassination and espionage against his dark elf rivals. Thus far, the arrangement has worked well for all parties, though the danger of the journey to and from the depths has thus far prevented the operation from making more than four or five trade runs per year.

To supplement their income, the Delvers hire out as guides and assistants to adventuring parties, explorers, and other groups that make forays into the world below. Thus far, this side-business has met with great success, and the guild has plans to arrange for more mercenaries and guides to migrate upwards in search of work.

The current head of the Deep Rangers is Oolthor Mabinarra, a svirfneblin merchant who negotiates contracts for the guild's members and arranges for larger parties to accompany trade expeditions. Adventurers seeking to hire a guide or ranger must also deal with him, and most walk away from the meeting saddled with pay rates scraping the limits of what they can afford. The old gnome is a master negotiator, and he has an expert eye for assessing how far he can push a prospective client with his demands.

The drow elf Rellien Davarak serves as Yriel's agent and emissary on the surface world. He commonly scours the city's markets under the cover of a hat of disguise in order to avoid attracting any unwanted attention from the locals. Rellien looks out for deals on goods that fetch excellent prices down below, particularly well-crafted wooden items. He keeps a close watch on the adventurers who hire out the Deep Ranger mercenaries, sometimes enlisting competent bands to carry out small tasks for him or his master, such as bringing a message or bundle of documents to a contact living in a svirfneblin settlement or hunting down and destroying a monster that threatens his master's trade routes. On a few occasions, Rellien has used human adventurers to eliminate drow rivals, feeding them information on a drow outpost in hopes that they take the bait and sack the place. If necessary, he concocts false cover stories to push well-meaning but guileless paladins and other crusaders to do his dirty work, telling them a particular dark elf is responsible for a string of crimes or has designs on attacking the surface

MERCENARY COMPANIES

world. After all, he explains, such a move threatens his master's peaceful intentions, and any conflict is bad for business on both sides.

Thus far, the drow members of the Deep Rangers have yet to cross the line to undermining the city's stability. Yriel does not yet have plans to make any military moves against the surface world, and he considers his stake in the Delvers to be a last ditch escape plan should things turn sour for him. The appearance of the merchant prince on the surface could be the prelude to a drow invasion launched by Yriel's enemies to punish his "allies" and track down and capture the upstart elf.

Oolthor Mabinarra, Svirfneblin Rog12: CR 13; SZ M (humanoid); HD 12d6+24; hp 68; Init +4 (Dex); Spd 20 ft.; AC 23 (+4 Dex, +4 armor, +1 size, +4 dodge); Atk +2 *short sword* +12/+7 melee (1d6+2) or +2 *short bow* +16/+11 ranged (1d6+2); SA Sneak attack +6d6; SQ Darkvision 120 ft., *stonecunning*, *cast blindness*, *blur*, and *change self* once per day as *Wiz12*, evasion, uncanny dodge, defensive roll; SR 23; AL NG; SV Fort +8, Ref +14, Will +8; Str 10, Dex 18, Con 14, Int 12, Wis 15, Cha 14. Skills: Bluff +17, Climb +15, Disable Device +16, Diplomacy +19, Hide +25, Move Silently +17, Read Lips +16, Search +16, Use Magic Device +17. Feats: Dodge, Mobility, Point Blank Shot, Skill Focus (Diplomacy), Spring Attack. *Possessions:* +2 *short sword*, +2 *shortbow*, 20 arrows, +2 *leather armor*, *wand of magic missile* (27 charges), *vest of escape*.

Oolthor is short, squat, and fat even by the standards of his diminutive race. His brownish skin is mottled with deep, dark freckles acquired from overexposure to the sun, and he commonly wears a large, brimmed hat to keep the sunshine out of his eyes. Oolthor developed quite an appetite for surface cuisine such as roast pheasant, butter, and potatoes, quickly piling weight on to his once wiry frame. Despite his appearance as a soft, sedate merchant, Oolthor's mind is as sharp as ever. A vicious negotiator, he knows that the Deep Ranger's skills are rare and in strong demand. He rarely relents on his contract terms, and works hard to keep his profits coming in. At his core, Oolthor loves the surface world, and doesn't plan to return home any time soon.

Rellien Davarak, Drow Brd4: CR 5; SZ M (humanoid); HD 4d6; hp 18; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 shield); Atk Rapier +3 melee (1d6-1) or light crossbow +7 ranged (1d8); SA Spells; SQ Darkvision 120 ft., +2 Will save vs. spells and spell-like abilities, cast dancing lights, darkness, and faerie fire once/day as *Sor4*, light blindness, elf traits, bardic music, bardic knowledge, spells; SR 15; AL CN; SV Fort +1, Ref +7, Will +5; Str 8, Dex 16, Con 10, Int 14, Wis 12, Cha 15. Skills: Diplomacy +9, Knowledge (underdark) +9, Gather Information +9, Hide +10, Perform +9, Pick Pocket +10. Feats: Combat Casting, Dodge. Spells (3/3/1): 0 – *daze*, *detect magic*, *ghost sound*, *mending*, *open/close*, *read magic*; 1st – *charm person*, *mage*

armor, *unseen servant*; 2nd – *invisibility*, *sound burst*. *Possessions:* Masterwork rapier, masterwork light crossbow, 10 bolts, large wooden shield, *hat of disguise*, *wand of cure light wounds* (37 charges).

An arrogant, vain rake, Rellien is the closest thing to a trusted advisor amongst the drow merchant Yriel's followers. Rellien normally uses his hat of disguise to appear as a tall, thin-faced, blond human. In this guise as Ericall of the West, he conducts business with the city's merchants, buying up supplies and goods for the caravans Yriel dispatches to the surface. More importantly, he recruits adventurers for missions to the underdark, dispatching them to destroy nests of Yriel's enemies, though he commonly feeds them cover stories that keep them ignorant of the true nature of their strike. "Ericall" urges adventurers to hire guides from the Delvers, kicking back a portion of the profits from an adventure to Rellien's pocket. Rellien enjoys this risky double life, and he loves adopting a unique disguise for a night of wild debauchery. In Rellien's mind, his hat is an open license to avoid any responsibility for his actions.

Delver Guide, Deep Dwarf Rng2: CR 2; SZ M (humanoid); HD 2d10+6; hp 21; Init +5 (+1 Dex, +4 Imp Init); Spd 20 ft.; AC 16 (+1 Dex, +3 armor, +2 shield); Atk Battleaxe +4 melee (1d8+1) or battleaxe +2 melee (1d8+1) and hand axe -1 melee (1d6) or heavy crossbow +3 ranged (1d10); SA Favored enemy (outsiders); SQ Dwarf traits, deep dwarf traits, darkvision 90 ft., light sensitivity; AL N; SV Fort +6, Ref +1, Will +1; Str 12, Dex 12, Con 16, Int 10, Wis 13, Cha 6. Skills: Animal Empathy +3, Intuit Direction +6, Listen +6, Wilderness Lore +6. Feats: Ambidexterity*, Improved Initiative, Two-Weapon Fighting*. *Applies only while wearing no or light armor. *Possessions:* Masterwork battleaxe, hand axe, heavy crossbow, 20 bolts, studded leather armor, large wooden shield.

Drow Emissary, Exp3: CR3; SZ M (humanoid); HD 3d6-3; hp 9; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Atk Light mace +2 melee (1d6) or light crossbow +4 ranged (1d8); SQ Darkvision 120 ft., +2 Will save vs. spells and spell-like abilities, cast dancing lights, darkness, and faerie fire once/day as *Sor3*, light blindness, elf traits; SR 14; AL CN; SV Fort +0, Ref +3, Will +3; Str 10, Dex 15, Con 8, Int 14, Wis 11, Cha 10. Skills: Alchemy +8, Bluff +6, Climb +6, Diplomacy +6, Hide +8, Pick Pocket +8, Profession (merchant) +6, Sense Motive +6. Feats: Dodge, Skill Focus (Diplomacy). *Possessions:* Light mace, light crossbow, 10 bolts, leather armor, *ring of sustenance*.

Svirfneblin Scout, Rog2: CR 3; SZ S (humanoid); HD 3d6+3; hp 15; Init +3 (Dex); Spd 20 ft.; AC 20 (+3 Dex, +2 armor, +4 dodge, +1 size); Atk Short sword +3 melee (1d6) or shortbow +4 ranged (1d6); SQ Darkvision 120 ft., *stonecunning*, *cast blindness*, *blur*, and *change self* once per day as *Wiz3*, evasion, uncanny dodge; SR 14; AL NG; SV Fort +4, Ref +10, Will +4; Str 10, Dex 16, Con 13, Int 11, Wis 12, Cha 6.

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Skills: Climb +6, Decipher Script +6, Disable Device +6, Hide +13, Listen +7, Move Silently +9, Search +6, Spot +7. Feats: Lightning Reflexes, Point Blank Shot. Possessions: Masterwork short sword, shortbow, 20 arrows, leather armor, masterwork thieves' tools, *potion of haste*, *stone of alarm*, *dust of tracelessness*.

Hiring the Delvers

While in theory Oolthor manages all contracts and business dealings with surface worlders, Rellien often goes behind the gnome's back in order to strike deals at the behest of his master Yriel.

Oolthor insists on fees at least double the standard rate for a delver hireling. The abilities and talents his staff possesses are above and beyond the capabilities of a human or dwarf of a similar experience level, while journeys into the underdark are more dangerous than the typical expedition to a simple dungeon or across the wilderness. Thus, Oolthor feels that his rates are both fair and justified.

Rellien, on the other hand, is eager to insert drow operatives into adventuring bands. He approaches adventurers, usually while in disguise using his hat, and asks them to embark on journeys to the underdark to complete missions ranging from carrying a cache of items or goods to an outpost or raiding a drow lair. For these missions, Rellien supplies half the cash necessary to hire a drow emissary, who supposedly acts as a guide or diplomat while actually keeping close tabs on the characters and confirming the success or failure of their mission.

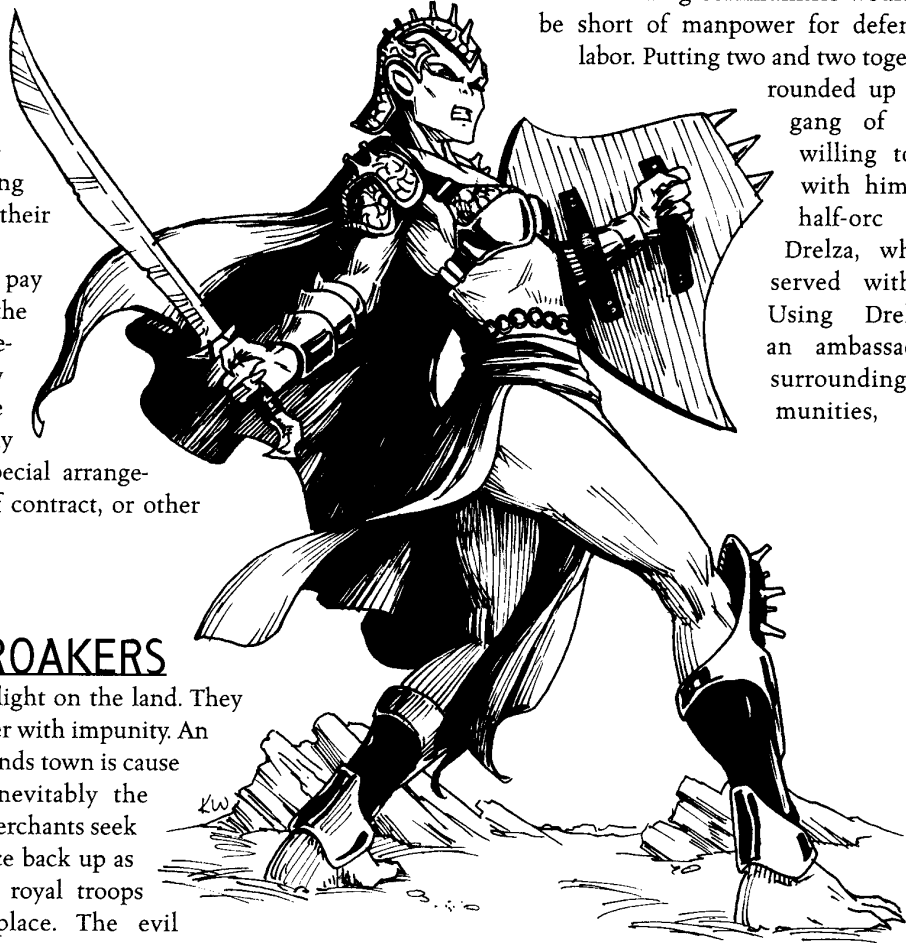
Aside from their high pay rate, the mercenaries of the Delvers ask for no other special arrangements. They expect treasure shares at the standard rate and daily expenses, but make no special arrangements for burial, breach of contract, or other issues.

humanoids offer many terrible fates for their enemies, and skill and glee with which goblin torturers attend to their profession has spawned many a terrifying story around a taproom's hearth. The goblin warlord Krotok is spoken of with exceptional dread. Yet, he is known neither for ferocity or sadism. True, a small army of humanoids follows him, and his skill in battle is unquestioned. But rather than burn towns to the ground and shatter castles, he does something that in the minds of many is far, far worse.

He drives an incredibly hard bargain.

Years ago, Krotok was a middling lieutenant in an army raised by a great necromancer. After suffering defeat at the hands of a host raised by a cadre of paladins, the goblin found himself stuck far from home, surrounded on all sides by enemies. Many of Krotok's compatriots chose to settle down in lairs and raid the countryside, but he saw that such a path could only end in defeat. The humans and elves would surely track down any raiders to their lair and destroy them. After a few days in deep thought, Krotok hit upon a brilliant idea. He remembered how, as the war progressed, both sides recruited warriors who fought purely for money. In the aftermath of great battles fought between the necromancer and the paladins, he deduced that surrounding communities would surely be short of manpower for defense and labor. Putting two and two together, he

rounded up a small gang of goblins willing to work with him and a half-orc herald, Drelza, who had served with him. Using Drelza as an ambassador to surrounding communities, Krotok



KROTOK'S CROAKERS

Orcs and goblins are a blight on the land. They rob, pillage, loot, and murder with impunity. An orc sighting near a borderlands town is cause enough for alarm that inevitably the town's population dips as merchants seek safer market, only to bounce back up as soldiers, mercenaries, and royal troops move to garrison the place. The evil

MERCENARY COMPANIES

soon uncovered enough towns desperate enough for laborers and mercenaries to accept small units of goblins as watchmen. In particular, the goblins' darkvision made them very well suited to nightshifts on the streets. The goblins were assigned to work with human troops, primarily walking patrols at night or helping with sweeps through the city sewers.

Since then, Krotok has built up a reputation as a mercenary broker and dealer for those willing to cut costs and employ goblins, kobolds, and even the occasional ogre or orc. Most humans are nervous enough around humanoids that few, if any, opt to deal with bigger races such as ogres, preferring to deal with puny, more manageable goblins. In some cities, Krotok's Croakers are banned from operations, either due to mistrust of goblinoids or because of a few unfortunate incidents involving the goblins. In other places, those who employ the goblins are viewed with distrust and suspicion. While only a fool would place his life in the hands of a goblin, Krotok's men have a reputation for keeping a measure of control over themselves.

Krotok's goblins handle a wide variety of tasks and contracts, but their most common assignments include the following:

Scouts and guides in dungeons. As goblins, the Croakers have a much better time managing parleys and negotiations with ogres, bugbears, and other monsters. Guards and outriders. Caravans that hire Croakers allow the goblins to sleep during the day and keep watch at night. When a caravan needs to travel quickly, its merchants hire a few Croakers to serve as drivers and guards to supplement their human troops, allowing the wagons to travel by day and night.

Manual laborers and bearers. After a rough, tenuous existence in a dungeon or wilderness, civilization beckons to a few goblins who seek a more comfortable life. Most goblins are too proud and violent to even consider employment with Krotok, but a few of the smarter ones make their way to his banner.

Originally, Krotok chose the name Croakers as a reference to the act of murder, but most humans assume it is a reference to the harsh, guttural language spoken by goblins.

ORGANIZATION

The Croakers are led by an opportunistic goblin named Krotok, who relies on Drelza the bard to maintain contacts with the civilized races and negotiate contracts with potential employers. Krotok collects all money directly, then distributes the fund to the goblins and other creatures who fulfilled the contract. Krotok normally keeps 20% of a fee for himself.

Krotok makes his lair in a large system of caves and caverns. He requires his followers to make their homes there, too, both to keep close tabs on them and to prevent them

from stirring up trouble in civilized towns. He also arranges for the delivery of ale, food, and other entertainment to the caves, docking an additional portion of each of his followers' pay in return for such diversions. Krotok actively discourages his followers from mating and starting families, as he fears that overpopulation could push his people to revert to their savage ways. Normally, a goblin returns to the wilderness after a few years of service, bearing the coins and treasures he earned. Some of the savvier ones head to the deep earth caverns to find employment with dark elves, kuo toa, and other reasonably civilized evil races who have a use for an educated, experienced goblin.

Krotok, Goblin Rog8: CR 8; SZ S (humanoid); HD 8d6; hp 36; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+3 Dex, +4 armor, +1 size); Atk +1 *short sword* +8/+3 *melee* (1d6+1) or *shortbow* +11/+6 *ranged* (1d6); SA Sneak attack +4d6; SQ Darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LN; SV Fort +2, Ref +9, Will +4; Str 10, Dex 16, Con 11, Int 16, Wis 14, Cha 17 (19). Skills: Appraise +14, Bluff +15, Climb +11, Diplomacy +15, Escape Artist +14, Hide +18, Intimidate +15, Open Lock +14, Move Silently +18, Search +14, Sense Motive +13. Feats: Dodge, Improved Initiative, Skill Focus (Diplomacy). Possessions: +1 *short sword*, masterwork *shortbow*, 20 arrows, *mithral shirt*, +2 *cloak of charisma*, *potion of haste*, *potion of invisibility*.

This old, one-eyed goblin keeps his head shaved bald and prefers comfortable silk robes to armor or other rugged wear, primarily because he has long developed quite a large belly from indulged in ale, wine, and sweets. Krotok is greedy above all else, yet he saw first hand the destruction of a powerful army of evil and quickly realized that brute force was a poor tool to riches. He prefers to make steady, easy cash, and to this end he created his band of hireling goblins. He is a brutal leader, and if one of his followers causes problems with the civilized world, such as by attacking innocents, he cheerfully orders the fool's head lopped off and has it delivered to the offended party as a token of regret.

Drelza, Half-Orc Brd5: CR 5; SZ M (humanoid); HD 5d6+5; hp 24; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +2 armor, +2 shield); Atk *Morningstar* +6 *melee* (1d8+2) or +1 *composite longbow* +6 *ranged* (1d8+1); SA Spells; SQ Darkvision 60 ft., bardic knowledge, bardic music, spells; AL N; SV Fort +2, Ref +6, Will +4; Str 14, Dex 14, Con 13, Int 11, Wis 10, Cha 15. Skills: Diplomacy +10, Hide +10, Perform +12, Tumble +10. Feats: Point Blank Shot, Skill Focus (Perform), Weapon Proficiency (composite longbow). Spells (3/4/2): 0 – *daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *resistance*; 1st – *alarm*, *charm person*, *silent image*, *sleep*; 2nd – *cure moderate wounds*, *shatter*, *sound burst*. Possessions: Masterwork *morningstar*, +1 *composite longbow*, leather armor (10% arcane spell failure), *darkwood shield*, *wand of charm person* (23 charges).

MERCENARY COMPANIES

A subordinate to Krotok during their army days, Drelza bears only the smallest hints of her orcish heritage. Her nose is turned upward in a vague semblance of an orcish snout, yet it gives her face a delicate, exotic structure that many find attractive. Drelza works as an agent for Krotok, earning a sizable chunk of the Croakers' profits by scouting out potential new employers, maintaining ties to existing clients, and gathering rumors of wars, bandit incursions, and other troubles that promise more work for the Croakers.

Goblin Scout, Rog1: CR 1; SZ S (humanoid); HD 1d6; hp 6; Init +2 (Dex); Spd 20 ft.; AC 15 (+2 Dex, +2 armor, +1 size); Atk Light mace +0 melee (1d6-1) or light crossbow +1 ranged (1d8); SA Sneak attack +1d6; SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +2, Will +0; Str 8, Dex 14, Con 11, Int 10, Wis 11, Cha 8. Skills: Bluff +3, Climb +3, Disable Device +4, Hide +10, Move Silently +10, Open Lock +4, Pick Pocket +6, Search +4. Feats: Run. Possessions: Light mace, light crossbow, 10 bolts, leather armor, thieves' tools.

Goblin Soldier, Ftr1: CR 1; SZ S (humanoid); HD 1d10; hp 10; Init +1 (Dex); Spd 15 ft. (scalemail), base 20 ft.; AC 18 (+1 Dex, +4 armor, +2 shield, +1 size); Atk Short sword +3 melee (1d6) or shortbow +2 ranged (1d6); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 11, Dex 13, Con 11, Int 10, Wis 11, Cha 8. Skills: Handle Animal +3, Ride +5. Feats: Point Blank Shot, Weapon Focus (short sword). Possessions: Short sword, shortbow, 20 arrows, scalemail armor, large wooden shield.

Goblin Ambassador, Exp3: CR 2; SZ S (humanoid); HD 3d6; hp 12; Init +1 (Dex); Spd 20 ft.; AC 14 (+1 Dex, +2 armor, +1 size); Atk Club +0 melee (1d6-1) or sling +2 ranged (1d4-1); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +1, Will +3; Str 8, Dex 12, Con 10, Int 12, Wis 13, Cha 12. Skills: Bluff +7, Diplomacy +9, Intimidate +7, Listen +9, Read Lips +7, Sense Motive +7, Spot +9. Feats: Alertness, Skill Focus (Diplomacy). Possessions: Club, sling, 5 bullets, leather armor, robes.

Hiring Krotok's Croakers

The Croakers are willing to work for almost anyone, provided they have enough cash. Prospective employers first meet with Drelza and either negotiate with her or, if they prove to be good bargainers, meet with Krotok for a one-on-one

session. The Croakers charge rates equal to half the standard listed ones. However, the goblins suffer a -2 penalty to all Morale saves, as they are at their core cowardly, greedy, and lazy. The Croakers rarely ask for any special concessions or considerations in their contracts, though clients are expected to pay half their money up front and deliver the other half on completion of the contract. All payments are made to Krotok, Drelza, or one of their chosen representatives.

WAR WIZARDS' CONCLAVE

While most people think of wizards as doddering old academics, a spellcaster fresh from his apprenticeship faces the daunting prospect of establishing himself as a wizard and building a steady stream of clients to keep his coffers full. Only in the most isolated villages does a low-level



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wizard have any prospect of finding customers, and typically in such areas the prices his potential customers can afford rarely exceed the expenses and components needed to brew a potion. Some neophytes become assistants to more accomplished wizards, scribing scrolls, brewing potions, and researching new spells. However, many wizards find this to be little more than a glorified apprentice-

ship, and few masters who seek such aides treat them with respect or dignity. While some wizards slowly increase their skill and abilities laboring in the laboratory for another, most are continually frustrated by the mistreatment, boring work, and lack of opportunities to practice their magic. Thus, many wizards turn to adventuring to hone their skills and gather the resources needed to fund the construction of a proper tower and laboratory.

Some wizards, attracted to the adventuring life but lacking the courage and initiative to strike out on their own, instead become mercenaries. The war wizards' conclave is a loose collection of allied wizards who form a network of spellcasters for hire. Chapters of the guild in each city serve to validate contracts, hold advances and other payments for members, and help members manage their careers and master the talents needed to attract gainful employment. The guild began as an agreement amongst a small group of apprentices to look out for one another and exchange information and tips regarding mercenary employment. Over time, the guild grew into a formal organization as its original members invested part of their earnings into improving its services. Most major cities host a guildhouse where adventurers, mercenary generals, and others can find a spellcaster who has the skills they need.

While the typical wizards' guild covers some of the services offered by this organization, the conclave specializes in services designed for younger wizards who specialize in combat. In particular, the training and support the conclave provides draw many young, freelance wizards to its halls. Generally, after a few years of mercenary work a wizard gains the skill and reputation necessary to join the normal wizards' guild and settle down in a more traditional trade.

ORTON CITY GUILD

Orton is a prosperous city standing on the shores of the great western sea. Exotic merchants from distant ports, many clad in turbans, billowy silks, and other strange garb drop anchor here, selling spices, magic components, gems, and other rare items and sailing away with cargoes of wool, steel weapons, and other trade goods. As a center for commerce and travel, Orton is a common destination for mercenaries and adventurers. Its war wizards' conclave is both heavily-staffed and composed of many competent wizards.

The guild owns a large mansion located in the city's mercantile quarter. This place has 8 bedrooms available for guild members on the second floor, along with a large working lab that members have free access to for brewing potions and conducting research. Therris Jurgensdottir is the current master of the Orton guild. She occupies an apartment on the third floor of the mansion and has sole access to a small library on the fourth floor. She negotiates



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any major contracts with the guild, handles all disciplinary matters, and maintains contact with guild chapters in nearby cities. She also interviews potential new members and trains them in the guild's rules and specialized training.

The mansion's first floor holds a meeting room for employers and conclave members, a hall for meetings of the general membership, and a storage room with a selection of weapons and armor. Conclave members can purchase any mundane simple weapon here at half the listed price.

Most of the day-to-day business of the guild is handled by the scribes Hothus of Fartower and Lela Starrune. This elderly, married couple is responsible for drawing up contracts, keeping the guild's records, and managing its funds. Normally, anyone seeking an inexperienced mage or offering work that doesn't involve danger.

Therris Jurgensdottir, Human Wiz7: CR 7; SZ M (humanoid); HD 7d4+10; hp 29; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +2 armor, +1 deflection); Atk Dagger +4 melee (1d4) or light crossbow +4 ranged (1d8); SA Spells; SQ Spells; AL LN; SV Fort +3, Ref +2, Will +5; Str 10, Dex 13, Con 12, Int 18, Wis 11, Cha 14. Skills: Alchemy +14, Concentration +11, Craft (metalworking) +14, Craft (woodcarving) +14, Diplomacy +7, Knowledge (arcana) +14, Spellcraft +14. Feats: Brew Potion, Combat Casting, Craft Wondrous Item, Dodge, Scribe Scroll, Toughness. Spells Normally Prepared (4/5/4/3/2): 0 – *daze, mage hand, mending, resistance*; 1st – *alarm, hold portal, mage armor, magic missile, message*; 2nd – *ghoul touch, levitate, mirror image, summon monster II*; 3rd – *fly, stinking cloud, slow*; 4th – *improved invisibility, polymorph self*. Possessions: Masterwork dagger, masterwork light crossbow, 10 bolts, +1 ring of protection, +2 bracers of armor, scroll of fireball, scroll of haste, scroll of sleep, scroll of charm person, scroll of magic missile.

Therris's flowing, blonde hair, ice-blue eyes, and fair skin mark her as a native of the far north. Therris is the daughter of a barbarian warrior. His marriage to Therris's mother, the daughter of a witch reputed to summon the spirits of the wind, was a continual source of social tension within the tribe. Spurred by her mother's magical abilities and fed up with her people's prejudices against magic, she journeyed south to study the arcane arts and to live her life without the tribe's gossip and scorn.

Therris is a tough, no nonsense woman who has no time to waste on fools. She has been known to abruptly walk out of meetings with ill-prepared adventurers or those who obviously could not afford the conclave's services. She expects her wizards to handle themselves in a professional manner, and expects the same from her clients. She uses short, blunt sentences, and speaks in slow, measured tones.

Hothus and Lela (human Exp3) are an elderly, married

couple responsible for the daily upkeep of the Orton conclave. They keep the first floor neat and orderly, and keep track of contracts, membership dues, and other administrative details. Their children have long since grown up and started families of their own, and the couple treats even the most accomplished archmage with parental concern. They badger the members about their diets, personal lives, and marriage prospects, pushing them to take better care of themselves and continually worrying about the sort of things that parents use to drive their children up the wall. The conclave members know that the couple only has their best interests in mind, and most tolerate their prying questions with patient, respectful replies.

Experienced Conclave Wizard, Human Wiz3: CR 3; SZ M (humanoid); HD 3d4+3; hp 12; Init +0; Spd 30 ft.; AC 11 (+1 armor); Atk Staff +1 melee (1d6) or light crossbow +1 ranged (1d8); SA Spells; SQ Spells; AL LN; SV Fort +2, Ref +1, Will +5; Str 10, Dex 10, Con 13, Int 16, Wis 14, Cha 11. Skills: Alchemy +9, Concentration +7, Knowledge (ancient history) +9, Profession (scribe) +8, Spellcraft +9, Spot +5. Feats: Combat Casting, Dodge, Scribe Scroll, Spell Focus (enchantment). Spells Normally Prepared (4/3/2): 0 – *daze (x2), resistance (x2)*; 1st – *mage armor, magic missile, sleep*; 2nd – *acid arrow, holdperson*. Possessions: Staff, light crossbow, 10 bolts, +1 bracers of armor, scroll of mage armor, scroll of sleep, scroll of magic missile.

Conclave Evoker, Elf Evk3: CR 3; SZ M (humanoid); HD 3d4; hp 9; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk Longsword +1 melee (1d8) or longbow +4 ranged (1d8); SA Spells; SQ Elf abilities, spells; AL CG; SV Fort +1, Ref +3, Will +3; Str 12, Dex 14, Con 11, Int 16, Wis 11, Cha 10. Skills: Concentration +6, Craft (weaponsmith) +9, Knowledge (arcana) +9, Spellcraft +9, Wilderness Lore +3. Feats: Dodge, Scribe Scroll, Spell Focus (evocation), Weapon Proficiency (longsword, all bows). Spells Normally Prepared (5/4/3): 0 – *detect magic, flare (x2), resistance, ray of frost*; 1st – *mage armor, magic weapon, magic missile (x2)*; 2nd – *acid arrow, flaming sphere, protection from arrows*. Prohibited Schools: Divination, Illusion, Necromancy. Possessions: Longsword, masterwork longbow, 20 arrows, dagger, wand of magic missile (27 charges), wand of burning hands (13 charges), scroll of mage armor, scroll of protection from arrows.

Beginning War Wizard, Human Wiz1: CR 1; SZ M (humanoid); HD 1d4+4; hp 8; Init +0; Spd 30 ft.; AC 10; Atk Club +2 melee (1d6+2) or heavy crossbow +0 ranged (1d10); SA Spells; SQ Spells; AL N; SV Fort +1, Ref +0, Will +2; Str 14, Dex 10, Con 13, Int 15, Wis 11, Cha 10. Skills: Concentration +5, Jump +4, Knowledge (arcana) +6, Spellcraft +6, Swim +4. Feats: Dodge, Combat Casting. Spells Normally Prepared (3/2): 0 – *daze, light, resistance*; 1st – *burning hands, sleep*. Possessions: Club, heavy crossbow, 10 bolts, tower shield.

MERCENARY COMPANIES

Hiring Members of the War Wizards' Conclave

An adventuring band or mercenary who wish to hire a war wizard must meet with the head of the local guild house. This meeting serves to judge the worthiness of a potential client, and all are expected to bring a list of references and spend an hour or two recounting their experiences and plans. Rumors persist that the wizards sometime pry a bit too deeply into an adventuring party's plans, drawing out the location of the dungeon or treasure stash the party seeks, then miring them in negotiations while a small cadre of wizards seeks out the treasure. However, such rumors have never been confirmed.

In Orton, Therris takes her duties very seriously. The conclave seeks to keep the best interests of its members in mind during all negotiations, and she turns away unfit, foolish, or inexperienced employers. Even acceptable parties who fail to impress her often find themselves curtly rebuffed by the icy guild mistress.

The conclave charges base rates equal to 1.5 times the normal daily cost for a mercenary. In addition, the conclave insists on a contract clause that grants its members the right to demand their rate and shares in magic items, though most savvy negotiators can remove it. For purposes of the negotiation system, consider the deletion of this clause as difficult to institute as a 10% reduction in the wizard's pay rate.

Conclave chapters keep in close touch. A character or party who causes the death of a conclave wizard in one city soon finds conclaves all over the world refusing to work with him. If an employer causes the death of a wizard through incompetence or poor planning, the conclave demands payment for the use of resurrection or similar spells.

Joining the War Wizards

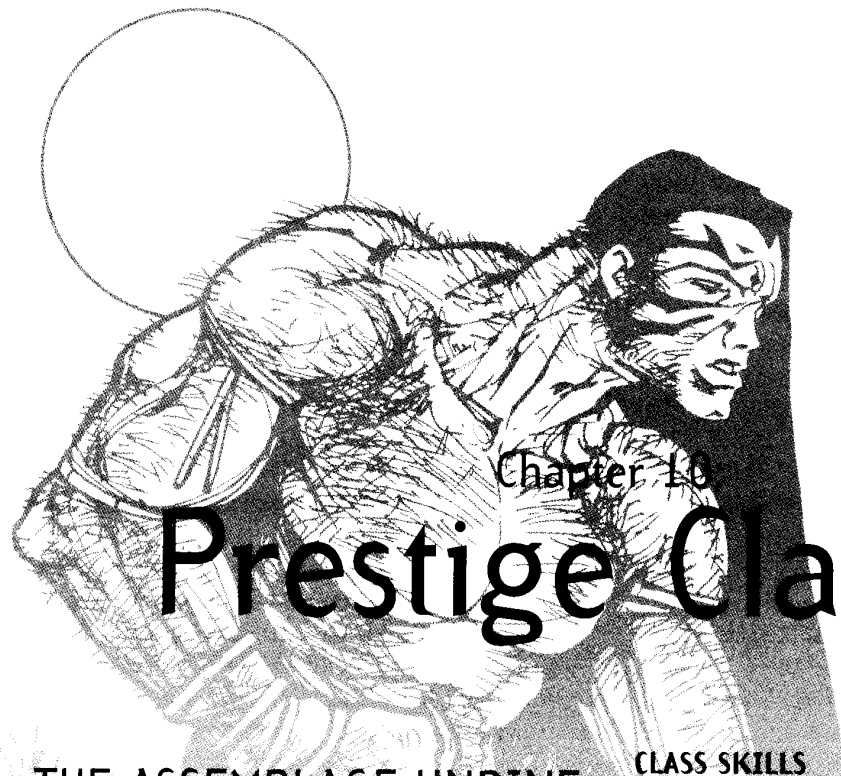
The war wizards' conclave offers several benefits to those who joins its ranks. To qualify for membership, a wizard must simply demonstrate his knowledge of magic and his ability to cast spells in an interview with the local chapter's highest-ranking officer. The applicant must make a Spellcraft check (DC 5) to answer the officer's basic questions on magical theory and then cast any 1st-level arcane spell. After successfully completing this test, the applicant becomes a probationary member. For six months, he must accept at least three assignments from the conclave and carry himself in a responsible, professional manner. The new member receives only half the normal fee he would collect from these three jobs, with the rest going to the conclave to cover his first year's dues. If the neophyte proves himself, he is given full membership in the conclave. From then on, he must pay 200 gp per year in membership dues. In return, the conclave offers the following to its members:

- Free room and board for up to 2 months per year at any conclave guildhouse.
- A 10% discount on weapons, ammunition, and mundane supplies worth less than 30 gp. Note that the guild allows members to buy gear only for their own use. Any suspiciously large purchases are normally denied, both to cut back on abuse of this privilege and to ensure that all members have access to the guild's stocks.
- Free access to any spell components that have a value less than 1 gp.
- Access to strongboxes kept in a safe sealed with wizard lock and similar spells in the basement of the conclave's guildhouse. Each member is allowed to keep one treasure chest here free of charge.
- Access to the guildhouse laboratory any three days each week. The lab has the equivalent of an alchemist's lab and masterwork artisan's tools.

The conclave aggressively recruits young wizards and often comes into conflict with traditional wizards' guilds. In some cities, the conclave holds sway due to superior management and political connections, while in others its members are cast as reckless upstarts by the established mages' guilds.



MIGHT 2002



Prestige Classes

THE ASSEMBLAGE UNDINE

The assemblage undine are a collection of arcane spellcasters who believe less in staid learning and tutelaries, and more in practical experience. Originally descended from a loose alliance of dwarven and human sorcerers and wizards, the assemblage is only nominally a school of magic, with a small headquarters and a full-time staff numbering less than thirty. Once they accept an apprentice, the assemblage calls upon a traveling magister to teach the student. Such teachers are, to put it mildly, unconventional, and many meet with their students only a few times over the course of a year, preferring that their student finds his own path in the world.

Many of the assemblage hire on as mercenaries, using the battlefield as their headmaster. Though the assemblage's mages have less capability of casting higher level spells, they are truly the masters of the spells that they do know.

Hit Die: d4.

REQUIREMENTS

All of the following are requirements for joining the assemblage undine class.

Spellcasting: The ability to cast arcane spells of third level, but none of sixth level or higher.

Spellcraft: 6 ranks

Feats: Any two metamagic feats

Special: The prospective student must demonstrate independence. His test to become a student of the assemblage can be a number of different things, but should the apprentice fail, he is never invited back.

CLASS SKILLS

The class skills for the assemblage undine class, and the key ability for each skill, are Alchemy (Int), Appraise (Int), Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Scry (Int), Search (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the assemblage undine prestige class.

Armor and Weapon Proficiency: Members of the assemblage undine gain no special skill with weapons or armor.

Spellcasting: Members of the assemblage undine effectively stunt their spell progression into the higher arts. While they advance in a manner similar to their previous class, they do not gain access to any new spell levels, and do not gain any other benefits for advancement. If a character has access to multiple arcane spellcasting classes, he must choose one to advance in when he joins the assemblage undine.

Heightened Skill: Beginning at 1st level and continuing every third level thereafter, the assemblage member learns to better channel his mystic energies. At each level of Heightened Skill, he reduces the spell slot cost increase of his metamagic feats by one, to a minimum of one.

Power of One: An assemblage undine is hardier than most sorcerers and wizards. He always rerolls a roll of '1' for hit points.

PRESTIGE CLASSES

Bonus Feats: Beginning at 2nd level, and continuing every other level thereafter, the assemblage mage gets a free bonus Metamagic feat.

Former Assemblage Undine Members: While members of the assemblage undine may multiclass, they may not multiclass into an arcane spellcasting class. As they have chosen another path, the concepts of the high-level spells are beyond them.

BONE WARRIOR

The bone warriors are small group of tribesmen who found a way to tie their spirit into their weapons. The exact ritual involved is a well-kept secret, as bone warriors fear what their enemies could do to them if the precise nature of the weapons' abilities were commonly known.

Most bone warriors are ostracized from their tribes because of the imagined stigma of the warrior not being fully in possession of his soul. Because of this, most bone warriors band together and sell their services as warriors. Almost a tribe themselves, the bone warriors are slowly beginning to come into their own as such, with marriages and births in the group growing more common through the years.

Hit Die: d12

REQUIREMENTS

To qualify to become a bone warrior, a character must fulfill the following criteria:

Alignment: Any chaotic

Base Attack Bonus: +6

Craft (any weapon): 4 ranks

Move Silently: 4 ranks

Wilderness Lore: 8 ranks

Feats: Track, Weapon Focus (any)

Special: In order to become a bone warrior, the hopeful initiate must undergo a rigorous test. First, the young warrior must go out into the wilderness with nothing but his clothes. The warrior must track and kill, using any

means, an animal at least two sizes larger than him. The warrior then crafts his preferred weapon out of the beast's skeleton. This weapon must be the weapon he has a Weapon Focus in.

When the weapon is fully crafted the warrior finishes the ceremony by placing a piece of his soul in the weapon, this process makes the weapon as hard as steel, conferring to it, many powers.

CLASS SKILLS

The bone warrior's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Handle Animal (Wis), Jump (Str), Knowledge (Nature), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int Modifier.

CLASS FEATURES

All of the following are class features of the Bone Warrior. **Weapon and Armor Proficiency:** Bone Warrior's are proficient with all simple and martial weapons, light and medium armor, and shields.

Spirit Link: Starting at 1st level, a bone warrior places a part of his soul within his weapon, conferring bonuses and penalties on the warrior. If the warrior and his weapon are ever separated by more than 90 ft., the warrior begins to feel negative effects. Each day that the warrior remains out of contact with his weapon, he temporarily loses one point of Constitution and all class abilities and benefits. All benefits and temporary Constitution lost return as soon as the warrior comes into contact with his bone weapon. Because the warrior has placed a piece of his soul in the weapon, he knows at all times which direction and how far away his weapon is. As long as the warrior is alive, his bone weapon is indestructible. All damage dealt to the weapon is halved (rounded up) and dealt to the warrior instead (for instance, if the weapon has a hardness of 10 and someone strikes the weapon for 12 points of damage the warrior would take 1 point of damage).

TABLE 10-1: THE ASSEMBLAGE UNDINE

Class Level	Base				Special	Spells per Day	
	Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+0	+0	+0	+2	Heightened skill +1, power of one Bonus feat		+1 level of existing class
2nd	+1	+0	+0	+3			+1 level of existing class
3rd	+1	+1	+1	+3	Bonus feat, heightened skill +1,		+1 level of existing class
4th	+2	+1	+1	+4			+1 level of existing class
5th	+2	+1	+1	+4	Bonus feat		+1 level of existing class
6th	+3	+2	+2	+5			+1 level of existing class
7th	+3	+2	+2	+5	Heightened skill +1, Bonus feat		+1 level of existing class
8th	+4	+2	+2	+6			+1 level of existing class
9th	+4	+3	+3	+6	Bonus feat, heightened skill +1		+1 level of existing class
10th	+5	+3	+3	+7			+1 level of existing class

CLAN CHAMPION

Call Weapon: Starting at 1st level, a warrior can call his weapon to his hand. The weapon must be within 30 ft. of the warrior. If someone or something is holding the weapon, they may make a Strength check opposed by the warrior's Wisdom to keep possession of the weapon. When the warrior calls the weapon it flies through the air, dodging any obstructions, and lands in the warrior's outstretched hand. Calling his weapon to his hand is a move-equivalent action.

Imbue Weapon: Starting at 1st level, a bone warrior engages in a ritual to further power his weapon. This allows the bone warrior to grant his weapon appropriate weapon enchantment from Core Rulebook II. The total level enhancement bonus granted may not exceed the imbue weapon bonus. The imbuing ritual takes a number of hours equal to twice the level enhancement bonus of the potential enchantment. At 1st level, the total enchantment bonus is +1. The bonus increases by +1 every two levels after the first. For instance, a bone warrior with a total enchantment bonus of +4 could have a bone weapon +4, or he could have a +2 chaotic bone weapon, etc.

Damage Reduction: Starting at 2nd level, and every other level thereafter, the bone warrior's skin becomes magically hardened, yet remains fully tactile and malleable. This grants the bone warrior damage reduction. The warrior's damage reduction starts at 1/— at 2nd level. It increases to 2/— at 4th level, 3/— at 6th level, 4/— at 8th level, and 5/— at 10th level. Damage that the bone warrior takes from his weapon being damaged ignores his damage reduction.

Impart Spirit: At 6th level, the weapon acts as a secondary sensory tool. It gains the Alertness feat and imparts this ability to the warrior. If the warrior already possesses Alertness, its effects are doubled.

In addition, anytime the bone warrior fails a Spot or Listen check, he may immediately may a check again, without modifiers. The DM makes this roll in secret.

The clan champion is the product of rigid martial tradition. Amongst a wide range of races, particularly hobgoblins and dwarves, specialized schools of fighting have developed that focus on teamwork and group tactics. Many of these races, particularly dwarves, must fight against great beasts such as giants and dragons that can easily cleave through their ranks. To counter this, their warriors must learn to fight together as a single unit, swarming the enemy and taking advantage of chinks in his defenses as he struggles to deal with his numerous opponents.

The clan champion is the epitome of this strategy. Trained to lead the warriors of his clan into battle, the clan champion coordinates the attacks of less experienced warriors to overwhelm and destroyed a single gigantic or highly skilled opponent. By drilling intensively with his comrades, the champion teaches them to work together as a single fighting unit, forging them into a force to be reckoned with.

Many civilized and monstrous races train and use clan champions. Dwarves who take this prestige class are known as giant slayers. These veterans rally the clan's warriors to take down frost giants, hill giants, trolls, ogres, and other towering creatures. Troglodytes and hobgoblins also commonly use clan champions, often to counteract the ability and skill of adventurers and other heroes amongst their enemies.

Hit Die: d10.

REQUIREMENTS

To become a clan champion, a character must fulfill all the following criteria:

Base Attack Bonus: +8

Diplomacy or Intimidate: 5 ranks

Feats: Leadership, Toughness

TABLE 10-2: THE BONE WARRIOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Spirit link, call weapon, imbue weapon (+1)
2nd	+2	+2	+1	+2	Damage reduction (1/—)
3rd	+3	+2	+1	+2	Imbue weapon (+2)
4th	+4	+3	+1	+3	Damage reduction (2/—)
5th	+5	+3	+2	+3	Imbue weapon (+3)
6th	+6	+4	+2	+4	Impart spirit, damage reduction (3/—)
7th	+7	+4	+2	+4	Imbue weapon (+4)
8th	+8	+5	+3	+5	Damage reduction (4/—)
9th	+9	+5	+3	+5	Imbue weapon (+5)
10th	+10	+6	+3	+6	Damage reduction (5/—)

PRESTIGE CLASSES

CLASS SKILLS

The clan champion class skills (and the key ability for each) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the clan champion prestige class.

Weapon and Armor Proficiency: Clan champions gain no additional skill with weapons or armor.

Clan Allies: The clan champion gains a modified version of the Leadership feat. He trains relentlessly with the followers and cohorts his Leadership feat attracts to his banner. After weeks of working together, they learn to combine their attacks and fighting styles with the champion's, transforming them into a lethal fighting combination. The followers and cohorts the clan champion gains with the Leadership feat are considered to be his clan allies for purposes of his class features.

Swarm Attack: The clan champion learns to disrupt his opponent's defenses, allowing his clan allies to make devastating attacks against their foes. If the clan champion uses a full-round action to make a single attack at his highest base attack bonus, he disrupts his opponent's defense and allows his clan allies to coordinate their strikes with his own, granting them a bonus to hit. Until the clan champion's next action, his clan allies gain a +1 competence bonus to hit the creature the clan champion attacked. This bonus increases by +1 at every odd-numbered clan champion level.

Counterattack: Not only does the clan champion learn to coordinate his allies' attacks, he also aids their defense. At 2nd level, any creature within the clan champion's threatened area that uses the Cleave or Great Cleave feats provokes an attack of opportunity from the clan champion. This works just like any other attack of opportunity, and obeys all rules for this attack form. If the clan champion has more than one attack of opportunity per round, he may make several attacks of opportunity in

response to one use of the Great Cleave feat, but only once per attack. For example, if an ogre fighter activates Great Cleave once to make three attacks, the clan champion has a chance for an attack of opportunity in response to each of those three attacks, so long as he is capable of making attacks of opportunity.

As with any attack of opportunity, resolve the champion's attack before the Cleave or Great Cleave attacks.

Coordinated Attack: At 4th level, the clan champion can direct the attacks of his followers with a few barked orders. He trains with his men to such a great extent that they learn to leap to their guards and prepare for a fight at the slightest hint from their leader. When rolling for initiative, the clan champion may opt to make one roll for himself and his clan allies. This Initiative check is made with the clan champion's modifiers. When taking their actions, the clan champion determines the order in which he and his clan allies act, and this order may change from round to round. To resolve initiative ties between the clan champion and his enemies when using this ability, compare the opponent's Dexterity to the clan champion's score, resolving any further ties as normal.

Inspiring Leader: At 6th level, as the clan champion and his clan allies fight together, they develop an intense bond of camaraderie which allows them to fight on in the face of overwhelming odds and avoid deadly effects such as spells and traps. Their morale is so high and their bounds so tight that they pull each other out of harm's way, and work together to survive. If the clan champion or any of his clan allies stands adjacent to a fellow ally or the champion, they gain a +2 morale bonus to all saves.

Coordinated Actions: After fighting at each other's side for so long, the clan champion and his clan allies grow comfortable with their fighting styles and effortlessly blend their actions together to aid and augment their efforts. At 8th level, once per round, the clan champion or any one of his clan allies may use the aid another combat option with a free action. He must aid either the champion or one of his clan allies. Either the champion OR one of his clan allies may use this ability each round.

TABLE 10-3: THE CLAN CHAMPION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Clan allies, swarm attack +1
2nd	+2	+3	+0	+0	Counterattack
3rd	+3	+3	+1	+1	Swarm attack +2
4th	+4	+4	+1	+1	Coordinated attacks
5th	+5	+4	+1	+1	Swarm attack +3
6th	+6	+5	+2	+2	Inspiring leader
7th	+7	+5	+2	+2	Swarm attack +4
8th	+8	+6	+2	+2	Coordinated actions
9th	+9	+6	+3	+3	Swarm attack +5
10th	+10	+7	+3	+3	Greater clan allies

PRESTIGE CLASSES

Greater Clan Allies: At 10th level, the clan champion's fame and prestige grows to such a great extent that he attracts a fresh crop of recruits who seek to fight under his banner. The clan champion gains a permanent +4 to his Leadership score. As the clan champion's Leadership score rises and falls, so too does the number of followers and cohorts gained with this class ability.

CLAN KALLIN

While only the most foolhardy of warlords would purposefully seek out the wrath of dwarves, Clan Kallin is the worst of the lot. The other dwarven clans exiled Kallin and his men for their wanton brutality. Mercenary to the core, Clan Kallin will hire on to any cause, caring only for the combat they feel is their birthright.

Clan Kallin is made up almost entirely of former war clerics, fighters, and barbarians, and has taken to hiring on non-dwarves due to their sundered ties with the Lands Below. Though newcomers to the clan face prejudice, any who prove their worth at arms can join.

Hit Die: d12.

REQUIREMENTS

To qualify to join Clan Kallin, a character must fulfill all of the following criteria.

Base Attack: +7 (non-dwarves must have +10)

Alignment: Any non-lawful, non-good.

Special: The ability to rage, a weapon specialization, or the ability to cast war spells of fourth or higher level. In addition, the prospective clan member must defeat a clan member in combat.

CLASS SKILLS

The class skills for the Clan Kallin class, and the key ability for each skill, are Climb (Str), Craft (blacksmithing) (Wis), Intimidate (Cha), and Jump (Str).

Skill Points at Each Level: 1 + Int modifier.

CLASS FEATURES

Armor and Weapon Proficiency: All members of Clan Kellin are familiar with all simple and martial weapons, shields, and light, medium, and heavy armors.

Throwing: Beginning at 1st level, all members of Clan Kellin receive training in throwing hammers and axes. The character can throw a one-handed hammer or axe, with a range increment equal to five times his Str bonus (if any).

Bonus Feats: Beginning at 2nd level, and continuing every other level thereafter, members of Clan Kellin may choose any of the following as a free bonus feat: All or Nothing, Blind-Fight, Combat Reflexes, Endurance, Great Fortitude, Improved Critical, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack (Cleave, Great Cleave, Improved Bull Rush, Sunder), Toughness (Thick Skull, Thick Skin), and Weapon Focus.

No Time to Bleed (ex): Clan Kellin's members are notoriously tough. Starting at 3rd level, by making a Fortitude save (DC 18), a member of Clan Kellin may continue fighting even though his hit points are reduced below zero. The clan member may continue to fight for a number of rounds equal to his Constitution modifier plus his levels in this class, or until reduced to -10 hit points (at which point, he dies as normal). While fighting, the character cannot make a check to see if he stabilizes.

Revenge: At 5th level, Clan Kellin members react reflexively to melee attacks. Anyone attacking them with a melee strike provokes an attack of opportunity, unless the attacker is four or more levels higher than the clan member. Starting at 9th level, if the attacker has more than one attack, and the Clan Kellin member has Combat Reflexes, he may respond to each attack in kind.

Take-Down: At 7th level, the clan member becomes skilled at knocking or dragging an opponent off his feet. By taking a full-round action, the clan member may attempt a mighty blow with a bludgeoning or slashing weapon. If he strikes successfully, the target must make a Reflexes save (DC of 10 + the damage from the attack, -2

TABLE 10-4: THE CLAN KALLIN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Throwing
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	No time to bleed
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	Revenge
6th	+6	+5	+2	+2	Bonus feat
7th	+7	+5	+2	+2	Take-Down
8th	+8	+6	+2	+2	Bonus feat
9th	+9	+6	+3	+3	Revenge
10th	+10	+7	+3	+3	Bonus feat, Maim! Kill! Destroy!

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if the target has four or more legs, and an additional -2 per Size category greater than the clan member) or be dismounted (if mounted) and tripped. Double the critical threat range of the character's weapon for this attack.

Maim! Kill! Destroy!: At 10th level, the character's blows are so mighty that they stagger opponents. If the character's strikes threaten a critical hit, the target must make a Fortitude save (DC 10 + this character's level + his Strength modifier), or lose 1d4 temporary Constitution points.

DUNE RUNNER

It takes a certain kind of man to eke out an existence in the wastes of the world, and another entirely to thrive there. Those who do are righteous warriors, conniving villains, or simple hermits, but regardless of inclination, many generals find such men valuable. The deepest deserts hold great secrets, and the desert itself is a powerful weapon to wield against an enemy.

The Dune Runners are a mercenary band who wander the southern deserts. Like many mercenaries, they follow money more so than morals, and have no qualms about exploiting their advantages. Those driven into the Dune Runners' lands claim that the Runners followed them from a distance, occasionally offering higher and higher prices for their services. The Dune Runners do not deny this; desperate customers pay well.

While Dune Runners are the largest band of mercenaries with these abilities, other groups have similar abilities, and the DM may alter this prestige class to other climates with mild difficulty (arctic runners would have Snowwalking rather than Sandwalking, for instance).

Hit Die: d10.

REQUIREMENTS

To qualify to become a dune runner, a character must fulfill the following criteria.

Alignment: May not be good or evil (Mercenary band only).

Feats: Skill Focus (Wilderness Lore) and Track.

Wilderness Lore: 10 ranks.

Special: The character must enter a desert with nothing more than a dagger and his clothing, and spend a month there without aid.

CLASS SKILLS

The dune runner's class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Listen (Wis), Ride (Dex), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 3 + Int. modifier.

CLASS FEATURES

All of the following are class features of the dune runner prestige class.

Armor and Weapon Proficiency: Dune Runners are proficient with all simple weapons, scimitars and spears, and light armor. Medium and heavy armors can actually be detrimental in the unforgiving lands of the dune runners.

Survivalist: The first lesson new dune runners learn is how to survive for extended periods in harsh conditions. Following a successful Wilderness Lore check to aid against severe weather, he gains +4 to all his Fortitude saves, and may move at his full speed across without penalty across even the most difficult terrain or weather conditions. Alternately, some long as the dune runner has adequate food and water, he can survive the severe weather indefinitely if he chooses to stay in one place. This effect does not extend to those the dune runner travels with.

TABLE 10-5: THE DUNE RUNNER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Survivalist
2nd	+1	+3	+3	+0	Sandwalk
3rds	+2	+3	+3	+1	Know the old roads
4th	+3	+4	+4	+1	Vanish without trace
5th	+3	+4	+4	+1	The sand is my ally
6th	+4	+5	+5	+2	Know the old roads
7th	+5	+5	+5	+2	A grain of sand among many
8th	+6/+1	+6	+6	+2	Master of the mirage
9th	+6/+1	+6	+6	+3	The desert is my shield
10th	+7/+2	+7	+7	+3	A grain of sand among many

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Sandwalk (ex): The desert presents many threats to the unwary traveler, not the least of which is that loose sand and more solid earth are difficult to distinguish. Beginning at 2nd level, dune runners may cross either with equal speed and little difficulty. While the dune runner is wearing only light or no armor and is only lightly encumbered, he may cross any expanse of land despite its consistency, with quicksand being the equal of rock underfoot (arctic dune runners use snow instead of sand). This effect does not extend to other hazards, however, and the dune runner cannot walk on water.

If the dune runner remains stationary while using this ability, he suffers the full effects of the hazard (if any).

Know the Old Roads: At 3rd level, the dune runner's basic knowledge of his chosen home is complete, and his desert holds few secrets from him. He receives a +5 competence bonus to all Intuit Direction and Wilderness Lore checks in the his home desert and may always take 10 or take 20, no matter the conditions, so long as he remains. This effect extends to other deserts at 6th level.

Vanish Without Trace (su): At 4th level, while the runner is in a desert and out of sight of any pursuers (including magical effects, such as invisibility), all attempts to track him through mundane or magical methods automatically fail if the character is higher level than his pursuer(s).

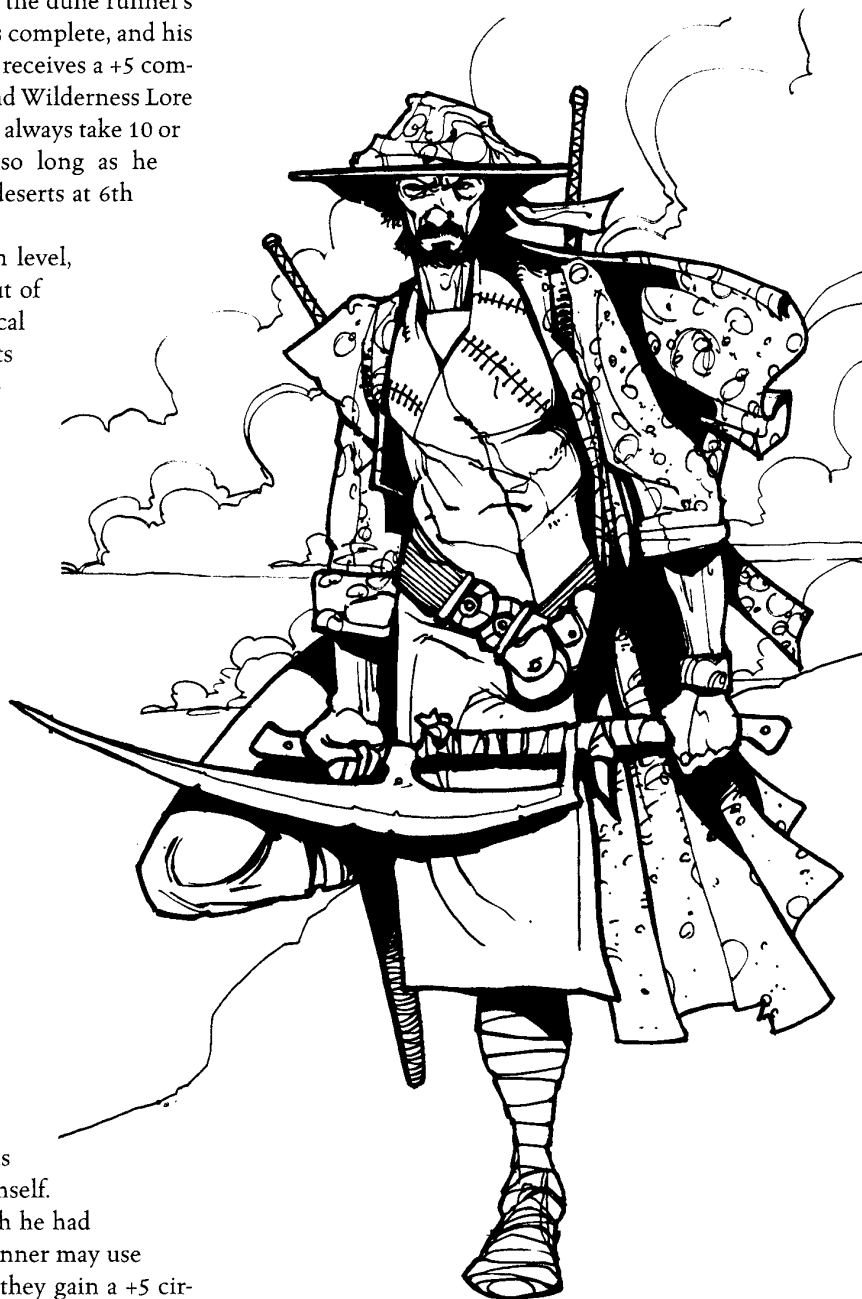
The Sand is My Ally: At 5th level, the dune runner begins to use the desert to aid him in combat. While those around him suffer movement and Dexterity penalties, he may move unimpeded. In addition, each round he may designate one opponent who is flat-footed in relation to the dune runner. This allows the dune runner to attack his opponent with a sneak attack (if any) and his opponent loses his Dexterity modifier and dodge bonus (if any) to AC in relation to the dune runner.

A Grain of Sand Among Many (sp): At 7th level, the dune runner's native environment becomes almost a part of him. By making a successful Hide check, the dune runner simply disappears as though he had cast invisibility on himself. At 10th level, he may do this as though he had cast improved invisibility. The dune runner may use this ability in full sight of others, but they gain a +5 cir-

cumstance bonus to Search and Spot checks to locate the runner.

This ability lasts a number of rounds equal to the dune runner's level per day and multiple uses are cumulative.

Master of the Mirage: At 8th level, the character can exert some minor control over his desert environment. This ability allows him to make his opponents believe that the sand around them is shifting, disorienting them. Once per day, as a full-round action, the dune runner may conjure an illusion to disrupt his opponents. He may cast either major image or hallucinatory terrain as a 7th level spellcaster.



The Desert is My Shield: At 9th level, the character has achieved an almost perfect oneness with the desert. While within the bounds of the desert, the character need not eat, drink, or sleep, does not age, and automatically stabilizes if his current hit points are below zero. These effects end immediately if the character sets foot outside the desert, and possibly catastrophically so. Once outside the desert, the character's bodily processes catch up with him, and he suffers the full, cumulative effects of any condition this ability may have shielded from (i.e. a dune runner who has spent a century in the desert will age a hundred years upon leaving it).

EXILES OF THE BURNING ROAD

The Orc-Gate wars were a terrible time, when the reviled black orcs marched upon the lands of elf and man alike, putting to the torch all who opposed them. Though the conflict ended centuries ago, one tribe of humans — the Rising Moon — never forgot or forgave the atrocity. With their lands sacked and their people culled, the remainder of the tribe decided to wander the world, awaiting their revenge whilst ensuring no others would suffer as they had.

The years since this choice have not been kind, and the exiles virtually starve while attempting to balance their own needs with those of the peoples they aid. A splinter group, the Soldiers of the Blackened Road, abandoned the old ways a generation ago, and desertion is common. Those who remain, however, are the staunchest allies any could hope for, and the best hope against future orcish incursions.

Newcomers interesting in joining the exiles must find them in between their travels and prove themselves worthy to be among these disheveled pariahs.

Hit Die: d10.

REQUIREMENTS

To qualify to join the exiles of the burning road, a character must meet the following requirements.

Race: May not be an orc. Half-orcs are rarely accepted, but suffer prejudicial treatment.

Alignment: Any nonevil.

Base Attack Bonus: +4.

Wilderness Lore: 4 ranks

Feats: Endurance

Special: The character must participate in three raids on orcish villages, or in the protection of a people against three orcish attacks.

CLASS SKILLS

The class skills for the exiles of the burning Road (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the exile of the burning road prestige class.

Armor and Weapon Proficiency: Exiles of the burning road are proficient with all simple weapons, and all light armor and shields.

Favored Enemy: All exiles of the burning road have orcs as a favored enemy, as per the ranger class feature of the same name. This stacks with any previous favored enemy (orc) ability that a character may already possess.

Bonus Feats: Beginning at 2nd level, and continuing every other level thereafter, the exile may choose a bonus feat from the fighter's list of bonus feats.

Improved Flanking: At 3rd level, the exile learns some of the basic teamwork techniques of his band, and gains a +4 flanking bonus on attack rolls when he and an ally flank an enemy, instead of the normal +2. This bonus only applies when both individuals flanking are exiles of the burning road.

TABLE 10-6: THE EXILE OF THE BURNING ROAD

Class	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Favored enemy
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	Improved flanking
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	I've got your back
6th	+6	+5	+2	+2	Bonus feat
7th	+8	+5	+2	+2	Whatever is necessary
8th	+9	+6	+2	+2	Bonus feat
9th	+9	+6	+3	+3	My life for yours
10th	+10	+7	+3	+3	Bonus feat

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I've Got Your Back (ex): At 5th level, the exile is intuitively aware of his allies' weaknesses and may take a move-equivalent action to intercept someone flanking an ally, breaking the flank, so long as the ally is within your base movement. In intercepting them, you take the space that they would have entered to flank your ally. In order to intercept the movement, the exile must be holding or readying his action.

This draws an attack of opportunity as normal.

Whatever is Necessary: At 7th level, the exile's selflessness in combat becomes a tactical advantage. As a move-equivalent action, the exile may lower his AC by any amount up to and including his level in this class, adding the amount to his melee attack bonus. If facing an orc, he gains an additional bonus to damage equal to the penalty taken. This effect continues until the exile takes another move-equivalent action to end it.

My Life For Yours (su): At 9th level, the exile's devotion to his friends is all but insurmountable. He is no longer limited to one ally for aiding another actions, and enemies within his threatened area may not make attacks of opportunities on other characters. Lastly, if the character holds or readies an action, he can draw an attack against an ally adjacent to him, onto himself. He gains a +4 circumstance bonus to AC for this attack.

FANATIC

Though most mercenary bands know better than to switch sides amidst battle, few generals wish to risk such treachery. One solution is to mix mercenary bands with individuals whose loyalties are absolute and unwavering, and who will ruthlessly punish betrayal. It is, of course, only coincidence that such fanatics sometimes threaten the general's causes themselves.

Fanatics are individuals who do not simply believe or hold ideals; they know they are correct, and dismiss contrary opinion as either idiocy or blasphemy. Unlike the superficially similar barbarians, a fanatic's fervor extends

beyond combat, and many fanatics use their fervor in less destructive ways such as oration or craftsmanship. Ironically, such peaceful uses make them more deadly foes in politics.

Hit Die: d8.

REQUIREMENTS

To qualify as a fanatic, a character must fulfill the following criteria.

Alignment: The character's alignment must never have changed, and the character may not have performed an action in opposition to his alignment.

Base Will Save: +5

Feats: Iron Will

Special: The character must hold up one credo as an absolute truth, such as "Eyeria must be destroyed." It must be also be a truth that even other characters of the same alignment may find disturbing (i.e. a lawful good character will assume that theft is always wrong, but a lawful good fanatic may say that a beggar stealing a loaf of bread should be put to death).

CLASS SKILLS

The fanatic's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (any not restricted to a particular class) (Int), Perform (Cha), and Sense Motive (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

All of the following are class features of the fanatic prestige class.

Armor and Weapon Proficiency: Fanatics are familiar with all simple weapons, light armors, and shields. They are also familiar with one exotic weapon of their choice.

Fanatic Fervor: The fanatic adds his level in the class to all of his Will saves to resist magical or supernatural attempts to sway his mind, and to all opposed skill checks to do so. Additionally, the fanatic may choose to invoke

TABLE 10-7: THE FANATIC

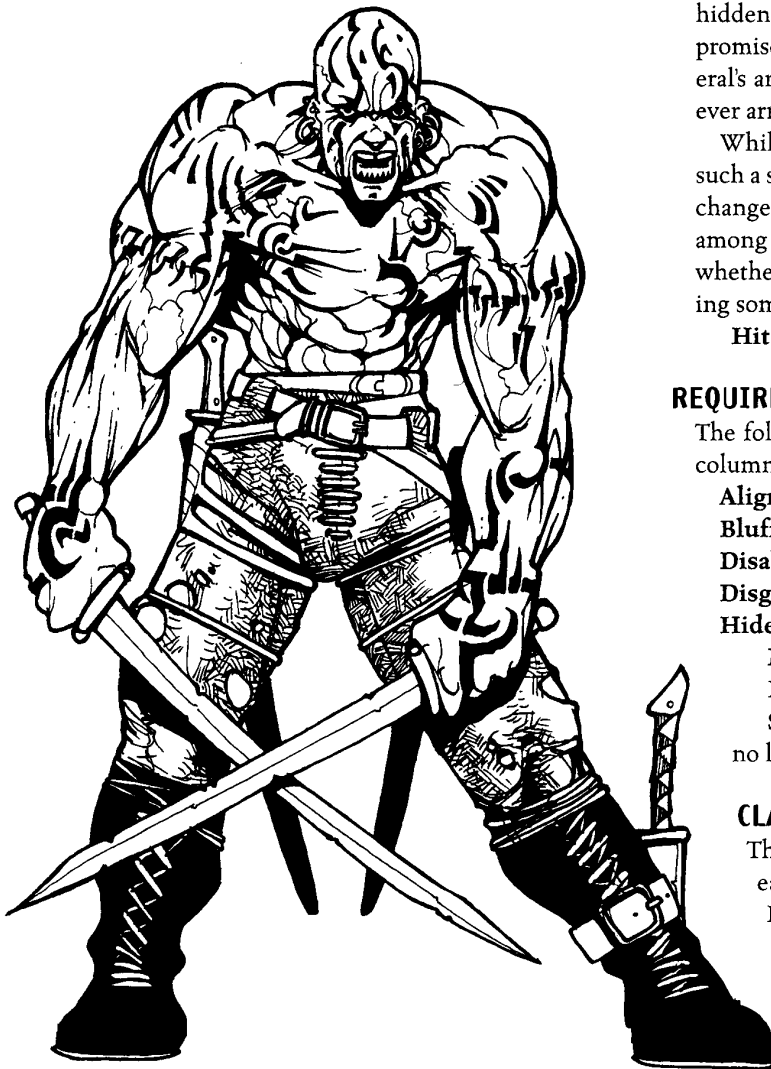
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Fanatic fervor
2nd	+1	+3	+0	+3	Fanatic fervor, leadership
3rd	+2	+3	+1	+3	Fanatic fervor
4th	+3	+4	+1	+4	Fanatic fervor
5th	+3	+4	+1	+4	Fanatic fervor, rabble-rouser
6th	+4	+5	+2	+5	Fanatic fervor
7th	+5	+5	+2	+5	Fanatic fervor, divine protection
8th	+6/+1	+6	+2	+6	Fanatic fervor, leadership
9th	+6/+1	+6	+3	+6	Fanatic fervor
10th	+7/+2	+7	+3	+7	Fanatic fervor, undying devotion

his fervor when making checks or attack rolls directly related to his credo, during which time he may not stop until he finishes his project (for checks), or will not stop until dead or until all opponents are dead or have fled (for combat). When invoking fanatic fervor in combat, the fanatic must always make full attacks.

Leadership: At 2nd level, the fanatic gains this feat as a free bonus feat. At 8th level, the character's unwavering dedication passes on to his followers, and actually gains a +2 bonus to his Leadership score.

Rabble-Rouser: At 5th level, the fanatic gains this feat as a free bonus feat. The fanatic's rabble also have a morale bonus to resist dispersion equal to the fanatic's level + his Charisma modifier.

Divine Protection: At 7th level, the force of the fanatic's personality is such that he gains magic resistance from it. Though many fanatics proclaim this to be a sign of holy favor (hence the name), it is simply an outer sign of the fanatic's will. The fanatic gains spell resistance equal to his level + Charisma modifier.



Undying Devotion: At 10th level, the fanatic's zeal eclipses death itself. He becomes immune to all Necromancy and Death spells and spell-like abilities targeting him.

THE FIFTH COLUMN

While no one welcomes the enemy's mercenaries into camp, the wisest generals realize that some may already be there. Servants, families, and even low-ranking soldiers are all faceless blurs after a lifetime of service, and it takes only one mistaken acceptance to bring ruin to an army.

The Fifth Column is a legendary group of saboteurs-for-hire, their name used to berate lax underlings for even minor breaches of security. According to the tale, an ancient human civilization faced attack from a rival nation, and discovered an army of four columns moving to attack the capitol. The leading general, arrogant with his previous successes, dispatched a like amount to intervene, but did not expect that a fifth column of troops had hidden itself in the city for months prior. His base compromised and his troops rife with double-agents, the general's army fell into chaos before the other four columns ever arrived.

While historians and loremasters debate the logic of such a scenario (the name of the general and both nations change with each telling), it remains a popular proverb among soldiers. Whether the fifth column ever existed, or whether it continues to exist, is less important than teaching someone not to sleep on guard duty.

Hit Die: d6.

REQUIREMENTS

The following are the requirements for joining the fifth column prestige class.

Alignment: May not be lawful good.

Bluff: 6 ranks

Disable Device: 6 ranks

Disguise: 6 ranks

Hide: 8 ranks

Move Silently: 8 ranks

Feats: Alertness

Special: Charisma may be no higher than 13, and no lower than 8.

CLASS SKILLS

The fifth column's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (architec-

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ture) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Read Lips (Int), Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the fifth column prestige class.

Armor and Weapon Proficiency: The character gains no new familiarity with weapons, armor, or shields, but is encouraged to learn such techniques as part of his cover identities.

One Among Many: A good saboteur neither seeks nor avoids attention. A member of the fifth column gains a +10 competence bonus to all Disguise checks and automatically rerolls any Disguise check roll of a natural 1.

Sneak Attack: Starting at 2nd level, a member of the fifth column can make devastating attacks against opponents who cannot adequately defend themselves. Whenever an unseen hand strikes an opponent who would be denied his Dexterity modifier to his armor class or the unseen hand flanks his opponent, the unseen hand can strike a vital spot for extra damage. The extra damage is +1d6 at 2nd level, and an additional 1d6 is added every three levels thereafter.

This damage stacks with other sneak attack bonuses.

A Minor Adjustment: Saboteurs rarely have the time to muddle with anything important for long. Beginning at 3rd level, the character may always take 10 on Disable Device checks, regardless of stress or normal time allowances. A saboteur may use this ability repeatedly and consecutively.

At 6th level, he can take 20 on Disable Device checks no matter the circumstances.

Poison Use: Members of the fifth column know many infiltration techniques. Once inside someone's camp, knowing poisons is just as important. At 4th level, the saboteur never accidentally poisons himself when applying poison to a blade.

Nothing up my Sleeve: At 7th level, the fifth column saboteur can sneak into an out of a compound with ease. Additionally, hiding an item on his person is child's play. Whenever he attempts to hide a single Small or Tiny item, he can take 20 automatically when making a Hide check. In addition, he gains a +5 competence bonus to all Hide and Move Silently checks to remain hidden.

GORIDIN'S KNIGHTS

They have appeared at the vanguard of armies of darkness, and have served alongside regiments of paladins in crusades. Among the ablest of combatants, Goridin's Knights are a mercenary band whose exact requirements few understand. They have charged enormous fees to some, and worked for free to others. Other times, they simply stand aside and watch the carnage, defending themselves only as necessary.

In truth, Goridin's Knights are dedicated to one principle — war. Though not evil, they are by no means heroic, and actively aid any side who would continue a war. Conflict, Goridin said, breeds strength, and enriches the lives of the worthy. Goridin also spoke out against slaughter, accepting prisoners and refusing to draw steel against noncombatants. His clerics do the same to this day.

Hit die: d10.

REQUIREMENTS

All of the following are requirements for joining Goridin's Knights.

Alignment: Must be true neutral.

Base Attack Bonus: +5.

Feats: Combat Casting.

Spellcasting: Ability to cast 3rd level divine spells from the War Domain. Those unable to cast divine spells, may still join the knights, but do not gain the spells per day of a typical member of this prestige class.

Special: Must have proficiency with and own a masterwork martial weapon.

TABLE 10–8: THE FIFTH COLUMN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	One among many
2nd	+1	+0	+3	+0	Sneak attack +1d6
3rd	+2	+1	+3	+1	A minor adjustment
4th	+3	+1	+4	+1	Poison use
5th	+3	+1	+4	+1	Sneak attack +2d6
6th	+4	+2	+5	+2	A minor adjustment
7th	+5	+2	+5	+2	Nothing up my sleeve
8th	+6	+2	+6	+2	Sneak attack +3d6
9th	+6	+3	+6	+3	
10th	+7	+3	+7	+3	Bonus feat

TALAS THE LOST KING

While there are many gods of war, few would support groups such as Goridin's Knights, which fight with little cause, and many prospective knights, while they sympathize with the order's actions and goals, are reluctant to join due to fear that their gods would forsake them. Talas the Lost King is one exception, a god who rules a vast, blighted plane of endless conflict. Great heroes and terrifying villains are welcome in equal measure, and the greatest of them ascend to serve Talas directly.

Talas' domains are Destruction, Protection, Strength, and War, and his favored weapon is the warhammer.

CLASS SKILLS

The class skills for Goridin's Knights (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha) Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (mercenary) (Wis), Ride (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of Goridin's Knights.

Armor and Weapon Proficiency: Goridin's Knights are familiar with all armors and shields, and with all simple weapons.

Spells: Goridin's Knights, though nominally clerics, have a slower spell progression rate. Beginning at 1st level and continuing every other level thereafter, the knight gains a cleric level for the purposes of learning and casting spells.

Turning: Goridin's Knights, being one step removed from true clerics, lose the ability to turn or rebuke undead.

Sense Conflict: At 2nd level, the spirit of war first nudges its way into the knight's heart. Major conflicts draw the knights to battle, an intuitive process not even

the knights themselves fully understand. Knights always know how close and in what direction the nearest major battle is. In addition, once the knight is within one mile, he knows how many people are fighting, which races are involved, which side is winning, and what started the war. In addition, the knight may cast sending as a 9th level spellcaster to the general of any army in the conflict, alerting him that Goridin Knight has arrived.

Holy Terror: At 4th level, when the knight draws a weapon, all opponents within his threatened area must make a Will save vs. his fear effect (DC equal to the knight's overall level plus his Charisma modifier, plus any magical bonus from the weapon) or break ranks and flee from the knight for 1d6 rounds.

Divine Wrath: Though many question the competence of a pack of war-clerics, those who do in battle would do well to fear this ability. At 6th level, a knight may reroll any damage die that rolls a one. This ability may be used any number of times per day.

Eight Men as One: Starting at 8th level, among their brethren, Knights are unusually canny foes. While fighting alongside men he has journeyed with for at least one month, the knight and his allies are immune to flanking and surprise. This ability falters if the Knight himself loses consciousness.

War Without End: A 10th level, the knight is nearly unstoppable. The knight gains damage reduction equal to the number of his conscious allies within a 30-ft.-radius.

THE GREY WALKER

The grey walkers are the most exclusive, reactionary group of druids known. Neutral to the last, these men and woman are also absolutely ruthless in their pursuit of balance, joining ranks with evil, good, law, or chaos as the situation demands. Unlikely allies in the best of times, the grey walkers protect the world and nature first and foremost, and destroy any they perceive as threats to the greater balance.

TABLE 10-9: THE GORIDIN'S KNIGHTS

Class Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+0	+2		+1 level of spellcasting ability
2nd	+1	+3	+0	+3	Sense conflict	
3rd	+2	+3	+1	+3		+1 level of spellcasting ability
4th	+3	+4	+1	+4	Holy terror	
5th	+3	+4	+1	+4		+1 level of spellcasting ability
6th	+4	+5	+2	+5	Divine wrath	
7th	+5	+5	+2	+5		+1 level of spellcasting ability
8th	+6/+1	+6	+2	+6	Eight men as one	
9th	+6/+1	+6	+3	+6		+1 level of spellcasting ability
10th	+7/+2	+7	+3	+7	War without end	

PRESTIGE CLASSES

Grey walkers come from any race or region, and while unforgiving of transgressions, are surprisingly reasonable when it comes to warning others of potential abuse. Grey walkers realize that they cannot be everywhere at once, and that it is far easier for others to police themselves than for the grey walkers to cull the excess.

Hit Die: d8.

REQUIREMENTS

The following are the requirements for joining the grey walkers.

Alignment: Must be neutral.

Base Attack Bonus: +5.

Spellcasting: Ability to cast 3rd level or higher druid spells.

CLASS SKILLS

The class skills for the grey walker class, and the key ability for each skill, are Animal Empathy (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Scry (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the grey walker prestige class.

Armor and Weapon Proficiency: Grey walkers gain no special familiarity with armor, but may choose a single simple, martial, or exotic weapon which they gain proficiency.

Nature's Protection: Starting at 1st level, any magical weapon that wounds the grey walker loses an effective +1 per successful strike. These lost bonuses return at the rate of one a day until the weapon is fully restored, but intelligent weapons may refuse to attack the Grey Walker a second time out of fear.

Spellcasting: Due to their fanaticism, grey walkers are actually one step removed from true druidic ideals. They gain a spellcasting level in their previous druidic class every other level, beginning at 2nd. They only gain the extra spell access and spells per day, and receive no further benefits.

Nature's Blessing (su): Beginning at 3rd level and continuing every three levels thereafter, the grey walker gains a cumulative +1 sacred bonus to all attack and damage rolls against characters one step away from neutrality (CN, LN, NE, and NG), and an additional +1 against characters two steps away from neutrality (CE, CG, LE, and LG). These bonuses allow the walker to attack opponents who may only be struck by magical items.

Sense Imbalance (su): Beginning at 5th level, the grey walker may sense imbalance in an area. This allows him to detect the overall alignment of a location, the alignment(s) of its three most prominent individuals, and how dangerous the imbalance is to the world at large. This ability extends to 100 ft. and increases by 100 ft. every 2 levels thereafter.

Nature's Balance: At 6th level, the grey walker becomes immune to damage from spells with a Chaotic, Evil, Good or Lawful component.

Repeal Blessing (su): At 7th level, the grey walker's attunement to the earth is such that he can cancel the magic of others. The grey walker gains the benefit of minor globe of invulnerability, which is constant but does not affect his own magic. At 10th level, this becomes a globe of invulnerability with the same effects.

In addition, he may cancel a single duration based enchantment on any person within line of sight as a standard action, a number of times per day, equal to his level in this prestige class. The target is allowed a Will save (DC 10 + the grey walker's level + Wisdom bonus (if any) to cancel this effect.

At 10th level, he can do this as a free action, once per round, up to his maximum times per day.

TABLE 10-10: THE GREY WALKER

Class Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+0	+2	Nature's protection	
2nd	+1	+3	+0	+3		+1 level of spellcasting class
3rd	+2	+3	+1	+3	Nature's blessing +1	
4th	+3	+4	+1	+4		+1 level of spellcasting class
5th	+3	+4	+1	+4	Sense imbalance	
6th	+4	+5	+2	+5	Nature's blessing +2, nature's balance	+1 level of spellcasting class
7th	+5	+5	+2	+5	Repeal blessing	
8th	+6/+1	+6	+2	+6		+1 level of spellcasting class
9th	+6/+1	+6	+3	+6	Nature's blessing +3	
10th	+7/+2	+7	+3	+7	Repeal blessing	+1 level of spellcasting class

INITIATE

OF SHATTERED STEEL

While armored warriors wielding fearsome weapons are the most common feature of the battlefield, those generals who have heard of the Initiates of Shattered Steel employ them against such common foes. The

Initiates are a small order of worldly monks who seek to perfect their souls in the fires of combat, and many hire on as mercenaries (at a nominal fee, usually tithed to the orders' monasteries) to better test themselves against a variety of foes.

While all martial artists are learned in the ways of unarmed combat, initiates of shattered steel strive to attain further mastery in the ways of grappling and in the art of destroying weapons (and other inanimate objects.)

Initiates of Shattered Steel are adept at disarming their opponents and destroying their weapons. This is generally the initiate's first action in combat, for they believe the only honor is in unarmed combat, where both combatants are unarmed. The fact that this usually renders their opponent defenseless is beside the point — any true warrior should be prepared for such an eventuality.

Hit Die: d8

REQUIREMENTS

To qualify to become an initiate of shattered steel, a character must fulfill the following criteria:

Alignment: Any lawful

Base Attack Bonus: +5

Balance: 5 ranks

Bluff: 4 ranks

Intimidate: 4 ranks

Jump: 5 ranks

Sense Motive: 6 ranks

Tumble: 8 ranks

Feats: Improved Unarmed Strike, Improved Disarm, and Sunder

CLASS SKILLS

The initiate of shattered steel's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 2 + Int Modifier.



PRESTIGE CLASSES

CLASS FEATURES

All of the following are class features of the initiate of shattered steel.

Weapon and Armor Proficiency: Initiates of Shattered Steel gain no additional weapon or armor proficiencies.

Note: An initiate only has access to his class abilities when he is completely unarmed, unarmored, and lightly encumbered or unencumbered.

Tiger Strike: Starting at 1st level, the initiate is a master of empty hand fighting. He uses the monk's unarmed attack bonus and unarmed damage as if he were a monk of that level. If he was already a monk before becoming an initiate, he adds his levels together. When using hand strikes, he does damage as if he were 1 size category larger. Also, initiates may use the Sunder feat with their hands and feet.

Destructive Grasp: Starting at 2nd level, initiates gain greater abilities to destroy weapons and inanimate objects. When an initiate attempts to break an inanimate object, he doubles his Strength modifier, only for purposes of dealing damage.

Destructive Disarm: At 3rd level, initiates hone the defense capabilities to higher levels. When an initiate successfully disarms an opponent, he may, as a free action, immediately damage the weapon dealing maximum damage to the weapon in question. Using this ability does not draw an attack of opportunity.

Responsive Disarm: At 4th level, initiates gain sharper and greatly enhanced reflexes. When an initiate is attacked, he may forfeit an attack of opportunity to gain a +4 dodge bonus to one attack. If the attack misses, the initiate gains a bonus to his next attack in the next round to disarm that opponent equal to his level in this class.

Dragon Strike: At 5th level, an initiate gains an intuitive ability to place his blows. The initiate gains his Wisdom modifier (if positive) as a bonus to his damage rolls.

Great Sunder: At 6th level, the initiate ignores up to 5 points of hardness when striking an object.

Fists of Stone: At 7th level, the initiate's fierce punch allows him to reroll all 1s and 2s when dealing unarmed damage. This does not apply to weapons that may be used with his unarmed attack bonus.

Fists of Water: At 8th level, the initiate knows how and where to stand to gain the most from his talent. He automatically flanks anyone he stands next to, whether or not an ally is nearby.

Shattering Blow: Starting at 9th level, an initiate perfects his ability to shatter inanimate objects. When striking an item, the initiate ignores non-magical hardness of the target. If the target is magical, its new hardness is equal to its magical bonus. For magic items without a magical bonus, treat the hardness as 2. Use of this ability is a full round action.

Master of the Empty Hand: Starting at 10th level, an initiate has attained full mastery of his abilities. His unarmed critical threat range is increased by 1 and his critical strikes deal triple damage. Also, his intensive expertise in the destruction of inanimate objects has taught him much about his own weaknesses. He gains his Constitution modifier (if positive) as a bonus to his armor class. He retains this bonus even if he is denied his Dexterity modifier to his armor class or if he is immobile or incapacitated.

LEGACY

Some enemies are so great that no single man or army may destroy the foe in a single lifetime. Some monsters live in a timespan which dwarfs the life of mortals and indeed barely pays heed to such fleeting creatures. Dragons, liches, vampires, demons, devils, and spirits are no less dangerous to their enemies because of their callousness, but few would dedicate themselves to the eradication of such powerful nemeses.

Legacies are such people. They clash with their ageless opposites down the centuries, born to previous legacies, trained by them, fighting their cause, and then training

TABLE 10–11: THE INITIATE OF SHATTERED STEEL

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Tiger strike
2nd	+2	+3	+3	+3	Destructive grasp
3rd	+3	+3	+3	+3	Destructive disarm
4th	+3	+4	+4	+4	Responsive disarm
5th	+4	+4	+4	+4	Dragon strike
6th	+5	+5	+5	+5	Great sunder
7th	+6	+5	+5	+5	Fists of stone
8th	+6	+6	+6	+6	Fists of water
9th	+7	+6	+6	+6	Shattering blow
10th	+8	+7	+7	+7	Master of the empty hand

PRESTIGE CLASSES

the new generation. Their reasons for doing so are myriad — indeed, while revenge is a common motivation to fight such powerful opponents, it usually kills the would-be hero before he could train another. More often, legacies hunt their foes simply because they have the best training to do so, and are more capable of fighting such creatures on roughly equal ground. Besides, their failures are lessons to the next generation. Legacies easily integrate into mercenary bands, as their expertise is invaluable against the most dangerous adversaries.

Hit Die: d8.

REQUIREMENTS

The following are the requirements for entering the legacy prestige class.

Alignment: May not be the same alignment as the legacy foe (see below).

Base Attack Bonus: +3.

Knowledge (arcana): 6 ranks.

Feats: Iron Will

Special: The character must have a legacy relative, or find and train under another member of this class. The character must also convince their teacher of their commitment, by defeating a creature of the same type as their legacy foe (see below), or an ally or lieutenant of the legacy foe.

CLASS SKILLS

The class skills (and key ability for each skill) for the legacy prestige class are Alchemy (Int), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history), Knowledge (legacy foe) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (mercenary) (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the legacy prestige class.

Armor and Weapon Proficiency: Legacies receive training in the use of all simple and martial weapons, and in the use of all light and medium armors. Heavy armors and shields tend to be more dangerous than helpful against the legacy foe, and most legacies eschew their use.

Legacy Foe: Upon choosing to become a legacy (even before joining the class properly), the character chooses a legacy foe: an enemy so vastly powerful that it cannot realistically be defeated in one lifetime. Immortal and millennial characters and creatures are appropriate choices for legacy foes, but so are certain powerful organizations (such as hidden, ancient cults of evil; DMs have final say). The legacy foe is a favored enemy (as per the ranger ability of that name), and the legacy receives all benefits of having a favored enemy when opposing the legacy foe or its direct, knowing minions. This class feature does not stack with the ranger favored enemy class feature, as the legacy chooses his foe as an individual or individuals, not as part of a greater racial group.

Careful Consideration: Legacies do not survive by carelessness, hiding when necessary from their legacy foes. Beginning at 2nd level, legacies gain a bonus equal to their level to the DC or any contested checks against legacy foes attempting to discover them, whether magically (such as with Scry checks), or through more typical manners (Spot or Gather Information checks). This effect is continuous.

Determination: At 3rd level, the legacy's studies into the nature of his foe reveals deeper insight into their nature and abilities. While fighting the legacy foe or its direct, knowing minions, the legacy adds his level in this prestige class to his Initiative checks. Furthermore, the legacy adds his level as a competence bonus to all Gather Information, Listen, Search, Spot and Wilderness Lore skill checks to track or otherwise find their legacy foe.

Strength From Failure: Legacies must learn to cut their losses, and that the greater evil is to die a wasted

TABLE 10—12: THE LEGACY

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+2	Legacy foe
2nd	+1	+0	+3	+3	Careful consideration
3rd	+2	+1	+3	+3	Determination
4th	+3	+1	+4	+4	Strength from failure
5th	+3	+1	+4	+4	Steely resolve
6th	+4	+2	+5	+5	Praise to the fallen
7th	+5	+2	+5	+5	The enemy of my enemy
8th	+6/+1	+2	+6	+6	Deadly choices
9th	+6/+1	+3	+6	+6	Deadly results
10th	+7/+2	+3	+7	+7	Undying opposition

PRESTIGE CLASSES

death than to live a wiser coward. Beginning at 4th level, each time the legacy faces his legacy foe in combat, and both survive, the legacy gains a cumulative +1 competence bonus to all attack and damage rolls against the legacy foe, as well as to all checks and saves against the legacy foe. A legacy may not have more bonuses from this ability than his level in this class, and any survived encounters beyond his level in this prestige class are not cumulative.

Steely Resolve: Legacies, upon reaching 5th level, have hardened themselves against the nature of their foes and indeed begin identifying themselves in reference to them. They shift one alignment further in opposition with their legacy foe (if possible), and gain an additional Will save to all mind-altering effects of their foe. Allies of the legacy gain a morale bonus to all Will saves equal to the legacy's level when facing the legacy foe.

Praise to the Fallen: Though legacies learn combat and resistance training, many would argue that history is their greatest ally in the fight against the legacy foe. Beginning at 6th level, the legacy may make a Knowledge (history) skill check once per adventure (DC equal to the number of decades back the legacy wishes to research), to discover the successes and failures of previous legacies' struggles against the foe. If the legacy succeeds, his player may ask the DM any single question, which the DM must answer as truthfully as the subject legacy would be aware.

The Enemy of My Enemy: Eventually, legacies begin planning the final downfall of their foe, and attempt to recruit allies to the cause. At 7th level, the legacy's name becomes common knowledge among all his legacy foe's enemies and allies alike, and the legacy gains a circumstance bonus equal to twice his level in this class on all Charisma-related skill checks involving enemies of his legacy foe. If the legacy has the Leadership feat, he does not suffer penalties for hiring cohorts of another alignment, so long as both he and the cohort have the legacy foe as a common enemy.

Deadly Choices: Eventually, each legacy risks his foe discovering him, and few individuals can stand the undivided attention of some of the most powerful creatures in existence. At 8th level, the legacy makes one final decision: to continue on his path, or to turn from it and save his own life (without losing the benefits of this class; many legacies view this as a retirement of sorts, and most legacy teachers have taken this path). After 8th level, a legacy may only multiclass out of the legacy prestige class if he has reached 10th level, or if he has destroyed his legacy foe.

Deadly Results: Though legacy foes are canny, cunning creatures, even immortals make mistakes. At 9th level, the legacy may provoke his opponent into a confrontation at a time and place of the legacy's choosing, by publicly calling his opponent out (usually by destroying a favored servant or valuable of the legacy foe's). While the

legacy foe will not charge blindly into this encounter (if he sees an army waiting for him, he will recognize the trap for what it is), this is perhaps a legacy's best chance to destroy his opponent once and for all.

Undying Opposition: At 10th level, the character's opposition to his legacy foe is so great that mere old age cannot stop him. The legacy ceases to age perceptibly, aging at the same rate as his foe does, and the legacy dies if and when his foe does (though the legacy's death does nothing to his foe). Furthermore, the opposition between foe and legacy becomes a tiny part of the fundamental nature of balance, and neither can directly attack the other (all damage directed from one to the other is reduced to zero). Lastly, the character's antagonism towards his foe is complete; his alignment permanently shifts to polar opposite of his foe's.

Former Legacies: Legacies who destroy their legacy foe (or who leave the class) may multiclass as normal, receiving no penalties. All classes may multiclass to and from the legacy class, so long as they do not violate their class's alignment or code of conduct restrictions over the course of their careers as legacies. A legacy who allies with his opponent is less than despicable in his former allies' eyes and was unworthy of the trust placed within him.

MAN-AT-ARMS

Most warrior concentrate on mastering one or two weapons, to make them extensions of themselves. A man-at-arms prefers a wider familiarity with weapons, at the cost of overall skill with individual style. Men-at-arms are popular hires among poorer armies, as these warriors fight with whatever is at hand.

Hit Die: d10

REQUIREMENTS

To qualify to become a man-at-arms, a character must fulfill the following criteria:

Base Attack Bonus: +8

Feats: Power Attack, Weapon Focus (any four weapons)

CLASS SKILLS

The man-at-arms' class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int Modifier.

CLASS FEATURES

All of the following are class features of the man-at-arms. **Weapon and Armor Proficiency:** Men-at-arms are proficient with all simple, martial, and exotic weapons, light, medium, and heavy armor, and shields.

PRESTIGE CLASSES

General Specialization: A man-at-arms learns to wield every weapon equally, with grace and power. A man-at-arms gains a +1 bonus to hit and damage with any weapon that he wields.

Preemptive Strike: Starting at 2nd level, a man-at-arms gains the ability to anticipate his opponents' attacks and react accordingly. When a man-at-arms is attacked, he may forfeit an attack of opportunity to gain a dodge bonus equal to his base attack bonus. This bonus last until his next action, at which point, he is only allow a single standard or move-equivalent action.

Master Critical: Starting at 3rd level, a man-at-arms learns how to use weapons with devastating effects. A man-at-arms is considered to have the Improved Critical Feat with any weapon he has Weapon Focus in.

Focused Strike: At 4th level, a man-at-arms learns to hone his strength while not losing speed. When using the Power Attack feat, he deals additional damage, equal to his Dexterity bonus (if any).

Rapid Attack: Starting at 5th level, a man-at-arms gains the ability to anticipate his foes' plans, and predict a battle before it begins. The man-at-arms gains a bonus to his Initiative checks equal to his man-at-arms level.

Strike at the Core: At 6th level, a man-at-arms can launch an attack that not only wounds his opponent, but crushes his fighting spirit. Each time the man-at-arms deals a critical hit, he deals temporary Constitution damage equal to his Strength bonus (if any). This is in addition, to any normal damage dealt.

Lightning Speed: At 7th level, a man-at-arms gains the Spring Attack feat, even if he does not meet the requirements. If he already possesses this feat, he may choose one feat from the Fighter list of bonus feats.

Furious Assault: A 8th level, a man-at-arms learns to more efficiently swing weapons, delivering blow after blow to his opponents. The man-at-arms gains the ability to make an additional attack at his highest attack bonus, when he takes a full attack action. If uses this ability, all of his attacks for the round suffer a -2 penalty.

Legendary Prowess: Starting at 9th level, a man-at-arms gains nearly total unity with his fighting spirit. A man-at-arms now gains +2 to his armor class and to his attack and damage rolls with all weapons. This ability stacks with his General Specialization ability.

True Mastery: Starting at 10th level, a man-at-arms has attained true mastery with all weapons. He gains the Exotic Weapon Proficiency in two additional weapons of his choice and the Weapon Focus feat in four additional weapons of his choice.

ORDER OF THE SANGUINE KNIGHTS

While most good leaders are loath to admit it, sometimes the easiest solution is also the best. Some men and women of evil have so much power that outright attacks are either impossible or unrealistic, leaving heroes with little alternative but to employ the order of the sanguine knights.

The order of the sanguine knights are nominally a religious sect, but count few actual spellcasters. The knights understand that sometimes the destruction of a greater evil requires the use of lesser ones, and volunteer themselves for such sins. The knights do not enjoy this task, and most constantly wonder whether their actions have been just. They charge nominal fees for their services, taking most of their money from their victims (the better to keep the order autonomous). However, it is expected that a knight donate a large portion of his spoils to a good or charitable cause. In the end, few know the real risks that these knights take. "Peaceful" men parade the order in the open as merciful and generous, hiding its true nature.

In the end, most knights either die or fall to evil, or both.

Hit Die: d8.

TABLE 10-13: THE MAN-AT-ARMS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+1	General specialization
2nd	+2	+3	+3	+1	Preemptive strike
3rd	+3	+3	+3	+2	Master critical
4th	+4	+4	+4	+2	Focused strike
5th	+5	+4	+4	+3	Rapid attack
6th	+6	+5	+5	+3	Strike at the core
7th	+7	+5	+5	+4	Lightning speed
8th	+8	+6	+6	+4	Furious assault
9th	+9	+6	+6	+5	Legendary prowess
10th	+10	+7	+7	+5	True mastery

PRESTIGE CLASSES

REQUIREMENTS

All of the following are requirements for joining the Order of the Sanguine Knights.

Alignment: Neutral Good or Chaotic Good.

Hide: 6 ranks.

Move Silently: 6 ranks.

Sneak Attack: +2d6.

CLASS SKILLS

The class skills for the sanguine knights class, and the key ability for each skill, are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the sanguine knights prestige class.

Armor and Weapon Proficiency: The order of the sanguine knights does not teach its members any special skill in combat.

Sneak Attack: Starting at 1st level, the knight gains extra sneak damage of +1d6 which stacks with previous sneak attack bonuses. At 3rd level and every two level thereafter, the knight gains an additional +1d6.

Poison: At 2nd level, the knight never risks accidentally poisoning himself.

The Hidden Dagger: The knights know how to hide weapons from the eyes of others. At 4th level, the knight can hide one Small object that cannot be found without a Search check (DC 20 + level in this class + Hide).

Sanctuary: At 6th level, the knight is continuously protected by a *sanctuary* spell. If the knight breaches his own *sanctuary*, he must wait until the dawn of the next day before it renews.

Blood Calls to Blood: At 8th level, whenever a knight's attack threatens a critical hit, he may choose to make the hit an automatic critical. Should the victim sur-

vive, he retaliates as an attack of opportunity, automatically hitting the knight, in turn, with a critical hit.

Blissful Ignorance: At 10th level, the knight's skill at evading detection becomes almost complete. While he has no weapons drawn, he does not set off any traps or wards, and all attempts to scry him have +20 to the DC. Unless someone is specifically looking for him, the knight acts as though he had *invisibility* cast upon him.

Former Knights: Knights who refuse to do penance for their actions, who purposefully kill innocents, or who become evil are cast out of the Order, losing all supernatural and spell-like abilities. The Order also leaks information about the fallen knight's whereabouts, and other knights hunt the traitor down.

PARTISAN

The partisan are trained to ambush superior numbers and vanish before others discover him. Working primarily in the wild, partisans prove vital to an underdog army or mercenary band, capable of inflicting maximal casualties while receiving minimal in return. Partisans are adept at setting traps, infiltrating enemy outposts, sabotage, and when needed, assassination.

The majority of partisans are guerrillas, rogues, rangers, and scouts at ease in the wild. Fighters and barbarians make for powerful partisans, but the need for subtlety occasionally hampers their fighting style. Some of the most terrifying partisans come from druidic backgrounds, capable of bringing the land itself to bear against enemies. Sorcerers, wizards, and clerics rarely choose the path of the partisan, whose need for wilderness savvy and silence interferes with their spell studies.

NPC partisans are rebels, scouts, and infiltrators, assisting or harassing the PC's while they travel, or preventing passage to certain areas through judicious use of traps. Regardless, a partisan is most at home in the wild, and is rarely found in the city or a dungeon.

Hit Die: d10.

TABLE 10-14: THE ORDER OF THE SANGUINE KNIGHTS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6
2nd	+1	+0	+3	+0	Poison
3rd	+2	+1	+3	+1	Sneak attack +1d6
4th	+3	+1	+4	+1	The hidden dagger
5th	+3	+1	+4	+1	Sneak attack +1d6
6th	+4	+2	+5	+2	Sanctity
7th	+5	+2	+5	+2	Sneak attack +1d6
8th	+6/+1	+2	+6	+2	Blood calls to blood
9th	+6/+1	+3	+6	+3	Sneak attack +1d6
10th	+7/+2	+3	+7	+3	Blissful ignorance

PRESTIGE CLASSES

REQUIREMENTS

To qualify to become a partisan, a character must fulfill all of the following criteria.

- Alignment:** Any non-lawful
- Craft (trapmaking):** 4 ranks
- Hide:** 4 ranks
- Move Silently:** 4 ranks
- Wilderness Lore:** 6 ranks
- Feats:** Lightning Reflexes

CLASS SKILLS

The partisan's class skills (and the key ability for each skill) are Climb (Str), Disable Device (Int), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), and Wilderness Lore (Wis).

Skill points at each level: 4 + Int modifier

CLASS FEATURES

All of the following are features of the partisan prestige class.

Weapon and Armor Proficiency: Partisans prefer to strike from a distance, and as such, are proficient with all simple weapons, and all ranged martial weapons. They are proficient in light armor, but not shields.

Traps: Partisans are adept at setting traps, and can devise potentially deadly obstacles for their quarry or pursuit in a short amount of time. Setting a trap takes a number of rounds equal to 10 – the partisan's level. The partisan make not take 10 when using this ability until he reaches 6th level and he cannot or take 20 using this ability until he reaches 9th level.

Stealth: Starting at 2nd level, a partisan begins learning how to maximize use of his environment, and as long as he is fighting in relatively wooded terrain, gains one-quarter cover at all times. However, he must be free to move and any instance that would negate a Dexterity bonus also negates the cover. At 6th level, this increases to half cover and at 10th three-quarters cover.

Track: At 3rd level, the partisan gains the Track feat, if he did not have it already. If he already possess this feat, he gains a +2 competence bonus to all Wilderness lore checks to track instead.

Over Here: At 4th level, the partisan can draw his enemies into his traps and deeper into the woods. He gains a +4 competence bonus to all Bluff checks to get others to chase him and this ability lasts for 1 minute per check, rather than 1 round.

Sneak Attack: At 5th level, the partisan gains the rogue sneak attack ability, but at a +2d6.

Speed of the Wolf: At 7th level, the partisan's base movement increases by 10 ft. while in the wilderness and while wearing light or no armor. This ability stacks with the barbarian fast movement.

Survivalist: At 8th level, the partisan can fend for himself in nearly any environment. In addition, he is so used to scraping by that he can survive with little or no food and water. A partisan needs half the food and water each day that a normal member of his race requires. In addition, he gains a +4 competence bonus to Wilderness checks when trying to forage for food and need only spend 1 hour doing so when foraging for himself.

This ability stacks with other abilities of the same type.

PERSONAL CHAMPION

In many ways, the easiest way to end a war is to end its leaders. Very few great strategists hold their wisdom while still young, and so even the most famed warlords are not the greatest of combatants. It can be a surprisingly simple matter to simply kill one man.

Of course, these strategists know that, too — it was their idea first.

The personal champion's background is one of the closest-guarded secrets of his employer. He is often of a different race, has received different training, and sometimes speaks little or none of his master's language. This is

TABLE 10–15: THE PARTISAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Traps
2	+2	+3	+3	+0	Stealth (one-quarter cover)
3	+3	+3	+3	+1	Track
4	+4	+4	+4	+1	Over here
5	+5	+4	+4	+1	Sneak attack +2d6
6	+6	+5	+5	+2	Stealth (one-half cover), traps
7	+7	+5	+5	+2	Speed of the wolf
8	+8	+6	+6	+2	Survivalist
9	+9	+6	+6	+3	Traps
10	+10	+7	+7	+3	Stealth (three-quarters cover)

PRESTIGE CLASSES

all intentional - the more difficult it is for an adversary to reach the champion, the more difficult it is for the champion to turn against the general. Eventually, the champion earns an amount of political power with his position, as he becomes the general's most trusted companion.

Hit Die: d10.

REQUIREMENTS

All of the following are requirements for entering the personal champion prestige class.

Alignment: Any lawful.

Base Attack: +6.

Heal: 4 ranks.

Listen: 6 ranks.

Sense Motive: 4 ranks.

Spot: 6 ranks.

Feats: Alertness, Dodge, Expertise, and Quick Draw.

Special: The personal champion must have an absolutely clean record, with no evidence of criminal activity, betrayal, or scandal that his charge's best spies can uncover — if no suitable NPC exists, assume a spy with 10 ranks of Gather Information is performing the background check.

CLASS SKILLS

The personal champion's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the personal champion prestige class.

Armor and Weapon Proficiency: Personal champions are familiar with all simple and martial weapons, all light armors, and shields.

Human Shield: When fighting defensively, dodging (as per the Dodge feat), or using the Expertise feat, the personal champion may elect to give these bonuses (cumulatively, if necessary) to any one person within his threat area. The target's original opponents use their attacks of opportunity (if any) on the champion instead of his charge, as well. Using this ability is a move-equivalent action (the champion is moving to intercept incoming attacks), and provokes an attack of opportunity when used initially (the character may cancel his protection at the end of the round after he begins it). This ability only works if the person the champion is defending is of the same or smaller size, and if the person is only either fighting defensively himself, casting spells, or take a partial move action.

Eyes in the Back of your Head: The personal champion is always alert, always watching his surroundings. He gains a permanent +2 bonus to his Wisdom score.

Danger in Every Shadow: At 3rd level, the personal champion learns to expect treachery and ambush. He is no longer taken by surprise, and may not be flanked. This protection does not extend to anyone else.

Lying in Wait: At 4th level, the personal champion is a coiled spring, waiting to strike. He gains the benefits of Lightning Reflexes and Improved Initiative, although he does not technically have these feats (i.e. these do not meet the prerequisites for other feats or class abilities).

A Life For a Life: Many leaders argue that loyalty is not only a great virtue, but a powerful shield, as well. With personal champions, this is not a metaphor. At 5th level, the champion may add his saving throw bonuses to any one person in his threatened area. This is a full-round action that takes effect immediately, and draws an attack of opportunity. If the champion must make a saving throw at this time, he has no bonuses whatsoever, and make a straight roll for the save.

At 10th level, this can be done as a move-equivalent action. Additionally, he may split up his bonuses, providing his charge with whatever bonus he wishes to extend. He may also extend this bonus to any and all allies in his threat range.

TABLE 10-16: PERSONAL CHAMPION

Class Level	Base		Fort Save	Ref Save	Will Save	Special
	Attack Bonus	Attack Bonus				
1st	+1	+2	+2	+0	+0	Human shield
2nd	+2	+3	+3	+0	+0	Eyes in the back of your head
3rd	+3	+3	+3	+1	+1	Danger in every shadow
4th	+4	+4	+4	+1	+1	Lying in wait
5th	+5	+4	+4	+1	+1	A life for a life
6th	+6/+1	+5	+5	+2	+2	To me!
7th	+7/+2	+5	+5	+2	+2	Betrayal's knife
8th	+8/+3	+6	+6	+2	+2	Heightened senses
9th	+9/+4	+6	+6	+3	+3	Shield other
10th	+10/+5	+7	+7	+3	+3	A Life for a life

PRESTIGE CLASSES

To Me!: At 6th level, the personal champion is never away from his charge. He can always occupy the same location (i.e. 5 ft. square) as his charge.

Betrayal's Knife: The loyalty of an honorable man is not lightly cast aside. At 7th level, he becomes acutely aware of his charge's condition, doubling the effects of the Alertness feat. He may also extend his special ability Shield Other to more than one person in his threat range.

Heightened Senses: At 8th level, the personal champion is so alert that he can never take damage from a sneak attack from any source. This ability is negated if the personal champion is ever immobilized.

Shield Other: At 9th level, personal champion is willing to die for his charge. By touching another, and taking a full-round action, the target permanently receives the benefits of a *shield other* spell as though the champion had cast it. The champion may affect a number of people equal to his Constitution modifier at any one time, and he loses 1 Constitution permanently if the *shield other* is somehow negated, or if his charge dies.

SKIRMISHER

Warlords have little time for soldiers who do not follow order and formation, seeing them as dangerous threats to their own tactics. Canny leaders, however, understand the benefit of using such troops to counter their opponents' strategies, and hire on mercenaries skilled at skirmish combat. Capable of disrupting well-laid plans with ease, skirmishers are nonetheless expected not to survive more than a handful of battles, and most demand payment in advance for this very reason.

Hit Die: d10

REQUIREMENTS

To qualify to become a skirmisher, a character must fulfill the following criteria:

Alignment: Non-lawful

Base Attack Bonus: +5

Climb: 4 ranks

Disguise: 4 ranks

Hide: 6 ranks

Intuit Direction: 4 ranks

Move Silently: 4 ranks

Feats: Blind-Fight, Combat Reflexes, Improved Initiative, and Run

CLASS SKILLS

The skirmisher's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Move Silently (Dex), Ride (Dex), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int Modifier.

CLASS FEATURES

All of the following are class features of the skirmisher.

Weapon and Armor Proficiency: Skirmishers are proficient with all simple and martial weapons, light and medium armor, and shields.

Skirmishing: A skirmisher learns to maneuver on the battlefield staying clear of danger. He gains his Intelligence modifier (if positive) as a bonus to his AC. He loses this bonus at any time that he would lose his Dexterity bonus to AC.

Unorthodox Tactics: Starting at 2nd level, a skirmisher may utilize unorthodox tactics in combat. When firing into melee, the skirmisher ignores up to his level in penalties to his attack roll. For instance, a 3rd level skirmisher only suffers a -1 when firing into melee and a 6th level skirmisher only suffers a -2 when firing into melee, passed an ally who is providing cover.

Fall Back: Starting at 3rd level, a skirmisher learns to fight normally while looking for a more advantageous location to fight. A skirmisher may now take both a full attack action and then a move-equivalent action in any given round.

TABLE 10-17: THE SKIRMISHER

Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+2	+2	Skirmishing
2nd	+2	+1	+3	+3	Unorthodox tactics
3rd	+3	+2	+3	+3	Fall back
4th	+4	+2	+4	+4	Ambush
5th	+5	+3	+4	+4	Disguised strike
6th	+6	+3	+5	+5	Sightless strike
7th	+7	+4	+5	+5	Enhanced reflexes
8th	+8	+4	+6	+6	Fast as lightning
9th	+9	+5	+6	+6	Enhanced critical
10th	+10	+6	+7	+7	Unreturned strike

Ambush: At 4th level, a skirmisher may ambush his opponents, striking before his foes' can react. Anytime a skirmisher attacks an opponent who is flanked or denied his Dexterity modifier to his armor class, the skirmisher strikes a vital spot. If the skirmisher's attack is successful, it is considered a critical threat.

Disguised Strike: At 5th level, a skirmisher is able to completely conceal his intentions to attack, guaranteeing his opponents are caught off guard. A skirmisher is never surprised and gains a bonus to his attacks during a surprise round equal to his level in this class.

Sightless Strike: At 6th level, a skirmisher may operate without sight as if he could see perfectly. A skirmisher gains the Blindsight ability up to 30 ft.

Enhanced Reflexes: At 7th level, a skirmisher can react to his opponent's actions more quickly than normal. Any time he allowed an attack of opportunity on a single opponent, he may make two attack rolls instead of one, so long as he has attacks remaining.

Fast As Lightning: At 8th level, a skirmisher's speed becomes legendary. His base speed increases by +10 ft. when wearing no armor or light armor. This ability stacks with the barbarian's fast movement ability. In addition, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

Enhanced Critical: At 9th level, a skirmisher becomes more deadly when ambushing his opponents. Whenever a skirmisher catches his opponents flat-footed, his critical threat range and critical modifier increase by 1.

Unreturned Strike: Starting at 10th level, a skirmisher learns to attack and move before his foe can react to his attack. The skirmisher always catches his opponents flat footed.

SLAYER

Most mercenaries are, at worst, unfeeling about other intelligent creatures, neither protecting nor harming them directly outside of the stipulations of their contracts. The slayers take another tack entirely, and engage in wanton destruction whenever possible (though lawful evil slayers may prefer a more systematic approach to their mayhem). To encourage their fearsome reputations, the slayers pillage, loot, and destroy at the slightest opportunity, and though this may cost them contracts from some queasy generals, the ones with stomachs for carnage find the slayers to be almost as valuable for their sheer legend as for their combat prowess.

Hit Die: d12.



PRESTIGE CLASSES

REQUIREMENTS

To qualify to become a slayer, a character must fulfill the following criteria:

Base attack bonus: +8

Alignment: Any evil

Feats: Cleave, Great Fortitude, Power Attack, Toughness, Weapon Focus (Any)

Special: The slayer cannot advance to the 6th level of this prestige class without Weapon Specialization.

CLASS SKILLS

The slayer's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Innuendo (Wis), Intimidate (Cha), Jump (Str), Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the slayer.

Weapon and Armor Proficiency: A slayer is proficient with all simple and martial weapons, light armor, medium armor, heavy armor, and shields.

Weapon Focus: Starting at 1st level, a slayer gains the Weapon Focus feat in any one weapon.

Blood of the Slayer: Starting at 2nd level, a slayer receives the ability to increase the damage dealing capacity of his weapon. He spends one day in prayer and immerses his chosen weapon in a barrel of blood (any blood will do, but the blood of his victims is most often used). At the end of the day, he removes the weapon, and it is permanently stained blood red. This increases the damage die type by one (d8 becomes d10, d10 becomes d12, etc.) No weapon can ever be stained more than once. This benefit only applies to the weapon, while the slayer wields it.

Greater Weapon Focus: Starting at 3rd level, a slayer doubles the effects of the Weapon Focus Feat.

Supreme Force: Starting at 4th level, a slayer adds +2 to all damage rolls with a single weapon of his choice.

Supreme Cleave: Starting at 5th level, a slayer gains the ability to take one (and only one) 5-foot step before making a Cleave or Great Cleave attack.

Enhanced Damage: Starting at 6th level, a slayer gains the ability to deal greater damage. When using a weapon that he has Specialization with, he increases the critical strike multiplier of that weapon by 1.

Wicked Strike: Starting at 7th level, a slayer gains the ability to deliver wicked strikes. Whenever he wields a weapon that he has Specialization with, the weapons counts as having the wounding enchantment.

Improved Critical Strike: Starting at 8th level, a slayer gains the Improved Critical feat as a bonus feat.

Greater Critical Strike: Starting at 9th level, a slayer may deliver a Greater Critical Strike once per day. When he scores a critical strike normally, he may elect to use this ability. This ability allows the slayer to deal an extra 1d6 of damage per slayer level. The critical strike modifier does not multiply these extra dice.

Bloodbath: Starting at 10th level, a slayer may cause a bloodbath. Once per day, the character may enter into a frenzy of destructive rage as a free action. While enraged, the slayer receives two attacks at each of his attack bonuses, and deals +4 damage with each attack. The rage lasts until the slayer chooses to end it, but the slayer takes 1d8 damage per round spent in the rage. This damage is taken at the start of each round that the character is enraged.

SOLDIERS OF THE BLACKENED ROAD

Spawned during the same conflict which created the exiles of the burning road, the soldiers of the blackened road splintered off, deciding that ideals are dangerous handicaps on the battlefield. Mercenaries in every sense of the word, the soldiers of the blackened road have worked for virtually every warlord in the last hundred years, and many other groups deride the soldiers as little more than a thug's guild.

Surprisingly, soldiers of the blackened road bear no malice to the exiles (though the reverse is not true), and the soldiers frequently recruit from their ranks. The sol-

TABLE 10-18: THE SLAYER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Weapon focus
2nd	+2	+3	+3	+0	Blood of the slayer
3rd	+3	+3	+3	+1	Greater weapon focus
4th	+4	+4	+4	+1	Supreme force
5th	+5	4	+4	+1	Supreme cleave
6th	+6	+5	+5	+2	Enhanced damage
7th	+7	+5	+5	+2	Wicked strike
8th	+8	+6	+6	+2	Improved critical strike
9th	+9	+6	+6	+3	Greater critical strike
10th	+10	+7	+7	+3	Bloodbath

PRESTIGE CLASSES

diers also share the exiles' distaste for orcs, refusing membership to them and quietly killing as many orcs as they can.

Hit Die: d8.

REQUIREMENTS

To qualify to join the Exiles of the Burning Road, a character must meet the following requirements.

Race: May not be an orc or half-orc.

Alignment: Any non-good.

Base Attack Bonus: +6.

Feats: Power Attack, Toughness.

Special: The character must participate in three raids on orcish villages.

Sometimes a small "fee" is charged to those interested in joining the Soldier's ranks. This of course, is entirely up to the mercenary captain at the time, and is usually a reflection of the person or persons seeking membership.

CLASS SKILLS

The class skills for the soldiers of the blackened road (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the soldiers of the blackened road prestige class.

Armor and Weapon Proficiency: Soldiers of the blackened road are proficient with all simple weapons, and all light armor and shields.

Favored Enemy: All soldiers of the blackened road have orcs as a favored enemy, as per the ranger class feature of the same name. This stacks with any previous favored enemy ability that a character may already possess, in respect to orcs.

Bonus Feats: Beginning at 2nd level and continuing every other level thereafter, the soldier may choose to take a bonus feat from the fighter list of bonus feats.

Gang Tactics: At 3rd level, the soldier learns some of the basic teamwork techniques of his band, and gains a circumstance bonus to all attack rolls on an opponent, equal to the number of people attacking him at once (up to the Soldier's level).

The Coward's Way: At 5th level, the soldier learns to reposition himself when he is attacking with an ally. The Soldier may maneuver to a flanking position as a move-equivalent action. This does not provoke an attack of opportunity.

Wipe Them Out: At 7th level, the soldier's ruthlessness in combat turns stomachs. For every coup de grace the soldier has performed in this combat, he gains a +2 fear bonus to his AC. This ability ends when the encounter ends or once an opponent successfully strikes the soldier. Additionally, the soldier can perform a coup de grace as a move-equivalent action that does not provoke attacks of opportunity.

Bloodlust: At 9th level, the soldier's skill at mayhem is so attuned that when striking with a piercing or slashing weapon, he may actually bleed his opponent to death. The soldier's piercing and slashing weapons are considered to have *wounding*. This effect extends to ranged weapons, but only if the soldier is within 30 ft. of his target.

SPELLSLAYER

Not all cultures welcome spellcasters, and even clerics and paladins may find themselves hated and feared in some places. Magic is a terrifying unknown to some people, and those who hunt it are among the greatest heroes such men and women will ever know.

Spellslayers are not necessarily possessed of an irrational hatred of magic, but such warriors are the norm, not the exception. Former barbarians are the most common spellslayers, but rogues and fighters are not unheard of. Outside of their own lands, spellslayers are in high demand as sell-swords, and command some of the highest prices of such.

Hit Die: d10.

TABLE 10-19: THE SOLDIER OF THE BLACKENED ROAD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Favored enemy
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	Gang tactics
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	The Coward's way
6	+6	+5	+2	+2	Bonus feat
7	+8	+5	+2	+2	Wipe them out
8	+9	+6	+2	+2	Bonus feat
9	+9	+6	+3	+3	Bloodlust
10	+10	+7	+3	+3	Bonus feat

PRESTIGE CLASSES

REQUIREMENTS

The following are the requirements for joining the spell-slayer prestige class.

Base Attack: +4.

Spellcraft: 6 ranks

Feats: Skill Focus (spellcraft)

Spellcasting: May not have the ability to cast arcane spells.

Special: The character may not own any magical items.

CLASS SKILLS

The class skills for the spell-slayer class, and the key ability for each skill, are Bluff (Cha), Climb (Str), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the spell-slayer prestige class.

Armor and Weapon Proficiency: Spellslayers are familiar with all simple and martial weapons, and with all light armors.

Unforgiving Steel: Beginning at 1st level and continuing every other level thereafter, the spell-slayer becomes more resilient to magic. Magic weapons which strike him lose a +1 effect per Unforgiving Steel level and the character ignores a like amount of bonuses when attacking someone with magical armor. Spellslayers may also strike opponents who may only be hit by a weapon of +1 or better value, so long as their Unforgiving Steel ability meets or exceeds the required bonus.

Shatter Protections: At 2nd level, the spell-slayer is adept at the destruction of magical effects. The spell-slayer may replicate the effects of *dispel magic* once per day as a spell-caster equal to his level in this class.

Negate Magic: At 4th level, the character can willfully suppress the power of magical items. The character must make a touch attack for this ability to work. If successful, the spell-slayer cancels the effects of one property of the

magic item for a number of days equal to his level in this prestige class. If the item is unattended it is not allowed a saving throw, otherwise, the DC of any saving throw to resist this power is 10 + your level in this prestige class.

Strike Down the Mystic: At 6th level, the spell-slayer may vary his attack to better suit his fighting styles against spellcasters. When attacking spellcasters and creatures with spell-like abilities (which count as spells of the same level and number as the printed spell and its uses per day), the spell-slayer may choose to disrupt his victim's magical essence. The spell-slayer must announce the use of this ability before declaring his attack, and make a Spellcraft check (DC equals twice the victim's total spell-casting levels). If he makes the check and successfully hits, the spell-slayer negates a number of spells whose total level is equal to the damage inflicted (defender chooses which spells/spell slots are lost), reducing the damage to zero.

Detect Magic: At 8th level, you can smell magic. This is functionally identical to the spell *detect magic*. The spell-slayer must concentrate for one round per the spell. However, if the spell-slayer has the Track feat, he doubles the effective range of this ability.

Spell Resistance: Spellslayers, upon reaching 10th level, master their class' counter-magic, gaining a natural Spell Resistance equal to their overall level. This ability hinges on the character's refusal to accept magic, and works against helpful and harmful spells alike.

Former Spellslayers: Most spellslayers multiclass freely between the prestige class and their original class or classes. On rare occasions, however (usually as a result of realizing their own abilities are themselves magical), some spellslayers multiclass into a spell-casting class. Spellslayers who do this, or who knowingly employ magical items, may not advance further in this class, and lose access to the following class features: Shatter Protections, Strike Down the Mystic, Detect Magic, and Spell Resistance. Characters who abandon the class in such a manner may never return to it.

TABLE 10-20: THE SPELLSLAYER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Unforgiving steel +1
2nd	+2	+3	+0	+0	Shatter protections
3rd	+3	+3	+1	+1	Unforgiving steel +2
4th	+4	+4	+1	+1	Negate magic
5th	+5	+4	+1	+1	Unforgiving steel +3
6th	+6	+5	+2	+2	Strike down the mystic
7th	+7	+5	+2	+2	Unforgiving steel +4
8th	+8	+6	+2	+2	Detect magic
9th	+9	+6	+3	+3	Unforgiving steel +5
10th	+10	+7	+3	+3	Spell resistance

STALWART DEFENDER

Stalwart defenders are guards and watchmen, the last line of defense against assault. Skilled less at winning combat than in prolonging it, these soldiers intend to outlast their opponents, whether by exhausting them or simply delaying the fight's outcome until the defender's reinforcements arrive.

Mercenary units of defenders demand high wages for their talents, and almost invariably receive them. Last-minute hires, they appeal primarily to hopelessly outnumbered and overpowered armies, and frequently succeed at their missions.

Hit Die: d12

REQUIREMENTS

To qualify to become a stalwart defender, a character must fulfill the following criteria:

Base Attack Bonus: +7

Feats: Armor Proficiency (medium), Endurance, Expertise, Great Fortitude, and Toughness

CLASS SKILLS

The stalwart defender's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Heal (Wis), Jump (Str), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int Modifier.

CLASS FEATURES

All of the following are class features of the Stalwart Defender.

Weapon and Armor Proficiency: Stalwart Defenders are proficient with all simple and martial weapons, light, medium, and heavy armor, and shields.

Fortified Constitution: A stalwart defender is very physically resilient. Also, now he applies his Wisdom modifier (if positive) as a bonus to his hit points gained per level. This new modifier (if applicable) is applied retroactively to all of the defender's levels.

Skin of Iron: At 2nd level, a stalwart defender's ability to shrug off damage increases. His battle hardiness grants him a natural armor bonus of +2. At 5th level, this bonus increases to +5. At 8th level, this bonus increases to +8.

Improved Toughness: At 3rd level, the stalwart defender gains 8 hit points. In addition, each time he takes the Toughness feat he gains an additional 8 hit points, rather than the normal 3.

Damage Reduction: Starting at 4th level, a stalwart defender gains damage reduction of 2/—. At 9th level it increases to 4/—.

Great Toughness: Starting at 6th level, a stalwart defender further enhances his physical stature. He gains 12 additional hit points. In addition, each time he takes the Toughness feat he gains an additional 12 hit points, rather than the normal 3.

Ignore Wounds: Starting at 7th level, a stalwart defender may attempt to completely ignore an attack. Once per day, he gains a +2 morale bonus to saving throws and AC. He also gains spell resistance 10 + his Intelligence modifier and protection from arrows. This protection persists for a number of rounds equal to his level in this prestige class. Once this protection ends, the stalwart defender is wounded, suffering a –2 penalty to Strength and Dexterity for one hour.

Supreme Toughness: Starting at 10th level, a stalwart defender is a truly formidable defender, for he is a veritable wellspring of durability and health. He automatically gains the maximum amount of hit points each level for his die type. In addition, his hit die is permanently a d12, no matter the class he joins.

URBAN DEFENDER

Constables, city guard, police officers, city watch—they go by many names, and every city needs them. They are the peacekeepers, law enforcers, and a city's first line of defense against threats from both within and without. Urban defenders walk a thin line between tyranny and

TABLE 10–21: THE STALWART DEFENDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Fortified constitution
2nd	+2	+3	+3	+1	Skin of iron
3rd	+3	+3	+3	+1	Improved toughness
4th	+4	+4	+4	+2	Damage reduction 2/—
5th	+5	+4	+4	+2	Skin of iron
6th	+6	+5	+5	+3	Great toughness
7th	+7	+5	+5	+3	Ignore wounds
8th	+8	+6	+6	+4	Skin of iron
9th	+9	+6	+6	+4	Damage reduction 4/—
10th	+10	+7	+7	+5	Supreme toughness

ineffectiveness, and falling into either category can spell disaster for a city. Urban defenders know every nook and cranny of their city, and the optimal ways to fight and get around in it.

Most urban defenders are fighters, trained to guard and protect the city that is their home. Some are rogues, using their speed and stealth to track down and dispatch would-be troublemakers and invaders. A few are spellcasters, who through a particular loyalty to their city have chosen to see to its well-being. No self-respecting druid or ranger would ever tie himself to an urban environment long enough to become an urban defender.



NPC urban defenders are a group of adventurers' best friends when they need the law's protection, and their worst enemies when (far more often) on the run from it. Furthermore, urban defenders are just as vulnerable to corruption or coercion as anyone else, and can make travelers' lives a living hell even just trying to pass through.

Hit Die: d10..

REQUIREMENTS

To qualify to become an urban defender, a character must fulfill the following criteria.

Alignment: Any non-chaotic.

Base Attack Bonus: +3

Knowledge (local): 4 ranks

Special: The city must commission the character into service and the character must come from a recognizable or friendly race that the locals know and do not fear. A character who saves the city from danger, may be able (with the DM's permission) to ignore this effect.

CLASS SKILLS

The urban defender's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Knowledge (local) (Int), Search (Int), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier

CLASS FEATURES

All of the following are class features of the urban defender prestige class.

Weapon and Armor Proficiency: Urban defenders are proficient with all simple and martial weapons, and all armor, but not shields.

Loyalty: Nobody becomes an urban defender without a great deal of love for their city. While fighting to defend or protect their city, urban defenders gain a +1 morale bonus to attacks, damage, checks and saves. This bonus applies only when defending their home and its citizenry from an outside force, not merely in service to them.

Street Fighter: Urban defenders are trained to take advantage of their familiarity with the terrain. When fighting in an area of a city with which they are familiar, urban defenders gain a +1 insight bonus to their AC, attack rolls, checks, and Reflex saves.

Lawgiver: At 2nd level, the urban defender gains a +4 circumstance bonus to all Diplomacy, Gather Information, and Intimidate checks made while in his city, as a result of his familiarity with the city and its people.

Bonus Feat: At 3rd level, and every three levels afterward (6th and 9th) the urban defender gains a bonus feat from the fighter's list of bonus feats.

PRESTIGE CLASSES

Lieutenant: At 4th level, a unit of lower-ranking constables are placed under his command. Up to five characters whose total levels do not exceed the urban defenders are placed at his disposal, as NPC followers. To determine their level, consider the urban defender to have a Leadership score of 10 that never increases.

Expert Street Fighter: At 5th level, the urban defender knows the city so well that his insight bonus when fighting in a familiar urban area increases to +2.

Riot Control: At 7th level, the urban defender becomes trained in non-lethal fighting techniques. He no longer suffers a penalty to hit when doing subdual damage with a normal weapon.

Investigator: The urban defender is so attuned to his city that, upon reaching 8th level, he can detect chaos 3 times/day within the city limits.

Streetwise: At 10th level, the urban defender is so knowledgeable about urban combat tactics that his insight bonus applies in any area of any city, regardless of his familiarity with the area.

UNSEEN HAND

Though most mercenaries are battlefield hires, some foes fall more easily to one death than to one thousand. After warrior contracts, assassin contracts are the most popular mercenary assignments, especially during nominal times of peace. The Unseen Hand is one of the most popular groups of assassins-for-hire, and with good reason - they only rarely leave signs of their passing, and primarily employ unarmed techniques, the better to catch opponents off-guard.

The unseen hand recruits primarily from the populations of former monks, those bitter souls who lacked the discipline their fellows hold in such esteem. While few things salve wounded pride, the unseen hand argues that money does, and their most prosperous members clearly agree.

Hit Die: d8.

REQUIREMENTS

To qualify to become an unseen hand, a character must fulfill the following criteria:

Alignment: Any non-good

Base Attack Bonus: +6

Bluff: 6 ranks

Disguise: 8 ranks

Escape Artist: 4 ranks

Hide: 8 ranks

Move Silently: 8 ranks

Feats: Improved Initiative, Improved Unarmed Strike, and Mobility

CLASS SKILLS

The unseen hand's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Spot (Wis), Tumble (Dex), and Rope Use (Dex).

Skill Points at Each Level: 6 + Int Modifier.

CLASS FEATURES

All of the following are class features of the unseen hand.

Weapon and Armor Proficiency: Unseen hands gain no additional weapon or armor proficiency. Note that an unseen hand who wears armor or wields a weapon cannot use any of his unseen hand class abilities.

Monks: Monks who join the unseen hand can never become monks again, but retain all the previous abilities of their class.

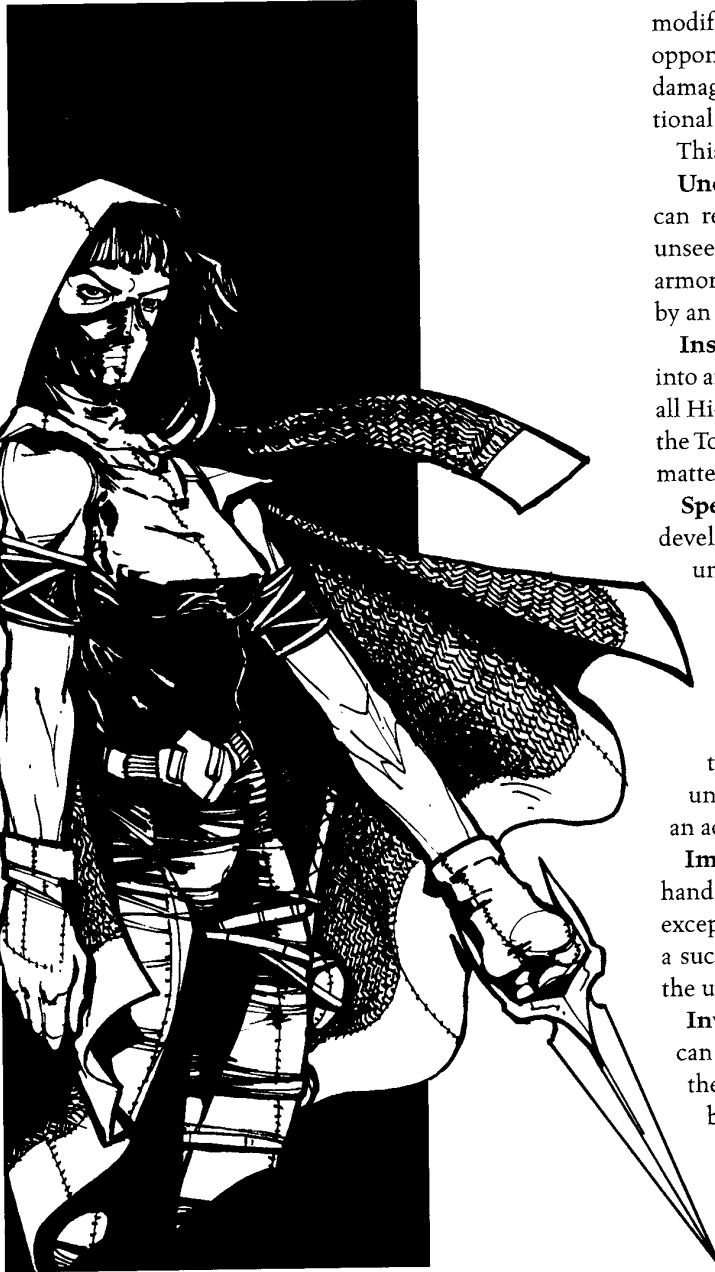
Soul Strength: An unseen hand can wound opponents that have damage resistance. At 1st level, the unseen hand's unarmed strikes count as having a magical +1 bonus to hit only. This bonus increases to +2 at 3rd level, +3 at 5th level, +4 at 6th level, and +5 at 7th level. This bonus is reduced by 1, when using a melee weapon, and by 2 when using a ranged weapon.

Sneak Attack: Starting at 1st level, an unseen hand can make devastating attacks against opponents who cannot adequately defend themselves. Whenever an unseen

TABLE 10-22: THE URBAN DEFENDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Loyalty, street fighter
2nd	+2	+3	+0	+0	Lawgiver
3rd	+3	+3	+1	+1	Bonus feat
4th	+4	+4	+1	+1	Lieutenant
5th	+5	+4	+1	+1	Expert street fighter
6th	+6	+5	+2	+2	Bonus feat
7th	+7	+5	+2	+2	Riot control
8th	+8	+6	+2	+2	Investigator
9th	+9	+6	+3	+3	Bonus feat
10th	+10	+7	+3	+3	Streetwise

PRESTIGE CLASSES



hand strikes an opponent who is denied his Dexterity modifier to his armor class or the unseen hand flanks his opponent, the unseen hand can strike a vital spot for extra damage. The extra damage is +1d6 at 1st level, and an additional 1d6 is added every two levels thereafter.

This damage stacks with other sneak attack bonuses.

Uncanny Dodge: Starting at 2nd level, an unseen hand can react to danger before he is even aware of it. An unseen hand never loses his Dexterity modifier to his armor class, even if he is flat-footed, flanked, or is struck by an invisible attacker.

Insignificant: At 3rd level, an unseen hand can blend into any surrounding. He gains a +5 competence bonus to all Hide and Move Silently checks. In addition, if he takes the Total Defense option in combat he gains 1/4 cover, no matter what terrain he is fighting on.

Speedy Blow: Starting at 4th level, an unseen hand develops the ability to strike in the blink of an eye. The unseen hand receives his Wisdom modifier (if positive) as a bonus to his initiative.

Poison Aura: Starting at 6th level, an unseen hand's evil permeates to every fiber of his being. Even his unarmed strikes are surrounded by virulence. Whenever he strikes an opponent, the victim must succeed at a Fortitude save (DC 10 + the unseen hand's class level + Wisdom modifier) or suffer an additional 1d10 points of damage from poison.

Improved Evasion: Starting at 7th level, an unseen hand gains improved evasion. This works like evasion except that while an unseen hand still takes no damage on a successful saving throw, now on an unsuccessful save, the unseen hand only takes half damage.

Invisible Strike: Starting at 8th level, an unseen hand can strike so quickly that none notice his attack. During the first round of combat, he may make one attack before anyone else and may even act during a surprise if could not otherwise.

Greater Sneak Attack: Starting at 10th level, an unseen hand gains greater ability to harm vital points. He rolls d8's instead of d6's with his sneak attacks. Other sneak attack abilities increase by one die type to a maximum of d12.

TABLE 10-23: THE UNSEEN HAND

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Soul strength, sneak attack +1d6
2nd	+1	+3	+3	+3	Uncanny dodge
3rd	+2	+3	+3	+3	Insignificant, sneak attack +2d6
4th	+3	+4	+4	+4	Speedy blow
5th	+3	+4	+4	+4	Sneak attack +3d6
6th	+4	+5	+5	+5	Poison aura
7th	+5	+5	+5	+5	Improved evasion, sneak attack +4d6
8th	+6	+6	+6	+6	Invisible strike
9th	+6	+6	+6	+6	Sneak attack +5d6
10th	+7	+7	+7	+7	Great sneak attack

Chapter 11:

Magic Items

NEW MAGIC ITEMS

TABLE 11-1: NEW MELEE WEAPON SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Market Price Modifier*
01-20	01-11	01-09	Ancient	+1
21-40	12-21	10-18	Bonding	+1
41-60	22-32	19-27	Ceremonial	+1
61-80	33-43	28-36	Focused	+1
81-99	44-54	37-45	Shattering	+1
	55-65	46-54	Proficient	+1
	77-87	64-72	Invisible	+2
	98-98	73-81	Reach**	+3
		83-90	Force	+3
		91-97	Healing	+5
100	99-100	98-100	Roll again twice***	-

* Add to enhancement bonus to determine total market price.

** Piercing weapons only. Reroll if randomly generated for a nonpiercing weapon.

*** Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

MAGIC WEAPON SPECIAL ABILITIES DESCRIPTIONS

Ancient: An *ancient* weapon refers to a lost master secret to weaponsmithing in which the weapon itself is treated with rare strengthening oils and reforged under

magical flame. A weapon treated thus has its hardness and hit points doubled. For example, an *ancient longsword* has hardness of 20 and 10 hit points.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *magic weapon*; *Market Price:* +1 bonus.

Bonding: A *bonding* weapon has a mystical hilt, whose wrappings writhe to wrap themselves firmly around the wielder's hand, making it effectively impossible to perform a disarm maneuver on that character. The wielder can choose to cancel this ability at any time.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *Bigby's grasping hand*; *Market Price:* +1 bonus.

Ceremonial: A *ceremonial sword* is outfitted with many false gems and senseless runes. It also appears to be made of gold or bronze and does not detect as magic. These types of weapons are commonly allowed in court halls or banquets where normal weapons are not allowed. In combat it also adds a +5 circumstance bonus to any Bluff or Diplomacy skill checks.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, *alter self*; *Market Price:* +1 bonus.

Focused: This weapon doubles as a magical focus for touch spells. A spellcaster wielding this weapon in battle may first cast a touch spell on it, which it holds for a number of rounds equal to the caster's level, awaiting discharge. On the first successful attack the spell discharges into the target along with any normal damage the weapon would normally cause.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *magic weapon*; *Market Price:* +1 bonus.

Force: A weapon of *force* releases a magical, unseen blast of force when it successfully strikes a target. The weapon immediately initiates a bull rush as if the wielder initiated it as a free action. Any additional bonus to attack and damage can be added to the wielder's Strength in the action. The wielder can suppress this ability at will.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength, gust of wind*; *Market Price:* +3 bonus.

Healing: A weapon of *healing* fills the wielder with positive energy. So long as the wielder holds the blade he regenerates 1 hit point per round to a maximum of 25 points per day.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *aid, heal, regenerate*; *Market Price:* +5 bonus.

Invisible: This weapon has been empowered to be permanently invisible, as the spell *improved invisibility*. Spotting an invisible weapon on someone would be a spot check DC30. Striking with an invisible weapon makes defense against it difficult, the wielder adds a +1 circumstance bonus to attack rolls with the weapon.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *improved invisibility*; *Market Price:* +2 bonus.

Proficient: A *proficient* weapon is imbued with a master wielder's skill, imparting the ability onto whoever currently holds it forth in battle. Any type of melee weapon may benefit, and the wielder may use it as if they had the appropriate Simple, Martial, or Exotic weapon skill with that particular weapon while holding it.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *divine power, keen, true strike*; *Market Price:* +1 bonus.

Reach: A weapon of *reach* contains dimensional magic to project an astral blade or head 5 ft. in front of itself. Any small or medium weapon without reach may benefit from this effect. The *reach* weapon is then considered to have a reach of 10, even though the actual size of the blade does not change. On command, the weapon may be used to strike at creatures up to 10 ft. away from the wielder.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *astral projection*; *Market Price:* +3 bonus.

Shattering: A *shattering* weapon is mercilessly dense and powerful. It deals automatic double damage to all nonliving objects it strikes. An object must have no movement of its own, and must have a hardness rating.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *shatter*; *Market Price:* +1 bonus.

SPECIFIC ARMOR AND WEAPONS

Armor of the Sun: This shining, gleaming suit of +2 *half-plate mail* is decorated with golden raised runes and etchings, one of them usually being the symbol of the sun god. Three times per day the wearer may invoke a prayer to the sun god with a command word. The suit then sheds light as bright as full *daylight* in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while

exposed to this magical light. If the armor is empowered so when brought into an area of magical darkness it is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. The armor of the sun counters or dispels any darkness spell of equal or lower level, such as darkness.

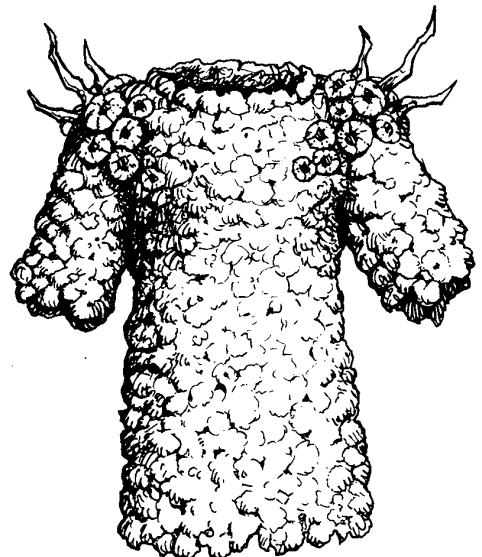
Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *daylight*; *Market Price:* 7,800 gp; *Cost to Create:* 4,275 gp + 282 XP.

Astralsword: The *astralsword* is a +2 *greatsword* whose blade shimmers and winks while wielded. As a standard action the wielder can aim the sword at a target and activate an identical blade summoned from an astral pocket to fire forth from the sword hilt, leaving the main blade in place. There are a total of 50 blades in the pocket space, when the blades are used up the sword remains a +2 *greatsword*. The shimmering *astralblade* is targeted with a ranged attack and has a range increment of 30 ft. The ranged blade does 1d10 points of piercing damage and threatens a critical as the base weapon.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *plane shift*; *Market Price:* 26,335 gp; *Cost to Create:* 13,335 gp + 1,040 XP.

Batblade: A *batblade* is as dark as midnight from hilt to tip. Bat-like wings make up the guard, and frequently the blade is wavy and slim. It acts as a +2 *dagger*, and grants the user the ability to *fly* at will per the spell as if cast by a 5th level wizard. It also grants the user *darkvision* as long as it is held. Also as a partial action, the user may enact a sonar-like ability to grant a +10 circumstance bonus to Spot skill checks when used to spot an invisible creature. This acts as a sonic supernatural ability.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *fly, darkvision*; *Market Price:* 34,802 gp; *Cost to Create:* 17,552 gp + 1,380 XP.



MAGIC ITEMS

Coral Chainmail: Privateers and pirates prize this rare chainmail. It is usually crafted of coral itself and strengthened a hundredfold by sorcery. At the same time, it has enough give to be worn comfortably as regular +2 *chainmail*. The moment the armor is submerged in water, it transforms into a seaweed-like suit of +2 *leather armor*, and grants a +10 competency bonus to Swim checks.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, Creator must have Spell Focus: Transmutation Feat; **Market Price:** 6,450 gp; **Cost to Create:** 3,450 gp + 240 XP.

Deathflail: A *deathflail* acts as a +2 *light flail* and appears to be crafted from the bone and sinew of some great creature, a dragon most sages would argue. It remains pure white, and its haft is usually wrapped in gold or silver cloth. If the wielder brings a living opponent to -1 or lower hit points, it necromantically drains the target. If the subject fails a Will saving throw (DC 13), it dies, and the wielder gains 1d8 temporary hit points and a +2 enhancement bonus to Strength. These effects last for 10 minutes per HD of the target creature.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *death knell*; **Market Price:** 44,335 gp; **Cost to Create:** 22,335 gp + 1,760 XP.



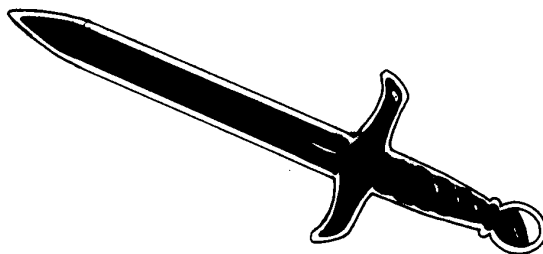
Devil Tongue: A *devil tongue* is an +2 *unholy longsword* with a grip of darkened leather. The hilt is a devil's head; its horns forming the hilt, with its mouth open to the blade. As if a horrid, elongated tongue, the wavy blade extends from the devil's mouth, and a small cloud of dark particles forever emanates from the tip. Once per day upon a successful hit, the wielder can will the sword to unleash a contagion spell on the target. The target must succeed at a Fortitude save DC 16 or contract a disease, which strikes immediately (no incubation period). This infects the subject with blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom (see Disease in the DMG).

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *contagion*, creator must be evil; **Market Price:** 32,615 gp; **Cost to Create:** 16,465 gp + 1,292 XP.

Explorer's Bow: At first glance an *explorer's bow* appears to be a simple, hastily made woodman's bow, frequently with a few knobs of leaves remaining from the branch it was made. But know that any ranger or druid worth their salt would know the woodsman runes carefully cared

near the grip, denoting it as an explorer's bow. Over the years the *explorer's bows* known as Shimmerspyre, Windreaver and Blessed Shard have become famous in the hands of the rangers of the frozen lands of Kaloora. An explorer's bow is a +2 *composite longbow* (Str 16) that grants its wielder the Endurance feat, and once per day the power of *protection from elements* as the spell cast by a 6th level druid may be activated by the wielder. In addition, the wielder may never be truly lost, for any arrow shot from the bow (while the word "north" is spoken in the Sylvan tongue by the wielder) falls to earth pointing true north. As an additional feature, this bow grants proficiency in its use to any druid who holds it, and does not break their sacred vows.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *endurance*, *endure elements*, *find the path*; **Market Price:** 33,375 gp; **Cost to Create:** 16,875 gp + 1320 XP.



Glass Dagger: One of the cruellest blades ever crafted, it is said they are a favorite of the infernal assassins known as the faceless. A *glass dagger* is literally a +3 *dagger* that appears to be made of glass, with a line of dark liquid embedded though its axis from hilt to tip. If a successful hit is scored on a target, the dagger causes normal damage (1d4+3 plus any other modifiers), and then vanishes. The wound continues to hurt, and cannot be healed by any means short of a heal, limited wish or wish spell. The dagger travels with the target in the wound but on the ethereal plane. On the prime material, it cannot be seen or grasped or manipulated, it is essentially not there. The dagger can only be safely pulled from the wound by grasping where the handle would be and saying a command word. If a dispel magic spell is cast on it or the target comes in contact with a dispel magic region (or another command word spoken within hearing distance of the blade) the dagger vanishes forever, unleashing a poison spell on the target.

The *glass dagger* is the ultimate control tool. With the promise of removal once a task is done, there are many who will do anything to rid themselves of the vile blade. And yet still many a king or merchant lord is known to utter, "What good is a *glass dagger*?"

MAGIC ITEMS

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *plane shift*; **Market Price:** 23,635 gp; **Cost to Create:** 11,969 gp + 1,333 XP.

Hawk Hatchet: The hawk hatchet is a favorite of woodsmen and rangers. Its handle is made from the strongest steel and its blade head is formed into that of a hawk's head with the beak as the blade. It acts as a +1 *throwing axe* normally, but its damage ignores any hardness rating when causing damage to a nonliving object.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *shatter*; **Market Price:** 6,308 gp; **Cost to Create:** 3,308 gp + 240 XP.

Heir's Dagger: Each heir's dagger is crafted specifically for those of royal blood, and it won't enact its special power for any other. An heir's dagger is a normal +1 dagger, but on command it can also *detect poison* as if cast by a 3rd level sorcerer.

Caster Level: 3rd; **Prerequisites:** Craft Magic Arms and Armor, *detect poison*; **Market Price:** 5,702 gp; **Cost to Create:** 3,002 gp + 216 XP.

Invisible Armor: This piece of armor acts as a +1 *breastplate*, with the exception that it's completely invisible as per the spell *improved invisibility*.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *improved invisibility*; **Market Price:** 3,350 gp; **Cost to Create:** 1,850 gp + 120 XP.

Morningstar of Justice: A morningstar of justice could easily pass for a duke's scepter if not for the magnificent head of spikes at its business end. These are highly prized by Lawful watch guards, peaceful overseers and pacifist priests the nations over. The morningstar acts as a +3 *morningstar* to any who wield it. In addition a wielder of Lawful alignment may activate the powers of a *zone of truth* spell or a *hold person* spell, each as if cast by a 10th level cleric at will.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *hold person*, *zone of truth*, creator must be lawful; **Market Price:** 28,308 gp; **Cost to Create:** 14,308 gp + 1,120 XP.

Obsidian Spear: An obsidian spear acts as a +1 *longspear* or +1 *shortspear*, but with twice the hardness and hit points. In addition, it is perfectly balanced to use as a spear thrown, in melee, or as a quarterstaff-like weapon with its handle-end (but only for 1 attack), thus the weapon may deal slashing, piercing, or bludgeoning damage as the wielder sees fit.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *magic weapon*; **Market Price:** 12,302 gp; **Cost to Create:** 6,302 gp + 320 XP.

Rending Daggers: Known to be a favorite of the savage druids of the Banshee Wood, the mere sight of them have caused more than one explorer to surrender without a fight.

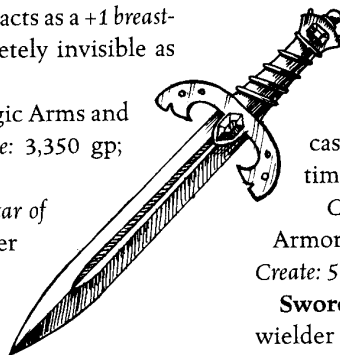
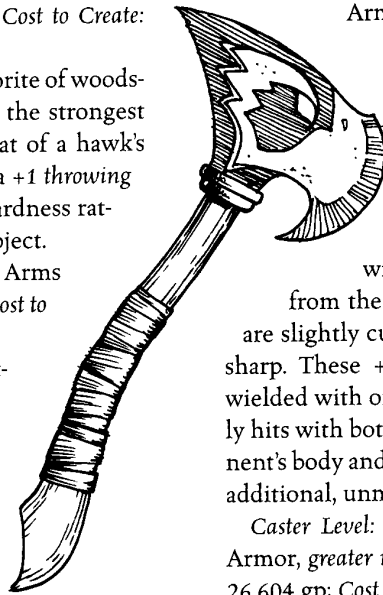
Each rending dagger is forged by the wild elf druids, and is almost always made from the retooled claws of a great beast. Their tips are slightly curved at the very ends and are perpetually sharp. These +2 *daggers* are only truly effective when wielded with one in each hand. If the wielder successfully hits with both dagger attacks, he latches onto the opponent's body and tears the flesh. This automatically deals an additional, unmodified 2d4+4 points of damage.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *greater magic fang*, *summon monster V*; **Market Price:** 26,604 gp; **Cost to Create:** 13,604 gp + 1040 XP.

Sylvan Halberd: The rangers and druids of Qualinda first used the mighty *sylvan halberds* as they battled to hold back the Acarran Empire's refugees from invading their lands. A *sylvan halberd* acts as a +2 *halberd* and bestows on its wielder the ability to speak with animals and cast animal friendship as a 10th level druid, three times per day each.

Caster Level: 4th; **Prerequisites:** Craft Magic Arms and Armor, *animal friendship*; **Market Price:** 11,315 gp; **Cost to Create:** 5,815 gp + 440 XP.

Sword of Acarra: Rare in the extreme, the proud wielder of a famous *sword of Acarra* will indeed stand out in combat. There are very few left today, but there was a time during the Age of Legends when the tyrant Acarra family was said to have a number of troops fighting with them. This sword acts as a +2 *ancient greatsword* and its blade always glows faintly with a blue glow out to a 5 ft. radius. As the blade is swung through the air it leaves behind a fan of blue light that will rejoin with the blade once held still. As a full-round action the wielder may swing the sword in a circular arc fast enough to create a small glowing blue circle resembling a small shield. This glowing force can be "detached" at will, hovering in the air in front of the user as if they had a free arm with which to hold it. The blue disk will provide the full benefit of a small steel shield. This effect can be dispelled and renewed as desired.



MAGIC ITEMS

Caster Level: 4th; **Prerequisites:** Craft Magic Arms and Armor, Craft Wondrous Item, *shield*; **Market Price:** 24,350 gp; **Cost to Create:** 12,350 gp + 960 XP.

Sword of the Crusader: Heralded as a weapon of respect and station by the cavaliers of Viridia, a *sword of the crusader* acts as a +2 *longsword*. In addition, it grants a +10 competency bonus to the wielder's Ride skill, and when used mounted it increases the attack bonus for being on higher ground from +1 to +2.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *animal friendship*, *calm animal*; **Market Price:** 12,312 gp; **Cost to Create:** 6,312 gp + 480 XP.

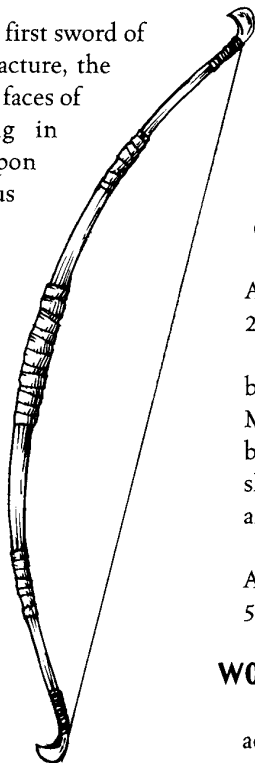
Sword of the Warlords: Much sought after by the warlords of the Broken Fields in northern Viridia, the rare Lacerator-style broadsword is still recognized today as to grant its owner a dangerous reputation. *Swords of the warlords* are broadswords with a straight-edged side and a serrated side each. They perform as a +2 *serrated broadsword* and also grant the Leadership feat to the wielder.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, mass charm; **Market Price:** 19,615 gp; **Cost to Create:** 9,815 gp + 760 XP.

Tactician: Tactician is the name of the first sword of its kind, a +2 *longsword* of noble manufacture, the hilt made of two outfaced carvings of the faces of famous battlefield leaders, grimacing in thought and determination. The weapon grants the wielder a +2 competency bonus to initiative, and if the wielder enacts the "readied action" option the character may elect to forgo the partial action that usually occurs when you ready an action and may instead take a full-round action.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *divination*, *haste*; **Market Price:** 30,315 gp; **Cost to Create:** 15,315 gp + 1,200 XP.

Thundermaul: The *thundermaul* is a +3 *maul* with an oversized, but balanced head. It is an impressive weapon, favored by barbarians and crusaders of the god of storms. Once per hour the hammer can be struck to the ground by the wielder, when a deafening thunderclap sounds and the ground trembles. All targets within 15 ft. of the wielder must make a successful Reflex save DC 15 or fall prone. Regardless of the first result, all targets within 15 ft. of the wielder must make a successful Will save DC 15 or be deafened for 1d4 rounds.



Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *shout*; **Market Price:** 22,336 gp; **Cost to Create:** 11,336 gp + 880 XP.

Whip of Despair: Also known as the Demon's Whip by the damned souls of the abyss, the whip of despair is used for prolonged torture sessions and is a common symbol of station for high-ranking denizens of the layers of the infernal realms. The whip itself has a large, sturdy grip. The lash is made from the oily black hair of a balor, soaked in vile fluid to strengthen it further. Along its length, dire shark teeth have been worked into its sinewy vines to further the pain. At its basic it acts as a +2 *whip*.

The *whip of despair* inflicts 1d6+2 slashing damage to a target (× 2 damage on 19–20 critical). A struck target must succeed at a Fort save (DC 18) or suffer a –2 morale penalty to all attacks, saves and skill checks for 1 minute and suffers the effects of the spell *fear* as if cast by a 10th level sorcerer.

Although the whip is kept in hand, treat it as a projectile weapon with a maximum range of 15 ft. and no range penalties. Because the whip can wrap around an enemy's leg or other limb, trip attacks can be made with it. If a character is tripped during the trip attempt, the whip can be dropped to avoid being tripped.

When using a whip, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, Creator must be evil, unholy blight; **Market Price:** 25,801 gp; **Cost to Create:** 12,901 gp + 1,020 XP.

Wolverine Blade: *Wolverine blades* are beautiful to behold and are sought after by rangers and woodsmen. Many share the same style, a hilt of wolves' heads and a blade that when turned just right in the sun seems to sheen a deep green. A *wolverine blade* acts as a +1 *longsword*, and grants the wielder the Scent ability.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *find the path*; **Market Price:** 10,315 gp; **Cost to Create:** 5,315 gp + 400 XP.

WONDROUS ITEMS

Bane Rings: This wondrous ring at first confuses many adventurers and explorers. The tales of magic rings to fit any hand are far and wide, and yet while this item detects as magical, it will not adjust and seems to bestow no benefit to the wearer. Indeed, it is because the rings of bane are made for the grips of magical weapons. When placed on a magical melee weapon's grip, it shrinks to fit, bonding with the weapon unless deliberately pulled off. While

MAGIC ITEMS

the ring is in place, the weapon further acts as a bane weapon against a specific creature. A *bane weapon* excels at attacking one type of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus (so a +1 *longsword* is a +3 *longsword* against its foe). Further, it deals +2d6 points of bonus damage against the foe. To randomly determine the ring's designated foe, roll on the following table:

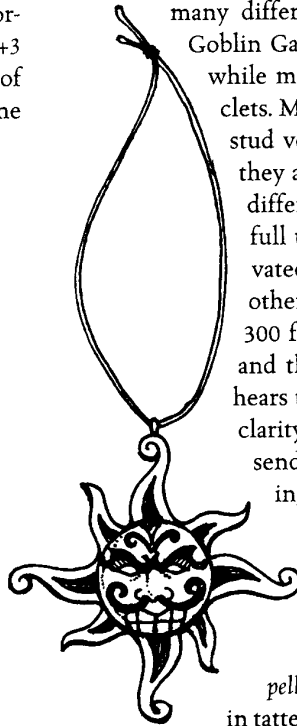
TABLE 11-2: DESIGNATED FOE

d%	Designated Foe
01-05	Aberrations
06-08	Animals
09-13	Beasts
14-20	Constructs
21-25	Dragons
26-30	Elementals
31-35	Fey
36-40	Giants
41-45	Magical beasts
46-50	Monstrous humanoids
51-53	Oozes
54-58	Outsiders, chaotic
59-65	Outsiders, evil
66-70	Outsiders, good
71-75	Outsiders, lawful
76-77	Plants
78-85	Shapechangers
86-92	Undead
93-94	Vermin
95-100	Humanoids (choose subtype)



Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *summon monster I*; *Market Price:* 15,000 gp; *Weight:* —.

Choker of Contact: These chokers may take many different forms. To the orc scouts of the Goblin Gate they resemble a necklace of fangs, while many a sailor knows them as silver circlets. Mercenary scouts prefer the small, gemstud version. While always created in pairs, they are not meant for just one wearer. Two different beings must wear them for their full use. As a free action they may be activated so that the wearers can hear each other's voices so long as they are within 300 ft. of one another. One talks normally, and the one wearing the matching earring hears the sent voice in his head with perfect clarity. Only those wearing the choker may send and receive messages, no nearby talking or noises are transmitted.



Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *message*; *Market Price:* 10,000 gp; *Weight:* —.

Cloak of Rappelling: A physically unappealing item, the *cloak of rappelling* appears as dark as night and hangs in tattered shreds. The cloak is actually a highly valued magic item by rogues the world over.

When willed by the wearer, it actually climbs for the character as if it had the climb skill with 15 ranks, leaving the character's hands free. The character may be facing in or even out, able to perform regular actions while the cloak does all the work.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *spider climb*; *Market Price:* 5,500 gp; *Weight:* 1 lb.

Lanikir's Amulet: Lanikir was an infamous wizard, known for his company more than his own powers, legends say his crusade began when he betrayed his entire adventuring party to an ancient black dragon when he struck a deal with the dragon to further each other's powers. Over the years he crafted a number of these amulets for his most trusted agents operating in foreign lands. Each one is in the form of a black sun disk approximately 3 inches in diameter with a crude face on each side.

Lanikir's amulet has a number of unique powers available to the wearer:

- May cast *charm person* at will as a 10th level sorcerer.
- May cast *mass charm* as a 10th level sorcerer once per day.
- Grants the Tyrant* feat if the wearer is 6th level or higher.

MAGIC ITEMS

*The tyrant feat appears in the AEG book *Evil*. If you do not have access to this book, it grants the Leadership feat instead.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *mass charm*, creator must be evil; **Market Price:** 51,000 gp; **Weight:** —.

Ring of the Sea Mage: With a sea hag's head carefully carved out of the face of this metallic-blue-green ring, it's easily identifiable by sea warlocks and ship going spellcasters alike. A tradition has grown of passing down the ring from master to apprentice so long as the apprentice bonds to the same ship as the master. While worn this ring provides a +10 competency bonus to the Profession (sailor) skill. It also enables the wearer to prepare and cast spells as if she had the *Enlarge Spell* metamagic feat so long as it is worn.

Caster Level: 6th; **Prerequisites:** Forge Ring, creator must have 5 ranks in profession: sailor, creator must have *Enlarge Spell* metamagic feat; **Market Price:** 23,600gp; **Weight:** —.

Ruby Collar of Binding: A *ruby collar of binding* is a stunning leather collar surrounded by 10 well-cut rubies that glow faintly. Damia of the Dead crafted the first one, when she wished to prolong the duration of her summoned creatures from the negative energy planes. The wielder holds the collar out during the casting of any *summon monster* spell; the creature appears with the collar already around its neck. The collar doubles the duration of the spell used to bring the creature. When the spell finally expires and the creature vanishes, the collar remains and falls to the ground where the creature last was. If more than one creature is summoned by the spell, the collar works for neither creature.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, Creator must have *Extend Feat*, *summon monster III*; **Market Price:** 5,400 gp; **Weight:** —.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, Creator must have *Extend Feat*, *summon monster VI*; **Market Price:** 21,600 gp; **Weight:** —.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, Creator must have *Extend Feat*, *summon monster IX*; **Market Price:** 48,600 gp; **Weight:** —.

Solvent of Permanence: This mighty salve is to be mixed with any other potion, rendering the potion's effect permanent to the imbiber.

Caster Level: 10th; **Prerequisites:** Brew Potion, *permanency*; **Market Price:** 25,000 gp; **Cost to Create:** 12,500 gp + 4,500 XP.

Spectral Wand: The mighty *spectral wands* are much sought after by wizards. Each one allows a spellcaster to cast a touch spell through the wand so that the spell actually gains a range of 25 ft. + 5 ft. per caster level. There are three different types of *spectral wands* — lesser, medium

and greater. Lesser wands allow the new range to affect spells of 3rd level or less, medium of levels 6th and less and greater to affect any level touch spell.

Caster Level: 10th; **Prerequisites:** Craft Wand, *enlarge*; **Market Price:** 5,400 gp; **Cost to Create:** 2,700 gp + 216 XP.

Caster Level: 10th; **Prerequisites:** Craft Wand, *enlarge*; **Market Price:** 21,600 gp; **Cost to Create:** 10,800gp + 864 XP.

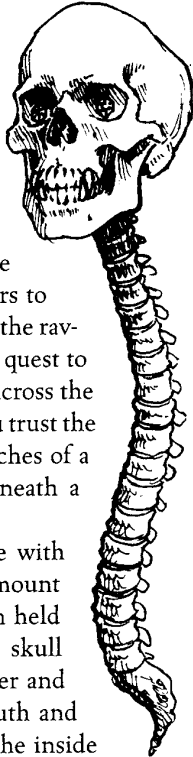
Caster Level: 10th; **Prerequisites:** Craft Wand, *enlarge*; **Market Price:** 48,600 gp; **Cost to Create:** 24,300 gp + 1,944 XP.



ARTIFACTS

The Spinescepter: The Spinescepter is an artifact of ancient evil forged and wielded by a god of murder or death before he was slain in an age lost to time. Servants of the fell god spirited his Spinescepter away to the prime material plane where it continued to carry a shadow of the god who once wielded it. Clerics continued to pray over it and numerous dark rites and rituals were enacted which were thought to tap into the dead god and resurrect him. When no more spells were granted and the faith began to die, the Spinescepter changed many hands over the years, falling to a chaos cult who used its powers to terrorize the once great nation of Caervak. Later the ravaging undead minions of Theldarr Knuul in his quest to become Necromancer Supreme later hunted it across the lands to no avail. Its last known location — if you trust the gnoll skalds of the northlands — is in the clutches of a coven of hags who live in the dank caves beneath a ruined keep in the frozen north.

The Spinescepter is a jet-black human spine with skull atop, at its base a terrible spike. A small amount of flexibility is present in the artifact and when held aloft the skull sometimes sways. The human skull appears normal with the exception of two upper and lower long fangs towards the edges of the mouth and two tiny red gems resting in the eye sockets. The inside swirls with an inky-black swirling mass.



The Spinescepter is known to have the following powers:

- It may be wielded as a +4 *morningstar*.
- It has a critical threat range of 18–20 and does $\times 3$ damage on a successful critical hit.
 - It grants a +2 unholy bonus to all saving throws of the user.
 - The user may *call lightning* as a 10th level druid up to three times per day.
 - The user may cast *mass charm* as a 15th level sorcerer once per day.
- The user casts all Necromantic spells as if the character is two levels higher.
- There is a 1% non-cumulative chance per day that the user is the subject of a *disintegrate* spell cast by a 20th level sorcerer. This roll is made each day, whether or not it is used. If no one is wielding it, it strikes the person who last touched it within 100 days.

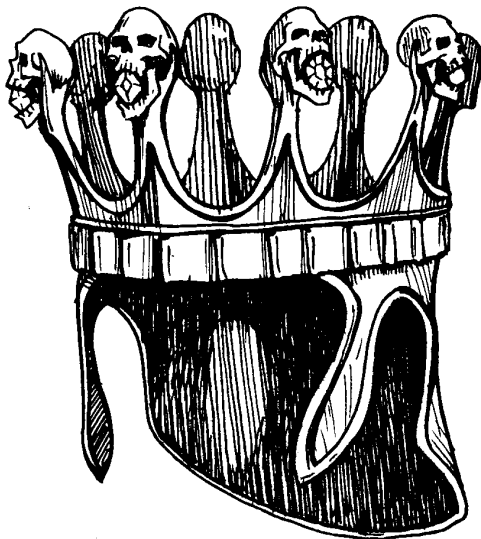
Some legends claim the Spinescepter does contain the remaining consciousness of the dead god, and that it can manifest as an intelligent item with indomitable will, but no one knows the extent of this power or what will awaken it.

Caster Level: 15th; Weight: 5 lb.

The Crown of Acarra: The Crown of Acarra was passed from generation to generation among the rulers of Acarra, the human nation who would work alongside devils and called and bound elementals daily to do their bidding. While the fields were tilled and cities bustled alongside whip-wielding fiends, the higher folk (usually sorcerers or those with exotic blood) were the nobility. They gained warmed baths from elemental fire magic, powered their mighty galleys with air elementals, and constructed their keeps with earth elemental contractors. The crown itself is black and silver, with eight evenly spaced points, each topped with a miniature skull gripping a gem in its teeth. Uzuzar Acarra the Emperor Lich last wore the Crown of Acarra. Its current whereabouts are unknown, but it may still lie within the ruined and twisted corridors beneath the desolation known as the Acarra City ruins.

The Crown of Acarra grants the wearer a +3 deflection bonus to armor class. It also shields the wearer with *protection from elements*, absorbing up to 240 hit points of damage each day. The wielder can also cast the spells *planar ally* as a 15th level cleric, *planar binding* as a 15th level wizard, and *elemental swarm* as a 15th level druid.

Caster Level: 15th; Weight 1 lb.



Chapter 12:

Monsters

BEASTS OF BURDEN

BULGRIF

Huge Beast

Hit Dice: 12d8+48 (96 hp)

Initiative: -1 (Dex)

Speed: 20 ft., fly 60 ft. (good)

AC: 14 (-2 size, +6 natural)

Attacks: Bite +15 melee, 2 claws +10 melee

Damage: Bite 2d8+6, claw 2d4+6

Face/Reach: 10 ft by 20 ft./5 ft.

Saves: Fort +12, Ref +7, Will +4

Abilities: Str 22, Dex 8, Con 18, Int 2, Wis 10, Cha 6

Skills: Listen +1, Spot +3

Climate/Terrain: Any land

Organization: Solitary or flock (2-7)

Challenge Rating: 7

Treasure: None

Alignment: Neutral

Advancement Range: 13-15 HD (Huge)

Those who have seen a bulgrif fill the sky with its presence rarely forget the sight. A typical adult measures 20 ft. from beak to tail, with a wingspan of nearly 30 ft., and it strikes a majestic profile in flight. Reclusive in the wild, though, bulgrifs try to hide their lairs in the mountain or jungle habitats that they call home. But their size makes them hard to miss, and their utility as beasts of burden makes them valuable prizes for anyone ambitious enough to capture them.

A bulgrif can carry up to 2,000 lbs. of cargo on its broad, flat back. Its load has to be strapped down with the greatest of care and distributed low across its back so that it won't spill if the creature has to make any sharp maneuvers. If handled properly, however, they can move large amounts of cargo across difficult terrain much more quickly than surface-based means of transportation.

Bulgrifs are expensive to acquire and even more troublesome to maintain, since they require a lot of living space and prodigious amounts of forage. They can also prove temperamental in difficult situations. But civilian and military establishments alike for who time is more valuable than gold have refused to make do without them.

Combat

To guide a trained bulgrif, its handler applies pressure to the sides, top or underside of its head with a long stick looped around his wrist. The bulgrif moves following both the direction and force of the stick (pressing the top of its head orders it to descend, pressing hard orders it to dive, etc.). Under duress, however, they tend to value self-preservation over obedience. Whenever a bulgrif is reduced to less than half of its hit points, it must make a Will saving throw (DC 14). If it fails, it immediately shies away from combat and flees until it is out of reach of whatever threatened it. In this case, its handler may attempt a Ride skill check (DC 20) to reestablish control over the creature. Even if the bulgrif succeeds in its initial Will save, it must attempt another saving throw at the same DC every five rounds thereafter if it remains in combat.

Bulgrifs are normally stolid creatures that don't like to fight. If attacked, they will defend themselves with their enormous beak and claws. A handler must make a successful Ride skill check (DC 20) if it wishes its bulgrif to initiate combat.

GROLLOK

Large Beast
Hit Dice: 10d8+60 (100 hp)
Initiative: -1 (Dex)
Speed: 20 ft.
AC: 16 (-1 size, +7 natural)
Attacks: Gore +15 melee
Damage: Gore 2d8+12
Face/Reach: 5 ft by 10 ft./5 ft.
Saves: Fort +13, Ref +6, Will +3
Abilities: Str 26, Dex 9, Con 22, Int 2, Wis 10, Cha 3
Skills: Listen +2, Spot +2

Climate/Terrain: Any plains
Organization: Solitary or herd (2-8)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement Range: 11-14 HD (Large)

Grolloks resemble a cross between a bullock and a rhinoceros, used both as battle mounts and beasts of burden.

Powerful and bad-tempered, grolloks are hard to domesticate, but those do have both a cavalry mount that can wreak havoc with its charge and a draft animal that is more than capable of defending itself if attacked.

A typical adult grollok measures about 12 ft. from tail to snout, and it can accommodate 2 small or 1 medium-size humanoid riding on its back. It can drag or pull 5,000 lbs. of cargo. Because of the difficulty involved in domesticating them, however, grolloks are rarely present in an army in great number. Grollok handlers need to exercise exceptional strength, patience and judgment in order to do their job and avoid serious injury, so experienced ones are often highly prized by army quartermasters.

Combat

Grolloks have three sharp horns, two curving forward from the sides of the head, and one protruding from the forehead. In combat, they gore with all three at once.

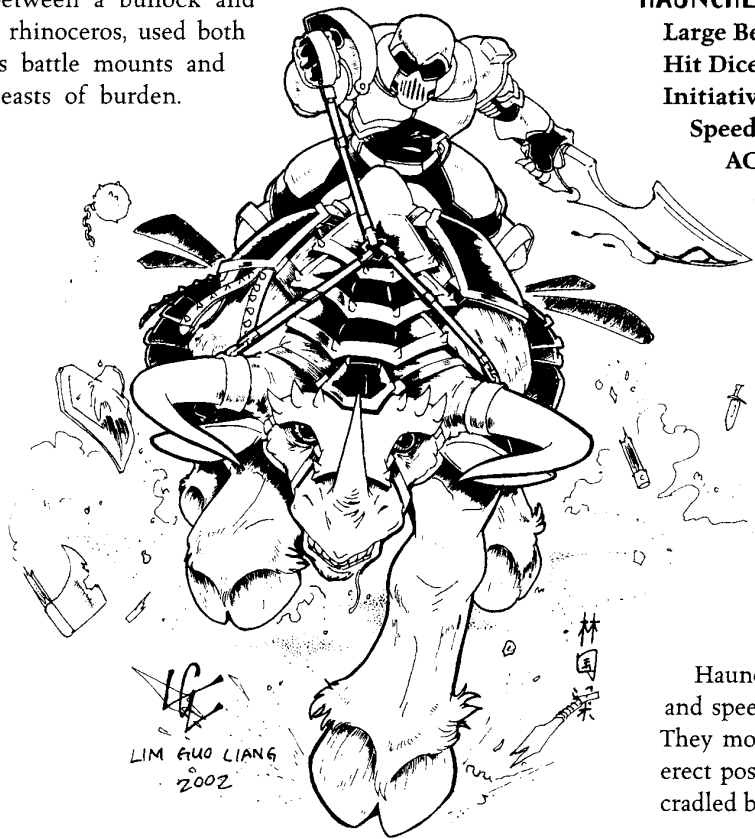
When it is used as a cavalry mount, however, the grollok's rider decides whether or not it uses its gore attack. If it gores, the rider must make a Ride skill check (DC 18) to see if the animal's violent thrashing makes it especially difficult for him to strike. If successful, the rider receives a -2 circumstance penalty to attack rolls. If unsuccessful, the rider receives a -4 circumstance penalty to attack rolls. These penalties stack with any others that may apply.

HAUNCHER

Large Beast
Hit Dice: 8d8+24 (60 hp)
Initiative: +0 (Dex)
Speed: 30 ft.
AC: 16 (-1 size, +7 natural)
Attacks: 2 claws +10 melee
Damage: Claw 2d4+6
Face/Reach: 5 ft by 10 ft./5 ft.
Saves: Fort +9, Ref +6, Will +2
Abilities: Str 19, Dex 11, Con 16, Int 3, Wis 11, Cha 3
Skills: Listen +3, Spot +3

Climate/Terrain: Any land
Organization: Solitary or herd (2-12)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement Range: 9-12 HD (Large)

Haunchers are tall bipedal mammals whose hardiness and speed make them much desired as cavalry mounts. They move about on their strong, thick legs in a semi-erect posture, so that a medium-sized humanoid can sit cradled between their neck and back (hence their name).



MONSTERS

Despite their size and their ungainly look, they can move at considerable speed, and their thick hide makes them durable in combat. Haunchers are also adaptable beasts, and they operate without complaint in sub-arctic cold and tropical heat, open plain and thick jungle alike.

Missile troops in particular like having haunchers as mounts because they sit high enough so that it distances them from the fray of melee combat. Reaching a hauncher's rider with anything other than polearms or longs-pears is difficult. The fact that haunchers go about on two legs also allows them to strike with their claws without rearing up and making it difficult for their rider to target a foe.

Haunchers cannot pull chariots because they stand too high. Anyone riding in the chariot would not be able to see directly in front of him.

Combat

Haunchers strike with their claws in melee combat, and do so without disrupting any attacks that their riders may wish to perform.

A medium-sized or smaller creature attempting to strike a rider on hauncherback with any melee weapon other than a polearm or a long spear receives a -2 circumstance penalty to attack rolls.

NORLING

Large Magical Beast

Hit Dice: 4d10+12 (32 hp)

Initiative: +1 (Dex)

Speed: 50 ft.

AC: 16 (-1 size, +1 Dex, +6 natural)

Attacks: 2 hooves +8 melee, bite +3 melee

Damage: Hoof 1d6+4, bite 1d4+2

Face/Reach: 5 ft./by 10 ft./5 ft.

Special Attacks: Spell-like ability

Special Qualities: Cold resistance 10, scent

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 18, Dex 13, Con 17, Int 3, Wis 12, Cha 6

Skills: Listen +4, Spot +4

Feats: Dodge

Climate/Terrain: Tundra

Organization: Herd (2-12) or domesticated

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement Range: 5-6 HD (Large)

Huskjarl mercenaries from the far north first brought knowledge of norlings to the wider world, riding them into battle at the beck of employers who found rumors of the ferocity of these sub-arctic humanoid tribes to be

entirely justified. Just as formidable as the Huskjarl, however, were their mounts, ferocious, horse-like creatures they called norlings.

Norlings resemble oversized Shetland ponies in that they are as large as a typical warhorse and of the same shape, but a thick mat of long hair covers their entire body. This hair even covers their faces, so that their eyes appear only as small, dark coals set deep within their heads. This physiological feature, combined with their magical nature, makes them unusually resistant to cold. Their long coats remain even after they enter warmer climes, yet no one has ever observed them to suffer ill effects from temperate, or even hot environments.

The Huskjarl are reluctant to part with their mounts, and so few norlings are found on their own outside their native areas. If you come upon one outside the sub-arctic, either its rider became a casualty of war and left it to wander far from home, or it was rustled out of its native habitat. Ambitious warlords have attempted to capture abandoned norlings and breed them for their own use, but always without success. Either they refuse to mate outside their native areas, or their offspring refuse to be tamed by anyone other than a Huskjarl, and they have to be let go.

Combat

Norlings gained notoriety among those who saw them on the battlefield for being as ferocious in a fight as their Huskjarl riders. They can bite and strike with their hooves like a heavy warhorse. But they also possess a fearsome ability to summon the essence of the cold in which they were born and project it as a weapon.

Cone of Cold (Sp): Up to 3 times per day, a norling can exhale the elemental cold of its native land. This ability functions like cone of cold cast by a 9th level sorcerer. The cone originates at the creature's mouth.

Using this ability requires a full-round action, and the norling cannot combine it with any other attack or any form of movement in the same round.

Cold Resistance (Ex): Norlings suffer less from cold damage than most other creatures, since they come from as frosty a climate as any living creature can stand. They have cold resistance 10.

TEEKON

Huge Beast

Hit Dice: 10d8+60 (105 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 16 (-2 size, +8 natural)

Attacks: Bite +15 melee

Damage: Bite 2d8+5

Face/Reach: 10 ft. by 20 ft./5 ft.

Special Attacks: Gnash

Special Qualities: Scent

Saves: Fort +13, Ref +6, Will +3
Abilities: Str 20, Dex 9, Con 22, Int 2, Wis 10, Cha 4
Skills: Listen +2, Spot +2

Climate/Terrain: Tropical or warm forest or jungle
Organization: Solitary or herd (2–9)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement Range: 11–13 HD (Huge)

Teekons are large reptilian creatures about 20 ft. long from tip to tail in a typical adult, with rounded snouts and thick, splayed legs. Their size, strength, stamina, even temper and low center of gravity (their bellies barely hover over the ground as they move) make them useful as military mounts and beasts of burden; two medium-sized humanoids can ride on a teekon's back at any time. They are hardy enough to function well in any kind of environment and climate except the sub-arctic, and it is not at all unusual to see teekons plodding through deserts and jungles alike.

Only three disadvantages prevent these creatures from ubiquitous service in armies in all corners of the world. First, they are slow, and not useful to armies looking to travel light and move quickly. They are also quite expensive to acquire; because they are so large and strong, and because they occur naturally in impenetrable jungles and swamps capturing them is a difficult proposition. They have never been bred in captivity. Teekons are also expensive to maintain, since they require large amounts of forage.

Combat

You cannot execute a trample attack while mounted on a teekon because they simply can't move quickly enough. Teekons don't gallop so much as they plod. Otherwise, all rules regarding mounted combat apply.

Teekons are placid by nature, and they won't engage in combat unless attacked first, even when their riders plunge them into the midst of battle. If provoked into melee, however, they bite with their massive jaws.

Gnash (Ex): If a teekon bites a foe, it tries to clamp its opponent between its teeth and shake it to cause extra damage. Whenever a teekon makes a successful bite attack, it makes an opposed grapple check against its target. If it succeeds in grappling, it automatically deals an additional 2d4+4 damage. In subsequent rounds, it has the option of automatically dealing gnash damage (but no bite damage) instead of attempting another bite attack. In this instance, it continues shaking its target in its jaws rather than letting go to bite again.

Any attempt to break free is a full action, requiring an opposed grapple check or an Escape Artist skill check (DC 18). If successful, the subject is freed from the teekon's jaws, but falls prone in front of the creature.

WAR ELEPHANT

Huge Animal
Hit Dice: 11d8+55 (99 hp)
Initiative: +0 (Dex)
Speed: 40 ft.
AC: 15 (–2 size, +7 natural)
Attacks: Slam +18 melee, 2 stamps +13 melee, or gore +13 melee
Damage: Slam 2d6+10, stamp 2d6+5, fore 2d8+14
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Attacks: Trample
Special Qualities: Scent
Saves: Fort +13, Ref +7, Will +4
Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills: Listen +3, Spot +3

Climate/Terrain: Warm forest and plains, jungle
Organization: Solitary or herd (6–30)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement Range: 12–22 HD (Huge)

Every advanced civilization that has existed in close proximity to elephants has used them in war. Typically, they capture elephants from the wild and run them through a careful, but intense process of training them to obey their handlers. On a battlefield, they can sow panic in a foe by trampling them, as well as protect their riders by elevating them above the reach of melee weapons. Most typically, war elephants go into battle carrying on their backs an open compartment large enough to hold a handler, two soldiers (i.e., three humanoids of medium size) and missile weapons.

War elephants can drive their foes before them in fear, but they are also unreliable under duress. They can become absolutely impossible to handle when wounded, and experienced armies always make sure that their war elephant handlers carry a mallet and a spike, to drive through the beast's skull if it rampages among friendly troops.

Mercenary companies who like to use war elephants must maintain a working business partnership with one of the rare establishments that capture and train elephants for domestic and military use. Needless to say, they are both expensive and hard to find.

Combat

Armies that employ war elephants must balance their benefits against their drawbacks. On the one hand, a mass elephant attack can wreak havoc on a foe that lacks the nerve to stand up to them. On the other, elephants don't take kindly to being stabbed and hacked, and after they've been in the heat of battle for a while, they may ignore their handlers and run amok. That's when the trouble (or fun, depending on how you look at it) really starts. **Trample (Ex):** A war elephant can make a special trample attack against any medium-size or smaller creature. This attack is a free action, and it automatically causes gore damage to its target. Opponents can forego their attacks of opportunity against the war elephant in order to attempt a Reflex save (DC 20). If the saving throw is successful, the gore only causes half damage.

Panic (Ex): When a war elephant is reduced to less than half of its hit points, it may panic and run amok. The elephant must make a successful Will saving throw (DC 17) to remain under control. If it fails, it must execute a double move in a random direction.

An amok war elephant executes its trample attack against any eligible creature in its path. It continues to move in this fashion until either it is killed or its handler regains control of it. If it makes the above Will saving throw, it must make another such saving throw for every minute that it remains damaged to less than half of its hit points.

A handler may regain control of an amok war elephant for one round by making a successful Ride skill check (DC 30). The next round, however, the elephant must make a Will saving throw to see if it goes crazy all over again.

The handler may also choose to kill the elephant before it causes any more harm. If he is equipped with a mallet and stake with such a contingency in mind, he may make a special melee attack against an AC of 7 (reflecting the elephant's extreme vulnerability in this situation). If he succeeds, he has driven the stake through the elephant's skull, killing it instantly.

BANSHEE TROLL

Large Giant

Hit Dice: 6d8+36 (60 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 18 (-1 size, +2 Dex, +7 natural)

Attacks: 2 claws +10 melee, bite +5 melee

Damage: Claw 1d6+6, bite 1d6+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, rend 2d6+9

Special Qualities: Regeneration 5, scent, darkvision 90 ft.

Saves: Fort +11, Ref +7, Will +4

Abilities: Str 23, Dex 14, Con 23, Int 7, Wis 9, Cha 8

Skills: Listen +6, Spot +6

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-5)

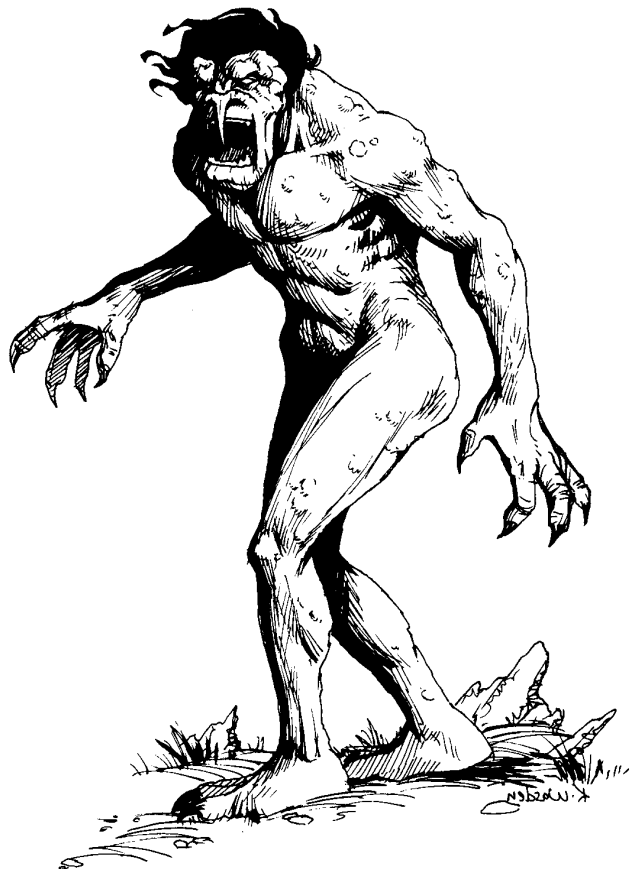
Challenge Rating: 6

Treasure: Standard

Alignment: Usually chaotic evil

Advancement Range: 7-10 HD (Large)

A particularly fearsome breed of troll known as Banshee trolls are famous for their wailing battle cry, which can terrify their foes. They are also capable of bursts of evasive



BEASTS OF THE EARTH

I have hunted every beast known to man. Anything with fur, horns, claws, pearls, or even teeth or eyes that an alchemist requires for a powerful elixir. But some beasts are more than they seem. I have faced orcs from the sands of Gal'imere that are more powerful than 5 of their kin, ogres with the strength of 10 men, and insects and worms the size of small villages.

Tread lightly, my friend, for your journey could end with the setting of the sun or the lighting of a lamp.

— Ashir Treefall

2nd Ranger of Colonel Teric's Storm Reavers

action so effective they seem ethereal. These traits make banshee trolls useful as shock melee troops that can close quickly with the enemy and reduce their morale. In their natural element, they terrorize travelers and small settlements.

Combat

Banshee trolls attack without fear or hesitation, but also without much subtlety. They charge straight at their opponents, trusting to their strength and their battle cry to carry the day.

Battle Cry (Sp): Up to three times per day, a banshee troll may utter its distinctive wail, which can inspire dread in those who hear it. When a banshee troll uses this ability, all creatures within 30 ft. of it must succeed at a Will save (DC 18). Those who fail receive a -4 morale penalty to all subsequent Will saving throws, a -1 morale penalty to all attack rolls and a -1 morale penalty to AC. This effect lasts for 2d6 rounds.

Semi-blur (Sp): Once per day, a banshee troll may perform evasive maneuvers so effective that it looks like a blur. This effect behaves exactly like the spell blur, except that it lasts no longer than five rounds. Also, the banshee troll can only activate it during a round in which it moves, and it ends on the first round thereafter in which it does not move, or in five rounds, whichever comes first.

Rend (Ex): If a banshee troll hits with both of its claw attacks in the same round, it gains a hold on its opponent's body and rips its flesh. This automatically causes an additional 2d6+9 points of damage.

Regeneration (Ex): As with other breeds of troll, only fire and acid cause normal damage to banshee trolls.

BRAINVINE

Medium-Sized Plant

Hit Dice: 4d8 +4 (20 hp)

Initiative: +0 (+1 Dex, -1 natural)

Speed: 20 ft.

AC: 11 (+1 Dex)

Attacks: 1 piercing per vine +2 melee

Damage: Piercing vine 1d6-1

Face/Reach: 20 ft. by 20 ft./20 ft.

Special Attacks: Vine control

Special Qualities: Plant, electricity immunity

Saves: Fort +5, Ref +2, Will +3

Abilities: Str 9 (for each vine), Dex 13, Con 12, Int 7, Wis 15, Cha 5

Climate/Terrain: Temperate and warm, forest, marsh, hill, mountain, and underground.

Organization: Solitary

Challenge Rating: 2

Treasure: None (just what is found on its victims)

Alignment: Always neutral

Advancement: 5-6 HD (Medium), 7-8 HD (Large)

Brainvines appear as a mundane vine with medium-sized leaves every five inches or so along each vine. They have one vine per 3 hp of the plant (rounding up). These vines spread out over a large area, in all directions from a central point. The plant itself cannot move, but its vines have a speed of 20 ft.

Though the brainvine lists "solitary" for organization, it is very possible to find more than one such plant in an area. Generally, they do not cooperate as more intelligent creatures might.

Combat

One plant may not bring more than three vines to bear on a single target.

The brainvine itself only takes damage when its vines are attacked, severed or destroyed. The vines have AC 11, and each vine takes 5 hp before being severed/destroyed. For each of its vines that have been severed, the brainvine plant loses 3 hp. Effects with an area - such as a fireball spell - that target the center of the vine apply damage directly against the plant's base hit points. If the plant survives, damage is spread evenly among the vines within the area of the effect.

Vine Control (Su): After each successful attack made against a mammal by a brainvine, the target must make a Will save (DC 14). If the save fails, a vine has entered the target's body and attacked its central nervous system. When this happens, the target becomes paralyzed for 2d6 minutes. After the time has elapsed the target's body is under the control of the brainvine, which uses the attached vine to send commands to the target's nervous system. Even the victim's sensory capabilities are accessed by the brainvine while it is in control. Victims of the brainvine may perform combat using their normal close combat attacks, but they never have more than a +2 bonus to attack and damage, nor can the victim have a Dexterity bonus greater than +2. Brainvines may not use ranged attacks or magical/mental abilities of its victims. Victims also have only 3/4 their normal speed. If the vine which connects the brainvine to the victim is severed or destroyed, the control is broken. When this occurs, the vine's victim must make another Will saving throw (DC 11). Failure indicates that the victim falls unconscious for 1d4 minutes. If the save is successful, the victim returns to normal at the end of the current round.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Electricity Immunity (Ex): Brainvines take no damage from electricity.

DESERT ORC

Medium-Size Humanoid (Orc, Fire)
Hit Dice: 2d8+6 (12 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 16 (+1 Dex, +2 natural, +3 studded leather)
Attacks: 2 desert scythes +1 melee
Damage: Desert scythe 1d6+3, desert scythe 1d6+2
 Face/Reach: 5 ft. by 5 ft./ 5 ft.
Special Attacks: Ambush
Special Qualities: Damage reduction 1/-, fire resistance 5
Saves: Fort +6, Ref +1, Will +1
Abilities: Str 14, Dex 13, Con 16, Int 10, Wis 12, Cha 7
Skills: Hide +4*, Listen +2, Spot +2, Move Silently +4*,
 Search +1, Wilderness Lore +4
Feats: Ambidexterity, Two-Weapon Fighting

Climate/Terrain: Any land and underground
Organization: Gang (2–4), squad (6–11, plus 1 4th-level sergeant and 1 leader of 5th–8th level), war party (16–20, plus 2 4th-level sergeants and 1 8th level captain), or band (10–80 plus 100% noncombatants plus 1 4th-level sergeant per 10 adults, 3 7th-level lieutenants, and 2 9th-level captains)
Challenge Rating: 1
Treasure: 50% standard
Alignment: Usually neutral evil
Advancement: By character class

Desert orcs are more than just the sandy cousins of the forest dwelling variety. They are hardier, smarter and most of all more resilient than their woodland kin.

They resemble traditional orcs in many ways. Their unkempt hair, dirty hides, and primitive features make them dusty colored derivatives that most mistake for regular orcs. Only their tan skin and finer hair separates them.

Additionally, desert orcs are faster, more territorial, and far more disciplined than other orcs. They live in smaller enclaves and protect what little land and possessions they have. They raid desert caravans, feeding on what small food they can scavenge and living meager lives under the dunes of the desert.

The desert's hot environment forces these orcs to grow stronger and hardier than would be expected in a forest or gully. Their skin is thicker than most orcs and their lives spent in the desert allow them to ignore most heat damage. Pound for pound, a desert orc is as hardy as three regular orcs.

Combat

Desert orcs have sound tactics, never involving themselves in battles they can't win. They attack from defensible or hidden positions in the desert and often have underground passages they can escape through.

Ambush (ex): Desert orcs gain a +4 to Initiative checks whenever they have caught their opponent's flat-footed. In addition, during a surprise round, a desert orc may take a standard action, instead of a typical partial action. Desert orcs gain a +4 circumstance bonus to all Skill checks involving an ambushed or surprise.

*Desert orcs receive a +4 racial bonus to Hide, and Move Silently checks while in a desert or desert-like setting.

Desert Orc Society

Desert orcs live in much smaller enclaves than their orcs, but exhibit most of the same tendencies. They are ruled by the strongest male, but keep relatively small families. They consider wives and children property, but do not keep slaves. They honor and recognize prowess in battle, but consider obscene wealth a detriment to the tribe's structure.

Desert orcs live in balance (somewhat) with the desert and do not take more food than they can eat or store and do not grow their tribe larger than they can feed. A wise shaman or cleric helps a strong leader to govern and make decisions, but a foolish leader can undo generations of work.

Desert Orc Characters

A desert orc's favorite character is a scout. However, desert orc leaders are typically barbarians, fighters, or strong rangers. Desert orcs do not worship a god, but instead worship the sun itself. Clerics can choose two of the following domains: Earth, Fire, Life*, Strength, and Sun.

GRABEN

Medium Humanoid (Orc)
Hit Dice: 1d8+1 (5 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft.
AC: 15 (+2 Dex, +3 studded leather armor)
Attacks: Longsword +2 melee, or longbow +3 ranged
Damage: Longsword 1d8+1, or longbow 1d8
Face/Reach: 5 ft/ by 5 ft./5 ft.
Special Attacks: Spell-like ability
Special Qualities: Darkvision 60 ft., elusiveness
Saves: Fort +3, Ref +2, Will +0
Abilities: Str 12, Dex 14, Con 12, Int 11, Wis 11, Cha 10
Skills: Hide +4, Listen +2, Spot +2
Feats: Dodge

Climate/Terrain: Desert
Organization: Raiding party (2–7 plus 1 3rd-level leader), or clan (8–16 plus 1 3rd-level leader and 2 2nd-level lieutenants, plus 150% noncombatants).

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral evil

Advancement Range: By character class

Graben are lean, wiry humanoids distinctive for their speed, stealth and cunning. They carve out nomadic existences in the wastes and deserts of the world, raiding and scavenging whenever they come upon settled peoples trying to establish more substantial livings. In other words, they are a marginal race who inhabit equally marginal lands as best they know how.

As such, however, graben make themselves nuisances to those townsfolk and villagers whose livelihoods they try to share. Local authorities hunt graben thieves, both real and suspected, mercilessly. Graben raiders inspire both fear and hatred out of proportion to the actual damage that they inflict. Down through the generations, however, they have adapted, so that they know how to hide and elude better than most, and they are notoriously hard to track.

Graben speak Common and a dialect of Orc.

Combat

Graben always prefer to strike from ambush, firing their composite longbows from cover until their foe no longer represents a threat. They don't like melee combat. Unless forced to engage, they will not melee unless they can surprise or flank an opponent. When attacking a fixed position—say, raiding a village—they prefer to use stealth and discourage their enemies by firing arrows from cover, often moving from covered position to covered position to create confusion. If their opponent makes a determined attempt to engage them in melee, graben raiders will withdraw rather than slug it out, even if they haven't taken what they wanted yet. This elusiveness is one reason why the targets of graben raids despise them so intensely.

Elusiveness (Ex): Graben leave an unusually light footprint, partly by training and partly because of the way in which weight is distributed in their bodies.

Anyone using the Track feat to try to locate graben receives a –5 circumstance penalty to the Wilderness Lore check roll.

Semi-blur (Sp): Once per day, a graben may summon its energies and perform evasive maneuvers so effective that it looks like blur was cast on it. This effect behaves exactly like the spell blur, except that it lasts no longer than one minute. Also, the graben can only activate it during a round in which it moves, and it ends on the first round thereafter in which the graben does not move, or in one minute, whichever comes first.

Graben Society

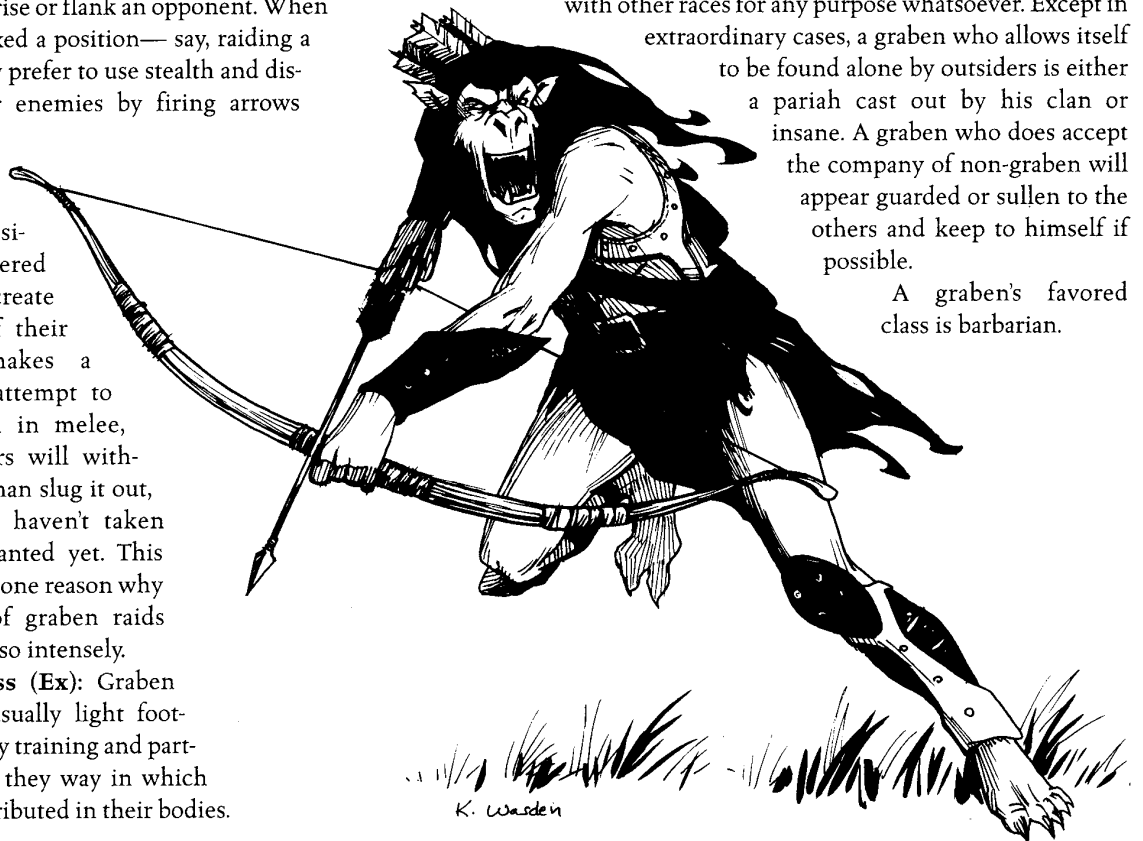
Graben travel in clans no larger than a modest extended family, headed by the dominant male. The clan is the focal point of every graben's allegiance. However, clans may form alliances (almost always temporary and subject to change at a moment's notice) with each other to accomplish a goal that is too large for any one of them.

Graben worship a desert god they call Kalaka. Kalaka is an exceedingly harsh deity, whose blessing consists of allowing you to live another day without suffering his wrath, and whose displeasure manifests itself in searing siroccos that materialize without warning.

Graben Characters

Graben are an insular race, deeply suspicious of outsiders (and for good reason). Very rarely will an individual join with other races for any purpose whatsoever. Except in extraordinary cases, a graben who allows itself to be found alone by outsiders is either a pariah cast out by his clan or insane. A graben who does accept the company of non-graben will appear guarded or sullen to the others and keep to himself if possible.

A graben's favored class is barbarian.



GUARDIAN HOUND

Small Magical Beast

Hit Dice: 1d10+2 (7 hp)

Initiative: +3 (Dex)

Speed: 40 ft.

AC: 15 (+1 size, +3 Dex, +1 natural)

Attacks: Bite +2 melee

Damage: Bite 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Spell-like abilities, scent

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 13, Dex 17, Con 15, Int 7, Wis 12, Cha 6

Skills: Listen +4, Spot +4, Swim +4, Wilderness Lore +6

Feats: Track

Climate/Terrain: Any land

Organization: Solitary or hunting pack (2-5)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement Range: (2-5) HD (Small)

Scholars believe that guardian hounds were first bred by the legendary wizard Elesh the Mighty. At one point in his life (according to the legend), Elesh was plagued by a gang of half-orc looters. He hired bounty hunters who used tracking dogs to hunt down the marauders, but the half-orcs proved skillful at ambushing them. So Elesh set about creating a breed of bloodhound that could not only track fugitives but hold them in place until help arrived to seal their fate. His work culminated in a species that looked in all respects like an ordinary dog, but which also had spell-like abilities to paralyze the minds of their prey.

Guardian hounds are valued by bounty hunters and formal law enforcement alike, all the more so because they are both expensive to acquire and notoriously difficult to breed. Because of their scarcity, their masters employ them individually. However, packs of 2-5 have been rumored to exist.

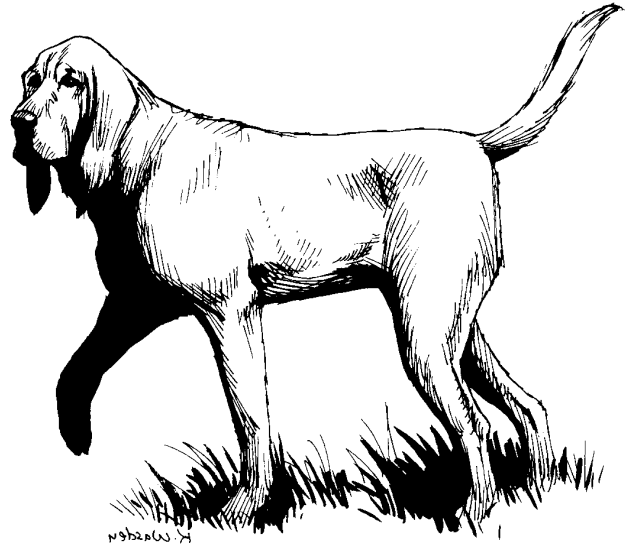
Combat

Guardian hounds are highly disciplined animals; they know what they are supposed to do and they do not waver from it. They engage in melee combat like normal dogs, except that they only inflict subdual damage. Their conditioning prepares them to pursue and subdue, not attack and kill.

Before engaging in melee guardian hounds use their spell-like abilities to hold their quarry in place until their handlers can finish the job.

Hold Person (Sp): Up to 3 times per day, a guardian hound may cast hold person as a 5th level sorcerer.

Hold Monster (Sp): Once per day, a guardian hound may cast hold monster as a 7th level sorcerer.



HMEERAK

Medium Humanoid (Orc)

Hit Dice: 1d8 (4 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft.

AC: 14 (+3 Dex, +1 natural)

Attacks: Shortsword +4 melee, short bow +4 ranged

Damage: Shortsword 1d6, short bow 1d6

Face/Reach: 5 ft/ by 5 ft./5 ft.

Special Attacks: Spell-like ability

Special Qualities: Self-camouflage, darkvision 60 ft.

Saves: Fort +0, Ref +5, Will +1

Abilities: Str 11, Dex 16, Con 11, Int 12, Wis 12, Cha 10

Skills: Climb +2, Hide +5*, Listen +2, Move Silently +5, Spot +2

Feats: Weapon finesse (swordsword)

Climate/Terrain: Any land and underground

Organization: Gang (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th level lieutenants and 3 7th level captains).

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement Range: By character class

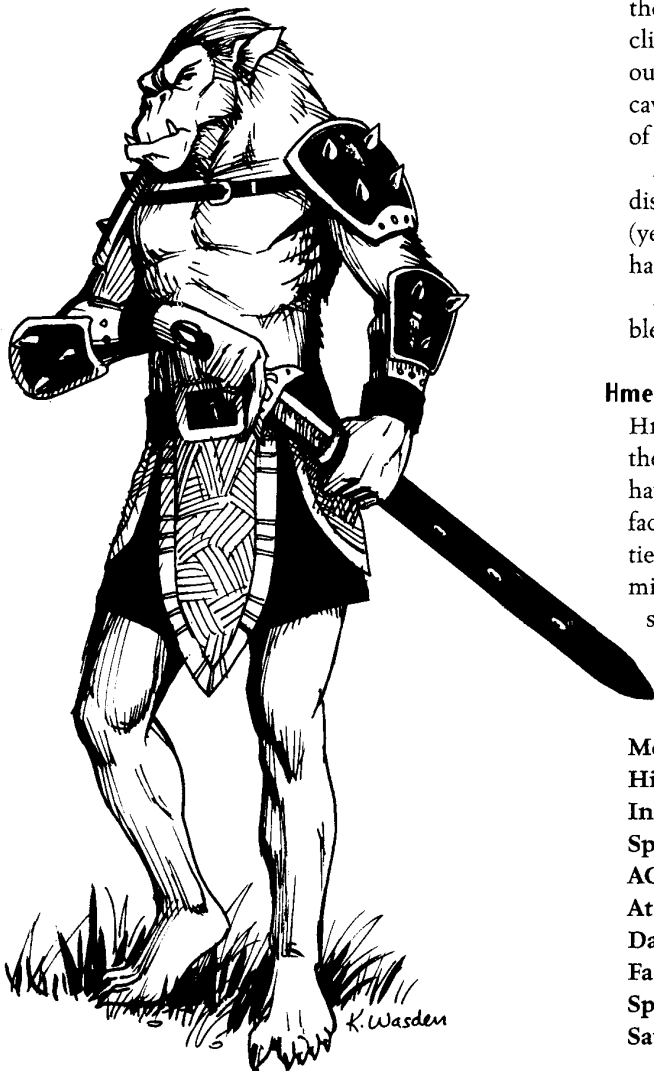
Physically, hmeeraks resemble slimmer versions of their cousin orcs. But what they may lack in brawn and strength they make up in stealth, for Hmeeraks possess an uncanny ability to conceal themselves. Not only are they good at hiding, but they can also alter the pigment of their skin to blend in with their surroundings, rather like chameleons.

Hmeeraks inhabit just about every climate and terrain type, and wherever they occur other intelligent races regard them as inveterate troublemakers. They prefer robbing, stealing and raiding to just about any other form of subsistence. Furthermore, because of their ability to blend in with their surroundings, they feel no need to restrict their movements to nighttime. They discount the risk of being spotted during the day, knowing that they can blend in with their surroundings in a pinch.

Hmeeraks speak a dialect of orc.

Combat

Hmeeraks strike from ambush as a matter of course, using their ability to blend in with their surroundings to catch their foes unawares. When hiding, they keep their weapons hidden by their bodies. Their absolute confidence in their self-concealment skills can backfire on them, however, when a keen-eyed opponent does manage to spot them. In such a situation, a hmeerak may well panic or allow itself to be caught flat-footed.



Self-camouflage (Ex): A hmeerak may attempt to blend in with its immediate surroundings by changing the color of its skin. This happens almost instantaneously, and the only requirement is that it must remain perfectly still and silent while using this ability. As long as it is using this ability, a hmeerak gains a +4 circumstance bonus to its Hide skill roll.

Blend (Sp): Up to three times per day, a hmeerak may attempt to deceive its opponent in combat by using its ability to camouflage itself. For a period of time not exceeding 5 rounds, it may alter the color of its skin, during which time it receives a +2 natural armor bonus to its AC. It continues to receive this bonus even if its opponent shifts position to view it from a different angle. It does not receive this bonus against opponents who are flanking it, however.

Hmeerak Society

Hmeeraks generally live in large tribal groups, but rarely occupy anything as obvious as a village or settlement. They have more than enough intelligence to build for themselves and lead settled lives, but their natural proclivities make them uncomfortable with the idea of living out in the open. They feel much more at ease living in caves, hidden in jungles or swamps, or under the canopy of heavy forest.

A few hmeeraks live discreetly in towns and cities, but disguise themselves as another species, usually half-orc (yes, hmeeraks are so despised that being mistaken for a half-orc gives them more prestige).

Hmeeraks worship the goddess of cunning Ilistra, who blesses rogues and assassins.

Hmeerak Characters

Hmeeraks are hated, generally with a passion, wherever they live. It is therefore difficult to imagine that PCs who have lived for any time in areas where hmeerak raids are a fact of life would have anything to do with one. For parties who can stomach them, however, a hmeerak in the mix could prove quite useful in situations that require stealth and concealment.

A hmeerak's favored class is rogue.

KITAIRN

Medium Humanoid (Kitairn)

Hit Dice: 3d8 (26 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft.

AC: 17 (–1 size, +8 natural)

Attacks: Kama +5 melee, claw +5 melee, bite +1 melee

Damage: Kama 1d6+3, claw 1d4+3, bite 1d6+3

Face/Reach: 5 ft/ by 5 ft./5 ft.

Special Attacks: Absolute ambidexterity, pounce

Saves: Fort +3, Ref +6, Will +2

MONSTERS

Abilities: Str 17, Dex 17, Con 14, Int 12, Wis 12, Cha 10
Skills: Balance +4, Climb +4, Hide +4, Jump +4, Listen +2, Spot +2, Tumble +4
Feats: Ambidexterity, Exotic Weapon Proficiency (kama)

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2–5)

Challenge Rating: 2

Treasure: None

Alignment: Usually neutral

Advancement Range: 4–6 HD (Medium)

Kitairns are exceptionally strong and agile hunters, humanoid in shape, but with the instincts, appearance and ferocity of predatory cats. An uneasy and dangerous mix of these two different forms of life, kitairns are covered with a leathery hide brightly colored and spotted like a leopard and they will prey upon any warm-blooded creature that offers enough flesh for a meal. Yet they also go about on two legs, are clearly intelligent and have hands that can grasp weapons and tools (albeit with short, sharp retractable claws on the undersides of their fingers).

Whenever they come into contact with settled races, kitairns are a menace. They are more than a match for anyone they catch alone and unwary, such as travelers, stragglers, outcasts and farmers at the edges of their fields. They use their agility to leap from cover, and they are relentless and remorseless predators when hungry.

Settled peoples therefore understand them as a threat and try to hunt them down. But because of their intelligence, their heightened feline senses and their capacity for stealth, kitairns are also employed as trackers and hunters themselves. They prefer to work alone as bounty hunters, but they have been known to allow themselves to serve in a subordinate position.

Kitairns are largely solitary and always hunt alone. In fact, they are so solitary that they do not seem to breed very much, for their population density never gets very high wherever they occur—which is fortunate for other intelligent races who share the same territory.

Kitairns speak a primitive language of their own, but they can be taught to understand rudimentary Common.

Combat

Kitairns prefer to use compact slashing weapons like kamas or sickles, which allow them to strike in short motions while retaining the freedom of motion to bite as well. They are ambidextrous, and cannot only fight with either hand, but they can wield weapons in both at once. If they break or drop their melee weapons, they will unsheathe their claws and strike with them.

Absolute Ambidexterity (Ex): Kitairns can strike as naturally with a weapon in each hand as they can with both claws. They suffer no penalty for fighting with two weapons. They may also attack with one weapon and one claw without penalty.

Pounce (Ex): Kitairns like to initiate combat by leaping at their foes. If it does so, a kitairn can make a full attack even it has already taken a move action.

MESMERIC CRAWLER

Large Aberration

Hit Dice: 3d8 (12 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft., climb 15 ft.

AC: 15 (–1 size, +2 Dex, +4 natural)

Attacks: 4 tentacles +4 melee, bite –1 melee

Damage: Tentacle paralysis, bite 1d6+2

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Spell-like ability, paralysis

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +2, Ref +3, Will +4

Abilities: Str 14, Dex 15, Con 12, Int 6, Wis 12, Cha 6

Skills: Climb +6, Listen +5, Spot +5

Feats: Alertness

Climate/Terrain: Any land and underground

Organization: Solitary or team (2–5)

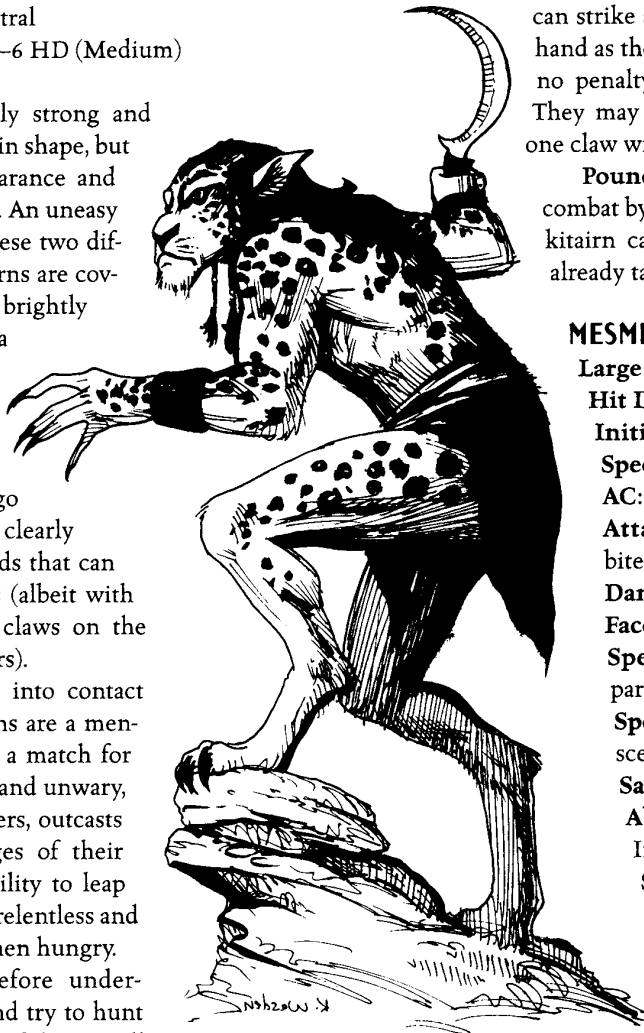
Challenge Rating: 4

Treasure: None

Alignment: Usually neutral

Advancement Range: 4–5 HD (Large)

Intelligent cousins to the carrion crawler, mesmeric crawlers are horrific looking creatures that can corrupt the minds of others into doing their bidding. They have the same elongated, larva-like body and beady eyes as carrion crawlers. But they have fewer legs and tentacles, for if things go its way, a mesmeric crawler will never have to run down or melee with its victims.



Their intelligence and their power to charm others make mesmeric crawlers formidable bounty hunters, and those who can stomach dealing with them prize their services. They prefer to use their powers of mind control to compel others to do their hunting for them, so that their quarry need never know that it pursues them. They understand concepts of kinship and friendship that hold sway among intelligent races, and that charming a loved one or familiar acquaintance of a fugitive into hunting him or her down can make the task infinitely easier.

Mesmeric crawlers appear to have no language of their own, as they do not speak. But those who have dealt with them report that they seem to understand Common well enough.



Combat

Mesmeric crawlers prefer to let others do the fighting for them, if fighting becomes necessary. They can track their quarry using their keen sense of smell, but when they have their prey cornered, they would rather use their charm ability to get other creatures to make the actual capture than do it themselves.

If they must, they will melee with the paralyzing tentacles, but they would rather stand back and let their dupes do the dirty work.

Charm Person/Monster (Sp): Up to six times per day, a mesmeric crawler may attempt to charm another creature. This ability functions as if the crawler were casting charm person or charm monster as a 7th level sorcerer.

Paralysis (Ex): Whenever a mesmeric crawler scores a hit with one of its tentacles, the victim must make a successful Fortitude save (DC 13), or else it is paralyzed for 2d6 minutes.



MISERY CAT

Small Magical Beast

Hit Dice: 3d8 (12 hp)

Initiative: +3 (+3 Dex)

Speed: 20 ft., climb 20 ft.

AC: 15 (+1 size, +3 Dex, +1 natural)

Attacks: Bite +3 melee, 2 claws –2 melee

Damage: Bite 1d6–1, claws 1d4–1

Face/Reach: 5 ft./by 5 ft./5 ft.

Special Attacks: Spell-like ability, rend, spit

Special Qualities: Scent

Saves: Fort +3, Ref +6, Will +2

Abilities: Str 9, Dex 16, Con 10, Int 6, Wis 12, Cha 6

Skills: Balance +6, Climb +2, Hide +6, Move Silently +5, Spot +2

Feats: Toughness, Weapon Finesse (bite)

Climate/Terrain: Any land and underground

Organization: Solitary or pack (2–8)

Challenge Rating: 3

Treasure: 1/4 standard

Alignment: Usually chaotic evil

Advancement Range: 2–3 HD (Medium)

In their true form, misery cats actually resemble oversized weasels or ferrets. These sneaks and scavengers derive their name from the fact that their ability to change shape allows them to dupe the settled folk from whom they steal their livelihood, often by disguising themselves as domestic pets. Usually, they content themselves with snatching bits of food when no one is looking, like cuts of meat or pies left momentarily unattended. But they have also been known to do much worse, making off with fowl or small animals, or even newborn children. Such cases are mostly likely the doing of a pack of several or more misery cats working together.

Misery cats occur in all environments and terrain types. In the wild, they live as scavengers and hunters of small animals. When they find themselves in proximity to settled peoples, however, they react as do vermin, realizing that civilization offers them a bounty richer than they could expect to find otherwise. They make pests of themselves, and their size enables them to make proportionally greater mischief than rats and insects. It's no wonder that they are hunted with a will wherever they occur.

Combat

If they are caught in the act of filching, misery cats will flee rather than fight it out. If cornered or caught with their shapechanging ability exhausted, however, they will do their best to get their pursuers to back off. If getting their backs up, baring their teeth and hissing will not do, they will spit their highly acidic saliva to blind their foes and then attack with their teeth and claws.

Polymorph Self (Sp): Once per day, a misery cat may polymorph self as the spell cast by a 7th level sorcerer.

Rend (Ex): If a misery cat sinks its teeth into a foe, it can dig in and rip flesh with its incisors to cause extra damage. Whenever it succeeds in a bite attack, it makes an opposed grapple check against its target. If successful, it automatically deals an extra 1d4 damage.

Spit (Ex): Unless surprised, a misery cat always spits at the face of an opponent to blind it before launching into melee combat. It can propel its saliva up to 30 ft. (at range increments of 10 ft.) as a ranged touch attack. A hit means that the target has been struck in the eyes, and it must make a Fortitude saving throw (DC 15). If it fails, it is blinded as if affected by the spell blindness. Every round thereafter, the affected creature may attempt another saving throw as a full action (i.e., trying to flush the toxin out of its eyes), and if it succeeds it is no longer blinded. Creatures with Blindsight are not affected.

MIST GIANT

Large Giant

Hit Dice: 12d8+48 (96 hp)

Initiative: -1 (Dex)

Speed: 40 ft.

AC: 21 (-1 size, -1 Dex, +10 natural, +3 studded leather)

Attacks: Huge greatclub +17/+12 melee, or rock +11/+6 ranged

Damage: Huge greatclub 2d6+7, or rock 2d6+7

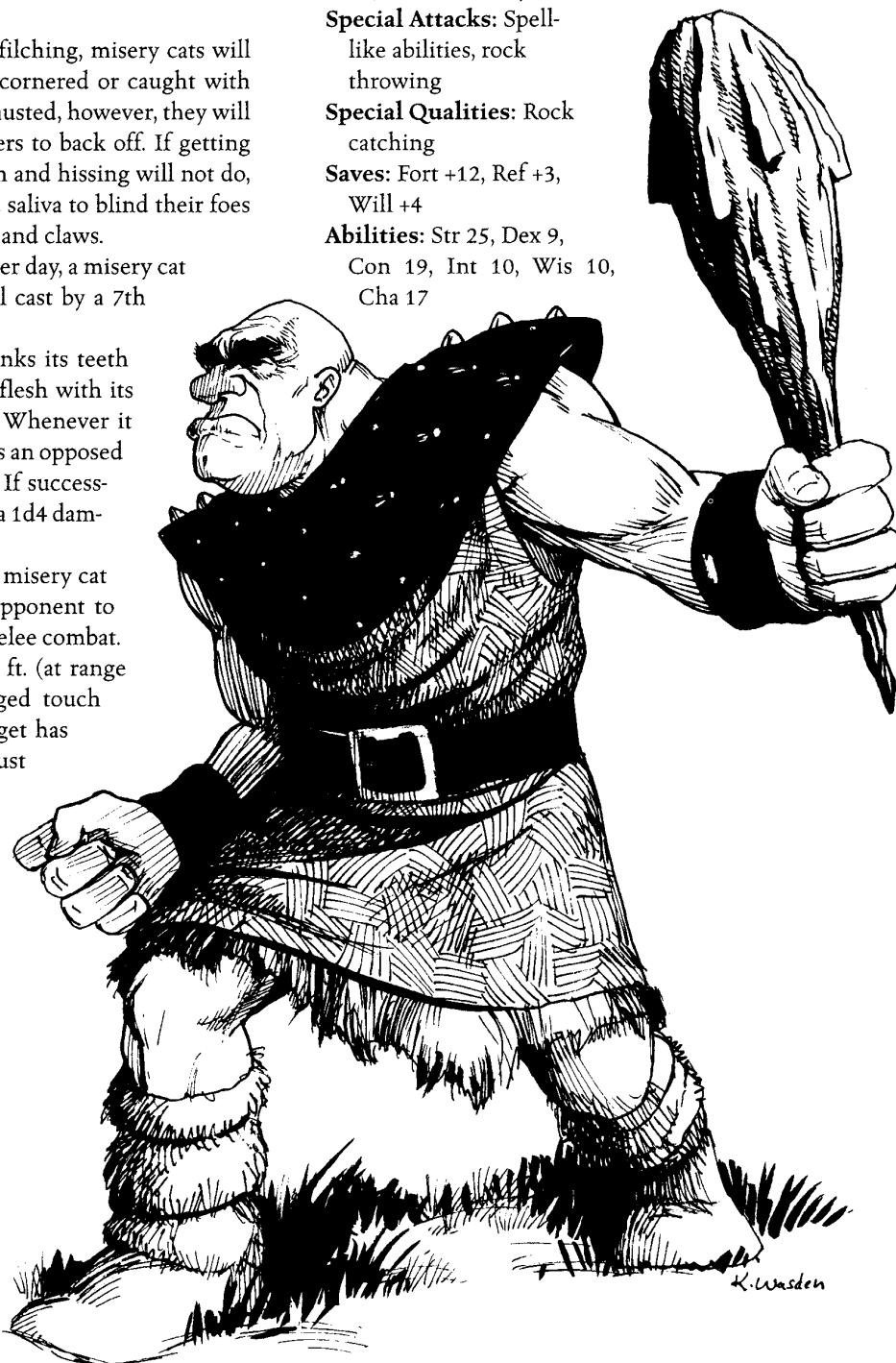
Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, rock throwing

Special Qualities: Rock catching

Saves: Fort +12, Ref +3, Will +4

Abilities: Str 25, Dex 9, Con 19, Int 10, Wis 10, Cha 17



Skills: Climb +9, Jump +9, Spot +2

Feats: Weapon Focus (greatclub)

Climate/Terrain: Any hill or mountain

Organization: Solitary, gang (2–5) band (6–9 plus 35% noncombatants), raiding party (6–9 plus 2–4 dire wolves), or tribe (21–30 plus 35% noncombatants plus 12–30 dire wolves, 2–4 ogres, and 12–22 orcs).

Challenge Rating: 8

Treasure: Standard

Alignment: Usually neutral evil

Advancement Range: By character class

Quicker-witted and equally mean cousins of hill giants, mist giants have menaced settled peoples living in fertile mountain valleys for uncounted generations. Their name, used initially by their victims and gradually appropriated by themselves, derives from their favored tactic of raiding at dawn, using heavy morning fog as cover. In addition, they possess a rudimentary ability to manipulate the weather, as can the larger and fairer species of giant.

Mist giants are marked by their low, brooding foreheads, heavily protruding lower lips and gray skin. Their wear crudely studded bits of leather stitched together for armor.

Adult mist giants usually reach 11 ft. in height and weigh about 1,200 pounds. They can live to be 200 years old.

A mist giant's bag usually contains 1d4 throwing rocks, 1d4+4 mundane items and the giant's personal treasure. When raiding, however, a mist giant may choose not to carry its treasure with it, figuring that it wants to travel light and that it will soon have plenty of loot to carry back to its lair.

Mist giants speak Giant and Common.

Combat

Unlike other giants, mist giants show no marked preference for rock throwing. They have the ability to do so and will throw in a pinch, but they prefer to burst out of the fog, initiating a close-quarters fight with their surprised enemies. They usually wield greatclubs, but also fight with greatswords or great-axes. They carry a few rocks with them, which they use mainly to discourage pursuers and cover their withdrawal once they've looted and pillaged to their heart's content.

Fog Cloud (Sp): A mist giant may cast fog cloud once per day as a 7th level sorcerer.

Obscuring Mist (Sp): A mist giant may cast obscuring mist twice per day as a 7th level sorcerer.

Mist Giant Society

Mist giants tend to organize themselves into tribes the size of an extended family. If encountered in their mountain lairs, they tend to be wary of outsiders, as they always worry about possible retribution for their raids. However, neighboring tribes trade and ally with each other, sometimes striking up impressively extensive alliances for the benefit of all.

NITH

Small Fey

Hit Dice: 2d6 (7 hp)

Initiative: +4 (Dex)

Speed: 20 ft., fly 60 ft. (good)

AC: 16 (+1 size, +4 Dex, +1 natural)

Attacks: Shortsword +5 melee, or composite short bow +6 ranged

Damage: Shortsword 1d6–2, or composite short bow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

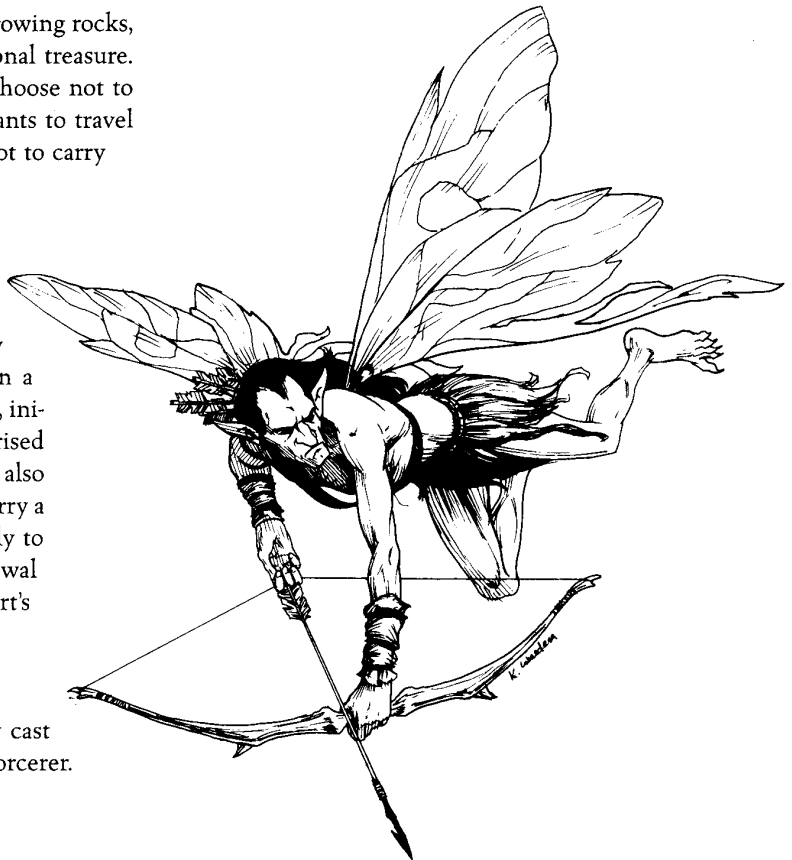
Special Attacks: Spell-like abilities, special arrows

Special Qualities: SR 16, enhanced tracking

Saves: Fort +0, Ref +7, Will +5

Abilities: Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16

Skills: Bluff +7, Concentration +4, Craft (any) +7, Escape Artist +8, Hide +8, Intuit Direction +7, Listen +7, Move silently +8, Search +7, Sense Motive +6, Spot +6, Wilderness Lore +6



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Feats: Point-Blank Shot, Rapid Shot, Track, Weapon Finesse (shortsword)

Climate/Terrain: Temperate forest or marsh

Organization: Gang (2–5) or band (6–11)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral evil

Advancement Range: 3–4 HD (Small)

Not all sprites are as charming and harmless as they look. Niths have a definite mean streak, and their mischief goes beyond punishing intruders into their home turf or toying with passersby. Niths willingly ally themselves with bounty hunters or posses, no matter what the cause or what offence the fugitive is supposed to have committed. They simply enjoy the hunt, and take pleasure in adding just a little bit to the misery of another intelligent creature. Niths possess exceptionally keen senses and they are skilled trackers in their native marshes and woods, and the fact that they may work for free if they decide that they like their employer also makes them useful allies. On the other hand, they may also give on the job suddenly if they get bored or otherwise find the task unenjoyable.

Combat

Like most fey, niths understand that straight-up melee combat places them at a disadvantage, and they have no taste for it. Instead, they use their special abilities to achieve surprise and neutralize their foes.

Enhanced Tracking (Su): When operating in woods, forests or swamps niths receive a +3 competency bonus to their Wilderness Lore check when using the Track feat.

Hold Person (Sp): Up to three times per day, niths may hold person as a 7th level sorcerer.

Invisibility (Sp): Up to three times per day, niths may make themselves invisible as if they were a 6th level sorcerer casting the spell on themselves only.

Special Arrows (Ex): Like their cousin pixies, niths may employ special arrows that incapacitate a victim by putting it to sleep. Any opponent struck by such an arrow must make a successful Fortitude save (DC 15), or else it reacts as if affected by a sleep spell as if cast by a 7th level sorcerer. The victim is affected regardless of how many Hit Dice it has.

QOTH

Medium Humanoid (Qoth)

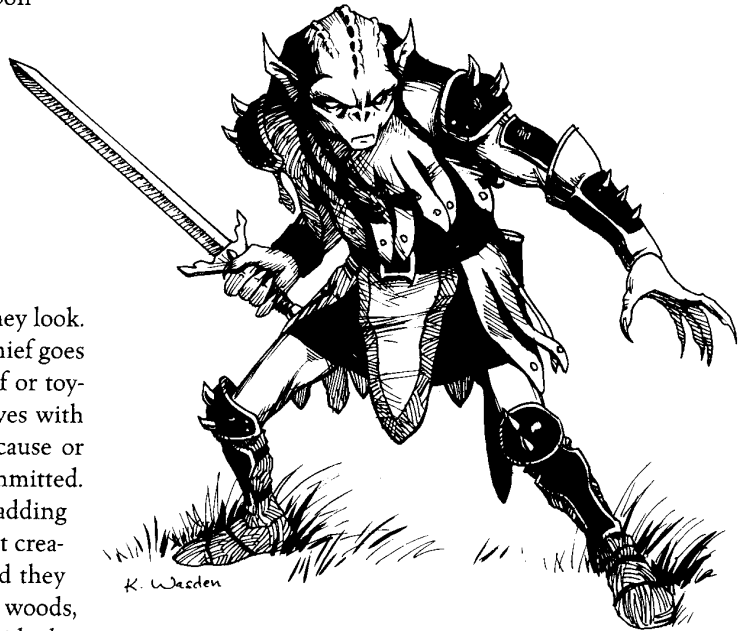
Hit Dice: 2d8+2 (10 hp)

Initiative: +5 (+1 Dex)

Speed: 30 ft.

AC: 14 (+1 Dex, +3 studded leather armor)

Attacks: Longsword +3 melee, or composite longbow +2 ranged



Damage: Longsword 1d8+2, composite longbow 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., heightened tracking

Saves: Fort +1, Ref +4, Will +1

Abilities: Str 14, Dex 12, Con 12, Int 12, Wis 12, Cha 10

Skills: Gather Information +1, Hide +2, Listen +2, Move Silently +2, Search +2, Spot +2, Wilderness Lore +2

Feats: Track

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th level lieutenants and 3 7th level captains).

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement Range: By character class

Qoth are natural-born trackers; every one of their instincts and distinctive physical features amplifies the sensory skills that they need to hunt down something — or someone — who wishes to elude them. They are exceptionally agile and their low-slung bodies allow them to move quickly while remaining partially hidden to anyone trying to spot them. They have large eyes that enable them to see unusually well in dim light, with heavy lids that also allow them to shut out glare in excessively bright conditions. Their wide, flared nostrils give them a keen sense of smell, and they have a wider range of hearing than most other races.

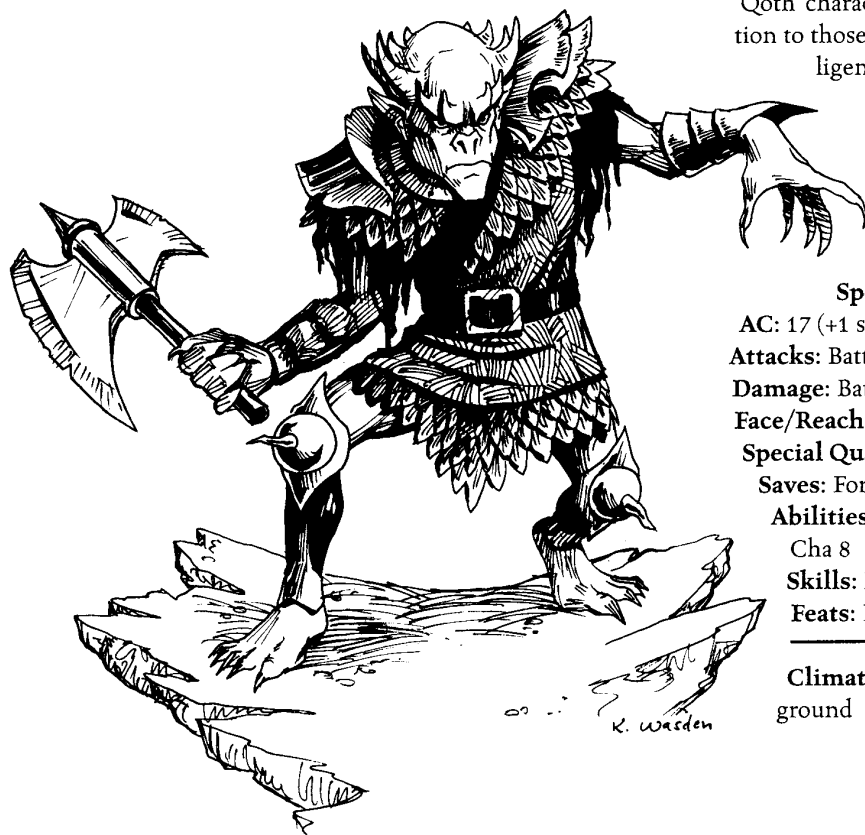
As you might expect, Qoth are much in demand as scouts, trackers and bounty hunters, and they are generally quite content to market themselves as such. They can operate independently, and veteran Qoth trackers prefer to do so. But they also work in teams under the direction of a veteran of their own kind, or someone else whose authority they recognize (their employer, for instance), in which case they function more or less as an intelligent pack of bloodhounds.

Qoth speak common, plus one bonus language.

Combat

Qoth are experienced and versatile small-group tacticians. They understand how to make best use of terrain, weaponry and any advantages that they believe they have over their foes. They won't charge head-on if they know they're outnumbered. They like to attack at night if they feel that their darkvision will give them an advantage. In other words, they just won't do anything stupid, and they are entirely capable of executing complex tactical maneuvers, like drawing their enemy into an ambush or using hit-an-run attacks to wear them down.

Heightened Tracking (Ex): A Qoth receives a +5 competency bonus to its Wilderness Lore check when it uses its Track feat. Also, if a group of Qoth is doing the tracking, it has the option of combining its efforts into a single die roll at +5 for the first participating Qoth and +2 for every additional Qoth.



Qoth Society

Qoth live in large tribal groups, from which mercenaries may be recruited. Anyone wishing to hire Qoth must negotiate for their services with the tribe's chief, and any male of military age is available for service. If negotiations are successful, the chief selects who will go; the prospective mercenaries themselves have no say in the matter.

Young Qoth also leave their tribes on their own sometimes to seek their fortune in the wider world. The wider world doesn't always receive them with a friendly embrace, but they generally find that skilled trackers and hunter (bounty or otherwise) can make a passable living for themselves.

Qoth worship Lateshi, a goddess of the hunt who is said to take pity on those who are lost and in search of food. They interpret her blessing rather liberally to include those who make their living through any kind of tracking and hunting.

Qoth Characters

A Qoth character is mostly likely a bounty hunter at work. While a Qoth hunting alone prefers to remain alone, he will accept help, especially if the job turns out to be more complicated than he first thought. Initially, he will overlook likely disagreements over splitting the reward (he will want it all for himself) or how the quarry is to be treated, but at the moment of truth, he will insist on doing things his way.

Qoth characters receive one bonus language in addition to those that they receive on account of their intelligence modifier.

A Qoth's favored class is ranger.

RIDGE GOBLIN

Small Humanoid (Goblinoid)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (scale mail), base 30 ft.

AC: 17 (+1 size, +1 Dex, +1 natural, +4 scale mail)

Attacks: Battleaxe +2 melee, or javelin +2 ranged

Damage: Battleaxe 1d8+1, or javelin 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Favored enemy, darkvision 60 ft.

Saves: Fort +0, Ref +3, Will -1

Abilities: Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8

Skills: Hide +3, Listen +1, Spot +1

Feats: Dodge

Climate/Terrain: Any hills, mountains and underground

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Organization: Gang (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th level lieutenants and 3 7th level captains).

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually lawful evil

Advancement Range: By character class

Ferociously territorial and just as intensely greedy, ridge goblins present a hazard to prospectors and miners looking for gems or precious metals, refugees fleeing strife, curious explorers — in fact, just about anyone with a reason to head for the hills. They believe that anyone or anything that enters their domain, whether on purpose or by accident, automatically belongs to them. Whatever it is — gold, gemstones, food, mundane items, people — if it's there already, it belongs to the ridge goblin tribe that lives in the area. If it enters the area, it belongs to the ridge goblins. If a ridge goblin steals something and brings it back to the tribal domain, it rightfully belongs to the tribe. And so on.

This proprietary attitude does little to endear ridge goblins to other intelligent races, and parties bent on revenge, justice or a mixture of both often head up into ridge goblin lands looking for satisfaction. Enmity between ridge goblins and dwarves and gnomes is particularly bitter. Trouble comes to any gnome that enters ridge goblin territory in search of gemstones. And ridge goblins have fought savage full-scale wars against dwarven colonies; they refuse to recognize that dwarves have any right at all to live in the mountains and they have been known to insist in all seriousness that strongholds that dwarves have inhabited for countless generations are really theirs by right.

Ridge goblins have harsh, angular faces and a hard ridge of bone that runs around the crown of the skull.

Ridge goblins speak a dialect of goblin.

Combat

When they outnumber their opponents, ridge goblins come at them in headlong rushes, scrambling madly over rocks and wailing ear-splitting cries. If a ridge goblin gets a chance to execute a charge attack, it will try to headbutt its opponent with the hard ridge of bone around the top of its head.

Favored Enemy (Ex): Treat dwarves and gnomes as ridge goblins' favored enemy due to their long and intense history of strife. A ridge goblin gains a +1 melee attack bonus, +1 ranged attack bonus when the target is within 30 ft., and a +1 damage bonus in combat against a dwarf or gnome. It also gains a +1 bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks against dwarves or gnomes.

Ridge goblin Society

Ridge goblins organize themselves into large tribal groups. More than one tribe may exist within a given territory, however, and while neighboring tribes usually cooperate with each other, they may also feud over land and possessions. Each tribe subdivides into family-sized clans that find shelter in caves, under overhangs or wherever natural rock formations allow protection from the elements.

Ridge goblins worship Brgha, a mountain god who regards the ridge goblin as his favored children and teaches them that all of the treasures of the earth are theirs by right.

Ridge goblin Characters

Their inherent suspicion of outsiders makes it hard for ridge goblins to blend in with other races, and so it is unlikely that a ridge goblin will join a mixed party of PCs. Under practically no circumstance would a ridge goblin team up with dwarves or gnomes; they'd try to get at each other's throats within minutes.

A ridge goblin's favored class is warrior.

SELLIG

Medium Humanoid (Orc)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 30 ft., swim 30 ft.

AC: 14 (+1 Dex, +2 leather armor, +1 natural)

Attacks: Shortspear +1 melee or +1 ranged

Damage: Shortspear 1d8+1

Face/Reach: 5 ft./ by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., water breathing

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 13, Dex 12, Con 11, Int 10, Wis 10, Cha 9

Skills: Hide +3, Listen +2, Spot +2

Feats: Alertness

Climate/Terrain: Marsh or swamp

Organization: Raiding party (2–7 plus 1 3rd-level leader), or clan (8–16 plus 1 3rd-level leader and 2 2nd-level lieutenants, plus 150% noncombatants).

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral evil

Advancement Range: By character class

Selligs are amphibious humanoids with green, moist skin and rudimentary gills behind their ears that allow them to breathe underwater indefinitely. They live in swamps and marshes, and they feel comfortable enough in these ecosystems that they inevitably project a strong sense of proprietorship over their territories. Selligs are notorious for attacking on sight anyone who intrudes on land that

they consider their own, whether intentionally or not. This inevitably causes conflict with settled populations who exist at the margin of sellig territories, and as selligs don't much care to negotiate, such conflicts can stretch on for generations. As a consequence, selligs are often the target of posses and bounty hunters eager for retribution. Selligs speak Common and a dialect of Orc.

Combat

Whenever they have advance warning of their foe, selligs strike from ambush, using their hiding skills and their natural coloration to conceal themselves among vegetation. They also use their water breathing ability to suspend themselves just beneath the water's surface, exposing only their eyes and the tops of their heads.

Water Breathing (Ex): Selligs can remain underwater for up to 12 hours at a time without any strain, breathing through their gills.

Sellig Society

Selligs live in modest, clan-sized groups. Their natural environment doesn't allow them much population density, and filling up a swamp with selligs would only make them easier to find anyway. But where their territory is large enough, clans will merge to form tribes, seeking security in numbers.

Selligs worship the swamp god, who considers all marshland creatures children of the swamp who need her protection.



Sellig Characters

Selligs don't associate much with outsiders, and very rarely will an individual join with other races for any purpose whatsoever. A sellig who has left the swamp and is willing to accept the company of non-selligs is most likely on the run and quite desperate. Being away from the swamp is likely to make him edgy and depressed.

A sellig's favored class is barbarian. Sellig clerics worship the swamp and can choose from two of the following domains: Evil, Plant, and Trickery.

TALAQ

Medium Humanoid (Goblinoid)

Hit Dice: 1d8 (4 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft.

AC: 14 (+2 Dex, +2 leather armor)

Attacks: Shortsword +1 melee, short bow +2 ranged

Damage: Shortsword 1d6+1, short bow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., forest elusiveness, light sensitivity

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 12, Dex 14, Con 11, Int 10, Wis 10, Cha 8

Skills: Hide +3, Listen +2, Spot +2

Feats: Alertness

Climate/Terrain: Forest

Organization: Gang (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th level lieutenants and 3 7th level captains).

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement Range: By character class

Talaq are squat goblinoids with round, thick heads who live in forests and woods. They are notorious for raiding farms and settlements on the outskirts of their native habitats; in part, they regard such folk with righteous indignation as intruders on their land. But they also find that it's a lot easier to steal and rob than to make a living on one's own, and that torching huts and houses has its own peculiar joy. As a result, frequent skirmishes between talaq and militia, settlers and posses are a fact of life in the regions that they inhabit.

As forest denizens, talaq function best in low-light conditions, and when they wish to move across open ground, they do so at dusk or at night. If compelled to retreat, they try to melt back into the forest, where they are particularly difficult to find. From earliest childhood, talaq regularly coat their mottled green-brown hide with loam, so that

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over time their scent becomes indistinguishable from that of their surroundings. Tracking a talaq through the forest — or indeed, any type of vegetation — is a difficult task indeed.

Talaq speak a dialect of goblin.

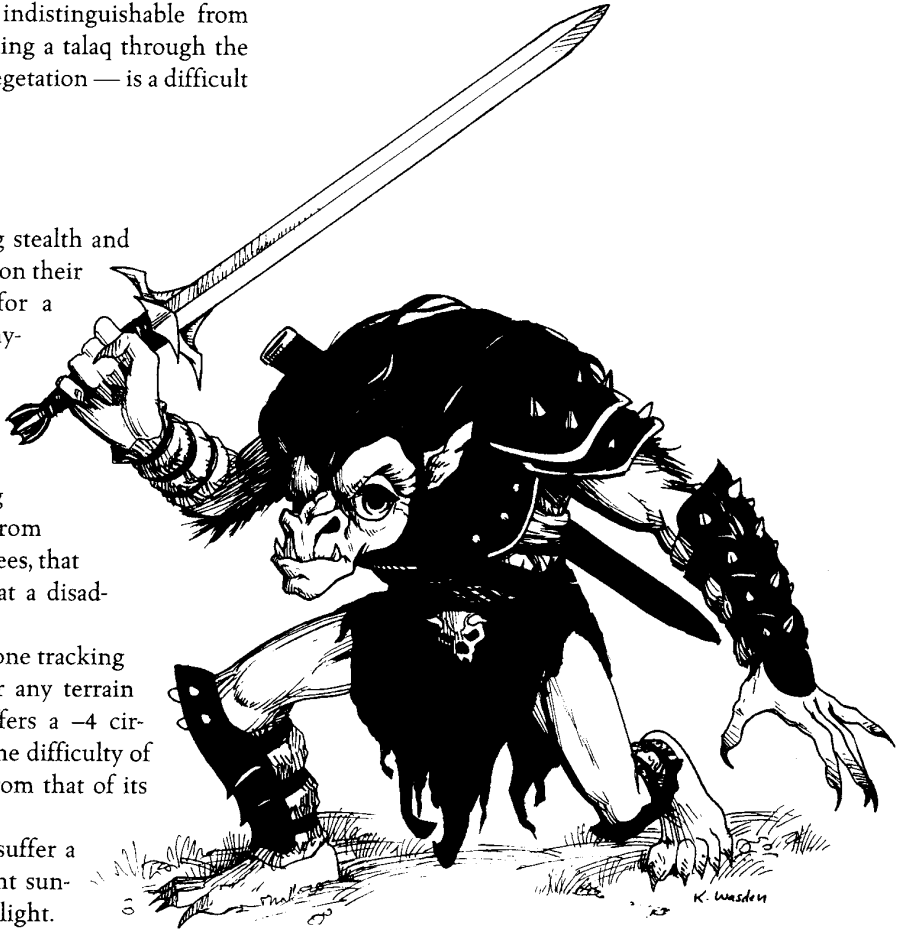
Combat

Talaq like to strike quickly, using stealth and the cover of night to get the drop on their opponents. They won't stand for a melee slugfest if the odds are anything like 1–1, much less worse than that. Out in the open, they are sneaks and cowards at heart.

In the forest, however, they will strike from ambush, firing their primitive short bows from behind or up in the branches of trees, that their darkvision puts their foes at a disadvantage.

Forest Elusiveness (Ex): Anyone tracking a talaq through forest, woods, or any terrain containing heavy vegetation suffers a –4 circumstance penalty. This reflects the difficulty of distinguishing the talaq's scent from that of its surroundings.

Light Sensitivity (Ex): Talaq suffer a –1 penalty to attack rolls in bright sunlight or in the area of effect of daylight.



Talaq Society

All of the talaq in a wood or part of a forest organize themselves into a tribe led by the dominant warrior. Leadership of the tribe is always subject to challenge, so that a chieftain's reign could always prove violent and short. Any warrior who thinks him or herself more fit for leadership may call out the current chieftain, in which case the two engage in a ritualized combat to submission or death. All talaq wear tokens of tribal affiliation and rank on the braids that hang from just above their ears.

Talaq worship Enik-Talaq, who is both a nature god and a racial god.

Talaq Characters

Any talaq encountered alone outside its habitat is likely to be a fugitive from its racial enemies, or perhaps even from its own tribe. In such a case, it may welcome the friendship and company of non-Talaq if it thinks it would benefit from the help.

A talaq's favored class is rogue. Talaq clerics worship Enik-Talaq and choose two of the following domains: Chaos, Evil, Protection, and Trickery.

VISCERATHA

Large Aberration

Hit Dice: 12d8+48 (96 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 16 (–1 size, +1 Dex, +6 natural)

Attacks: Tentacles +14 melee, 2 claws +14 melee, bite +9 melee

Damage: Tentacles paralysis, claw 3d8+5, bite 3d10+5

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Attacks: Chewing, paralysis

Special Qualities: Scent

Saves: Fort +8, Ref +5, Will +9

Abilities: Str 21, Dex 12, Con 18, Int 12, Wis 12, Cha 11

Skills: Hide +4, Intimidate +4, Intuit Direction +4,

Listen +5, Search +4, Sense Motive +5, Spot +4

Feats: Cleave, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Always neutral

Advancement Range: 13–14 HD (Large)

Possessed by a truly extraordinary appetite, visceratha must eat flesh almost constantly in order to survive. They therefore gravitate toward the fringes of settled communities, where they can find prey in quantity and concentration. When they are hungry, they raid for food, bursting upon farms or villages, scooping up as many victims as they can catch and hold in their tentacles, and disappearing as suddenly as they came.

All who witness a visceratha rampage are, to varying degrees, fortunate to have survived it. None who witness one can ever forget it. When they are hungry, visceratha typically find a hiding place near an area where they expect prey to pass by— perhaps a party of travelers or a small merchant caravan, or farm workers harvesting at the edge of a field. When it judges that the time is right, a visceratha springs from cover, propelling itself forward with its thick, powerful legs and its long, dangling arms, with which it pushes off from the ground. The eyes set into its head scan its field of view for prey while its third eye, set in a stalk that emerges from its forehead, cranes about, looking for more. Six paralyzing tentacles lash out from its body, capturing as many victims as they can reach. Some the visceratha will eat on the spot; the rest it will save for later. When it has as much prey as it

can handle, it returns to its lair to continue its feast.

As they are always hungry, they are almost always on the hunt, and this makes visceratha a terrible menace to any settled community whom they victimize. They may well pay any price rather than uproot themselves or face extermination by this relentless predator. The best way to get rid of a visceratha is to track it to its lair and surprise it while it is eating or digesting.

Combat

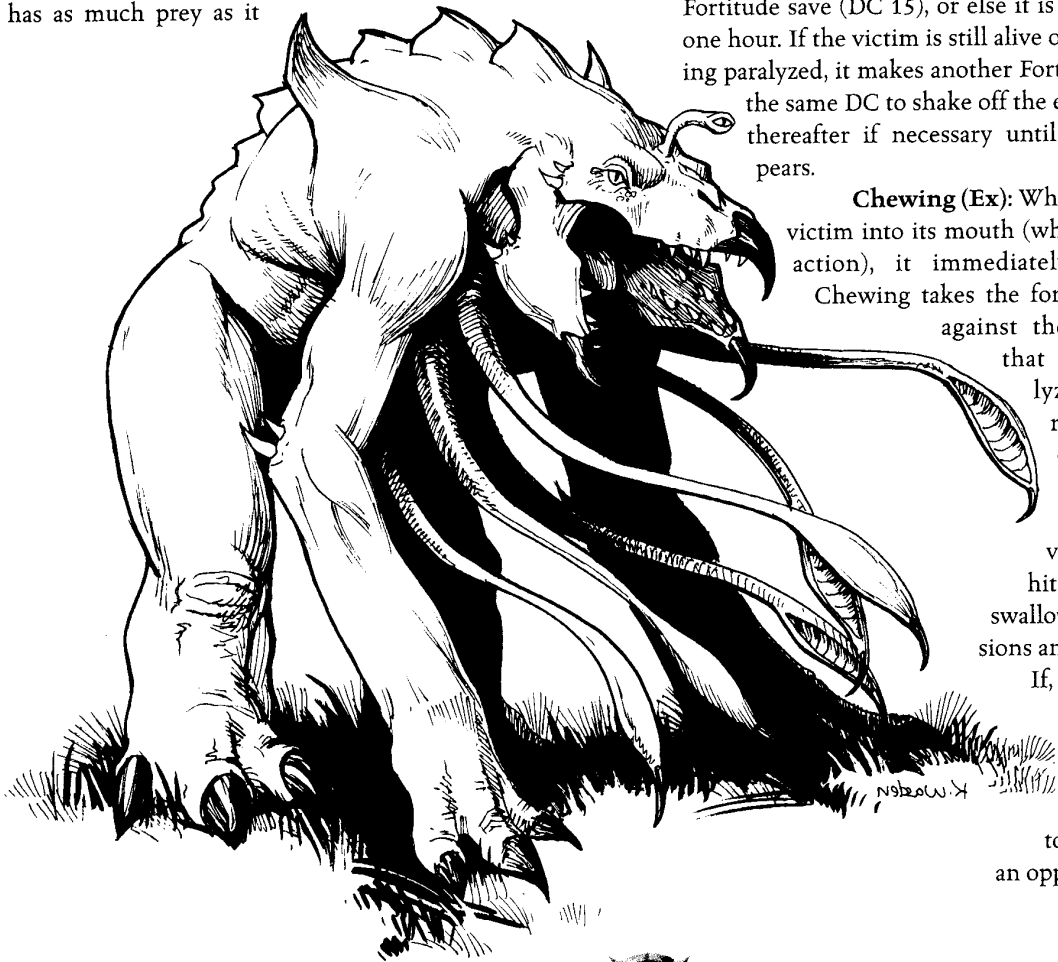
Visceratha can bite and claw, but they prefer to let their tentacles do the work. They use their tentacles to grasp their prey and deliver a paralyzing nerve toxin that can immobilize victims for long periods of time, so that they can be stored if not eaten right away. When a visceratha attacks, it will take the first victim it captures and fork it into its maw and start chewing. All the while, it will lash out with its tentacles and grab at any other living creature in range. When it finishes chewing, there is a 50% chance that it will toss another captive into its mouth and eat it as well. Otherwise, it will simply capture as many victims as its tentacles can hold, then lope off to its lair to continue eating.

Paralysis (Ex): Whenever a visceratha scores a hit with one of its tentacles, the victim must make a successful Fortitude save (DC 15), or else it is paralyzed for at least one hour. If the victim is still alive one hour after becoming paralyzed, it makes another Fortitude save attempt at the same DC to shake off the effect, and every hour thereafter if necessary until the paralysis disappears.

Chewing (Ex): When a visceratha pops a victim into its mouth (which requires a partial action), it immediately begins chewing.

Chewing takes the form of a melee attack against the victim. Assuming that the victim is paralyzed, the attack is resolved as if the defender is flatfooted. Once the visceratha reduces its victim to less than 0 hit points by chewing, it swallows it, armor, possessions and all.

If, for some reason, the visceratha attempts to eat a victim that is not paralyzed, the victim may attempt to free itself by making an opposed grapple check.



VUDOT

Large Monstrous Humanoid (Vudot)
Hit Dice: 10d8 (40 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 13 (-1 size, +1 Dex, +3 natural)
Attacks: Shortsword +10/+5 melee
Damage: Shortsword 1d6
Face/Reach: 5 ft./by 5 ft./5 ft.
Special Attacks: Spell-like abilities, aura of fear
Special Qualities: SR 15
Saves: Fort +3, Ref +8, Will +10
Abilities: Str 10, Dex 12, Con 10, Int 17, Wis 17, Cha 12
Skills: Concentration +4, Intimidate +5, Intuit Direction +7, Knowledge (nature) +7, Listen +7, Search +7, Spot +8, Wilderness Lore +8
Feats: Alertness, Improved Initiative, Track, Weapon Finesse (shortsword)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Usually neutral
Advancement Range: 11–13 HD (Large)

Few who have dealt with vudots have walked away without an intense feeling of disquiet, not least because of their appearance — their elongated, all-black bodies, oversized heads and featureless faces with fathomless black eyes. Their mouths are so small as to be scarcely noticeable, and they rarely speak. In short, they look thoroughly weird and unnatural.

For those who can overcome this revulsion, however, vudots make powerful allies when it comes to tracking and capturing other intelligent creatures. They have the power to affect the minds of others, controlling and dominating them. For this reason alone, vudots turn up as bounty hunters, or in the employ of bounty hunters.

Beyond understanding their powers, outsiders know almost nothing about vudots — not where they come from, how they organize themselves (or if they organize themselves), or exactly how they feel about races other than their own. They always work alone, and no one has ever reported seeing a vudot keeping company with another of its kind. So far, no one has dared to shine the light of investigation on them, and they remain things of mystery and dread.

Vudots speak passable Common, and appear to comprehend it without difficulty. Whether they have a language of their own remains unknown.

Combat

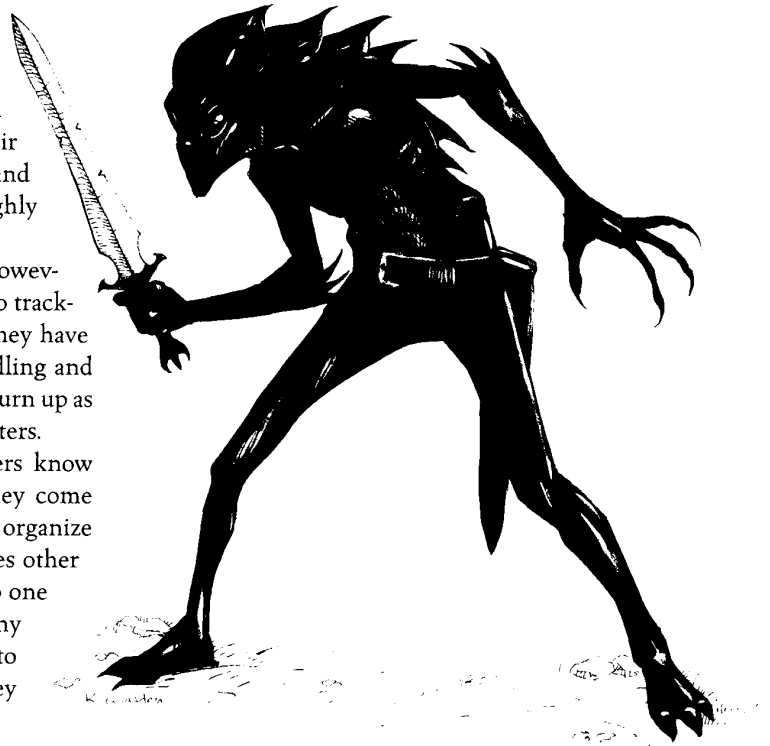
Vudots don't have much taste for physical combat and they are not very good at it. They much prefer to use their spell-like abilities to set their foes at a disadvantage and/or force others to do the fighting for them. When engaging an enemy, they stand away from the melee, watching for any sign that they may need to re-apply their powers of mind control.

Aura of Fear (Ex): There's no getting around the fact that vudots give everyone the creeps, even those who ally with them. All creatures within 30 ft. of a vudot must make a Will saving throw. Those who fail receive a -4 fear penalty to all Will saving throws, a -1 fear penalty to attacks and a -1 dexterity penalty to AC while inside the area of effect.

Charm Person/Animal/Monster (Sp): Up to three times per day, vudots may charm any living creature as per the spell charm monster cast by a 15th level sorcerer.

Hold Person/Animal/Monster (Sp): Up to six times per day, vudots may hold any other living creature as per the spell hold monster cast by a 15th level sorcerer.

Sleep (Sp): Once per day, vudots may put other creatures to sleep as the spell cast by a 15th level sorcerer.



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