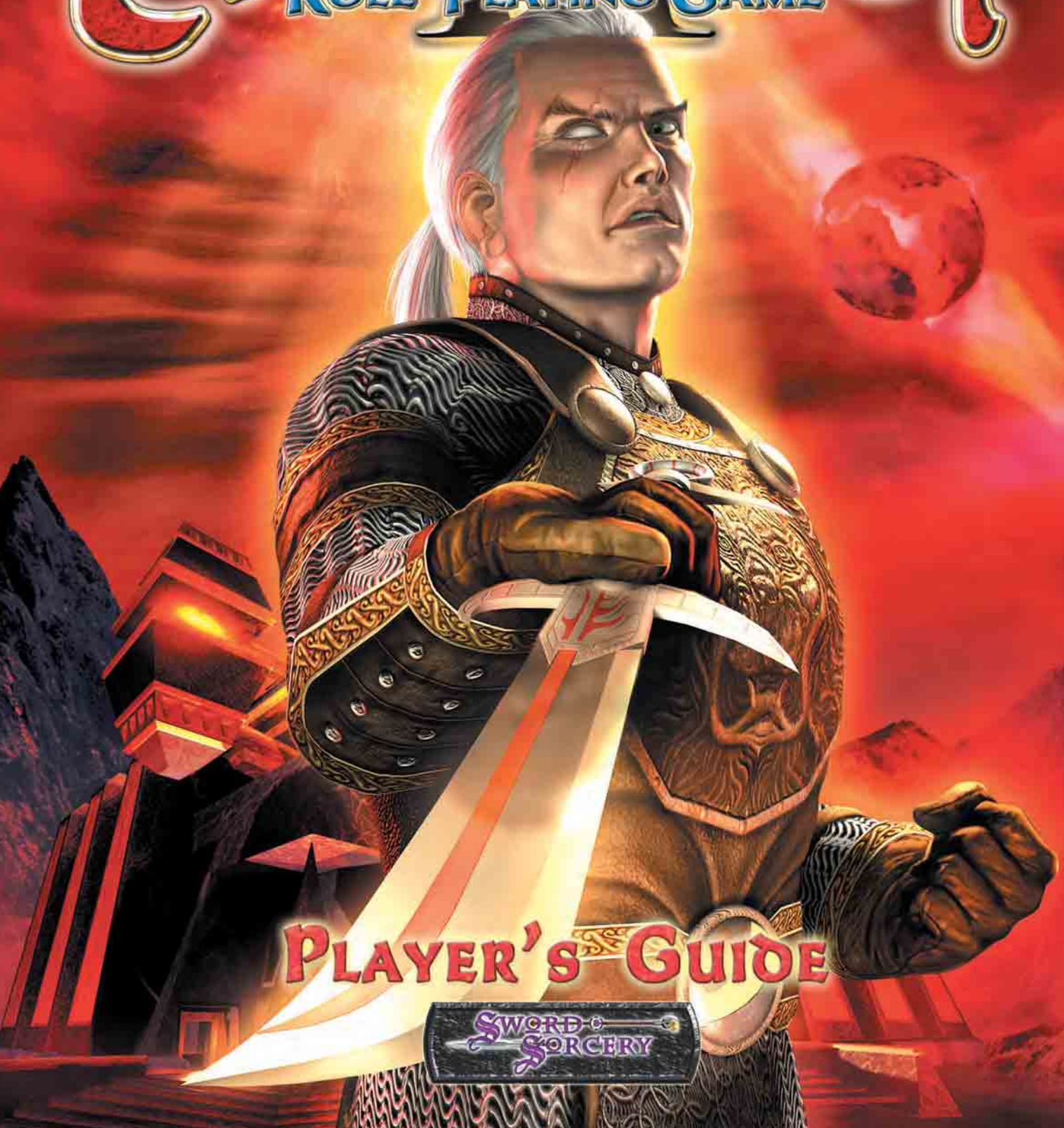


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Credits

Authors: Scott Holden-Jones with Anthony Pryor and John Steele

Original Contributors (EQrpg): Jennifer Clarke Wilkes, George Doutrich, Steve Kenson, Angel Leigh McCoy, Steve Miller, Jeff Quick, John D. Rateliff, Stephanie Smith, Owen K. Stephens, Stephan Wieck, and Stewart Wieck

Developers: Scott Holden-Jones and Stewart Wieck

Editor: Scott Holden-Jones

Art Director: Richard Thomas

Layout and Typesetting: Ron Thompson

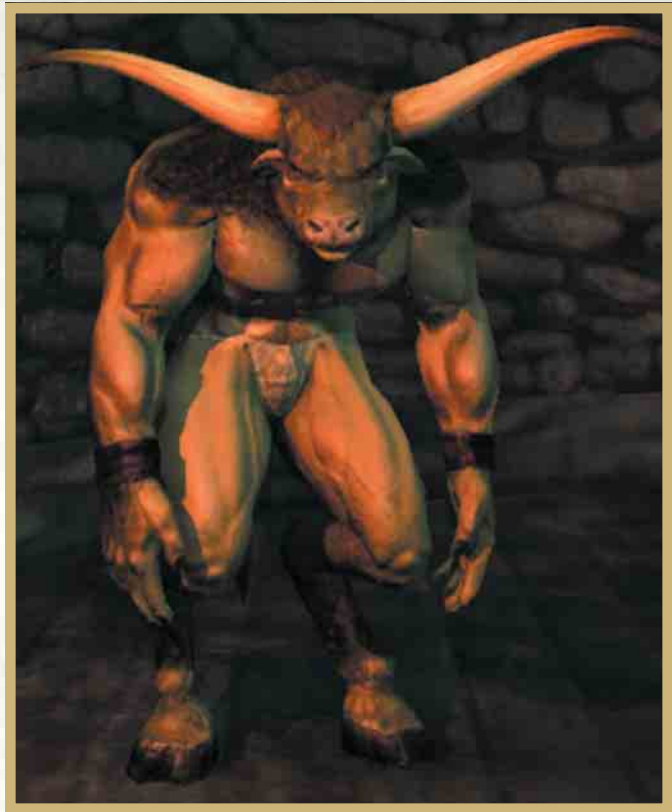
Interior Artists: Ed Bourelle, David Griffith and Brian LeBlanc.

Playtesters: Bruce Fillmore, Ernie Fillmore, Tim Handelman, Jason Hillier, Dave Mann, John Matthews, David Rusch, Ronald Young, Jessica Young, Kiel Young.

Thanks especially to Ronald Young for his help in coordinating the playtesting at his end — so much to do, so little time!

EQII Online Quest Design (Tarton's Wheel): Jason Roberts

Special Thanks: John Blakely, Christopher Cao, Alan Crosby, Steve Danuser, Daniel Enright, Bruce Ferguson, Anthony Garcia, Christina Greenberg, Laura Naviaux, Andy Sites, Chris Sturr, Bill Trost, Alan VanCouvering and Rich Waters at Sony Online Entertainment for their help.



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CHAPTER ONE:

The Shattered Lands



Long ago, the realms known as the Shattered Lands were part of a vast and beautiful continent known as Antonica. Today, only the name survives, applied to the hills outside of Qeynos in sorrowful tribute to the land that once was and is no more.

The old continent of Antonica and the other mighty lands of the world called Norrath were home to bold adventurers, wise kings, greedy warlords, cunning thieves, scheming sorcerers, and monsters and spirits both fierce and mighty. Adventurers plumbed ancient dungeons and secret caverns, armies clashed, and great magics were unleashed. It was said that anyone bold enough to study the sword, master the secrets of the arcane, or serve truly the will of the gods could win untold power, fame, and fortune. If the alternative was an unpleasant death in the jaws of some horrific beast or demon, then so be it — this was a time of heroes, when legends walked the land.

But the pride of mortals grew too great, and in time they trespassed in the realms of the gods themselves. The cataclysms that followed smashed the lands into splinters, plunging Norrath into a time of death and destruction as had not been seen in eons.

But the gods had underestimated the strength and resilience of mortals, and in the wake of the great cataclysms, life once more returned — albeit hesitantly — to Norrath. The continent of Antonica was no more; now called the Shattered Lands, the many isles that once formed the great continent were now wild and untamed, and only a few civilized outposts remained scattered across them. Fortunately, the great human cities of Qeynos and Freeport had survived, and these became focal points for the rebirth of mortal civilization.

Here then is the tale of a world that once was, and of the world that is today. Shattered these lands may be, but the splinters of old Antonica are vibrant with new life, and the adventurers of old are returning. It is once more a time for heroes.

Before the Cataclysm

Before time itself there existed only a force known as the Nameless. This infinite, unimaginable power interacted with the emptiness of the void, creating the worlds, the planes, and the entire cosmos, in which whirled gleaming suns and worlds without number. To help create order in this new creation, the Nameless created the four “eldest gods” — Xegony, Queen of the Air; Fennin Ro, Lord of Fire; Tarew Marr, Master of Water; and Rathe, God of Earth. These four mighty beings gave order and substance to the world, and themselves created the other gods to aid in overseeing the new worlds that the Nameless had created.

The Age of Scale

The first of the new divine beings created by the four eldest gods was also the first to notice Norrath. Veeshan, the Crystalline Dragon, ruler of the Plane of Sky, cast her shadow upon this young world, for it was rich and lush, perfect for her purposes. She struck the world with her talons and claimed the place she struck as her own. Her claws raked across what

would eventually become known as Velious, forming the Cobalt Scar. There the Wurmqueen deposited her brood upon the fledgling world, and dragonkind ruled the lands for an unknown length of time.

It is said that the mighty Age of Scale ended in blood as the great realm of the dragons tore itself apart. This fearsome conflict began when two dragons of different breeds mated and produced a monstrosity known as a prismatic dragon, a powerful being called Kerafyr. Its birth had been prophesied as the “Awakening of the Sleeper,” and all later ages are dated from this fearsome event. A being of godlike power, Kerafyr is said to have rivaled even Veeshan herself, and the war that resulted from his birth ended in the deaths of hundreds of true dragons. In the end, Kerafyr could not be destroyed — only placed in a deep magical sleep and confined, guarded by eternal warders. For centuries, Kerafyr remained the most powerful single being upon Norrath, with tales of his existence passing into the realm of myth and legend.

In the wake of this disaster, Veeshan decreed that dragons of different breeds could never mate, and that dragons could never slay other dragons. So it was that the Claws of Veeshan, the rulers of dragonkind, arose from the struggle with Kerafyr. However, some dragons did not follow Veeshan’s will; these malcontents struck out on their own, forming a renegade faction known as the Ring of Scale under the leadership of the ancient dragon Jaled Dar, aided by several infamous wyrms including Trakanon, Phara Dar, Lord Nagafen, and Lady Vox.

The Elder Age

Veeshan would in time prove to be only the first deity to turn her attentions to the verdant world of Norrath. At some point, Brell Serilis, the Duke of the Below, took note of Veeshan’s handiwork and began his own machinations in the Plane of Underfoot. In secret, he crafted a gateway from his realm into an open chasm deep within the belly of Norrath. He then made many creatures and sent them through the mystical gateway into the twisting tunnels and passages of the deep underworld. The Duke of Below then sealed the entry to his plane within a labyrinthine chamber of living stone.

Once finished, Brell Serilis gathered the foremost of the other gods and showed them the world of Norrath and what Veeshan had already wrought there. With choice words befitting the King of Thieves, Brell proposed a pact among Tunare, Prexus, Rallos Zek, and himself that would allow them to discuss the fate of the world. They would divide the lands of this world among themselves, each creating races to watch over their chosen territories and to keep the Wurmqueen and her spawn in check. All agreed except Rallos Zek, the Warlord, who would declare no alliance with any of the other gods, for he could not bring himself to trust the others. Despite the Warlord’s defiant decision, however, he too would stake a claim upon Norrath.

Soon Brell created the dwarves, stout and strong, and placed them in the mountains and deep within their cavernous depths. On the world’s surface, among the beautiful and wild forests, Tunare made the elves as an embodiment of her eternal grace and beauty. In the water, Prexus made the kedge, aquatic beings of great mental prowess and stamina. Last but

not least, Rallos Zek produced two races, the giants and the goblins.

As a whole, the elder races did just what the gods had planned: They fought the dragons and helped subdue the world, ending the rule of dragonkind. While the kedge, the elves, and the dwarves were allies in these early battles, the giants and the goblins fought only for themselves and their own glory. Still, the primary goal of opposing the dragons was met, regardless of the aloofness of the children of Rallos Zek.

Fortunately, internal conflict plagued the dragons as well, for the lovers Lord Nagafen and Lady Vox sought to breed and create another prismatic dragon, with whom they intended to overthrow Jaled Dar and take over the Ring of Scale. Their plans were discovered before they could come fully to fruition, though — Vox was forced to flee to the fastness of Everfrost, while Nagafen allowed himself to be captured and driven to the Lavastorm Mountains so that Vox could escape bearing the fruit of their union.

The other dragons soon discovered Vox's hiding place as well, and Jaled Dar conjured mighty magics that transformed the separate refuges of both rebels into prisons, preventing them from ever seeing one another again. An elite group called the Drakota was formed, and these dragonkind were given the responsibility of watching over the two prisoners and preventing them from ever escaping.

The Age of Monuments

Legend does not state whether Innoruuk knew of Norrath before the other gods made their pact. Regardless, the Prince of Hate burned with anger against the other gods who had not included him in their pact — but most especially he resented Tunare, whom he desired for himself, for not including him in her counsel. His anger drew him to take the elven king and queen from the Thex palace in the elven capital of Takish'His. Then, deep in his Plane of Hate, Innoruuk tormented and twisted them in both mind and body for hundreds of years.

In time, the Thex monarchs were transformed into the first of the dark elves, followed shortly by numerous other powerful elves who had entered his plane to rescue their sovereigns; eventually, Innoruuk cast these Teir'Dal out from his plane and into the underworld of Norrath to multiply and to sow the seeds of his revenge on the other gods.

Also during this age, Brell sought for ways to further his influence in the new world that had begun to take shape. When Fizzlethorpe Bristlebane and the dreaded Cazic-Thule entered the world, Brell saw yet another opportunity for an alliance. Still distrustful, but having seen Brell's various successes, Rallos Zek finally agreed to the new pact. The gods of this second divine pact once again created races to represent them on the new world.



Brell now fashioned the gnomes, smaller cousins of the dwarves with a fascination for strange machines and exotic magics. Bristlebane made the halflings, those short, stubby, agile folk with their incurable tendency to meddle. He placed them carefully on a land away from the dragons and the giants. Cazic-Thule and Rallos Zek, perhaps in a competitive display of power, created two races each: Cazic-Thule, also known as the Faceless, created both the reptilian iksar and the brutish trolls in the swamps and jungles of Norrath. Rallos Zek, ever mindful of the possibility of conquest, made the ogres and the orcs to spread his values — by force if necessary.

The Shissar Empire

No one is sure who created the shissar, and for their part the snake-folk have always rejected the notion that any race or being could be greater than they are themselves. In the middle days of the Age of Monuments, the shissar had somehow become the masters of a cruel empire. Many conquered races were deemed unworthy to serve even as slaves, and were wiped out utterly. One of few races that survived destruction was the iksar, whose reptilian nature apparently saved them from utter extinction. Of course, the alternative wasn't much better — for centuries, the lizard-folk labored in servitude to the shissar, under the merciless rule of the immortal Sraeshza, Emperor of the Shissar.

In time, shissar arrogance grew until at last they dared to wholly and vocally reject the gods, claiming that they, rather than Cazic-Thule, had created the iksar as their servants. Enraged, the Faceless One unleashed a terrible vengeance upon the snake-folk. A strange green mist began to spread throughout the empire, slaying the snake people but sparing other races altogether.

Desperate, the emperor and his advisors sought refuge in their Grand Temple, eventually casting a mighty spell that allowed them to escape from Norrath altogether. For several ages to come, the shissar would survive in secret on the Moon of Luclin, but eventually even that refuge was denied them when the last of the snake folk would perish in the Shattering. They exist today as only a fading memory used by iksar mothers to frighten unruly children into obedience.

The Iksar Empire

The iksar thus survived the fall of the shissar, eventually founding several powerful city-states on the perilous continent of Kunark. These city-states were eventually united under the ruthless necromancer Venril Sathir, whose undead legions helped him carve out an empire that rivaled even that of the vanquished shissar in sheer cruelty. The Empire of Sebilis conquered and brutally enslaved many races, as the shissar had done to the iksar, including even households of giants and the normally peaceful frogloks. Under Venril and his son Rile, the iksar empire grew powerful, conquering almost all of the vast continent.

Soon, the iksar had become so powerful that they threatened all of Norrath. The iksar ruler Atrebe, son of Rile, used foul magics to interbreed dragons and iksar, creating the hybrid race called the sarnak. Appalled, the great dragon Trakanon urged Jaled Dar to go to war with the iksar, for the

more conservative and traditional dragons of the Claws of Veeshan continued to remain neutral and refused to oppose the lizard-folk.

So war between the Empire of Sebilis and the Ring of Scale began. The emperor Rile perished when his fleet was destroyed by the mighty dragon Trakanon and his allies, but the iksar fought on under the rule of Rile's son Ganak. In the end, Jaled Dar, ruler of the Ring of Scale, was himself slain by Ganak, yet even this victory availed the iksar little and the war dragged on.

When Ganak eventually perished in a reprisal from the Ring of Scale, he was replaced by a council called the Emerald Circle. Soon, the Ring of Scale struck again under the leadership of Trakanon, shattering the weakened and divided empire. Slaves across Kunark revolted, and soon the great state had been utterly destroyed. Trakanon did not have much time to relish his victory, however, for he was exiled by the Claws of Veeshan for his part in the unsanctioned war against the iksar.

Zek's Children

Following the flurry that was creation, the many races of Norrath, both old and young, began to develop their scattered cities and outposts into larger nations and empires. Some races also developed an eye toward expansion and conquest, but none so well as the ogres, whose great strength and mastery of magic allowed them, eventually, to control most of the continent of Tunaria.

In time, when they felt they had mastered virtually all of Norrath, the ogres sought new conquest. They eventually learned of other planes and mounted an invasion upon the very Plane of Earth, waging war on the denizens therein until turned back by the ancient god of power called the Rathe, whose rule there was absolute. Rallos Zek swelled with pride at his creations' achievement, and when the ogres were finally turned back, the Warlord personally led a second assault into the Plane of Earth. The heavens themselves trembled, and the other gods allied against the Warlord and his creations, sending the defeated armies back into the world of Norrath — for if he had succeeded there, what could stop him from entering their own planes and enslaving their peoples?

As a final and fitting punishment, the Rathe scattered Rallos Zek's children across the world. The ogres were slain by the thousands and their empire crumbled to ruin. The Rathe also cursed the giants and the ogres with dim-wittedness so that they could no longer grasp the magic that had brought them to such heights of glory and conquest. A few ogres, sheltered from the Rathe's curse in a region known as the Islands of Mist, carried on unaffected by their cousins' handicaps, but they were always few in number and their power never rivaled that of the old empire.

Cold and ice pummeled the once-lush homelands of the giants. Some say that the goblins were also cursed, and that their curse was so terrible and thorough that no one knows what it was to this day. Having thus crippled the children of Zek, the Rathe and his fellow elder gods then erected a barrier to the Planes of Power (those of Air, Water, Fire, and Earth) so that mortals and lesser gods could not access them again.

Though imprisoned within the Planes of Power he sought to conquer, Rallos Zek would wait, ever-watchful, plotting his revenge against the gods that imprisoned him.

The War of the Broken Crown

The last of the old races to suffer decline was that of the elves. The Eddar Forest at this time spread across the entire southeastern quarter of Tunaria. For reasons none has ever been able to fathom, Solusek Ro, son of Fennin Ro and ruler of the Plane of Sun, raised up the Serpent Mountains, cutting off the ancient wood from the northern lands that provided its rainfall and causing the heat of the sun to burn the lands therein. The rivers soon ran dry, and not even the mighty elven druids of Tunare could stop the destruction of their forest as it wasted away into a vast desert wasteland. By the time Rallos Zek's armies had taken over the rest of Tunaria, the great city of Takish'Hiz, like the lands around it, had begun slowly but irrevocably to fall.

Meanwhile, the Thex monarchs, long ago corrupted by Innoruuk, by this time ruled a dark elven empire that claimed, through the authority of King Naythox and Queen Cristianos Thex, to rule over all elves. This empire was plagued from its outset by internal strife and political skullduggery. Still, the king and queen of the dark elves tried one last time to claim vested rulership over all elves, seeking thus to forcibly convert their subjects to the worship of the Prince of Hate.

The far provinces of light elves rebelled, of course, led by young King Tearis Thex, son of the corrupted monarchs. This internecine war raged for many long years, until at last the dark elf Xanit K'Ven, a follower of Rallos Zek who had fought for many years in the Rallosian armies, was declared Overlord of the dark elf armies and was given permission to invade and raze Takish'Hiz. The Eddar was no more, and those light elves who remained fled Tunaria altogether, following Queen Elizerain, who acted as regent for the young Tearis Thex, across the Ocean of Tears to found a new home on Faydwer.

Before the elves departed finally, however, a force of elite light elf warriors and spellcasters fell upon the dark elf city of Caerthiel — which had formerly been called Wielle and would eventually be rebuilt and renamed Freeport — destroying it utterly.

The Age of Blood

Perhaps drawn by the furor of the battle for the Planes of Power and the resulting punishment of the Rathe, the twin gods Erollisi and Mithaniel Marr came to Norrath. Asking no permission and forming no pacts, the twins created the savage race of humans in the frozen north of Tunaria, near one of the bands of giants. These barbarians were willing to fight with virtually anything or anyone they encountered, including each other. Wherever they spread, they brought a willingness to enter into conflict. Their conquests and the other fierce wars that raged in those days caused this era to be known as the Age of Blood.

The Fall of the Kedge

The enlightened aquatic race known as the kedge had long dwelt in peace beneath Norrath's waves. Powerful and learned,

the kedge were limited by their creator, Prexus, who decreed that their numbers could never increase — they were effectively immortal, and a young kedge was born only once an old kedge died of violence, disease, or some other unnatural cause.

Seeking to overcome his people's "curse," the kedge wizard Phinigel Autropos sought a way to allow his people to grow and prosper as did the land-dwelling races. Phinigel led a crusade against the dwarves of Kaladim, seeking to steal their knowledge and magic and turn it to his own uses. After slaying the hero-king Dagnor Butcherblock, Phinigel carried off the monarch's mighty hammer, and kept it in the sunken palace known as Kedge Keep.

At length, Phinigel hit upon what he believed was a way to overcome Prexus' curse — he researched and then undertook a ritual in which he called up enormous magical energies designed to free the souls of the kedge and allow new souls to be created. The ritual went disastrously wrong, however, and the kedge were wiped from the face of Norrath. The collective mind, soul, and memories of the kedge were drawn into Phinigel, driving him mad. For centuries, he dwelt alone in the ruins of Kedge Keep, tormented by his failure, seeking futilely for a way to restore his people, slain by his own hand.

A handful of hybrid kedge, unaffected by the disaster, lingered on in the region known as the Islands of Mist, where it is believed that they continue to dwell today.

The Swords of the Orcs

In the days following the elven exodus to Faydwer, the Crushbone orcs of that continent began to move out of the region known as the Loping Plains in a great and seemingly unstoppable horde, at last entering the forests of the Faydark and assailing the wood elf kingdom of Kelethin. Hard-pressed, the wood elf ruler Carandrill turned for aid to the high elves of Felwithe. Under the leadership of the high elf hero Edril, cousin to King Tearis Thex himself, the high elves marched into battle, defeating the orcs in a surprise assault and driving the survivors deep into the shadowy forests of the Faydark. There, they remained for centuries, brooding and plotting vengeance against the elves.

Edril and the Gnomes

Since the gnomes' arrival on Norrath, they had lived both among the dwarves and in the wilds near the edge of the forests now occupied by the wood elves; while they were not disliked, they were regarded by most dwarves as second-class citizens or poor country cousins. At last, the famed gnome Biddyn appealed to the wood elf ruler Carandrill to be granted an independent kingdom of their own. Carandrill agreed, giving the gnomes a portion of the barren lands beyond the Steamfont Mountains. A party of gnome explorers and surveyors immediately set out to map the new region, now called Akanon (Elder Elvish for "gift"). Unfortunately, the land proved cursed, and only a single explorer returned with tales of a fearsome plague dragon that had slaughtered his companions.

Once more the elf-lord Edril, Champion of Tunare, rose to the occasion. Together with the brave Biddyn and a group of hand-picked companions, Edril journeyed to Akanon, where he faced and slew the plague dragon in single combat. For

centuries, the skull of the slain dragon stood above the gates of the gnomish citadel of Fortress Mechanus. After the dragon's death, Biddyn, Edril, and their companions fought tirelessly, ridding the place of the monsters that infested it, making the land safe for gnomish settlers. Soon, Akanon was a thriving settlement, the permanent home that the gnomes had so long desired.

War of the Seven Tribes

Long ago abandoned by Cazic-Thule in favor of his chosen people, the iksar, the trolls were forced to fight for survival in the wilds of the Tunaria. After countless generations during which they alternately gathered into something approximating a troll empire and then inevitably splintered apart, the trolls regressed to brutal savagery for good and turned on each other as never before. Their once-prosperous lands were torn by the civil conflict that came to be called the War of the Seven Tribes. This watershed event did not last long. In a relatively short time, only a single troll tribe remained, led by the ancient, cunning troll warrior and visionary Nalikor, who by strength, guile and outright treachery succeeded where all the past attempts at troll empire had failed. Instead of allowing the existence of squabbling tribes that would later fracture his empire, Nalikor simply decimated all the other trolls.

After some years of gathering their strength, the trolls met the ogres of Oggok in battle, and soon won their foes' respect. Nalikor and the ogre rulers reached an accord, and Nalikor gave them his magical sword, which was kept for many years at the sacred spot known as Broken Skull Rock. With the ogres' help, the trolls founded the city of Grobb, where they began once again to grow in numbers and power.

The Lost Age

In what some call the last act of divine intervention, several tribes of barbarians were molded by Erollisi Marr into a new race that was more thoughtful and kind than their forebears. (That goddess herself, once revered as a warrior deity, had taken on the new aspects of love and partnership.) At this time, the race of humans as they are known today at long last took their place in Norrath amid the elder races.

More quickly than anyone would have thought possible, the fast-breeding and quick-learning humans spread throughout Norrath and created the Combine Empire. Eventually, though, as quickly as it had arisen, their mighty empire fell to treachery when the evil General Seru betrayed his emperor in a bid to seize the throne for himself. Those still loyal to the Combine Empire escaped from Norrath, founding the city of Katta Castellum on the Moon of Luclin, but Seru and his minions were quick to follow, building their own city, Sanctus Seru.

After Seru departed Norrath, the Combine Empire was truly dead, and to this day almost no known records of the first and last human empire exist, though its relics and ruins are found scattered throughout the world.

The Age of Enlightenment

Though their empire lay behind them, the humans still possessed great power and resilience. They founded two great

cities on Tunaria, Freeport and Qeynos, and renamed the continent "Antonica" after one of their leaders, Antonius Bayle II, the Great Defender. As humans from other continents streamed to the newly established human twin capitals, they brought magic and new learning back from their many homes.

The knowledge and stories of faraway lands and magics inspired a malcontented minority of humans. Wanting this magical knowledge for themselves and forswearing the warlike ways of their predecessors, these humans followed their leader, Erud, across the sea on a pilgrimage to found an enlightened society. Landing on what they named Odus, they succeeded in developing their own society based on magic and knowledge.

The Age of Turmoil

The followers of Erud, who had by now dubbed themselves the Erudites, focused their society on the ways of the spellcasting arts, particularly the arcane. However, the quest for power of one Erudite, a young genius and radical called Miragul, led him to rediscover the dark path of necromancy, which had long been known to the dark elves and had been dabbled in by humans of the Combine Empire. Miragul led more of his kin to this dark art, but those who studied necromancy were eventually found out and branded heretics by the High Council of the city of Erudin.

A civil war erupted between Miragul's faction and those "morally advanced" teachers and rulers who opposed his studies. Practitioners of the magical arts on both sides were slain in droves. Then, in one final, cataclysmic battle, the combatants unleashed great mystical energies that somehow translocated the entire kerran city of Shar Vahl off of Norrath, leaving only a huge crater that descended into the depths of Odus. The heretics retreated into this chasm — known as the Hole — and built the city of Paineel within its depths.

However, after a relatively short time, the hordes of the Underfoot (earth elementals and other servants of Brell) emerged from below, destroying Paineel and driving the heretics out of the depths. Paineel was painstakingly rebuilt, though closer to the surface, and the heretics plotted to retake the depths and both to recover their own lost lore and to wrest the secrets of the Underfoot from Brell and his minions.

The Portals of Luclin

Torn from Norrath by the terrible magics of the Erudite War, the kerran city of Shar Vahl plunged through space, eventually coming to rest on the Moon of Luclin. There, under the rulership of King Vah Kerrath, the kerra founded a new civilization, and renamed themselves the Vah Shir in honor of their ruler and his clan. There, the cat-folk grew numerous and prosperous, eventually making friendly contact with the Combine Loyalists who had fled Norrath. Soon, however, the Vah Shir somehow awakened a terrible evil, for from beneath the surface of the moon came a race of evil, diminutive humanoids known as grimlings. War between the two races raged for centuries until the Shattering finally destroyed the moon entirely.



Before that tragedy occurred, though, a strange thing happened — the Moon of Luclin wandered close to the world of Norrath, and the strange structures long known as “wizards’ spires” became active, flickering and pulsing with untold power. Soon, the legendary Erudite wizard Al’Kabor discovered that the spires could be used as gateways to the Moon of Luclin, and for the next few decades trade and travel between that distant, mysterious world and Norrath became almost commonplace. The goddess Luclin, a jealous and secretive deity, watched the influx of strangers with growing concern, but chose to lurk in the shadows and to watch.

The Planes of Power

The events that would end the Age of Turmoil and bring about the terrible Age of War began with the birth of the godling Lanys T’vyl, daughter of the god Innoruuk and his most revered high priestess. A vessel for his hatred, Lanys was to be Innoruuk’s instrument of ultimate vengeance against the elves who had rejected him. As she grew to adulthood, Lanys gathered up artifacts of power and began to draw together a mighty army of dark elves, which she intended to unleash upon the unsuspecting peoples of Antonica.

Seemingly by chance, Lord Tethys of Highkeep learned of Lanys’s plans and called upon the good races of Antonica to fight her. Aided by the barbarian warrior Carson McCabe; Galeth Verdeth, leader of the Paladins of Tunare; the dwarf

warrior Tubr Broadaxe; and Firiona Vie, lost daughter of the elven king Tearis Thex, Tethys and his army faced the dark elves in the depths of the Kithicor Woods. Firiona Vie struck down Lanys T’vyl, while Galeth faced the shadow knight Laarthik, commander of the dark elves. Wielding a mighty artifact, Laarthik fought ferociously, but when he was finally consumed by the magical energies he himself had unleashed, he cried out in agony and called upon the Prince of Hate himself to aid them.

Enraged, Innoruuk took up the wounded body of his daughter and summoned a fearsome creature called, simply, Hate, an embodiment of the Dark Prince’s Plane of Hate itself. This abomination’s presence tainted the Kithicor Woods, transforming them into a place of horror where the undead stalked the living and good was forever banished.

Unfortunately, the Prince of Hate’s rash act set in motion an irrevocable chain of events that would end in destruction and tragedy. The summoning of Hate had caused an irreversible shift in planar alignments, distorting the planar barriers long ago put in place by the Rathe and thus allowing even mortals to enter the realm of the gods easily. Soon, mortal scholars and spellcasters had learned how to open gates to the other Planes of Power, and — as had happened on Luclin — outsiders began to flood into the immortal realms.

But this time, the gods would take a suitably harsh view of mortal interference, and the world of Norrath would suffer terribly for it.

The War of Plagues

Even as mortals began to enter the gods' domains, violence and fear continued to stalk Norrath. The humans of Qeynos were beset by the a horde of plague-infected undead created by the evil (and undead) shadow knight Lord Grimrot. A member of the hated Bloodsabers faction, Grimrot worshipped Bertoxxulus, Lord of Plagues, and sought to spread his fearsome master's ill will throughout Antonica.

Soundly defeated on the Thundering Steppes, the human forces fell back into the Qeynos Hills where, under the command of Lord Kane Bayle, master of the Qeynos Guard, they made their final stand. Despite what most assumed were grave tactical errors made by Bayle (but which were, in fact, intentional, for he was a traitor who served Grimrot), the humans nonetheless prevailed. Lord Grimrot, Lord Bayle, and the surviving Bloodsabers were eventually captured and executed (or destroyed, as necessary), but the remaining undead Grimrot created would trouble the region for many years — even into the post-Shattering era.

The War of Fay

Meanwhile, around the same time that Grimrot's armies were marching on Qeynos, the dark elves once more set off on the path of conquest. A massive Teir'Dal armada landed on Faydwer and in secrecy moved to take the Forests of Faydark and the elven lands that surrounded the forests; there, the dark elves reasoned, they could establish communities on the surface, yet remain hidden from the sunlight they hated so much. Scouts of Kelethin learned of the invasion, but too late to prevent the bulk of dark elf forces from swarming onto the continent. The War of the Fay lasted for well over a year, and many battles both large and small were fought in that time.

The gnomes of Ak'anon and the dwarves of Kaladim took arms alongside the wood elves and the high elves, and the creatures of the Faydark — the brownies, pixies, and faerie dragons — also joined in, engaged in one last, brutal struggle to preserve their homeland.

In the end the dark elves, supported by minotaurs, orcs, trolls, ogres, and other evil races, seized Felwithe itself, holding it for two full weeks before being finally driven out by the allies and fleeing deep into the Faydark. King Tearis Thex himself perished early in the fighting, dying in battle upon the walls of Felwithe; the cost of the war had been terrible, and the survivors began sorrowfully to rebuild their ravaged lands.

The repercussions from the war would prove enormous, especially for the Teir'Dal ruling dynasty.

The Fall of Thex

The Thex Dynasty had gambled everything on the War of the Fay, and lost. Most of their army were now slain or scattered across the Faydark. For many generations, a caste of necromancers called the Dead had opposed opening their world up to the surface, urging their rulers to turn their attentions to the caverns and dark places of Norrath.

Queen Cristianos Thex was, of course, one of the founding members of the Dead, and their leading proponent in keeping the dark elves off of Norrath's surface — for she was the very same monarch kidnapped ages earlier by Innoruuk, and her necromantic power, her wicked transformation, and her natural elven longevity kept her healthy and vital even after so many centuries. King Naythox I had in fact been slain centuries earlier by none other than the first Teir'Dal Overlord, Xanit K'Ve'n (who was in turn captured and turned over to Innoruuk). Queen Cristianos married another of the royal Thex who became King Naythox II, but she longed for the day when she could seize the throne for herself alone and declare herself Empress, taking up her own family's name in place of the Thex title she had gained only by marriage.

The War of the Fay proved to be the chance for which Cristianos had long waited. As the Teir'Dal armies were slaughtered among the trees of Felwithe, she and her allies from the Dead moved against Naythox II, slaughtering hundreds of Thex loyalists in a single bloody night. Cristianos herself had the pleasure of slaying her hated consort Naythox as he slept. By dawn of the next day, Empress Cristianos had seized control in Neriak, giving the Dead great temporal power as well, and the Thex Dynasty among the dark elves had come to an end.

Though unaware of this subterranean coup, surface dwellers were preparing to move against the dark elves of Antonica. The conduit to the surface of Norrath was a subterranean city called the First Gate, and the good races, especially the halflings, developed a plan to end the dark elf threat for good. Accordingly the Leatherfoot Raiders — the elite guard of the Rivervale halflings — allied with the gnomes to assault and destroy the First Gate and forever cut the dark elves off from the world of sunlight.

Aided by a wondrous mechanimagical device created by the gnomes for this purpose, the Raiders entered the tunnels leading to the First Gate. Aware of the dark elves' power, they advanced stealthily, slipping past guards and planting the gnomes' device where it would cause the most destruction, and then they swiftly and quietly withdrew. The device exploded soon thereafter, utterly destroying the First Gate and — as far as the halflings could tell — sealing the dark elves in the bowels of Norrath forever.

Stranded on the surface, the surviving Teir'Dal lost in the Faydark, scattered and few in number, were forced to re-adapt to life amid the trees of Faydwer.

The Council of Gods

At last, some 125 years after the re-opening of the Planes of Power, the gods became angered by the many mortals who had encroached upon their domains, many of whom seemed incapable of treating the gods with proper respect and deference. Gathering together in solemn council, they debated and discussed in the manner of gods. Though time was meaningless to them, the Great Council of the Divine lasted for a full century to the perception of mortals. To this day, no mortal is certain of exactly what transpired in this mighty meeting; all that is known is that, at the end of that time, Norrath changed forever.

The Age of War had come.

The Age of War

Abruptly, the druid portals and wizard spires — long used for transportation throughout Norrath and beyond — ceased to function. Communication, travel, and contact between geographically removed races became difficult and thus rare. The books that led to the Plane of Knowledge were systematically destroyed by the most powerful agents of the gods. The gates accessing the Planes of Power were shut, and no mortal magic seemed capable of reopening them.

Norrath's weather began to change as well. Storms raged across the oceans, making sea travel difficult at best and impossible at worst, further isolating the continents from each other. Elsewhere, earthquakes shook the land, and volcanoes rose up from formerly stable mountain ranges.

During this early period of the age, the priests and clerics of the gods also made what was for them a horrifying discovery — the gods had cut off contact altogether, apparently having departed the mortal realm entirely. They no longer responded to requests for aid, and the use of divine magic became both difficult and risky. Despair seized the folk of Norrath, and many prophets began to declare that the end of the world was at hand.

Explanations for the gods' departure varied. Those who followed the powers of good claimed that this was merely a time of testing, that through acts of faith and self-sacrifice the gods could be persuaded to return. Followers of the evil gods were less optimistic and charitable — they believed the disasters and changes wrought on Norrath were the gods' punishment for mortal disrespect, and that the gods would return only when (or if) their anger subsided, or when enough blood had been shed in their names.

The most extreme explanations came from the agnostics, who had always professed that the gods were little more than wrathful, arrogant, and powerful children — perhaps much more powerful than the greatest mortal spellcasters, but certainly not true divinities worthy of worship. The agnostics believed that the gods' own foolishness in opening the Planes of Power had led to their downfall, and that these great children had finally — thankfully! — departed the realms of mortals (some went so far as to claim that the gods had actually been slain), at long last leaving mortals to choose their own fate.

Regardless of the true explanation, the facts of the gods' disappearance grew increasingly clear as Norrath sank into a time of violence and disaster.

The Avatar of War

Though the gods had gone, beings of great power still remained on Norrath, and the coming of one of these — the terrible Avatar of War — heralded the return of one of the most feared powers in history: the Rallosian Empire.

With the departure of the gods, many curses and lingering divine effects vanished. Of these, the most significant was the Curse of the Rathe, which had held the goblin, orc, ogre, and giant races in an artificial state of stupor for many ages. Now, the Rallosian races had regained their ancient intelligence

and cunning, combined with a renewed and perhaps even greater thirst for conquest and blood.

Under the leadership of the Avatar of War, the ogres began to build a new city deep in the jungles of Feerrott; they called this place Rallos in honor of their imprisoned creator. There, the Avatar of War marshaled an army of giants, orcs, and other children of Zek, as well as a few of the surviving minions of fear. When the new Rallosian army emerged from the jungle, it proved an unstoppable juggernaut, quickly conquering the surrounding lands and slaughtering or enslaving all who stood in its path.

Even the disasters of this age were small compared to what approached, however.

The Horde of Inferno

As the new Rallosian Empire grew, another force of destruction rose up in northern Antonica. Under another being apparently of divine origin, the Avatar of Flame, thousands of bloodthirsty humanoids rallied to the banner of the horde known as the Horde of Inferno and descended upon the Northlands. Three orcish empires, the Deathfist, the Rujarkan and the Frozentusk of the Northlands, combined forces with the goblins of the Serpent Spine Mountains to form the bulk of this new horde. Soon, both barbarians and humans had their hands full with this new threat, and the ogres of the south were able to pursue their dreams of empire relatively unhindered.

By 291, the Horde had grown strong enough to threaten both Qeynos and Halas. A great army of orcs moved south to threaten the human lands, while a second pressed on against the Northmen, forcing the defenders back step by step. Despite a dogged defense, the barbarians were outnumbered and outmaneuvered; by the spring of 302, the Horde was at the gates of Halas itself.

To the south, the Rallosian armies, pressing deep into Qeynos territory, had a harder time of it, but it seemed inevitable that eventually they would lay siege to that city as well.

The Avatars of Good

For a time it seemed that the doomsayers were right, that the end of Norrath was nigh and that soon the forces of darkness would triumph. With the Horde of Inferno pressing from the north and the reborn and seemingly invincible Rallosian Empire growing daily in power to the south, the good races of Antonica had little reason for optimism. Yet even in this dark time, when all seemed lost, a spark of hope still burned — a spark suggesting that, though the gods might be gone, there was still good in the world, and that good might yet prevail.

Legend holds that one of the faithful of Quellious, a priest whose faith in the gods had never wavered, was invested with some of the powers of the divine, and was transformed into a powerful Avatar of Tranquility. He strode the land, gathering the forces of light to him, bringing with him a new hope and drawing together those forces scattered by the hordes of darkness and the various catastrophes that rent the land.

Soon, the Avatar of Tranquility was joined by another powerful force, this one a mighty force of nature calling itself the Avatar of Storms. Rumors of this being's true identity are as varied as theories about the real reason for the gods' disappearance, but most believe that he too was a dedicated servant of the gods that was granted divine power in exchange for his faith and service to Karana. The appearance of these avatars was seized upon by the faithful as proof positive that the gods had not truly abandoned Norrath after all.

Together, these two avatars helped rally the scattered forces of good on Antonica, effectively forming a buffer zone of resistance to the two mighty juggernauts. Though their efforts were considerable and, without them, the lands of men would have been overrun almost without effort, their ultimate success and the survival of civilization on Norrath remained in doubt. When the Avatar of Tranquility eventually vanished into the Desert of Ro, many felt that the cause of good was doomed, even though he had promised to return.

The Return of the Rallosians

Once all of the Feerrott Jungle had been subdued by the ogres, they descended upon the froglok center of Gukta. By the year 295, the orderly frogloks had been forced back into the labyrinth of Guk, where the ogres placed them under siege while preparing for an invasion of the Plains of Karana. The Rathe Mountains fell swiftly to Rallosian forces, and the ogres began to ferry great numbers of troops across Lake Rathetear, creating a gigantic force they unleashed into the plains in early 302.

Though (or perhaps because) the Plains of Karana were vast, they proved almost impossible to defend effectively, and those humans who met the Rallosian army were swiftly overwhelmed. Within a relatively short time, the plains were almost entirely in the hands of the empire, and the gnolls of Splitpaw were forced, reluctantly, to join with the Rallosians. The ogres and their allies seemed on the verge of total triumph, but then they committed an error that was to prove fatal.

The Avatar of Fear

The Rallosian Empire had experienced an uninterrupted string of victories, from Feerrott to Gukta and into the Plains of Karana. As their scouts drew near the city of Qeynos, the ogres also fixed greedy eyes on the Temple of Cazic-Thule, the great citadel of the departed God of Fear, located deep in the swamps of southern Feerrott. For years, the Rallosians had preferred to leave the temple untouched — whether out of respect for the followers of Cazic-Thule or for some other reason none can say. Now, facing the prospect of absolute triumph, the ogres set aside their reservations and landed troops on the island, seizing the temple and the inactive portal within.

The temple was still held by Tae Ew lizard men loyal to Cazic-Thule, aided by a squad of the horrific Amygdalan knights. Nevertheless, the ogres' attack took the defenders by surprise, and the fight for the temple was swift and bloody. Within a few days, the ogres had almost completely secured the temple (though a few defenders continued to lurk in the

mazes of the lowest levels) and began to loot the vast treasures and magic items that lay within. The Tae Ew were enslaved and forced to serve in the Rallosian armies.

Perhaps the hordes of Rallos simply believed that Cazic-Thule's remaining worshippers weren't powerful enough to oppose the Avatar of War — Rallos Zek had always despised the weak, and now that his followers were ascendant, perhaps they held the old alliances meaningless. Whatever their motives, the ogres and their allies had violated an ancient agreement never to disturb the Temple of Fear, and they would pay the ultimate price for their presumption.

Unknown to the Rallosians, Cazic-Thule's most powerful minion, the Avatar of Fear, thought slain by a group of adventurers, in fact had long slumbered beneath the swamps of Feerrott, left there as a final guardian by the departing Cazic-Thule. The sack of the temple jolted the sleeping behemoth to full awareness, and the enormity of the ogres' betrayal spurred the being to action. It would be years before the full import of the ogres' transgression would be made manifest to them, but in due course, the Rallosian Empire would be doomed.

The Fire in the North

Meanwhile, in the Northlands, the Horde of Inferno seemed similarly unstoppable. While they besieged the barbarian city of Halas, they also struck south, capturing the Oasis of Marr after a fierce struggle, surrounding the city of Highhold and capturing Misty Thicket. Soon, the Avatar of Flame had led its forces into the depths of Blackburrow, capturing the citadel from those few gnoll tribes that still remained free from Rallosian domination.

Finally, Halas fell after a protracted siege. Orcs rampaged through the city, burning and killing. The ancient barbarian holding was reduced to ruin, and the survivors fled into the wilderness, where they sought to resist the horde as best they could.

Soon, the Horde of Inferno came into contact with the resurgent Rallosian Empire. Though intent on nothing less than complete conquest, the orcs saw the ogres as convenient allies, and were willing — for the moment at least — to allow the Avatar of War to have nominal command of their forces. When ordered to march on Freeport, the Horde of Inferno complied.

The Gathering Storm

Freeport's streets were clogged with refugees from battles in the north and the south; its military forces lay in disarray. The Knights of Truth and Priests of Marr had long since departed (like the Ashen Order, they had grown disillusioned with the corruption and violence of human society), and now only the Freeport Militia, along with Sir Lucan D'Lere and his cohort of knights, defended the city.

The stage was set for the final confrontation between the forces of light and the forces of darkness. In the year 314, the two human cities of Freeport and Qeynos were among the last bastions of freedom on the continent of Antonica. A few pockets of resistance remained elsewhere, particularly among the Jaggedpine Forest and the refuge of Surefell Glade beyond, as well as around the halfling city of Rivervale. Highkeep remained under siege, but still resisted.



Outnumbered and outfought in virtually every battle over the past 10 years, the defenders were now led by the Avatar of Storms, for the Avatar of Tranquility had not been seen since vanishing into the Desert of Ro years before. The Avatar of Storms remained in the field, however, battling personally against the champions of the Rallosians, wielding the great blade *Maelstrom* and heartening those troops who could still fight for the side of light.

The forces arrayed against the humans and their allies, known to historians as the Armies of the Hordes, seemed invincible. The Horde of Inferno was comprised of an unholy alliance of two mighty orcish forces — the Deathfists and the Rujarkians — along with many thousands of slave troops, all marching under the leadership of the Avatar of Flame. The reborn Rallosian Empire was led by the Avatar of War who, armed with the legendary sword *Soulfire*, commanded a disciplined force of ogres, orcs, goblins, giants, ettins, and other minions of Rallos Zek, along with its own mass of slave troops — frogloks, gnolls, Tae Ew lizard men, and humans alike. The goal of the Avatar of War was nothing less than the complete annihilation of all other civilizations on Antonica.

By unspoken assent, the Avatar of War was looked to as the overall leader of the Hordes. The Horde of Inferno was sent west to assault Qeynos, while Rallosian forces marched through the Commonlands, bent on the city of Freeport. All knew that

once the humans were destroyed, however, the separate Hordes would turn on each other and fight for ultimate dominance, though most believed that this would end in the complete destruction of both armies and the end of all life on Antonica.

Then, at long last, the humans were energized and encouraged by the return of the Avatar of Tranquility, who emerged from the Desert of Ro at the head of a great troop of warrior-monks from the Ashen Order. Years previously, the order had departed Qeynos, but now — with civilization itself hanging in the balance — they had agreed to return to aid their fellows in this final struggle. With the Avatar of Storms leading the defense of Qeynos, the Avatar of Tranquility and the Ashen Order moved to reinforce Lucan D'Lere and the embattled Freeport Militia.

The conflict to come would be known as the Battle of Defiance, though in reality it consisted of a series of smaller engagements spread across the continent that took place over a span of seven full days. In this time, the fate of the cities of the humans and indeed of all Antonica was decided, and the future of Norrath itself hung in the balance.

The Battle of Defiance

Those who still worship the vanished gods point to the Battle of Defiance as proof that the gods still exist and will one

day return. Nothing else, they claim, can explain the series of fortuitous events that combined to save the humans and their allies.

The first of these events seemed to be the work of Brell or his representatives; those who revere Brell claim that the Lord of Underfoot's rage at the enslavement of the gnolls caused a series of earthquakes to erupt in the Commonlands and the Qeynos Hills, slowing and even swallowing up huge portions of the orcish forces in both Hordes. Damage to the Armies of the Hordes was significant, but not fatal, for the orcs were but a small portion of the combined forces. The Avatar of War commanded the orcs and goblins around Highkeep and Rivervale to reinforce his armies in the Qeynos Hills, while the orcs of Kithicor and Everfrost were ordered into the Commonlands.

Once more, however, geological disaster plagued the Hordes' reinforcements. Thousands more orcs and goblins disappeared into great fissures and crevices or were buried by rocky debris. Only a few hundred orcs and goblins survived to join the battle, and these came too late to substantially affect the outcome.

Nevertheless, the Armies of the Hordes remained mighty, and the battles that raged over the next week were fierce. Slowly, with dogged resistance, the combined forces of the Freeport Militia and the Ashen Order were forced back, and once more it seemed that Freeport would fall to the Rallosians. In the Qeynos Hills, the battle raged just as fiercely. The Avatar of Storms arrived on the field, leading the Archers of Surefall and the Knights of Thunder — still faithful to Karana even after so many years — against the Horde of Inferno. The fight was fierce, but, thanks in large part to the tremors that slew so many of the Hordes, the battle was fought to a standstill.

Then another disaster struck the Horde Armies. The gnolls, conquered and forced to serve as slave infantry, rose up and struck back at their oppressors, demonstrating keen magical and military prowess that led many to suspect that they too had received divine inspiration. Deprived of their gnoll shock troops, the orc generals reeled back in confusion, and on the eighth day of the long struggle the Avatar of Storms led the Knights of Thunder in a final assault. As the Qeynos Guard drove into the surviving orcs, the knights threw themselves at the Avatar of Flame; though many perished in that battle, the knights persevered, and their leader struck the blow that finally brought down the Avatar of Flame.

The surviving orcs fled in disarray, and the Avatar of Storms presented his weapon, the famous sword *Maelstrom*, to the honorable leader of the Knights of Thunder. As the humans counted their dead and piled the corpses of their foes, the Avatar of Storms vanished, departing Norrath, leaving the faithful of Karana and his chosen champion to carry on his legacy.

The struggle for Freeport was even more bloody and chaotic. Many different tales of the battle are told, but most agree that both the Knights of Truth and the Priests of Marr returned to aid the defenders, helping finally to turn the tide against the Rallosians. Even in the face of such determined defense the ogres remained resolute, and they might still have

prevailed had their past actions not at last come back to plague them.

Deep in the swamps of Feerrott, the Avatar of Fear had finally completed its plans for retribution, and for the second time in Norrath's history, the terrible plague called the Greenmist began to creep across the land. Once, conjured by Cazic-Thule himself, it had slain almost all of the shissar, destroying their empire and forcing the survivors to flee Norrath altogether. Now, its victims were the ogres, and soon they were dying by the thousands, causing the leaders of the Rallosian Empire to fall into utter panic. In the south, the ogres were also struck down, and the races that they had enslaved rose up in rebellion. Only those ogres engaged in the assault on Guk and the small ogre enclave in the Islands of Mist survived, protected from the Greenmist's approach.

As the Greenmist obliterated the ogre forces and then dissipated, the Knights of Truth struck, plunging into the heart of the reeling Rallosian army. The Avatar of War was overwhelmed and slain, and his deadly weapon, the blade *Soulfire*, fell into the hands of Lucan D'Lere. Some claim that D'Lere took the blade by treachery after commanding his forces to slay the Knights of Truth; the tyrant's subsequent actions certainly confirm that such a thing is possible, but no one knows for certain. D'Lere claims that he personally slew the Avatar of War and took the sword as his rightful prize, but since all of the Knights of Truth perished in the battle, there were none to dispute his version of events.

In the battle's aftermath, the Ashen Order once more turned its back on human civilization and returned to the Desert of Ro. The human victory was not complete, for in the confusion following the battle many of the Deathfist Orcs had escaped, retaining a significant portion of their numbers. In years to come, the Deathfists would return to plague the humans, but for the moment most were content merely to mourn their dead and to rebuild their population.

Civilization had been saved, but the cost had been terrible — and exactly how terrible would become evident in the coming years.

The Word of the Tranquil

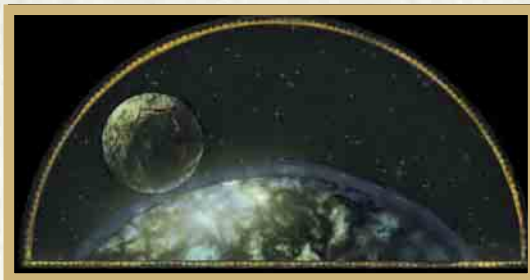
In the days following the Battle of Defiance, the humans began to assess the damage and lay plans for rebuilding. Most believed that the forces of evil were irrevocably shattered, and most felt that a crusade against the ogres in the south was in order. They turned to the Avatar of Tranquility, the last of the semi-divine beings left on Norrath, for guidance; however, much to their dismay, he too had departed.

Yet the Avatar had one last gift to bestow upon his beloved people. Before his departure, he had visited certain mortals in dreams and there had uttered a cryptic but ominous message, which would come to be known as the Word of the Tranquil: *When the shadows are broken and fire rains from the sky, seek refuge within the cities of men.*

Those who still revered the gods saw this message as nothing less than a sacred prophecy, and as further proof that the gods indeed cared for mortals and wished to save them. Others claimed that the so-called prophecy was a sham, concocted merely to promote the notion that the gods still existed, and

so to preserve the authority of the now-leaderless priests. All the same, the Word of the Tranquil was oft-repeated, and many were prepared to follow its advice when at last its predictions came to pass.

For a time, it seemed that Antonica would return to normal. The barbarians returned to take Halas and began to rebuild. The frogloks emerged from their hiding place and returned to their abandoned cities, slaughtering the few remaining minions of the Rallosian Empire wherever they encountered them. A handful of surviving ogres fled from Guk and returned to Oggok, ever fearful of the return of the Greenmist.



Like the other gods, however, Luclin had grown weary and angry with the mortals for their intrusions into her domain. Along with the other gods, she too departed the physical world, leaving the people of Luclin to fend for themselves. With her departure and that of the other gods, the wizard spires that once carried travelers between Luclin and Norrath ceased to function.

Norrathians on Luclin were trapped there, and vice versa.

In the years following the goddess' departure, Luclin fell into tumult. The Vah Shir contended with the grimlings in a war of annihilation. The vampyres descended upon the city of Katta, intent on conquest. The Inquisitors of Seru saw this as their perfect opportunity to finally destroy the Combine loyalists, so they prepared for war. The shissar plotted and battled against the thought horrors and considered once more setting out on the path of conquest. Bereft of leadership, the Akheva — once Luclin's favored people — fell into civil war again. And in the midst of these disasters, a dedicated group of spellcasters, especially those in the city of Shadow Haven, worked desperately to reopen the paths to Norrath.

But all was naught, for the greatest tragedy of the Age of Cataclysms was soon to transpire. In a single titanic explosion, the Moon of Luclin was destroyed utterly, slaying virtually every living thing on it and sending massive fragments of its substance hurtling both away from and toward Norrath.

The cause of Luclin's destruction remains a topic of heated debate. Some worshippers of the gods of good believed that it was a last act of Rallos Zek, that the God of War was somehow directly connected with the disaster. Others claimed that with the protection of the gods gone, Luclin's destruction was an inevitable result of mortal arrogance and presumption. Luclin, they say, was destroyed by sin. Still others blame various factions on Luclin, who somehow must have triggered the destruction by meddling with the power of the wizard spires, with the Combine loyalists, the Inquisitors of Seru, and the Nexus Guardians being favored targets of censure (though possibly only because these were the groups with whom most Norrathians were more or less familiar).

Whether the Shattering was a natural disaster, the result of mortal blunders, or a sign of the gods' displeasure, its results were enormous. Pieces of the broken moon showered Norrath, pummeling the land, killing tens of thousands and laying waste to entire continents. The melting of Velious was accelerated, and massive pieces of that land sank

The Age of Cataclysms

Even as peace once more began to take hold across Antonica, fearful changes apparently wrought by the gods' departure grew worse. With the rise in global temperatures, the icy continent of Velious began to melt, shattering the civilizations of the frost giants and the Coldain dwarves. Sea levels rose across Norrath, and the weather grew wilder and even less predictable. Travel between continents, already difficult, lengthy, and hazardous due to the closing of the druid circles and wizard spires, now became impossible.

Damaged by the rising waters and rendered unstable by seismic disturbances, large portions of Subtunaria — the network of tunnels and caverns beneath Antonica — collapsed, sending vast portions of the continent tumbling into the sea, drowning entire towns and cities and killing countless thousands. The continent of Antonica was literally ripped apart over the period of a mere few years, broken into numerous smaller subcontinents and islands that would eventually be called the Shattered Lands. This disaster was called the Rending, and would herald the coming of the Age of Cataclysms.

But worse was to come. The Word of the Tranquil had yet to be fulfilled.

The Shattering

For uncounted ages, the Moon of Luclin had hung like a shining gemstone in the night sky. Long ago, the seeds of Veeshan had fallen there too, and developed into creatures unlike any on Norrath. Later, the goddess Luclin chose the lunar world as a refuge, where she lurked in shadow and watched the antics of the other gods and their followers with amusement.



beneath the waves. Halas — still rebuilding in the wake of the orcish conquest — was destroyed, this time forever. Some of the falling meteors pierced the very crust of Norrath itself, bringing forth enormous volcanic eruptions, further damaging the world's fragile ecosystems.

This, then, was the “rain of fire” of which the Avatar of Tranquility had spoken, and soon hundreds and then thousands of refugees began to make for the promised safety of Qeynos and Freeport. And as the Avatar had suggested, even though the cities were badly damaged by both meteors and the rising sea level, both survived largely intact. However, as more and more refugees clamored for entrance, civil order in both centers began to implode.

Those few remaining worshippers of the gods claimed that this most recent catastrophe was the final punishment for mortals' lack of faith. Followers of good faiths appealed to their gods for salvation, while those who worshipped the evil gods either reveled in the destruction, or set off on bloody crusades to prove their worthiness so that they might be saved to begin anew. But as the Age of Cataclysms progressed, many began to lose hope, and once more all of Norrath seemed poised on the brink of destruction.

The Death of Lady Vox

On Velious, the ancient dragons who kept order and continued to follow the old ways were in turmoil. Their continent was disintegrating around them, and their ancient powers seemed utterly incapable of averting the disaster. In fact, the Rending and the Shattering both brought about destruction of such magnitude that the Claws of Veeshan — the old guard of ruling dragons — were all but eradicated. Into the resulting power vacuum stepped the upstarts of the Ring of Scale, a rebellious faction that had always felt the old draconian laws were too confining and restrictive. With many of the old leaders gone, the Ring of Scale seized control and began to plan for a return to the days when the dragons ruled all of Norrath.

The first part of the Ring's plan was to seize the Orbs of Omnipotence, items of great magic claimed by some to be the eggs of Lady Vox held in stasis at her fastness in the Everfrost Peaks. Damaged by the Rending, Vox's lair, called Permafrost, had nevertheless endured, and even now the ancient dragon priestess schemed to escape from the magical imprisonment that had kept her there for centuries.

Those who kept watch on Lady Vox, the elite faction of dragonkind known as the Drakota, had also suffered in the Rending and the Shattering, and now they looked to the Ring of Scale for leadership. Determined to gain the power that their race had once held, the members of the Ring of Scale commanded the surviving Drakota to enter Permafrost, slay Lady Vox, seize the Orbs of Omnipotence, and then hunt down and destroy Vox's beloved, Lord Nagafen.

The fight that followed was fearsome, and large portions of Permafrost were destroyed utterly, along with countless numbers of Vox's mortal followers and many of the surviving Drakota. Lady Vox herself perished at last.

Yet the Drakota were not entirely successful, for, perhaps due to some error of theirs, a servant of Lord Nagafen travelled from Nagafen's prison in the Lavastorm Mountains and collected the Orbs of Omnipotence and escaped with them prior to the death of Lady Vox. From his fortress in Solusek's Eye, Lord Nagafen now plots vengeance and one day hopes for revenge against those who murdered his beloved.

The Rebuilding

At long last, over three decades after the Shattering began, fire ceased to rain from the skies. The seas of Norrath began to calm somewhat, and hope was rekindled that the world had once more avoided destruction. Rebuilding began in Freeport and Qeynos alike. Meanwhile, the orcs who had escaped destruction at the Battle of Defiance and in the cataclysms that surrounded that time have founded the new Deathfire Empire. Races that had lain hidden in Subtunaria began once more to emerge, and foremost among them was an unknown species of small rat-folk who called themselves the ratonga.

As far as the folk of the Shattered Lands are concerned, the rest of the Norrathian continents have been destroyed, and broken subcontinents are now all that remain of the old world. The Qeynos Hills were recently renamed Antonica in honor of the old continent. Slowly, civilization has begun to return.

In response to a small but constant influx of survivors, the two human city-states have signed the Pact of Tserin, declaring that all refugees be transported to the Isles of Refuge before being admitted to either city. With the founding of numerous small isles and the increasing number of refugees, the rulers of Qeynos and Freeport have at last declared the Age of Cataclysm to be at an end.

...the Age of Destiny has at last begun.

CHAPTER TWO: The New Lands



ZEK

THE
ENCHANTED
LANDS

THE
ISLE
OF
REFUGE

KARAN

THE
FREEKROFT

LIVASTORM

DLERE

THE SHATTERED LANDS

the Shattered Lands



The twin disasters of the Rending and the Shattering irrevocably broke the old continent of Antonica into fragments, each named for the old land that it had once been. Today, two larger continents — Karan and D'Lere — dominate the region while numerous small islands and sub-continents (Feerrott, the Orcish Wastes, the Enchanted Lands, Lavastorm, and Everfrost) make up the rest of the area now called the Shattered Lands.

These new lands are wild and dangerous, for only two citadels of the old world — the human cities of Freeport and Qeynos — survived the disasters, protected as prophesized in the Word of the Tranquil. Today, these two cities are the capitol of twin empires, and are the chief destination for a constant stream of refugees. Fairly recent treaties between Qeynos and Freeport have established the Isles of Refuge, where refugees are taken and housed temporarily before being accepted as citizens of one or the other nation.

The Far Seas Trading Company is responsible for transporting these refugees, and also for the small but steadily growing web of trade and travel that has begun to reunite the remnants of the broken continent.

D'Lere

The larger of the two major land masses in the Shattered Lands, D'Lere has two diverse regions, each with its own climate, flora, and fauna: the Nektulos Forest to the north and the Commonlands to the south.

Nektulos Forest

In the north of D'Lere lies the Nektulos Forest, a rich woodland shielded much of the time from the sun by intense ashfall originating from the volcanic islands of Lavastorm. Its vegetation has adapted to this strange climate, and the forest is full of ruins from a vanished dark elf civilization that once

thrived there. Monuments inscribed with both the Thexian and Old Teir'Dal languages can be found throughout the Nektulos region, as can ancient dark elf roadways, settlements, and even (legend holds) a network of secret tunnels used by the Ebon Mask, an ancient dark elf thieves' guild. Scattered handfuls of living dark elves eke out a minimal subsistence in the area, hoping one day to find a way back to their lost homeland.

The Nektulos was once part of the Teir'Dal Empire. Dark elves defended the place fiercely and few if any outsiders ever escaped the region, which was defended by an elite corps of dark elf warriors known as the Dragoons of Gul'Thex. When the dark elf king, Naythox Thex, was assassinated by his wife Cristianos, most of the dragoons were engaged in a struggle against an alliance of rangers, druids, and halflings from the Kithicor Woods. When the Gates of Neriak were sealed, the Gul'Thex Dragoons were trapped and, after a long and bloody battle, defeated by their foes. Now a great number of the dragoons live on as undead, seeking vengeance against their former allies and against all living things in general. The ruins of Gul'Thex lie deep in the forest, haunted by the undead remains of the dragoons.

The forest is quite hazardous, given its alien climate and the powerful dark magical forces that still lurk therein. Even the mundane creatures of the Nektulos such as bears, beavers, bats, insects, and spiders have adapted to their dark, ash-filled surroundings. Elsewhere, more powerful creatures such as the deathbloom treants, once normal treefolk that were twisted and changed by the disasters of the Age of Cataclysms, and the owlbears of the area — highly adaptable creatures that some claim are survivors of the destroyed Moon of Luclin — make travel a deadly proposition. Undead (often the shambling remains of the Gul'Thex Dragoons) are quite common in the Nektulos as well. Giants, fey tribes, and dangerous shadowed men are also said to inhabit the region.

It is said that once per month a terrible event transpires in the Nektulos — an event that only the bravest and most foolhardy have ever witnessed. On this night, the moon turns a deep and bloody red, and the region pulses with unnatural necromantic energies. This so-called Moon of Blood is often accompanied by a huge increase in the number and ferocity of undead, and appears to be the work of a mysterious cabal of necromancers who use the increased magical energy to summon more and more of the shambling monstrosities. It usually falls to adventurers and soldiers of Freeport to hunt down and destroy the creatures. So far, no one has been able to determine the truth of these rumored necromancers or why they might engage in such activities.

Cauldron Hollow: Cauldron Hollow is a small dark elf settlement located inland from Port Naythox. Rumors claim



that a cabal of strange and evil beings has taken over the settlement, but so far no one who has ventured there has returned with any reports.

Nektropos Castle: This ancient fortress can be reached only via a narrow, dangerous pass known as Gargoyle Gorge (so named because the towering rock formations there resemble gargoyles). In the early days of post-Shattering Freeport, a powerful nobleman named Lord Everling built a small village here, along with a castle, where he delved into arcane secrets and began to amass a collection of oddities and rare artifacts. No one knows for certain what went wrong, but it is known that the entire Everling family and all of its servants vanished, and that the village itself was overtaken by strange invisible creatures.

Travelers and merchants claim to have seen the ghosts of the Everling family pleading for aid, but those who venture into the village and the castle beyond never return. Nektropos Castle remains a place of mystery and horror to this day, and none has yet discovered what truly happened there.

Port Naythox: Most of the remaining dark elf loyalists in the region live in this small coastal town. Named for the slain sovereign of the Thex empire, Port Naythox has a large dock capable of mooring the largest sea vessels. The Far Seas

Trading Company has established offices here, and the settlement is probably the only real outpost of civilization in the Nektulos. All the same, things are not always secure, for the port is periodically plagued by a band of pirates called the Neriuss Marauders. Those who aid the Thexians against these hated foes can earn the dark elves' gratitude and — for what it's worth — their friendship.

Razorrock Ridge

The continent is divided by the impassible barrier called Razorrock Ridge that surrounds the vast majority of the Commonlands. Tall, windy, jagged, and in most places sharp as razors, the spires of Razorrock Ridge are a deadly hazard to even the most experienced mountaineers, and most travelers simply sail around them. Those who don't fall to their deaths are snatched away by the giant rocs that hunt the region for prey.

The Commonlands

South of Razorrock Ridge lie the Commonlands, whose name has not changed since before the Shattering. A region of battle-scarred savannah, the Commonlands have been the scene of countless battles between humans and orcs, for it was once a stronghold of the powerful Deathfist clan. The terrain



varies from flat plains covered in tall, waving grass, to dusty hills and kopjes, clumps of trees and sere scrubland. Ruins from previous eras dot the region, along with small hardy human settlements, where inhabitants raise cattle or engage in subsistence farming.

Rivers provide water and transportation to the inhabitants of the Commonlands, maintaining a steady flow of trade from outlying settlements to the mighty city of Freeport, where human civilization still flourishes. Rocky outcroppings known as kopjes are found throughout the Commonlands. Remarkable for their own range of vegetation and wildlife, the kopjes are often islands of shelter from the harsh climate of the savannah, providing shade and forage for weary travelers and animals.

The creatures of the Commonlands are generally mundane, of the sort normally associated with grasslands and savannah. Lions and leopards stalk water buffalo and giraffes, while herds of elephant pass through, generally unchallenged by predators. Giant insects of many varieties are common, but they are generally inoffensive and fight only in self-defense.

Several lawless tribes inhabit the region as well, including the Spiketooth goblins, the Packrats — a band of ratonga bandits — and the human outlaws known as the Dervish Cutthroats. Also threatening the human colonists of Freeport is a new clan of orcs called the Bloodskull. These orcs are thought to be outcasts from the Deathfist orcs, though why an orc like the powerful general who leads the Bloodskull would be banished is unknown.

As refugees and new citizens crowd into Freeport, more colonists venture into the Commonlands, hoping to find new lives for themselves. With the growth of its population, Freeport has likewise grown more powerful, and the city's influence has spread across the entire southern half of the continent.

The Siege Land: This arid, semi-desert region was the scene of many battles, and was the staging ground from which the Rallosians and their orcish allies actually laid siege to the city of Freeport in the days of the Battle of Defiance. The ground is level with mounds here and there marking those places where the Freeport defenders flung mighty stones at their attackers. The grasslands are dotted with small stands of trees and scrubs. To the east, the Siege Land stops at the sea, offering a breathtaking view of the vast ocean horizon.

Crossroad: The largest settlement in the Proving Grounds is well guarded by the Freeport Militia. As its name implies, Crossroad stands at the junction of the major roads of the region; a single massive keep has been built over the actual crossroads itself, where the town guards and the village constable are normally based. The village provides inns, food, clothing, and other supplies to caravans, travelers, and adventurers, and often serves as a base for those groups venturing into the Commonlands to collect D'Lere's bounty on Deathfist and Bloodskull orcs.



Sea of Blades: The fertile savannah called the Sea of Blades is located along the great river known as the Spill, which originates in the great body of water called Pride Lake. Freeport has invested a great deal in the region, building roads, watchtowers, citadels, and settlements throughout the area. It is geographically defined by a line of heights called the Dawn Hills, along its border with the Siege Land, and in the north by a rugged line of kopjes. The Sea of Blades is relatively easy to defend, but raids by the Bloodskulls and Deathfist orcs have been growing in number, forcing Lord D'Lere to divert more troops to the region, and even going so far as to offer outside adventurers bounties for orc heads.

The Outlands: South of the Sea of Blades lies a region of arid chaparral and wild grasslands collectively called the Outlands. Freeport has tried very hard to colonize the Outlands; several villages of tough frontier settlers have been established here, though these are forced into self-reliance by raids from the Deathfist orcs and the harshness of the Outland climate. Isolated by the Spill, Pride Lake, and the rugged kopjes to the north, the Outlands remains mostly wild and unexplored. Many legends of lost treasures, fierce monsters, and hidden secrets continue to circulate, drawing explorers and adventurers. This is fine with Lord D'Lere, who wishes to see the region pacified and fully integrated into Freeport's growing empire.

The Wailing Hills: This small group of hills in the northern part of the Sea of Blades is remarkable not only for the eerie wailing that emanates from its densely-wooded slopes, but also for the ancient tunnel complex known as the Wailing Caves, where young adventurers from Freeport often come to test themselves and — hopefully — set off on the path of fame and fortune.

The Wailing Caves themselves are said to be haunted by the spirits of the orcs who once dwelled here, the Raiders of Shin'Ree. When the Freeport Militia discovered the caves, they attacked and captured most of the orcs there. The orcs met a cruel fate — thrown injured but alive into a vast pit, they slowly perished in the darkness. Now their tormented souls are said to haunt the caves,

and their skeletal remains are sometimes encountered in the vicinity.

The Bay of Dust: The city of Freeport is located on the shores of this oddly-named bay. Surrounded by elevated plateaus to the north and south, the bay is quite secure and its anchorage very deep, allowing large amounts of ship traffic in and out. From the dry lands above, the wind carries great clouds of dust down to the water, whence the bay gets its name.

The City of Freeport

At the eastern edge of the continent, situated along the Bay of Dust, rises one of the most ancient and powerful cities in the Shattered Lands — the human city of Freeport. Known as the Great Trade City, Freeport serves as the hub of commerce that each day expands the frontier of civilization and brings the varied Shattered Lands together. Also called the Sleepless City, Freeport is busy at all hours of the day and night, with ships coming and going, cargo being loaded and unloaded, and the folk of dozens of lands, both familiar and unfamiliar, arriving on its waterfront.

Despite its favorable reputation as a mercantile city, Freeport also has a reputation for savagery and unpleasantness, for it is ruled by a mysterious, tyrannical Overlord and patrolled by a violent and sadistic militia made up mostly of thugs and ex-convicts. Smuggling, thievery, banditry, and all sorts of crime thrive in Freeport, where bribery and corruption are part of daily life.

Freeport's early history gives little hint of the infamy that currently adorns it, for it was founded centuries ago by the





knights and priests of the Order of Marr and the wily merchants from the Coalition of Tradesfolk. Starting life as a small port village (though reputedly on the foundations of an ancient city), Freeport soon grew into the mighty walled city that it is today, thriving from trade across Norrath's oceans. As contemporary legend holds, when the Knights of Truth and Priests of Marr grew weary of the increasing corruption and violence of the city, they departed, and a paladin lord named Sir Lucan D'Lere (for whom the present continent is named) remained behind, out of loyalty to the state, to become governor of Freeport.

Though Freeport continues, along with the less ill-favored city of Qeynos, to be one of the two major metropolises and centers of reborn Norrathian civilization, its reputation continues to be grim. The current ruler bears the same name as his predecessor, Lord Lucan D'Lere, although some wonder if in fact Freeport is not ruled by the original Sir Lucan, who has somehow made himself an unnaturally long-lived despot.

Karan

The second great continent of the Shattered Lands, Karan lies across the Tranquil Sea from the continent of D'Lere, and is home to the city of Qeynos, a place where justice and truth still reign. The continent itself is divided between the green and pleasant rolling hills of New Antonica (or simply Antonica), named in honor of the old continent, and the grassy highlands of the Thundering Steppes.

New Antonica

The region surrounding the city of Qeynos was once called the Qeynos Hills, and was the scene of ferocious bloodshed during the Battle of Defiance. There, the Horde of Inferno was stopped in its tracks and much of it was slaughtered by Qeynos' defenders (though, some claim, with help from divine allies who opened great fissures in the earth to swallow up orcs by the thousands). Since the Rending and the Shattering, the region has been renamed New Antonica, for it is one of few portions of the Shattered Lands that is still much the same way it was before the Age of Cataclysms. Here the grass is green, the flowers bright, and eager streams rush down to the sea. It is a reminder of the way the world once was and — in the view of many — the way it could be again.

Though scenic, however, Antonica is far from tranquil, for the undead remains of ancient battles still occasionally emerge from the earth to plague the living, and the Darkpaw gnolls still prey upon travelers as they did in the distant past. Giant insects such as the klickniks are also found here, though for the most part they are harmless. The dangerous klicknik queen is an exception to this rule, and when she is defending her territory, she can cause untold destruction, forcing the Qeynos Guard to respond.

Ordinary creatures such as bear, wolf, hawk, fox, deer, and elk are common and have generally learned to stay out of the way of the local humans. Less savory creatures such as werewolves, human bandits, and occasional goblin raiders have been known in Antonica as well, but these are rare. Legend holds that in ancient times a powerful ranger named Holly Windstalker defended the creatures of the Qeynos Hills against those who would hunt them indiscriminately, and some claim that Holly herself lives on, protecting the beasts of Antonica even beyond the veil of death.

Nonetheless, given its bloody history, it is somewhat surprising that Antonica is such a pleasant place. In the far past, the brutal War of the Plagues pitted the forces of Qeynos against an army of disease-ridden undead led by a powerful



shadow knight of the Bloodsaber faction named Lord Grimrot. Eventually, Grimrot's armies were defeated and most of his "warriors" were destroyed, but from time to time a forgotten member of Lord Grimrot's forces comes shambling out of the night, necessitating action by the local authorities.

More recently, the once-defeated Sabertooth Clan of gnolls has returned. The leader of this clan remains unknown, but rumors persist it is a gnoll known as Fippy Darkpaw. Whether this is the same Fippy Darkpaw who troubled Qeynos in the distant past, or an upstart who has taken the name and identity of an ancient gnoll hero is not certain, but to the authorities in Qeynos, his threat is very real, and investigation of the newly opened warrens of Blackburrow has begun.

Tower of the Oracles: In the north of Antonica, near the high sea cliffs, rises one of the tallest structures on the continent. Thrice the height of the Qeynos guard towers found throughout the region, the Tower of the Oracles is home to ancient arcane magic. Inside, two mysterious oracles — human-seeming, but none can say for sure — tend a chamber in which is contained the Karma Pool, a magic cauldron of shimmering metallic liquid. Here, the oracles offer prophecies and karmic good fortune in exchange for powerful magic or gold. No one really knows what the oracles want or why they engage in this strange practice, and for their part the oracles are not talking.

Tomb of Varsoon: Just off the northwest Antonican coast lies a small island whereupon, legend holds, an evil lich was once interred. This powerful individual, named Varsoon, was placed in a magically warded mausoleum, where his soul was to dwell for eternity, unable to trouble the outside world. Unfortunately, recent investigations have revealed that not only is the ward gone, but the tomb is empty as well. Undead have been sighted on the island, but no full-scale investigation has yet taken place.

Darkpaw Glen: A stronghold of the Darkpaw faction of the resurgent Sabertooth Clan, the glen is largely avoided due to the strength of the gnolls in the region. Several Qeynos expeditions into the glen have ended inconclusively, with no new information about the gnolls revealed. Old manuscripts hint that there is an entrance to an underground network of gnoll tunnels here, and some worry that the Darkpaw faction may use the tunnels to attack Qeynos.

Bells of Vhalen: In the center of New Antonica along the lower slopes of the Dragon's Maw Hills lie the ruins of an old bell tower, originally built by a legendary bard named Vhalen. Intended as a warning device, it contained two great bells, but was destroyed in the War of Plagues. One bell remains hanging, and is said to still be functional, though a number of dire legends and rumors surround it, one of which claims that



ringing the bell will summon the ghost of the bard Vhalen, who will demand a service as penance for being disturbed. Others claim that the bell still retains magical powers and that its very sound is inimical to undead.

Bramble Woods: This secluded woodland in southern Antonica has resisted most attempts to map or survey it, due to its extremely tangled and treacherous vegetation. So far, most expeditions from Qeynos have avoided the place, which is a matter of some happiness for the Darkpaw gnolls who have turned it into a stronghold, moving about through hidden tunnels. They intend to use it as a staging area for raids against caravans, travelers, nearby human settlements, and — eventually — Qeynos itself.

Firemist Gully: This gorge was the scene of ferocious battles between the forces of Qeynos and those of Lord Grimrot's undead armies. Once a small thicket, the gully was scorched by a great spell cast by the human defenders of Qeynos, and today the place is a tangled, horrifying mass of burned tree trunks, ruined weapons, damaged armor, bones, and tough, thorny brambles. In the center of the field, a great tower seemingly made of thousands of bones has appeared, but no one knows who created it. The necromantic magic in the region is almost tangible, and most observers believe, no doubt wisely, that the appearance of the Tower of Bone is a portent of great ill. Much of the time the gully is filled with a thick, knee-high mist, making footing treacherous.

Dragon's Maw Hills: This ridge of rugged mountains runs along the center of the Antonican region, studded here and there with tall, craggy peaks. The highest peak in the region — the Dragon's Tooth — can be seen from miles away and is a well-known landmark for the region. The hills are wild and full of dangerous creatures, and there have been reports of goblin and gnoll activity there.

The Thundering Steppes

Seemingly endless grassy highlands, the Thundering Steppes are the remnants of the ancient Plains of Karana, which was in its day a virtual sea of grass in old Antonica. Today, much of the plains' old territory is covered with water, and what remains is surrounded by rugged and treacherous cliffs, where the wrecks of countless unlucky ships lie rotting.

The old region was holy to Karana, God of Storms, and today the steppes remain unsettled and chaotic, plagued by fierce winds, sudden cloudbursts, and frightening thunderstorms. The steppes were particularly hard-hit by meteor showers, leaving great craters, some of which have filled with water and become lakes. Even so long after the Shattering, the region is still sometimes struck by meteors, the last remnants of the destroyed Moon of Luclin.

Wildlife here is tough and hardy, including predatory sabertooth cats, rhino, and elephant, and tribes of primitive plains centaurs, as well as gnoll raiding parties and, occasionally, giants from the north. There is said to be a network of underground tunnels dug by the indigenous creatures known as rumpers, but so far this phenomenon has not been extensively explored or mapped. Qeynos maintains a presence here, mostly in the form of coastal communities, guard towers, and small citadels. Qeynos' hold on the steppes is tenuous and constantly challenged by the gnolls, giants, and centaurs, but it is steadily growing in strength.

The Dead River: This long riverbed stretches from the northwest all the way to the very southern end of the region. Old and meandering, it branches many times, forming small butte-like islands along the southern edge of the steppes. Most of the time the river is a dry gorge, though during rainy season it sometimes fills briefly with muddy water. In most places the riverbank is steep and treacherous, requiring climbing gear or magic to successfully negotiate, while in other places the bank is shallower, allowing easier access to the riverbed.

Fallow Farmlands: Stretching south to the banks of the Dead River, these farmlands were abandoned by their owners long ago when massive pieces of the destroyed moon began to rain down, causing widespread devastation. Farmhouses stand in disrepair, many roofs have collapsed from the ravages of time and harsh weather, and the entire region has been taken over by fell creatures, including werewolves, gnoll raiders, and animated scarecrows.

Thundermist: This small village is home to a small group of hardy human and barbarian settlers who are attempting to carve out a life near the dangerous west coast of the Thundering Steppes. Its inhabitants are tough and resourceful, and the village is fortified against attacks by the centaur bandits of the plains and by gnoll raiders from the north.

Bridge Keep: Qeynos' influence is strongest here, in a fortress that is both a bridge and a powerful keep garrisoned by the



Qeynos militia. A pair of stone towers flanks the Dead River, while heavy gates can be closed against enemy attack. This keep is home to the Qeynos Guard Outland Brigade, worshippers of the old storm god Karana who have pledged themselves to defending the Qeynos settlers of the region. There is also a small contingent of centaurs who have converted to the worship of Karana and fight alongside the knights.

Ruins of Varsoon: Once known as the Keep of Immortality, these ruins were home to the illustrious mage Varsoon. Legend holds that the mage turned to evil and became one of the undead, forcing the Qeynos militia to attack and capture him. Supposedly interred at Varsoon's tomb, in New Antonica, the lich's true whereabouts are unknown at present, and his ruined home today sits atop a forested hill in the central highlands of the steppes. The ruins are said to contain vast magical treasures as well as deadly guardians, but access to the lower levels where the riches are rumored to be hidden remains undiscovered.

The Mirror: One of many craters formed by falling meteors and filled with water by the constant rains of the region, the Mirror is a prominent landmark, since its waters are pure and motionless when the weather is calm, offering a perfect reflection of the clouded skies above.

The Highlands: The central highlands of the Thundering Steppes consist of rolling, grassy hills, spotted here and there with patches of bare black rock and fragments of fallen meteors. The creatures known as rumpers burrow beneath the surface of this area, making travel hazardous.

Grave Pool: A deep depression at a fork in the Dead River, this basin is filled with stagnant, poisonous water. The stench of the place can be detected even a substantial distance away, and the disease-ridden, algae-choked waters hide animated skeletons and zombies — the undead remains of those who have drowned in the Dead River over the years, apparently animated by whatever life-suppressing force plagues the area.

Crater Mine: A tribe of hill giants has built a settlement near this impact crater, and have put together an extensive mining operation. They appear to be mining a large chunk of the Moon of Luclin, though no one has been able to figure out why. The giants guard their operation fiercely, however, and attack any outsider who approaches.

The City of Qeynos

As Freeport is a den of evil and disorder, so is Qeynos a shining beacon of good and compassion in the heart of a broken continent. Like Freeport, it was sorely tested in the





Age of Cataclysms and almost fell to a combination of natural disasters and an overwhelming flood of refugees; however, the city was rebuilt by a partnership of Qeynosians and the Tunarian Alliance (a group dedicated to nature comprised of druids, rangers and woodsmen). This unification created a city that is today a blend of many different architectural styles, combined with the lush flora of the surrounding region — the Qeynos of today is at one with the forest around it.

Qeynos is divided into numerous residential neighborhoods or districts. In general, the districts are divided along racial lines, with all the structures and amenities in a given area geared toward one or another of the ethnic groups that inhabit the city. Humans occupy diverse districts such as Nettleville Hovel and Starcrest Commune, the former of which they share with the kerra and the latter of which they share with the Erudites. Graystone Yard is home to most of the city's barbarians and dwarves, while Castleview Hamlet houses the high elves and frogloks, who get along surprisingly well despite their wildly different physiologies. The wood elves dwell in a communal neighborhood called Willow Wood, a formerly half elven village now shared with the wood elves, and the gnomes and halflings have recreated a reflection of their old lands in the district known as Baubleshire.

Beneath the streets of Qeynos stretch the Catacombs, a labyrinthine network of tunnels, sewers, aqueducts, and even tombs, often used by the city's shadier elements for surreptitious travel and assignments. An entire underground society (in every sense of the word) has grown up in the Catacombs, where it is said that any goods or services are available for a price.

Beyond the city lie the yards of Qeynos, isolated and rugged wilds that are considered far too dangerous to be settled at this time. These regions include the dismal peat bogs, a network of caverns said to harbor many dangerous albino creatures, various pre-Cataclysm ruins, and an intact forest called the Oakmyst Woods, where some of the city's wilder wood elves have chosen to make their home.



Feerrott

Across the treacherous stretch of ocean called the Blackwater lies the jungle continent of Feerrott. Once the stronghold of the second Rallosian Empire, the region was isolated in the Rending and today has been largely reclaimed by the Alliz Tae Ew and Alliz Evol Ew tribes of lizard men in the name of their lost patron, Cazic-Thule.

In the north of the island rise the jungle-covered slopes of Mount Thule. Numerous small streams tumble from the heights, forming tall waterfalls that cascade into the jungle below, creating clouds of mist that cover much of the northern portion of the Feerrott. The central portion of the subcontinent is dominated by a thickly forested river valley, dotted here and there with bare rocky outcroppings and abandoned ogre citadels, now covered with vegetation. Lizard man temples and settlements are also hidden amid the heavy jungle growth. To the west rise a strip of bare hills devoid of vegetation and apparently entirely lifeless. Though only a portion of it remains from earlier times, this region is still known as the Dead Hills.

The jungle itself, though, teems with life, and in it brutal violence is an everyday occurrence. Giant frogs and spiders lurk in the undergrowth, gorillas and other semi-intelligent primates guard their territories jealously, giant snakes and crocodiles hide in rivers, leopards and other predators keep watch from trees, and horrific aberrations such as manticores and tentacle terrors have been seen in surprising numbers. As in most other places in the Shattered Lands, undead are common as well—in this case, for the most part, the animated remains of slain orc and ogre warriors of the Rallosian Empire.

The Deathfist orcs have also made tentative probing raids into the region. The real masters of the jungle are the Tae Ew and Evol Ew lizard men, however. Once enslaved by the ogres, the lizard men rose up to throw off the yoke of the Rallosian Empire as the Greenmist descended upon their oppressors. The Evol Ew dwell in the western portion of the Feerrott, lurking in darkness and striking from hiding when outsiders violate their territory. They are skilled in the use of blowguns and spears and often use venom-tipped weapons. The Evol Ew pay homage to the Reptile Queen Alliz Onu, but they are aware of her relation to Cazic-Thule and pay respects to the Lord of Fear as well. They maintain an uneasy peace with the Tae Ew, supplying the Temple of Cazic-Thule with sacrifices in the form of captured adventurers and weaker Alliz Evol.

The Alliz Tae Ew are the minions of the Amygdalans, extraplanar guardians of the Temple of Cazic-Thule. The Tae Ew have been subjected to horrific rituals in which their eyes are removed and their eyelids sewn shut. Despite this, the Tae Ew can see perfectly well, even in darkness. They are even more



violent and depraved than the Evol Ew, and engage in rites of cannibalism and bloody sacrifice to their fearsome god.

The Tomb of the Last King: The king interred here was the last ruler of the Rallosian Empire prior to the War of Ages. When the Greenmist came and the lizard men rose up to throw off the empire's chains, this king perished in battle and was laid to rest by his followers. Those who interred the emperor themselves succumbed to the Greenmist soon after, so no one alive today knows precisely where the tomb is located or the name of the king buried there. It is known to contain vast treasures and potent magic items and is in all likelihood protected by numerous magical wards and guardian beasts or constructs.

Monkey Hills: These low hills rise above the jungle lowlands of western Feerrott. As their name implies, the hills are full of monkeys of all sorts, and also harbor a number of Alliz Evol Ew settlements.

Sabertooth Hills: Beings feared to be ogres of the Rallosian Empire have begun to move into this region, hoping to liberate it from the lizard men. The hills are thick with heavy foliage and harbor especially ferocious predatory sabertooth cats. These cats maintain nests of bones within small groves in the hills, and the corpses of unfortunate adventurers can sometimes be found there with various treasures and possessions. The invaders have built several towers in the area, but so far their presence has been relatively minimal.

Defiled Shrine Isle: This small island contains an ancient temple built by the lizard men before the arrival of the ogres—before even the construction of the great Temple of Cazic-Thule. Under the supervision of the Amygdalans, the lizard men carved an elegant and sophisticated temple, a grand tribute to the Lord of Fear. Three great stone totems were raised, representing the deities Kyr'Tok the Mangled, Alliz Onu the Reptile Queen, and Cazic-Thule himself. The ogres sacked the site at the same time as the defilement of the



Temple of Cazic-Thule, but since the Rallosian Empire's fall, the Alliz Tae have returned and begun to rebuild.

Mount Murdunk: This great mountain was named for the great ogre hero Murdunk. A gigantic waterfall cascades from the heights, ending in a small pond, on the shores of which stands a great statue of Murdunk himself. It is said that Murdunk died in battle here, and the place remains sacred to the ogres.

Greenblood River: This river flows from Mount Murdunk and is thick with aquatic algae and lichen, giving it a sickly green hue. The ogres believe that the green coloring is actually caused by the blood of the hero Murdunk, and consider the river's waters to be sacred.

Anaconda River: Narrower than the Greenblood, the Anaconda River is home to many large snakes and alligators. Trees grow close to its banks, their roots often forming natural bridges across the river. The river meanders through the jungle, eventually emptying into the Blackwater. The lizard men sometimes swim here, but must be wary of the river's predatory inhabitants.

Ruins of Rallos: Once, the great city of Rallos — capitol of the regenerated Rallosian Empire — rose up from the jungle on this site. From here, the rulers of the new empire spread out to conquer much of the continent of Antonica. When the Greenmist returned to Norrath, striking down the ogres, the city was aban-

doned; today it exists only as a vine-covered ruin. Most of the proud ancient structures have fallen, and roads are only barely visible through the thick undergrowth. Walls have collapsed, creating further confusion to the point that the entire city is now little more than an immense maze, the haunt of a few natural predators and occasional undead that are the solitary, shambling remains of the city's old ogre inhabitants.

Valley of No Return: The Anaconda River flows through this isolated, jungle-choked valley. Its sides are sheer and nearly unscalable, and the jungle teems with dangerous beasts as well as parties of Alliz Tae Ew and even horrifying Amygdalans. The river itself is likewise treacherous — deep and alive with predators, its banks steep and slippery. On a river island deep in the heart of the jungle lies the terrible Temple of Cazic-Thule itself.

Trembling Lagoon: This hidden cove is of interest because it's the resting place of the titanic, intelligent and magical gateway called The Fear Gate. This enormous structure does not operate, but the Thulians who fiercely guard it believe it will again some day become active. So steadfast are they in this belief that they have spent great resources to summon to the Trembling Lagoon an ancient beast from the Ocean of Tears to act as The Fear Gate's supreme guardian.

Temple of Cazic-Thule: Brought to Norrath from the Plane of Fear itself, the Temple of Cazic-Thule was rebuilt, brick-by-brick, in the heart of the Feerrott. Its location has been lost and rediscovered dozens of times throughout history, leading some to believe that its location actually changes, or that the surrounding jungle acts as its guardian, shielding its location. Currently it is located on an island in the Valley of No Return. During the rise of the second Rallosian Empire, the





the ogres made the fatal mistake of occupying and sacking the temple, which inadvertently awakened the Avatar of Fear. Soon after, the Greenmist descended, slaying ogres by the thousand and bringing about the collapse of the second empire.

Inside the temple, the Alliz Tae Ew serve the Amygdalans and other horrifying minions of Cazic-Thule, engaging in blood sacrifice and other dread rituals. Outsiders captured by the Alliz Evol Ew lizard men are invariably brought here, where their souls are offered to Cazic-Thule and their bodies devoured by the voracious Tae Ew.

The Enchanted Lands

In the far north of the Shattered Lands lies this green and idyllic island, covered in lush greenery and alive with many species of animals. The rich woods that dominate the island are found nowhere else in the known reaches of Norrath, and the frost and chill of the northern lands seems to have miraculously spared this island region from the worst of its ravages. Yet despite their verdant beauty, the Enchanted Lands nevertheless hide terrible dangers, and fearsome powers seem to be at work here.

Once home to the halflings, the Enchanted Lands were originally located in central Antonica, and supported the thriving city of Rivervale. Here too dwelled many types of fae folk, who shared the land with the halflings. During the Age of Cataclysm, central Antonica was miraculously spared from the destruction that rained down upon the rest of the continent, and in the aftermath of the disaster, the halflings and their fae friends did their best to rebuild the land and keep it in its pristine state.

For a time, it seemed that they might succeed, but then — very recently — most of the halflings and the fae vanished mysteriously, leaving in their wake twisted alien spirits of malevolence and chaos, which seem determined to feed upon

destruction. A handful of halflings and fae remain behind, struggling to hold their land against the strange invaders.

Some of the old sylvan creatures — treants, dryads, fairies, and woodland animals such as deer, bear, and wolf survive, but many of the creatures that walk the Enchanted Lands are twisted parodies of the creatures that once inhabited the region. Dark treants, evil fairies, twisted halflings, animated scarecrows, root horrors, succubi, and other demonic creatures now infest the green woodlands and meadows. What these creatures want or where they came from is not known, but some believe that they intend to steal all magical energies from the Enchanted Lands, turning them to their own twisted purposes.

The halfling guardians who call themselves the Storm Shepherds have banded together, attempting to liberate their lands from the invaders. They are allied with the Guardians of Fairblossom, the surviving fae, and are opposed by the demonic alliance known as the

Nightblood Reapers who, under the command of the mysterious demon-warlock known as the Nightblood Overlord, are allied with the dark fae faction called the Phantoms of Blyghthollow. Whispered tales also speak of a succubus named Contessa Zalindrae who holds hundreds of halflings in thrall, forcing them to labor for her toward some nefarious end.

Corrupt Dryad Grove: Once, dryad groves could be found all over central Antonica. Today, most of these have been abandoned, though this particular grove — once one of the most ancient and sacred of all such places — has succumbed to the strangling grasp of evil that has choked the life out of much of the region. Once a holy place, it is now a festering haven of corruption and evil. The dryads and fairies who once dwelled here were driven mad by the corruption and exist as frenzied, jealous spirits who seek to bring all nature into their corrupted state.

Bobick: Once a picturesque and thriving halfling seaside village, Bobick today lies in a state of recent abandonment. Its docks are still functional, and exploratory expeditions from Qeynos have made port here on several occasions. Rumors suggest that Bidy Bobick and a handful of other halflings have recently retaken control of this small port.

Granary Hill: A thriving halfling granary once stood at the top of this hill, sheltered by a massive ancient wall known as the Great Guard. Like other halfling settlements, Granary Hill shows signs of being abandoned only recently, though some stories tell of maddened and insular halflings who still dwell in the region, lurking in nearby woodlands, fighting desperately against the evil fae who have taken over the region.

Berrybrook Field: This vast, tranquil expanse was once home to the Berrybrook family, growers of the sweetest and juiciest berries in all of Norrath. Now, like other halfling dwellings, the Berrybrook home lies abandoned, infested with evil creatures: Twisted halflings — possibly all that is left of

this once-happy family — as well as evil fae and dark treants dwell here now. The corruption has also crept into the plants of the field, souring the berries and rendering them inedible.

Goblin Pass: This approach to Runnyeye Citadel is controlled by the goblins, who have posted guards and citadels in an attempt to hold at bay the corruption that infests the Enchanted Lands. It has been the scene of several battles between the goblins and the corrupt fae, led by their corrupt demon masters.

The Lazy Drain: This winding stream of slimy bog water runs through the North Hills to meet the Silverbright Brook in the valley to the south. These dark waters were polluted by the Runnyeye goblins and have grown even more foul and dangerous with the spread of corruption through the Enchanted Lands.

Bog Mountain: This low mountain houses Runnyeye Citadel, stronghold of the Runnyeye goblins. The goblins — once dedicated foes of both halflings and fae — now struggle merely to keep the corruption of the region from taking over the last of their territories. So far, they have held the corruption at bay, and struggle to keep the region free of the invaders' taint. Runnyeye Citadel is well defended by the goblins and the evil eyes, who use their powers to dispel any hostile enchantments; the evil eyes once ruled the region, but are now the goblins' slaves, or so the goblins believe....

Tagglefoot Farms: These abandoned farms were once maintained by a faction of halfling rangers and druids. Today, the place is in fearsome disrepair, with corrupt plants taking over the decaying buildings and such frightening beasts as

scarecrows, evil fairies, dark treants, and twisted dryads growing in both numbers and aggressiveness.

Rivervale: The old home city of the halflings is today abandoned, but the remaining traces of its old magic appear to have held the corruption at bay, and its condition appears to be entirely natural. Those who come to the Enchanted Lands seeking to investigate the halflings' disappearance and the plans of the invaders sometimes temporarily occupy the homes and shops of Rivervale and use it as a base of operations, but the halflings of the Storm Shepherds faction keep a close watch on outsiders to make sure that their precious settlement is not damaged.

Lavastorm

Once located in the far northeastern corner of the mighty continent of Antonica, the subcontinent now called Lavastorm was ripped away and isolated during the Rending, when the greater landmass fragmented. Today, its volcanic activity continues at an even greater and more ferocious pace, transforming the land into a hellish environment where no ordinary being can possibly survive without magical protection. Smaller volcanoes belch ash and lava constantly, rising toward the center of the land and the greatest volcano on Norrath, Mount Solusek.

The land surrounding Mount Solusek is like a great spiral staircase, rising higher and higher into five great steppes, each ravaged by volcanoes and earth tremors, and each higher than the last. Lava pours down from the steppes, vanishing in clouds of steam in the surrounding waters, known as the



Cauldron. The ash from Lavastorm is carried on the prevailing winds to shroud the region known as the Nektulos Forest, also called the Ashlands. Earthquakes and devastating eruptions are common events here.

No natural plant life can survive in the harsh environment of the Lavastorm, and the region's creatures are among the hardiest and most dangerous in the Shattered Lands. Efreeti, fire elementals, fire goblins, and incredibly tough arachnids adapted to the extreme heat are among the creatures that can be encountered here. A variety of animated skeletons known as the Burning Dead, the undead remains of an ancient cult of mages reputedly cursed long ago by Solusek Ro, also inhabits the Lavastorm region — it is said that these creatures retain much of their old human intelligence, but have also been driven mad by the agonies of their burning state.

Among the few “ordinary” mortals who inhabit the region are the spellcasters of the Order of Flame, a sect of Solusek Ro worshippers who have built a small citadel called the Pillar Inferno, located off the southern coast of Lavastorm, where they maintain a vigilant watch on the mainland, waiting for the day when Solusek Ro once more returns to Norrath.

Temple of Solusek Ro: One of the few permanent dwellings ever built in the Lavastorm, the temple is mostly underground and once housed the members of the Order of Solusek Ro. Today the temple, whose entrance is located in a lava-filled caldera, is largely abandoned, but is said to house a strange creature who may know the secret of why the order vanished. All furnishings and objects in the temple are made of metal and cannot be handled by ordinary means.

Pillar Inferno: Built by the Order of Flame as close as possible to the holy land of Lavastorm, the Pillar Inferno is a gigantic and virtually indestructible tower of stone. Members of the order dwell here, engaging in ritual worship of Solusek Ro and occasionally communing with the creatures of the Lavastorm. The members of the order maintain a barge made of the magical substance ronium, which they use for journeys into the interior via the Magma Grotto.

Magma Grotto: This broad lava tube leads from the southern coast of Lavastorm and into the interior. Members of the Order of Flame — magically protected from the deadly heat — travel along this route on a small stream of magma, bound for the holy sites of Lavastorm. Such voyages are of necessity relatively short, for not even the fire-worshipping members of the order can survive for long in this harsh environment.

Remnants of Najena: Long ago, a powerful dark elf sorceress named Najena dwelt here, delving into the secret powers of the elements. When an army of fire giants under the dragon Lord Nagafen attempted to invade the region, she created a



massive golem that turned the invasion back. During the Rending, when Lavastorm was isolated from the rest of Antonica, the entrance to Najena's underground realm collapsed, and today no one is sure of the dark elf's ultimate fate. All that remains is a set of massive double doors, blasted outward and resting at the front of a large finished stone hallway of dark elf design. An ancient plaque near the entrance reads, *“Here rests the great Najena, entombed in eternal research. Do not seek her or she will seek you. Beware!”*

Dragon's Breath Tunnel: This lava tunnel links the interior caldera of Mount Solusek with the Fifth Steppe. On either side of the tunnel entrance are carved two mighty dragons that are said to actually breathe fire on unwelcome intruders.

The Fire Guard: Apparently built by great powers in ages past — some say by Solusek Ro himself — this gigantic wall is equipped with great guard towers and a huge gate that can only be opened by a massive crank on the opposite side of the wall. This wall is believed to have been built to keep some great host from moving south back when Lavastorm was part of Antonica, but no one today can say what this host was or whether the wall served its intended purpose.

The Lake of Fire: In the very center of Mount Solusek lies this vast lake of bubbling lava. Deep enough to submerge even a tall giant, the magma is cooler toward the center, where it has formed a craggy island of solid lava. On this island stands a titanic statue, near the ancient skeleton of an enormous red dragon. Though no one knows for certain, scholars speculate that the statue was a construct intended to battle the great dragon, and apparently did its job well. Some stories claim that the statue is still animate, and can walk about the caldera, breathing fire and crushing intruders underfoot — this tale may indeed be true, for no expedition that actually ventured into the caldera to investigate has returned.

The Northlands

All that remains of the vast homeland of the barbarians is this icy subcontinent, covered in rolling tundra and craggy mountains, all covered in deep masses of snow and ice. Today, no ordinary creature can survive here, where conditions test even the hardiest and most resilient of visitors. Entire settlements are covered in snow or sealed in ice, and vegetation — save the tremendously deep-rooted and tall ice pine — is all but nonexistent.

Animal life here is hardy in the extreme: polar bears, woolly mammoths, giant white-furred spiders, yeti, and a few predatory cats survive in the region. Intelligent inhabitants include the ice goblins of the Frostblood clan, who revel in the cold, and the ulthork walrus-men who dwell in the coastal regions where the climate is more tolerable. Hardy and resourceful, the ulthork often venture into the interior to hunt and trap. There are also a handful of small enclaves of ice giants scattered here and there. Some old barbarian and frost giant settlements can be found, often sealed under ice and snow.

The only real plant life in the region is the unique species known as ice pine. This species of titanic trees bears a great deal of inherent natural magic that protects it from the cold, allowing ice pines to grow even beneath deep sheets of ice. These trees appear in very small numbers, but can be used as prominent landmarks, often rising up above the ice that surrounds them.

Both the weather and geological conditions of Everfrost are unstable. Blizzards, sleet, and hurricane-force winds lash the land, while tremors and earthquakes are common, often shattering entire ice mountains and reducing them to glittering heaps of crystalline fragments.

Longboat Bay: This large bay is said to have been turned to solid ice by the breath of Lady Vox. Longboats that were in the bay were frozen along with the water, and others sank, their masts protruding from the ice. Today, the place is a frozen wonderland surrounding Stormedje Isle, with dozens of longboats frozen in various places. It is said that some of the boats that sank still have their crews aboard, frozen solid, along with their possessions and treasure.

Cove of Frozen Spires: This small island is dominated by high, icy cliffs, and in the interior rests an ancient Wizard Spire frozen beneath a thick coat of ice. The Cove is also home to a lone inhabitant, the restless spirit of a long-dead Northman once known as Tundra Jack.





Frozen Web Mines: An old mine originally excavated by the barbarians, this complex is long-since abandoned, though some stories say that there is still gold and silver to be found in its depths. Unfortunately, the mine's depths also contain large, ferocious white-furred spiders, which have taken the place over as their lair.

Valley of the White Mage: This vast valley is full of frozen goblins, unfortunate creatures encased by a powerful icy spell. It is also the location of the Tower of the White Mage, a soaring structure inhabited by a mysterious spellcaster and his apprentices. It is said that the White Mage commands vast powers, but hates being disturbed — he and his apprentices are engaged in various researches into cold and elemental magic — and that it is indeed the White Mage who once froze an entire army of goblins who tried to raid his tower.

Ice Pine Vale: A wide expanse of gentle, snow-clad hills, this valley has a large number of ice pines, and is where many Everfrost mammoths spend half their year before migrating to the Deepfrost Woods. The ulthorks maintain several hunting camps here, carefully hidden from sight.

South Refuge: A tall stone tower with an enormous bonfire pit at its top, the South Refuge was built ages ago as a shelter for barbarians lost in the wilderness during the region's fierce snowstorms. It remains today, standing tall above the surrounding landscape, forming a prominent landmark. It is also used as a shelter from time to time by both ulthorks and less aggressive travelers, though the goblins have also been known to set up ambushes here, hoping to catch those seeking shelter.

Yeti Town: A large group of yeti maintains a sizeable settlement in the land between Iceberg Bay and the icy cliffs to the east. They occupy several natural caves and have also hollowed out a few new ones. In the center of the settlement

are numerous skeletons of orca whales, the remains of those caught by the yeti and hauled here for butchering — a prodigious testament to the yetis' physical strength.

Iceberg Bay: The yetis come here to hunt killer whales. This bay is full of icebergs year-round, forming a treacherous maze of ice. Ships sometimes come here, but maneuvering through the icebergs is quite treacherous and requires a great deal of skill.

Ruins of Kor Dulok: This ancient frost giant city lies half-buried in snow. The city is surrounded by a mostly-toppled wall, with a single titanic stone gate and archway. In the center of the city is a massive tower that some observers have said is the largest artificial structure in all of Norrath. Said to pierce the clouds themselves, the tower is treacherous, and many floors are destroyed, but some believe that some of the secrets and treasures of the vanished

frost giants can still be found here.

Deepfrost Woods: One of the largest stands of ice pines on Everfrost, this region is located in a gully and is partially sheltered from the weather. Snow is less thick here, and in some places entirely absent. The ice goblins are quite numerous in the area, for they come here to fell trees and harvest timber. The mammoths migrate here yearly from Ice Pine Vale, and there is also said to be an ancient druid ring somewhere in the vicinity.

Colossus of Frostblood: This large butte of pure ice has been carved by the ice goblins into a huge golem-like form. The goblins originally believed that they could animate the thing to protect them from Lady Vox, but so far they have not been able to gather enough magic to accomplish the task. The great golem looks toward the mountain ranges where Lady Vox is said to have dwelled.

The Ruins of Halas: Once the greatest city of the barbarians, Halas is today frozen solid beneath a sheet of ice — and its inhabitants are likewise frozen, some in mid-stride. The buildings are locked away by the ice, perfectly preserved in their pristine state. Since the Rending, the mammoths of Everfrost have adopted Halas as their graveyard, and their skeletons lie scattered about the place in profusion.

Permafrost Keep: This frozen citadel was originally built by the frost giants, and then later served as home to the great ice dragon called Lady Vox. After Vox's death at the hands of the Drakota, the keep was largely abandoned, though some of her ice giant minions still lurk in the region, thought by some to be seeking a way to resurrect their slain mistress. Massive ice-rimed doors seal the entrance, which is carved into the likeness of an enormous dragon. The entire area is shrouded in a chill fog that obscures vision both inside and outside the citadel.



The Orcish Wastes

The subcontinent today known as the Orcish Wastes was once a portion of the Antonican region called the Jaggedpine Forest. The ancient woodland has been thoroughly despoiled by the Deathfist orcs, who have controlled the region since the Rending. The Deathfists have felled trees, used their timber to build warships, and dug deep beneath the land in search of coal and iron. Once one of the most idyllic and beautiful places on Antonica, the old Jaggedpine is almost completely gone, obliterated by the orcs' violence and greed.

Most of the region's once-abundant wildlife has been exterminated, along with the forests. In some corners of the subcontinent the region's old species — bears, panthers, wolves, and even an occasional wily old treant — still survive, but for the most part the wastes are in the hands of the Deathfist orcs. The surviving treants have banded together in an alliance called the Seeds of Tunarbos — named after Tunarbos, the first tree — hoping to preserve what remains of the Jaggedpine in its natural state. They are opposed by a faction of dark treants called the Ring of Rotwood, who worship the god of decay, Bertoxulous, and hope to bring disease and death to all living things in the region.

The orcs are opposed by a small group of rebels, the Green Hoods — also known as the Ghost Brigade — an alliance of druids and rangers who fight the Deathfists at every opportunity. Originally made up of humans and half elves, the Green Hoods have liberated numerous Deathfist slaves of all races, recruiting many into their ranks. Today, the Green Hoods include many different peoples, including even orcs, ogres, and dark elves, all united by their hatred of the Deathfists. Though it is a faint hope, the Green Hoods hope to one day drive out the orcs and restore the land to its old glory.

Vallon Foundry: This is the largest of the many mine-foundry complexes built by the orcs in the old Jaggedpine. The foundry itself is located deep inside the mines, with elevators

operated by slaves that transport ore and other items between levels. Deathfist mines are always shrouded in a foggy, choking haze from the wood fires used to run the forges and smelters. They are well-guarded by the Deathfists, and are sometimes the target of raids by the Green Hoods.

Grove of Stones: This is the best-known of the defiled druid rings of the wastes. It is a small grove with a circle of eight megaliths at its center, each carved with a different nature rune (one each for Growth, Decay, Health, Ocean, Sky, Storm, Sun, and Underfoot); at the center of the circle is a flat stone carved with the universal symbol representing the druidic faith. However, the runes have all been defaced, save for those that represent Decay and Underfoot, and today it is a place of great foul magic, where vicious, bloodthirsty undead and warped treants are often found.

Petrified Treant Grove: Some fearsome disaster during the Rending or the Shattering transformed dozens of normal treants into petrified trees. Today, these majestic beings stand in various postures, their faces and gestures suggesting that something horrible was happening. Some look to the sky while others cover their faces.

Titan's Tower: The highest point in the wastes, this craggy mountain is covered with shrubby vegetation, and is very treacherous to climb. So far, the Deathfists have avoided the place, but the Green Hoods believe that there is an object or site at the summit that contains a power that will help them defeat the orcs. So far, all attempts to climb the Tower have ended in disaster, so the truth of this tale remains unknown.

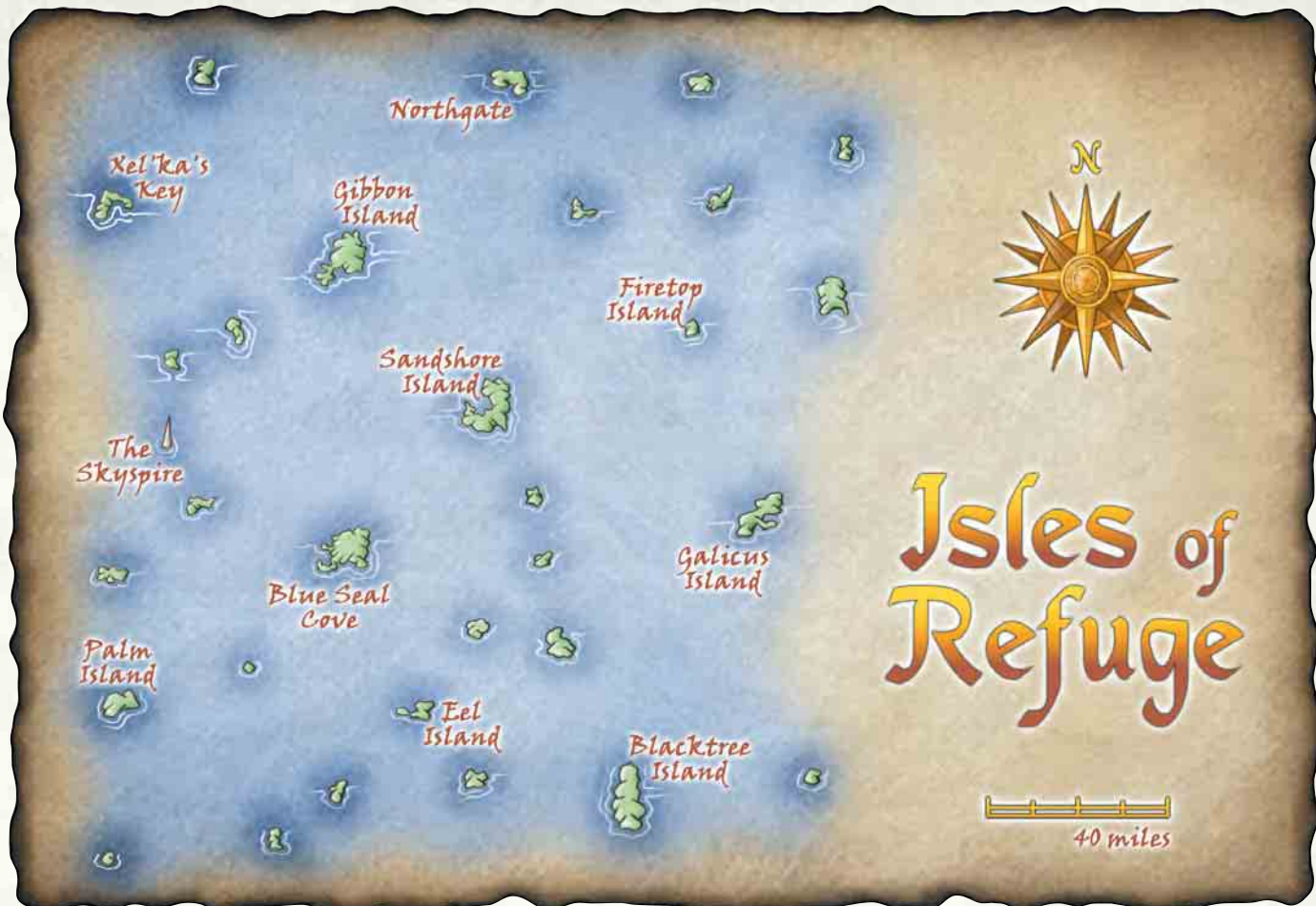
Deathfist Citadel: On the northern coast of the Wastes, at the summit of Deathfist Hill, stands the capitol of the current orc empire. Deathfist Citadel is a near-impregnable fortress, guarded by thousands of seasoned warriors, and well-protected by thick stone walls. Here, the Deathfists lay their plans for conquest and cast their greedy eyes across the world of Norrath.



CHAPTER THREE:



The Isles of Refuge



And so let it be known that we, the independent folk of Qeynos and of Freeport, in order to preserve the harmony and peace of these troubled lands, and to lend our assistance to those in need in these fearsome times, do agree to jointly and concurrently maintain a separate region, neutral and mutually administered, where those who were displaced by the cruel whims of circumstance may find refuge and safety. We declare these lands to be called the Isles of Refuge, and all who seek shelter are welcome there. Each inhabitant of these isles shall henceforth be free to choose his or her city of residence, while each city retains the right to accept or reject citizens pursuant to its own laws and customs.

To this the cities of Qeynos and Freeport solemnly agree, as witnessed by the undersigned representatives.

— from The Pact of Tserin

In the wake of the Age of Cataclysms, only two of the old great cities of Qeynos and Freeport are known to remain standing, and these were badly damaged and their resources sorely strained by an influx of refugees from all across Norrath. Accordingly, the two cities, whose inhabitants normally detested one another, were forced to negotiate, finally agreeing to jointly manage the hordes of refugees, and to formulate a relatively humane and measurable system for allocating them to each city. The neutral Far Seas Trading Company was created both to help manage the refugee problem and to explore and create a trade network throughout the Shattered Lands and beyond — seeking to determine what of the old world exists beyond the remnants of Old Antonica.

Arriving in the Islands

The Isles of Refuge provide an ideal starting point for beginning adventurers. Although the GM is free to begin the campaign anywhere in the Shattered Lands, the isles offer relatively simple challenges and an opportunity to learn more about the substantially altered world of Norrath.

The isles also provide a good reason for characters of widely disparate backgrounds, classes, and races to be together. Here, a party made up of a human bard, an elf swashbuckler, a kerra warrior, and a dwarf cleric makes perfect sense, whereas in other parts of Norrath, getting such individuals together might require a few more GM plot gymnastics.

Characters who start on the Isles of Refuge should have their own backgrounds and stories prepared. They are most likely to meet on board one of the Far Seas Trading Company's vessels, such as the *Far Journey*. The sea voyage gives the characters a good chance to get to know each other and to share some stories, and perhaps even to face a few minor perils together (storms, pirate or goblin attacks, sea monsters, etc.) before deciding to seek adventure together.

At the Isles of Refuge, characters are offered minimal shelter in the form of shared huts or shacks and are given a sufficient amount of food and any basic equipment that they might need — all supplied by the generous representatives of Qeynos and/or Freeport. After this initial meeting, they are free to explore the island and even to seek out its inhabitants for employment opportunities.

Of course, the main reason for the Isles of Refuge's existence is to control the influx of outsiders into the two cities without completely overwhelming their facilities. Visitors to the isles are, by definition, temporary, for they are eventually expected to choose one of the two human cities as a destination. Those of a good or neutral bent are generally advised to seek out Qeynos, while those of a less orderly or more malicious nature should most likely consider Freeport.

Citizenship is awarded based upon testing. Once prospective citizens have decided which city they prefer, they are allowed to study the history and culture of their chosen destination at one of several public libraries or scriptoria located on the islands. In fact, GMs may require that characters gain at least 1 rank in Knowledge (local lore) before attempting to take the test. The test itself is administered by ambassadors of the respective cities; larger islands tend to have several of these individuals in residence, while smaller isles are visited regularly by city representatives who administer the test to groups of those wishing to take it.

To pass the test about his or her chosen city, the character must make a successful DC 12 Knowledge (local lore) check. If the check fails, the character can retake the test after one week. There is no limit to how many times the test can be taken — prospective citizens can simply keep taking it until they pass. The authorities are tolerant of those who genuinely wish to emigrate, and are willing to give them as many chances as necessary.

What they will not tolerate, however, are layabouts and opportunists who see the Isles of Refuge as an opportunity to lie back and live for extended periods at Qeynos' and Freeport's expense. Those who spend more than a month on the isles without attempting to take a citizenship test, or those who are obviously failing intentionally, are strongly urged to study and pass their test; if no improvement is seen in another few weeks, these individuals may find themselves on the front lines against the goblins that threaten the islands. Such treatment usually persuades even the laziest of refugees to take and pass one of the citizenship tests.

Once a character passes the test, she is granted passage to the chosen city, where she is given a small amount of gold and thereafter expected to see to her own health and welfare.

The Isles of Refuge are located in an archipelago equidistant from the continents of D'Lere and Karan. Located in the rich blue waters of the Tranquil Sea, the islands generally have a balmy and pleasant semitropical climate, and their rich volcanic soil yields abundant crops. In good years, the islands actually export fruit, yams, coconuts and other exotic foods to the two human cities; when times are tougher, Freeport and Qeynos are forced to ship supplies to the isles to help feed the constant influx of refugees.

Though the islands are indeed pleasant and the lives of these refugees are most certainly far better than those they left behind, there are still hazards here. Various dangerous creatures such as bloodsnappers (a large and aggressive species of crab), bears, wolves, and a particularly annoying species of giant wasps can all be found throughout the islands, and periodically make life difficult for new arrivals. Sharks of all sizes lurk in the waters around the islands, along with less aggressive but still occasionally troublesome giant octopi and manta rays. Sea turtles and many species of tropical fish also frequent the area, making the isles prime fishing territory.

In terms of intelligent dangers, pirates sometimes ravage the islands, including an especially troublesome band of pirates under the command of the ruthless Captain Bloodhook. Small bands of goblins known as the Flotsam Clan and Gruttooth Clan are also active in the archipelago. These goblins are relatively weak and more of a nuisance than anything else, sailing about in improvised vessels and laying claim to the smaller uninhabited islands. From time to time the goblin clans grow strong enough to mount a raid on an island, but these raids are usually easily defeated and driven off in disorder. All the same, the authorities feel that the presence of the goblin clans is a threat to the security of the Isles of Refuge, and have offered bounties for goblins and a substantial reward to anyone who can drive the interlopers out of the area.

The Major Islands

There are six large Islands of Refuge and numerous smaller ones. The larger and more populous ones are listed below, but there are plenty of other islands, allowing GMs to create their own simply by incorporating a few elements of the islands described below.

Sandshore

The first and best known of the Islands of Refuge, Sandshore is easily the largest and most hospitable in the region, with long picturesque beaches, thick stands of trees, and plenty of fresh spring water. Sandshore's small communities are well patrolled and generally peaceable, leading many individuals from both of the great human cities to settle here permanently while providing services to each other and to the throngs of refugees.

Even without having spent days or even weeks on shipboard, Sandshore, with its green hills and welcoming beaches, is indeed a pleasant sight. Some shallow-draft vessels are capable of approaching quite close to the beach, where they can offload passengers and cargo directly. Normally, however, vessels must anchor offshore and row goods and people ashore in longboats.

1. Mariner's Moor

Visitors first make landfall on this sandy spit beyond the Far Seas Trading Post. The sand here is almost pure white, contrasting elegantly with the deep blue sea beyond. Clumps of rich green beach grass are clustered here and there, along with stands of driftwood and the occasional wind-racked cypress. Arrivals are met by island guards and escorted to the nearby trading post/settlement. Goods are also rowed ashore here, offloaded and carried into the settlement.

The spit is normally uninhabited and at the mercy of the wind, which blows the sand into picturesque and ever-changing dune shapes. From time to time packs of sandshore crabs appear, swarming over the beach in search of food; they sometimes find this in the form of dead fish or other marine creatures that have been washed ashore. These swarms are annoying and might even pose a danger to unprepared visitors, but the guards are always careful to keep these threats at bay.

More dangerous are the aggressive bloodsnappers, which appear to have no real fear of humans, and even sometimes see them as prey. Such creatures are generally killed by the guards as soon as they appear, but at night and in bad weather they can sometimes appear unexpectedly.





2. Far Seas Trading Post No. 1

Village, Pop. 600

(Barbarian 12%, dwarf 5%, Erudite 6%, half elf 5%, high elf 9%, human 38%, kerra 6%, ratonga 6%, wood elf 7%, other 6%)

Ruler: Duke Ferrin.

Gold Piece Limit: 270 gp.

Assets: 9,000 gp.

Resources: Fish, trade goods.

Militia: 50 Company mariners.

Protected by stout gates, the rocky prominences of the island itself, and a stout stone wall built by the refugees and civilians who live here, Trading Post Number One has actually evolved into a thriving settlement. Under the enlightened leadership of Duke Ferrin (*male human, Ari 7*), the trading post has proven increasingly prosperous and independent. A continual influx of refugees provides an ever-changing and cheap labor pool, and the settlement's permanent residents prosper, providing supplies, shelter, and assistance to the transient population.

The trading post is a pleasant collection of buildings constructed in a number of styles by the various individuals who have passed through or taken up residence here. Building materials range from rattan and bamboo to stone (cut stone and hardwoods have to be imported from D'Lere or Karan). The settlement itself is located both on a small islet to the north of the main island and on the adjoining portion of the mainland. Its southern and western areas are protected by rocky cliffs, its northern and eastern portions by a rugged stone wall.

The post is also home to the island's two ambassadors, Aynec (*male human, Ari 7/Prt 4*) of Qeynos and Nam'Roced (*male human, Ari 4/Sct 5*) of Freeport. Aynec is always accompanied by the commander of the local Qeynos forces, Captain Erong (*male human, Ftr 5/War 5/Grd 1*), and by Counselor Amasus (*male human, Ari 10*). Likewise, Nam'Roced receives assistance from his faithful counselor Ne'Ox (*male human, Ari 2/Sct 6*) and from Commander Avudesav (*male human, Ftr 8/Brw 4*), acting local chief of the Freeport Militia.

Company Mariners

The numerous soldiers and militia (generally known as "mariners") who guard the Isles of Refuge are all employees of the Far Seas Trading Company. On islands that need more protection, local inhabitants sometimes raise enough money to hire other mercenaries as well, but such sellswords are always placed under the command of officers loyal to "the Company."

These Company mariners are generally elite fighters, tough veterans chosen for their resourcefulness and loyalty, and they are quite devoted to keeping the refugees and the islands' residents safe from danger. (Many of them have family and friends among the islanders as well, making their concern more immediate.) They usually patrol the settled portions of their islands and sometimes venture into uninhabited regions on scouting or rescue missions.

The mariners who guard the isles sometimes do so as part of the final steps of proving their loyalty to the Company, a process that can require years of service. If a mariner proves sufficiently reliable, then he or she might be eased further up the ladder of authority and perhaps even given knowledge of some of the Far Seas Trading Company's secrets — such as (i) whom, if anyone, the Company its own leaders; (ii) the extent the Company's boats have traveled waters beyond the fragments of former Antonica; and (iii) where exactly they came from when they first appeared on the horizons of both Freeport and Qeynos.

The stats for a typical veteran mariner are described below.

Mariner

Male or Female Human, Ftr 6: Medium humanoid (human); HD 6d10+6+7; health 46; Init +1; Spd 25 ft.; BDB +5; Def +4 (+1 Dex, -3 armor, +1 shield); DR 4/-; BAB +8; Grap +10; Full-Atk +10/+6 melee (1d4+2 nonlethal, unarmed) or +11/+5 melee (2d4+2/19-20, broad sword) or +10/+6 melee (1d3+2/19-20, dagger) or +9 ranged (1d8/19-20, 80 ft., light crossbow); Atk +10 melee (1d4+2 nonlethal, unarmed) or +11 melee (2d4+2/19-20, broad sword) or +10 melee (1d3+2/19-20, dagger) or +9 ranged (1d8/19-20, 80 ft., light crossbow); SV Fort +7, Ref +3, Will +4; Str 14, Dex 12, Con 13, Int 10, Wis 10, Cha 8.

Skills: Agility +2, Climb +4, Handle Animal +1, Heal +3, Jump +2, Knowledge (local lore) +3, Knowledge (warcraft) +2, Perceive +4, Sense Motive +4, Swim +2, Trade Skill (any one) +2, Use Rope +3, Vocation (sailor) +4.

Languages: Norrathian (4).

Feats: Hand to Hand, Iron Will, Toughened, Weapon Focus (broad sword).

Talents: Bravery, call to arms, intervene, medic.

Possessions: Chain shirt, buckler, broad sword, dagger, light crossbow, 10 quarrels, 2d6 gp.

a. The First Gate: Since most of the wood available on the islands is in the form of palm and other tropical woods unsuitable for building, these heavy oak gates had to be transported from Karan. They are normally kept open for easy access from the moor and easy transport of goods to and from the trading post. In emergencies, they are closed quickly; they could probably stand up to anything that the local pirates or goblins might throw at them.

b. Common House: This longhouse is built in the barbarian style, with elaborately carved endposts and lintels. Complex knotted dragons and other fantastic beasts twine around the beams, and the roof is painted bright blue and red. The people of the trading post meet here to discuss matters of collective importance, while the ambassadors and their assistants administer tests of citizenship. Two guards from each city normally stand watch at the main entrance.

c. The Flopping Fish: The trading post's most popular inn is managed by its owner, Azhuhn (*male Erudite, Mag 4/Com 3*). Though there are a number of such establishments in and around the trading post, the Fish maintains a spotless reputation. Azhuhn caters to the wealthier and more sophisticated among the refugees — rooms are 1 gp per night, or 20 gp per month, which includes one sumptuous meal per day, pleasant chambers with soft beds, and fresh linens every third day.

Azhuhn's wife Kaylanya (*female half elf [half Erudite], Com 3/Mag 2*) regularly entertains patrons with songs and stories, and she also acts as her husband's business manager, balancing the books and negotiating ruthlessly with his suppliers.

d. Far Seas Warehouse: This large building is used to store cargo imported from the post or to be exported to one of the two cities. It is usually packed with crates, bags, jars and other containers, but when there is sufficient room, refugees are allowed to store their goods here for a minimal fee. Warehouse manager Nahij (*male human, Com 5/Sct 3*) is an intelligent and dedicated man, but is thought to have few interests outside of the mercantile health of the city, and is generally adjudged to be quite dull.

In reality, Nahij is an agent of Qeynos, sent here to monitor the activities of the Lucanons. His job as warehouse manager affords Nahij many opportunities to interact with refugees and officials from both cities.

g. Seawall: To the north and east, a formidable artificial wall protects the islet, so that the northeastern region can be used as a citadel and staging ground should the portions of the trading post located on the main island come under attack.

h. Second Gate: At the end of a short bridge lies the Second Gate, which allows access to the mainland portion of Sandshore. The gate is normally kept open to allow free passage from the two portions of the settlement.

i. Mainland Settlement: The bulk of the residences and businesses of the trading post are located on the main island. This area too is protected by cliffs, with walls and gates built at strategic points.

j. North Wall: The most vulnerable portion of the main settlement is this sandy inlet where the sand slopes up into the heart of the trading post itself. The islanders have built another wall here from mortared rubble and portions of scavenged finished stones. A small gate allows access to the

beach, which is used by fishermen or simply as a place to relax and watch the endless blue of the ocean stretching out to the north.

k. Homes: Most of the refugees are housed here in huts and shelters of various size, construction, and quality. The residents of these houses change constantly as new refugees arrive and old ones leave for their chosen cities. Likewise, businesses appear, move, and vanish with great regularity, and only a couple of locations can be considered permanent establishments.

l. Ramiles' Supplies: A small and modest shop, Ramiles' Supplies provides newly-arrived inhabitants with clothing and supplies such as weapons, armor, and even, from time to time, a few spells. Ramiles (*male half elf, Com 6*) maintains a well-organized and tidy business; his shop is often the first stop for would-be adventurers who wish to explore the islands before setting off to their chosen city, or for those who have taken a contract with the merchants or other permanent residents of the city.

m. Third Gate: Nestled between two crags that form a natural defensive position, this gate allows access to the island proper. Generally, the two guards who stand watch here allow anyone who asks to enter or leave, but the gate is shut and doggedly defended against any hostility from goblins, pirates, or other foes.

3. Harbor

Sandshore's deep natural harbor, well supplied with fresh water and sheltered from the elements, makes it a highly desirable port, and the island would probably have grown into an important hub of trade even without the Pact of Tserin. Now, the harbor is always crowded with vessels bound in or out of Sandshore, often with several others anchored nearby awaiting permission to enter. Mariners offload cargo at the moor, transport it into the Trading Post, and almost always pay their respects at the Shrine of Lasydia, located on a sandy island at the center of the harbor.

The local Company mariners maintain several small boats that row from ship to ship, checking cargo manifests and performing spot checks for contraband. For the most part, the merchants and mariners who make port here are an honest lot, for a mercantile concern could be ruined should its licenses to make port at Sandshore be revoked due to accusations (or evidence) of smuggling.

4. Shrine of Lasydia

Lasydia is renowned as a goddess of mercy and peace, said to rescue castaways and those in danger of drowning. She is usually portrayed in the form of a beautiful mermaid, and her shrines can be found throughout the Shattered Lands, both underwater and on land. Those shrines on land always face the sea, and include at least one statue of the goddess.

This particular shrine is fairly elaborate, as Lasydia is well-respected on the island. The sole structure on a sandy island in the middle of the harbor, it is tended by the priestess Isabyl (*female high elf, Prt 6*) and her assistant Glynn (*female half elf, Com 2/Prt 2*), both of whom are excellent sources of information about the island and the history of the region. They tend

to discourage individuals from going to the evil city of Freeport, both of them being loyal citizens of Qeynos.

However, the two priestesses can provide assistance with the citizenship test for either city in exchange for a small donation: A contribution of just 1 gp and a few hours of study is enough to grant a +1 bonus to any character's Knowledge (local lore) check when taking their next citizenship test (this benefit applies only once, after which another donation and study period are required). The bonus can never be raised to higher than +1, and can never affect more than one test at a time.



5. Farmlands

Somewhat misleadingly, the region beyond the Third Gate is known as the Farmlands, though most of it remains uncultivated. Some farm settlements are clustered close to the Trading Post, but the rest of the area is in its natural state — green and lush, with stands of palms and other vegetation, and numerous wild animals. Would-be adventurers often explore this area, for it is often troubled by goblins and undead, and the guards from Freeport and Qeynos towers are usually not far away should anyone get into serious trouble.

6. Freeport Tower

The two cities maintain a few companies of "authorized observers" throughout the Isles of Refuge; this tower is the largest and best known of those controlled by Freeport. It is the only one that has earned the name "Freeport Tower," and, in fact, it is more than a mere tower, being rather a small fortress, complete with keep, bastion, wall and gate.

Here, Commander Avudesav (*male human, Ftr 8/Brw 4*), senior officer of the Freeport Militia on the island, meets with his captains and analyzes any new threats to the region. Most of the 25 Freeport warriors and other official military personnel are garrisoned here, but at any time most are on patrol or serving at other outposts. A small stable contains 5 riding horses, which are generally used by military couriers to carry urgent dispatches.

7. Qeynos Tower

Adjacent to Freeport Tower (close enough, so rumor has it, that the guards of the two can keep an eye on one another) is

the similarly-named Qeynos Tower, a complex of white buildings clustered about a single white fortified tower, emblazoned with the arms of Qeynos. Like its counterpart, Qeynos Tower is home to about 25 soldiers of Qeynos, though no more than a dozen or so are usually found here at one time.

Captain Erong (*male human, Ftr 5/War 5/Grd 1*) runs a well-disciplined outpost and is usually available for consultations, requests for aid, or inquiries about open employment contracts with the Qeynos Guard.

8. Gypsy Camp

Gypsy merchants are common throughout the Shattered Lands, and in the chaotic aftermath of the Age of Cataclysms they have served an important function, providing communication, commerce, and entertainment to isolated settlements. The gypsies are present in the Isles of Refuge as well, and maintain a semi-permanent camp here.

Given time (and, more importantly, enough money), the gypsies can probably procure any item that might be needed for interested characters, up to and including even minor magic items. How they obtain such items is probably best left unsaid; for the most part the authorities leave the gypsies in peace, as long as they confine themselves to petty larceny and smuggling, and perhaps the occasional confidence game against wealthy refugees who have more money than they can practically use.

The gypsies tend to be quite welcoming and friendly to outsiders, since they consider themselves to be ancient refugees as well. They are usually only too willing to share their

campfires and even their food and drink, though anyone who does not leave a sufficient gratuity for these services may find himself missing his coin purse the next day.

The eldest gypsy, Tarfin (*male human, Mag 5/Prt 5/Shm 5/Mys 3*) is over 80 years old, but moves with an agility that belies his years. Sansha, the chief fortuneteller (*female human, Mag 5/Enc 5/Coe 2*) is exactly what an outsider might expect — an exotic, raven-haired beauty with dark, heavy-lidded eyes and a mysterious smile. She usually foretells the future using cards, dice, and other divination methods, but for the right price is willing to cast real magic to help clients determine what lies ahead.

9. Sandshore Graveyard

The island's small graveyard holds the remains of citizens and refugees alike — the authorities dislike interring corpses here, since space on the islands is limited. Citizens are returned to their home cities for burial, and refugees who are unfortunate enough to perish while on the islands are usually buried at sea. Those whose families can afford it or who are influential enough to be buried on land are placed here in this diminutive plot.

As with many similar places throughout the Shattered Lands, even this small cemetery can be plagued by the undead — possibly due to necromantic energies left over from the Age of Cataclysms. Adventurers are periodically dispatched here to cut down (on) the skeletons and other reanimated corpses that sometimes emerge from below ground. Local rumor holds that a powerful vampire once made her home here and had to be hunted down and destroyed by a combined force of heroes from both Qeynos and Freeport.

10. Guard Camp

Groups of Company mariners or, less often, soldiers from the Freeport or Qeynos Tower regularly patrol in groups of 4 to 6, making camp at various locations throughout the island, usually displaying their banner prominently so that they can be seen by lost travelers or those needing assistance. Situated near a crossroads and near abundant food and water, this location is one of the most popular sites, and almost always contains a camp with a number of guards from one or both cities.

11. Goblin Tower

This rickety structure has been variously occupied by the mariners and by elements of the Flotsam Clan of goblins, who periodically move in to utilize it as a base for supply raids and attacks on island farms or settlements. Once the goblins' presence is known, however, the guards quickly move in to drive them out, occupy the tower, and then eventually abandon it, leaving the goblins to return. Many islanders have wondered why the guards don't simply demolish the blasted thing, but bureaucratic wrangling over who is responsible for the destruction and which is responsible for disposing of the debris has prevented anything from happening.

At any one time, this tower may contain a squad of 4 to 6 human guards or a small horde of 10–20 Flotsam Clan warriors

The Bloodhook Pirates

Along with the goblins of Clan Flotsam, the Bloodhook Pirates are one of the greatest organized threats to civilization in the Isles of Refuge. A motley alliance of refugees, escaped criminals, rogue sailors from both cities, bandits, and other miscreants of various races, the Bloodhook Pirates sail the seas between Freeport and Qeynos, preying on mercantile shipping interests and raiding coastal settlements whenever the opportunity allows.

No one is really sure how many Bloodhooks there are, though they are known to have at least a dozen ships of various sizes and in assorted states of repair, and can field dozens of capable fighters and even a few spellcasters should the need arise. They are also active in smuggling and can be hired as mercenaries should the unscrupulous have need of their services.

The Bloodhook Pirates maintain several secret strongholds throughout the islands, and so far no one has been able to find their main base of operations — if indeed such a place exists. They are completely without morals or mercy, raiding for gold, food, slaves and other plunder, and putting all those who oppose them to the sword.

A typical Bloodhook pirate might be of virtually any player character race, generally ranging in total character level from 3rd to 7th, with the majority of levels being in fighter or scout professions (many of the more experienced having levels of rogue or brawler). Most wear light armor of some kind and wield a scimitar or falchion.

Their vicious and thoroughly unscrupulous leader is called Bloodhook — whose name may or not be the source of the organization's own name.

Bloodhook the Pirate, Male Human, Sct 6/Rog 5/Brg 2: Medium humanoid (human); HD 6d8+18 plus 5d6+15 plus 2d10+6; health 95; Init +6; Spd 30 ft.; BDB +14; Def +16 (+2 Dex, -1 armor, +1 shield); DR 3/-; BAB +9; Grap +12; Full-Atk +14/+9 melee (1d6+5/18–20, +2 *scimitar*) or +12/+8/+4 melee (1d4+3 nonlethal, unarmed) or +12/+8/+4 ranged (1d3+3, 10 ft., masterwork dagger); Atk +14 melee (1d6+5/18–20, +2 *scimitar*) or +12 melee (1d4+3 nonlethal, unarmed) or +12 ranged (1d3+3, 10 ft., masterwork dagger); SV Fort +9, Ref +10, Will +3; Str 16, Dex 14, Con 16, Int 12, Wis 11, Cha 17.

Skills: Agility +7 (+8 escaping bonds), Bluff +13, Climb +11 (+12 involving rope), Disguise +8, Engineer Device +5, Forgery +6, Jump +9, Knowledge (local lore) +6, Knowledge (street smarts) +6, Perceive +12, Persuade +11 (+12 begging or gathering information), Search +6 (+8 finding secret doors), Sense Motive +6 (+7 vs. Bluff [deception]), Sleight of Hand +9, Sneak +11, Survival +3 (+4 following tracks), Swim +12, Use Rope +8 (+9 tying bonds), Vocation (sailor) +8.

Languages: Norrathian (4).

(see the “Clan Flotsam” sidebar later in this chapter), who will be loathe to let any outsiders leave the area alive.

12. The Fourth Gate

The so-called Fourth Gate is a sturdy structure separating the Farlands from the Wilds beyond. It is regularly patrolled and garrisoned by Company mariners.

13. Far Seas Guard Tower

A garrison of 20 warriors (*Ftr* 3–6) from the Far Seas Trading Company maintains watch here, as it is likely to be the most dangerous part of the island. The wooden tower gives a good view of surrounding country, including the unsettled territory beyond the Fourth Gate. Adventurers and explorers are allowed to enter and exit the gate, though the guards here make it clear that they cannot guarantee assistance to anyone who finds trouble in the Wilds beyond.

The garrison is commanded by Tanara L’Xaz (*female half elf, Ftr* 2/*Sct* 6/*Prd* 2), a half-breed of dark elf parentage who has long been forced to deal with the hatred and prejudice of both humans and Teir’Dal until at last she found a home with the Far Seas Trading Company. She is quite loyal to her employers, and a dedicated professional.

14. The Wilds

This portion of the island remains in its fully natural state, with only a handful of inhabitants — some of whom are druids and other antisocial types. While its hazards are far from those that one might face in such distant locales as Everfrost or Lavastorm, there are nevertheless many challenges here for the inexperienced adventurer, from giant insects and snakes to the occasional prowling goblin or undead that has managed to escape from the Sandshore Graveyard.

The Bloodhook Pirates (see sidebar) have been known to use this area as a base of operations for smuggling or raiding, and can sometimes be encountered in force, as can the Flotsam Clan goblins and other hostile beings.

15. Sandshore River

The Wilds are divided by this broad river that tumbles down from the heights above. Its water is fresh and pure, and the river is spanned in one location by a sturdy wooden bridge, built early in the island’s history by a team of wood elves. Fishing from the bridge is said to be quite good, though the risks of fishing here can sometimes be severe given the local fauna and the activities of pirates in the area.

Blue Seal Cove

The second largest of the Isles of Refuge, Blue Seal Cove is named for its most prominent feature, a pleasant harbor surrounded by steep cliffs and a narrow strip of beach. The rocky terrain makes construction difficult, but over the years the island has prospered, with terraced farms painstakingly carved from cliff sides. Sections of the interior jungle have been cleared to make room for fruit orchards, but the hostile creatures there limit habitation; such creatures also provide work for capable refugees, though, who are often asked to hunt down especially dangerous predators.

Although humans remain in the majority here, the island boasts a high population of gnome and dwarf citizens and refugees, who often congregate here to be among their own kind.

1. Blue Seal Cove

This beautiful bay was apparently formed when the ocean rushed into the caldera of an old volcano, creating a near-circular expanse of water where even the largest ships can safely anchor. The bay’s depths are also good for fishing, and harbor healthy populations of mussels, crabs, and other delicacies.

2. Blue Seal Lighthouse

Tall, pale, and slender, this lighthouse is said to have been raised by a circle of grateful high elf conjurers and provided with a permanent elemental light to guide ships safely into port. Though it is officially tended by a single employee of the Far Seas Trading Company, the lighthouse has never needed maintenance of any kind, and no one but a handful of Far Seas employees knows how to gain entrance.





Predictably, rumors of fabulous treasures to be found inside the tower circulate constantly, but so far no one has ever been able to get into the lighthouse in order to verify them.

3. Beach

A thin sliver of white sand extends around the edge of the harbor; goods are sometimes piled here before being transported to either the ships at the dock or to the settlements farther up the cliff.

4. Docks

A shelf of rock extends upward from the beach here, which has allowed engineers to sink stone pilings and attach wooden piers. Ships dock here to load or unload cargo, and the docks are usually the first solid ground that refugees feel after days or weeks at sea. Company mariners normally patrol the docks, spot-checking cargo and making sure that refugees are really what they say they are.

A few years ago, a force of Clan Flotsam goblins mounted an assault on the docks, but they were easily defeated. Currently, rumors abound of a group of amphibious creatures that are attacking ships and raiding smaller islands, so the guards at the dock are particularly jumpy, especially at night.

5. Cliffs

Steep, rugged cliffs surround this ancient caldera. Trails have been carved into the hard volcanic rock, allowing cargo to be portaged to and from the settlements beyond the bay.

6. Fort Wenedra

Hamlet, Pop. 400

(Dwarf 11%, gnome 13%, halfling 6%, high elf 5%, human 37%, kerra 8%, wood elf 7%, other 13%)

Ruler: Mayor Nabi Togglehand.

Gold Piece Limit: 110 gp.

Assets: 2,000 gp.

Resources: Fish, bananas, coconuts.

Militia: 50 Company mariners.

The island's leading settlement is located at the foot of the outer cliffs, connected to the bay by several steep winding trails. Its frontier-town atmosphere has begun to evolve into a slightly more cosmopolitan environment as refugees and permanent residents build more permanent structures and expand upon existing ones. Fort Wenedra has a way to go before gaining the same status as Trading Post Number One, however — the streets are still dirt (or in the rainy season, mud), the population is still largely transient, and on off days there is at least one brawl going on in one of several public houses.

The town does not currently host ambassadors from either Qeynos or

Freeport, a situation that those cities' leaders hope soon to remedy.

a. Palisade: A wooden palisade, reinforced with stone bracing here and there, surrounds the town proper. In recent months, with a greater and greater influx of refugees, a small shanty town has grown up outside the palisade, with clusters of shacks and impromptu shelters; the inhabitants of the shanty town can seek refuge inside the town in case of danger. The main gates are of wood, with flanking towers manned by city guards.

b. Straybo's Inn: Straybo (*male gnome, Com 6*), a gnomish refugee who settled years ago in Fort Wenedra, runs its most popular eating and drinking establishment. He also maintains several comfortable rooms for refugees and visitors who can afford them. Straybo's dining room is a popular retreat for refugees of an adventurous bent, who meet here in the evening to feast, drink, and share stories of their exploits in the islands.

Representatives from both Qeynos and Freeport frequent Straybo's, usually on the lookout for promising young adventurers who might make good recruits for the respective city guards or military.

c. Barracks: A force of 50 mariners from the Far Seas Trading company represents Fort Wenedra's permanent garrison. They are commanded by Captain Glabrus (*male human, Ftr 5/War 2*) and Captain Malador (*male human, Sct 4/Ftr 3*).

The two commanders are known to dislike each other intensely, and often try to frustrate each other's efforts to defend the town. So far the rivalry hasn't caused any lasting problems, but some hope that one day the two will set aside their differences in the interest of the refugees they are both sworn to serve.

The town's defenders are all navy and infantry — horses and other riding beasts are a rarity here.

d. Town Hall: The largest structure in Fort Wenedra, this stone structure was painstakingly built by gnome and dwarf artisans from volcanic rock. Though far from aesthetic, the structure is incredibly sturdy, and many wonder just exactly how the workers managed to quarry and shape such hard-to-work-with material.

The town's mayor, Nabi Togglehand (*male gnome, Ari 4/Art 3*), oversees meetings of his various councilors, including the two leaders of the town garrison, as well as Uthri Stonemiller (*male dwarf, Ari 3/Ftr 3/Art 2*), Commissioner for Refugee Affairs, and Marta Fethnal (*female human, Com 7*), Minister of Agriculture.

e. Dry Goods and Supplies: Gorsim (*male dwarf, Com 5/Art 3*) owns this small shop that is, despite its size and location, stocked with almost anything that a traveler or adventurer might need. Aware of the wanderlust and boredom that often overtakes refugees, Gorsim has long encouraged those who would explore and seek adventure in the islands, and has taken it upon himself to offer them weapons, armor, food, clothing, and other supplies at reasonable rates — or at least what Gorsim himself considers reasonable, since he's the only real supplier in town.

Gorsim is also a good source of information about current events in the region and about the islands in general, for he is an incorrigible gossip who can't keep a secret to save his life.

7. Macanda's Trail

This well-worn trail winds away from Fort Wenedra, through the rugged surrounding countryside and along picturesque sea cliffs, eventually coming to the island's other settlement, the town of Highspur. It is regularly patrolled by squads of 3 or 4 of the settlements' warriors.

8. Highspur

Hamlet, Pop. 300
(*Barbarian 14%, dwarf 9%, gnome 7%, half elf 9%, halfling 10%, human 39%, other 10%*)

Ruler: Mayor Shady MacDuff.

Gold Piece Limit: 80 gp.

Assets: 1,250 gp.

Resources: Fish, fruit.

Militia: 30 Company mariners.

A smaller, somewhat rougher and more lawless place than Fort Wenedra, Highspur is home to those residents and refugees who don't get along at the larger town. Highspur is located on a rocky crest above the inland forest and, like Fort Wenedra, is surrounded by a wooden palisade. This barrier is considerably less sturdy than its counterpart, however, and has from time to time been tested sorely by goblin and pirate raiders.

There is only a small garrison of troops here, most of whom are mercenaries hired by the Far Seas Trading Company to keep some semblance of order. Each of the hundred or so able-bodied citizens of Highspur can also serve as a competent militia member, though, wielding a number of weapons effec-

tively (many have at least one level in fighter). The downside of this is that brawls and fights in the town sometimes get a bit out of hand, with swords and knives drawn quickly.

Highspur is "governed" by an elected mayor; currently, that office is held by a man known as Shady MacDuff (*male barbarian, Ftr 5/War 2/Brw 3*), an individual who seems to enjoy cracking skulls and hunting far more than running the town. All the same, he tolerates only a certain amount of disorder, and usually manages to keep fights and conflicts to a state of controlled chaos. Should the town ever come under concerted attack, Shady would fight ferociously to defend it, standing bravely beside individuals whom he might have thrashed the night before.

9. Qeynos Tower

On the edge of the wilderness stands this stone watchtower, usually garrisoned by 3 warriors (*male or female human, Ftr 4–6*) commissioned by Qeynos. It is intended as an early-warning post in case anything unpleasant decides to move out of the forest below.

10. Freeport Tower

Also situated in a strategic spot, this tower exists to keep watch on the warriors of Qeynos, but also to aid in Highspur's defense. It likewise contains 3 warriors (*male or female human, Ftr 3–7*) from Freeport, though an assignment here is usually seen as punishment since life here can be quite dull.

11. Inland Forest

Down a steep rocky slope lie the interior lowlands. Some scholars and geomancers have speculated that, like the nearby bay, the central portion of the island was once a volcanic caldera, but that the volcano eventually collapsed upon itself, leaving this deep bowl-shaped depression filled with rich volcanic soil. Whatever its origin, the interior of Blue Cove is a wonder of nature, filled with thick jungle growth and crisscrossed by many streams. The sight of the jungle, several miles across, is quite impressive and intimidating, but the Far Seas Company regularly dispatches adventurers and explorers into the interior to seek out potential threats to the islands and possible sources of income.

The dangers of the forest are certainly considerable, especially to beginning adventurers. Giant spiders, scorpions, and wasps are known to live here, and various small humanoid tribes — including the ubiquitous goblins — have been reported. Some speculate that the Clan Flotsam goblins sometimes take up residence here, or have a secret route from the sea to the jungle.

It is certain that goblins, pirates, and undead have sometimes come out of the jungle, laboriously climbing the steep and treacherous cliffs to raid Highspur, but there never seems to be any rhyme or reason to such attacks. No one yet knows whether there is any central authority in the jungle, or whether the dangers there are entirely random in nature.

12. Fort Bloodhook

Once part of the main Antonican continent, Blue Seal Cove was indeed the scene of extensive volcanic activity

during the Rending and was later pounded by meteors during the Shattering, both of which combined to create the great crater-like interior basin. A few human structures survived the catastrophe, protected by magic or by some remnant of divine power that sought to preserve human civilization. Most have since been covered by jungle, but the most prominent of these, an ancient temple of Rallos Zek, has been taken over by a group of Bloodhook pirates (see the “Bloodhook Pirates” sidebar earlier in this chapter), who have renamed it Fort Bloodhook.

Using secret passages through the crater wall (see Area 13, below), the pirates have transformed their hidden fortress into an ideal hideout and base of operations. Much of their stolen booty is stashed in the ancient temple’s lower levels, while the upper structures are kept covered with vines and jungle growths to conceal them. Any explorers who stumble upon the temple are summarily killed and raised as undead guardians by the pirates’ local leader, an ogre named Gunge Skullface (*male ogre, Mag 5/Sum 5/Nec 2*).

At any one time, there are up to 50 pirates of various races and professions in the temple, all ready to kill anyone who might discover the secret of its location.

13. Secret Passage

There are a number of hidden tunnels cut through the bedrock of the island from the interior to the rocky shore. Many of these ancient lava tubes remain, only few having been discovered, while others have long since collapsed. This large tunnel is used by the pirates and also occasionally by nearby goblins to move unseen from the island’s south shore into the central jungles.

Like the location of their fortress, the pirates guard the secrets of this tunnel jealously, and do not tolerate any outsiders learning of it. The tunnel has been the scene of several pitched battles between Clan Flotsam goblins and the Bloodhooks, though no bones or other such evidence remains — for the pirates always collect such remains for use by their necromantic leader, Gunge (see Area 12).

14. Flotsam Mine

The goblins have fairly recently discovered their own secret on the island — this lava tube, which has proven to contain a steady supply of diamonds and other valuable gemstones. Clan Flotsam miners have been surreptitiously sneaking onto the island for many months now, carrying off a small but steady stream of riches. The goblins hope that this might be the beginning of a new turn in their fortunes; as they accumulate this

new wealth on their floating city of Flotsam, they begin to contemplate purchasing real ships, improved weapons, and possibly even the services of experienced cutthroats, spellcasters, and mercenaries from other tribes, so that they can either relocate to a more favorable climate, or drive the humans from the Isles of Refuge once and for all.

The mine entrance is kept well hidden, and guarded by elite goblin warriors (*male aqua goblin, Ftr 2–5/Sct 2–5; ave. level 6th*). The goblins have also persuaded a number of well-paid troll mercenaries to patrol the area and attack all non-goblins, keeping the region relatively free of intruders.

So far, Clan Flotsam’s mining operations are relatively modest, with small bands of miners creeping into the mines and stealing away at night, loaded down with all the gems they can carry. Neither the pirates nor the Far Seas Company suspects the mine’s existence yet, but if it is discovered the Flotsam Mine could spur a major rush into the interior, with eager outsiders searching for more gems. Open warfare between humans, pirates, and goblins would almost certainly ensue.

Palm Island

A low, sandy land mass, Palm Island is periodically ravaged by fierce storms, forcing its inhabitants to build sturdy, enduring structures from coral and volcanic rock shipped in from other Isles of Refuge. There is no single settlement on Palm Island, but rather several scattered structures including housing for refugees, shops, taverns, and other necessities. The island likewise has no real central authority, and is favored by those refugees of a relatively disorderly nature.

While life on Palm Island itself is relatively uneventful for the most part, a rich coral reef just offshore allows those with good lungs or magical enhancements to explore the area underwater, where sunken structures of unknown origin in-



vite those with a taste for adventure and a paucity of mundane interests on shore.

1. Lagoon

The island's impressive coral reef (see Area 7) forms a protective ring around the anchorage, providing relatively safe access to the island itself. The lagoon is shallow, its waters crisp and blue-green, with shoals of fish in abundance and the occasional ominous silhouette of a cruising shark making itself evident.

2. Anchorage

Along the edge of the reef, the lagoon is deep enough to anchor most oceangoing vessels. Closer in to shore, a coral shelf rises up from the sea floor, and much of the lagoon itself is only a few feet deep. Most ships dare not venture closer than the outer edge of the anchorage for fear of running aground, but shallow-draft canoes and ships' boats can easily glide from ship to shore carrying cargo and passengers.

3. Admissions

This unattractive, box-like building was constructed from blocks of coral; it houses the intake offices for the island. Here, clerks from the Far Seas Trading Company interview refugees and assign them housing. The chief clerk Gregosian Talon (*male human, Com 8*) is of Qeynos extraction, but is always careful not to influence incoming refugees to go to one city or the other.

4. Residency

Considerably more aesthetically interesting than the admissions building, though also crafted of coral, the nearby residency is a combined home and office for the ambassadors from Freeport and Qeynos — respectively, Axlan Varzan (*male human, Ari 5/Mag 3*) and Gladerius Fortune (*male human, Ari 7*). The building has a number of pleasant architectural flourishes and features, including rainspouts, gargoyles, glass windows, and an enclosed garden, most of which were built with materials imported from D'Lere.

Axlan and Gladerius have a surprisingly cordial relationship, though each keeps to his own side of the residency. They meet regularly for lunch and to play Aelblin (an old, complicated dwarven board game), however, with each propounding his own philosophical views — and subtly suggesting that his city and its philosophies are superior to the other. So far neither has gained the upper hand, nor is either likely to do so.

Citizenship tests are conducted here on a weekly basis, administered by one of the ambassadors' aides.

5. Marble House

One of several buildings intended to house refugees, Marble House is intended primarily for those of a good and lawful nature — specifically, those who seem inclined to go to Qeynos. A few future Freeporters slip through, but for the most part Marble House (named for the flawless white marble from which it is constructed, salvaged from a load of marble brought on a wrecked cargo ship several years ago) is a peaceful and easygoing place, with small but comfortable rooms and a

common dining room where two good meals a day are served for a mere pittance.

6. Stormshelter Tavern

This low structure is built in the halfling style, with extensive chambers underground and a protective wall of fir trees all around. The trees were planted over a decade ago by owner Rolley Manycoins (*male halfling, Ftr 5/War 2*), a former halfling freebooter who saw many of his people suffering in the wake of the Age of Cataclysms. Though the tavern was originally intended to cater to wee folk (that is, gnomes and halflings), it has grown enormously popular with the humans and elves of the island as well, and is now the residents' favorite watering hole.

The Stormshelter also serves a practical purpose that matches its name, providing safe haven during even the most ferocious typhoons. On many stormy nights have a crowd of islanders, cut off from their homes by wind and rain, warmed themselves with a brisk fire and pleasant companionship while the forces of nature battered the island above.

Rolley is also aware of the interest that Leviathan Reef (see Area 7) holds for visitors, and over the years he has amassed a collection of scrolls and even minor magic items that allow users to breathe underwater. He typically sells the scrolls to serious customers at a 10% markup from the standard price, or rents out the items for reasonable daily fee, and without any kind of security deposit.

Interestingly enough, a few unscrupulous refugees who have tried to make off with Rolley's magic items have come to bad ends, their bodies washed ashore near the Stormshelter itself, leading some to speculate that Rolley has arranged for magical curses to be visited upon any who try to cheat him.

7. Leviathan Reef

This substantial coral ring surrounds the lagoon, protecting it well from oceangoing marauders and weather alike; the reef extends out into the ocean for several miles. It is home to myriad living things, from schools of colorful fish to giant mollusks, sharks, octopi, and even more exotic creatures.

The reef is Palm Island's primary source of interest, and is often visited by refugees eager for a change from the monotonous terrain on land. Some of these visitors simply swim in the shallow areas, while others use magic to allow them to breathe underwater and thus explore more deeply. Several individuals on Palm Island (notably Rolley Manycoins; see Area 6) can provide items that allow underwater breathing.

8. Oyster Fields

One of the most popular destinations for new arrivals, the oyster fields are located amid the shelter of the reef and contain thousands of mollusks of various sizes. These are harvested for food or opened for pearls. Those seeking oysters should be wary, though, for sharks and giant octopi are also known to frequent this area.

The water here is relatively shallow (less than 30 feet deep) and quite warm.

9. The Fissure

Beyond the Oyster Fields, a deep crevice extends far beneath the sea floor, surrounded on all sides by ramparts of living coral. Many dark rumors surround the Fissure, and beginning adventurers are strongly advised to avoid swimming in its vicinity. Some of these stories of demons and tentacled sea monsters may be simple tall tales recounted by mariners, while others — particularly those that speak of a race of aquatic fish-folk that might be related to the ancient kedge, and of strange lights and waves of hot and cold water bursting from the Fissure — are harder to dismiss.

No one knows who the last group to enter the Fissure was, for adventurers often do not return from expeditions to Leviathan Reef, simply vanishing without a trace.

10. Temple of Prexus

Once, before the Age of Cataclysms, a temple stood here that venerated the sea god Prexus. Why the temple of an ocean god should be located so far from the sea was never fully understood — the priests simply insisted that Prexus had decreed it. When the cataclysms sank much of Antonica beneath the waves, the reason for the temple's existence became clear (at least to the surviving priests of Prexus), for it sank intact to the bottom of the shallow sea and today stands much as it did in the past, even though Prexus appears to have departed Norrath, along with the other old gods.

The temple is a popular place for exploring, for much of it has never been mapped, and its winding corridors are said to still contain treasure, as well as fierce beasts that guard it in the name of vanished Prexus. Giant mollusks, sharks, barracuda, and a species of salt-water piranha all inhabit the depths of the temple, and rumors of “merfolk” and even of the legendary kedge abound.

11. Shark Cliffs

At the edge of the undersea shelf where the island lies is a steep dropoff into the dark cold abyss below. Islanders are careful never to stray beyond the dropoff, for there are said to be voracious creatures of enormous size and ferocity there, including a surprising variety of great sharks that give the cliffs their name.

Northgate

The northernmost of the Isles of Refuge is a rocky promontory, originally thought unsuitable for habitation — only hardy plants such as cacti and wind-tortured trees survive here. However, with typical pluck and ingenuity, the folk of the Far Seas Trading Company

actually created a thriving community here, with facilities to aid the flow of refugees.

Northgate's populace is aided by the rich fishing waters nearby. While fruits, grains, and vegetables need to be imported, the islanders' diet is primarily fish, leading the locals to develop a number of innovative fish dishes to help break the monotony. Recipes from Northgate are beginning to spread throughout nearby continents, and several nobles have sent their chefs here to learn the secrets of Northgate's remarkable cuisine.

The Northgate islanders are actually able to export fish much of the year, increasing their general prosperity. This affluence has drawn the attention of the Bloodhook Pirates, however, and raids upon the island's merchant traffic have increased. The island's leaders have requested support from the navy of the Far Seas Trading Company, but so far aid has been slow in coming, leading Northgate to start hiring mercenaries and even to consider building its own defensive fleet.

1. Breakwaters

As the island has no natural harbor (and is in fact surrounded by a steep dropoff just beyond the rock shelf upon which it sits), gnomish engineers from Qeynos were engaged to create an artificial enclosure, sinking great quantities of rock and debris in a protective offshore ring. Today the breakwaters help protect Mikastown (see Area 5) from high seas and provide ships with shelter and a secure haven.

2. Harbor

The artificial harbor is accessible through gaps in the breakwaters. It is deep enough for most vessels, though truly large ships are often forced to stand offshore using sea anchors to remain in place. The harbor is home to the island's fishing



fleet, as well as to mercenary vessels assigned to protect the islanders from pirates.

3. Docks

Northgate is one of only a few among the Isles of Refuge to have real dock facilities. Protected from the weather by the artificial harbor, these docks are sturdy, built on solid stone piers using hardwoods imported from all across the Shattered Lands. Ships tie up here to load and unload all forms of cargo, including masses of salted fish that are carried to Qeynos, Freeport, and beyond.

Refugees bound for Northgate are met here by an efficient welcoming committee led by one of the two ambassadors or their aides, and are quickly interviewed and shown to housing in Mikastown.

4. Northgate Fortress

The stone fortress that broods over the harbor is also a unique feature — no other Isle of Refuge has quite so impressive a citadel. This structure was built on the foundations of an older fort that dates back to pre-Cataclysm days, and was finished by a team of Freeport and Qeynos engineers and stonemasons. Today it serves several purposes: It is a ware-

house for goods and supplies; a residence for the Great Cities' port authorities, Nythrela of Freeport (*female human, Ari 2/Mag 7*) and Drago Northwarden (*male barbarian, Ari 1/Ftr 5*) of Qeynos; a garrison for the hundred or so troops that use the island as a base; and temporary housing for refugees before they are placed into longer-term residences in Mikastown.

Northgate Fortress serves its military purposes well, for it has intimidated both the sea goblins and the pirates so much that neither has ever considered attacking it. All the same, it is also a liability, as it ties down many of the garrison who might better serve the islands by patrolling the coastal settlements.

About half of the island's troops are assigned here by the Far Seas Trading Company, while the rest are mercenaries hired by Lord Felwin of Mikastown to help deal with the increasingly bold depredations of the pirates.

5. Mikastown

Village, Pop. 600

(*Barbarian 6%, dwarf 8%, Erudite 7%, gnome 11%, high elf 5%, human 37%, ratonga 10%, wood elf 6%, other 10%*)

Ruler: Lord Felwin.



Gold Piece Limit: 225 gp.

Assets: 7,200 gp.

Resources: Fish, fruits, stonework, art.

Militia: 25 Company mariners (*Ftr* 3–6), 25 mercenaries (*Ftr* 3–6).

Where there was once barren rock, a thriving city now stands. Walls made of stone quarried from the island itself protect Mikastown, which now boasts a large population and numerous amenities. The town is named for its founder, Mika Seawitch, a famed spellcaster and mariner who insisted against all odds that Northgate could support such a settlement.

a. Walls: Stone walls, carefully built by craftsfolk over an entire decade, surround the interior of Mikastown and add to the protection provided by the nearby fortress.

b. Qeynos Residency: No one is sure who decided to put the official homes of the Great Cities' ambassadors so close together; it has certainly resulted in great amusement for the people of Mikastown, for Diegas, the Qeynos ambassador (*male human*, *Ari* 8), spends considerable time and money decorating his home to outshine his rival in the adjoining residence.

Ambassador Diegas has largely succeeded in outdoing his political opponent, for the house is quite remarkable in its luxury and excessive décor — for instance, it has a walled garden filled with elaborate statuary and expensive decorative plants, all tended by a small army of servants and gardeners. The walls of the residence are elaborately carved in bas relief, portraying the history of Qeynos and the events of the Age of Cataclysms that led up to the founding of the Isles of Refuge. Of course, the decorations have nearly bankrupted Diegas, but he at least has the satisfaction of knowing that his abode's perfection drives Nabilus to distraction.

c. Freeport Residency: Ambassador Nabilus (*male human*, *Ari* 6) of Freeport quietly seethes with envy, for his home, while grand, lacks the lavish and luxurious adornments that grace the house of fellow ambassador Diegas. For the moment, Nabilus contents himself with elaborate fêtes, and with lavishing gifts and attention upon his three lovely mistresses, all of whom reside with him. Nabilus is assisted by several aides, who administer the citizenship test at the residency once per week.

d. Merchants' Quarter: As one of the fastest-growing and most prosperous cities in the Isles of Refuge, Mikastown has begun to develop a burgeoning mercantile district where goods of all sorts can be bought and sold. The merchants are mostly permanent residents, and cater to both the officials of the Great Cities and to the refugees who constantly move through the settlement. There are many different businesses here, ranging from inns and taverns to equipment suppliers, clothiers, fishmongers, and many others.

e. Refugee Housing: These huts have been built steadily for several years now, and their builders have slowly settled into a handful of uniform designs. Each hut is a mere 150 to 180 square feet, with a single room for sleeping and cooking and a small attached latrine. Huts are assigned to incoming refugees, each holding up to four individuals — six if the individuals are small or if conditions are especially crowded. Turnover is high as refugees take their citizenship tests and

move on, and these houses are usually occupied for only a few weeks at a time before new residents move in.

f. Burly Quarter: Mikastown is unusual in that it has a section devoted primarily to housing larger folk such as ogres and trolls. The buildings here are larger than in the main refugee area — up to 700 square feet, with furnishings and appointments adapted to Large inhabitants. Like the housing elsewhere, the structures in the “Burly Quarter” are regularly vacated and re-inhabited as their residents move to one of the Great Cities (usually Freeport); when there are fewer ogres and trolls on the island, these structures are assigned to greater numbers of smaller humanoids.

g. Ratonga Burrows: Outside of the walls is another unique feature of Mikastown: underground warrens built by and for the ratonga. A small group of permanent ratonga residents lives in the warrens and helps maintain them, but the primary population is, like that in the other parts of the town, transient. The unofficial ratonga “mayor” is Dorubo (*male ratonga*, *Com* 3/*Sct* 5), a grey-furred elder with a crooked tail — plainly it was once badly broken — and a highly intelligent and intuitive nature.

h. Lord Felwin's Residence: A former nobleman of Qeynos, Lord Felwin (*male human*, *Ari* 8/*Sct* 3) emigrated many years ago to the isles, purchasing property here and hoping to do good by aiding the refugees. He quickly rose to prominence, providing much of his substantial fortune to help in the construction of the fortress and the town's walls and hiring mercenaries to help defend the city against pirate raids. Within a few years, Felwin was widely acknowledged as the city's leading citizen and eventually proclaimed “lord” of the island.

Felwin's position is largely informal, but most of Northgate's inhabitants look to him as leader. Felwin himself is an affable and wise old man who always tries to find time for anyone who wishes to speak to him, and his still-substantial fortune helps keep the island safe from attack. Currently he is negotiating for the purchase or construction of at least one war vessel, intending to hire or train a capable naval force to pursue the Bloodhook Pirates and take the fight back to them.

Felwin's home is modest but comfortable, surrounded by a low wall, and boasts a lush green garden with plant species from both major continents. Inside, Felwin lives with his wife Shela (*female human*, *Ari* 6) and their twin daughters Magda (*female human*, *Ari* 2) and Erin (*female human*, *Ari* 1).

6. New Shipyard

Protected by watchtowers and regularly patrolled by soldiers from the nearby settlement, the beginnings of a real shipyard lie here. Lumber is piled up high and several small buildings have already been constructed. On the beach, timbers have been laid out, along with a rudimentary scaffolding. Lord Felwin hopes to begin construction of a real warship soon, but in the meantime several smaller vessels have been built, including some fishing boats and cargo launches to service merchant ships in port.

Felwin and his advisors know that both the goblins and the pirates would love to see the new shipyard destroyed, and they have hired extra guards to oversee the place.

Clan Flotsam

This small clan of goblins might have been an insignificant threat elsewhere in the Shattered Lands, but among the Isles of Refuge they are beginning to grow into something more. The longer Clan Flotsam remains at large, the more the authority of the two Great Cities is undermined, and both the goblins and other enemies, such as the Bloodhook Pirates, grow bolder and more inclined to challenge Qeynos and Freeport directly.

The clan's early history is largely speculative — they appear to be related to the ancient aqua goblins of Old Norrath, though they were probably cut off from their brethren and their numbers severely depleted during the Rending. Highly adaptable, the survivors quickly took to life at sea, building rafts and boats with available materials and finally lashing many together to form floating island-forts whence they raided the surrounding island folk.

Pickings in the Tranquil Sea were sparse, however, until the gathering of the refugees began; the swelling population of the nearby islands has proved both a boon and a curse to the goblins. Now, there are many rich settlements and shipping lanes to raid, but also more dangerous opponents determined to defend their new homes. The goblins' fortunes rose and fell sharply in recent decades — a successful raid might keep the clan well-fed and safe, while a defeat reduced them to near-starvation and desperate infighting.

This cycle continues today, though less violently, as the goblins maintain several of their large island-fortresses in the Tranquil Sea. Lately, most believe that the goblins have grown bolder, though no one is sure whether this is because they are indeed stronger militarily, or whether they once more face the threat of extinction and are raiding out of desperation.

A typical Flotsam Clan warrior has stats as noted below (based on an ability score array of 12, 12, 10, 10, 8, 8 before racial adjustments).

Male Aqua Goblin, Ftr 2/Sct 1: Small humanoid (goblin); HD 2d10+2 plus 1d8+1; health 18; Init +2; Spd 30 ft., swim 20 ft.; BDB +3; Def +5 (+1 size, +2 Dex, -1 armor); DR 2/-; BAB +4; Grap +1; Full-Atk +6 melee (1d3+1 nonlethal, unarmed) or +6 melee (1d6+1/x3, spear) or +7 ranged (1d4+1, 20 ft., javelin); SQ amphibious, ultravision; SV Fort +3, Ref +0, Will +0; Str 12, Dex 14, Con 12, Int 8, Wis 8, Cha 6.

Skills: Agility +4, Climb +4, Jump +3, Knowledge (warcraft) +1, Perceive +3, Sneak +8, Survival +3, Swim +10, Trade Skill or Vocation (any one) +1.

Languages: Goblin (4).

Feats: Dodge, Dodge Missiles, Hand to Hand.

Talents: Load-bearer, sneak attack, taunt, trapseeker.

Amphibious (Ex): An aqua goblin can survive on land or underwater, breathing air or water with equal ease.

Possessions: Seashell armor (as leather armor), spear, 2 javelins, 1d4 gp.

Chief Borghlu

The Flotsam Clan's supreme leader, a fat, cunning, middle-aged goblin named Borghlu, rules from the largest of their raft-islands. His fortress is a sizeable mass of broken ships, debris, driftwood, scavenged lumber, and other materials that is kept hidden from enemies by the tribal shamans' magic.

If most Flotsam Clan goblins are remnants of ancient aqua goblin tribes, then Borghlu is descended from isle goblin blood — standing nearly as tall as an average human warrior, he is easily bigger, stronger, and fiercer than any other goblin of his clan.

Borghlu, Chief of Clan Flotsam, Male Isle Goblin, Ftr 6/War 5/Ber 3: Medium humanoid (goblin); HD 6d10+12 plus 5d12+10 plus 3d10+6; health 109; Init +2; Spd 30 ft., swim 20 ft.; BDB +9; Def +10 (+2 Dex, -1 armor); DR 4/-; BAB +16; Grap +19; Full-Atk +19/+16/+13/+10/+7 melee (1d4+5 nonlethal, unarmed) or +23/+20/+17/+14/+11 melee (1d8+9/x3, +3 spear); Atk +19 melee (1d4+5 nonlethal, unarmed) or +23 melee (1d8+9/x3, +3 spear); SQ amphibious, ultravision; SV Fort +12, Ref +7, Will +5; Str 16, Dex 15, Con 15, Int 11, Wis 12, Cha 9.

Skills: Agility +4, Climb +10, Jump +9, Knowledge (geography) +4, Knowledge (nature) +3, Knowledge (warcraft) +7, Perceive +8, Search +0 (+1 finding secret doors), Sense Motive +1 (+2 vs. Bluff [feint or intimidate]), Sneak +8, Survival +3, Swim +13, Use Rope +3, Vocation (sailor) +4.

Feats: Dodge, Double Attack, Hand to Hand, Leadership, Parry, Toughened, Weapon Focus (spear).

Talents: Battle cry, berserk, call to arms, damage reduction, diehard, grand effort, improved damage reduction, improved smash, smash, uncanny dodge.

Possessions: Seashell armor (as leather armor), +3 spear.



Gibbon Isle

Thickly forested and home to hundreds of long-tailed primates, Gibbon Isle is only recently settled and largely unexplored. Rumors abound of ruins and treasures to be found on the rugged forest slopes leading up Starfall Peak, one of the highest natural features in all of the Isles of Refuge. Certainly, most scholars believe that the mountain was hit by a fragment of the Moon of Luclin, which may account for the many strange rumors and legends of strange creatures and events that constantly swirl around Starfall and the surrounding forests.

Two small settlements have sprouted up here in recent years, each with its core of permanent residents and a continually changing population of refugees. Freeport manages the first settlement, Windward, while Qeynos is in charge of the island's other village, Seaward.

A natural rivalry between the towns has sprung up, with those who favor residence in one city or the other are urged to go to the appropriate refugee settlement.

Meanwhile, a steady stream of restless refugees ventures into the forest seeking to verify the strange stories of the island's interior, whether heard on shipboard or in waterfront taverns. Enough of these explorers have met with bad ends that the two ambassadors have begun to actively discourage exploration of the interior, calling for help from their respective cities to investigate and map the island. So far, this help

7. Fisher's Point

This rocky spur extends out into the ocean, and is said to point the way to the richest fishing in the area. Fisher's Point is a popular destination for sightseers, picnickers, and lovers, and the tall white lighthouse here is the island's most prominent landmark.

8. Fisher's Point Lighthouse

Like most of the other Isles of Refuge, Northgate has a lighthouse to aid incoming vessels in navigation — and as with many other structures on this island, it was built with assistance from Lord Felwin. The Felwin family crest is carved and painted over the main entrance, and a permanent watchfire burns at the top, tended by a pair of lighthouse keepers, one of whom is on duty around the clock.

9. The Fishing Shoals

Several hours' sail beyond Northgate lie some of the richest fishing grounds in the Isles of Refuge. Every few days, the island's fleet of fishing boats — often accompanied by a hired corsair vessel or two — sets sail for the shoals, often returning just before sunset the next day with holds full.



has not come, nor is it likely to given the budgetary and political concerns of the two human cities.

1. Harbor

Protected by the two peninsulas, the harbor is wide and deep, allowing ships to anchor here in complete safety. They usually sit here for a day or more before being allowed to make port at the small and increasingly-busy dock facilities in one of the two cities.

2. Windward

Village, Pop. 250

(*Barbarian 7%, dark elf 9%, Erudite 6%, gnome 6%, human 52%, ogre 6%, ratonga 8%, other 6%*)

Ruler: Ambassador Kax'thar.

Gold Piece Limit: 70 gp.

Assets: 800 gp.

Resources: Fish, trade goods.

Militia: 10 Freeport guards (*Ftr 4–6*).

Small and picturesque, nestled close to the rich blue waters of the harbor, Windward is run by Ambassador Kax'thar of Freeport (*male human, Prt 5/Clr 1*). The ambassador makes sure that his representatives visit each incoming refugee ship so that those of appropriate temperament and racial background are urged to come to his settlement. There, new arrivals are pressured to choose Freeport over Qeynos.

Of course, this situation is duplicated in reverse in Seaward, where the inhabitants are solidly Qeynos-sympathizers, so the practice has not yet caused any major problems. Those who come here mistakenly and appear to be more Qeynos material are encouraged to move to Seaward — and most do so, quickly, given the somewhat violent and rough nature of this settlement.

Windward has a definite frontier-town feel, with numerous waterfront taverns, a small but bustling dock district, and a small group of Freeport Militia who are supposed to keep order but usually use their authority to line their pockets with bribes. This situation is accepted as par for the course by its inhabitants, and Windward has survived and even grown over the past years.

A wooden palisade surrounds the city, with gates closed each sundown and not opened, under any circumstance, until dawn. Those who wish to venture beyond the safety of the walls can purchase equipment at any number of small shops, but are advised that once outside of Windward they are entirely on their own.

A burgeoning industry in false maps and fraudulent travel guides has sprung up in recent years, which may be responsible for the spread of increasingly wild rumors about what is to be found on Mount Starfall.

3. Windward Road

A dirt road winds around the harbor, connecting the island's two primary settlements. Windward's militia is responsible for patrolling that town's half of the route, while Qeynos guards from Seaward take care of the other. Travel

along the road at night is discouraged, for several mysterious disappearances have occurred in recent months.

4. Seaward

Village, Pop. 280

(*Barbarian 5%, dwarf 8%, Erudite 6%, halfling 5%, high elf 8%, human 46%, kerra 5%, wood elf 11%, other 6%*)

Ruler: Ambassador Claudius.

Gold Piece Limit: 90 gp.

Assets: 1,300 gp.

Resources: Produce, trade goods.

Militia: 20 Qeynos guards (*Ftr 4–6*).

In contrast to the lawless atmosphere in Windward, the village of Seaward is a peaceful and relatively stable place, home to those of a more decent and orderly bent. Ambassador Claudius (*male human, Ari 5/Ftr 2*) manages the place in the name of Qeynos, and like his counterpart makes sure that the “right” refugees find their way here.

The houses in Seaward are neat and well-ordered. Most are made from white-washed wood or stone with slate roofs, while a few have been built recently with actual roofing tiles. Seaward has its share of inns and taverns, but these are more likely to be the scene of bardic performances, spirited discussions, and the exchange of polite pleasantries than brawls and larceny. The newly built docks are small but well-run, like those in Windward, and the residents who work there are growing more efficient all the time, quickly moving refugees and goods on and off ships to allow others to take their place.

The lands around Seaward are somewhat more civilized than those surrounding Windward, and visitors can wander in the nearly-cleared farmlands with few concerns. Beyond the farms, however, the land quickly becomes rugged, dangerous, and unexplored. Like Windward, the Seaward authorities take no responsibility for what happens to wayward unprepared explorers, but they have been known to mount search parties and rescue missions if the need becomes apparent.

5. Farms

A few small farmsteads have been carved out of the forest near Seaward, and are regularly patrolled by Qeynos guards. Only a few reports of various wild animals and excessively troublesome gibbons have occurred, but many claim that there is a certain miasma of fear and dread that emerges periodically from the forest, making inhabitants nervous and fearful, though they cannot say why precisely.

6. Forest

The forest is mixed temperate deciduous and conifer, nourished by heavy spring rains. It contains a number of animals that are unique to this island — wolves, badgers, jaguars, and the chattering gibbons that give the isle its name. In spring and summer the forest is indeed a pleasant place — warm and sun-dappled, alive with birdsong. In fall and winter, however, the place grows dark and gloomy, and seems to evoke a sense of apprehension and dread. Islanders generally avoid the forest during the cold months, and even on warmer days — when they must venture in for firewood, for instance — they generally go there only in groups.

Many stories surround the forest, some circulated by the rumormongers of Windward, who make substantial profits from those who want to explore the area and seek out the riches that are said to be hidden there. The tales of the forest range from mildly alarming (“wild animals with a taste for flesh dwell there”) to downright terrifying (“ancient beings from before the Age of Cataclysm dwell there, jealously guarding their secrets, and eventually plan to destroy all life on the island in order to protect their privacy”). Other tales border on the humorous (“the disappearances and strange happenings are the work of a clan of inept goblins who are trying to hide in the forest”).

7. Tazul River

Plunging down from the slopes of Mount Starfall, the Tazul River dominates the landscape of much of Gibbon Island. Despite its origin — atop a rumor-haunted and unexplored mountain that is said to be home to strange creatures — the Tazul’s water is pure and supplies much of the drinking water to the two settlements. The lower reaches are also good for fishing and a rich source of crayfish and other small food animals.

The ambassadors of the isle’s major settlements make sure that any water and any catches made from the river are checked for any poisonous taint. So far no one has ever gotten sick from water or fish taken from the Tazul, but rumors persist of larger and more dangerous creatures that inhabit the headwaters and the unexplored regions of the river.

8. Mound City

A day’s travel into the forest lies a fascinating site that has yet to be fully explored. A dozen or more rounded mounds stand here, covered in vegetation, showing some evidence of former habitation. Some believe that the place was originally a halfling settlement that dates back to before the Age of Cataclysms; others ascribe darker origins to the place, variously claiming that the mounds may be abandoned wizard spires, gates to the now-closed Planes of Power, pieces of the Moon of Luclin that fell during the Shattering, or some other devilry.

So far, no major expeditions have been sent to “Mound City,” but the rumors continue to circulate. It is known that at least one unauthorized group of adventurers disappeared after venturing out toward Mound City less than a year ago.

9. Foothills

The land of Gibbon Isle grows progressively more rugged as one approaches the lower slopes of Mount Starfall. The woods grow thicker here, and the trees seem both older and less hospitable, with gnarled roots, thick undergrowth, deep ravines, and unexpected entanglements. Only a handful of explorers have come this far, and at least one scholar claims that the trees date from pre-Shattering, and might in fact represent the oldest trees in the Isles of Refuge.

Some have gone so far as to claim that the unknown power that dwells on Mount Starfall has somehow infected the land here, making it a fell and dangerous place. Rumors of dark creatures known nowhere else in the islands continue to

circulate, along with stories of lost artifacts and untold riches. Inexperienced adventurers have occasionally been duped by those who pass on such stories, along with fake maps, journals, and other manufactured evidence.

Nonetheless, those who venture into the foothills without sufficient preparation almost invariably disappear, and the isle’s ambassadors continue to discourage anyone from going there.

10. Mount Starfall

The dark mass of Mount Starfall dominates the island, standing over its forests like a grim guardian. Its name comes from the common belief that the mountain was struck by a fragment of the Moon of Luclin during the Shattering. Mariners who approach the island from the side opposite the harbor indeed report that a massive indentation and perhaps even a dark spherical object appears on the far slopes of the mountain, which gives credence to this rumor.

Rationally minded Norrathians dismiss all this talk as idle speculation at best, and as malicious misrepresentation at worst; they have other explanations for the reported formation. However, most islanders believe that the mountain indeed supports a piece of the lost moon.

Mount Starfall is in all likelihood a young peak raised by the disasters of the Age of Cataclysms — it is a massive mountain, craggy and rugged, with knife-edged ridges and sheer ravines. Its highest slopes actually bear snow in the coldest months of winter, but for the most part its upper reaches are bare and foreboding; they are often shrouded in clouds and mist, especially during the rainy season.

The frightening tales of the Gibbon Island’s wild lands center on Mount Starfall. Strange lights dance about its peak, it is said, and on moonlit nights great winged beasts can be seen flapping to and from the summit. Tales speak of mysterious disappearances in the villages, followed by the return of corpses, frozen solid with looks of horror on their faces, as if they had faced the freezing winds at the top of the mountain and then been returned.

There are many stories — surely false — about lone adventurers scaling the mountain only to find it inhabited by demons, flesh-eating undead, or even a gate to distant planes of horror and death. Usually the stories are followed by descriptions of the vast wealth to be found on the mountain, available to anyone with the skill and bravery to retrieve it — treasures from lost Luclin, the fallen wealth of failed explorers, or the hoards of the dragons, demons, or other horrors that must lurk atop Mount Starfall.

In reality, no one is known to have successfully scaled Starfall, but it remains a major challenge to adventurers throughout Norrath. Several expeditions to the mountain have been proposed, but so far no one has agreed to fund such a mad endeavor.

11. Luclin Fragment

On the far slopes of the mountain lies the great fragment that gives Starfall its name. It is indeed a piece of the Moon of Luclin, polished and made almost perfectly spherical by unimaginable cosmic forces, embedded like a great black pearl in

the far side of Mount Starfall. It is indeed an awesome sight, nearly half a mile in diameter.

Massive piles of talus and rubble lie below the fragment, blasted loose when it struck the mountain. Vegetation has begun to creep into the rubble now, though, along with some of the local wildlife.

12. Tunnels

A number of openings can be found at the base of the fragment where it meets the mountain slopes. These openings lead to a network of tunnels inside the sphere. The exact nature of the tunnels is left to the GM, but they are most likely to contain the answer to the riddle of the mysterious events on the mountain.

What's in the tunnels? This one is best left to the GM's prerogative. The tunnels may be empty, but that doesn't really make for terribly exciting role-playing, and a group of adventurers will be deeply disappointed if they make it all this way and don't have a payoff.

The tunnels might be of artificial construction, built by any of the lost moon's old inhabitants such as grimplings, shissar, thought horrors, or others. They may also be part of the vast tunnel network that once wound beneath Luclin's surface and was created by the boring rock worms that were indigenous to the moon.

Of course, the true contents of the ominous sphere and its intricate network of tunnels are limited only by the infinitely more intricate (and diabolic) imagination of the GM.

Galicus Island

Outwardly a somewhat dismal and unpleasant place, Galicus Island is nevertheless a popular destination for rootless adventurers seeking something a bit more challenging than the average Isle of Refuge. The main city of Galicus Harbor is known as one of the more violent and dangerous of the frontier towns in the known lands, and its typical inhabitant is of the more rough-and-ready sort.

Many of the isle's residents choose to stay here for several months at least, honing their skills while investigating the many dangers of the island, before finally deciding on a home city. On other islands, perhaps, such conduct is frowned upon, but Galicus is such that the presence of experienced refugee adventurers is always welcome — if they wish to stay a little longer than usual, the authorities turn a blind eye.

1. Galicus Harbor

Village, Pop. 630

(Barbarian 13%, dwarf 11%, human 37%, kerra 12%, ogre 7%, ratonga 5%, wood elf 5%, other 5%)

Ruler: Ambassadors Lavinia and Tazna.

Gold Piece Limit: 210 gp.

Assets: 5,900 gp.

Resources: Fish, trade goods, mercenaries.

Militia: 30 Company mariners.

This settlement is located on the island's single sheltered inlet, hugging the rugged coast and sprawling messily along the shoreline, with various docks, piers, and a number of shanties built along the waterline. Construction materials consist of cast-off pieces of driftwood and wrecked ships, old boats, rough-hewn timber, stone, and virtually anything else that the inhabitants can lay their able hands on.

Refugees from all over the Shattered Lands are jumbled together here, housed by the authorities in whatever structures are available — if no suitable housing is to be found, new buildings are constructed hastily, often in a slapdash, overnight fashion. These buildings are more often than not ready to collapse on their inhabitants at any moment, but the refugees are responsible for their own repairs.

Galicus Harbor is full of shops, taverns, and market stalls supplying all manner of amenities and goods, some run by the island's permanent population, others managed by refugees. This arrangement means that businesses continually open and then disappear, often in the space of a matter of weeks. Structures are so fleeting in this ramshackle city that any idle building is considered fair game and is quickly reoccupied as soon as it is abandoned by its previous tenants. Very few actually own buildings or property in Galicus Harbor, and this



chaotic situation has gone on for so long that most consider it normal.

In the midst of all this chaos, the ambassadors Lavinia of Qeynos (*female half elf, Mag 5/Sor 4*) and Tazna of Freeport (*female human, Ari 6/Sct 2*) have a very difficult time keeping track of their refugees while pursuing their other duties. Each has a small staff of aides and advisors and is served by a little over a dozen warriors from her city, but this is scarcely enough to monitor the comings and goings of refugees throughout the island. They try to interview incoming refugees and tell them about the citizenship tests, but Galicus Harbor has become such a freewheeling and disorderly place that it is growing harder and harder to keep track of such things.

In any event, refugees who wish to stay here for longer than the usual time are generally allowed to do so, since the creatures that dwell in the marshes have to be kept under control by relatively hardy and experienced adventurers. Anyone who stays here longer than three or four months is likely to be contacted by a ambassadorial assistant — unless the newcomer makes a point of keeping a low profile — and urged to choose a city. Those who wish to stay a while longer can usually do so easily, however, by venturing into the wilderness or melting in among the rabble of the town.

2. Oyster Beds

One of the island's chief exports is oysters and other shellfish, maintained by tenders who live in the cluster of huts and houseboats near the prime beds. These are harvested by divers and by those lucky enough to have water-breathing magic, though foreigners and newcomers are sometimes hired to keep other tenders from poaching, and to ward off the sharks and barracuda that sometimes lurk nearby.

3. Cypress Heights

The rugged hills above the city are covered with wind-warped cypress trees, which provide some shelter from the weather and also delineate the extent of civilization on the island. The small forces of mariners from Galicus Harbor patrol here as often as they can, keeping an eye out for marauders from the swamp; restless refugee-adventurers often pass through here looking for excitement in the marshes below. As often as not they find it, and if they manage to kill off some of the swamps' more threatening denizens, so much the better. On the other hand, if they end up providing a meal for the marsh monsters, that's generally thought to be fine as well — for then, the com-

mon argument goes, the denizens are less likely to venture out of the swamp in search of other food.

4. Marshes

Salt marshes cover most of the rest of the island. They are treacherous, teeming with insects (disease-carrying mosquitoes infest the lowlands during the wet season), and are interrupted only by occasional clumps of solid land. A single sickly river flows down from Tattered Peak, providing fresh water here and there, but overall the place is a miasmatic wilderness of sucking bogs, foul fens, and dangerous monsters, some of which have been known to leave the swamp and seek food in the settled portions of the island.

To this end, the ambassadors and other islanders remain relatively tolerant of adventurers, especially experienced ones, and allow them to stay for extended periods and also to explore the swamps and other portions of the island. The marshes are indeed a challenging place, and the casualty rate among explorers is high — which incidentally keeps the refugee population low and thus prevents the ambassadors from pressuring too many of them to leave.

5. Greyflow River

This shallow, meandering river wanders through the marshlands of Galicus' Island, often changing course, creating and destroying islands and shallows as it goes, and generally making maps and other means of navigation utterly useless. They Greyflow has no real economic significance; the most common species here are large frogs and small black eels, neither of which are known to be harmful, edible, or otherwise useful.



6. Tattered Peak

The highest point on the island also appears to be the source of the Greyflow. This ragged cluster of highlands is really little more than a collection of craggy hills, but it is one of the island's few reliable landmarks.

7. The Ruins

Deep in the marshes, often cut off by quicksand and the swiftly changing path of the Greyflow River, is a mass of tumbledown rock that might once have been a castle or fortress. This ruin easily dates to pre-Cataclysm times, and is today inhabited by a number of dangerous undead and even some extraplanar creatures. Local rumor among the knowledgeable has it that a single surviving Amygdalan knight actually lurks here, brooding in frustration that its creator god has vanished, taking its frustrations out on unfortunate travelers or wayward explorers.

A labyrinth of tunnels is said to twist beneath the ruins, but these are surely flooded or filled with muck. Despite this, many stories are told of buried treasure or lost relics sunk beneath the place, so adventurers continue to come here.

8. The Lair

The marshes are plagued by a number of infamous monsters and small groups of marauding creatures. This area, known as the Lair, is on relatively solid rocky ground, full of shallow caves and ravines — perfect hiding places for creatures of all sorts. The Lair is also fairly dry and supports a decent accumulation of plants and small animals, making it even more suitable for large predators, intelligent monsters, and the like.

The Lair is a frequent source of marauding creatures that, driven from the area by hunger or by competition with others, sometimes make their way to settled lands in search of prey. Likewise, the Lair is a potent draw to adventurers who seek diversion, or who want to collect bounties offered by one of the island's two ambassadors.

The Lair's inhabitants vary from season to season, ranging from a roaming group of savage ogres, several wild bands of goblins, and from time to time even groups of Bloodhook Pirates, all in addition to the various wild beasts and creatures that call the swamps home. Adventurers and bounty hunters are never without quarry here, even in the most gloomy and uneventful of months.

9. Swamp of Fear

If the Lair is the island's recreational hunting ground, then the marshes of the southern island are its true killing fields, where only the most experienced adventurers dare tread. A dark and forbidding place, the swamp is well-named, for a formless and nameless dread comes upon anyone who approaches it, and there are said to be numerous dangerous creatures here, all somehow tied to the swamp by whatever fell power lingers beneath its dark and stagnant waters.

Some claim that the Swamp of Fear was once the location of a temple or other site sacred to the evil Cazic-Thule, and that although the God of Fear is now missing, along with the other old gods, the terrors of his divine presence linger, reaching with a cold, clammy hand into the hearts of even the

boldest adventurers. There are many tales of what lies within the Swamp of Fear — and many of these are contradictory. It is known that anyone who enters the swamp is assailed by an inexplicable sense of terror, and this may color the accounts of visitors.

Worse, powerful creatures such as feral troll berserkers, bloodthirsty undead, Amygdalan knights, and other extraplanar terrors have been encountered here, but the same creatures are rarely encountered twice, leading to much speculation about where the things come from and where they go. So far no one has come up with a satisfactory answer, and the creatures' very presence has made exploring and mapping the swamp very difficult. Rumors persist of a lost temple or site sacred to Cazic-Thule, and of the wondrous riches hidden within, but the truth remains elusive.

10. The Ghost Marsh

While undead are not uncommon in the Swamp of Fear, they are positively abundant in the nearby Ghost Marsh. Undead of all kinds can be found here, but the most common are insubstantial spirit-creatures and mindless, shambling skeletons and zombies. Their numbers are far greater than any rational argument can explain.

It may be that these creatures are the remnants of some great ancient battlefield that was buried beneath the swamps during the Age of Cataclysms, or they may be summoned from another plane. It might also be true, as some have suggested, that the undead have been pulled here from another dimension through some magical portal, or, then again, there may be a cabal of necromancers creating or raising them for their own nefarious purposes — any of a number of possible alternatives.

Whatever their origin, it is clear that the undead represent a considerable danger to the rest of the island, leading the ambassadors to dispatch refugee adventurers or, if they are not available, mercenaries to the Ghost Marsh to thin the undead population. This is dangerous work indeed, but it pays well, and occasionally the bounty hunters discover a windfall in the form of a lost treasure or a potent magical item guarded or wielded by one of the marsh's foul denizens.

Other Islands

There are literally dozens, perhaps even hundreds of other islands in the Shattered Lands. Some are tiny and uninhabitable, others larger and more hospitable — many of these larger islands have their own refugee settlements, with guards, ambassadors, and the amenities described above. Others are wild, almost savage settlements where more primitive or troublesome refugees are temporarily settled. Some of the more prominent of islands of the Isles of Refuge are listed below.

Blacktree Island: A nearly intact pre-Cataclysm castle stands on this large isle, miraculously left largely untouched by the ravages of the previous age. It has in recent years been adopted as home to the island's two ambassadors, and a thriving community of farmers, shopkeepers, and refugees has

grown up around it. The island looks very similar to the lands of Old Norrath, with rolling green hills and pleasant valleys.

Castle Blacktree itself has been extensively restored and remains the island's most prominent feature, despite rumors that the place is haunted by the spirits of its old owners, who cannot bear the thought of someone else inhabiting their beloved home.

Eel Island: So-named for the species of large, dangerous eels that inhabits its rivers, Eel Island is a somewhat dismal and isolated place; refugees who are deemed too antisocial or dangerous for other islands are sent here. Most of these folk live in one of a number of tiny, insular hamlets, dwelling in ramshackle buildings constructed from whatever debris are available. The inhabitants can be very hostile to outsiders; the two ambassadors live on opposite sides of the island, in constant fear of assault even secure within their fortified demesnes.

Most of the refugees here choose the more lawless destination of Freeport (if they ever choose to go to a Great City at all), but even in Freeport arrivals from Eel Island are always watched closely, and many are deported back to the island within a few days or weeks of their arrival.

Firetop Island: This unusual island contains an active volcano that occasionally spouts steam and ash, sometimes causing the land to shake ominously; for the most part,

though, it remains quiescent and isn't considered to be a serious danger. The volcano itself is known to house a number of elemental creatures, but like the mountain these are thought to be relatively benign as long as they are not disturbed.

An odd community of dwarves and iksar inhabits the island, and only refugees who have a taste for relatively precarious living are sent here.

The Skyspire: This is a sheer spike of rock that rises over 80 feet above the waves. It is believed to be a shard of the Moon of Luclin that plunged through Norrath's atmosphere like a javelin and stuck fast in the sea bottom. Today it is a common landmark and navigational aid — though there are rumors that those who spend too much time nearby have visions of the pre-Cataclysmic world and have even been known to go mad from the images.

Xel'ka's Key: There are no refugees on this island yet, as it is still being settled. So far only the Freeport Ambassador Nyla Xel'ka (*female half elf, Sct 6/Prd 3*) and her staff are here, having built a small residence. They are currently at work erecting the skeleton of a settlement. The island itself is small but thickly forested, and Xel'ka has undertaken the hiring of outside adventurers (and any refugees from other islands who wish to help) to explore and map the island, removing any dangerous creatures and identifying any hazardous conditions that might threaten the new settlement.



CHAPTER FOUR:



Building a
Character

Abilities

Your character's six abilities (often called "ability scores" or "stats") represent her general attributes and propensities. The modifiers derived from these abilities modify just about every die roll you make in an *EverQuest II Role-Playing Game* session. For example, a physically strong character deals more damage when swinging a weapon. A dexterous character can more easily evade blows and sneak through small spaces. A frail character can't take as much damage and is less likely to maintain concentration in the face of pain and distraction. When making checks in situations like these, your character's abilities have a strong influence over her success or failure.

You determine your character's scores by assigning ability points to a base score, generally assigning more points to abilities that will be important to your character. Scores are then modified by the race you choose for your character (see Chapter 5: Races), and scores can also be increased gradually over time as your character gains experience levels (see Chapter 6: Professions).

The Six Abilities

Every character, creature, and monster in this game has two sets of three abilities: The physical stats are Strength (Str), Dexterity (Dex), Constitution (Con), and the mental stats are Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

An above-average ability score gives your character a bonus on related rolls in the form of a positive modifier; similarly, a below-average ability score imposes a penalty on other die rolls in the form of a negative modifier.

See Table 4-2 for the modifiers derived from particular ability score values.

Strength (Str)

Strength measures your character's ability to carry weight and to hit hard. This ability is especially important for fighters, but is also crucial to anyone else who is likely to get involved in a lot of close combat. A good Strength score can make the difference between a mediocre fighter and someone who is an elite combatant.

You apply your character's Strength modifier to the following, as well as to any other roll the GM deems applicable:

- Melee attack rolls
- Damage rolls when using a melee weapon or a thrown weapon (see Chapter 12: Combat for more details on combat modifiers)
- Climb, Jump, and Swim checks (see Chapter 8: Skills for more on skill checks)
- Strength checks (for breaking down doors and performing similar brute-force tasks)

Dexterity (Dex)

Dexterity measures a character's ability to perform delicate tasks, shoot accurately, avoid blows, and maintain balance. This ability is most important for scouts, but many other characters also benefit from high Dexterity scores, including those who typically wear light, medium, or no armor (mages,

for example, or some fighters), and those who want to be skilled archers.

You apply your character's Dexterity modifier to the following, as well as to any other roll the GM deems applicable:

- Ranged attack rolls, including attacks made with bows, thrown spears, and other ranged weapons
- Defense bonus
- Reflex saving throws
- Agility, Sleight of Hand, Sneak, and Use Rope checks, as well as certain Handle Animal and Perform checks

Constitution (Con)

Constitution represents a character's toughness, health, and stamina. This is most important for characters who expect to act as front-line fighters. However, since a character's Constitution score affects his health, it's an important ability for everyone in the *EverQuest* world.

You apply your character's Constitution modifier to the following, as well as to any other roll the GM deems applicable:

- Each Hit Die (although a penalty can never reduce a HD roll to a result of less than 1 — that is, a character always gains at least 1 point of health every time he goes up a level)
- Fortitude saving throws
- Channeling checks, as well as certain Perform checks

Note that a character's health is always modified by her current Constitution score, and any changes to her Constitution modifier are applied retroactively. For example, if a 5th-level fighter increases her Constitution from 13 to 14 (thereby increasing her Con modifier by +1), she gains 5 extra health points — one for each of her five levels.

Intelligence (Int)

Intelligence represents how well your character can acquire skills, use logic, and make deductions. Intelligence is of paramount importance to mages, since it affects how much power they have and how hard their spells are to resist. It's also important for any character who depends upon well-developed skills, since it modifies how many skill points a character has to spend at each level.

You apply your character's Intelligence modifier to the following, as well as to any other roll the GM deems applicable:

- The number of skill points your character gains at each level. (But even if your character has an Intelligence penalty, he always gets at least 1 skill point per level.) Unlike Constitution score modifications, for example, Intelligence bonuses to skill points are not applied retroactively. The bonus skill points a character gets upon achieving a new level is based on the Intelligence he had for the majority of the previous level.
- Engineer Device, Forgery, Knowledge, Language, and Search checks; mages use Intelligence when making Spellcraft checks. (All characters use the better of their Intelligence or Wisdom score when making Trade Skill and Vocation checks.)

Wisdom (Wis)

Wisdom describes a character's self-control, common sense, and perceptiveness. While Intelligence measures a character's ability to reason, Wisdom relates more to an awareness of both internal and external forces. A character with a low Intelligence but high Wisdom may seem slow-witted, but often understands more of what's going on than she has the words to explain — insight and intuition are functions of Wisdom.

Wisdom is important for characters who are alert or who know how to analyze or “read” people. It modifies all of the perception-type skills, which are often as important as combat or spellcasting abilities. Wisdom is also crucial for priests, as it determines how much power they receive and the potency of most of their spells.

You apply your character's Wisdom modifier to the following, as well as to any other roll the GM deems applicable:

- Will saving throws
- Heal, Perceive, Sense Motive, and Survival checks; priests use Wisdom when making Spellcraft checks. (All characters use the better of their Intelligence or Wisdom score when making Trade Skill and Vocation checks.)

Charisma (Cha)

Charisma represents a character's ability to influence those around her. It includes such factors as a character's appearance, personal magnetism, and force of personality. A character can be extremely attractive but might irritate those around her, and thus have a low Charisma, or be unpleasant to look at yet possess an extraordinary way with people, and thus have a high Charisma. A character's Charisma isn't always obvious — a young noblewoman might seem to be a fainting flower whom everyone ignores, yet have a high Charisma that is revealed only when she takes command in emergencies.

Charisma is most important to characters who wish to influence the opinions of others, including leaders, con men, and diplomats. Such influence often becomes important to characters who are attempting to win the trust of a certain faction of people or creatures, whether to gain information from them or to be entrusted with important quests by them.

Charisma is also important as a spellcasting trait for any spellcaster who regularly uses mind-influencing spells (which use Charisma to determine their save DCs, regardless of whether the caster is a mage or a priest).

You apply your character's Charisma modifier to the following, as well as to any other roll the GM deems applicable:

- Bluff, Disguise, and Persuade checks, as well as some Handle Animal checks
- Charisma checks (which are often just untrained Persuade checks)

Abilities and Spellcasting

Different spellcasters use different abilities when spellcasting. Priests use their Wisdom to determine their power and the Difficulty Class (DC) of saving throws of the spells they cast. Mages use Intelligence for those same spellcasting purposes. The one exception to these rules is that all spells with the *mind-influencing* descriptor use Charisma to determine their saving throw DC.

For more information on how a spellcaster's abilities interact with his spellcasting, see the **EverQuest II Spell Guide**.

Determining Your Ability Scores

All characters begin with a base score of 8 in each of the six abilities and an additional 27 “ability points” that can be added to increase these scores. Ability scores are increased by 1 point for every ability point added, up to a maximum of 16. Increasing a starting ability score beyond 16 requires two ability points for each additional point by which the ability score is increased.

Ability points cannot be used to raise any starting ability score (i.e., before racial modifiers) to 19 or higher.

Table 4-1: Ability Point Cost

Ability Score	Ability Points Spent
8	0
9	1
10	2
11	3
12	4
13	5
14	6
15	7
16	8
17	10
18	12

No character can have a starting ability score of less than 8. However, note that a character's racial ability modifiers (see Chapter 5: Races) can raise an ability to above 18 or lower it below 8.

The average ability score for a typical inhabitant of the *EverQuest* world is 10 or 11, but your character does not represent a typical inhabitant. Player characters are heroes, adventurers, and people of exceptional potential. Among such people, the most common ability scores are 12 and 13, and many have one or more abilities with scores of 16 or higher. Player characters are the focus of an *EverQuest* adventure, and generally need above-average scores to survive the experience.

Note that once you've begun playing your character, you can't change your initial ability scores around, so you should give some serious thought as to how to assign them. You'll likely need to decide what race and profession you want to play before you assign all your ability points in purchasing ability scores for your character. A fighter, for example, needs good Strength and Constitution scores to be an effective combatant, and may want a high Dexterity as well. A mage needs as high an Intelligence score as possible, but may not have much use for Strength or Wisdom, for instance.

However, the most important consideration when assigning your ability scores is your character's overall concept. If you envision your priest as a warrior-type who considers himself cursed to receive the constant attention of his tribe's spirits, you may want to give him good Strength and Constitution in addition to Wisdom (which dictates a priest's

spellcasting ability). There can be benefits to such an approach — while high physical scores won't help your priest cast spells, they do make him a much more effective fighter than most other priests, a factor that can result in a nasty surprise for his enemies.

Remember, though — no ability is useless, and having at least an average score in any ability is almost always a good idea if you can manage it. Since characters are limited to 27 ability points, however, you have to decide what's most important to your character.

After you spend your ability points to purchase your starting ability scores, remember to modify the resulting values by the racial ability modifiers for your race (see Table 5–1). Racial ability modifiers can raise a character's starting scores to well above 18 or lower them below 8. For example, if you decide to play an ogre, your Strength is increased by 6 points and your Constitution by 4, but you lose 2 points of both Dexterity and Wisdom as well as 4 points of Charisma.

Ability Modifiers

Each ability score provides a modifier, most commonly ranging from –1 to +6 for new player characters. The modifier represents the number you add to or subtract from die rolls when your character tries to do something related to that ability. For example, you add your Constitution modifier to your health dice (to determine your total health score at any given level), to Fortitude saving throws, and to Channeling checks made to successfully cast a spell after taking damage.

Some modifiers also apply to numbers other than die rolls, such as the way your mage's Intelligence modifier determines the amount of power he has available to fuel his spells.

For ease of reference, the modifiers for ability scores ranging from 1 to 29 are listed on the table below. Ability scores above 29 can be determined easily: Simply subtract 10 from the ability score and divide the result by 2 (rounding down).

Table 4–2: Ability Score Modifiers

Ability Score	Modifier
1	–5
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	+0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
28–29	+9

Example of Generating and Assigning Ability Scores

Michelle is creating a character for a new *EverQuest II Role-Playing Game* campaign she and her friends are going to play. She has 27 ability points to dispense over 6 abilities, each ability having a starting score of 8. Unsure what kind of character she wants to play, she looks through the Races and Classes chapters, respectively, for an idea.

She decides that she likes the idea of playing a high elf; she doesn't really want to play a spellcaster, so she decides to make a high elf fighter named Eweniel. She sees Eweniel as a determined crusader for the cause of righteousness, but who also happens to be something of a fish out of water — a fighter in a society of spellcasters, Eweniel lacks confidence in herself but has the potential to be a great force for good.

With this concept in mind, Michelle starts assigning ability points. She wants Eweniel to be a good fighter, so she puts 8 points in Strength, making her starting score a 16. She really wants Eweniel to be an agile, quick combatant, so she puts a whopping 10 points into Dexterity, making that score a 17. With 9 ability points left, Michelle decides that she doesn't want Eweniel to have any glaring weaknesses, but she has also noticed that high elves get considerable bonuses to their mental stats, so she puts just 2 points into Charisma, raising it to 10. This leaves her with 7 points, which she puts into Constitution, giving Eweniel a starting Constitution score of 15.

Since Eweniel is a high elf, Michelle now applies that race's ability adjustments: She gets –4 Strength, –2 Constitution, +4 Intelligence, +4 Wisdom, and +2 Charisma. Applying those, Michelle ends up with final scores of Strength 12, Dexterity 17, Constitution 13, Intelligence 12, Wisdom 12, and Charisma 12 for Eweniel.

Though at first glance the Strength and Constitution scores seem a bit low for a fighter, Michelle realizes that Eweniel's decent Intelligence will give her more skill points and the Wisdom will make her at least somewhat perceptive. The decent Charisma also suits Michelle's notion of her character as a natural leader who merely needs to develop her self-confidence. Wearing a suit of light armor (to help counter her relatively low health without hampering her high Dexterity) and armed with a good ranged weapon as well as a sturdy melee weapon for close combat, Eweniel will be a capable combatant.

Changing Ability Scores

Over time, your character's ability scores are likely to change. At each level beyond 1st, a character receives 5 training points, which can be spent to raise her abilities (see Training Points in Chapter 6: Professions). Training points reflect a character's progress as she gains experience, and are not the same as the 27 ability points used to determine a character's starting ability scores.

Numerous spells and magic items can increase (or sometimes decrease) a character's ability scores. When an ability



score changes, all attributes associated with that score change accordingly.

For example, when Caezel (a 7th-level fighter with a 13 Intelligence) reaches 8th level, he decides to spend training points to increase his Intelligence to 14. As a result, all of his Intelligence-based skill bonuses are increased by +1, and the number of skill points he gets per level thereafter increases from 4 to 5 (3 per level for his class, plus another 2 per level — formerly 1 per level — from his Intelligence bonus).

However, since he had a 13 Intelligence throughout 7th level, Caezel still only gets 5 skill points for attaining 8th level. (This is an exception to how most stat bonuses work, as explained under the Intelligence section in this chapter). When Caezel reaches 9th level, he'll get 6 skill points.

Fundamental Statistics

This section offers ideas to help shape your character's personality through details such as physical appearance. These mundane facts can help shape your character by providing background and a sense of realism.

Age

You may choose your character's age. Her starting age should be at least the minimum for your class and race (although your GM may allow you to break this rule if it suits your character's background), but you are free to make her any age above that. It is almost always best to choose your character's age, although most adventurers tend to be relatively young when they begin their careers.

Age does have some game effect, however, for as characters get older, their abilities begin to change, accruing penalties and bonuses: Physical ability scores decrease while mental scores increase, although at old age and beyond the penalties outweigh the bonuses.

Characters who reach middle age receive a -1 penalty to each physical ability score and a $+1$ bonus to each mental score. Those who reach old age suffer a further -2 penalty to physical abilities and a $+1$ bonus to mental abilities. Venerable characters take a final -3 penalty to physical attributes and a further $+1$ bonus to mental abilities.

Effects of aging are cumulative. Thus, for instance, a venerable human has lost a total of 6 points of Strength, Dexterity,

and Constitution, and has gained 3 points of Intelligence, Wisdom, and Charisma.

An ability score cannot be reduced to less than 1 through aging.

Table 4-3: Aging Effects

Race	Middle Age	Old	Venerable	Maximum Age*
Barbarian	35	50	70	+3d12 years
Dark elf	200	280	360	+3d100 years
Dwarf	125	175	250	+2d100 years
Erudite	45	70	90	+4d12 years
Froglok	30	40	55	+2d10 years
Gnome	100	150	200	+3d100 years
Halfling	50	75	100	+6d20 years
Half elf	55	90	110	+4d20 years
High elf	250	350	450	+2d100 years
Human	40	60	75	+3d20 years
Iksar	50	75	100	+2d20 years
Kerra	35	60	80	+2d20 years
Ogre	30	45	60	+2d10 years
Ratonga	70	110	140	+4d20 years
Troll	35	50	65	+2d12 years
Wood elf	210	300	375	+2d100 years

* If a character reaches venerable age, the GM should consult this column and roll the appropriate dice for the character's race. The dice result is added to the base venerable age for the race to determine that particular character's lifespan. The GM keeps this number secret. When the character reaches that age, he or she dies of old age at some point during that year (the exact time is at the GM's discretion, and may be determined randomly or chosen to enhance the ongoing story of the campaign).

Many characters cease their adventuring careers and settle down before middle age, so aging effects often do not affect them directly during the campaign. However, NPCs and the rare old-age adventuring PC must pay attention to aging effects. Maximum age has no effect on death due to disease, accidents, or combat; it is used simply to dictate when a character dies naturally of old age.

Height and Weight

You may choose your character's height and weight, as long as you stay within the general limits of a race's minimum and maximum. When you choose, it makes sense to think about your character's ability scores, body type, and class. For instance, physically weak characters might be relatively small and frail, although a scout might consider it an asset to be small and light despite having good Strength and Constitution scores. A strong character will likely be heavier than average due to muscle mass; if your character is a fighting type, you might want to consider making her heavier.

Another option is to simply roll to determine these physical characteristics for your character. Begin with the base height listed on Table 4-4 for your character's race, and then roll dice as shown on the table. Add the dice result to the base height to get your character's full height in inches.

The same height modifier number is used to determine your character's weight. Once you have rolled for weight, multiply

the dice result from the height roll with that from the weight roll. Then add the product of those values to the number in the base weight column, by race, to find your character's weight.

For example, Steve is rolling randomly to determine the height and weight of his half elf character. He rolls 2d10 and adds the result (he rolls an 11) to the base height of 56 inches, for a total height of 67 in. (or 5 ft., 7 in.). He then rolls 1d6 for the weight modifier, getting a result of 4, and multiplies this value by 11 for a total of 44. Adding 44 to the base weight of 100 pounds, he gets a total weight of 144 lb.

Table 4-4: Random Height and Weight

Race	Base Height (in.)	Height Roll	Base Weight (lb)	Weight Roll
Barbarian	70	+2d12	160	2d4
Dark elf	54	+2d6	85	1d6
Dwarf	45	+2d4	120	2d6
Erudite	62	+2d10	90	2d4
Froglok	43	+2d4	55	2d6
Gnome	35	+2d4	50	1d2
Half elf	56	+2d10	100	1d6
Halfling	32	+1d6	35	1d3
High elf	55	+2d6	85	1d6
Human	58	+2d10	120	2d4
Iksar	58	+2d10	120	2d6
Kerra	58	+2d10	120	2d6
Ogre	86	+2d12	280	2d8
Ratonga	45	+2d4	50	1d4
Troll	84	+2d12	270	2d8
Wood elf	53	+2d6	85	1d6

Other Statistics

Numerical statistics may define how your character interacts with the game system, but your decisions about your character's looks, personality, and background help decide how he will interact with other characters. Spend some time thinking about these factors for a more well-rounded character. You don't need to decide everything at the beginning, though — it's fine to add details as you go. But some thought up front gives you more to build on later.

Gender

Characters in the Shattered Lands may be either male or female. Generally, no stigma or limitations are attached to either choice; the distinction is purely a matter for helping to establish the character's persona.

Looks

Choose your character's appearance based loosely on his race's description in Chapter 5: Races. Charisma tends to correspond to physical attractiveness, although this is not always the case, so a character with a high Charisma is likely to be better looking than one with a low Charisma.

In addition to facial features and skin tone, think about how your character dresses when he's not wearing armor. Think about whether he wears jewelry, has an unusual hairstyle, or bears any distinguishing marks, such as tattoos, scars, or



missing fingers. There are many more ways to think about your character's appearance than just limiting your descriptions to facial features and general body shape.

Personality

Your character might be very different from you in personality, or he might be almost exactly like you. In any case, since you are playing the character, you are the best source of character inspiration. Your character might have traits to which you aspire in your real life, or he might represent the worst aspects of you. Another good means of establishing personality and motivation is to think of a movie character who appeals to you and act like that person.

Your character's race and culture are good starting places for further personality development, but don't get stuck on clichés. For instance, most halflings might like food, but don't stop there: Is your halfling a picky eater? Does she dislike cooking? What's her favorite food?

Another method to help you get a good grip on your character is to think of three adjectives or phrases to describe her. Then think of some common actions that she might undertake or habits she might demonstrate that would make these adjectives or phrases apparent to an outside observer.

Finally, a good exercise for establishing character is to name something that gets your character angry. Likewise, name something your character cares about the most. What is her long-term goal, the thing that would end her adventuring life if she could get it?

Background

Think a little bit about how your character got where he is. There are literally hundreds of questions you can ask about your character to learn more about him. Who were his parents?

Where did he grow up? Is there a defining event that occurred in his childhood, something that changed his life? What about his adolescence? Does he get along with his parents now?

Why did she decide on the trade she has? Why did she decide to leave it for adventuring? Why did she pick the profession she currently pursues?

Sitting around a campfire late at night, somebody's eventually going to ask questions about the people she's been fighting alongside. The asker might as well be you.

Customizing Your Character

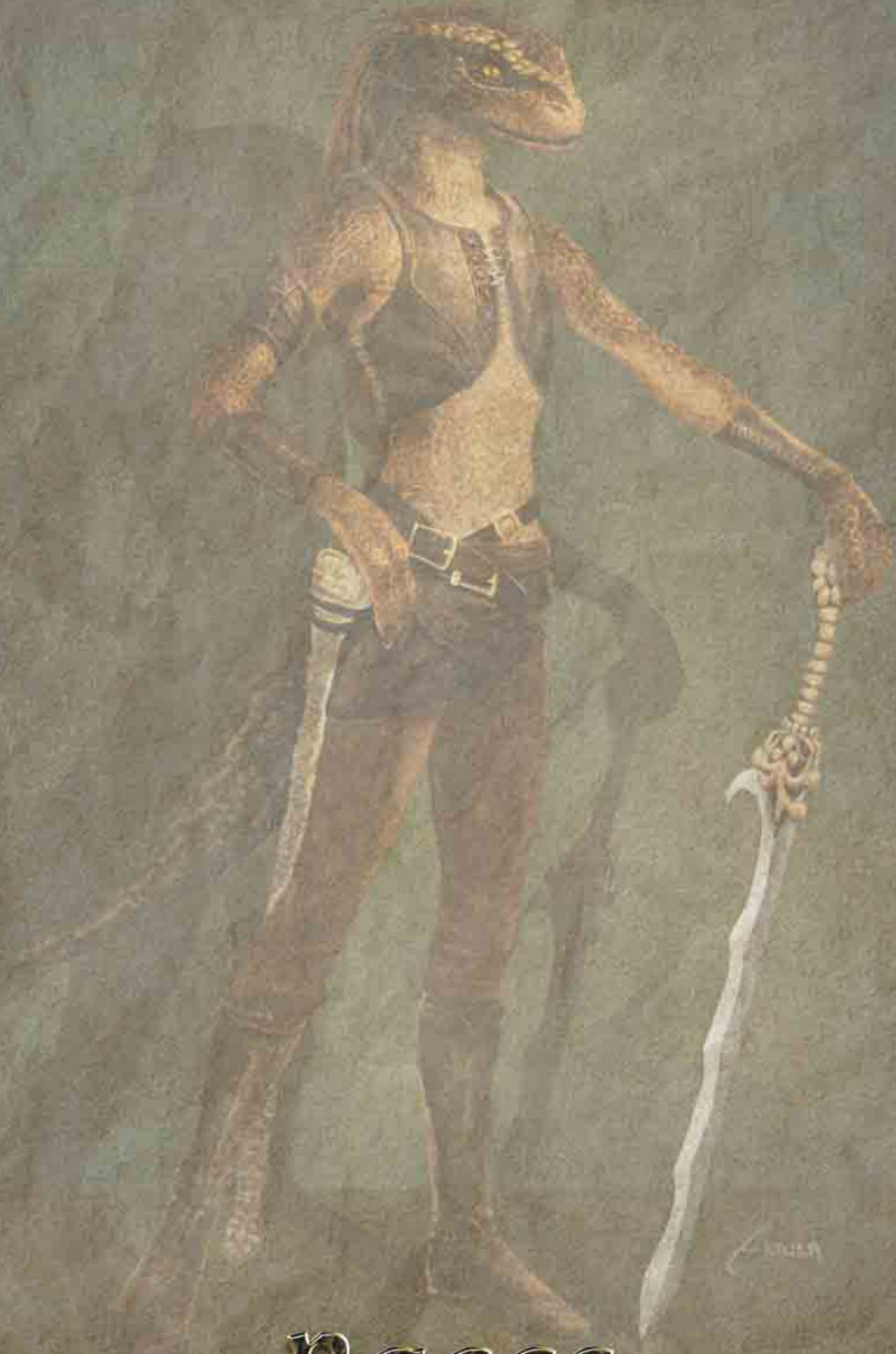
On top of thinking about your character in terms of persona and personality, you might want to think about other touches to make your character unique. Your GM might let you break the rules in some way, like swapping out racial abilities based on culture instead of biology. For instance, a barbarian raised among Erudites might be trained as a mage and gain a resistance to hostile magic based on the different cultural background, but she might not have a barbarian's racial cold resistance since she grew up in a warm environment instead of a land of ice and snow.

Another option is to rename spells, skills, talents, and feats to better reflect your character's background. Rather than having the Dodge feat, your wily scout might have mastered the Art of Misdirection. The effect remains the same, but the feel can be very different. You might even go so far as to describe the physical manifestation of a spell in a way that doesn't follow the usual parameters, as long as it doesn't affect the game world significantly. Your GM will be the final arbiter on a spell effect's suitability.

A third customization option can occur in choosing equipment. Your character's sword might look very different from most others. Or your froglok might want a throwing stick to use as a ranged weapon. Find a similar item on the equipment list and discuss the possibility of altering it — your "throwing stick" might just be a club, for instance, but altered slightly so that it has a range increment of 20 feet but deals only 1d3 points of damage.



CHAPTER FIVE:



RACES

From barbarians out of the frozen north to swamp-dwelling trolls, the Shattered Lands are full of many different races, each with their own cultures, proclivities, and tolerances. Each race has its own strengths and weaknesses, as well, ranging from surpluses or deficits in physical and mental abilities to certain special abilities (or vulnerabilities). Very little aside from your ability scores will dictate your character's role as much as your choice of race — which, once decided, can't be changed during the course of your character's career.

Every profession is available to members of each race, but some races will always be better at pursuing certain professions than others. Barbarians, for example, make particularly good fighters due to their size and strength, but in many ways make worse scouts than do halflings.

Additionally, the race you choose for your character is likely to have a strong impact on how non-player characters (NPCs) — that is, characters controlled by the GM — react to him. Most members of a race fall into rather broad categories of behaviors and beliefs, as noted in each race's description. Although many of these behaviors are only guidelines, most NPCs will often assume, for example, that a particular dark elf is a fairly typical member of his race — even if you have decided to make your dark elf character a rare exception to the normal Teir'Dal culture of hatred and deceit.

Race and Ability Scores

Your character's race has an effect on her starting ability scores, feats, and skills, and may grant her certain special abilities.

Racial Ability Adjustments

Most races have a few bonuses and penalties to starting ability scores. These modifiers are listed under each race's description in this chapter, and are summarized below on Table 5-1. These modifiers change your character's starting ability scores, and similarly affect your maximum starting ability scores (see Chapter 4: Building a Character).

Table 5-1: Racial Ability Adjustments

Race	Ability Adjustments
Barbarian (Bar)	+4 Str, +2 Con, -2 Int, -2 Wis, -2 Cha
Dark elf (Dke)	-2 Str, +2 Dex, -2 Con, +4 Int, -2 Cha
Dwarf (Dwf)	+2 Str, +2 Con, -2 Int, +2 Wis, -4 Cha
Erudite (Eru)	-4 Str, -2 Dex, +6 Int, +2 Wis, -2 Cha
Froglok (Frg)	-2 Str, +4 Dex, +2 Con, -2 Cha
Gnome (Gnm)	-4 Str, +4 Dex, -2 Con, +4 Int, -2 Wis
Half elf (Hef)	+2 Dex, -2 Con, -2 Wis, +2 Cha
Halfling (Hfl)	-2 Str, +4 Dex, -2 Int, +2 Wis, -2 Cha
High elf (Hie)	-4 Str, -2 Con, +4 Int, +4 Wis, +2 Cha
Human (Hum)	None
Iksar (Iks)	+4 Str, +2 Dex, +2 Wis, -4 Cha
Kerra (Ker)	+2 Str, +2 Dex, -2 Int
Ogre (Ogr)	+6 Str, -2 Dex, +4 Con, -2 Wis, -4 Cha
Ratonga (Rat)	-4 Str, +2 Dex, -2 Con, +4 Int, -2 Wis, +4 Cha
Troll (Trl)	+4 Str, +6 Con, -4 Int, -2 Wis, -6 Cha
Wood elf (Wef)	-2 Str, +4 Dex, -2 Con, +2 Wis

Racial Experience Penalties

Not all races are equally challenged by the usual dangers of adventuring. As a result, some races gain less experience than others even when facing the same difficulties. Those races with experience point penalties are listed on the table below.

Table 5-2: Racial Experience Penalties

Race	XP Penalty
Barbarian	5%
Iksar	15%
Kerra	10%
Ogre	25%
Troll	20%

Languages

All characters in the Shattered Lands speak the common tongue of Norrathian fluently. In bazaars in Qeynos and Freeport, dwarves, gnomes, humans, and wood elves all barter together in that language, with no difficulty understanding one another. Even the reptilian iksar and monstrous ogres and trolls can speak among their fellow citizens without hardship (although trolls are not known for their extensive vocabularies).

Thus, all characters begin play with 4 free ranks in Language (Norrathian) with the exception of the ill-spoken trolls, who begin with only 3 ranks in the tongue. (For more information on ranks in a Language skill, see Chapter 8: Skills.)

However, each race other than humankind has its own native language as well, and every character also starts with 4 free ranks in her native speech (again, trolls are the exception, starting with only 3 ranks in Trollic). There are also some languages used by groups, such as Druidic, and languages spoken by certain NPC races or even monsters, such as Goblin and Dragon.

If a character does not begin with any knowledge of a particular language, she may buy it when she gains levels just as she would any other skill.

Of course, in certain circumstances, such as a character hailing from a long-lost and isolated culture, the player (or the GM) is perfectly entitled to declare that his or her starting character is not fluent in any known language.

Common Special Qualities

Many races have special qualities or abilities that are universal to all members of that race, and in many cases these abilities or qualities can be found among two or more races. Some of these "abilities" are simply bonus talents or feats (see Chapters 7 and 9 respectively). Characters of some races receive certain skills as starting skills regardless of their actual profession, and may also receive bonus ranks in certain skills. Others may have darkvision, nightvision, or ultravision. These qualities are described below in detail.

Some traits, however, are unique abilities available only to members of a given race; these abilities or traits are listed in the appropriate race descriptions.

All racial special qualities are treated as extraordinary abilities (see the Glossary).

Darkvision

A creature with darkvision can see even in the deepest cavern, with no light source at all, out to a range specified for that creature; he can see as if in shadowy light for half that distance again. For example, a dwarf, having darkvision 60 ft., can see clearly out to 60 feet even in pitch dark conditions, and then can see another 30 beyond that, although the extended 30-foot range is shadowy.

See “How Far Can I See?” (in Chapter 11: Adventuring) for more on visibility and shadowy light.

Darkvision is black-and-white only (including infinite shades of grey), so that the character cannot discern colors at all without a standard light source at hand. It does not allow a character to see anything he could not normally see; for example, invisible objects are still invisible to a character with darkvision (unless he also has some means at his disposal that allow him to see invisible creatures and objects), and illusions may fool or mislead him as usual. A creature using darkvision is subject to gaze attacks as normal.

The presence of light does not in any way hamper or interfere with darkvision.

Farsight

Farsight is the ability to see things at a great distance in normal daylight conditions. A creature’s farsight ability is always listed with a numerical value (e.g. “farsight 2”), which indicates the multiple applied to the creature’s visual range relative to that of a human; the value is also applied to the distance at which the character suffers penalties for Perceive checks based on sight.

For example, a wood elf, having farsight 3, can see roughly three times as far as a human in normal lighting conditions, and also suffers only a –1 penalty for every 30 feet distance when making Perceive checks based on vision in such conditions.

A character’s farsight has no effect on the distance he or she can see in shadowy or darkened conditions.

Fast Recovery

Iksar and trolls have fast recovery, allowing them to heal from injuries much more quickly than other races. Rather than recovering an amount of health equal to their level for each day of rest, creatures with fast recovery heal a similar amount for each *hour* of rest. Thus, a 7th-level troll recovers 7 points of damage per hour. During this time, he may engage in light activity, such as traveling at a standard pace or performing similar activities that aren’t strenuous, but engaging in any fighting or tiring activity prevents the character from recovering any health for that hour.

Characters and creatures with fast recovery heal points of nonlethal damage at the same rate as real damage, and do so simultaneously. Thus, the 7th-level troll above would heal 7 points of both real and nonlethal damage each hour.

Fast recovery cannot heal any injury that a creature without this ability could not naturally heal. Thus, trolls do not auto-

matically grow back lost limbs or ignore starvation damage — they simply recover their health from wounds more quickly.

Harm Resistance

Harm resistance is rated as a type and a number, as in the following example: “a bonus of cold resistance (3).” This resistance represents the amount a creature subtracts from any damage taken from the given type of energy source or psychic attack, whether through mundane effects of the given type or from magical effects with the appropriate descriptor.

For example, iksar, having a bonus of heat resistance (4), subtract the first 4 points of heat damage dealt to them by a singular source of mundane heat or by any singular magical effect with the heat descriptor. This benefit applies whether or not the character makes a saving throw against the heat effect.

See Harm Resistance in Chapter 12: Combat for more information on harm resistance.

Manasight

Manasight is the ability to see magical auras, whether produced by active spells, magic items, or some other source. A character with manasight (and only such a character) can automatically determine whether an item is magical simply by observing it for 1 full round.

A character with manasight can make Spellcraft checks, even untrained, to identify spells as they are cast or once they are already in effect, or to identify unique magical effects or auras surrounding a creature, object, or location. See Spellcraft in Chapter 8: Skills for more on this function of manasight.

Nightvision

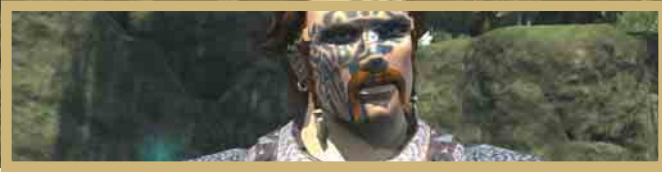
In conditions of artificial light, characters with nightvision can see twice as far as a human in similar conditions. Thus, a character with nightvision can see clearly for 40 feet given the light of a normal torch (whereas a normal human would see clearly for only 20 feet), and the area 40 feet beyond that is considered shadowy.

Outdoors or in other natural lighting, characters with nightvision can see on a normal moonlit night as well as they can during the day. In diminished natural lighting, they can see at a reduced range, but still much farther than a human in similar conditions. See Table 11–1 (in Chapter 11) for more details.

Ultravision

Ultravision is the ability to see perfectly well even in the darkest, most shadowy conditions. Creatures with ultravision can see as well in normal darkness as a human can see in normal daylight. Full details of shape, distance, and color are fully discernible, just as if the creature had a bright light source at hand.

Ultravision does not penetrate magical darkness, such as that evoked by spells or magical items.



Barbarian

Barbarians, supposedly direct descendants of the God of Valor and the Goddess of Love, are a race of hardy humans whose forebears hailed from the harsh northern lands of the Old Antonican continent. Their breeding and the unforgiving nature of the arctic wastelands of their origin have imbued them with abilities beyond those of many of the “softer” peoples of the more cultured (or “weaker”) human races.

Referring to themselves as “Northmen,” the barbarians have reputations — not entirely undeserved — for being quick to anger and violence. They are often sought out as expert guards and mercenaries.

Demeanor: Barbarians tend to enjoy simple pleasures such as eating, drinking, and fighting. Practical folk, they don’t have much patience for philosophy or theoretical studies. Indeed, barbarians tend to avoid anything other than hunting, fighting, and working, or perhaps talking about those activities over a skin of ale or mead. Although they are capable of withstanding even the freezing waters of their ancestral homeland, many avoid bathing.

In general, barbarians tend more toward good than evil. Most value the fair treatment of everyone, although they tend to be unforgiving of anyone taking advantage of their fair-mindedness. Barbarians almost invariably respect acts of courage and daring; being thought a coward is far worse in a barbarian’s mind than any other fate.

Appearance: Barbarians are a large, powerfully built race, generally standing nearly 7 feet tall and weighing 215 pounds or more, although exceptional specimens approach 8 feet in height and weigh well over 300 pounds. Barbarians tend to be fair skinned, often with freckles. Their hair runs the gamut from auburn to deep red or brown to blond. Eye color varies greatly, though blue and green are most common. The occasional barbarian has black hair or dark brown eyes, though these features are often assumed to be a sign of intermingled southerner blood somewhere in their ancestry.

Barbarians take great pride in the scars they inevitably gain throughout their lives. Some tribes practice ritual scarification, marking themselves during ceremonies of adulthood. Face paint and tattooing are also common; red or blue markings indicate great deeds or tribal allegiances.

Barbarian clothing tends to reflect the environment from which their people originated, consisting mainly of thick fur and hide that keeps them warm and provides protection against predators. This clothing is often skillfully tailored and can be decoratively lined with exotic furs; stitching is an art form among them, and a competent tailor can make clothes that actually tell stories, with decorative borders and designs as detailed as any painting or tapestry. In warmer environments or when encountered indoors, barbarians are easily recognizable by their kilts (women may or may not wear shirts with them).

The Shattering: Since the destruction of their northern ancestral homeland of Halas, barbarians have spread across the Shattered Lands. Their tenacity and vigor have allowed them to adapt and survive in many harsh environments. Rustic settlements and hunting outposts thrive, trading in hides, alcohol, and weapons. Of those barbarians finding their way to Qeynos, many fill the ranks of the city’s Outland Brigade, or hire out their muscle in the working-class district called the Graystone Yard. Bitter and vengeful barbarians sometimes find a place in Freeport, among the Militia or as allies of the reptilian iksar in the Scale Yard district.

Barbarian Racial Traits

- **Abilities:** +4 Strength, +2 Constitution, –2 Intelligence, –2 Wisdom, –2 Charisma. Barbarians are physically the toughest of human races, but tend to be gruff and are not terribly interested in more intellectual pursuits.
- **Experience:** Barbarians are a particularly powerful race who aren’t as challenged by most circumstances as members of most other races. As a result, they suffer a 5% penalty to all XP they earn.
- **Type:** Barbarians are humanoids with the human subtype.
- **Medium:** Though large by human standards, barbarians aren’t quite big enough to count as Large creatures. As Medium creatures, barbarians suffer no special bonuses or penalties. They do, however, need to eat and drink half again as much as other Medium creatures on a daily basis (see Dehydration and Starvation in the Glossary).
- **Heavy Frame:** Due to their powerful frames, barbarians may function as characters of Large size when it suits them. Whenever a barbarian is subject to a special attack or effect that calls for a special size modifier, such as a grapple or trip attempt, he may use the modifier for a Large creature if that modifier would be more advantageous.
- Barbarians’ base speed is 30 feet.
- Barbarians have a racial bonus of cold resistance (3).
- Barbarians receive Survival as a starting skill regardless of their actual profession.
- Barbarians begin play with Slam as a bonus feat despite that feat’s usual size prerequisite.
- **Weapon Familiarity:** Barbarians may treat bastard swords and harpoons as martial weapons, rather than exotic weapons.
- Barbarians begin with 4 ranks in Language (Halasian) and 4 ranks in Language (Norrathian).



Dark Elf

Dark elves, also known by the Elder Elvish term “Teir’Dal,” were created in the ancient past by Innoruuk, God of Hate, who tortured, twisted, and perverted captive high elves. Dark

elves are filled with loathing for all creatures, including other members of their own race. Although hated and feared by most races of the Shattered Lands, their natural cunning and magical ability have sustained dark elves and allowed some to gather considerable power.

Demeanor: Dark elves thrive upon treachery, deceit, power, pain, and suffering. They tend to hate everyone equally, though they are capable of concealing their disdain and working with other races if doing so furthers their own devious plans. In general, even to the most “noble-minded” dark elf, friends are not people to be trusted and protected but rather a valuable resource worth keeping around until no longer useful.

The sinister motives of dark elves can be difficult to ascertain. If they can achieve a goal through trickery or manipulation, rarely do they approach the matter directly, instead hatching convoluted, tortuous plots that remain inscrutable to all others. Many dark elves are driven by a desire to please Innoruuk, taking whatever actions seem likely to create the most hatred in the world.

Appearance: Dark elves are lithe, with delicate features and dark, smooth complexions. As with other elves, adults generally stand just over 5 feet in height and weigh about 100 pounds. Skin tones range from blue-black to black. Their eyes are most often blue or black as well, but can vary from green or yellow to a crimson red or violet. Dark elves’ hair is universally white, though sometimes with a silvery or grayish tint, and is usually worn long. Like all elven races, dark elves have delicately upward-pointed ears.

Dark elven dress is generally designed to be both attractive and functional. Garments are often conspicuously tight and alluringly cut, designed to give the wearer any possible social advantage. Boots or slippers are common footwear. However, dark elves are not fools, and wear armor when appropriate and magic garments if at all possible.

The Shattering: During the Age of Cataclysms, access to the dark elves’ underground empire of Neriak was severed, and many of the Teir’Dal were stranded on the surface world. Desperation led them grudgingly to form an agreement with Sir Lucan D’Lere for sanctuary within his domain of Freeport. These Tier’Dal refer to themselves as Thexians for they are largely loyal to the now deceased King Nathox Thex and not the accursed Queen Cristianos. As much of the Tier’Dal practice of the dark arts was among those loyal to the queen, necromancy and other black arts are not as common among the Thexians as the Tier’Dal of old.

Dark Elf Racial Traits

- **Abilities:** –2 Strength, +2 Dexterity, –2 Constitution, +4 Intelligence, –2 Charisma. Dark elves are neither particularly strong nor tough, but are nimble both physically and mentally. Their inherent dislike of all other beings makes them disliked in return, despite their physical comeliness.
- **Experience:** Dark elves gain normal experience.
- **Type:** Dark elves are humanoids with the elf subtype.
- **Medium:** As Medium creatures, dark elves have no special bonuses or penalties due to their size. Due to their low body weight and relatively slow metabolisms, dark elves need to eat

and drink only two-thirds as much as other Medium creatures to remain healthy (see Dehydration and Starvation in the Glossary).

- Dark elves’ base speed is 30 feet.
- Dark elves have farsight 2.
- Dark elves have ultravision, allowing them to function easily underground or in complete darkness.
- Dark elves receive Sneak as a starting skill regardless of their actual profession, and begin with a total of 4 bonus skill points, in addition to those gained from their starting profession, in that skill. (They may not exceed the usual skill rank limit of 3 + character level.)
- Dark elves begin with 4 ranks in Language (Thexian) and 4 ranks in Language (Norrathian).



Dwarf

Dwarves are a strong, sturdy race thought to have been created long ago by the god Brell Serilis. Often considered dour and grim, in most cases they are simply hard workers who strive to maintain strictly professional attitudes. They are generally pious and dutiful, worshipping Brell Serilis devoutly. While they are hard workers, dwarves also enjoy good drink and fine craftsmanship; some combine work with pleasure, building peerless reputations as master brewers.

Dwarves prefer to dwell in extensive subterranean dwellings and often share their territories peacefully with surface-dwelling elves, although relations between elves and dwarves are sometimes strained. Dwarves also get along well with gnomes, whom they seem to think of as cousins, albeit strange ones. Dwarves also tend to get along rather well with barbarians for both cultures claim a love of grog, steel and battle as well as share similarities in social structure.

Many dwarven priests and fighters are vital and trusted members of famous questing parties.

Demeanor: Dwarves are fiercely loyal and steadfast once they have chosen their course, rarely feeling any need to change their allegiances — or their opinions. Dwarves strike a careful balance between work and play, enjoying both when done well (but note that what most races consider labor, dwarves often consider “entertainment”). They are normally slow to anger but implacable once roused, and are unconditional enemies of dark elves, trolls, and especially ogres.

Dwarves aren’t accustomed, culturally, to having to explain themselves, and often have difficulty befriending individuals of other races due to unfortunate misunderstandings. In dwarven society, members generally do what is expected without direction. As a result, dwarves very rarely develop good leadership skills (except when leading fellow dwarves by example, of course). Also, many dwarves lack an appreciation of other races’ senses of humor, causing the dwarves to mistake

innocent jokes for insults. Once these initial difficulties are overcome, however, dwarves make stalwart friends and allies.

Appearance: Dwarves are not pretty to look at by any other race's standards (save perhaps gnomes), having squat features and short, stubby bodies. They average just over 4 feet in height, with a typical male weighing approximately 150 pounds. They have large noses and ears and broad faces that have been described as harsh, although female dwarves are occasionally somewhat more comely by human standards.

Dwarves take great pride in their hair and beards, which are often kept long and braided, and can be red, brown, blond, gray, or honey-colored. Dwarven males take meticulous care to grow thick beards and mustaches. Females are more likely to keep their faces shaven and their hair in tight buns, though a few dwarven women also grow neatly trimmed facial hair. Dwarven eye color is normally brown, blue, or green.

Dwarven garments and armor tend to be well made and practical, with many pockets and quality stitching. Ornaments tend towards belts, bracers, and buckles, though dwarves, both men and women, also have a fondness for well-cut gems.

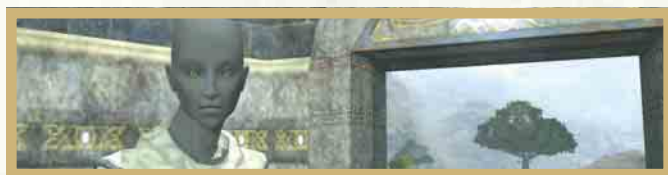
The Shattering: Since the Age of Cataclysms, dwarves in Antonica have honored in story and song the lost city of Kaladim, capitol of the underground kingdom of Kazon Stormhammer. What has become of the dwarven homeland and king, none can say. Many adventurers have set out to discover the truth, but none have returned. Many dwarven expatriates, resigned to their loss, have made Qeynos their second home, where they have excelled as craftsmen, gemcutters, or brewers. Others succumb to melancholy and pass the years sullenly, losing themselves in the physical labor of Graystone Yard or in the excesses of ale.

Increasingly over the last century, tales have spread of dwarves who have given in to their mining instincts, their avowed purpose to create a New Kaladim — but whispered rumors tell of cults and of powers that should have remained undisturbed.

Dwarf Racial Traits

- **Abilities:** +2 Strength, +2 Constitution, –2 Intelligence, +2 Wisdom, –4 Charisma. Dwarves are stout and sturdy, and they possess naturally deep minds. They are generally not quick thinkers, however, and can be both very difficult to understand and hard to endure.
- **Experience:** Dwarves gain normal experience.
- **Type:** Dwarves are humanoids with the wee folk subtype.
- **Medium:** As Medium creatures, dwarves have no special bonuses or penalties due to their size. (While they are short, dwarves are also burly and broad, and are thus massive enough to qualify as Medium size.)
- **Dwarves' base speed is 20 feet.** However, a dwarf's speed is never reduced by armor worn or as a result of encumbrance from carrying medium or heavy loads. A dwarf's speed, barring magical interference or terrain effects, is always 20 feet.
- Dwarves gain a +4 racial bonus on all Survival checks made to sense heading.
- Dwarves receive a +2 racial bonus on all Search, Trade Skill, and Vocation checks involving stone or stonework.

- Dwarves have racial bonuses of magic, mental, and poison resistance (3).
- Dwarves have darkvision 60 ft.
- Dwarves receive Climb and Knowledge (spelunking) as starting skills regardless of their actual profession.
- **Weapon Familiarity:** Dwarves may treat axes (of any kind) and warhammers as simple weapons, even though they are normally martial weapons.
- Dwarves begin with 4 ranks in Language (Dwarven) and 4 ranks in Language (Norrathian).



Erudite

Erudites are thin, frail, and weak, but have very powerful minds. Whereas barbarians represent the physical apex of humanity, Erudites are the ultimate intellectual offshoot from human bloodlines, whom these self-styled “High Men” resemble less and less with each passing generation. Physical frailty is of little importance to Erudites, as they consider most physical endeavors beneath them. Magic is the lifeblood of Erudites, and they have mastered it to a degree difficult even for many elves to match. In Erudite eyes, the unenlightened, uncivilized masses who rarely use magic are to be pitied or scorned (depending on the charity of the individual Erudite).

Erudites trace their lineage to a mage named Erud, who led them from an area rife with civil war to the pre-Shattering land of Odus. Here they built the city of Erudin and began to study the deep mysteries of the arcane arts. They labeled some secrets too vile to be pursued, but Erudite curiosity was too great for all to respect this ban: Eventually, an Erudite named Miragul founded a school of necromancy. Miragul's heretical teachings led to a civil war among Erudite spellcasters. The war ended with a mystical blast of unprecedented power that produced a vast crater, in which the rebels took refuge and built Paineel, a city of black magic that stood as a dark counterpoint to Erudin.

Demeanor: Although Erudites vary widely in opinions, morals, and world views, they generally consider themselves a more civilized and refined race than most others, seeing their mastery of magic as a superior quality. Only magical or intellectual accomplishment impresses Erudites. Even in this, though, they can be arrogant, for those discoveries made by other races tend to be downplayed in Erudite education.

This attitude wins them few friends, but most Erudites see antipathy from others simply as jealousy or ignorance (or perhaps both). In truth, many of the greatest spellcasters throughout history have been Erudites, a fact no member of any race is likely to forget — for no Erudite is likely to let them.

Appearance: Having once been more recognizably human, Erudite exploration of the arcane has changed them in many ways. Physically, they are delicate and slim, averaging nearly 6 feet in height but only 140 to 150 pounds. They often decorate their hairless heads with circlets and tiaras that hold glowing runes of power. Similar magical runes are inscribed upon the flesh of Erudites, and these emblems have become one of their more dominant characteristics. Their dark yet somehow ashen flesh suggests too many years locked away from the sun, delving for knowledge.

Erudite clothing is what one would expect from a race of civilized wizards: finely cut robes, cloaks, and gowns being most common, often made of tightly cut or sheer material. Hoods are common on most Erudite outfits, and slippers are more common than boots. Given their penchant for magic clothing, however, it would be unwise to assume even the most innocuous looking Erudite was a safe target.

The Shattering: Few Erudites chose or were able to leave the continent of Odus during the Age of Cataclysms. Heretics from Paineel have congregated at Freeport and become an influential faction within the Academy of Arcane Scientists. Elsewhere in the city, they can be found in the Stonestair Byway district, where they have formed an unlikely symbiotic alliance with erstwhile enemy kerrans.

Similarly, orthodox Erudites who made their way to Qeynos have taken a leading role in the arcane community there, seeking knowledge through the Concordium. The Starcrest Commune is also a place of contemplative retreat within the city, with street-corner debates and chess matches in the park not unusual.



Froglok

The frogloks of the Shattered Lands are an intelligent, militant, and highly honorable amphibious race. Over 400 years ago, their chief deity Mithaniel Marr blessed some of them with a heightened intellect and enhanced physical prowess. This transformation aided the frogloks in winning a long-running conflict with the trolls of the swamp city of Grobb, to whom froglok flesh was a considerable delicacy. The frogloks finally drove the trolls out of Grobb, renaming it Gukta, or “Outpost of Marr” in the Old Common tongue, in honor of their god.

The froglok victory was short-lived, however. Gukta was the first casualty of the expanding Rallosian Empire prior to the Shattering, and the frogloks were almost completely wiped out by the onslaught of the ogres. The surviving fled Gukta for the depths of Guk, the subterranean realm where they once exclusively dwelled.

In defending their people over the centuries, frogloks have developed strong traditions of fighters and spellcasters, both divine and arcane. Froglok society is very much a meritocracy, social rank being earned by expertise, ability, and skill. The Qeynos frogloks’ hierarchy of titles, in ascending order of merit, are as follows: Tuk, Gaz, Ton, Vis, Shin, Shinta, Tal, Nokta, Tonta, Tsu, Tal, Urd, Dar, Wan, Kor, Yun, Zol. There is currently no froglok king, although the Zol Council may eventually choose one of their number to fill this role.

Demeanor: The frogloks as a people are the epitome of benevolence. They pride themselves on virtue and honesty—any vow a froglok makes, she will fulfill even if it means her death. Second only to the importance they place upon virtue and honor is their hatred of evil and corruption, which they strive to purge from the Shattered Lands. Preeminent in this hatred are ogres and trolls, although frogloks abhor any creature touched by the influence of Rallos Zek, whom they consider the ultimate architect of evil.

The importance frogloks place upon virtue and honesty sometimes make them seem almost emotionless and cold to other races. Frogloks are in truth very appreciative people, however; their expressions of emotion simply differ greatly from those of their neighbors in Qeynos. Nonetheless, their unflinching honesty has been known to offend those who are not accustomed to such bluntness. A froglok never expresses remorse for being honest, for honesty is always the best approach, no matter the consequences.

Frogloks are an adaptable race, having made their homes in many areas that used to be inhabited by other races. As such, they thrive among the other races, especially those who honor the same values they do. Even so, some frogloks look forward to returning to their beloved swamp, and trust that Marr may someday guide them there.

Appearance: Though frogloks are bipedal, their hunched posture and deeply bent knees make them appear shorter than dwarves; in truth, standing fully erect, frogloks average closer

Erudite Racial Traits

- Abilities: –4 Strength, –2 Dexterity, +6 Intelligence, +2 Wisdom, –2 Charisma. Erudites are physically weak and not particularly nimble, and their self-absorption and arrogance make them at times difficult to get along with; however, they have mighty intellects and a remarkable strength of will.
- Type: Erudites are humanoids with the human subtype.
- Experience: Erudites earn normal experience.
- Medium: As Medium creatures, Erudites have no special bonuses or penalties.
- Erudites’ base speed is 30 feet.
- Erudites have manasight.
- Erudites are notorious for their poor nighttime eyesight. They suffer a –4 penalty on all vision-based Perceive checks made in darkened or shadowy conditions.
- Erudites receive Knowledge (mysticism) and Spellcraft as starting skills regardless of their actual profession, and begin with a total of 4 bonus skill points, in addition to those gained from their starting profession, to distribute between those two skills. (They still may not exceed the usual skill rank limit of 3 + character level.)
- Erudites begin with 4 ranks in Language (Erudish) and 4 ranks in Language (Norrathian).

to 4 1/2 feet tall. Weight varies widely, from thin, wiry warrior to broad, plump spellcaster, but is generally between 70 and 100 pounds. Hides may range from smooth and shiny to rough and warty. Frogloks' bulbous, widely set eyes seem to glow red or amber when reflecting light. Their powerful legs and webbed feet allow for rapid movement whether via their odd half-jumping, half-running gait on land, or by swimming.

Froglok apparel runs to the utilitarian and is usually resistant to water. They tend to wear neutral colors or earth tones. The natural markings of froglok hides, in the correct environment, can lend a certain amount of camouflage. Froglok warriors are usually well armored and prefer to wield short swords, staves, and darts.

The Shattering: However deep their longing to return to the swamps of their homeland, the frogloks have not forgotten the generosity the humans of Qeynos have shown them. Bound by honor and gratitude, the frogloks would willingly lay down their lives to protect the city of Qeynos and its citizens, even if doing so meant the certain extinction of their already sparse surface-world population.

Froglok Racial Traits

- **Abilities:** -2 Strength, +4 Dexterity, +2 Constitution, -2 Charisma. Frogloks are small but sturdy, and quite agile. Their blunt honesty tends to be off-putting to other races.

- **Type:** Frogloks are monstrous humanoids with the aquatic subtype. A monstrous humanoid always gains d8 HD when its profession would indicate a smaller die type. Thus, a 1st-level froglok mage starts with an amount of health equal to 8 + his Constitution modifier, rather than the 6 + Con modifier that humanoid mages receive; a 1st-level froglok fighter receives the usual amount of health.

- **Experience:** Frogloks gain normal experience.

- **Small size:** As Small creatures, frogloks gain a +1 size bonus on all attack and defense rolls, and a +4 size bonus on Sneak checks. They suffer a -4 size penalty on all Strength checks made to break down doors or smash other object, burst bonds, or the like. Further, they must use smaller weapons than humans, and their lifting and carrying limits are only three-quarters of those of Medium characters with similar Strength scores.

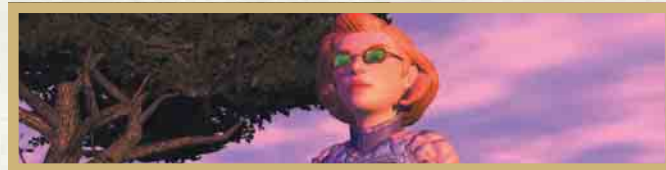
- Frogloks' base speed is 30 feet. They also have a natural swim speed of 20 feet. Swim is always a starting skill for frogloks, regardless of profession, and they gain a +8 racial bonus on all Swim checks. Further, a froglok may always take 10 on any Swim check, even in hazardous or stressful situations (see Skills without Rolls in Chapter 8: Skills).

- Frogloks have nightvision.

- **Camouflage:** When in aquatic or overgrown surroundings, frogloks gain a +2 racial bonus on Sneak checks.

- Frogloks receive Jump as a starting skill regardless of their actual profession, and begin with a total of 4 bonus skill points, in addition to those gained from their starting profession, in that skill. (They still may not exceed the usual skill rank limit of 3 + character level.) Frogloks may always use their Dexterity modifier in place of their Strength modifier, if it is more beneficial to do so, when making a Jump check.

- Frogloks begin with 4 ranks in Language (Froglokian) and 4 ranks in Language (Norrathian).



Gnome

Gnomes, like dwarves, claim to have been created by Brell Serilis, and as a result they remain on generally good terms with their dwarven cousins at all times. Where dwarves are strong and sturdy, however, gnomes are small and generally quite frail, yet clever and quick. Gnomes created and developed clockwork technology, and constantly push the bounds of what machines can do. It's also common for gnomes to follow careers in magic (unfortunately including necromancy in some cases), and gnome spellcasters often work with dwarven priests and fighters to form well-balanced parties.

What gnomes lack in physical strength and stamina, they make up for with their extremely nimble minds and bodies, which makes them excellent scouts and arcane spellcasters. They are also natural tinkers. Much of their success as a race can be traced to their magical and mechanical accomplishments. Though not particularly attractive to those of other races and rarely taken seriously by anyone other than dwarves, gnomes nonetheless tend to have outgoing and inquisitive personalities that allow them to get along reasonably well with most of the common humanoid races.

Demeanor: Gnomes are infused with a natural desire to see how things work and to try to improve upon them. This enthusiastic inquisitiveness can get them into trouble, but also allows them to expand continually their understanding of how to design and create things, ranging from clockwork automatons to advanced magic spells. Gnomes are often perceived by other races to lack common sense, and, some suspect, may have survived as a race only because of their quick wits and reflexes. Folk of other races often get irritated by gnomish behavior as a result and thus treat gnomes with some condescension, as if they were children, but few dislike them openly.

Gnomes take great pride in their accomplishments, especially in their mechanical inventions, which are highly prized by some folk of other races. However, unlike Erudites and high elves, gnomes rarely become arrogant as a result of their accomplishments, no matter how grandiose. Indeed, gnomes most often wish simply to share with their friends their joy in a job well done. Although companions of other races must constantly be alert for the unexpected consequences of a curious gnome's actions, they generally find the aid given by a competent gnome to be worth the occasional mishap.

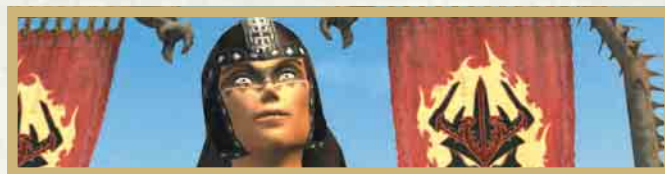
Appearance: Aside from halflings, gnomes are the smallest of the common races in the Shattered Lands, having much of the squat appearance of dwarves but less height and mass. They are considerably thinner than dwarves, especially gnome females, and have pointed ears more akin to those of the elves. A typical gnome stands nearly 3 1/2 feet tall and weighs perhaps 50 to 60 pounds.

Male gnomes have very large noses, and female gnomes tend toward strong chins. Gnomish hair comes in any color common among humans, but also sometimes ranges into blues or greys. Many male gnomes have long, thick beards similar to dwarves, but others prefer thick mustaches and/or sideburns, and some (but not many) prefer no facial hair at all. Gnomish women never have facial hair.

Gnomish clothes are always designed for convenience and practicality, with many pockets, buttons, clips, and straps; sometimes this trend is carried to such an extreme that the gnome ends up looking like a walking workbench. Gnomes appreciate finely crafted jewelry, often caring more about a particular piece's artistry than about the value of the materials used.

The Shattering: Cut off from their great city Ak'Anon during the Age of Cataclysms, many gnomes had little choice but to seek refuge in the two remaining cities of men. In Qeynos, gnome arcanists have proved valuable to the Concordium. Meanwhile, the residential village known as the Baubleshire has become a tinker's paradise, cordially shared with much of Qeynos' halfling population.

In Freeport, gnome contributions to the Academy of Arcane Scientists have been marred by feuding between the excitable gnomes and the dismissive Erudites. Antagonized gnomes have taken revenge upon their Erudite counterparts, often in the form of vicious, cruel, and sometimes fatal "practical jokes."



Half Elf

Sometimes known by their adopted name, Ayr'Dal, half elves are the surprisingly common offspring of human and elven parents (or, in some cases, of two half elf parents). Most half elves have wood elf blood, but as any elf can breed with a human to create a half-elf, rare half-high elves and even rarer half-dark elves exist as well. Though blessed with many of the advantages of both the human and elven sides of their lineage, most half elves do not lead easy lives. They are not an independent race with their own society, nor do they truly fit in to either parent's culture. In general, a half elf's life is a constant struggle to find a place to fit in and to forge friendships with those who tend always to see him as an outsider.

Demeanor: Most half elves come to accept that no society truly claims them as citizens, and many decide that they have no more in common with humans or wood elves than they do with dwarves and gnomes. They concentrate on forming close circles of trusted friends, regardless of race, and see themselves in a unique position to travel freely among many peoples. Of course, dark elves, iksar, ogres, and trolls like half elves no more than they do either parent race, and — in the latter case at least — care more about what a half elf tastes like than about an individual half elf's personal philosophy.

Other half elves see enough injustice and prejudice early in their lives that they feel compelled to take up arms against such evils. Occasionally these half elves become jaded and embittered as they face endless struggles with few thanks, and eventually become so consumed by their own desires that they turn to thievery or brigandry in rebellion against the cities and people who spurn them.

More commonly, though, half elves see the world as a place to be explored and use their lack of a home as a reason to travel extensively and deal with individuals rather than entire cultures.

Appearance: Blessed with the best features of both their parents, half elves are among the most attractive of all races in the Shattered Lands. In many ways, this beauty helps offset the cultural prejudice they face in many regions. Retaining the delicate features and to some extent the pointed ears of their elven heritage, half elves also have the thicker, stronger frames of humans. They tend to be slightly shorter and thinner than humans, and a bit taller and heavier than elves. Eye and hair color can vary widely, as among humans.

Half elves often have a strong sense of style, blending their lineage into something uniquely their own. Some half elf men grow trim facial hair (for elves cannot grow facial hair), while others maintain the fresh, clean faces common to elves. Similarly, half elf women mix and match the hair styles of human and elven fashion, often creating their own looks similar to both, but identical to neither. Half elves may take their clothing styles from either elves or humans, but those with tailoring skills often create tasteful and striking wardrobes that absorb the best qualities of all the cultural styles around them.

Gnome Racial Traits

- Abilities: -4 Strength, +4 Dexterity, -2 Constitution, +4 Intelligence, -2 Wisdom. Gnomes are a physically weak and rather frail race, but they are very agile and have astonishing intellects.

- Type: Gnomes are humanoids with the wee folk subtype.
- Experience: Gnomes gain normal experience.
- Small: As Small creatures, gnomes gain a +1 size bonus on all attack and defense rolls, and a +4 size bonus on Sneak checks. They suffer a -4 size penalty on all Strength checks made to break down doors or smash other object, burst bonds, or the like. Further, they must use smaller weapons than humans, and their lifting and carrying limits are only three-quarters of those of Medium characters with similar Strength scores.

- Gnomes' base speed is 20 feet.
- Gnomes have darkvision 30 ft. and nightvision.
- Gnomes receive Engineer Device and Trade Skill (tinkering) as starting skills regardless of their actual profession, and begin with a total of 4 bonus skill points, in addition to those gained from their starting profession, to distribute between those two skills. (They may not exceed the usual skill rank limit of 3 + character level.)

- Gnomes begin with 4 ranks in Language (Gnomish) and 4 ranks in Language (Norrathian).

The Shattering: Having no homeland of their own, half elves were affected less by the Shattering than were many other races. They were already accustomed to blending in with other races. Most can still be found among human, wood elf, or even high elf communities, but a very few take up residence with other races. Most half elves migrate to Qeynos. A few hopelessly embittered hard-cases end up among the gangs of Freeport.

Half Elf Racial Traits

- **Abilities:** -2 Wisdom, +2 Charisma. Half elves tend to be carefree and unruly, yet they retain most of their elven lineage's charm and grace.
- **Type:** Half elves are humanoids with the elf subtype.
- **Experience:** Half elves gain normal experience.
- **Medium:** As Medium creatures, half elves have no special bonuses or penalties due to their size.
- Half elves' base speed is 30 feet.
- Half elves have nightvision.
- Half elves begin play with a bonus talent from their archetype. This may be any talent for which the character meets the requirements.
- Half elves begin play with 4 bonus skill points, in addition to those gained from their starting profession, to distribute among their archetype's starting skills.
- Half elves begin with 4 ranks in Language (Norrathian) and 4 ranks in Language (Fier'Dal, Koda'Dal or Thexian, player's choice).



Halfling

The god Bristlebane is credited with the creation of this race. Perhaps because these folk appeared to other races as some strange elf-dwarf (or perhaps elf-gnome) crossbreed, most know them simply as “halflings.”

A short and friendly race, halflings are well regarded by most good folk and friendly creatures in the Shattered Lands. They are an extremely hospitable people and often offer to help travelers and those in distress. They are not fools, however, and are well aware that many creatures would take advantage of their generosity.

Demeanor: Halflings are a relaxed race on the whole, spending a great deal of time enjoying the finer things in life. They are particularly fond of good food, strong drink, and well-told stories. They also enjoy a good day's work, though, contrary to what many might say of them, and halfling communities usually have many excellent craftsmen. Most halflings want just enough money to be comfortable and just enough friends to enjoy the comfort.

Despite their desire for easy living, however, halflings are neither cowards nor weaklings. When threatened, pushed, or frightened, they can defend themselves and their allies with a

capability and tenacity that often surprises their foes. A halfling's drive to enjoy life also causes him to be willing to fight for a better life if need be. Many other races fail to take halflings seriously, treating the “little ones” as if they ought to be protected and certainly ought not to be trusted with any responsibilities. Halflings get used to this patronizing attitude, and some are not above using it to their advantage.

Appearance: Halflings' appearance can be a major stumbling block in their relations with other races. With their short stature and seemingly pudgy bodies (a typical adult stands 3 feet tall and weighs 40 pounds), their large heads and bare feet, halflings often seem little more than children to larger folk. A more careful examination of their appearance ought to dispel any such opinion — male halflings are generally balding early in life and grow coarse hair on their feet, while female halflings often look far more matronly than childlike.

Halfling clothing is often simple and utilitarian, of coarse wool and leather, with a well-worn and homey feel. They do not usually wear boots, for halfling feet are as tough as any leather footwear. Still, halflings expecting combat are not above armoring their feet in some fashion. Halflings have a fondness for vests, coats, and girdles, and some also wear small cloaks tied around their necks.

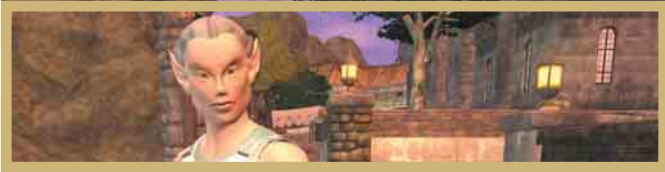
The Shattering: The most prominent of halfling ancestral homelands was the town of Rivervale, open and friendly, built underground among bucolic, rolling hills. That all changed with the reemergence of the Rallosian Empire, and again later with the sundering of Old Antonica. Now, halflings make do wherever they can, often sheltered in an out-of-the-way niche within a human city. In Qeynos, they share the Baubleshire with the erratic gnomesdreaming fondly and wistfully of familial homes that likely no longer exist.

Halfling Racial Traits

- **Abilities:** -2 Strength, +4 Dexterity, -2 Intelligence, +2 Wisdom, -2 Charisma. Halflings are small and spry, having a healthy natural dose of common sense but little intellectual inclination. Other races tend not to take them seriously, often making it difficult for them to interact meaningfully with non-halflings.
- **Type:** Halflings are humanoids with the wee folk subtype.
- **Experience:** Halflings earn normal experience.
- **Small size:** As Small creatures, halflings gain a +1 size bonus on all attack and defense rolls, and a +4 size bonus on Sneak checks. They suffer a -4 size penalty on all Strength checks made to break down doors or smash other object, burst bonds, or the like. Further, they must use smaller weapons than humans, and their lifting and carrying limits are only three-quarters of those of Medium characters with similar Strength scores.
- Halflings' base speed is 20 feet.
- Halflings receive a +1 racial bonus on all saving throws.
- Halflings have farsight 2.
- Halflings receive Agility and Sneak as starting skills regardless of their actual profession, and begin with a total of 4 bonus skill points, in addition to those gained from their starting profession, to distribute between those two skills.

(They still may not exceed the usual skill rank limit of 3 + character level.)

- Halflings begin with 4 ranks in Language (Stout) and 4 ranks in Language (Norrathian).



High Elf

Also known as the Koda'Dal, high elves are one of the two original branches of the race of elves. They are among the oldest races in the Shattered Lands, thought of by many as the most noble of the elven races. Created by Tunare, they have suffered at the hands of many other gods since their creation. Most importantly, Innoruuk twisted a number of high elves into the hateful dark elves, and Solusek Ro forced the elves to flee their original forest home; they moved to a new continent, Faydwer, and began their civilization anew.

For many, that home too is now lost to storm-ravaged seas, impassable since the Shattering. Through all their many hardships, however, the high elves have continued to fight for justice and civilization, standing against all the powers of evil and darkness.

High elves sometimes have trouble dealing with what they tend to perceive as less “enlightened” non-elven races (although of the player character races, only dark elves, iksar, ogres, and trolls seem truly to hate them). Dwarves, humans, and gnomes are often dubious concerning high elves, and might refuse to deal with an individual of that race unless she's known to them or has proven to have compatible goals and beliefs. High elves have an almost palpable aura of nobility about them, however, and with a little effort can often overcome the suspicions of others through sheer force of personality.

Demeanor: High elves tend to think of themselves as a race of nobles, and they expect members of other races to treat them accordingly. They are a magically powerful race with many potent spellcasters among them from both arcane and divine backgrounds, a claim few other races can make. Individual high elves pride themselves on expertise in many areas beyond magic use, however, including the arts of war but also many time-honored crafts and trades.

High elves' sense of nobility and duty often drives them to confront threats to others, even when they must champion races that view them with distrust. Although some high elves have been known to fall into evil much as the dark elves have, this is a truly rare occurrence, for almost all Koda'Dal genuinely believe it is their duty to help protect the “younger” races from serious danger. Other races can be put off by what they see as parental posturing, but few are so offended as to refuse the considerable aid a high elf can provide if motivated.

Appearance: High elves are shorter and more slender than humans, averaging a little over 5 feet in height and usually weighing around 100 pounds. They have fine, sharp, exquisite features, including gracefully upswept and pointed ears. Their complexions are always smooth and generally quite fair, ranging from pure white

to cream or pale peach in color. Hair and eye color can vary widely, but is usually light. Most high elf men keep their hair short and neat and are unable to grow any facial hair. High elf women grow their hair long and often keep it in a ponytail or braid.

High elf clothing is generally light and thin. Robes and slippers are always fashionable, though anything is acceptable as long as it is colorful, decorative, and tasteful. High elf fighters tend to prefer armor that is light and highly ornamented, but won't give up superior protection merely to look good.

The Shattering: Like many races, the high elves of the Shattered Lands have been stranded, cut off from their ancestral homeland. They desire perhaps more deeply than any other race to see once again their beautiful capital city — for they already lost their ancient homeland upon Tunaria ages ago, and cannot bear the thought of having lost their home once again. Felwithe, legendary for its white marble walls and towers, all covered in bright ivy, has since become the “holy grail” of the high elves.

Today, the Koda'Dal have taken refuge in Qeynos, and the human inhabitants of that kingdom are pleased to have such powerful and lovely allies and guests. The high elves, though appreciative, remain aloof. They congregate in Castlevew Hamlet, attempting to preserve their distinct, ageless culture.

High Elf Racial Traits

- **Abilities:** -4 Strength, -2 Constitution, +4 Intelligence, +4 Wisdom, +2 Charisma. High elves are rather weak physically, to the point of being quite frail; they are extremely powerful intellectually, however, and can easily master most magical or mental crafts.

- **Type:** High elves are humanoids with the elf subtype.

- **Experience:** High elves gain normal experience.

- **Medium:** As Medium creatures, high elves have no special bonuses or penalties due to their size. Due to their low body weight and relatively slow metabolisms, high elves need to eat and drink only two-thirds as much as other Medium creatures to remain healthy (see Dehydration and Starvation in the Glossary).

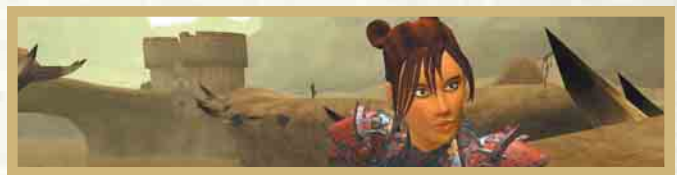
- High elves' base speed is 30 feet.

- High elves have manasight.

- High elves have nightvision.

- High elves receive Knowledge (all types, learned separately) and Spellcraft as starting skills regardless of their actual profession.

- High elves begin with 4 ranks in Language (Koda'Dal) and 4 ranks in Language (Norrathian).



Human

Sometimes considered the “rats” of the civilized races, humans have endured and flourished throughout the centuries due to strong survival instincts and determination. They

are an enigma to many other races, lacking the strong racial tendencies common to most other peoples. Humans can assume almost any world view, follow almost any profession, and worship almost any god. In fact, the only constant among humans is that they're all different.

More than almost any other player character race, humans often tend to disagree with each other, a trait that results in internal conflict within human cities and occasionally in civil war. Humans often take up these differences with other races as well, unable to fathom why everyone else shouldn't see things their way. As a result, humans are often coolly received by others (although they are rarely killed on sight). Individual humans can often overcome this dislike once others get to know them, and, with some effort, a human can manage to be accepted almost anywhere.

Demeanor: Humans are more adaptable and flexible than virtually any other race in the Shattered Lands, and as a result they are especially hard to generalize. They often think of themselves as “normal” and view anyone quite different from themselves to be “odd.” This often makes other races suspicious of humans, an attitude most humans find mystifying. What some see as arrogance is, to humans, the belief that humanity is the yardstick by which everyone else should be measured — which, ironically, is undeniably a form of arrogance.

Humans are variously driven by the same motivations as other races (greed, goodwill, revenge, the desire for justice, etc.), but seem more interested in philosophical issues than most other races. Humans tend to justify their motivations not merely as what they want, but as their “right,” a natural desire that everyone should understand and appreciate.

Appearance: Humans are smaller than barbarians but more stout than Erudites. An average male stands just under 6 feet and weighs 170 to 180 pounds (women tend to be slightly shorter and lighter). Hair color can be brown, blond, black, gray, red, or even white. Skin ranges from pale to well tanned, and eye color can be blue, green, brown, or black. Human men can grow facial hair, though many keep themselves clean-shaven, and in some case tend toward baldness in later life; human women, except in extremely rare instances, cannot grow facial hair, and they only rarely experience baldness.

Human garments are generally simpler in style and pattern than those of elves or Erudites. Cotton and leather are preferred materials, with cloth shoes and leather boots equally common. Each human tends to have his or her own sense of style, but this is rarely allowed to compromise the practical nature of clothes and equipment. Humans like jewelry as a rule, and often ornament common items with precious metals or small gems.

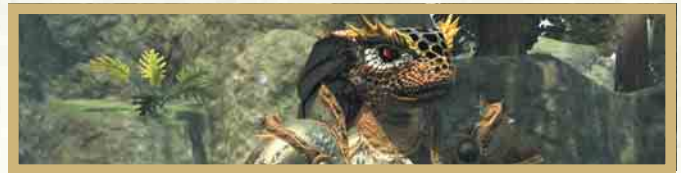
The Shattering: Humans have long called the cities of Freeport and Qeynos home, so they experienced less physical displacement as a result of the Age of Cataclysms than did most other races. The greatest adjustment has been the massive influx of refugees of other races and cultures into the once predominately human cities.

To most human citizens of Qeynos, this flood of peoples and cultures has been accepted as an opportunity to expand the goodwill and positive influence of their city by aiding the less

fortunate; they intend to make the most of this chance to unite the races and truly work as a unified society. In Freeport, Lucan D'Lere distrusts the motives of the foreign races, but is willing to use whomever and whatever he can to further his personal goals.

Human Racial Traits

- **Abilities:** Humans have no modifiers to starting abilities.
- **Type:** Humans are humanoids with the human subtype.
- **Experience:** Humans gain normal experience.
- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- Humans' base speed is 30 feet.
- Humans begin play with a bonus feat or talent (player's choice). This may be any feat or talent for which the character meets the requirements.
- Humans begin play with a total of 4 bonus skill points, in addition to those gained from their starting profession, to distribute among their archetype's starting skills. They also receive 1 bonus skill point at each character level beyond 1st.
- Humans begin with 4 ranks in Language (Norrathian).



Iksar

The reptilian iksar are strong of body and keen of intellect. Capable warriors and spellcasters, their history of relentless warfare has left them disdainful and distrustful of all other races. While they are thought of by many as one of the “dark races,” the iksar bear no love for dark elves, ogres, or trolls, and this lack of affection is mutual. Iksar culture exhorts iksar to dominate the weak, perhaps seeking to atone for their own former enslavement by the now extinct shissar millennia ago. Those separated from their homeland of Kunark by the Shattering have not accepted exile gracefully.

The iksar of Freeport feel utterly abandoned by their god Cazic-Thule, so they have abandoned him in turn. They refuse to worship (or even acknowledge, except when cursing) a god who has allowed, through impotence or perversity, such indignity and humiliation to befall “his people.” Instead, since the latter days of the Age of Cataclysms, they have turned to a new god, Syllokk, which they believe is the spiritual combination of every iksar that has ever died.

Demeanor: Iksar are proud, self-assured, vengeful, and distrustful. Their history is one of conquest, the strong ruling over the weak. Iksar see strength (both physically and temporally) as the most sought-after quality one might attain; to them, pain, fear, and torture are simply means to an end. Displays of such qualities that others might perceive as integrity or fairness are most likely incidental, born from fear of a superior or a recognition of the consequences of one's actions rather than from any sense of objective morality.

Iksar behaviors tend to cause other races to react poorly to them. Iksar think nothing of consuming live insects or other small creatures, sleeping in swampy hollows, or killing with their teeth and bare hands. While other races see such actions as barbaric, the iksar see them as practical and normal. To the iksar, sensibilities such as distaste indicate a lack of will, and anyone who depends upon weapons, armor, and shelter to survive is frail. The iksar use tools and weapons when they're appropriate, but take pride in their ability to manage perfectly well without them.

Iksar are generally very orderly and organized. Within iksar society, the position, rank, and authority of every citizen is well understood. War Barons run the military; Haggler Barons rule commerce; and troopers take orders. There is no place for nonconformists, and those who do not fit in remain among the lowest strata of iksar society — if they are not cast out from it altogether.

Appearance: The iksar are a powerfully built race of lizard men, with long muscular tails, sharp teeth, scaly hides, and horned heads. They tend to fall in the same height ranges as humans; though they tend to be slimmer, their musculature is remarkably dense, and they weigh 200 pounds or more on average. Body coloration tends to range through shades of gray, tan, and light brown, with horns often taking a more reddish hue.

Although most members of other races claim to be unable to tell male and female iksar apart, there are important differences between the genders. In addition to having somewhat more slender builds and lighter colors forming patterns across their bodies, female iksar have far more colorful facial scales. While males continue the bland color of their bodies across their faces, females usually have bright patterns of yellow, pink, blue, white, green, and purple, all forming rings, circles, and bands across their faces.

Iksar weapons and equipment range from the simple to the unusual, as in the case of their intricate ceremonial swords. Most wear just a few strips of cloth or leather and perhaps a series of straps for carrying weapons and pouches. Some enjoy adorning themselves with rings and bracelets of precious metals, but they tend to have little interest in gemstones. Iksar females do tend to match their accouterments to their natural coloration, and a few use pigments to paint patterns on their hides in much the same way that other races dye their hair.

The Shattering: Effectively cast out from Kunark, the iksar are a thoroughly embittered people. They see being forced to take refuge in Freeport, city of the soft-skinned humans, as the final humiliation their race can bear. To preserve their heritage, the iksar have settled in a ghetto district now known as the Scale Yard. This area was originally a prison for iksar captured by the Freeport Militia from an iksar warship lost at sea. The ship was part of a planned invasion force and was enroute to Visk, the secret iksar fortress off the coast of Faydwer.

Iksar Racial Traits

- **Abilities:** +4 Strength, +2 Dexterity, +2 Wisdom, –4 Charisma. Iksar are a strong and nimble race, with a strong attunement to the world around them. However, they are suspicious and often self-centered, and rarely develop strong relationships with anyone, even other iksar.

- **Type:** Iksar are monstrous humanoids with the reptilian subtype. A monstrous humanoid always gains d8 HD when its profession

would indicate a smaller die type. Thus, a 1st-level iksar priest starts with an amount of health equal to 8 + his Constitution modifier, rather than the 6 + Con modifier that humanoid priests receive; a 1st-level iksar fighter receives the usual amount of health.

- **Experience:** Iksar are a particularly powerful race who aren't as challenged by most circumstances as members of most other races. As a result, they suffer a 15% penalty to all XP they earn.

- **Medium:** As Medium creatures, iksar have no special bonuses or penalties due to their size.

- **Iksar base speed is 30 feet.** They also have a natural swim speed of 20 feet. Swim is always a starting skill for iksar, regardless of profession, and they gain a +8 racial bonus on all Swim checks. Further, an iksar may always take 10 on a Swim check, even when in a hazardous or stressful situation (see Skills without Rolls in Chapter 8: Skills).

- **Iksar have tough, scaly hides,** giving them a +3 natural bonus to defense. Their thick skins make it very difficult for them to wear heavy armors, however, even if it is designed for their bodies. As a result, iksar may never have the Armor Proficiency (heavy) feat, even when it is normally granted as a feat for their profession(s).

- **Iksar have a natural bite attack that deals 1d4 points of damage.** This may be used as either a primary or a secondary attack with a standard delay of 5. (See the Glossary for explanations of primary and secondary attacks.)

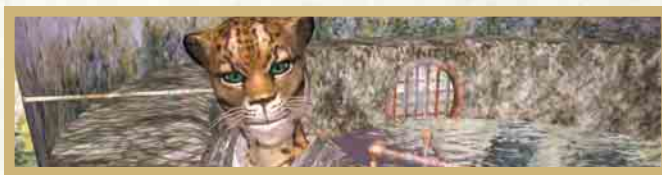
- **Iksar have fast recovery.**

- **Iksar have a racial bonus of heat resistance (4).** However, whenever an iksar takes damage from natural cold or from attacks or effects with the cold descriptor, he suffers an additional 20% damage (with a minimum of 1 additional point of damage and a maximum of 20 additional points).

- **Iksar have nightvision.**

- **Iksar receive Survival as a starting skill regardless of their actual profession.**

- **Iksar begin with 4 ranks in Language (Sebilisian) and 4 ranks in Language (Norrathian).**



Kerra

The kerra are one of several subraces of feline humanoids who populated the pre-Shattering continent of Odus. When Erud and his people arrived to settle the continent, they began to take over much of the land that until then had belonged to the Kerra, a powerful tribe of the cat-folk, and their kin. The Erudite civil war brought more suffering to the kerra. Worse, within a few years a great plague had infected many kerra, causing a massive number of deaths; the Kerra in particular blamed the Erudite heretics, whose study of necromancy had brought a new darkness to the land. Most of those who survived decided to leave their ancestral home and seek a new place in the world.

Due to their natural strength and agility, kerra make excellent fighters. They tend to shy away from higher forms of magic, although a few advanced spellcasters among them tend to become conjurers. In recent times, a small group of kerra has become fascinated with necromancy, studying the dark art that once almost destroyed their people in the hope of turning it against those who initiated their suffering.

Demeanor: Kerra are a noble, clever, and perceptive people, although they tend to be rather uncommunicative and reserved around members of other races, feeling entirely isolated from them. Rarely do they befriend outsiders, who, they feel, cannot understand the great suffering of their people. As a result, kerra generally seek isolation from the other races, as mingling with others has caused only sorrow in the past; while they accept the need to take shelter in the human cities, they avoid contact with non-kerra whenever possible. Kerra especially distrust Erudites (even to the point of open hostility), who are thought to be responsible for so much kerran suffering.

Appearance: Bipedal humanoid cat-folk, kerra are similar in size and shape to humans, but also share many features of their catlike ancestry. From feline ears atop their heads, cat-iris eyes, whiskers, and carnivorous teeth to the thick fur that covers their bodies and feline tails, kerra appear much like great humanoid cats. They can range in appearance similarly to many actual big cats, including lions, tigers, lynxes, cougars, leopards, panthers, and others.

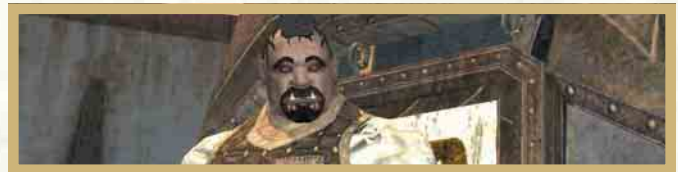
Kerran dress ranges from clothing crafted from rugged hide to finely woven garments made of plant-fiber thread or silk. Kerra smiths fashion metal armors and a range of weapons.

The Shattering: Rumors persist of settlements of cat-people beyond the great cities, whether these settlements are composed of descendants of the Kerra, their cousins the Kejekan, or some other tribal strains. The kerra of Freeport, mixed descendents of several tribes, press eagerly for any such details, even if it means approaching members of other races to get the information. Kerra tend to live in insular family groupings, most notably in the Nettleville Hovel district of the city. (Woe to the unwary or absent-minded Erudite who wanders into one of these neighborhoods.)

Kerra Racial Traits

- **Abilities:** +2 Strength, +2 Dexterity, -2 Intelligence. Though strong and agile like great cats, kerra do not place much emphasis on logic.
- **Type:** Kerra are monstrous humanoids with the mammalian subtype. A monstrous humanoid always gains d8 HD when its profession would indicate a smaller die type. Thus, a 1st-level kerra priest starts with an amount of health equal to 8 + her Constitution modifier, rather than the 6 + Con modifier that humanoid mages receive; a 1st-level kerra fighter receives the usual amount of health.
- **Experience:** Kerra are a particularly powerful race who aren't as challenged by most circumstances as members of most other races. As a result, they suffer a 10% penalty to all XP they earn.
- **Medium:** As Medium creatures, kerra have no special bonuses or penalties due to their size.

- Kerra's base speed is 40 feet.
- Kerra have farsight 2.
- Kerra have darkvision 10 ft. and nightvision.
- Kerra receive Agility, Sneak, and Survival as starting skills regardless of their actual profession, and begin with a total of 6 bonus skill points, in addition to those gained from their starting profession, to distribute among those three skills. (Kerra still may not exceed the usual skill rank limit of 3 + character level.)
- Kerra receive safe fall as a bonus talent regardless of their actual profession.
- **Weapon Familiarity:** Kerra may treat katar, ulak, and bolas as martial weapons rather than exotic weapons.
- Kerra begin with 4 ranks in Language (Kerran) and 4 ranks in Language (Norrathian).



Ogre

In ages past, ogres (along with giants, goblins, and orcs) served in the armies of their creator, the God of War, Rallos Zek. In his arrogance, Rallos led his armies against the gods themselves, and there they finally met defeat. After the conflict was ended, the other gods banded together against the Rallosians and cursed them. The giants were nearly exterminated, the orcs reduced to a primitive assortment of tribes, and the goblins so ravaged and twisted that few can believe they were once a mighty warrior race. The ogres were stricken with great stupidity, to ensure they would never again be a threat to the other races of Norrath. For centuries, allied with and manipulated by the dark elves, ogres managed to maintain some shred of their civilization.

Now, however, the curse of the Rathe has been lifted, and ogres have regained intellectual capabilities on par with humans. No longer are they mere brutes. Though still best known as warriors and brigands, some have undertaken the pursuit of the arcane arts, and there are also ogre merchants and priests. Ogres have centuries of abuse and condescension from other races to repay, and now they have the brain, as well as the brawn, to fight their various battles.

Demeanor: As a reaction to their former mistreatment, ogres are incredibly defensive regarding their free will and demand that other races treat them with respect. Those who dare do otherwise, treating them like dim-witted buffoons of the past, are almost sure to pay for their actions in blood — if not immediately, then when a good opportunity for vengeance arises.

Now capable of speaking in fluid sentences (a trait of which they pointedly remind the other races as often as possible), some proud ogres utilize a certain brutish eloquence, combining the intimidation of their physical size with intelligence in order to subtly remind the

other races that the legendary beings who had once commanded the armies of the feared Rallosian Empire have returned.

Appearance: Ogres are massive creatures, typically standing about 8 1/2 feet tall and weighing between 500 and 600 pounds. Their natural coloration tends to be fairly close to that of humans, their skin-tones ranging from yellowish to deeply tanned, with brown, yellow, or black hair. Their eyes, however, can be red, purple, blue, yellow, brown or green.

Despite their relative intellectual sophistication in the present age, ogres have very little concern for hygiene, and as a result often have boils, sores, hideously misshapen teeth, and numerous scars and scabs. Indeed, many ogres take pride in their grotesque appearance, seeing it as proof of their great strength and vitality, their Rallosian lineage. Many ogres have large tusk-like teeth and some have mouths full of fangs, while others have already lost most of their teeth to brawls.

Ogre clothing and equipment tends to be heavy, sturdy, and crude. Garments are generally made of some kind of hide, often uncured, and may be painted or stained for decoration. Ogre craftsmen make surprisingly durable goods, and in fact ogres are often unimpressed by the strength of items created by other races. However, they are at least as fond of gems and precious metals as any other race, and happily wear whatever such ornaments they can pin to themselves or force over their massive limbs and extremities.

The Shattering: Though some swamp and cave dwellings remain to them, most ogres have taken refuge since the Age of Cataclysms in Freeport, where they make up a notable percentage of the Militia. Of all the races with whom they must share the city, the ogres get along best with the humans and the trolls. In fact, ogres have been prominent in Freeport since after the War of Fay, and a brigade of ogres loyal to Lucan even fought against their brothers during the Siege of Freeport. On the other hand, ogres thoroughly detest the dark elves and stay far from places the Teir'Dal frequent. Although the ogres have not forgotten how the dark elves used and mistreated their ancestors, they do not desire to lose their temper within the city walls.

Ogre Racial Traits

- **Abilities:** +6 Strength, -2 Dexterity, +4 Constitution, -2 Wisdom, -4 Charisma. The most physically powerful of the player character races, ogres are not particularly quick, intuitive, or likable.

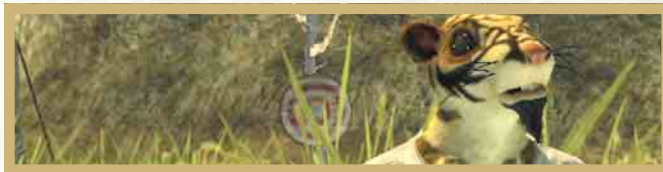
- **Type:** Ogres are humanoids with the big folk subtype.

- **Experience:** Ogres are a particularly powerful race who aren't as challenged by most circumstances as members of most other races. As a result, they suffer a 25% penalty to all experience they earn.

- **Large:** As Large creatures, ogres suffer a -1 size penalty to all attack and defense rolls, and a -4 size penalty on Sneak checks. However, they gain a +4 size bonus on all Strength checks made to break or smash objects such as doors or chests, burst bonds, or the like. They may use larger weapons than humans, and their lifting and carrying limits are twice those of Medium characters with similar Strength scores. Ogres have a natural reach of 10 feet, making them very effective melee combatants.

- Ogres' base speed is 30 feet.

- Ogres have nightvision.
- Ogres receive a +4 bonus on their saving throw against any effect, magical or otherwise, that would result in the ogre being *dazed*, *interrupted*, or *stunned* (such as that from the Improved Bash feat).
 - Due to their enormous size and strength, ogres begin play with Slam and Toughened as bonus feats.
 - Ogres begin with 4 ranks in Language (Oggish) and 4 ranks in Language (Norrathian).



Ratonga

The ratonga are a race of intelligent and surprisingly charismatic rat-like humanoids. Little is known of their background, but for the fact that they initially appeared when the great earthquakes of the Rending began to tear the continent of Old Antonica into pieces. Rumors surfaced that the ratonga were a tribe of rat-men related to the chetari of the Dragon Necropolis, a theory that the ratonga themselves seemed to encourage. It quickly became clear that these new arrivals were more intelligent than the chetari, leading many to speculate that the race's origins might lie in the Underfoot itself. On this subject, the ratonga say nothing.

As a result of their diminutive builds and their attending weakness, ratonga rarely become melee-oriented fighters. Their high intelligence makes them excellent students of all forms of arcane magic, however, and they make excellent scouts. Priests are virtually unknown among them.

Demeanor: While the ratonga are evil, clever, and sly, they are generally not aggressive or cruel. They are decidedly devious and selfish, always looking for any opportunity to take advantage of any weakness on the part of other races. Many among them become experts of misdirection and espionage, specialists in the acquisition of items and information.

The ratonga do not seem to hold any strong feelings, good or ill, toward any particular race. They love to engage in conversation whenever possible and are unrivaled social chameleons, able to ingratiate themselves with almost any individual initially willing to give them the time of day.

Appearance: Ratonga are approximately the same height as dwarves, averaging 4 feet tall, but much more slender and agile. While they are bipedal, they are equally comfortable scurrying on all fours, making them deceptively quick. As for apparel, ratonga don whatever is best suited to the current situation, whether rich robes for an adviser to nobles, or waterproof, filth-tainted rags for crawling through the sewers. Many ratonga have a weakness for gems, shining jewelry, and other such baubles. Finally, each ratonga is branded somewhere upon their body by a symbol of their place of origin — the Vaults of Serilis in the Underfoot. The brand is often in a hidden location.

The Shattering: As the ratonga had no known culture on the surface of the Shattered Lands, their emotional reaction to the

events of the Age of Cataclysms is unknown. They seem to have worked their way into the fabric of human society, taking up important roles as information brokers, most notably in Freeport, although a few peddle their wares (and perhaps act as spies) in Qeynos. While they supply considerable intelligence to Lucan's forces, their own plans and desires remain a complete mystery.

Ratonga Racial Traits

- **Attributes:** -4 Strength, +2 Dexterity, -2 Constitution, +4 Intelligence, -2 Wisdom, +4 Charisma. Ratonga are agile, with a remarkable, devious intellect and great personal magnetism; they use these traits to make up for their lack of physical stature and a certain naiveté.

- **Type:** Ratonga are monstrous humanoids with the mammalian subtype. A monstrous humanoid always gains d8 HD when its profession would indicate a smaller die type. Thus, a 1st-level ratonga mage starts with an amount of health equal to 8 + his Constitution modifier, rather than the 6 + Con modifier that humanoid mages receive; a 1st-level ratonga scout receives the usual amount of health.

- **Experience:** Ratonga earn normal experience.

- **Small:** As Small creatures, ratonga gain a +1 size bonus on all attack and defense rolls, and a +4 size bonus on Sneak checks. They suffer a -4 size penalty on all Strength checks made to break down doors or smash other object, burst bonds, or the like. Further, they must use smaller weapons than humans, and their lifting and carrying limits are only three-quarters of those of Medium characters with similar Strength scores.

- **Ratonga base speed is 20 feet.** If a ratonga has nothing in hand, it may drop to all fours as a free action, increasing its speed to 30 feet.

- **Ratonga have nightvision.**

- **Ratonga receive Climb and Persuade as starting skills** regardless of their actual profession, and begin with a total of 4 bonus skill points, in addition to those gained from their starting profession, to distribute between those two skills. (They still may not exceed the usual skill rank limit of 3 + character level.)

- **Ratonga begin with 4 ranks in Language (Ratongan) and 4 ranks in Language (Norrathian).**



Troll

Trolls are a disgusting, savage race, trusted by no one, not even their own kind. Trolls are driven by bloodlust and hunger, and their willingness to eat anything (from slugs to fallen enemies, even other trolls) explains why they seldom gain acceptance among other races. Even the most peaceful of people usually accept that trolls are best killed on sight.

While the trolls are not well organized, their mindless brutality nevertheless presents a threat to the other races of

the Shattered Lands — especially should the trolls ever form a permanent alliance among themselves (which would require an extremely powerful and gifted troll leader) or fall entirely under the control of the dark elves, who often act as the trolls' benefactors (with myriad ulterior motives, of course).

Demeanor: Troll lives are generally violent, brutal, and short. They think nothing of torturing their enemies and hanging body parts as decoration. They not only eat members of sentient races, but take great pride in their culinary ability, pickling various other races to use as snacks.

Trolls don't like anyone, themselves included. They tolerate those humans they fear, grudgingly accept dark elves, and treat ogres as distant and often mistrusted cousins; everyone else is a potential meal. Troll women are cruelly envious of one another and often attempt to ruin the faces (literally) and the lives of serious rivals. Troll men are no less vicious and vindictive, each trying to rule over as many other trolls as he can bully. Some trolls actually dislike their own kind more than other races, and dwell as outcasts and misanthropes.

Appearance: Trolls usually stand slightly more than 8 feet tall and are quite broad and muscular, weighing in the neighborhood of 500 pounds. They have rough, greenish, hairless hides that are frequently covered with scars and scaly patches. They possess large, powerful arms, hunched shoulders, and short, stout legs that would make them comical if they were not so fearsome. Trolls have pronounced noses and chins and have long, pointed ears that can rise up to half a foot above their heads. Troll eyes seem reptilian and can be red, yellow, green, purple, or orange. Their teeth are relatively small and sharp, often making them look like they have mouths full of needles.

Troll garb and equipment often seems patchwork, but is surprisingly practical. They have little fashion of their own, and crudely copy styles from other races, especially ogres. Trolls have a great fondness for gems and, to a lesser extent, other valuables, but they are more likely to conceal and hoard their precious items than to use them as ornamentation.

The Shattering: Trolls live in swamps or caves, or in the Big Bend district of Freeport, where it is their ogre "cousins" who lend them a degree of civility and decorum — which is to say that public cannibalism is only seldom in evidence there. Lucan D'Lere tolerates some of the excesses of troll culture and attempts to direct the trolls' mindless brutality against targets of his choosing. Because they are so difficult to control, trolls account for a very small portion of the Freeport militia. Lucan has only one unit of Bashers, and they are feared by all and unleashed rarely.

Troll Racial Traits

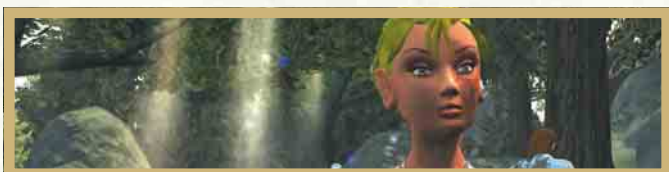
- **Abilities:** +4 Strength, +6 Constitution, -4 Intelligence, -2 Wisdom, -6 Charisma. Trolls are very strong, and are likely the toughest of the player races. They are neither scholars nor gentlemen, however, suffering in almost any intellectual or social setting.

- **Type:** Trolls are humanoids with the big folk subtype.

- **Experience:** Trolls are a particularly powerful race who aren't as challenged by most circumstances as members of most other races. As a result, they suffer a 20% penalty to all experience they earn.

- **Large:** As Large creatures, trolls suffer a -1 size penalty to all attack and defense rolls, and a -4 size penalty on Sneak checks. However, they gain a $+4$ size bonus on all Strength checks made to break or smash objects such as doors or chests, burst bonds, or the like. They may use larger weapons than humans, and their lifting and carrying limits are twice those of Medium characters with similar Strength scores. Ogres have a natural reach of 10 feet, making them very effective melee combatants.

- Trolls' base speed is 40 feet.
- Trolls have fast recovery.
- Due to their remarkably fast metabolisms, trolls need to eat and drink 25% more than other Large creatures on a daily basis in order to remain healthy (see Dehydration and Starvation in the Glossary).
 - Trolls have darkvision 30 ft. and nightvision.
 - Trolls are vulnerable to heat. Whenever a troll takes damage from natural heat or from attacks or effects with the heat descriptor, he suffers an additional 20% damage (with a minimum of 1 additional point of damage and a maximum of 20 points).
 - Due to their enormous size and strength, trolls begin play with Slam and Toughened as bonus feats.
 - Trolls begin with only 3 ranks in Language (Trollic) and 3 ranks in Language (Norrathian).



Wood Elf

Wood elves are believed to be descended from a group of elves who fled into the Faydark Forest when, in antiquity, Solusek Ro destroyed their forest home. While other elves went about trying to recreate their old way of life as closely as possible on the lost continent of Faydwer, the wood elves' ancestors worked to find a new path; they sought a closer relationship with the forces of nature and became known as the Fier'Dal.

As centuries and generations have passed, the wood elves have succeeded in their desire to live in harmony with their surroundings. They have built homes within the living trees of the forest and many have become defenders of the creatures native to the forest. They have left behind much of the arcane learning of their high elf brethren, instead turning to the magics of song, tree, and grove.

Demeanor: Wood elves are generally a friendly, open race that get along well with all of the good-aligned races of the Shattered Lands. Though they share the deep religious devotion and dedication common to high elves, they lack the aristocratic superiority that is also common among their cousins. The Fier'Dal get along especially well with humans, and some have even been known to take human spouses.

Wood elves are fond of good music and good food, and enjoy celebrations and parties. While generally satisfied to live and let live, they can still show the terrible wrath of elven

righteousness when confronting despoilers of nature and the evil races of the Shattered Lands — most especially the hateful dark elves.

Wood elves often find themselves filled with a desire to wander. As a result, they are often found in small numbers far from Qeynos, though none have yet discovered the fate of their former home on Faydark.

Appearance: Wood elves tend to be roughly the same height and weight as other elves, although they are perhaps slightly shorter and stockier on average. Wood elves' eye color ranges from green and blue to various shades of brown and even, rarely, to a brilliant, shocking yellow. Their skin is generally a light tan. Hair can be straight, wavy, or curly, and can be found in shades of brown and auburn or, less often, blond or even black.

Wood elf clothing is generally cut to flatter the wearer's figure and yet remain functional as well. The Fier'Dal use a great deal of soft leather and fine cotton in their tailoring, which is often dyed or embroidered in intricate patterns. Their weapons and equipment are well constructed, especially their bows.

The Shattering: Though wood elves still travel quite broadly, they have tried to recreate a version of their Faydwer homeland in the Willow Wood section of Qeynos. The unadorned wooden dwellings there, however, are a far cry from the lofty treetop city of Kelethin, which lingers on in the living memory of the eldest of the wood elves of the Shattered Lands and the soulful laments of their bards. In their exile, the wood elves feel cut off from the Mother of All, Tunare, and they struggle to maintain their belief that she will, some day, return them to their home.

Wood Elf Racial Traits

- **Abilities:** -2 Strength, $+4$ Dexterity, -2 Constitution, $+2$ Wisdom. Slightly built, wood elves compensate for their light frames with agility and perceptiveness.
- **Type:** Wood elves are humanoids with the elf subtype.
- **Experience:** Wood elves earn normal experience.
- **Medium:** As Medium creatures, wood elves have no special bonuses or penalties due to their size. Due to their low body weight and relatively slow metabolisms, wood elves need to eat and drink only two-thirds as much as other Medium creatures to remain healthy (see Dehydration and Starvation in the Glossary).
 - Wood elves' base speed is 30 feet.
 - Wood elves have farsight 3.
 - Wood elves have darkvision 20 ft. and nightvision.
 - Wood elves receive Agility, Perceive, and Sneak as starting skills regardless of their actual profession, and begin with a total of 4 bonus skill points, in addition to those gained from their starting profession, to distribute among those three skills. (They still may not exceed the usual skill rank limit of $3 +$ character level.)
 - **Archery Training:** Wood elves begin with Weapon Class Proficiency (archery) regardless of their actual profession.
 - Wood elves begin with 4 ranks in Language (Fier'Dal) and 4 ranks in Language (Norrathian).

With the assistance of Sony Online Entertainment's EQII development team, we've updated the Tarton's Wheel quest from the original EverQuest. Here's a brief story about about how Tarton's Wheel bridges the time between EQ and EQII. Read closely for clues on how to begin this quest online in EQII!

Wheel of Time

The fear he had borne those many, many long years, since the end of the Age of Combine, had come to pass: the disappearance of the gods. Yes, for hundreds of years now that time had been known as the Lost Age, and of course that name was given by those who knew little to nothing of events during that time.

Of course, few — perhaps none — had lived a life as long and eventful as this ancient elf called Aataltaal. Now, it seems, he'd outlasted even the gods.

The elf looked up into the bright night sky and watched Luclin's continuing disintegration. A flaming meteor, no doubt a portion of the sphere of the Maiden of Shadows, soared fast and low just to the south of him. Lightning traced the rock's path through the swirling clouds, and Aataltaal was certain he felt the wind and heat generated by the meteor.

The destruction of Luclin, named for the goddess who was for countless years beyond the reach of mortals, was a metaphor for the fate of all the created races... as well as for the gods themselves. Even if they were not dead, the gods who birthed the races of Norrath and had guided the events of millennia, including the seemingly wanton destruction of all they had so assiduously crafted, were beyond any mortal's reach. The immortals might as well be dead for all they could do on behalf of those who relied upon them, those who worshipped them. Likewise, there was little to be done by one such as Aataltaal, who sought to slay gods, or at least some — particularly one! — among their number.

As he sat on the Luclin-blasted landscape of the Thundering Steppes, with no other living entity around for league upon league, Aataltaal gave himself over wholly to these reflections.

And soon his visions returned.

In the long past Age of Combine, Aataltaal had foreseen the fall of that great empire. He tried to warn Emperor Batta, but neither of them understood the meaning of the vision fully enough. Of course, Aataltaal considered that failure to be his own: It was his magic that had crafted the visions, his knowledge that should have deciphered them, and even his plans that had set the fracturing of the Combine into motion.

Granted, the plans of those against whom he toiled, General Seru and his fell sorcerers, were a considerable part of the events that brought the empire to its knees.

Ages had passed since then, and yet another was dawning in this time of the broken moon, and still Aataltaal toiled. He had victories to relish and humbling defeats to rue, and still his nemesis Opal Darkbriar dogged him. She thought to have won the day in Freeport, but he had meant the promise he made to the humans there after he saw them safely westward across the Ocean of Tears. That city, like his battle against the gods, might seem lost at present, but the Great Wheel of Time always rolled round again. The trick was stopping the wheel when it was properly poised for one's purpose.

Of course, managing one's own fate in this way was something that had proved beyond the capability of even the gods (at least as far as Aataltaal knew), but it was an end the elf yet dreamed possible. He had to believe those dreams. So much else that he had foreseen had come to pass. The citadel floating over the city of Freeport. The confiscation of the Books of Knowledge. The shattering of Luclin, and the consequent loss of those first mortals of the Combine Empire who fled there with Batta's lifeless-yet-living body.

The death of Serv he had also foreseen, though one had to take that death on faith since there was no body to be seen. Some things were not as yet entirely clear.

Indeed now was a time of great flux. The winners and losers of this age could not yet be clearly foretold — if in the everyday life of Norrath, or the Shattered Lands formerly known as Norrath, things could be judged in such simple terms. The two great cities that survived at this moment in time evidently considered themselves winners, and perhaps rightly so.

Qeynos and Freeport, once standing at opposite ends of his beloved Tunaria, more recently called Antonica. As they had once stood geographically, so too did they stand at opposite ends of the spectrum of light and dark — a spectrum of finite morality Aataltaal himself straddled completely, that he was in fact beyond in a way that the earth itself or the constellations were beyond.

The same oracular power that had once led Emperor Katta to seek Aataltaal's advice in the Lost Age now suggested that the one who might finally bring the Wheel of Time to a safe halt would pass through the land in which he now stood. So the wizened elf sat here, a ragged journal in his hands. It was an ancient tome, and to any lesser mage it would have seemed a great prize. But it had been Aataltaal's for centuries now, and his own notes were now recorded within. To him it was not an artifact, it was merely a possession.

Ah, but what it led to! — that *was* an artifact: Tarton's Wheel.

Long ago Tarton constructed his Wheel so that he might travel the planes. The elves of Takish-Viz had been the first to make such a journey, having labored for over a century to find the means to enter Innoruuk's Plane of Hate. Spells for such travel eventually became commonplace among those wizards capable of channeling sufficient mana, but Tarton wanted more, something that might take him beyond the realms where the gods dwell in semi-real forms that could be defeated but never seemed to die.

Tarton wanted access to the heart of the universe itself, where the essences of the gods could be confronted and destroyed altogether. And so, of course, did Aataltaal.

It was unclear even to Aataltaal whether or not Tarton had actually managed to use his creation for its ultimate purpose. He thought not, for surely there would have been tremendous repercussions for a mortal undertaking such a journey. Yet such consequences might well have occurred with no mortal being the wiser, for few knew the events or stakes at issue and none could say how, precisely, the effects might be felt.

This kind of shadow-war Aataltaal had now waged for millennia. At nearly every turn he was foiled or brought short, but often the forces thrown against him created ripples in the world at large. He had managed to assemble the ten spokes of Tarton's Wheel, but then the ripples of causality began to spread. Perhaps his estimation of his importance or the danger he or his quest posed to the gods — at least to Innoruuk — was inflated, but it seemed likely that all of the divinities must fear his success. Perhaps the roadblocks set before him were coincidental, but he thought not.

Regardless, it was no coincidence, surely, that the very laws and fabric of the universe were altered as soon as Aataltaal possessed and assembled all the pieces of the Wheel. The global destruction had begun to subside the moment he disassembled the artifact and spread the pieces once again.

He wished he believed in happenstance, for then he would not be haunted by the ghosts of the countless thousands who perished in the catastrophes that had rocked Norrath. Now he had that blood on his hands, just as he was haunted by the specter of the Combine Empire and the restless souls of those elves transformed by the Prince of Hate when the rescue of their sovereigns went awry.

So it was that here, in the lifeless wastes of the Thundering Steppes, Aataltaal drafted the final portion of this journal. The writings concerned the first piece of Tarton's Wheel, called *Azia*. Once he had finished, he would place the journal in the magically locked chest, which he would then send secretly to the docks of the Steppes. There, only an individual with one of two proper keys — a pair of inconspicuous emeralds Aataltaal would sell, one each, to vendors within the two cities of former Tunaria — could recover this journal.

With the journal in hand, an individual might begin his own cycle through time. If Aataltaal's perceptions of his visions were accurate this time, then the one destined to find his journal might just sneak beneath the notice of the gods, and use the Wheel successfully without arousing the kind of wholesale destruction Aataltaal himself had caused.

And that's why it seemed so reasonable to leave a riddle regarding the ancient city once called Weille for last, because Freeport was where change needed to begin.

CHAPTER SIX:



Professions

Norrath's heroes are the stuff of legends, able to call upon the aid of the divine, slay giants with their mighty blows, or conjure up maelstroms of fire with arcane incantations. Be they noble saviors, curious seekers of truth, or devious villains, all are examples of the heroic professions. If they are strong, smart, quick and lucky, they grow in power and fame. Otherwise, they may end their lives forgotten in the depths of some far-off, dusty crypt.

The Starting Archetypes

There are four basic archetypes which players may choose to define their starting characters. A character's starting archetype determines more about her than any other single choice her player will make. An archetype is more than just a vocation — it's a way of life, almost certainly the result of years of training and study.

Many players are likely to pick an archetype before making any other decisions about a character, and then to arrange ability scores and race to suit the chosen profession. Archetype determines a character's ability in combat, her selection of skills and feats, and the special abilities that set her apart from others.

The archetypes (and their abbreviations) are as follows:

Fighter (Ftr): Dedicated to the ways of war, the fighter uses the arts of physical combat to guard allies and overcome foes.

Mage (Mag): The mage is an arcane spellcaster specializing in wielding primarily offensive magics to aid allies and devastate foes, both through direct damage and mind-control.

Priest (Prt): A divine spellcaster responsible for fortifying and sustaining allies, the priest uses magic to support allies, especially through healing and augmentation.

Scout (Sct): A sly combatant who depends on agility and cunning more than strength and bravery, using infiltration and espionage to surprise enemies.

Starting Characters

The Play Rules section under each archetype presented in this chapter details the health and the skill points a character of that archetype has available at 1st level. Skills are explained further in Chapter 8.

All starting characters also receive one feat when they begin play (and characters of certain races may also receive bonus talents or feats as a racial ability). Feats are explained further in Chapter 9.

Gaining Levels

As a character gains experience, she goes up in level (also referred to as "advancing" or "gaining" a level), earning additional skills, feats, and special abilities; as characters advance in levels, they also become eligible to enter certain classes and advanced classes (described later in this chapter), which may further develop a character's abilities.

Each character level requires a number of additional experience points (XP) equal to the character's current level multiplied by 2,000. In other words, going from 4th level to 5th level requires 8,000 (4 x 2,000) XP.

Table 6-1 shows the total number of experience points required at each level of advancement.

Table 6-1: Character Advancement

Level	XP Required
1	0
2	2,000
3	6,000
4	12,000
5	20,000
6	30,000
7	42,000
8	56,000
9	72,000
10	90,000
11	110,000
12	132,000
13	156,000
14	182,000
15	210,000
16	240,000
17	272,000
18	306,000
19	342,000
20	380,000
21	420,000
22	462,000
23	506,000
24	552,000
25	600,000
26	650,000
27	702,000
28	756,000
29	812,000
30	870,000

Upon gaining a new level, a character receives additional skill points, health points, base bonuses, and other abilities as detailed in the description of each profession. (Again, see the Play Rules section of each profession for new bonuses and abilities gained with each level.)

Training Points

With each new character level after 1st level, every character receives 5 training points (TP) to spend on new feats, talents, or skills, to improve her ability scores, health, or resistances, or to add ranks to existing skills. Normally (at the GM's discretion), characters must have access to a certain guild, clan, mentor, or the like in order to spend these training points.

Characters may "save up" training points level after level if they desire, and may spend them any time they have access to a mentor. Table 6-2 shows both the number of TP required to purchase various benefits and any limitations on the expenditure of those points. All bonuses purchased with TP are cumulative. For example, a character who trains to gain heat resistance (1) upon reaching 2nd level and who later trains for heat resistance (1) again has a total bonus of heat resistance (2) from her training.

Health and Training Points: A character can spend 3 training points to gain a +1 bonus on her health roll for her current level. However, no character can receive more health than the maximum value of her current level's health die. For example, if a character decides to purchase this option when gaining a level in scout, he may roll 1d8+1 (rather than 1d8) for health and then add his Constitution modifier to the result. However, he cannot receive a value of 9 on the roll of 1d8+1, even if he rolls a natural 8 — the most health he can get, before applying his Constitution modifier, is 8.

A character can spend more than 3 training points at a given level with this option (assuming she has unspent TP from previous levels), but she can never receive more health than the maximum value of her current level's health die.

Skills and Training Points: Skill rank purchases using TP are separate from those gained through standard level advancement. For example, a 1st-level scout who accumulates 2,000 XP reaches 2nd level and takes another level in scout. As shown in the scout archetype description, she gains 6 + Int modifier skill points to spend on skills.

In addition, the character gains 5 TP for reaching 2nd level, and, as shown on Table 6–2, she could spend 3 of these to increase a skill by 1 rank — in addition to the skill points she gained for reaching 2nd level. In no case, however, can a character purchase skill ranks beyond her normal skill rank cap of 3 + character level, even with ranks purchased through training points.

Feats and Training Points: Feats can not be purchased with TP more frequently than once for every odd-numbered character level beyond 1st. Thus, a 3rd-level character can have no more than one trained feat (note that certain races and classes gain bonus feats at 1st level, however, and that bonus feats do not count toward this *trained* feat limit), with no more than two trained feats at 5th, three at 7th, four at 9th, and so on.

If a character does not buy feats with TP over many levels, he can later catch up to the maximum number of trained feats allowed, even if that involves buying feats more frequently than once every two levels — or even all at once.

For example, a paladin reaches 10th level without ever having spent any TP on feats, and decides that he would now like to dedicate some toward buying feats. He can purchase up to 4 trained feats immediately, if he has the training points available (4 being the maximum number of trained feats allowed for a 10th-level character).

Talents and Training Points: A character can purchase any number of talents with training points. However, she can purchase only talents for those professions in which she has levels.

Table 6-2: Training Benefits

Benefit	Training Point Cost	Limitations
+1 bonus to any ability score	11	No ability may be trained in this way more than 6 times
+1 on health roll	3	No character can have more health than the maximum allowable for the current die-type being rolled
+1 rank to any skill	3	Skills may not be increased beyond 3 + character level
+1 to any harm resistance	1	Each resistance type may have a trained bonus no higher than the character's level
Profession talent	6	A character can purchase talents only for professions in which she has levels
Trained feat	Varies (See Table 9-1)	No character can have more trained feats than one for every odd-numbered character level beyond 1st

Profession Description Format

The following format is used to describe each of the professions.

Name: Although some fighters might consider themselves simply “guardsmen” and some scouts call each other “cutthroats” or “scallywags,” each profession's given name is the first indication of the areas and skills at which it excels. After the profession name, a brief description is given of a typical member of the profession.

Attributes: This section outlines the strengths and weaknesses of the profession and gives some suggestions regarding how best to use those strengths and weaknesses.

Culture and Training: This section offers some typical backgrounds for members of the given profession. These ideas are intended only as a model for a given character's background, not a set of inflexible rules.

Requirements

This entry appears only in class and advanced class descriptions, as they have certain requirements a character must meet before he or she can take any levels in the class.

Level Progression: This entry lists the rating (*good*, *average*, or *poor*) for the profession's base bonuses: attack, defense, and each of the three types of saves. The profession's level progression table also shows these bonuses at each level.

Any talents granted by the profession are also listed at the appropriate level on the table. Notes regarding these talents are found in the Play Rules section for each profession, although detailed descriptions are found in Chapter 7: Talents and Disciplines.

The various bonuses within each profession are not cumulative with previous levels in the same profession — that is, a 3rd-level mage gets the BAB, BDB, and base save bonuses listed at 3rd level on Table 6–4, not the sum of his 1st-, 2nd-, and 3rd-level bonuses. (See Multiple Archetypes elsewhere in this chapter for special rules governing characters with more than one profession.)

A character who has more than one profession simply consults the appropriate table for each profession and adds up all of the bonuses found for his professions' levels. For example, a 5th-level fighter/4th-level warrior has base Fortitude save bonuses of +5 and +2 (as noted on Tables 6–3 and 6–10, respectively), so his total base Fortitude save bonus is +7.

Note that the archetype tables progress only to 10th level, although there is technically no upper level limit to play in the *EQ II Role-Playing Game*. Characters progressing beyond 10th

level in any of these professions need merely extrapolate the information from the appropriate tables to advance further; each archetype gains a talent at 2nd level and then again at a set interval of levels thereafter (every 2 levels for fighters and scouts, every 4 levels for mages and priests).

Class progression is limited to 5 levels only (and should not be expanded), although enterprising GMs are encouraged to expand the advanced class tables as necessary for truly epic-level play.

Play Rules: The Play Rules section provides everything a player needs to create and advance a character of the given profession. This section includes information on ability scores, health and health points, skill points, and any special abilities the character receives at various levels. For archetypes, this section also includes starting skills and starting feats.

Ability Scores: This section describes which ability scores are most important to a character of the given profession.

Default Array: This section lists a suggested priority of ability scores, using a typical array of scores calculated with the standard point-buy method — that is, 15, 14, 13, 12, 10, 10 (see Determining Ability Scores in Chapter 4: Building a Character). This entry appears only in the archetype descriptions, so that new players can choose the right ability scores for their characters.

The default array given in this section is not necessarily the only or the best array, and it does not include any racial modifiers.

Health: Each profession specifies a type of health die (d4, d6, d8, d10, or d12) that the player rolls with each level attained in that profession; the player then adds the character's Constitution modifier to that level's die result to determine how many additional health points the character receives for reaching the new level.

Characters with negative Constitution modifiers still gain at least 1 health point upon reaching a new level. For example, a mage with a 7 Constitution (–2 modifier) reaches a new level and her player rolls 1d6 for health, getting a “1” on the roll. Despite the Constitution modifier of –2, the mage still gains 1 health point for the new level.

In archetype descriptions, this sub-section is called “Starting Health,” since all characters begin the game with maximum health points for their archetype.

Skill Points: This section gives the number of skill points a character of the given profession has to spend on building his or her existing skills or on acquiring new ones. Archetypes list two totals here: The first is the usual starting skill point total for a 1st-level character of the given archetype, while the second is the skill point total gained by a character taking a level in this archetype after 1st level.

Starting Skills: This sub-section appears only in archetype descriptions, since only starting characters have a limited number of skills upon which they can spend their skill points. (See Chapter 8 for more on starting skills.)

Starting Feats/Proficiencies: Characters of each archetype begin play capable of using only a certain selection of weapons and armors (possibly including shields) proficiently, and/or perhaps with one or more other feats in place of armor or

weapon proficiencies. This section details those feats available to the character at the beginning of play.

If a GM wishes to run a “classic online” style of game, he may insist that each character use the default feat and proficiency choices listed for each archetype.

Multiple Archetypes

Most characters progress in a single archetype (perhaps adding class or advanced class levels appropriate to that archetype) throughout their careers. Such individuals may well pick up new skills or begin to acquire a line of feats not normally used by others of their class, but they rarely decide to seek a wholly new lifestyle. There are always exceptions, however.

A character may, upon reaching a new level, decide to gain a level in a new archetype rather than continuing to advance within her previous archetype: This is referred to as “multityping.” There are advantages to be had by multityping. For instance, a priest who takes a level of fighter is a more able combatant and enjoys a considerable boost to his Fortitude saves. However, there are pitfalls as well to taking on a new archetype. A character who seeks to be a jack-of-all-trades is rarely master of any: Spellcasters who take non-spellcaster levels do not continue to advance their spellcasting ability, and fighters who become spellcasters may fall behind the combat prowess of their contemporaries.

There may be potential social consequences to taking on a second archetype as well. Most characters have the acceptance and support of some guild, sect, or order, which helps train them and makes supplies available for them to purchase. A character who multitypes might be seen as abandoning her old training, and her guild may not approve. If a paladin decides to become a scout as well, for example, certain tradition-bound members of his order may well fear he has fallen into darkness.

Note: A character can never have profession levels in classes or advanced classes from two different archetypes. While a character can multitype into any of the other three archetypes, or even into all four archetypes, if she wishes, progressing in the classes of more than one archetype is simply too difficult for mortals (though some extraplanar and deific beings may well have levels in advanced classes from multiple archetypes).

How to Multitype

Michelle's character is a 4th-level high elf fighter called Eweniel. When Eweniel has earned 20,000 experience points, she is ready to become a 5th-level character. Michelle decides, however, that Eweniel should take a level of scout. Eweniel is now a multitype 4th-level fighter/1st-level scout, and gains health, skill points, base bonuses, and talents as a 1st-level multitype scout. These are added to the existing totals she has from advancing four levels in the fighter class. She does not gain any of the bonuses or abilities she would have if she'd taken a 5th level of fighter, however.

When Eweniel has earned a total of 30,000 XP, she becomes a 6th-level character. At this point, Michelle could make

Eweniel either a 4th-level fighter/2nd-level scout or a 5th-level fighter/1st-level scout (or she could even pick up another archetype entirely).

The way in which multitype character abilities combine is outlined below.

Level: “Character level” is the sum of all profession levels and is based entirely on the total XP the character has earned, as shown on Table 6–1. “Profession level” refers specifically to the number of levels a character has in a particular profession, and all profession abilities are based on this level. For example, a 5th-level fighter/2nd-level mage is a 7th-level character, but gains and casts mage spells based on her mage class level alone (i.e., as a 2nd-level mage).

A character receives 5 training points every time she advances a character level, regardless of the profession in which she advances.

Base Attack Bonus: Add together the BAB gained from each profession to determine the character’s total base attack bonus. For example, Banak, a 4th-level priest/4th-level fighter (note that a character’s professions are always listed in order of acquisition), has a BAB of +3 from her priest levels and of +4 from her warrior levels, totaling +7.

When determining whether a character has multiple or “iterative” attacks, compare her weapon’s delay value against this total BAB. (For more information on base attack bonuses and multiple attacks, see Iterative Attacks in Chapter 12: Combat.)

Base Defense Bonus: Add together the BDB gained from each profession to determine the character’s total base defense bonus. For example, Banak, from the previous example, has a bonus of +3 from her priest levels and +4 from her fighter levels, for a total BDB of +7.

For more information on defense bonuses, see Defense in Chapter 12: Combat.

Base Save Bonuses: As with BAB and BDB, a character’s total base saving throw bonuses are the sum of her base save bonuses from all professions. For example, Banak, from the previous example, has total base save bonuses of Fort +6, Ref +2, and Will +4.

For more information, see Saving Throws in Chapter 12: Combat.

Health: A character gains health from each class, with the resulting health points added together. A character receives maximum health points only for 1st *character* level, not the first level of each profession she takes.

Skills: A character receives an increased number of “starting skill points” only as a 1st-level character, not at 1st level in each subsequent profession she takes; a character multityping into a new archetype gains a reduced number of skill points, as noted in each archetype’s description. A multitype character retains all skills ranks gained from previous levels.

For more information on skills, starting skills, and maximum skill rank caps, see Chapter 8: Skills.

Starting Feats: A multitype character gains all the starting feats of each of his archetypes. If the starting feats offered by two archetypes overlap, they do not stack or affect each other in any way, even if those feats can normally be taken more

than once — simply disregard any copies of feats gained in this way.

Training

A GM may, at his discretion, require a character to engage in considerable training before taking on a new archetype. One common way to handle this is to require a character to find someone to teach her the skills of the desired archetype, possibly even another player character, and to train toward that class for one full character level (assuming at least a few hours dedicated to the new pursuit each day during that time). The relative ability of the mentor is left to the GM’s discretion, but he or she should generally be at least 3 levels higher than the level to which the multityping PC aspires in the new archetype.

For example, if Michelle wants Eweniel to pick up a level of scout as a 5th-level character, she must find a competent scout (at least 4th level) to train her from the time she reaches her 4th character level. Eweniel then spends a few hours each day practicing and doing appropriate drills under the supervision of her mentor, and upon reaching 5th level she takes a level of scout.

Some GMs ignore such training requirements altogether, while others have even harsher rules for multityping. Players should be sure to talk to their GM about multityping as soon as they think they might want to have their characters do it.

Multitype Character Starting Benefits

A starting character has had years of training to prepare for her chosen career, and thus a 1st-level character is given maximum health, a large number of skill points to spend, and a pool of starting money. By comparison, a multitype character has mastered the basics of a second archetype, but didn’t spend her youth preparing for a life in that class. As a result, picking up a 1st level in a new archetype does not grant any of these benefits.

Archetype Descriptions

The four heroic archetypes available in the *EQ II Role-Playing Game* are described below.

Fighter

Fighters can aspire to be noble heroes, ruthless mercenaries, or vile bandits. All that unites them is skill at arms and the willingness to defeat their foes. Successful fighters (who generally enter some specialized fighter class and perhaps even an advanced class later in their careers) are likely to become local heroes and figures of romance in their homelands and the subject of more than their fair share of bardic songs. They may rise to positions of power and rulership, with the noble-born becoming barons, dukes, or even kings, while those of lesser station might aspire to become mercenary captains, generals, and warlords.

As a fighter’s personal skill and might grow, he learns to use his favored weapons more efficiently than any other archetype, parrying, blocking, and disarming with an ease borne of dedicated weapons training. Eventually, he may gain abilities

that may seem almost magical to the uninitiated, even though they are no more than the product of his lifelong discipline and legendary battle prowess.

Attributes: The fighter can endure more punishment than characters of any other archetype. A fighter may use most weapons and an assortment of armor and shields, but is quite effective even when clad in no armor and engaged in unarmed combat. Still, he is best advised to make optimal use of his proficiencies with the tools of war, girding himself in the best armor he can afford and fighting with either weapon and shield or a two-handed weapon.

A fighter must generally be willing to take punishment, buying his allies — priests, scouts, and mages — the time and distance they need to be most effective. A fighter generally has no need to carefully dole out magical power or otherwise hoard his resources. All too often, if he has a best hope of overcoming a foe, it is to simply plow in and keep swinging as long as he has breath. Still, a sharp mind can often support a strong arm, and warriors who use their environment to find hidden advantages are those most likely to fight again another day.

Culture and Training: Fighters often begin training very young, although such training may well come from parents or a family friend rather than an established fighting school. In fact, in the rougher parts of the world, the life of a fighter tends to come naturally to all who don't seek other professions.

In more civilized lands, many children still become fighters, for the security of their communities depends on the training and sacrifice of their soldiery. Many sign up for a stint in the local guard or use their income to train at an academy of arms. After a year or two of hard training facing local drunks and thugs, and perhaps the occasional real skirmish while on patrol or even in open battle, these fighters are often no less hardened or dangerous than those who grew up in constant danger.

Level Progression: Base attack bonus—*Good*. Base defense bonus—*Average*. Base Fortitude save—*Good*. Base Reflex save—*Poor*. Base Will save—*Poor*.



Abilities: The most important ability for a fighter is unquestionably Strength, since it increases his ability to hit in melee and to deal damage. Constitution is a close second, however, as a high score in that ability increases the amount of punishment a fighter can take.

Default Array: Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Health: d10. A starting 1st-level fighter begins play with health equal to 10 plus his Constitution modifier.

Starting Skills: The fighter's starting skills (and the key ability for each) are Climb (Str), Handle Animal (Dex or Cha), Jump (Str), Knowledge (warcraft) (Int), and Vocation (Int or Wis).

Additionally, a fighter may choose any three from among the following as starting skills: Heal (Wis), Knowledge (folklore, geography, history, nature, or street smarts) (Int), Survival (Wis), Swim (Str), Trade Skill (baking, blacksmithing, brewing, fletching, pottery, tailoring, or tattooing) (Int or Wis), and Use Rope (Dex).

At 1st level, a starting fighter receives a number of skill points equal to 12 + Int modifier.

At levels beyond 1st (including a multitype character taking a 1st level in fighter), a fighter gets a number of skill points equal to 3 + Int modifier.

Starting Feats/Proficiencies: As a default, starting 1st-level fighters are proficient with all simple and martial weapons, and also gain the Hand to Hand feat. They also begin play with the feats Armor Proficiency (light and medium) and Shield Proficiency.

Alternately, a fighter's player may choose any one class of weapons (both simple and martial) with which he is proficient, and then choose any seven feats from among the following: Armor Proficiency (light), Armor Proficiency (medium), Dodge, Exotic Weapon Proficiency, Hand to Hand, Mounted Combat, Parry, Shield Proficiency, Toughened, Tower Shield Proficiency, Weapon Class Proficiency, and Weapon Finesse. The fighter must meet all of the usual prerequisites of each feat.

Fighter Talent: At 1st level and again at every even-numbered level, a fighter gains a talent. He must meet all of the usual prerequisites of the talent. Fighter talents are described in Chapter 7: Talents and Disciplines.

Alternately, a fighter may gain a bonus combat feat in place of a talent, but he must meet all of the usual prerequisites of the feat.

Table 6-3: Fighter Level Progression

Level	Base Attack ¹	Base Defense	Base Fort ¹	Base Ref	Base Will	Special
1	+3	+1	+2	+0	+0	Fighter talent
2	+4	+2	+3	+0	+0	Fighter talent
3	+5	+3	+4	+1	+1	
4	+6	+4	+5	+1	+1	Fighter talent
5	+7	+4	+5	+1	+1	
6	+8	+5	+6	+2	+2	Fighter talent
7	+9	+6	+7	+2	+2	
8	+10	+7	+8	+2	+2	Fighter talent
9	+11	+7	+8	+3	+3	
10	+12	+8	+9	+3	+3	Fighter talent

¹ A character multityping into fighter reduces the values in these columns by 2. Thus, a 3rd-level scout/2nd-level fighter receives only +2 BAB and a +1 Fortitude save bonus for her fighter levels.

Play Rules

The rules for playing a fighter are listed below.

Mage

As delvers into arcane lore and wielders of arcane forces, mages (sometimes called “magi”) are able to conjure and control aspects of the elements about them and to manipulate the minds of others. There is no question that a mage adds to the efficacy of any group he joins.

Most societies treat magi with great respect. Many magi are aloof individuals who deal with others only when circumstances require them to. As a result, most people are cautious when approaching a mage, even one who has shown a willingness to converse or be friendly. Magi often hold positions of power and are seen as leaders within their communities. Among scholars of magic, magi are respected for their research into and advancement of all branches of arcana.

Attributes: Mages can call upon elemental wisps to battle their foes, and also have a broad selection of attack spells. Magi have a number of augmenting and defensive magics in addition to their offensive spells, and learn numerous ways to manipulate power directly. Rigorous arcane training leaves most magi little time to develop physical combat abilities, although some magicians are known to multitype in order to acquire combative skills.

Culture and Training: A mage’s training is highly theoretical and scholastic, although the knowledge they gain in study is not always impractical. Magi spend a great deal of time studying creatures both mundane and magical, seeking to learn ways to best use their own magic in confronting or aiding all manner of beings. They also study the arcane formulae and magical writings that are the hallmark of all arcane spellcasters.

Level Progression: Base attack bonus—*Poor*. Base defense bonus—*Poor*. Base Fortitude save—*Poor*. Base Reflex save—*Poor*. Base Will save—*Good*.

Table 6-4: Mage Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will ¹	Special
1	+0	+0	+0	+0	+2	Manasight
2	+1	+1	+0	+0	+3	Mage talent
3	+1	+1	+1	+1	+4	
4	+2	+2	+1	+1	+5	
5	+2	+2	+1	+1	+5	
6	+3	+3	+2	+2	+6	Mage talent
7	+3	+3	+2	+2	+7	
8	+4	+4	+2	+2	+8	
9	+4	+4	+3	+3	+8	
10	+5	+5	+3	+3	+9	Mage talent

¹ A character multityping into mage reduces the values in this column by 2. Thus, a 4th-level priest/2nd-level mage receives only a +1 base Will save bonus for her mage levels.

Play Rules

The rules for playing a mage are listed below.

Abilities: The most important ability for a mage is Intelligence, since all arcane spellcasting is tied to it. Dexterity is an important secondary ability, as magi generally do not wear armor and ranged attacks are a useful resource when the mage’s power has been depleted. High Constitution scores are

also useful to a mage, since they normally have relatively low health. Finally, Charisma, while not as important as Intelligence, dictates the effectiveness of mind-influencing magic.

Default Array: Str 10, Dex 14, Con 13, Int 15, Wis 10, Cha 12.

Health: d6. A starting 1st-level mage starts play with health equal to 6 plus his Constitution modifier.

Starting Skills: The mage’s starting skills (and the key ability for each) are Channeling (Con), Knowledge (mysticism) (Int), Spellcraft (Int), and Vocation (Int or Wis).

Additionally, a mage may choose any three from among the following as starting skills: Knowledge (any) (Int), Language (any) (Int), and Trade Skill (alchemy, baking, brewing, calligraphy, jewelcraft, pottery, or tailoring) (Int or Wis).

At 1st level, a starting mage receives a number of skill points equal to 8 + Int modifier.

At levels beyond 1st (including a multitype character taking a 1st level in mage), a mage gets a number of skill points equal to 2 + Int modifier.

Starting Feats/Proficiencies: As a default, starting 1st-level magi are proficient with all simple 1-handed melee weapons, as well as the quarterstaff and the sling. They are not proficient with any armor or shield.

Alternately, a mage’s player may choose any one simple weapon with which he is proficient, and then choose two feats from among the following: Aptitude, Armor Proficiency (light), Dodge, Educated, Parry, Shield Proficiency, and Weapon Class Proficiency. The mage must meet all of the usual prerequisites of the chosen feats.

Spellcasting: Magi are spellcasters, and can cast arcane spells of any order up to or equal to their mage level. The mage’s list of spells is detailed in the **EverQuest II Spell Guide**.

Spell Preparation: A mage may have any number of spells scribed into his spellbook, but he may have only 8 spells actually prepared for casting at any one time. Even if the mage has access to his spellbook, he may not cast a spell until he has mentally prepared it. Once a spell is prepared, he can cast it at any time, as long as he has enough power available to do so (see *Power*, below). The mage may change his prepared spells as often as he wishes.

To prepare a spell, a mage must have access to his spellbook and must spend time studying the diagrams and formulae therein. He must also have an available spell slot. If no slots



are open, the caster must select a spell already prepared and remove it (as a free action) before attempting to fill the slot with a new spell. (Thus, even if the preparation attempt fails, the old spell is still removed from its slot.) He must then make a Spellcraft check with a DC of 10 + 1/2 the order of the spell to be prepared. A successful check means the spell is placed into the spell slot, and the new spell is now prepared. However, the newly prepared spell may not be available for immediate use (see Recast in the **EQ II Spell Guide**).

The amount of time required to prepare a spell is a number of full-round actions equal to the spell's order minus the mage's ranks in Spellcraft, to a minimum of 1 full-round action.

Power: All spellcasters have a limited amount of magical energy that they must use to fuel their spells; magi use arcane power, while priests use divine. The amount of power a mage currently has available is referred to as his "power pool." Each spell he casts costs an amount of power (as detailed in the spell's description), temporarily reducing the size of his pool.

A mage has a maximum amount of power equal to double his Intelligence modifier per level. Thus, a 4th-level mage with a 16 Intelligence (+3 bonus) has a base power pool of $(3 \times 2) \times 4 = 24$.

Recovering Power: A mage recovers an amount of power equal to his caster level plus his Intelligence modifier for each hour of rest. Thus, the 4th-level mage in the previous example would recover 7 power points with 1 hour of rest. Further rules on power recovery can be found in the **EQ II Spell Guide**.

Spells Known: A mage begins play with 4 spells of 1st order known to him and recorded in his spellbook. These spells are selected by the player during character creation from among those available to magi. It is possible for a caster to gain new spells by copying them from scrolls he may find. He may also gain spells by trading with other magi; by recovering them from the captured or found spellbooks of defeated or deceased magi; or even by purchasing them from a temple, guild, or spell vendor, at the GM's discretion.

For more information on gaining spells, see the **EQ II Spell Guide**.

Manasight: At 1st level, a mage gains the manasight ability (see Common Special Qualities in Chapter 5: Races) regardless of race.

Mage Talent: At 2nd level and every 4 levels thereafter, a mage gains a talent. He must meet all of the usual prerequisites of the talent. Mage talents are described in Chapter 7: Talents and Disciplines.

Priest

Priests are the most devout followers of their sects, forming the basis for the religion of almost every advanced civilization in Norrath. They are guardians of their community and servants of the divine. Young priests are expected to obey the instructions of their order's leaders, and may be assigned to protect specific communities, assist allies of their church, or even hunt down enemies of their tribal gods. Older priests often rise to positions of leadership in church and community.

Religion is often, but not always, extremely important to priests. For some, religion is the center of their lives, defining their morality and purpose to a greater degree than occurs in almost any other profession. However, a priest can be agnostic, worshipping some force or system of belief that gives her power, rather than any god(s).

Attributes: Priests are spellcasters with the ability to call upon divine magic for healing and for defensive and offensive power. They should always gain access to healing and curative spells as soon as possible, for no other profession is as effective at healing. Priests gain the power to heal injuries, cure diseases, neutralize poisons, and even to restore the dead to life. In addition to healing, though, priests have many other invaluable talents. A priest's damage-dealing spells are generally not as powerful as those of a mage, yet her usefulness in this area shouldn't be overlooked.

Unlike arcane spellcasters, priests can learn to wear light armor freely even while casting spells, and thus (particularly at lower levels) they often serve as backup melee combatants within an adventuring party. Priests also command spells that can drastically augment the defensive abilities of themselves and others.

Culture and Training: Priests are often young when they first enter service with their order, possibly little more than assistants who polish holy symbols and sweep the church after services. But when other such helpers have left the church to take up other vocations, the prospective priest feels driven to continue her service to the order. If the hierarchs of the order notice this devotion, the young priest is likely to begin training for her profession in earnest.

Other priests may be called through visions or perhaps even directly by divine spirits or some deity or just by an unceasing sense of purpose. Such neophytes may or may not find their way to some official religious order for training. Rarely, a priest trains herself from holy texts, perhaps with the assistance of a village wise person or local celebrant. Regardless of how her early training occurs, a priest will always need the support of other priests eventually, even if only to gain training in holy rituals and more advanced spells.

Level Progression: Base attack bonus—*Average*. Base defense bonus—*Average*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Average*.

Table 6-5: Priest Level Progression

Level	Base Attack	Base Defense	Base Fort ¹	Base Ref	Base Will ¹	Special
1	+0	+0	+1	+0	+1	Manasight
2	+1	+1	+2	+0	+2	Priest talent
3	+2	+2	+2	+1	+2	
4	+3	+3	+3	+1	+3	
5	+3	+3	+3	+1	+3	Priest talent
6	+4	+4	+4	+2	+4	
7	+5	+5	+4	+2	+4	
8	+6	+6	+5	+2	+5	Priest talent
9	+6	+6	+5	+3	+5	
10	+7	+7	+6	+3	+6	

¹ A character multityping into priest reduces the values in these columns by 1. Thus, a 2nd-level fighter/4th-level priest receives only +2 Fortitude and Will save bonuses for her priest levels.

Play Rules

The rules for playing a priest are listed below.

Abilities: The most important ability for a priest is Wisdom, since all divine spellcasting is tied to it. Constitution and Strength may be important secondary abilities, especially if the priest seeks to enter the cleric class later.

Default Array: Str 14, Dex 10, Con 13, Int 10, Wis 15, Cha 12.

Health: d6. A starting 1st-level priest starts play with health equal to 6 plus her Constitution modifier.

Starting Skills: The priest's starting skills (and the key ability for each) are Channeling (Con), Knowledge (nature or religion) (Int), Perform (varies), Spellcraft (Int), and Vocation (Int or Wis).

Additionally, a priest may choose any two from among the following as starting skills: Handle Animal (Dex or Cha), Heal (Wis), Knowledge (any) (Int), Language (any) (Int), Persuade (Cha), Sense Motive (Wis), Survival (Wis), and Trade Skill (baking, brewing, calligraphy, jewelcraft, pottery, or tailoring) (Int or Wis).

At 1st level, a starting priest receives a number of skill points equal to 16 + Int modifier. (Priests have the opportunity to learn a good number of practical skills as part of their early training.)

At levels beyond 1st (including a multitype character taking a 1st level in priest), a priest gets a number of skill points equal to 3 + Int modifier.

Starting Feats/Proficiencies: As a default, starting 1st-level priests are proficient with all simple 1-handed crushing weapons and with the quarterstaff, as well as with all simple thrown weapons. They also begin play with the feat Armor Proficiency (light), but are not proficient with any shield.

Alternately, a priest's player may choose any one class of simple weapons with which she is proficient, and then choose any three feats from among the following: Aptitude, Armor Proficiency (light), Armor Proficiency (medium), Dodge, Educated, Hand to Hand, Mind Over Matter, Mounted Combat, Parry, Shield Proficiency, and Weapon Class Proficiency. The priest must meet all of the usual prerequisites of each chosen feat.

Spellcasting: Priests are spellcasters, and can cast divine spells of any order up to or equal to their priest level. The priest's list of spells is detailed in the **EverQuest II Spell Guide**.

Spell Preparation: A priest may have any number of spells scribed into her prayerbook, but she may have only 8 spells actually prepared for casting at any one time. Even if the priest has access to her prayerbook, she may not cast a spell until she has mentally prepared it. Once a spell is prepared, she can cast it at any time, as long as she has enough power available to do so (see *Power*, below). The priest may change her prepared spells as often as she wishes.

To prepare a spell, a priest must have access to her prayerbook and must spend time studying the rituals and holy text therein. She must also have an available spell slot. If no slots are open, she must select a spell already prepared and remove



it (as a free action) before attempting to fill the slot with a new spell. (Thus, even if the preparation attempt fails, the old spell is still removed from its slot.) She must then make a Spellcraft check with a DC of 10 + 1/2 the order of the spell to be prepared. A successful check means the spell is placed into the spell slot, and the new spell is now prepared. However, the newly prepared spell may not be available for immediate use (see **Recast** in the **EQ II Spell Guide**).

The amount of time required to prepare a spell is a number of full-round actions equal to the spell's order minus the priest's ranks in Spellcraft, to a minimum of 1 full-round action.

Power: All spellcasters have a limited amount of magical energy that they must use to fuel their spells; magi use arcane power, while priests use divine. The amount of power a priest currently has available is referred to as her "power pool." Each spell she casts costs an amount of power (as detailed in the spell's description), temporarily reducing the size of her pool.

A priest has a maximum amount of power equal to double her Wisdom modifier per level. Thus a 6th-level priest with a 15 Wisdom (+2 bonus) has a base power pool of $(2 \times 2) \times 6 = 24$.

Recovering Power: A priest recovers an amount of power equal to her caster level plus her Wisdom modifier for each hour of rest. Thus, the 6th-level priest in the previous example would recover 8 power points with 1 hour of rest. Further rules on power recovery can be found in the **EQ II Spell Guide**.

Spells Known: A priest begins play with 3 spells of 1st order known to her and recorded in her prayerbook. These spells are selected by the player during character creation from among those available to priests. It is possible for a priest to gain new spells by copying them from scrolls she may find. She may also gain spells by trading with other priests; by recovering them from the captured or found prayerbooks of defeated or deceased priests; or even by purchasing them from a temple, guild, or spell vendor, at the GM's discretion.

For more information on gaining spells, see the **EQ II Spell Guide**.

Manasight: At 1st level, a priest gains the manasight ability (see **Common Special Qualities** in Chapter 5: Races).

Priest Talent: At 2nd level and every 3 levels thereafter, a priest gains a talent. She must meet all of the usual prerequisites of the talent. Priest talents are described in Chapter 7: Talents and Disciplines.



Scout

Scouts are masters of stealth and observation. Though they can be accomplished combatants on their own terms, their strengths lie more in their cunning and their ability to take advantage of any situation. Scouts can seek out and disable traps, move with remarkable silence, safely handle poisons, and master many small, easily concealed weapons. Few are a match for a fighter in a straight fight — but then no self-respecting scout would allow herself to be caught in such a circumstance.

Many scouts follow respectable trades as traders, guards, and professional adventurers. Whether in service to king and country or the highest bidder, they can scout enemy positions, infiltrate rival organizations as spies, damage fortifications or weapon stockpiles, and even assassinate enemy leaders.

As members of a group, scouts have a great deal to offer when allowed to work in their own way. They can get to places many other characters cannot and can take advantage of such positions in unique ways. If forced to protect a specific member of a party or to hold the line of defense as if she were a fighter, a scout cannot make the best use of her skills. A similar principle applies to scouts out of combat — to be fully effective, a scout generally needs to be allowed the freedom to work in her own way, rather than being saddled with a task by a leader with less flexible tactics. However, certain disreputable scouts are liable to take many leagues when offered only a few inches.

Attributes: A scout has many skills at her disposal, and depends more than any other profession on her mastery of skills to stay alive. A scout must spend her skill points carefully, comparing the skills she buys with her preferred methods of fighting and dealing with people. Scouts have the largest list of starting skills, but it is generally better for a scout to specialize in a few areas than to have some small ability in all of them — a jack-of-all-trades is master of none. Stealth and perception skills are often a scout's best choice, followed by those that allow her to manipulate people.

A scout's martial skills are not inconsiderable by any means. Still, scouts cannot wear heavy armors and cannot take as much damage as fighters. A scout must remember her vulnerabilities in combat and try to make the most of her advantages. She can often overcome a more powerful foe by subterfuge, perhaps with a well-placed backstab or flank attack. The smart scout who discovers she is overmatched ought to have an escape route planned out already.

Culture and Training: Many scouts receive little or no formal training in academies or institutions. Some enter their profession as street waifs or untrained footpads who gain the attention of an older, more experienced scout. After showing some talent for roguery, the youth might then be taken to a scout's guild and granted the opportunity to learn from true masters of the profession. A few scouts are entirely self-taught, learning as they go and depending on natural talent to keep them alive. A surprising number of scouts pick up their skills as multitype characters, such as military spies or guardsmen who learn incidentally how to pick pockets while being taught to prevent others from doing so.

Many cities have an “understanding” about scouts who pursue the path of the rogue or brigand, allowing such reprobates to operate, even in extensive organizations, as long as they don't steal so much that they drive away trade. In fact, some scouts' guilds are remarkably protective of their home towns and defend them vehemently against external threats (including foreign scouts). Most thieves' guilds, however, are far less beneficial to their home towns, but they may still fight to protect them from destruction.

Level Progression: Base attack bonus—*Average*. Base defense bonus—*Good*. Base Fortitude save—*Average*. Base Reflex save—*Average*. Base Will save—*Poor*.

Table 6-6: Scout Level Progression

Level	Base Attack	Base Defense ¹	Base Fort ²	Base Ref ²	Base Will	Special
1	+0	+3	+1	+1	+0	Starting talent
2	+1	+4	+2	+2	+0	Scout talent
3	+2	+5	+2	+2	+1	
4	+3	+6	+3	+3	+1	Scout talent
5	+3	+7	+3	+3	+1	
6	+4	+8	+4	+4	+2	Scout talent
7	+5	+9	+4	+4	+2	
8	+6	+10	+5	+5	+2	Scout talent
9	+6	+11	+5	+5	+3	
10	+7	+12	+6	+6	+3	Scout talent

¹ A character multityping into scout reduces the value in this column by 2. Thus, a 2nd-level fighter/2nd-level scout receives only +2 BDB for her scout levels.

² A character multityping into scout reduces the values in these columns by 1. Thus, a 2nd-level fighter/2nd-level scout receives only +1 to Fortitude and Reflex save bonuses for her scout levels.

Play Rules

The rules for playing a scout are listed below.

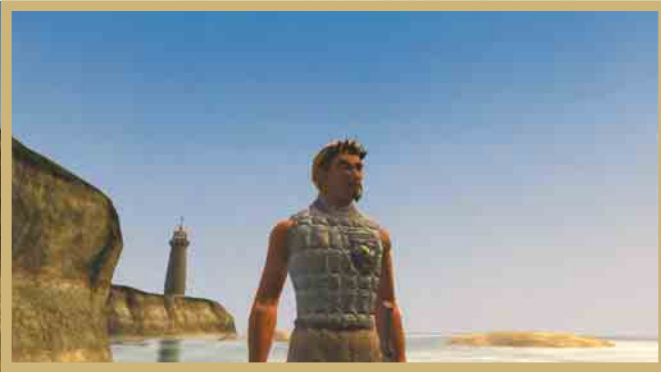
Abilities: The most important ability for a scout is Dexterity, since it is crucial to many of her skills and to defense (which is crucial since scouts tend to value mobility over armor). Strength is often important, for a high Strength increases a character's ability to hit and deal damage in melee combat. Intelligence is important, though, as the number of skill points available to a scout is often crucial to her survival, and Charisma can also be a good asset.

Default Array: Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 10.

Health: d8. A starting 1st-level scout begins play with health equal to 8 plus her Constitution modifier.

Starting Skills: The scout's starting skills (and the key ability for each) are Agility (Dex), Climb (Str), Jump (Str), Knowledge (local lore) (Int), Perceive (Wis), Search (Int), Sneak (Dex), Swim (Str), and Vocation (Int or Wis).

Additionally, a scout may choose any four from among the following as starting skills: Bluff (Cha), Disguise (Cha), Engineer Device (Int), Forgery (Int), Handle Animal (Dex or Cha), Knowledge (folklore, geography, nature, spelunking, street smarts, or warcraft) (Int), Language (any) (Int), Perform (varies), Persuade (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Survival (Wis), Trade Skill (baking,



blacksmithing, brewing, fletching, poison making, tailoring, or tattooing) (Int or Wis), and Use Rope (Dex).

At 1st level, a starting scout receives a number of skill points equal to $24 + \text{Int}$ modifier.

At levels beyond 1st (including a multitype character taking a 1st level in scout), a scout gets a number of skill points equal to $6 + \text{Int}$ modifier.

Starting Feats/Proficiencies: As a default, starting 1st-level scouts are proficient with all simple and martial 1-handed weapons, and all simple and martial archery and thrown weapons. They also begin play with the feat Armor Proficiency (light), but are not proficient with shields.

Alternately, a scout's player may choose any one class of weapons (simple and martial) with which she is proficient, and then choose any five feats from among the following: Aptitude, Armor Proficiency (light), Armor Proficiency (medium), Blind-Fight, Dodge, Hand to Hand, Mounted Combat, Parry, Run, Shield Proficiency, Spontaneous Reflexes, Track, and Weapon Class Proficiency. The scout must meet all of the usual prerequisites of each feat.

Starting talent: At 1st level, the scout may choose one of the following standard scout talents as a starting talent: Alertness, instinctive reaction, sneak attack, or trapseeker. Scout talents are described in Chapter 7: Talents and Disciplines.

Scout Talent: At 2nd level and every 2 levels thereafter, a scout gains a talent. She must meet all of the usual prerequisites of the talent.

Class Descriptions

Four of the twelve classes available in the *EQ II Role-Playing Game* are described in this chapter; the other eight can be found in the *EverQuest II Spell Guide*.

Each class “belongs” to one of the four archetypes, as noted by the parenthetical entry beside the class's name. That is, for all rolls, checks, or calculations using level checks or archetype levels, any class levels attached to a particular archetype stack with levels a character has in that archetype. For example, an 8th-level fighter/4th-level warrior with the call to arms talent may use his talent 4 times per day, since his class levels count as fighter levels for this purpose.

These classes (and their abbreviations) are as follows:

Brawler (Brw): The brawler is a hand-to-hand specialist who scorns the use of most armor and weapons, having forged her body itself into a weapon of war.

Predator (Prd): A lethal, cunning hunter, the predator's prey may be man or beast, his hunting grounds lush wilderness or foggy streets.

Rogue (Rog): The rogue is a scout whose focus is upon charisma and wit, as opposed to speed and agility.

Warrior (War): The classical heavy soldier in heavy armor, comfortable wielding a multitude of weapons, the warrior is devoted to the art of war.

Brawler (Fighter)

Brawlers are hardened, vicious fighters who have spent considerable time toughening and conditioning their bodies to become lethal fighting tools. They typically disdain the use of weapons, using hands and feet to crush their opponents as soundly as any mace-wielding fighter. While they may wear armor, they usually prefer lighter armors that do not hamper their movement.

Brawlers tend to belong to one of two schools of thought regarding empty-hand combat: Those who rely purely on physical technique, tenacity, and strength, and those who seek to meld their physical technique with their own internal spiritual energy, the result being as much an art form as a fighting style.

Attributes: The brawler relies on swift, hard offense. While a brawler's health total is usually relatively high, his strength lies in mounting numerous quick, debilitating attacks rather than relying on heavy armors or sustaining tremendous amounts of punishment. Nonetheless, his role, as any fighter, is to protect his allies — although his tactics tend to rely on the adage “a good offense is the best defense.”

Culture and Training: Brawlers may have attended a prestigious fighting school, or their hard-won skills may simply be the result of numerous street fights and tavern brawls. Any race can benefit from the brawler's talents — a few sects of Erudites pursue spiritual enlightenment along the path of the brawler, for instance — but the class is undeniably most common among barbarians, humans, iksar, kerra, and ogres.



Requirements

To take levels in the brawler class, a character must meet all of the following requirements:

BAB: +7.

Talents: Damage reduction, mighty charge.

Feats: Improved Hand to Hand.

Level Progression

Base attack bonus—*Good*. Base defense bonus—*Average*. Base Fortitude save—*Good*. Base Reflex save—*Poor*. Base Will save—*Poor*.

Table 6-7: Brawler Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Brawler talent
2	+2	+1	+1	+0	+0	Brawler talent
3	+3	+2	+2	+1	+1	Brawler talent
4	+4	+3	+3	+1	+1	Brawler talent
5	+5	+3	+3	+1	+1	Brawler talent

Play Rules

The rules for playing a brawler are listed below.

Abilities: The most important ability for a brawler is Strength, since it increases his capabilities in melee, although Dexterity is a close second for its defensive benefits. Constitution is also important in allowing a brawler to take more damage and remain standing. Brawlers who seek to become monks will also find a decent Wisdom score beneficial.

Health: d10.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Brawlers are proficient with all simple and martial hand-to-hand weapons. They do not gain any armor or shield proficiency.

Brawler Talent: At every level, a brawler gains a fighter or brawler talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Predator (Scout)

Predators are experts at stalking quarry and making sudden, lethal attacks. They are also skilled at finding and removing traps, as well as crafting snares and traps of their own. Whether they developed their skills in urban, rural, or wild environments, they are masters of tracking and stealth. Whether huntsmaster, thief-taker, bounty hunter, or cold-blooded killer, the predator always seeks to bring home her man.

Predators are often perceived as pitiless and even evil, but this is certainly not always the case. They do tend to have an independent streak that causes them to chafe at the restrictions of society, and many feel a strong kinship with rogues and other predators. However, despite the fierce-sounding name of the class, many predators are simple folk who eke out a solitary existence away from other people, using their skills only to hunt game and perhaps defend themselves and their loved ones from hostile locals or invaders.

Attributes: A predator has fewer skill points at her disposal than a typical scout since she leans more toward acquiring

fighting skills than practical ones. She must therefore spend her skill points carefully, being sure to buy skills that aid her chances of survival in the hunt: Perceive, Sneak, and Survival are likely the foremost of these.

A predator's choice of feats and talents are also important. Like other scouts, the predator must remember her vulnerabilities in combat (relatively low health and lack of heavy armor) and try to make the most of her advantages (primarily her speed, stealth, and maneuverability). She can often overcome more powerful opponents with the judicious use of sneak attacks, as long as she is ready to move off quickly or hide well if the attack should fail.

Culture and Training: Predators can come from any cultural background, but there are few formal institutions for their profession. Those who were formally trained are usually from an armed forces background, where they were taught the skills of scouts and military assassins. Others might have gained their skills as hunters and scouts for their communities, but these informal predators are no less deadly than their military fellows.

Requirements

To take levels in the predator class, a character must meet all of the following requirements:

Talents: Alertness, improved sneak attack, trapseeker.

Skills: Survival 8 ranks.

Feats: Track.

Level Progression

Base attack bonus—*Good*. Base defense bonus—*Average*.
Base Fortitude save—*Average*. Base Reflex save—*Average*.
Base Will save—*Poor*.

Table 6-8: Predator Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Predator talent
2	+2	+1	+1	+1	+0	Predator talent
3	+3	+2	+1	+1	+1	Predator talent
4	+4	+3	+2	+2	+1	Predator talent
5	+5	+3	+2	+2	+1	Predator talent

Play Rules

The rules for playing a predator are listed below.

Abilities: The most important ability for a predator is Dexterity, since it is crucial to many of her skills and to her defense. Strength is also important to increase the predator's ability to hit and deal damage in melee combat. Good Intelligence or Wisdom scores can also be useful for predators, particularly if they seek to become assassins or rangers, respectively.

Health: d8.

Skills: 4 + Int modifier per level.

Feats/Proficiencies: Predators are proficient with all simple and martial 1-handed weapons, and all simple and martial archery and thrown weapons. They also gain the Armor

Proficiency (light and medium) feats, but do not gain proficiency with shields.

Predator Talent: At every level, a predator gains a scout or predator talent of the player's choice. She must meet all of the usual prerequisites of the talent.



Rogue (Scout)

Rogues make a study of using cunning and charm, along with a little stealth perhaps, to take advantage of any situation. Some may be respectable folk who use their abilities for the common weal, but many tend towards larceny and indolence — as often as not a rogue is a greedy and selfish individual. Still, more than one rogue has become a local hero by making regular donations to churches or charities out of what would otherwise be considered ill-gotten gains.

Many rogue guilds operate secretly throughout most of the communities of Norrath, working to keep their members well informed while also providing avenues for their members to procure or sell questionable items. A few such organizations operate openly even in the largest and most lawful towns and cities.

Attributes: A rogue is an excellent addition to any group. His knowledge of the urban setting and the seedier side of society is rarely outmatched, and he can help a group find valuable information and avoid social pitfalls. A rogue also makes an excellent scout, most particularly within a city setting. A rogue is rarely a group's primary fighter, but can very ably assist sturdier combatants by flanking opponents and landing lethal backstabs amid the confusion of melee.

Rogues are often masters of trickery, fast-talking, and misdirection. Most can get themselves into a city even when guards at the gate are looking for a reason to exclude them. They may run afoul of the law at some point, but many are able to talk or bribe their way out of such difficulties or escape from whatever cell they find themselves in.

Culture and Training: Rogues can hail from virtually any background or society, and may or may not have received

formal training in their profession. Among dark elves, for example, there is a long and well-established tradition of official rogues' schools (in ancient times, students at these academies either learned their lessons well or died trying). Gnome rogues also have a long precedent of training in academies, but generally these are schools dedicated to clockworks and the mechanimagical arts, at which a student takes classes specializing in identifying and building complex traps and other mechanical oddities as part of a broader technical education. Elsewhere, or among other peoples, rogues have a colorful and varied history.

Requirements

To take levels in the rogue class, a character must meet all of the following requirements:

Talents: Alertness, evade.

Skills: Bluff 5 ranks, Knowledge (street smarts) 5 ranks, Persuade 8 ranks.

Feats: Rapid Surge.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Good*. Base Fortitude save—*Poor*. Base Reflex save—*Good*. Base Will save—*Poor*.

Table 6-9: Rogue Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+1	+0	+0	+0	Rogue talent
2	+1	+2	+0	+1	+0	Rogue talent
3	+2	+3	+1	+2	+1	Rogue talent
4	+3	+4	+1	+3	+1	Rogue talent
5	+3	+5	+1	+3	+1	Rogue talent

Play Rules

The rules for playing a rogue are listed below.

Abilities: The most important abilities for a rogue are Intelligence, which dictates the number of skills she gets, and Charisma; these two abilities provide the key ability modifiers for many skills important to the rogue's continued success and survival. Dexterity is also crucial to many of her skills and to defense.

Health: d6.

Skills: 6 + Int modifier per level.

Feats/Proficiencies: Rogues are proficient with all simple and martial 1-handed weapons, and all simple and martial thrown weapons. They also gain Armor Proficiency (light).

Scout Talent: At every level, a rogue gains a scout or rogue talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Warrior (Fighter)

Warriors form the backbone of nearly every military force on Norrath. They are also a critical element in many questing groups, though, for no other class is able to survive the punishment a warrior can.



Many warriors are members of guilds or mercenary companies that sally forth to face their enemies wherever they are found, whether for king and country, for personal glory and honor, or for gold. Some warriors desire nothing more than the next opponent against which (or whom) to test themselves, and constantly wander in search of the ultimate challenge to their skills.

Townfolk are usually cautious of warriors, at least until they have proven their merit: Many commoners who are threatened by violence assume that, because a warrior is good at fighting, she must like it — and thus that she is part of the problem with the world. This attitude frequently changes, however, once a commoner has been saved from some threat by a stalwart warrior's blade.

Attributes: A warrior is a supreme close-combat fighter, able to endure more damage and discomfort than any other class. Warriors may use most weapons and armor, and are most effective when engaged in melee combat. A warrior's taunt talent can be worth her weight in gold, for not only can she hold foes at bay, she is often able to keep them so enraged with her that they ignore other members of her party.

Culture and Training: Warriors evolve naturally from fighter stock in almost any culture and setting, though they are more common in civilized lands, where heavier armors and weapons are a regular part of warfare. Most are professional soldiers as opposed to yeomen or militiafolk, although they may serve any master, cause, or belief.

A fair number of warriors are extremely pious and devout, which is unsurprising when one considers that they constantly risk their lives in battles and bloodshed. Of course, agnostic warriors are just as determined to survive as their religious brethren.

Requirements

To take levels in the warrior class, a character must meet all of the following requirements:

BAB: +7.

Talents: Call to arms, diehard, intervene.

Skills: Knowledge (warcraft) 5 ranks.

Feats: Parry.

Level Progression

Base attack bonus—*Good*. Base defense bonus—*Average*.
Base Fortitude save—*Average*. Base Reflex save—*Average*.
Base Will save—*Poor*.

Table 6-10: Warrior Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Warrior talent
2	+2	+1	+1	+1	+0	Warrior talent
3	+3	+2	+1	+1	+1	Warrior talent
4	+4	+3	+2	+2	+1	Warrior talent
5	+5	+3	+2	+2	+1	Warrior talent

Play Rules

The rules for playing a warrior are listed below.

Abilities: The most important ability for a warrior is Strength, although Constitution is a close second. Dexterity is also important for defense and for making ranged attacks.

Health: d12.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Warriors are proficient with all simple and martial weapons. They also gain Tower Shield Proficiency.

Warrior Talent: At every level, a warrior gains a fighter or warrior talent of the player's choice. She must meet all of the usual prerequisites of the talent.



Advanced Class Descriptions

Eight of the twenty-four advanced classes available in the *EQ II Role-Playing Game* are described in this chapter; the other sixteen can be found in the *EQ II Spell Guide*.

As with classes, each advanced class belongs to one of the four archetypes, as noted by the parenthetical entry beside the class's name. For all rolls, checks, or calculations using level checks, class levels, advanced class levels, and archetype levels stack with each other. For example, a 5th-level fighter/5th-level warrior/2nd-level guardian with the call to arms talent may use that talent 5 times per day, since his warrior and guardian levels count as fighter levels for this purpose.

The eight advanced classes herein (and their abbreviations) are as follows:

Assassin (Asn): The assassin is a predator of civilized lands, one devoted to subterfuge and murder.

Berserker (Ber): Savage and lethal, the berserker is a warrior whose skills and talents are focused toward annihilating his foes.

Brigand (Brg): A rogue who prefers brute force, threats, and coercion to acts of cunning or the use of charm and personality.

Bruiser (Bru): An unarmed combatant who revels in battle and carnage, seeking only mastery over those around him rather than over that within.

Guardian (Grd): A warrior whose purpose is to protect those around him, the guardian specializes in the use of heavy armors, fortifications, and defensive strategy.

Monk (Mnk): The monk is a fighter whose might comes from his mastery over his own spirit, rather than through strength of arms.

Ranger (Rng): A predator who seeks to become one with the wilderness, the ranger specializes in ranged attacks and stealth.

Swashbuckler (Swa): A courteous and flamboyant rogue, the swashbuckler thrives on danger and acts of daring.

Assassin (Scout-Predator)

Assassins use their skills to move unseen or at least unnoticed throughout the Shattered Lands in search of the enemies of Freeport. While some may pursue personal vendettas, virtually all are at least somewhat loyal to the Republic of Freeport and — to a greater or lesser extent — to their Coalition guildmasters.

Assassins kill without compunction, generally seeing murder as the means to an end rather than a philosophical or theological quandary. While not all assassins are necessarily psychotic serial killers, they do all share a certain brand of morality (or non-morality) that allows them to treat the lives of others as commodity rather than profound and invaluable mystery.

Attributes: Assassins are masters of guile and infiltration, relying on their ability to gather information competently so that they may end their victims' lives suddenly and efficiently with quick, unexpected strikes. Many use poison in their



work, while others prefer a “clean” kill. Most assassins prefer light, easily concealed weapons for their work, and avoid heavy armor or shields that would interfere with their maneuverability and stealth.

Culture and Training: Assassins are invariably trained by members of the Coalition of Tradesfolk in Freeport. Prospective assassins need not be born in Freeport, but they must always have demonstrated their loyalty to the City of Might in some fashion. While their training generally takes place within the city, it is possible that a high-level Coalition assassin could be found outside of Freeport and might offer training to a fellow assassin — for a price.

Requirements

To take levels in the assassin advanced class, a character must meet the following requirements:

Class: Predator 5.

Talent: Backstab or poison expert.

Level Progression

Base attack bonus—*Good*. Base defense bonus—*Average*. Base Fortitude save—*Poor*. Base Reflex save—*Good*. Base Will save—*Poor*.

Table 6-11: Assassin Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Assassin talent
2	+2	+1	+0	+1	+0	
3	+3	+2	+1	+2	+1	Assassin talent
4	+4	+3	+1	+3	+1	
5	+5	+3	+1	+3	+1	Assassin talent
6	+6	+4	+2	+4	+2	
7	+7	+5	+2	+5	+2	Assassin talent
8	+8	+6	+2	+6	+2	
9	+9	+6	+3	+6	+3	Assassin talent
10	+10	+7	+3	+7	+3	
11	+11	+8	+3	+8	+3	Asn discipline
12	+12	+9	+4	+9	+4	
13	+13	+9	+4	+9	+4	Asn discipline
14	+14	+10	+4	+10	+4	
15	+15	+11	+5	+11	+5	Asn discipline
16	+16	+12	+5	+12	+5	
17	+17	+12	+5	+12	+5	Asn discipline
18	+18	+13	+6	+13	+6	
19	+19	+14	+6	+14	+6	Asn discipline
20	+20	+15	+6	+15	+6	

Play Rules

The rules for playing an assassin are listed below.

Abilities: The most important ability for an assassin is Dexterity, but Strength is also important to melee combat. A good Intelligence score can also be useful for an assassin, since it dictates the number of skills he receives and is also the key ability for many skills and talents important to the assassin.

Health: d8.

Skills: 5 + Int modifier per level.

Feats/Proficiencies: Assassins do not gain any weapon, armor, or shield proficiencies.

Assassin Talent: At 1st level and again at every odd level up to 9th, an assassin gains a scout, predator, or assassin talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Assassin Discipline: Beginning at 11th level, and again at every odd level thereafter, an assassin gains a discipline, a special ability that allows him to perform astonishing acts of agility and combat prowess. He must meet all of the usual prerequisites of the chosen discipline. (An assassin may take a scout, predator, or assassin talent in place of a discipline if he wishes.)

Disciplines are described in Chapter 7: Talents and Disciplines.

Berserker (Fighter-Warrior)

The berserker is a savage warrior who destroys his foes mercilessly, descending into a maddened state of rage in the heat of battle. He does not concern himself overly much with the safety of his comrades (or even his own safety), and revels in bloodshed and massacre.

Berserkers typically use heavy armor and weapons, always with a view toward maximizing their damage-dealing potential.

Attributes: Berserkers do not generally rely on skills and cunning, instead depending upon their ferocious fighting style and fearlessness to carry them through difficult situations. They tend to see violence as the answer to most problems, and may thus be limited in their resourcefulness under many circumstances. However, when violence is a solution, few can compare to the berserker in finding the solution quickly.

Culture and Training: Berserkers can come from any culture and background, although they are most common among the larger, less civilized races: barbarians, ogres, and trolls. There is little training involved in becoming a berserker aside from arms-training, which may come from the training hall or the battlefield.

Requirements

To take levels in the berserker advanced class, a character must meet the following requirements:

Class: Warrior 5.

Talent: Berserk.



Level Progression

Base attack bonus—*Good*. Base defense bonus—*Poor*. Base Fortitude save—*Good*. Base Reflex save—*Poor*. Base Will save—*Average*.

Table 6-12: Berserker Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Berserkertalent
2	+2	+1	+1	+0	+1	
3	+3	+1	+2	+1	+1	Berserkertalent
4	+4	+2	+3	+1	+2	
5	+5	+2	+3	+1	+2	Berserkertalent
6	+6	+3	+4	+2	+3	
7	+7	+3	+5	+2	+3	Berserkertalent
8	+8	+4	+6	+2	+4	
9	+9	+4	+6	+3	+4	Berserkertalent
10	+10	+5	+7	+3	+5	
11	+11	+5	+8	+3	+5	Ber discipline
12	+12	+6	+9	+4	+6	
13	+13	+6	+9	+4	+6	Ber discipline
14	+14	+7	+10	+4	+7	
15	+15	+7	+10	+5	+7	Ber discipline
16	+16	+8	+12	+5	+8	
17	+17	+8	+12	+5	+8	Ber discipline
18	+18	+9	+13	+6	+9	
19	+19	+9	+14	+6	+9	Ber discipline
20	+20	+10	+15	+6	+10	

Play Rules

The rules for playing a berserker are listed below.

Abilities: The most important ability for a berserker is Strength. Constitution is also important, as a high Constitution score increases the amount of punishment he can take. Dexterity is the third choice for berserkers.

Health: d10.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Berserkers gain the Armor Proficiency (heavy) feat.

Berserker Talent: At 1st level and again at every odd level up to 9th, a berserker gains a fighter, warrior, or berserker talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Berserker Discipline: Beginning at 11th level, and again at every odd level thereafter, a berserker gains a discipline, a special ability that allows him to perform astonishing acts of combat prowess. He must meet all of the usual prerequisites of the chosen discipline. (A berserker may take a fighter, warrior, or berserker talent in place of a discipline if he wishes.)

Disciplines are described in Chapter 7: Talents and Disciplines.

Brigand (Scout-Rogue)

A brigand is a hardened rogue, one who uses intimidation and the threat of force — and who is willing to carry through on such threats — to get what he wants. In various places, a

brigand might be called by any of several dozen different appellations, such as crook, gangster, highwayman (or highwaywoman), marauder, outlaw, pirate, racketeer, raider, or robber, to name a few.

Many brigands serve in the Freeport navy (also known as the “The Sword”), while others serve masters among the Coalition of Tradesfolk; yet others are free agents, although they always maintain a respectful allegiance to the masters of Freeport. Regardless of their loyalties, all are generally known and welcomed in the great city of Freeport — and for the most part hated and feared elsewhere.

Attributes: Brigands are capable combatants, although few among them are a match for a decent warrior in a straight-up fight. Fortunately, the vast majority of brigands have no qualms about lying, cheating, and conniving, nor do they concern themselves with matters such as “honor” or “fair-dealing.” They use whatever means are necessary to survive and prosper, and their skills and talents allow them to do those things well.

Culture and Training: Brigands are normally found in, or at least in service to, the Republic of Freeport, and are trained by the Seafury Buccaneers or the Coalition of Tradesfolk. They can be of any race or nationality, although sophisticated Erudites and high elves would rarely pursue such a “low” calling.



Requirements

To take levels in the brigand advanced class, a character must meet the following requirements:

Class: Rogue 5.

Talent: Find weakness or opportunist.

Level Progression

Base attack bonus—*Good*. Base defense bonus—*Average*.
Base Fortitude save—*Average*. Base Reflex save—*Average*.
Base Will save—*Poor*.

Table 6-13: Brigand Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Brigand talent
2	+2	+1	+1	+1	+0	
3	+3	+2	+1	+1	+1	Brigand talent
4	+4	+3	+2	+2	+1	
5	+5	+3	+2	+2	+1	Brigand talent
6	+6	+4	+3	+3	+2	
7	+7	+5	+3	+3	+2	Brigand talent
8	+8	+6	+4	+4	+2	
9	+9	+6	+4	+4	+3	Brigand talent
10	+10	+7	+5	+5	+3	
11	+11	+8	+5	+5	+3	Brg discipline
12	+12	+9	+6	+6	+4	
13	+13	+9	+6	+6	+4	Brg discipline
14	+14	+10	+7	+7	+4	
15	+15	+11	+7	+7	+5	Brg discipline
16	+16	+12	+8	+8	+5	
17	+17	+12	+8	+8	+5	Brg discipline
18	+18	+13	+9	+9	+6	
19	+19	+14	+9	+9	+6	Brg discipline
20	+20	+15	+10	+10	+6	

Play Rules

The rules for playing a brigand are listed below.

Abilities: The most important ability for a brigand is Dexterity, but Strength is also important. Charisma or Intelligence can be important to some brigands, depending on their personal style.

Health: d10.

Skills: 4 + Int modifier per level.

Feats/Proficiencies: Brigands do not gain any weapon, armor, or shield proficiencies.

Brigand Talent: At 1st level and again at every odd level up to 9th, a brigand gains a scout, rogue, or brigand talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Brigand Discipline: Beginning at 11th level, and again at every odd level thereafter, a brigand gains a discipline, a special ability that allows him to perform astonishing acts of combat prowess. He must meet all of the usual prerequisites of the chosen discipline. (A brigand may take a scout, rogue, or brigand talent in place of a discipline if he wishes.)

Disciplines are described in Chapter 7: Talents and Disciplines.

Bruiser (Fighter-Brawler)

Bruisers come from one of several orders of brawlers based in Freeport — most notoriously, the Dreadnoughts — who have honed their bodies into veritable killing machines. They do not concern themselves with the artistry of their style or with any sort of ethical or moral quandaries regarding combat. They simply learn to fight, and fight well. Because the style seems to lack sophistication, it's certainly not evident that the art of the bruiser originated from the founders of the Dreadnoughts who were former monks of the Ashen Order.

Attributes: The bruiser is physically very tough, and can both take and deal out a great deal of punishment. She does not rely heavily on skills, but focuses on developing her physical prowess, using her hands, feet, and other body parts as devastating weapons. Even more than a brawler, the bruiser relies on quick and effective offense over defense, relying on her high health total and damage reduction to take the edge off her opponents' attacks.



Culture and Training: Bruisers almost invariably hail from Freeport, having been accepted in one of the bruiser training halls — whose students often roam the streets in gangs. (Rumors also surface from time to time claiming that some famous bruiser from Freeport has opened a school elsewhere.) Most bruisers are of the human, ogre, or iksar race, but other races can be found training among them as well.

Requirements

To take levels in the bruiser advanced class, a character must meet the following requirements:

Class: Brawler 5.

Talent: Focused strike or improved smash.

Level Progression

Base attack bonus—*Good*. Base defense bonus—*Poor*. Base Fortitude save—*Good*. Base Reflex save—*Poor*. Base Will save—*Average*.

Table 6-14: Bruiser Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Bruiser talent
2	+2	+1	+1	+0	+1	
3	+3	+1	+2	+1	+1	Bruiser talent
4	+4	+2	+3	+1	+2	
5	+5	+2	+3	+1	+2	Bruiser talent
6	+6	+3	+4	+2	+3	
7	+7	+3	+5	+2	+3	Bruiser talent
8	+8	+4	+6	+2	+4	
9	+9	+4	+6	+3	+4	Bruiser talent
10	+10	+5	+7	+3	+5	
11	+11	+5	+8	+3	+5	Bru discipline
12	+12	+6	+9	+4	+6	
13	+13	+6	+9	+4	+6	Bru discipline
14	+14	+7	+10	+4	+7	
15	+15	+7	+10	+5	+7	Bru discipline
16	+16	+8	+12	+5	+8	
17	+17	+8	+12	+5	+8	Bru discipline
18	+18	+9	+13	+6	+9	
19	+19	+9	+14	+6	+9	Bru discipline
20	+20	+10	+15	+6	+10	

Play Rules

The rules for playing a bruiser are listed below.

Abilities: The most important ability for a bruiser is Strength, with Dexterity and Constitution tying for a close second.

Health: d10.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Bruisers do not gain any weapon, armor, or shield proficiencies.

Bruiser Talent: At 1st level and again at every odd level up to 9th, a bruiser gains a fighter, brawler, or bruiser talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Bruiser Discipline: Beginning at 11th level, and again at every odd level thereafter, a bruiser gains a discipline, a special

ability that allows her to perform astonishing acts of combat prowess. She must meet all of the usual prerequisites of the chosen discipline. (A bruiser may take a fighter, brawler, or bruiser talent in place of a discipline if she wishes.)

Disciplines are described in Chapter 7: Talents and Disciplines.

Guardian (Fighter-Warrior)

The guardian seeks to perfect his fighting skills, with the ultimate test of that skill being his ability to protect not only himself, but — and perhaps even more importantly — his ward. The selfless guardsman, the noble protector, the loyal shieldmaiden, all are examples of the guardian class.

Attributes: The guardian has the highest potential amount of health of any other advanced class. A guardian may use the heaviest weapons, armors, and shields, but does need to keep an eye toward mobility if he is to keep up with his allies and thus best serve his purpose.

Culture and Training: Guardians can come from any race or people, although they often come from a long line of guardians, whether from within their family, their caste, or their culture. Guardians are somewhat more common among lawful and benevolent societies (whereas warriors have a slightly higher tendency to become berserkers in more lawless cultures).

Requirements

To take levels in the guardian advanced class, a character must meet the following requirements:

Class: Warrior 5.

Talent: Sacrifice.



Level Progression

Base attack bonus—*Good*. Base defense bonus—*Average*. Base Fortitude save—*Good*. Base Reflex save—*Poor*. Base Will save—*Poor*.

Table 6-15: Guardian Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Guardian talent
2	+2	+1	+1	+0	+0	
3	+3	+2	+2	+1	+1	Guardian talent
4	+4	+3	+3	+1	+1	
5	+5	+3	+3	+1	+1	Guardian talent
6	+6	+4	+4	+2	+2	
7	+7	+5	+5	+2	+2	Guardian talent
8	+8	+6	+6	+2	+2	
9	+9	+6	+6	+3	+3	Guardian talent
10	+10	+7	+7	+3	+3	
11	+11	+8	+8	+3	+3	Grd discipline
12	+12	+9	+9	+4	+4	
13	+13	+9	+9	+4	+4	Grd discipline
14	+14	+10	+10	+4	+4	
15	+15	+11	+10	+5	+5	Grd discipline
16	+16	+12	+12	+5	+5	
17	+17	+12	+12	+5	+5	Grd discipline
18	+18	+13	+13	+6	+6	
19	+19	+14	+14	+6	+6	Grd discipline
20	+20	+15	+15	+6	+6	

Play Rules

The rules for playing a guardian are listed below.

Abilities: The two most important abilities for a guardian are Strength and Constitution. Dexterity is important as well, as is Wisdom, as these affect the guardian's saving throws.

Health: d12.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Guardians gain the Armor Proficiency (heavy) feat.

Guardian Talent: At 1st level and again at every odd level up to 9th, a guardian gains a fighter, warrior, or guardian talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Guardian Discipline: Beginning at 11th level, and again at every odd level thereafter, a guardian gains a discipline, a special ability that allows him to perform astonishing acts of combat prowess. He must meet all of the usual prerequisites of the chosen discipline. (A guardian may take a fighter, warrior, or guardian talent in place of a discipline if he wishes.)

Disciplines are described in Chapter 7: Talents and Disciplines.

Monk (Fighter-Brawler)

Monks are masters of unarmed combat, as well as of various martial techniques that require unprecedented unity of body and mind to perform. They are fighters first and foremost, but often they are also philosophers, artists, and craftspersons. Monks are sometimes thought to add little to a group that cannot be gained by one of some other class, but they also draw little from a group's resources. The monk's ability to stand on her own prevents her from using up spells more important to others.

Most monks belong to monasteries or orders of like-minded monks who train and learn together in Qeynos among the Silent Fist Clan. These orders are well-loved in that city, seen as being helpful for the defense and cultural enrichment of the community.

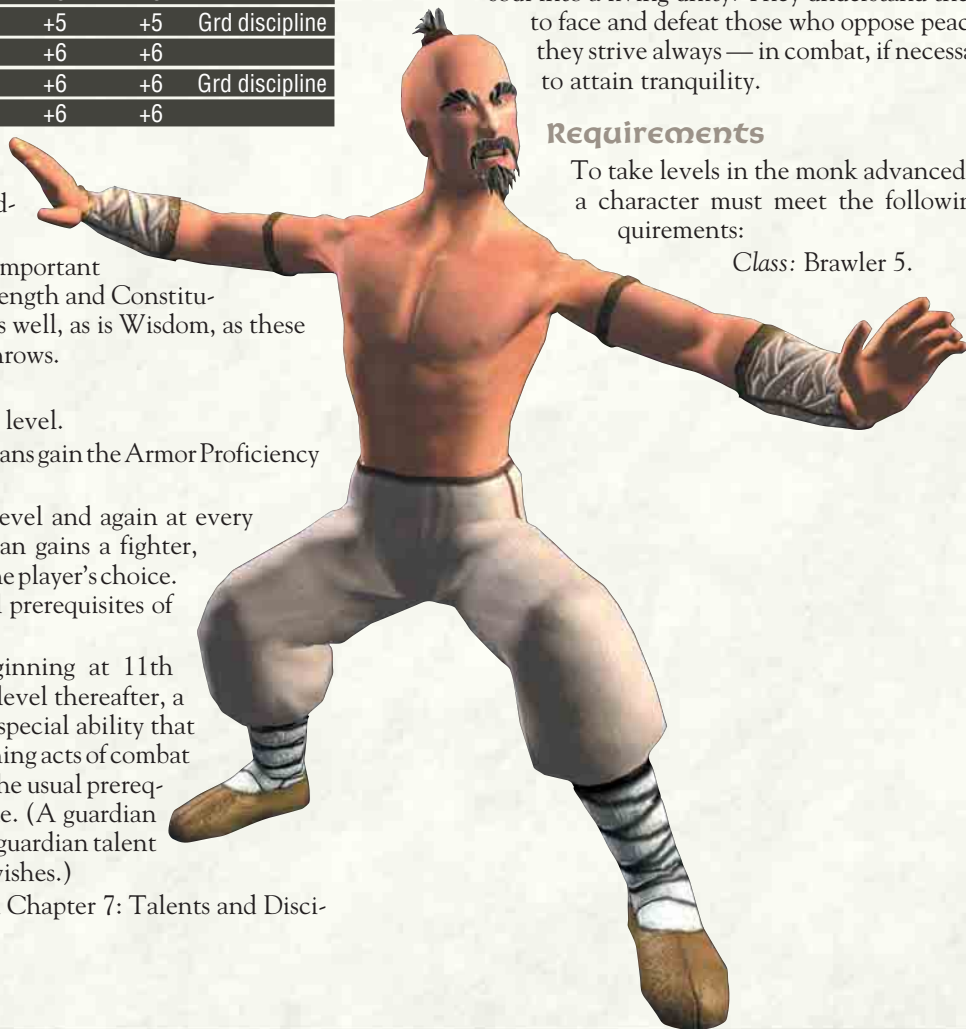
Attributes: A monk is always ready for action, and can launch himself from the deepest slumber into combat without needing to worry about putting on heavy armor or stringing a bow. At higher levels, a monk has an increasing number of combat options, and might knock down or stun an opponent, for instance, rather than simply kill him.

Culture and Training: Monks have often trained in the fighter's role from infancy, seeking to meld mind, body, and soul into a living unity. They understand the need to face and defeat those who oppose peace, yet they strive always — in combat, if necessary — to attain tranquility.

Requirements

To take levels in the monk advanced class, a character must meet the following requirements:

Class: Brawler 5.



Talent: Improved damage reduction or improved harm resistance.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Average*. Base Fortitude save—*Good*. Base Reflex save—*Good*. Base Will save—*Good*.

Table 6-16: Monk Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Monk talent
2	+1	+1	+1	+1	+1	
3	+2	+2	+2	+2	+2	Monk talent
4	+3	+3	+3	+3	+3	
5	+3	+3	+3	+3	+3	Monk talent
6	+4	+4	+4	+4	+4	
7	+5	+5	+5	+5	+5	Monk talent
8	+6	+6	+6	+6	+6	
9	+6	+6	+6	+6	+6	Monk talent
10	+7	+7	+7	+7	+7	
11	+8	+8	+8	+8	+8	Mnk discipline
12	+9	+9	+9	+9	+9	
13	+9	+9	+9	+9	+9	Mnk discipline
14	+10	+10	+10	+10	+10	
15	+11	+11	+11	+11	+11	Mnk discipline
16	+12	+12	+12	+12	+12	
17	+12	+12	+12	+12	+12	Mnk discipline
18	+13	+13	+13	+13	+13	
19	+14	+14	+14	+14	+14	Mnk discipline
20	+15	+15	+15	+15	+15	

Play Rules

The rules for playing a monk are listed below.

Abilities: Strength, Dexterity, and Wisdom are all important abilities for monks.

Health: d8.

Skills: 5 + Int modifier per level.

Feats/Proficiencies: Monks do not gain any weapon, armor, or shield proficiencies.

Monk Talent: At 1st level and again at every odd level up to 9th, a monk gains a fighter, brawler, or monk talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Monk Discipline: Beginning at 11th level, and again at every odd level thereafter, a monk gains a discipline, a special ability that allows him to perform astonishing acts of combat prowess. He must meet all of the usual prerequisites of the chosen discipline. (A monk may take a fighter, brawler, or monk talent in place of a discipline if he wishes.)

Disciplines are described in Chapter 7: Talents and Disciplines.

Ranger (Scout-Predator)

Rangers are archers whose prowess in the wilds is unmatched; many a foe has been dispatched by a ranger's arrow without ever having known the ranger was nearby. Rangers are generally seen as powerful defenders of nature, although they can be found guarding nearly any locale. Some rangers guard against poachers and the incursion of hostile forces, acting as scouts, messengers, and frontier guards for various organizations in or allied with Qeynos or the Tunarian Alliance. They are often seen as folk heroes in their homeland of Qeynos, and many youths dream of taking up buckskin and bow to join their ranks.

Attributes: Rangers excel at ranged combat, though they are quite competent in melee. They are also masters of tracking, survival, and wilderness lore. In a wilderness setting, few can compete with a ranger. However, a ranger must be cautious when engaging in combat. Lacking the heavy armors and high health total of fighters and warriors, most rangers must take advantage of their agility and ability to fight at range. A ranger is at her best when she is able to shoot and move freely in a natural setting.

Culture and Training: Rangers often form fellowships beyond the bounds of Qeynos. Though these groups are not necessarily insular, few people who are not rangers themselves join their fellowships. Those who seek to become rangers, usually themselves children of rangers or youngsters from nearby communities, are given the opportunity to prove themselves worthy of training and aid.

Requirements

To take levels in the ranger advanced class, a character must meet the following requirements:

Class: Predator 5.

Talent: Favored enemy or favored terrain.

Level Progression

Base attack bonus—*Good*. Base defense bonus—*Average*. Base Fortitude save—*Average*. Base Reflex save—*Good*. Base Will save—*Poor*.

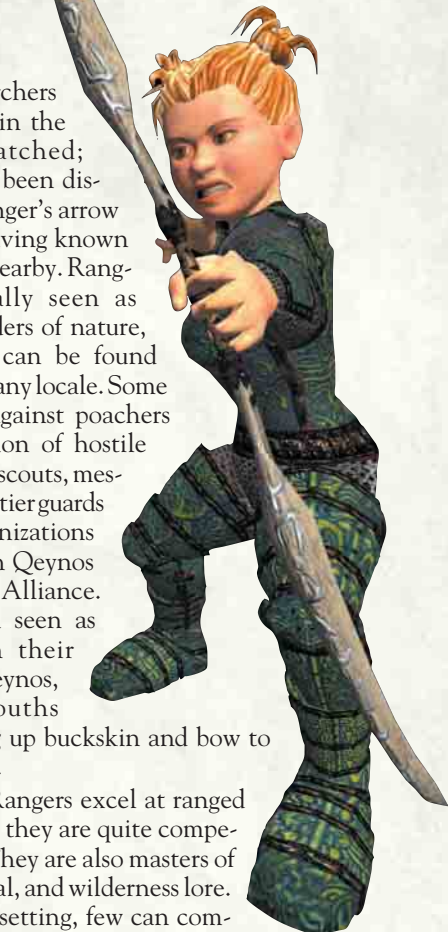


Table 6-17: Ranger Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Ranger talent
2	+2	+1	+1	+1	+0	
3	+3	+2	+1	+2	+1	Ranger talent
4	+4	+3	+2	+3	+1	
5	+5	+3	+2	+3	+1	Ranger talent
6	+6	+4	+3	+4	+2	
7	+7	+5	+3	+5	+2	Ranger talent
8	+8	+6	+4	+6	+2	
9	+9	+6	+4	+6	+3	Ranger talent
10	+10	+7	+5	+7	+3	
11	+11	+8	+5	+8	+3	Rng discipline
12	+12	+9	+6	+9	+4	
13	+13	+9	+6	+9	+4	Rng discipline
14	+14	+10	+7	+10	+4	
15	+15	+11	+7	+10	+5	Rng discipline
16	+16	+12	+8	+12	+5	
17	+17	+12	+8	+12	+5	Rng discipline
18	+18	+13	+9	+13	+6	
19	+19	+14	+9	+14	+6	Rng discipline
20	+20	+15	+10	+15	+6	

Play Rules

The rules for playing a ranger are listed below.

Abilities: A ranger relies greatly on her Dexterity, although Strength is also important, especially if she can acquire a mighty bow. Many skills important to rangers are Wisdom-based.

Health: d8.

Skills: 5 + Int modifier per level.

Feats/Proficiencies: Rangers do not gain any weapon, armor, or shield proficiencies.

Ranger Talent: At 1st level and again at every odd level up to 9th, a ranger gains a scout, predator, or ranger talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Ranger Discipline: Beginning at 11th level, and again at every odd level thereafter, a ranger gains a discipline, a special ability that allows her to perform astonishing acts of prowess. She must meet all of the usual prerequisites of the chosen discipline. (A ranger may take a scout, predator, or ranger talent in place of a discipline if she wishes.)

Disciplines are described in Chapter 7: Talents and Disciplines.

Swashbuckler (Scout-Rogue)

A swashbuckler is an adventurous gentleman (or gentlewoman) rogue, one as comfortable in a seedy dockside tavern as in a noble court. Swashbucklers generally hail from Qeynos, although they can often be found anywhere wit, style, fine clothes, and fancy swordplay are welcome, such as among the Coldwind Marauders. Most swashbucklers are gregarious extroverts, but they function quite well alone and, in times of need, can take on the role of scout or spy with little trouble.

Attributes: Swashbucklers tend to avoid anything more than light armor and they rarely use shields, instead relying on fleetness of foot, ingenuity, and a dash of good old-fashioned luck to see them through. Despite this, they are competent combatants, but they should be highly capable in skills such as Agility and Jump, and should have a selection of talents and feats that enhance or supplement those skills so as to take best advantage of their mobility and lack of armor.

Culture and Training: "Swashbucklers are not trained, they are born," runs a famous adage. That is not to say that a great deal of training isn't part of the swashbuckler's regimen, but rather it is an acknowledgement that a true swashbuckler has a certain amount of natural flair and panache, a style that simply cannot be learned but must be found.

Swashbucklers come from a variety of backgrounds, but they are without doubt most common among humans, high



elves, dark elves, and, perhaps surprisingly, halflings; they are least common among the heavily built races, such as ogres, barbarians, and dwarves.

Requirements

To take levels in the swashbuckler advanced class, a character must meet the following requirements:

Class: Rogue 5.

Talent: Artful strike or rapid strike.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Good*. Base Fortitude save—*Average*. Base Reflex save—*Good*. Base Will save—*Poor*.

Table 6-18: Swashbuckler Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+1	+0	+0	+0	Swa talent
2	+1	+2	+1	+1	+0	
3	+2	+3	+1	+2	+1	Swa talent
4	+3	+4	+2	+3	+1	
5	+3	+5	+2	+3	+1	Swa talent
6	+4	+6	+3	+4	+2	
7	+5	+7	+3	+5	+2	Swa talent
8	+6	+8	+4	+6	+2	
9	+6	+9	+4	+6	+3	Swa talent
10	+7	+10	+5	+7	+3	
11	+8	+11	+5	+8	+3	Swa discipline
12	+9	+12	+6	+9	+4	
13	+9	+13	+6	+9	+4	Swa discipline
14	+10	+14	+7	+10	+4	
15	+11	+15	+7	+10	+5	Swa discipline
16	+12	+16	+8	+12	+5	
17	+12	+17	+8	+12	+5	Swa discipline
18	+13	+18	+9	+13	+6	
19	+14	+19	+9	+14	+6	Swa discipline
20	+15	+20	+10	+15	+6	

Play Rules

The rules for playing a swashbuckler are listed below.

Abilities: The most important ability for a swashbuckler is Dexterity, since it is crucial to many of her skills and to defense. Strength, Intelligence, and Charisma might all tie for second place in terms of importance to a particular swashbuckler.

Health: d8.

Skills: 5 + Int modifier per level.

Feats/Proficiencies: Swashbuckler do not gain any weapon, armor, or shield proficiencies.

Swashbuckler Talent: At 1st level and again at every odd level up to 9th, a swashbuckler gains a scout, rogue, or swashbuckler talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Swashbuckler Discipline: Beginning at 11th level, and again at every odd level thereafter, a swashbuckler gains a discipline, a special ability that allows her to perform astonishing acts of agility, cunning, and prowess. She must meet all of the usual prerequisites of the chosen discipline. (A swashbuckler may take a scout, rogue, or swashbuckler talent in place of a discipline if she wishes.)

Disciplines are described in Chapter 7: Talents and Disciplines.

Non-Heroic Professions

While most of the stories and legends of Norrath refer to great generals and sorcerers, or to famous (and infamous) rogues and clerics, there can be no denying that the majority of the populace is not cut of such heroic stock. While it is possible for PCs to have levels in a non-heroic profession, such pursuits are intended to be substandard relative to the heroic professions described in the first portion of this chapter (with the “commoner” profession, described hereafter, landing solidly at the bottom of the heap in terms of personal skills and power). Still, a PC with one or more levels in aristocrat or artisan might gain some talents not otherwise available, should such abilities suit the player's character concept.

NPCs gain experience just as PCs do, providing the GM a tool with which she may measure the relative competence and ability of different NPCs. Even though they gain levels, individuals with NPC classes are not as capable as most PCs at the skills required for successful adventuring, which means they are less challenging as opponents and less effective as PCs.

Mechanically, the non-heroic professions behave just as the four heroic archetypes. A character gaining a level in a non-heroic profession gains 5 training points per level, and also gains base bonuses, skills, and health every level, as with any other profession.

In general, NPCs may multitype as PCs can (unless otherwise noted), even if this choice is rarely pursued. Those characters that represent Norrath's general population tend not to advance in more than a single profession, but this is by no means a hard and fast rule.

Aristocrat

Aristocrats are wealthy individuals, usually well educated, who represent the ruling elite of society. They are often highly skilled and, because of the significant resources at their disposal, are usually quite well equipped. While aristocrats do occasionally take up the adventuring lifestyle, it is more often out of boredom than because they are taking it at all seriously — aristocrats who become adventurers tend to advance in the heroic professions, as do other adventurers.

Level Progression: Base attack bonus—*Average*. Base defense bonus—*Average*. Base Fortitude save—*Poor*. Base Reflex save—*Average*. Base Will save—*Average*.

Table 6-19: Aristocrat Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+1	+1	
2	+1	+1	+0	+2	+2	Aristocrat talent
3	+2	+2	+1	+2	+2	
4	+3	+3	+1	+3	+3	
5	+3	+3	+1	+3	+3	Aristocrat talent
6	+4	+4	+2	+4	+4	
7	+5	+5	+2	+4	+4	
8	+6	+6	+2	+5	+5	Aristocrat talent
9	+6	+6	+3	+5	+5	
10	+7	+7	+3	+6	+6	

Play Rules

Because of its durability and impressive array of skills, the aristocrat profession offers some potential even for PCs. Since aristocracy is a social position, though, rather than a profession in the general sense of the word, a PC must be born into the aristocracy, and thus may only choose to take levels in aristocrat if she begins her career as an aristocrat at 1st level. (That is, a starting 1st-level PC may be an aristocrat and then multitype freely, but a PC who starts as some other archetype cannot multitype into aristocrat.)

The rules for playing an aristocrat are listed below.

Health: d8. A 1st-level aristocrat begins play with health equal to 8 plus her Constitution modifier.

Starting Skills: The aristocrat's starting skills (and the key ability for each) are Bluff (Cha), Handle Animal (Cha), Persuade (Cha), and Sense Motive (Wis).

Additionally, an aristocrat may choose any four from among the following as starting skills: Agility (Dex), Disguise (Cha), Forgery (Int), Knowledge (any) (Int), Language (any) (Int), Perceive (Wis), Perform (varies), Search (Int), Survival (Wis), Swim (Str), and Trade Skill (any) (Int or Wis).

At 1st level, a starting aristocrat receives a number of skill points equal to 16 + Int modifier.

At levels beyond 1st, an aristocrat gets a number of skill points equal to 5 + Int modifier.

Starting Feats/Proficiencies: As a default, starting 1st-level aristocrats are proficient with all simple weapons and with any one class of martial weapons (player's choice). They also begin play with the feats Armor Proficiency (light and medium) and with Shield Proficiency.

Alternately, an aristocrat's player may choose any five feats from among the following: Aptitude, Armor Proficiency (light), Armor Proficiency (medium), Dodge, Exotic Weapon Proficiency, Hand to Hand, Mind Over Matter, Mounted Combat, Parry, Shield Proficiency, Spontaneous Reflexes, Tower Shield Proficiency, and Weapon Class Proficiency. The aristocrat must meet all of the usual prerequisites of each feat.

Aristocrat Talent: At 2nd level and every 3 levels thereafter, an aristocrat gains an aristocrat talent. She must meet all of the usual prerequisites of the talent. Talents are described in Chapter 7: Talents and Disciplines.

Artisan

Artisans are the skilled craftsfolk of Norrath, who typically have little desire to pursue an adventuring lifestyle. Examples of artisans include smiths, jewelers, merchants, sages, and scribes. Artisans have some potential as player characters, but their lack of significant adventuring skills limits them to non-combat roles in most cases. Their impressive array of practical skills, however, makes them an attractive alternative that might fit a particular character's concept or background.

Artisans are relatively common, and can be found in virtually any major population center throughout the Shattered Lands.

Level Progression: Base attack bonus—*Poor*. Base defense bonus—*Poor*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Average*.

Table 6-20: Artisan Level Progression

Level	Base Attack	Base Defense	Base Fort ¹	Base Ref	Base Will ¹	Special
1	+0	+0	+1	+0	+1	
2	+1	+1	+2	+0	+2	Artisan talent
3	+1	+1	+2	+1	+2	
4	+2	+2	+3	+1	+3	
5	+2	+2	+3	+1	+3	Artisan talent
6	+3	+3	+4	+2	+4	
7	+3	+3	+4	+2	+4	
8	+4	+4	+5	+2	+5	Artisan talent
9	+4	+4	+5	+3	+5	
10	+5	+5	+6	+3	+6	

¹ A character multityping into artisan reduces the values in these columns by 1. Thus, a 3rd-level mage/4th-level artisan receives only +2 Fortitude and Will save bonuses for her artisan levels.

Play Rules

The rules for playing an artisan are listed below.

Health: d6. A starting 1st-level artisan begins play with health equal to 6 plus her Constitution modifier.

Starting Skills: The artisan's starting skills (and the key ability for each) are Engineer Device (Int), Knowledge (art and literature, or construction and engineering) (Int), Search (Int), Trade Skill (any) (Int or Wis), and Vocation (Int or Wis).

Additionally, an artisan may choose any four from among the following as starting skills: Forgery (Int), Handle Animal (Dex or Cha), Heal (Wis), Knowledge (any) (Int), Language (any) (Int), Perform (varies), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

At 1st level, a starting artisan receives a number of skill points equal to 24 + Int modifier.

At levels beyond 1st (including a multitype character taking a 1st level in artisan), an artisan gets a number of skill points equal to 6 + Int modifier.

Starting Feats/Proficiencies: At 1st level, artisans are proficient with any one class of simple weapons. They also begin play with the feat Armor Proficiency (light).

Artisan Talent: At 2nd level and every 3 levels thereafter, an artisan gains an artisan talent. She must meet all of the usual prerequisites of the talent. Artisan talents are described in Chapter 7: Talents and Disciplines.

Commoner

Commoners are the farmers, hunters, farriers, sailors, and merchants of Norrath. Simple folk with a few practical skills and generally little or no desire for adventuring, they make up the bulk of the world's population and are the people most often encountered by adventurers. Commoners themselves make poor adventurers, since they lack the skills needed to survive an adventuring lifestyle. As such, they are not suitable as player characters.

Level Progression: Base attack bonus—*Poor*. Base defense bonus—*Poor*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Poor*.

Table 6-21: Commoner Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+1	+0	+0	
2	+1	+1	+2	+0	+0	Commoner talent
3	+1	+1	+2	+1	+1	
4	+2	+2	+3	+1	+1	
5	+2	+2	+3	+1	+1	
6	+3	+3	+4	+2	+2	Commoner talent
7	+3	+3	+4	+2	+2	
8	+4	+4	+5	+2	+2	
9	+4	+4	+5	+3	+3	
10	+5	+5	+6	+3	+3	Commoner talent

Play Rules

The rules for playing a commoner are listed below.

Health: d4. A starting 1st-level commoner begins play with health equal to 4 plus his Constitution modifier.

Starting Skills: The commoner's starting skills (and the key ability for each) are Handle Animal (Cha), Knowledge (folklore, local lore, and religion) (Int), and Vocation (Int or Wis).

Additionally, a commoner may choose any two from among the following as starting skills: Climb (Str), Perceive (Wis), Swim (Str), and Trade Skill (any one) (Int or Wis).

At 1st level, a starting commoner receives a number of skill points equal to 8 + Int modifier.

At levels beyond 1st (including a multitype NPC taking a 1st level in commoner), an aristocrat gets a number of skill points equal to 2 + Int modifier.

Starting Feats/Proficiencies: At 1st level, commoners may choose one simple weapon with which they are proficient. They do not begin play with any armor or shield proficiencies.

Commoner Talent: At 2nd level and every 4 levels thereafter, a commoner gains a commoner talent. He must meet all of the usual prerequisites of the talent. Commoner talents are described in Chapter 7: Talents and Disciplines.



CHAPTER SEVEN:



Talents and Disciplines

Members of every profession, heroic or otherwise, gain talents as they advance in levels. Talents do not have ranks like skills — a character either has a talent or he doesn't. Talents sometimes grant abilities that are always available (although the ability may have a d20 roll closely associated with it, such as an attack roll or skill check), and they sometimes grant powers or bonuses that can be "activated" for a brief period, perhaps only a certain number of times per day.

Archetype Talents

Unless otherwise noted, talents and disciplines are always extraordinary abilities (see the Glossary for a definition of an extraordinary ability).

Table 7-1: Fighter Talents

Talent	Prerequisite	Benefit
Alcohol tolerance	—	Bonus on Fortitude saves vs. inebriation
Bravery	—	+4 morale bonus against fear effects
Call to arms	—	Allies within 30 ft. gain +1 to attack rolls
Rallying cry	Call to arms	Allies within 30 ft. gain +1 to defense rolls
Damage reduction	—	Gain damage reduction 1/—
Diehard	—	Character is very hard to knock out of action
Dual wield	—	Extra off-hand attack at –5
Favored terrain	—	+2 bonus to certain skills in chosen terrain type
Grand effort	—	+2 bonus to Strength-based or Strength check
Harm resistance	—	Gain harm resistance (5) vs. one damage type
Intervene	—	Step in front of blow for ally within reach
Defend	Intervene	Ally within reach gains character's defense bonus
Load-bearer	—	+2 Strength for purpose of carrying capacity
Medic	—	Bonus on Heal checks and increased heal potential
Mighty charge	—	+2 bonus to attack roll on charge
Natural archer	—	Penalties for firing beyond first increment are halved
Shattering blow	—	Ignore 2 points of hardness
Smash	—	+1 bonus on all melee damage rolls
Taunt	—	Make level check to draw opponent's attention
Taunting shout	Taunt	Taunt many creatures at once
Rescue	Taunting shout	Gain bonus on taunt checks, or affect resistant creatures

Table 7-2: Mage Talents

Talent	Prerequisite	Benefit
Enlarge spell	—	Double range of specially prepared spell
Expand spell	—	Double area or effect of specially prepared spell
Extend spell	—	Double duration of specially prepared spell
Fast-talker	—	Use Intelligence bonus for Bluff and Persuade checks
Linguist	4 ranks in at least 3 languages	Make Intelligence check to decipher language
Mystic capacity	—	Gain extra spell preparation slot
Planner	—	Make Intelligence check to grant bonus to allies
Power battery	—	Store power in gem for later use
Quest spell	—	Make specially prepared spell harmless to allies
Quicken spell	—	Reduce casting time of specially prepared spell
School specialization	—	Bonus on Channeling and Spellcraft checks with chosen school
School focus	School specialization	+1 to save DC of all spells from chosen school
Silent spell	—	Cast specially prepared spell without verbal component
Skill focus	—	+3 bonus to any one skill
Spell mastery	Any one metamagic talent	Apply metamagic effects without special preparation
Spell specialization	—	Reduce recast time for chosen spell
Still spell	—	Cast specially prepared spell without somatic component



Table 7-3: Priest Talents

Talent	Prerequisite	Benefit
Armored casting	—	Cast spells in armor without spell failure chance
Celestial healer	—	All healing spells cost 10% less power to cast
Divine capacity	—	Gain extra spell preparation slot
Empathy	—	Bonus on Handle Animal, Persuade, and Sense Motive checks
Enlarge spell	—	Double range of specially prepared spell
Expand spell	—	Double area or effect of specially prepared spell
Extend spell	—	Double duration of specially prepared spell
Healing touch	—	Cure additional health with Heal checks
Inspire	—	Charisma check to grant bonuses to allies
Instinctive reaction	—	Gain Wisdom bonus to initiative rolls
Intuition	—	Wisdom check to gain insight regarding current circumstances
Luck of faith	—	+1 bonus on all saving throws
Quest spell	—	Make specially prepared spell harmless to allies
Quicken spell	—	Reduce casting time of specially prepared spell
School specialization	—	Bonus on Channeling and Spellcraft checks with chosen school
School focus	School specialization	+1 to save DC of all spells from chosen school
Silent spell	—	Cast specially prepared spell without verbal component
Skill focus	—	+3 bonus to any one skill
Still spell	—	Cast specially prepared spell without somatic component


Table 7-4: Scout Talents

Talent	Prerequisite	Benefit
Alcohol tolerance	—	Bonus on Fortitude saves vs. inebriation
Alertness	—	Add Intelligence bonus to Perceive checks to avoid being surprised
Avoidance	—	Take no damage on successful Reflex save if normally half damage
Burst of speed	—	Run 6x current speed (7x with Run feat) for short time
Camouflage	—	Ally that remains within 5 ft. gains Sneak bonus
Cool nerves	—	May take 10 on a number of skills equal to 3 + Int modifier
Dirty tricks	—	Opponent must make Will save or suffer a penalty to defense
Evade	—	Make Persuade check to <i>dazzle</i> foe with words
Favored terrain	—	+2 bonus to certain skills in chosen terrain type
Gauge foe	—	Make Intelligence check to determine level/HD of observed creature
Instinctive reaction	—	Gain Wisdom bonus to initiative rolls
Natural archer	—	Penalties for firing beyond first increment are halved
Quick fire	—	Reduce delay of ranged attacks by 1
Safe fall	—	Make Agility check to greatly reduce damage from fall
Sharp-shooter	—	Opponents' cover grants only half the usual defense bonus
Skill focus	—	+3 bonus to any one skill
Sneak attack	—	+1 d6 damage on attack from hiding against foe within 30 ft.
Improved sneak attack	Sneak attack	+2d6 damage on attack from hiding against foe within 30 ft.
Backstab	Improved sneak attack	+3d6 damage sneak attack; or +1d6 damage while flanking
Trapseeker	—	Make Search checks to find well-concealed traps
Trap sense	Trapseeker	Sense traps within 5 ft.; use Search to find magic traps
Trapmaster	Trapseeker	Bonus on Engineer Device checks; craft deadlier traps
Uncanny dodge	—	Retain full defense bonus when <i>flat-footed</i>
Improved uncanny dodge	Uncanny dodge	Can't be flanked; bonus vs. traps



Class Talents

Table 7-5: Brawler Talents

Talent	Prerequisite	Benefit
Dirty tricks	—	Opponent must make Will save or suffer a penalty to defense
Subdue	Dirty tricks	Opponent must make Will save or be <i>staggered</i>
Focused strike	—	Base unarmed attack damage doubles
Improved damage reduction	Damage reduction	Gain damage reduction 1/–
Improved dual wield	Dual wield	Gain an additional off-hand attack
Improved harm resistance	Harm resistance	Gain harm resistance (10) vs. one damage type
Improved load-bearer	Load-bearer	+4 Strength for purpose of carrying capacity
Improved shattering blow	Shattering blow	Ignore 4 points of hardness
Greater shattering blow	Improved shattering blow	Ignore 6 points of hardness
Improved smash	Smash	+2 damage on all melee attacks
Martial focus	—	+1d8 damage in melee for a short time
Stunning strike	—	Melee attack can stun opponent
Tenacity	—	Take no damage on successful Fortitude save if normally half damage
Tremendous effort	Grand effort	+4 bonus to Strength-based or Strength check
Uncanny dodge	—	Retain full defense bonus when flat-footed
Improved uncanny dodge	Uncanny dodge	Can't be flanked; bonus vs. traps
Nimbleness	Uncanny dodge	Gain bonus to defense while unarmored
Defensive roll	Improved uncanny dodge	Make Reflex save to avoid damage from felling blow

Table 7-6: Predator Talents

Talent	Prerequisite	Benefit
Fast climber	—	Climb at full speed without penalty; climb faster with ropes
Favored enemy	—	Bonus to damage and certain skills against chosen creature type
Find weakness	Gauge foe	Make Intelligence check to gain bonus to attacks and defense against foe
Hunter's grace	—	May Sneak at normal speed
Improved backstab	Backstab	+4d6 damage sneak attack; or +2d6 damage while flanking
Ambush	Improved backstab	+5d6 damage sneak attack; or +3d6 damage while flanking
Improved ambush	Ambush	+6d6 damage sneak attack; or +4d6 damage while flanking
Crippling strike	Improved sneak attack	Forfeit +1d6 sneak attack to penalize foe
Vexing wound	Improved sneak attack	Sneak attack also causes bleeding wound
Improved burst of speed	Burst of speed	Run 8x current speed (9x with Run feat) for short time
Improved dual wield	Dual wield	Gain an additional off-hand attack
Load-bearer	—	+2 Strength for purpose of carrying capacity
Opportunist	Avoidance	Gain free attack in melee against foe just struck by ally
Penetrating shot	Sharp-shooter	Ranged attacks ignore 1 point of DR
Poison expert	—	Bonus to Heal and Trade Skill checks involving poison
Pounce	Burst of speed	Take full-attack action on charge
Predator's grace	Favored terrain	Gain dodge bonus to defense in favored terrain
Predatory fury	—	+1d4 damage on melee attacks for a short time
Stalker's speed	—	May track at normal speed and find lost trail more quickly



Table 7-7: Rogue Talents

Talent	Prerequisite	Benefit
Artful strike	—	+1d4 damage with light weapon
Roguish cunning	Artful strike	+2d4 damage with light weapon
Hamstring	Roguish cunning	Forgo some damage to halve target's speed
Defensive roll	Improved uncanny dodge	Make Reflex save to avoid damage from felling blow
Fast climber	—	Climb at full speed without penalty; climb faster with ropes
Favor	—	Use contacts to gain some benefit
Find weakness	Gauge foe	Make Intelligence check to gain bonus to attacks and defense against foe
Goad	Evade	Make Persuade check to <i>daze</i> foe with insults
Distract	Goad	Make Persuade check to cause foe to target different character
Improved avoidance	Avoidance	Take half damage even on failed Reflex save
Improved backstab	Backstab	+4d6 damage sneak attack; or +2d6 damage while flanking
Ambush	Improved backstab	+5d6 damage sneak attack; or +3d6 damage while flanking
Improved ambush	Ambush	+6d6 damage sneak attack; or +4d6 damage while flanking
Improved dual wield	Dual wield	Gain an additional off-hand attack
Opportunist	Avoidance	Gain free attack in melee against foe just struck by ally
Riposte	Opportunist	Free attacks vs. foes who miss in melee
Pickpocket	—	+4 bonus on Sleight of Hand checks when picking pockets
Quick hands	Pickpocket	Pick pockets as free action once per round
Poison expert	—	Bonus to Heal and Trade Skill checks involving poison
Rapid strike	Instinctive reaction	Extra attack with light or 1-H piercing weapon, but at -2 penalty
Self-preservation	—	Gain competence bonus when fighting defensively
Slippery mind	—	Gain second Will save against mind-influencing effects
Subdue	Dirty tricks	Opponent must make Will save or be <i>staggered</i>
Streetwise	—	Bonus on Bluff, Perform, Persuade, and Sense Motive checks

Table 7-8: Warrior Talents

Talent	Prerequisite	Benefit
Berserk	Diehard	Enter a berserk state, gaining combat bonuses
Improved damage reduction	Damage reduction	Gain damage reduction 1/-
Improved dual wield	Dual wield	Gain an additional off-hand attack
Greater dual wield	Improved dual wield	Gain additional off-hand attacks
Improved harm resistance	Harm resistance	Gain harm resistance (10) vs. one damage type
Improved load-bearer	Load-bearer	+4 Strength for purpose of carrying capacity
Improved smash	Smash	+2 bonus on all melee damage rolls
Maim	Improved smash	Forgo smash damage to penalize foe's defense
Quick taunt	Rescue	Make taunt check as free action
Sacrifice	Defend	Intervene any number of times per round
Riposte	Sacrifice	Free attacks vs. foes who miss in melee
Soldier's conviction	Rallying cry	Allies within 30 ft. gain bonus to defense rolls
Soldier's pace	Load-bearer	Move more quickly in medium or heavy armor
Tactical counter	Defend	Parry attack on ally within reach
Taunting blow	Taunt	Make taunt check with melee attack
Tenacity	—	Take no damage on successful Fortitude save if normally half damage
Tremendous effort	Grand effort	+4 bonus to Strength-based or Strength check
Uncanny dodge	—	Retain full defense bonus when flat-footed
Valor	Bravery	+10 morale bonus against fear effects





Advanced Class Talents

Table 7-9: Assassin Talents

Talent	Prerequisite	Benefit
Assassin's grace	Favored enemy	Gain dodge bonus to defense against favored enemy
Assassin's guile	Find weakness	Find weakness bonus also applies to damage
Caltrop trick	Ambush	Make caltrop attack against all foes within 10 ft.
Hidden assault	Backstab	Remain hidden after melee sneak attack
Murderous intent	Ambush	Assassin may reroll sneak attack damage
Poison master	Poison expert	Bonus to Trade Skill (poison making); use poison without risk
Poisoner's haste	Poison master	Apply poison as free action
Shadow walker	Hunter's grace	May Sneak even at a run
Disappear	Shadow walker	Make Sneak checks even while being observed

Table 7-10: Berserker Talents

Talent	Prerequisite	Benefit
Battle cry	Call to arms	Allies within 30 ft. gain temporary health
Berserker's will	Berserk	Can't be staggered or disabled
Berserker's endurance	Berserker's will	Negative health limit doubles
Improved fury	Berserk	Bonuses for berserk rage increase
Tireless	Improved fury	Immune to fatigue
Greater fury	Tireless	Bonuses for berserk rage increase
Greater damage reduction	Improved damage reduction	Gain damage reduction 1/–
Superior damage reduction	Greater damage reduction	Gain damage reduction 1/–
Warrior's toughness	Superior damage reduction	Gain damage reduction 1/–
Greater smash	Improved smash	+3 damage on all melee attacks
Crippling blow	Greater smash	Forfeit smash damage to penalize foe
Sundering blow	Greater smash	Reduce smash damage to interrupt foe
Reeling assault	Sundering blow	Deal half damage but stun foe
Improved shattering blow	Shattering blow	Ignore 4 points of hardness
Greater shattering blow	Improved shattering blow	Ignore 6 points of hardness
Improved uncanny dodge	Uncanny dodge	Can't be flanked; bonus vs. traps
Superior dual wield	Greater dual wield	Gain additional off-hand attacks
Perfect dual wield	Superior dual wield	Gain additional off-hand attacks
Supreme effort	Tremendous effort	+6 bonus to Strength-based or Strength check

Table 7-11: Brigand Talents

Talent	Prerequisite	Benefit
Devil's own luck	—	Gain luck bonus on defense, saves, or checks
Dirty blow	Dirty tricks	Attack deals half damage but penalizes opponent
Fearsome reputation	—	Gain circumstance bonus to Bluff and Persuade checks
Greater dual wield	Improved dual wield	Gain additional off-hand attacks
Load-bearer	—	+2 Strength for purpose of carrying capacity
Master of disguise	—	Gain competence bonus on Disguise checks
Measured assault	Find weakness	+1 bonus to attacks against targets of find weakness
Poison expert	—	Bonus to Heal and Trade Skill checks involving poison
Sea legs	—	Function well on shifting, shaky, or uneven ground
Sure feet	Sea legs	Function normally on shifting, shaky, or uneven ground
Smash	—	+1 bonus on all melee damage rolls
Sudden stab	Backstab	Make sneak attack with concealed weapon
Swinging attack	—	Use ropes or similar contrivances to move and attack



Table 7-12: Bruiser Talents

Talent	Prerequisite	Benefit
Bruising guard	Improved smash	-4 to defense; take half damage and deal unarmed damage
Dirty tricks	—	Opponent must make Will save or suffer a penalty to defense
Eye gouge	Dirty tricks	Attack deals damage and inflicts attack penalty
Feign death	Tremendous effort	Enter comatose state resembling death
Greater damage reduction	Improved damage reduction	Gain damage reduction 1/-
Greater dual wield	Improved dual wield	Gain additional off-hand attacks
Greater smash	Improved smash	+3 damage on all melee attacks
Martial stance	Martial focus	+1d4 melee damage during full-attack actions
Mighty charge	—	+2 bonus to attack roll on charge
Flying kick	Mighty charge	Make single, devastating kick attack on charge action
Mystic strike	—	Unarmed attack penetrates damage reduction as magic weapon
Meteorite strike	Mystic strike	Unarmed attack penetrates damage reduction as adamantite weapon
Natural mending	—	Gain minor supernatural self-healing ability
Ignore pain	Natural mending	Gain increased supernatural self-healing ability
Pugilist	Focused strike	Unarmed attack damage increases
Spin kick	—	Gain additional unarmed attack
Foot sweep	Spin kick	Gain additional unarmed attack that can trip foes
Tail rake	Iksar or ratonga, spin kick	Gain additional unarmed attack that can trip foes
Supreme effort	Tremendous effort	+6 bonus to Strength-based or Strength check
Taunting stance	Taunt	Taunt one opponent within line of sight as free action

Table 7-13: Guardian Talents

Talent	Prerequisite	Benefit
Battle cry	Call to arms	Allies within 30 ft. gain temporary health
Battle orders	Call to arms	Allies within 30 ft. gain -1 bonus to weapon delay
Circling guard	Tactical counter	Parry attacks on all allies within reach
Greater damage reduction	Improved damage reduction	Gain damage reduction 1/-
Superior damage reduction	Greater damage reduction	Gain damage reduction 1/-
Warrior's toughness	Superior damage reduction	Gain damage reduction 1/-
Greater smash	Improved smash	+3 damage on all melee attacks
Guardian aura	Taunt	Automatically taunt all foes within reach
Guardian sight	—	Gain Will save to pinpoint invisible foes
Guardian's bulwark	Tactical counter	Defend one ally as free action
Improved uncanny dodge	Uncanny dodge	Can't be flanked; bonus vs. traps
Pillar of defense	Defend	All allies within reach gain character's defense bonus
Protect	Defend	Take all of one ally's damage for 1 round
Protective guardian	Protect	Take all of fallen ally's damage
Shield mastery	—	Shield bonus to defense increases by +1 when using shield
Sound the retreat	Call to arms	Allies gain benefit of Parry feat
Superior dual wield	Greater dual wield	Gain additional off-hand attacks




Table 7-14: Monk Talents

Talent	Prerequisite	Benefit
Feign death	Tremendous effort	Enter comatose state resembling death
Flurry	Martial focus	Gain -1 bonus to unarmed delay for short time
Greater damage reduction	Improved damage reduction	Gain damage reduction 1/-
Greater dual wield	Improved dual wield	Gain additional off-hand attacks
Iron skin	Improved harm resistance	Gain harm resistance (5) vs. all damage types
Mighty charge	—	+2 bonus to attack roll on charge
Dragon stance	Mighty charge	Bonus to attack and damage rolls after moving
Flying kick	Mighty charge	Make single, devastating kick attack on charge action
Mystic strike	—	Unarmed attack penetrates damage reduction as magic weapon
Meteoric strike	Mystic strike	Unarmed attack penetrates damage reduction as adamantite weapon
Natural mending	—	Gain minor supernatural self-healing ability
Mend	Natural mending	Increased self-healing ability, or minor heal for another
Purifying touch	Natural mending	Target gains extra save vs. poison or disease
Riposte	Sacrifice	Free attacks vs. foes who miss in melee
Spin kick	—	Gain additional unarmed attack
Circle kick	Foot sweep	Extra spin kick attack on a second foe
Foot sweep	Spin kick	Gain additional unarmed attack that can trip foes
Tail rake	Iksar or ratonga, spin kick	Gain additional unarmed attack that can trip foes
Supreme effort	Tremendous effort	+6 bonus to Strength-based or Strength check
Tactical counter	Defend	Parry attack on ally within reach
Taunting stance	Taunt	Taunt one opponent within line of sight as free action

Table 7-15: Ranger Talents

Talent	Prerequisite	Benefit
Call to arms	—	Allies within 30 ft. gain +1 to attack rolls
Disarming shot	Sharp-shooter	Make ranged disarm attacks
Greater dual wield	Improved dual wield	Gain additional off-hand attacks
Healing touch	—	Cure additional health with Heal check
Hidden fire	Backstab	Bonus to remain hidden with sneak attack
Leg shot	Sharp-shooter	Ranged attack reduces target's speed
Nature's stride	—	Move normal speed through rough or overgrown terrain
Rapid fire	Quick fire	Reduce delay of ranged attacks by 2
True shot	Rapid fire	Gain attack bonus and new options with ranged weapon
Sundering shot	Sharp-shooter	Make ranged sunder attacks
Taunt	—	Make level check to draw opponent's attention
Trackless step	—	Move without leaving discernible trail



Table 7-16: Swashbuckler Talents

Talent	Prerequisite	Benefit
Acrobatic	—	Gain bonus to Agility and Jump checks
Acrobatic charge	Acrobatic	Charge even over obstructions or around corners
Bravery	—	+4 morale bonus against fear effects
Call to arms	—	Allies within 30 ft. gain +1 to attack rolls
Rallying cry	Call to arms	Allies within 30 ft. gain +1 to defense rolls
Charm	—	Gain bonus on Charisma-based checks with chosen gender
Diehard	—	Character is very hard to knock out of action
Flamboyant approach	Roguish cunning	+3d4 damage with light weapon, but automatically taunt foes
Greater dual wield	Improved dual wield	Gain additional off-hand attacks
Superior dual wield	Greater dual wield	Gain additional off-hand attacks
Master of disguise	—	Gain competence bonus on Disguise checks
Mighty charge	—	+2 bonus to attack roll on charge
Sea legs	—	Function well on shifting, shaky, or uneven ground
Sure feet	Sea legs	Function normally on shifting, shaky, or uneven ground
Self-preservation	—	Gain competence bonus when fighting defensively
Rotating blades	Self-preservation	Gain free attacks when fighting defensively
Silver-tongued	—	Bonus on Persuade (bargaining) and Perform (oratory) checks
Swashbuckler's sense	Streetwise	Gain bonus to Reflex saves against urban foes
Swinging attack	—	Use ropes or similar contrivances to move and attack
Taunt	—	Make level check to draw opponent's attention
Willful spirit	Slippery mind	Gain +10 bonus on slippery mind saves



Non-Heroic Profession Talents

Table 7-17: Aristocrat Talents

Talent	Prerequisite	Benefit
Alcohol tolerance	—	Bonus on Fortitude saves vs. inebriation
Bravery	—	+4 morale bonus against fear effects
Call to arms	—	Allies within 30 ft. gain +1 to attack rolls
Rallying cry	Call to arms	Allies within 30 ft. gain +1 to defense rolls
Evade	—	Make Persuade check to <i>dazzle</i> foe with words
Fast-talker	—	Use Intelligence bonus for Bluff and Persuade checks
Favor	—	Use contacts to gain some benefit
Gauge foe	—	Make Intelligence check to determine level/HD of observed creature
Inspire	—	Charisma check to grant bonuses to allies
Linguist	4 ranks in at least 3 languages	Make Intelligence check to decipher language
Medic	—	Bonus on Heal checks and increased heal potential
Planner	—	Make Intelligence check to grant bonus to allies
Skill focus	—	+3 bonus to any one skill
Taunt	—	Make level check to draw opponent's attention

Table 7-18: Artisan Talents

Talent	Prerequisite	Benefit
Alcohol tolerance	—	Bonus on Fortitude saves vs. inebriation
Cool nerves	—	May take 10 on a number of skills equal to 3 + Int modifier
Empathy	—	Bonus on Handle Animal, Persuade, and Sense Motive checks
Healing touch	—	Cure additional health with Heal check
Intuition	—	Wisdom check to gain insight regarding current circumstances
Linguist	4 ranks in at least 3 languages	Make Intelligence check to decipher language
Planner	—	Make Intelligence check to grant bonus to allies
Shattering blow	—	Ignore 2 points of hardness
Skill focus	—	+3 bonus to any one skill
Trapseeker	—	Make Search checks to find well-concealed traps
Trapmaster	Trapseeker	Bonus on Engineer Device checks; craft deadlier traps

Table 7-19: Commoner Talents

Talent	Prerequisite	Benefit
Alcohol tolerance	—	Bonus on Fortitude saves vs. inebriation
Alertness	—	Add Intelligence bonus to Perceive checks to avoid being surprised
Grand effort	—	+2 bonus to Strength-based or Strength check
Tremendous effort	Grand effort	+4 bonus to Strength-based or Strength check
Intuition	—	Wisdom check to gain insight regarding current circumstances
Load-bearer	—	+2 Strength for purpose of carrying capacity
Improved load-bearer	Load-bearer	+4 Strength for purpose of carrying capacity
Luck of faith	—	+1 bonus to all saving throws
Skill focus	—	+3 bonus to any one skill
Smash	—	+1 bonus on all melee damage rolls

Talent Descriptions

This section gives full descriptions of all the profession talents available to characters in the *EQ II Role-Playing Game*, listed in alphabetical order.

If there is no Prerequisites entry for a talent, then it has no prerequisites. Unless otherwise noted, a talent can be gained only once.

Metamagic Talents

Metamagic talents are a special type of talent that allow a spellcaster to alter a spell in some way, generally enhancing some part of its effect. Doing so usually results in an increased power point cost, which must be paid each time the specially prepared spell is cast. Metamagic talents are denoted in their description by a parenthetical “metamagic” descriptor beside the talent’s name.

A spellcaster must apply the metamagic effect to the spell when he prepares it, and this effect remains attached to the spell until the caster takes the time to prepare a new spell in that slot (although it is possible to prepare different versions of the same spell in different slots, for instance once with a metamagic effect and one without).

A spell may be prepared with multiple metamagic effects — even multiple applications of the same talent — *but they must all be applied, and their full power point cost paid, each time the spell is cast as prepared*. Thus, for example, a spell can be prepared with the extend spell talent, extended 4 times (i.e., lasting 3 times the normal duration), for a total power cost modifier of +200% (i.e., 3 times the base cost).

A “metamagicked” spell operates at its original order and caster level (except as modified by the talent applied), even though it costs more power to cast. Saving throw modifiers for the spell are not changed (unless stated otherwise in the talent description). The modifications made by these talents apply only to spells cast directly by the talent user: That is, a

spellcaster can’t use a metamagic talent to alter a spell he casts using a wand, scroll, or other magic item or device.

Effects that reduce power point cost (such as an item with a cost reduction focus effect) are always applied after the cost has been increased by any metamagic talents applied to the spell.

A spellcaster must decide whether to enhance a spell with a metamagic talent when he prepares the spell, not when he casts it.

Language-Dependent Talents

Talents involving speech or writing are effective only if used upon a creature that can understand the character. Such talents usually require a Language check (see Language in Chapter 8: Skills) to be made by one or more parties if those affected by them are not fluent in the speaker’s language.

Acrobatic

Benefit: The character gains a bonus equal to her Strength modifier on all Agility checks and a bonus equal to her Dexterity modifier on all Jump checks.

Acrobatic Charge

Prerequisite: Acrobatic

Benefit: The character can make a charge attack even over terrain or surfaces that normally prevent charge attacks. She can also charge without moving in a straight line, so that she may turn corners or move around obstacles while charging. Finally, she may incorporate any amount of jumping, balancing, or even climbing during her charge (although the GM may require her to make Jump, Agility, or Climb checks as part of her movement, as appropriate).

Alcohol Tolerance

Benefit: The character gains a bonus equal to 1/2 his character level on all Fortitude saves made against the effects of alcohol consumption. (See the “Inebriation” sidebar.)

Alertness

Benefit: The character may add her Intelligence modifier to all Perceive checks (in addition to the usual Wisdom modifier).

Ambush

Prerequisite: Improved backstab

Benefit: As backstab, except the damage increases to +5d6 from hiding, or +3d6 when flanking.

Armored Casting

Benefit: The character can cast spells while wearing armor and/or using a shield without suffering any spell failure chance.

Artful Strike

Benefit: Whenever the character makes a successful attack roll when using a light weapon, she deals an additional +1d4 points of damage. When making an artful strike, a character cannot attack with a weapon in her off-hand or use a shield. Artful strike works only against living creatures with discern-

Inebriation

One of the mainstays of the *EverQuest* universe is the ability of the characters to benefit in the short term from strong drink. Inebriation is at best a mixed blessing — robust characters can hold their drinks effectively, minimizing their harmful effects, but those with lesser fortitude are merely addled, becoming progressively more useless as they drink.

In game terms, a character can consume a number of alcoholic beverages equal to his Constitution modifier, per hour, with no ill effects. For every drink beyond that amount within the same hour, he must make a Fortitude save, its DC determined by the relative potency of the drink consumed.

Alcohol Type	Fortitude DC
Ale/Mead	12
Brandy	14
Rum	15
Vodka	16
Wine	13

Each failed Fortitude save indicates that the character suffers a -1 penalty on all rolls or checks that use Dexterity, Intelligence, or Wisdom as their key ability modifier. However, the character also gains a $+1$ metabolic bonus on all melee damage rolls, on Fortitude saves and Constitution checks (except against subsequent alcohol consumption), and on all Strength-based skill or ability checks.

Note that the penalties associated with inebriation stack, being untyped, although the bonuses have a type (metabolic), and thus do not stack.

A character who succeeds at a Fortitude save against alcohol consumption gains all of the bonuses but none of the penalties described above. Whether good or ill, the effects of each drink last for a number of minutes equal to $20 -$ the character's Constitution modifier before that individual drink's effects end and no longer contribute to any cumulative penalty or metabolic bonus from inebriation.

The effects of consistent long-term alcohol consumption are best left to each GM to determine for his or her game, but may well include addiction and various game-related penalties.

ible anatomies — creatures immune to critical hits are not vulnerable to artful strikes, and any item or ability that protects a creature from critical hits also protects it equally from an artful strike.

Assassin's Grace

Prerequisite: Favored enemy

Benefit: Whenever the character is fighting a favored enemy, he gains a dodge bonus to defense equal to his Intelligence modifier. A character in medium or heavy armor

or suffering moderate or heavy encumbrance does not gain this benefit.

Assassin's Guile

Prerequisite: Find weakness

Benefit: Whenever the character gains a bonus against an opponent as a result of the find weakness talent, that bonus also applies to damage rolls against the same foe.

Avoidance

Benefit: Any time the character makes a Reflex saving throw against an attack or effect that normally allows a Reflex save for half damage, she instead takes no damage. This talent cannot be used if the character is wearing medium or heavy armor or carrying a shield that imposes an encumbrance penalty.

Backstab

Prerequisite: Improved sneak attack

Benefit: As sneak attack, except the damage increases to $+3d6$. In addition, the character deals $+1d6$ points of damage with each successful melee attack against an opponent she is currently flanking. (See Flanking in Chapter 12: Combat.) This flanking damage does not stack with the sneak attack damage from surprise; that is, if a scout with the backstab talent is both flanking a foe and attacking the same foe from surprise, the backstab damage is $+3d6$, not $+4d6$.

Battle Cry

Prerequisite: Call to arms

Benefit: Using this talent requires an attack action. All allies within 20 feet of the character gain 1 temporary point of health per warrior level of the character shouting the battle cry. This health bonus lasts a number of rounds equal to the warrior's Charisma modifier (minimum 1 round). Health gained from a battle cry overlaps but does not stack with that from other uses of this talent, even if the second cry came from another character.

Each use of battle cry counts as a daily use of the call to arms talent. This talent is *not* a language-dependent ability.

Battle Orders

Prerequisite: Call to arms

Benefit: Using this talent requires an attack action. All allies within 30 feet of the character have their weapon delay reduced by 1 for a number of rounds equal to the character's Charisma modifier (minimum 1 round).

Each use of battle orders counts as a daily use of the call to arms talent. This talent is a language-dependent ability.

Berserk

Prerequisite: Diehard

Benefit: As a free action, the character can fly into a berserk rage a number of times per day equal to one-third his warrior level (minimum 1/day), but never more than once per encounter. While berserk, a warrior temporarily gains a $+4$ bonus to Strength, a $+4$ bonus to Constitution, and a $+2$

morale bonus on Will saves, but he suffers a -2 penalty to defense. The extra health gained from his increased Constitution score goes away at the end of the berserk, when his Constitution score drops back to normal. (This extra health is not lost first, the way temporary health is.)

While berserk, a warrior cannot use any Dexterity-, Intelligence-, or Charisma-based skills except for Agility, Bluff (which can be used only to intimidate), and Handle Animal (which can be used only for riding); he cannot use the Channeling skill or any ability that requires patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger, or spell completion to function (see Activating Magic Items in **EQ II Spell Guide**). He *can* use any feat except Parry; any talent except those of the intervene line; and any combat option or maneuver except fighting defensively.

A berserk rage lasts for a number of rounds equal to $3 +$ the warrior's (improved) Constitution modifier. A warrior may prematurely end his berserk at will. Regardless, once the berserk period ends he becomes *fatigued* for the remainder of the current encounter (unless he has the tireless talent).

Berserker's Endurance

Prerequisite: Berserk

Benefit: The berserker does not die until he reaches a negative health total equal to twice his Constitution score. For example, a character with a 15 Constitution normally dies upon reaching -15 health; a berserker with this talent does not die until reaching -30 health. If the same berserker were currently in a berserk rage (thus temporarily increasing his Constitution to 19), he would not die until reaching -38 health.

Berserker's Will

Prerequisite: Berserker's endurance

Benefit: The berserker may ignore the *staggered* and *disabled* conditions. In conjunction with the diehard and berserker's endurance talents, this ability effectively grants the berserker the ability to function normally right up to the point at which he dies from excessive damage (i.e., at a negative health total equal to twice his Constitution score due to the berserker's endurance talent).



Bravery

Benefit: The character gains a +4 morale bonus on all saves or checks against fear.

Bruising Guard

Prerequisite: Improved smash

Benefit: Whenever an opponent attacks her in melee, the character may take a –4 penalty to defense as a free reaction. If she does so and the opponent's attack hits, he deals only half damage (as always, round down); further, the character also rolls damage as if she had hit with an unarmed attack and deals half of the result to her opponent and the remainder to herself. (If the character's damage result is an odd number, round down to determine the damage to the opponent, and the character takes the full remainder.) Damage reduction applies normally in each case. If the opponent's attack misses, no damage is dealt.

For example, Benita is a bruiser with the bruising guard talent. When Gourdash the warrior attacks her, she opts to use her bruising guard, taking a –4 penalty to her defense, and Gourdash hits successfully for 2d6+8 points of damage (he gets a result of 17). Because of the bruising guard, though, this damage is halved, so Gourdash deals only 8 points of damage to Benita. Now Benita also rolls damage, for a result of 13 points — so she deals 6 points to Gourdash and 7 points to herself.

Finally, Benita applies her DR 3/– to both damage totals she took this round, reducing Gourdash's 8 points to just 5 and her own 7 (from the bruising guard) points to 4, for a total of 9 points of damage. (If Gourdash has DR, he can also apply it to the 6 points of damage from Benita's bruising guard.)

Burst of Speed

Benefit: As a full-round action, the character may move up to 6x her current speed (instead of 4x) as part of a run action. Burst of speed can be used for a number of rounds each day equal to the character's Constitution modifier (minimum 1 round). This talent cannot be used if the character is wearing heavy armor or is heavily encumbered.

Special: If she also has the Run feat, the character may move 7x her current speed when she uses this talent.

Call to Arms

Benefit: Using this talent requires an attack action. All allies within 30 feet of the character gain a +1 morale bonus to attack rolls for a number of rounds equal to the character's Charisma modifier (minimum 1 round).

Call to arms may be used a number of times per day equal to 1 + one-third the character's fighter levels. (For this purpose, treat any advanced class levels as fighter levels.)

This talent is a language-dependent ability.

Caltrop Trick

Prerequisite: Ambush

Benefit: Using this talent requires a full-attack action. The assassin may make a ranged attack roll with a caltrop against every opponent within 10 feet. To be targeted by this attack,

a creature must be unaware of the assassin's location (whether through invisibility, a successful Sneak check, etc.). If an attack roll succeeds against any opponent, that creature is affected as if it had stepped on a caltrop (see Chapter 10: Equipment).

The assassin must have a bag of caltrops on his person to use this talent (the bag is used up with the caltrop trick attack).

Camouflage

Benefit: Using this talent requires a readied action (see Readying Actions in Chapter 12: Combat), the trigger for which is a Sneak check made by a specified ally within 5 feet of the character. As the ally sneaks, the character stays within 5 feet of him, assisting him in staying hidden and silent (this is a unique circumstance under which two characters may move at precisely the same time).

For the remainder of the round and for as long as both the character and her ally do nothing but sneak along each round and take no other actions, the ally gains a bonus equal to the assisting character's base Reflex save bonus on all Sneak checks. The character makes Sneak checks as normal, but if the ally fails his Sneak check during any round, the character suffers a penalty equal to the bonus she granted the ally against any opponents who noticed the ally that round.

For example, if Anya (Sct 5/Rog 3, base Ref save bonus +5) uses this ability to assist an ally, that ally gains a +5 bonus on all Sneak checks. If the ally fails an opposed Sneak check against any opponent while this talent is in effect, then Anya's Sneak check result suffers a –5 penalty that round against that opponent.

See the Sneak skill in Chapter 8 for more details on sneaking.

Celestial Healer

Benefit: The character can cast any spell with the healing descriptor for 10% fewer power points.

Charm

Benefit: The character's player chooses one gender (either male or female). Whenever the character makes a Charisma-based check to influence any humanoid of the chosen gender, she receives a competence bonus equal to her rogue level.

Charm can't be used against humanoids that are already unfriendly or hostile.

Special: The character can gain this talent more than once. Each time, it applies to a new gender. (Hence, in practice, it can be taken only twice.)

Circle Kick

Prerequisite: Spin kick

Benefit: Whenever the character makes a successful spin kick attack as part of a full-attack action, she may make another spin kick attack (using the same modifiers) against any other opponent currently within her reach.

This talent may not be used in conjunction with the foot sweep or tail rake talents.

Circling Guard

Prerequisite: Tactical counter

Benefit: The character may use the tactical counter talent any number of times per round. Each use of tactical counter still counts as a daily use of the intervene talent.

Cool Nerves

Benefit: The character's player chooses a number of skills equal to 3 + the character's Intelligence modifier. (The character must have at least 1 rank in a skill to choose it.) From now on, when making a check with one of these skills, she can take 10 even if distracted or in danger (see Checks Without Rolls in Chapter 8: Skills).

Crippling Blow

Prerequisite: Greater smash

Benefit: If the character hits with a melee attack, he may forgo his +3 bonus to damage from the greater smash talent and instead cause the target to suffer a -1 penalty to defense (to a maximum of -4 with multiple crippling blows) and a +1 penalty to weapon delay (to a maximum of delay 7).

The effects of a crippling blow can be negated by any application of healing magic or with a successful DC 15 Heal (treat injury) check, but in the case of multiple crippling blows, each blow must be treated individually.

Crippling Strike

Prerequisite: Improved sneak attack

Benefit: If the character hits successfully with a sneak attack (or any other talent of the sneak attack line), he may forgo +1d6 of his sneak attack damage and instead cause the target to suffer a -1 penalty to attack and damage rolls (to a maximum of -4 with multiple crippling strikes).

The effects of a crippling strike can be negated by any application of healing magic or with a successful DC 15 Heal (treat injury) check, but in the case of multiple crippling strikes, each strike must be treated individually.

Damage Reduction

Benefit: The character gains DR 1/-. (See Damage Reduction in Chapter 12: Combat for details concerning the stacking of damage reduction types.)

Defend

Prerequisite: Intervene

Benefit: Using this talent requires a move action. The character may choose any ally within his natural reach. Until the character's next turn, the chosen ally may use the character's current defense bonus as if it were her own. However, during this time, because the defending character is focused on protecting someone else, his own defense bonus is reduced by half (but note that he is not considered *flat-footed*).

Using defend counts as a daily use of the intervene talent.



Defensive Roll

Prerequisite: Improved uncanny dodge

Benefit: The character can roll with the blow whenever any successful attack with a weapon (ranged or melee, natural or manufactured) would reduce her health to 0 or less: The character makes a Reflex save against a DC equal to the damage that would be dealt by the blow. If she succeeds, she takes only half damage from that attack. The character must be able to react to the attack to execute a defensive roll — if she is immobilized, for instance, she can't use this talent.

This talent can be used a number of times per day equal to the character's Dexterity modifier (minimum 1/day).

Special: Since a weapon attack would not normally allow the character to make a Reflex save for half damage, the avoidance talent doesn't apply to any use of a defensive roll.

Devil's Own Luck

Benefit: Using this talent is a free reaction. A number of times per day equal to the character's Charisma modifier (minimum 1/day), he can apply a luck bonus equal to 1 + 1/2 his brigand level to any defense roll, saving throw, or skill check. The use of this ability must be declared *before* the roll to be affected is made.

Diehard

Benefit: The character automatically becomes *stabilized* as soon as she would otherwise be *dying*. (She need not make a Constitution check to stabilize.) Further, she may always choose to act as if she were *disabled* when she becomes stabilized. The decision to act as if disabled must be made as soon as the character is stabilized (even if it isn't actually her turn). If she does not choose to act as if she were disabled, she immediately falls unconscious.

See the Glossary for descriptions of the dying, stabilized, and disabled conditions.

Special: A character reduced to an amount of health equal to her negative Constitution score dies at once.

Dirty Blow

Prerequisite: Dirty tricks

Benefit: This talent must be used as an attack action (it cannot be used with an iterative attack), and the character must declare that he will use this ability before making his melee attack roll. If the dirty blow is successful, it deals only half damage, but the opponent must make a Will save (DC 10 + 1/2 the character's scout level + the character's Dexterity modifier) or suffer a penalty equal to the brigand's current Strength modifier on all attack rolls and to weapon delay. This penalty lasts for 1 full round.

Dirty Tricks

Benefit: Using this talent requires an attack action. The opponent must make a Will save (DC 10 + 1/2 the character's level + the character's Dexterity modifier) or suffer a penalty to defense equal to the scout's current Dexterity modifier. This penalty lasts for 1 full round.

Disappear

Prerequisite: Shadow walker

Benefit: The character can use the Sneak skill without penalty even while being observed, as long as he ends his movement in an area that provides cover or concealment (such as a tree or a patch of shadows).

Disarming Shot

Prerequisite: Sharp-shooter

Benefit: The ranger can make disarm attempts with ranged attacks (see Disarm in Chapter 12: Combat). Projectiles such as arrows are considered light weapons for this purpose.

Distract

Prerequisite: Goad

Benefit: Using this talent requires an attack action. The opponent must have an Intelligence score of 3 or higher to be susceptible, and must also be within 30 feet of the character and able to see and hear her clearly. As well, there must be a "third party" within 30 feet of both the character and the target — this third party must be a creature or character that the target might normally consider an enemy.

To use distract, the character must make a Persuade check opposed to the target's Will saving throw. If the check is successful, the target acts as if it were taunted by the third party (see the taunt talent elsewhere in this chapter).

Distract is a mind-influencing, language-dependent ability.

Divine Capacity

Benefit: The priest gains one additional spell preparation slot, allowing her to have one more spell prepared at any time.

Special: This talent may be taken more than once; however, no divine spellcaster can have a number of preparation slots greater than 8 + her Wisdom modifier (minimum 8).

Dragon Stance

Prerequisite: Mighty charge

Benefit: The character gains a +1 bonus to his attack roll and +2 to his damage roll whenever he attacks after having moved in the same round. (A 5-foot step does not count as moving for this purpose.) This benefit stacks with that from the mighty charge talent if the character's movement is part of a charge.

Dual Wield

Benefit: The character may wield a 1-handed (or light) melee weapon in each hand. He must declare one weapon to be his primary weapon and the other his off-hand weapon.

When taking either an attack or full-attack action, the character gains one additional attack with his off-hand weapon. (This is the unique circumstance under which a character may make more than one attack during an attack action.) The bonus for this attack is calculated normally using the character's BAB and all other appropriate modifiers, independent of the primary weapon, but the off-hand attack suffers a flat -5 penalty.

Off-hand weapon attacks deal normal damage for the weapon plus 1/2 the character's Strength modifier.

Special: A character may take only one additional off-hand attack per round using this talent, even if he gains extra attack actions from a haste effect or some other source.

Normal: A character may not attack with two weapons in the same round.

Empathy

Benefit: The character gains a bonus equal to her Wisdom modifier on all Handle Animal and Persuade checks. She also gains a bonus equal to her Charisma modifier on all Sense Motive checks.

Enlarge Spell (Metamagic)

Benefit: An enlarged spell has its range doubled but costs 50% more power than normal to cast; thus, an enlarged casting of a spell that normally costs 6 power points instead costs 9. Spells that have no range or whose ranges are not defined by distance are not altered by this talent.

Evade

Benefit: Using this talent requires an attack action. The opponent must have an Intelligence score of 3 or higher to be susceptible; he must also be within 30 feet of the character and able to see and hear the character clearly (generally, if a Perceive check is required, the target cannot see the character clearly).

To use evade, the character must make a Persuade check opposed to the target's Will saving throw. If the check is successful, the target is *dazzled* for a number of rounds equal to the character's Charisma modifier (minimum 1 round).

Evade is a mind-influencing, language-dependent ability.



Expand Spell

Benefit: An expanded spell whose area or effect is not determined by its range has one dimension of its area increased by 50%. The expanded spell costs 100% more power than normal to cast, so an expanded casting of a spell that normally costs 20 power points instead costs 40.

Extend Spell (Metamagic)

Benefit: An extended spell has its duration increased by 50%. Spells with a duration of concentration, instantaneous, or permanent are not affected by this talent. The extended spell costs 50% more power than normal to cast, so an extended casting of a spell that normally costs 50 power points instead costs 75.

Eye Gouge

Prerequisite: Dirty tricks

Benefit: The character may make any attack (whether an attack action or part of a full-attack action) into an eye gouge. He must declare that he will use this ability before rolling his attack, and suffers a -4 penalty on the eye gouge attack roll. If the attack is successful, it deals normal damage and the opponent must make a Fortitude save (DC 10 + the character's bruiser level + the bruiser's Strength modifier) or suffer a penalty to all attack rolls equal to the brigand's current Wisdom modifier. This penalty lasts for 1 full round.

Fast Climber

Benefit: The character may make Climb checks to climb at full speed without suffering the usual -5 penalty, and need only make one Climb check for the round when doing so as a full-move action. Further, by taking a -5 penalty to his Climb check as part of a full-move action, the character can climb with the aid of ropes or similar assistance at three times his base speed.

Fast-Talker

Benefit: The character may use his Intelligence modifier rather than Charisma for all Bluff and Persuade checks.

Favor

Benefit: The character can scrounge up aid or gain important information without going through the time and trouble normally associated with the task at hand. This talent can also be used to acquire the loan of equipment or materials, or to receive other assistance in the course of an adventure.

To use this talent, the character makes a "favor check" (a character level check, modified by her Charisma bonus, if any). The GM sets the DC, with a DC of 10 for a simple, easily granted favor and as high as 30 or more for dangerous, illicit, costly, or illegal favors. The character can't take 10 or 20 on this check, nor can she retry a favor check for the same result.

This talent can be used a number of times each week equal to the aristocrat's Charisma modifier (minimum 1/week).

Special: Favors should help to advance the plot of an adventure — for instance, a favor that would enable a PC to avoid an adventure altogether (or an important part of an

adventure) should always be unavailable. The GM should carefully monitor a PC's use of favors to ensure that this ability doesn't get abused; a favor should never replace good role-playing or accomplish something that is covered by the use of other skills. The GM may disallow any favor deemed to be disruptive to the game and/or the enjoyment of the group.

Favored Enemy

Benefit: The player chooses one type of creature from among those on the chart below. His character deals an additional +1d6 damage and gains a +2 bonus on all Bluff, Perceive, Sense Motive, and Survival checks when affecting or opposing creatures of this type.

Creature Type (Subtype)
Aberration
Animal
Construct
Dragon
Elemental
Fae
Humanoid (aquatic)
Humanoid (big folk)
Humanoid (elf)
Humanoid (goblin/orc)
Humanoid (human)
Humanoid (wee folk)
Magical beast
Monstrous humanoid (aberrant)
Monstrous humanoid (aquatic)
Monstrous humanoid (mammalian)
Monstrous humanoid (reptilian)
Ooze
Outsider (chaotic)
Outsider (elemental)*
Outsider (evil)
Outsider (good)
Outsider (lawful)
Plant
Undead
Vermin

* This category includes any outsider that has an elemental subtype (air, earth, fire, or water).

If the character chooses humanoids, monstrous humanoids, or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the list above.

Special: A predator can gain this talent multiple times. Each time, it applies to a new type of creature, or else it increases the damage and skill bonus against an existing favored enemy by +1d6 and +2, respectively.

Favored Terrain

Benefit: The player chooses one type of terrain (and climate) from among those on the list below — for instance, one might choose "forest (warm)" to represent a jungle environment. The character gains a +2 bonus on all Agility, Climb, Perceive, Search, Sneak, Survival, and Swim checks made in

the chosen terrain; on all Handle Animal checks involving animals native to that terrain; and on all Knowledge checks relating to or involving the chosen terrain.

Terrain Type

Aquatic (cold or warm)

Desert (cold or warm)

Forest (cold or warm)

Hill (cold or warm)

Marsh (cold or warm)

Mountain (cold or warm)

Plain (cold or warm)

Subterranean (cold or warm)

Urban (cold or warm)

Regardless of the climate chosen (warm or cold), the character's bonus also applies in temperate climes for the given terrain type.

Special: A character can gain this talent multiple times. Each time, it applies to a new terrain type or increases the bonus for an existing favored terrain by +2.

Fearsome Reputation

Benefit: The character gains a circumstance bonus equal to his brigand level on all Bluff checks (except when feinting) and all Persuade checks (except when begging). This bonus applies only if the character is not currently in disguise and if the person with whom he is interacting might reasonably know of his reputation.

Feign Death

Prerequisite: Tremendous effort

Benefit: Using this talent requires an attack action. The character can slow his bodily processes to a virtual standstill and mask his psychic presence, falling prone and seemingly dead. While in this transcendental state, the character can hear events taking place around him, but he has no sense of sight, taste, touch, or smell. The character need not eat, sleep, drink, or breathe while in this state, but he cannot move.

While in the trance, the character is considered *helpless* (see Glossary), although he is not subject to *coup de grace* attacks (see Attacks Against Helpless Targets in Chapter 12: Combat) since the trance has slowed his vital processes virtually to nil; in fact, the character takes only half damage from any successful weapon attack on his comatose body. He also gains a +4 bonus on all Fortitude saves while feigning death.

Interestingly, while the character is in the feign death state, his very existence becomes difficult for observers to note. Any creature that would normally perceive a character using feign death, including even his own allies, must make a Will save (DC 10 + the character's brawler level + his Wis modifier). If the save is successful, the creature notices the character collapse and may act accordingly, but without good reason to think otherwise is still likely to be convinced that the character is dead upon even the closest observation.

On a failed save, a perceiving creature "loses track" of the character and may not take any actions pertaining to him until the end of the feign death trance. Even if a creature fails the save while fighting with or looking directly at the charac-

ter, it immediately stops perceiving him and subsequently "forgets" about him for the duration of the feigned death.

Creatures that have witnessed the character use this ability at least once before (or, at the GM's discretion, if they have good second-hand information about it) receive a +10 bonus on the Will save to notice the feigned death. A creature that succeeds at the Will save to notice a character feigning death can attempt to point that fact out to a second creature that has failed its save. The second creature may then make another Will saving throw with a +10 bonus each subsequent round.

The character can remain in the feign death state for up to 5 minutes per brawler level. He may choose to end the trance at any time before the duration has elapsed, but coming out of the trance is always a full-round action, during which time creatures can perceive the character normally. The character is not considered *helpless* during this waking round, though he is treated as being *staggered*.

When the feign death ends (either by choice or after the maximum duration has expired), those creatures that previously failed their saving throws to notice the character may make a second Will save with a +5 bonus (DC as above). Success on this save allows a creature to recall the character and any actions he might have taken.

A character may feign death a number of times per day equal to one-quarter his brawler level.

Find Weakness

Prerequisite: Gauge foe

Benefit: Using this talent requires a full-round action, and the character must be able to see and hear the target clearly (generally, if a Perceive check is required, he cannot see the target clearly). The character makes a "find weakness" roll (1d20 + the character's BAB + his Intelligence modifier) opposed by the target's roll (1d20 + the target's BAB + her Wisdom modifier). The character can't take 10 or 20 when making this check.

If the find weakness check is successful, the character gains a competence bonus, as shown on the chart below, to all attack or defense rolls (player's choice) against that opponent for the remainder of the encounter.

Check Succeeds by...	Competence Bonus
0 or less	+0
1–5	+1
6–10	+2
11 or more	+3

Flamboyant Approach

Prerequisite: Roguish cunning

Benefit: Whenever the character makes a successful attack roll using a light weapon, she may deal an additional +3d4 points of damage (this does not stack with the additional damage from artful strike or roguish cunning). If she uses this ability, however, she automatically makes a taunt check (as the taunt talent, but using a character level check rather than a fighter level check) against all opponents within 30 feet. This form of taunt is *not* a language-dependent ability.

Otherwise, this talent is similar to artful strike.



Flurry

Prerequisite: Martial focus

Benefit: Using this talent requires an attack action, and reduces the character's weapon delay by 1 for a number of rounds equal to the his Constitution modifier (minimum 1 round). Flurry may be used a number of times per day equal to the character's brawler level.

Flying Kick

Prerequisite: Mighty charge

Benefit: The character can launch a spectacular flying kick whenever he makes a charge attack. Normal mighty charge modifiers (+4 bonus to attack) apply. The flying kick, if successful, deals damage equal to 10d6 + twice the character's Strength modifier. Further, the character may also make a bull rush attempt (see Bull Rush in Chapter 12: Combat) against the target as a free action with a +4 circumstance bonus on the bull rush check; this special bull rush does not provoke a free attack from the target.

Focused Strike

Benefit: The character's base unarmed damage doubles (1d4 becomes 2d4, 1d6 becomes 2d6, etc.).

Foot Sweep

Prerequisite: Spin kick

Benefit: The character may make a powerful additional unarmed attack in place of a spin kick. During any full-attack action while using a hand-to-hand weapon or while fighting unarmed, he may deliver an additional foot sweep attack using his highest unarmed attack bonus; unlike the spin kick, there is no attack penalty to the foot sweep or to the character's other attacks made the same round.

The foot sweep deals 1d8 points of damage for a Small character, 1d10 points for Medium, or 1d12 for Large. The foot sweep is also treated as a trip attack (see Trip in Chapter 12: Combat) that does not allow the opponent to make a free trip attempt in response if the trip attempt fails.

A foot sweep cannot be used in the same round as a spin kick.

Gauge Foe

Benefit: Using this talent requires a full-round action, and the character must be able to see and hear the target clearly (generally, if a Perceive check is required, he cannot see the target clearly). The GM makes an Intelligence check (DC = the target's total HD) on behalf of the character. If this check succeeds, the GM tells the character's player the total number of HD possessed by the target creature.

Goad

Prerequisite: Evade

Benefit: Using this talent requires an attack action. The opponent must have an Intelligence score of 3 or higher to be susceptible; he must also be within 30 feet of the character and

able to see and hear her clearly (generally, if a Perceive check is required, he cannot see her clearly).

To use goad, the character must make a Persuade check opposed to the target's Will saving throw. If the check is successful, the target is effectively *dazed* for 1 round.

Goad is a mind-influencing, language-dependent ability.

Grand Effort

Benefit: Using this talent requires a full-round action. The effort must be related to either a Strength check or a Strength-based skill check, and the character must decide to use this talent before making the roll. The character gains a +2 bonus on the Strength check.

Greater Damage Reduction

Prerequisite: Improved damage reduction

Benefit: The character gains DR 1/-. See Damage Reduction in Chapter 12: Combat for details concerning the stacking of damage reduction types.

Greater Dual Wield

Prerequisites: Improved dual wield

Benefit: The character can make a third off-hand attack whenever she is fighting with two weapons as part of a full-attack action. This attack suffers a further penalty equal to the off-hand weapon's delay in addition to those penalties applied to the character's second off-hand attack (from the improved dual wield talent).

Thus, for example, a warrior with greater dual wield who is wielding a normal dagger (delay 4) in her off-hand would make primary hand attacks normally, plus three additional off-hand attacks with penalties of -5, -9, and -13 respectively.

This talent does not allow a character to make a second or third off-hand attack during a normal attack action.

Special: If the character uses a 1-handed weapon that is not light in her off-hand, that weapon's delay is increased by 1 for the purpose of determining additional off-hand attacks.

Greater Fury

Prerequisites: Tireless

Benefit: When the berserker enters a berserk rage, his bonuses to Strength and Constitution both increase to +8, and his morale bonus to Will saves increases to +4. The penalty to defense while berserk remains -2.

Greater Shattering Blow

Prerequisite: Improved shattering blow

Benefit: The character may ignore 6 points of hardness when rolling damage against an inanimate object.

Greater Smash

Prerequisite: Improved smash

Benefit: The character gains a +3 bonus on all melee damage rolls. This benefit does not stack with those gained from smash and improved smash.



Guardian Aura

Prerequisite: Taunt

Benefit: At will, the character may use his taunt talent as a free action against each opponent within his natural reach. Doing so does not count toward the guardian's usual maximum number of free actions per round. However, he must make a guardian level check to taunt, rather than a fighter level check, when using this talent. If any opponent succeeds at her Sense Motive check, she is immune to the character's guardian aura for 24 hours (though she can still be taunted normally by him).

Guardian aura is *not* a language-dependent ability.

Guardian Sight

Benefit: Any time an invisible (or similarly hidden) creature approaches to within 30 feet of the guardian, he may automatically make a DC 20 Will save to notice the creature. (See Concealment and also Invisibility in Chapter 12: Combat.) If the save succeeds, the guardian does not gain the ability to actually see the invisible creature, but he may automatically pinpoint its position without having to make any Perceive checks as long as it remains within 30 feet (he still suffers a 50% miss chance when attacking it).

If the creature moves beyond 30 feet and then returns within 1 minute, the guardian need not make a new saving throw to notice it. If more than 1 minute passes before it returns, he must roll again.

Guardian's Bulwark

Prerequisite: Tactical counter

Benefit: If the character is using a light or heavy shield (not a buckler or a tower shield), he may use the defend talent once per round as a free action. This does *not* count as a daily use of the intervene talent.

Hamstring

Prerequisite: Roguish cunning

Benefit: If the character hits successfully with an attack that deals additional damage due to roguish cunning (or any talent of the sneak attack line), she may forgo one die of that additional damage (but no more) and cause the target to suffer a reduction of one-half his base speed. (The effects of multiple hamstring attacks do not stack.)

The speed reduction from a hamstring attack can be negated by any application of magical healing or with a successful DC 15 Heal (treat injury) check.

Harm Resistance

Benefit: The character may select any one harm resistance descriptor (acid, cold, disease, divine, electricity, heat, magic, mental, poison, or sonic). Against attacks or effects with that type, he gains a bonus of resistance (5).

Healing Touch

Benefit: Whenever the character makes a successful Heal check to bind wounds, she restores an additional amount of health equal to her base Will save bonus. Further, she may restore creatures to 80% health using the Heal skill, as opposed to the usual limit of 60%.

Hidden Assault

Prerequisite: Backstab

Benefit: If the character successfully hits an opponent who is unaware of her for sneak attack damage with a melee attack, she may immediately make a Sneak check with a –10 penalty to hide from her opponent as if she had just made a Bluff check. She must still be able to get to a hiding place to use this ability, as explained in the Sneak skill (see Chapter 8: Skills.)

Hidden Fire

Prerequisite: Backstab

Benefit: The character suffers only a –10 penalty (rather than the usual –20) when making a Sneak check to snipe an opponent. (See Sneak in Chapter 8: Skills.)



Hunter's Grace

Benefit: The character suffers no penalty for moving at up to her normal speed while using the Sneak skill, and suffers only a -10 penalty to Sneak while running or charging. (See Sneak in Chapter 8: Skills.) This talent cannot be used by a character wearing medium or heavy armor.

Ignore Pain

Prerequisite: Natural mending

Benefit: Using this talent requires an attack action. The character may heal herself for an amount of health each day equal to twice her Constitution modifier x her brawler level. For example, a Ftr 6/Brw 5/Bru 7 (effectively having 12 brawler levels) with a 15 Constitution (+2 bonus) could mend up to $2 \times 2 \times 12 = 48$ points of damage to herself per day. The character can divide this mending up into several uses, as long as she does not exceed her total mending allowed per day.

Improved Ambush

Prerequisite: Ambush

Benefit: As backstab, except the damage increases to +6d6 from hiding, or +4d6 when flanking.

Improved Avoidance

Prerequisite: Avoidance

Benefit: Even if the character fails her saving throw against an attack or effect that normally deals half damage on a successful Reflex save, she still takes only half damage. (This talent works in coordination with the avoidance talent — if the character makes her save, she takes no damage, and if she fails she takes half.)

This talent cannot be used if the character is currently suffering any encumbrance penalty.

Improved Backstab

Prerequisite: Backstab

Benefit: As backstab, except the damage increases to +4d6 from hiding, or +2d6 when flanking.

Improved Burst of Speed

Prerequisite: Burst of speed

Benefit: When using the burst of speed talent, the character may move up to 8x her current speed (instead of 4x) as part of a run action. This talent cannot be used if the character is wearing heavy armor or is heavily encumbered.

Special: If she also has the Run feat, the character may move 9x her current speed when she uses this talent.

Improved Damage Reduction

Prerequisite: Damage reduction

Benefit: The character gains DR 1/-. See Damage Reduction in Chapter 12: Combat for details concerning the stacking of damage reduction types.

Improved Dual Wield

Prerequisites: Dual wield

Benefit: The character can make an additional off-hand attack whenever he is fighting with two weapons during a full-attack action. This attack suffers a further penalty equal to the off-hand weapon's delay, in addition to the -5 penalty for the character's first off-hand attack (from the dual wield talent).

Thus, for example, a character with improved dual wield and wielding a normal dagger (delay 4) in his off-hand would make primary hand attacks normally, plus two additional off-hand attacks with penalties of -5 and -9 respectively.

This talent does not allow a character to make a second off-hand attack during a normal attack action.

Special: If the character uses a 1-handed weapon that is not light in her off-hand, that weapon's delay is increased by 1 for the purpose of determining additional off-hand attacks.

Improved Fury

Benefit: When the berserker enters a berserk rage, his bonuses to Strength and Constitution both increase to +6, and his morale bonus to Will saves increases to +3. The penalty to defense while berserk remains -2.

Improved Harm Resistance

Prerequisite: Harm resistance

Benefit: The character may select any one harm resistance type for which he already has the harm resistance talent. He gains a bonus of resistance (10) to that resistance type. This bonus stacks with that from the harm resistance talent.

Improved Load-Bearer

Prerequisite: Load-bearer

Benefit: The character gains a +4 bonus to Strength, but only for the purpose of determining the amount he can carry. This bonus does not stack with that gained from the load-bearer talent.

Improved Shattering Blow

Prerequisite: Shattering blow

Benefit: The character may ignore 4 points of hardness when rolling damage against an inanimate object.

Improved Smash

Prerequisite: Smash

Benefit: The character gains a +2 bonus on all melee damage rolls. This benefit does not stack with that gained from smash.

Improved Sneak Attack

Prerequisite: Sneak attack

Benefit: As sneak attack, except the additional damage increases to +2d6.

Improved Uncanny Dodge

Prerequisite: Uncanny dodge

Benefit: The character can no longer be flanked. He also gains a bonus on all defense rolls against attacks made by traps and on Reflex saves against traps; this bonus is equal to one-third the character's level.



Inspire

Benefit: Using this talent requires 1 full round, during which time any ally who wishes to benefit from this talent must take no other action but to pay attention to the character's inspiring rhetoric. At the beginning of the character's next turn, she must make a Perform (oratory) check (DC 10, +2 for each previous use of this talent within the past 24 hours).

If the Perform check succeeds, each ally who listened gains a morale bonus equal to 1/2 the character's Charisma modifier on all saving throws, attack rolls, or damage rolls (inspiring character's choice). This benefit lasts for a number of rounds equal to 1/2 the character's level.

This talent is a language-dependent ability. A character can't inspire herself.

Instinctive Reaction

Benefit: The character gains a bonus on all initiative rolls equal to her Wisdom modifier. (This benefit stacks with that from the Improved Initiative feat.)

Intervene

Benefit: Up to once per round, the character may choose to step in front of a melee or ranged attack (from a weapon or

natural weapon, but not a spell or some other magical attack) that targets an ally, so that he takes the blow upon himself. Whenever any creature within the character's natural reach is targeted by an attack, he may choose to switch places with her as a free action (if counters or miniatures are being used, their positions literally trade places on the table). The attack is then resolved normally as if the intervening character had been its intended target.

Intervene can be used a number of times each day equal to 1 + one-third the character's fighter levels (minimum 1/day).

Intuition

Benefit: The character has an intuitive ability to sense trouble in the air by making a DC 15 Will saving throw. On a successful save, the character gets an accurate hunch regarding her current location or situation (i.e., that everything is alright, or perhaps a "bad feeling", etc., based on the GM's best guess relating to the current circumstances). Under certain circumstances, the GM may alter the DC of the Will save required to gain such a hunch.

Intuition may be used a number of times per day equal to one-third the levels (minimum 1/day).



Iron Skin

Prerequisite: Improved harm resistance

Benefit: The character gains a bonus of harm resistance (5) against all harm types. These bonuses stack with those from the harm resistance and improved harm resistance talents.

Leg Shot

Prerequisite: Sharp-shooter

Benefit: Using this talent requires a full-round action. The character makes a single ranged attack against an opponent; if successful, the attack deals normal damage and also reduces the target's speed by half. (The effects of multiple leg shot attacks do not stack.)

The speed reduction from a leg shot can be negated by any application of magical healing or with a successful DC 15 Heal (treat injury) check.

Linguist

Prerequisite: At least 4 ranks in Language for each of 3 tongues

Benefit: Whenever the character encounters a new language that he does not know, he can make an Intelligence check to determine if he can understand it. The DC for the check depends on the situation, as shown below:

Situation	Check DC
If the language is related to or descended from one already known by the character (e.g. Elder Elvish and Thexian)	15
If the language is unrelated to any already known by the character (e.g. Elvish and Trollic)	20
If the language is unique or ancient (e.g. Combine or Elder Dragon)	25 or more

With this talent, a character can gather enough from a conversation or a document to ascertain its basic meaning, but this does not at all simulate actually being able to converse or read fluently in a given language.

A single check covers roughly 1 minute of speech or one page of writings.

Load-Bearer

Benefit: The character gains a +2 bonus to Strength, but only for the purpose of determining the amount he can carry (see "How Much Can I Carry?" in Chapter 11: Adventuring).

Luck of Faith

Benefit: The character gains a +1 bonus on all saving throws.

Maim

Prerequisite: Improved smash

Benefit: If the character hits with a melee attack, he may forgo any amount of damage bonus gained from the smash talent line and instead cause the target to suffer a competence penalty to defense equal to the amount of damage he relinquished. For example, if the character has the great smash talent, he may forgo 3 points of that bonus damage to inflict

a -3 competence penalty to defense; if he gives up only 1 point of damage, he inflicts only a -1 penalty.

The maim penalty lasts 24 hours, or it can be negated by any application of magical healing or with a successful DC 15 Heal (treat injury) check.

Martial Focus

Benefit: Using this talent requires a full-round action. Thereafter, the character deals an additional +1d8 points of damage with each successful melee attack for a number of rounds equal to his Constitution modifier (minimum 1 round).

Martial focus may be used a number of times per day equal to 1 + one-third the character's brawler level.

Martial Stance

Prerequisite: Martial Focus

Benefit: The character deals an additional +1d4 points of damage with all melee attacks made as part of a full-attack action.

Master of Disguise

Benefit: The character gains a competence bonus equal to 1/2 his rogue level on all Disguise and Perform (acting) checks.

Measured Assault

Prerequisite: Find weakness

Benefit: The character gains a +1 morale bonus to attack rolls against any opponent who was once the target of a successful find weakness check made by the character.

Medic

Benefit: The character gains a bonus on all Heal checks equal to his base Will save bonus. In addition, he may restore creatures to 70% health using the Heal skill, as opposed to the usual limit of 60%.

Mend

Prerequisite: Natural mending

Benefit: Using this talent requires an attack action. The character may heal himself for an amount of health each day equal to twice his Constitution modifier x his brawler level. For example, a Ftr 6/Brw 5/Mnk 7 (effectively having 12 brawler levels) with a 15 Constitution (+2 bonus) could mend up to $2 \times 2 \times 12 = 48$ points of damage to himself per day. The monk can divide this mending up into several uses, as long as he does not exceed his total mending allowed per day.

Alternately, the monk may use mend to heal another character. In this case, the ability can be used only once per day (any curing not used is lost), and requires a full-round action.

For example, if the monk in the previous example cures himself for 23 health, he has 25 points remaining. If he then cures an ally for 16 points, he cannot use mend again for 24 hours, even though he should have 9 points of curing left.

Mend is a supernatural ability.

Meteoric Strike

Prerequisite: Mystic strike

Benefit: The character's unarmed attacks count as adamantite weapons for the purpose of penetrating damage reduction (no actual enhancement bonus on attack or damage is granted). This talent does not grant adamantite's ability to bypass an object's hardness.

This is a supernatural ability.

Mighty Charge

Benefit: The character gains a +2 bonus on attacks made as part of a charge action. This bonus stacks with the usual +2 bonus for charging, bringing the character's total bonus to +4.

Murderous Intent

Prerequisite: Ambush

Benefit: If the character makes an ambush (or improved ambush) attack as a full-round action, he may choose to reroll the result of his bonus ambush (or improved ambush) damage after it has been rolled. This reroll can be used only once per attack.

Mystic Capacity

Benefit: The mage gains one additional spell preparation slot, allowing him to have one more spell prepared at any time.

Special: This talent may be taken more than once; however, no arcane spellcaster can have a number of preparation slots greater than 8 + his Intelligence modifier (minimum 8).

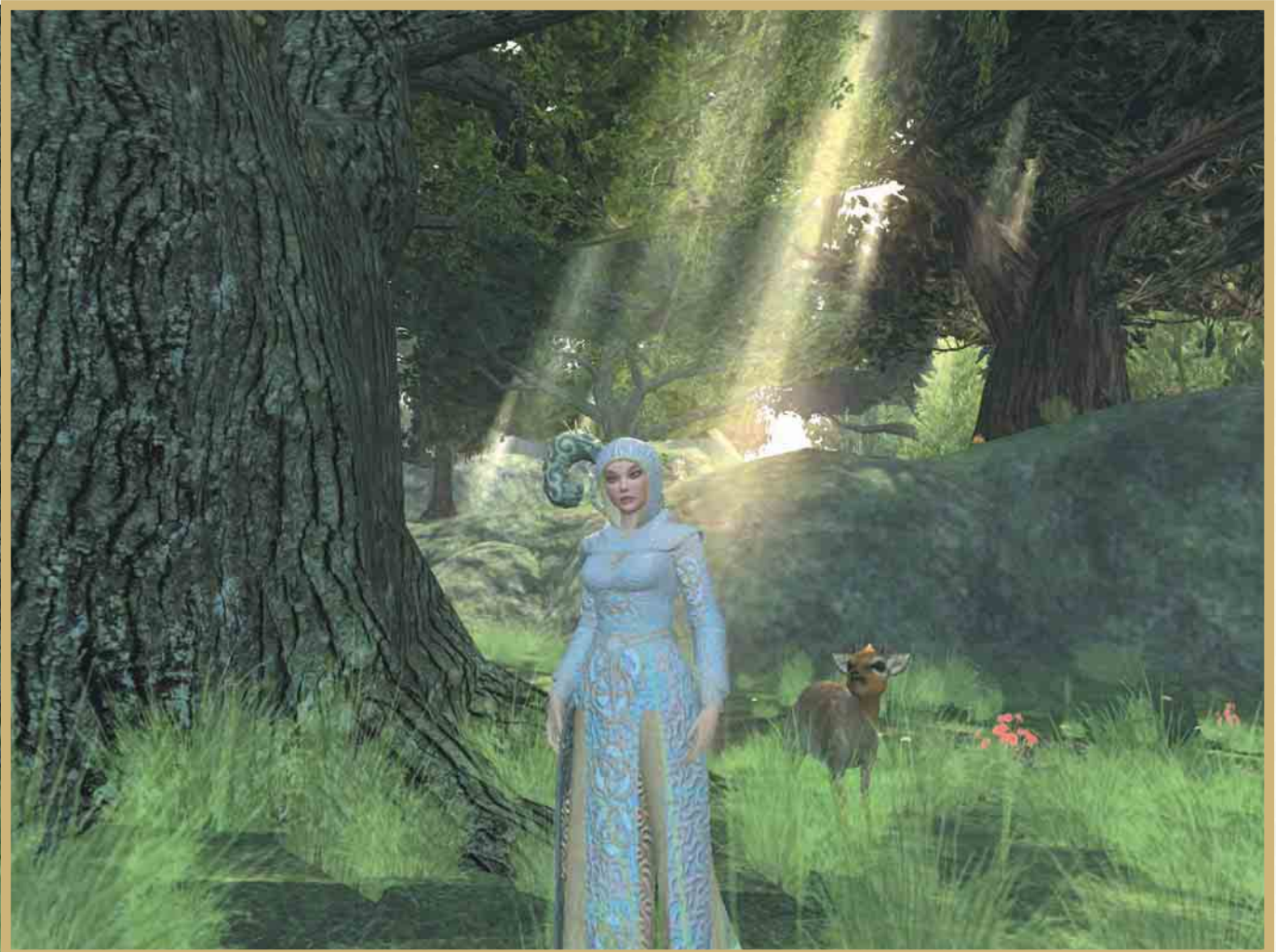
Mystic Strike

Benefit: The character's unarmed attacks count as magic weapons for the purpose of penetrating damage reduction (no actual enhancement bonus on attack or damage is granted). This is a supernatural ability.

Nature's Stride

Benefit: The character may move through overgrown areas and other rough natural terrain at her normal speed without suffering damage or other impairment. Briars and overgrown areas that have been enchanted or magically manipulated to impede motion still affect the character normally.

This talent cannot be used by a character in heavy armor or who is suffering heavy encumbrance.



Natural Archer

Benefit: The character suffers only a –1 penalty for making ranged attacks at each range increment beyond the first (rather than –2 per increment).

Natural Mending

Benefit: Using this talent requires an attack action. The character may heal himself for an amount of health each day equal to his Constitution modifier x his brawler level x 2. For example, a Ftr 5/Brw 3 with a 15 Constitution (+2 bonus) could mend up to $2 \times 3 \times 2 = 12$ points of damage to himself per day. The character can divide this mending up into several uses, as long as he does not exceed his total mending allowed per day.

Nimbleness

Prerequisite: Uncanny dodge

Benefit: The character gains a +1 dodge bonus to defense; alternately, during any round in which he does not make a full-attack action, he instead gains a +2 dodge bonus to defense. The character does not gain either benefit if he currently suffers any encumbrance penalties.

Opportunist

Prerequisite: Avoidance

Benefit: Once per round, the character can make a free attack against any opponent within reach who has just been struck for melee damage by another creature. (See Free Attack in the Glossary.)

Penetrating Shot

Prerequisite: Sharp-shooter

Benefit: The character's ranged attacks may ignore an amount of damage reduction equal to his Wisdom modifier; this benefit applies only to DR granted by an opponent's armor, and cannot exceed half of the armor's total DR value.

For example, if a ranger with a 16 Wisdom (+3 bonus) hits a target wearing studded leather armor (DR 3/–), the armor grants only DR 2/– against this attack (half of 3, rounded down, is 1). If the opponent were wearing half-plate (DR 7/–), the armor grants only DR 4/– against the character's ranged attack.

If the opponent also had DR 3/– as a result of talents from the damage reduction line, or a special quality of DR 5/magic, for instance, this talent would have no effect on those types of reduction.

Perfect Dual Wield

Prerequisites: Superior dual wield

Benefit: As superior dual wield, except the character can make a fifth off-hand attack as part of a full-attack action. Thus, a character with perfect dual wield who wields a normal dagger (delay 4) in his off-hand would make primary hand attacks normally, plus five additional off-hand attacks with penalties of –5, –9, –13, –17, and –21, respectively.

This talent does not allow a character to make a second or third off-hand attack during a normal attack action.

Special: If the character uses a 1-handed weapon that is not light in her off-hand, that weapon's delay is increased by 1 for the purpose of determining additional off-hand attacks.

Pickpocket

Benefit: The character gains a bonus equal to her rogue level on all Sleight of Hand checks made to snatch or pilfer an item from another creature.

Pillar of Defense

Prerequisite: Defend

Benefit: Using this talent requires a full-round action. Until the character's next turn, all allies within his natural reach may use the defending character's full normal defense bonus as if it were their own. During this time, because the character is focused on protecting others, his own defense bonus is halved for the purpose of avoiding attacks directed toward him.

Using pillar of defense counts as *two* daily uses of the intervene talent.

Planner

Benefit: Using this talent requires 1 minute of preparation and some knowledge of a given encounter or event about to occur (GM's discretion); a character can't make an effective plan when surprised or otherwise unprepared for a particular situation. Assuming these luxuries are available, the character makes an Intelligence check. (A character can't take 10 or 20 when making this check.)

The result of the check provides the character and his allies with a circumstance bonus (with a value as shown on the chart below) to all skill checks and attack rolls for a number of rounds equal to the character's Intelligence modifier.

Intelligence Check Result	Circumstance Bonus
9 or less	+0
10–16	+1
17–24	+2
25 or more	+3

Poison Expert

Benefit: The character gains a competence bonus equal to his Dexterity modifier on all Trade Skill (poison making) checks and on Heal checks involving poison.

Poison Master

Prerequisite: Poison expert

Benefit: The character gains a competence bonus equal to her predator level on all Trade Skill (poison making) checks. Further, she never risks accidentally poisoning herself when applying poison to a weapon or the like (normally characters have a 5% chance of poisoning themselves each time they apply poison to a weapon).

See Trade Skill in Chapter 8: Skills and also the Trade Skill section of the EQ II Spell Guide for more information on types of poisons and rules for creating them.

Poisoner's Haste

Prerequisite: Poison master

Benefit: The character may apply a dose of poison, whether smeared onto a weapon, poured into a drink, or applied by some other means, as a free action. (Normally, applying poison is a move action.)

Pounce

Prerequisite: Burst of speed

Benefit: When the character uses the charge attack action, he can still take a full-attack action upon closing with his opponent. (This talent cannot be used with a partial charge.) See Charge in Chapter 12: Combat.

Power Battery

Benefit: The mage can store a portion of his current power in a gem, commonly referred to as a "power battery." This gem must have a gp-value at least equal to 50 x the number of power points to be stored in it. The mage can store a maximum number of power points equal to twice his Intelligence score in a given battery. For example, a mage with a 16 Intelligence could potentially store up to 32 points in a battery using this talent. If the gem he used was worth only 260 gp, however, he could store only 5 power points in it.

The mage must hold the power battery for 1 full hour of meditation to charge it. He may do nothing else during this time. At the end of the hour, the mage makes a caster level check (DC 10 + the number of power points to be stored); if successful, he stores the designated amount of power in the battery, losing a similar amount from his current pool. The battery's charge lasts only for a number of hours equal to twice his Intelligence modifier.

If the caster level check fails, the battery fails to hold a charge and the mage loses from his current pool half of the amount of power he had intended to place into the battery.

At any time, the character may draw power from a charged battery as if from his normal power pool to cast his spells. Drawing power from a power battery is a free action, but only one battery may be used in this way in a given round.

A mage may meditate as usual to replenish any power points spent charging a power battery.

Predator's Grace

Prerequisite: Favored terrain

Benefit: Whenever the character is within her favored terrain, she gains a dodge bonus to defense equal to her Wisdom modifier. A character in heavy armor or suffering heavy encumbrance does not gain this benefit.

Predatory Fury

Benefit: Using this talent requires a full-round action. Thereafter, the character deals an additional +1d4 points of damage on all successful melee attacks for a number of rounds equal to his Wisdom modifier (minimum 1 round).

Predatory fury may be used a number of times per day equal to 1/2 the character's predator levels (minimum 1/day).

Protect

Prerequisite: Defend

Benefit: Using this talent requires a move action. The character chooses one ally within his natural reach: Until his next turn, the character takes all damage that would be dealt to that ally. This ability applies only to targeted damage, not area effects. Therefore, the character could protect an ally from a *fire burst* spell that targeted her, but not from a dragon's breath weapon.

Using protect counts as a daily use of the intervene talent.

Protective Guardian

Prerequisite: Protect

Benefit: Whenever an unconscious or otherwise *helpless* ally within the character's natural reach is attacked, the character may automatically intervene (per the intervene talent). Using protective guardian does *not* count as a daily use of the intervene talent.

Pugilist

Prerequisite: Focused strike

Benefit: The character's unarmed damage increases by one dice increment (2d4 becomes 2d6, 2d8 becomes 2d10, etc.).

Purifying Touch

Prerequisite: Natural mending

Benefit: Using this talent requires a full-round action. By touching any creature (including himself) that has been affected by any disease or poison effect, magical or natural, the character grants the target a new saving throw to overcome the effect. (The target immediately makes another saving throw against the same DC as the initial effect.) If this second save succeeds, any ongoing effects of the disease or poison end immediately, although any damage already taken is not negated or healed.

The character can grant only one additional saving throw to a creature per disease or poison effect. Purifying touch is a supernatural ability that may be used a number of times per day equal to one-third of the character's monk levels (minimum 1/day).

Quest Spell (Metamagic)

Benefit: The spellcaster may designate any spell that normally harms, hampers, or debuffs as a quest spell. Such a spell never harms, affects, or hampers members of the spellcaster's "questing party" (see below), even if they are the targets of the spell or caught within its area or effect.

The spellcaster may designate up to 5 other creatures of any kind or type as being part of his questing party. (A spellcaster is always considered part of his own questing party.) If the caster decides to change the members of his current questing party, it takes only 1 full-round action to do so — he need not prepare the spell anew with the new targets in place.

A quest spell costs 100% more power than normal to cast, so a quested casting of a spell that normally costs 30 power points instead costs 60.

Special: If a caster applies this talent multiple times to the same spell, it affects 6 additional creatures (not 5) for each additional application.

Quick Fire

Benefit: The character may calculate her iterative attacks with any archery weapon as if the weapon had a delay 1 less than its actual value (to a minimum of delay 2). For example, a 12th-level scout (BAB +9) using a longbow (delay 5) would calculate her attacks as if the longbow had a delay of only 4.

Special: The benefit of this talent stacks with that of the Double Attack feat.

Quick Hands

Prerequisite: Pickpocket

Benefit: Once per round, the character may make a Sleight of Hands check to pick pockets as a free action.

Quick Taunt

Prerequisite: Rescue

Benefit: Once per round, the character may use his taunt talent as a free action rather than a move action. Quick taunt cannot be used in combination with any other talent from the taunt line.

Quicken Spell (Metamagic)

Benefit: This talent drastically reduces the casting time of spells: Those that normally require 1 action to cast may be cast as a free action when quickened. The character can perform another action, even casting another spell, in the same round during which he casts a quickened (free action) spell. In any case, however, a character may cast only 1 quickened spell per round.

Spells with a casting time of 1 full round may be prepared with this talent, resulting in a 1-action casting time. A spell whose normal casting time is more than 1 full round cannot be quickened using this talent.

The quickened spell costs 300% more power than normal to cast (i.e., 4x the cost), so a quickened spell that normally costs 40 power points instead costs 160.

Rallying Cry

Prerequisite: Call to arms

Benefit: Using this talent requires an attack action. All allies within 30 feet of the character gain a +1 morale bonus to defense rolls for a number of rounds equal to the character's Charisma modifier (minimum 1 round).

Using rallying cry counts as a daily use of the call to arms talent. This talent is a language-dependent ability.

Rapid Fire

Prerequisite: Quick fire

Benefit: The ranger may calculate her iterative attacks with any archery weapon as if the weapon had a delay of 2 less than its actual value (to a minimum of delay 2). This benefit does not stack with that from the quick fire talent.



Rapid Strike

Prerequisite: Instinctive reaction

Benefit: As part of a full-attack action, the character may make 1 extra attack per round with a light melee weapon (whether primary or secondary). The attack is at the character's highest usual attack bonus for that weapon, but all attacks she makes this round (both the normal ones and the extra one) suffer a -2 penalty.

Reeling Assault

Prerequisite: Sundering blow

Benefit: If the character hits with a melee attack, he may choose to deal only half damage; if he does so, the opponent must make a Fortitude save (DC 10 + 1/2 the character's fighter level + the character's Strength modifier) or be *stunned* for 1 round.

Rescue

Prerequisite: Taunting shout

Benefit: The character gains a bonus equal to his BDB on all fighter level checks made using the taunt talent. If he opts to forgo this bonus, he may use his taunt talent even on creatures normally immune to mind-influencing effects.

Neither of these benefits can be used in conjunction with any other talent of the taunt line.

Riposte

Prerequisite: Opportunist or sacrifice

Benefit: The character may make one free attack at his highest attack bonus against any opponent who attacks and misses him in melee combat. The character must be threatening the space the opponent occupies. The character can make a total number of riposte attacks equal to his Dexterity modifier in a round, but only one riposte can be made against any single opponent during a round.

Roguish Cunning

Prerequisite: Artful strike

Benefit: The extra damage from the character's artful strike talent increases to +2d4. Otherwise, this ability is similar to artful strike.

Rotating Blades

Prerequisite: Self-preservation

Benefit: Whenever the character has given up at least half of her BDB via the fighting defensively option, she may make a free attack against any opponent within her reach who hits her with a melee attack. She may not make a free attack against any single opponent more than once per round as a result of this talent.

For more information, see Fighting Defensively in Chapter 12: Combat and see also Free Attack in the Glossary.

Sacrifice

Prerequisite: Defend

Benefit: The character can use the intervene talent any number of times per round. However, each use of sacrifice still counts as a daily use of the intervene talent.

Safe Fall

Benefit: Whenever the character jumps or falls down a distance, she may make an Agility check to reduce the effective distance fallen. For a controlled jump down, the result of the character's Agility check is doubled, and that value (in feet) is subtracted from the downward distance to determine the amount of damage the character takes (see Falling Damage in Chapter 12: Combat). If the effective distance is reduced to less than 10 feet in this way, the character takes no damage.

A character who falls unexpectedly is still allowed to make an Agility check to reduce the falling damage, but the result of the check is not doubled when determining the amount reduced from the distance fallen.

Special: A character with safe fall always uses this ability in place of the usual Agility check allowed to reduce a fall by 10 feet. (See Agility in Chapter 8: Skills.)

School Focus

Prerequisites: School specialization

Benefit: The character's player chooses one school of magic for which the character has already taken the school specialization talent. Whenever he casts or uses spells, supernatural abilities, or spell-like abilities from that school, the save DC (if any) is increased by 1.

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new school of magic.

School Specialization

Benefit: The character's player chooses any one school of magic (see Using Magic in the **EQ II Spell Guide**). The character gains a bonus equal to his base Will save bonus on

all Channeling and Spellcraft checks made involving spells, supernatural abilities, or spell-like abilities from that school.

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new school of magic.

Sea Legs

Benefit: The character never has to make an Agility check to move half speed through areas of precarious, shifting, or uneven footing, and he doesn't suffer the usual -5 penalty to Agility in order to move full speed across such surfaces.

Self-Preservation

Benefit: Whenever the character uses the fighting defensively option (see Alternate Fighting Strategies in Chapter 12: Combat), she gains a competence bonus to defense equal to 1 + her Intelligence modifier (minimum +1). The competence bonus she gains can never exceed the amount of defense bonus gained from fighting defensively.

For example, if Aleena — a rogue with BAB +9 and a 15 Intelligence (+2 bonus) — fights defensively, giving up 4 points of her attack bonus to gain a +2 bonus to defense, she gains only a +2 competence bonus to defense from her self-preservation talent, since the competence bonus she gains can never exceed the bonus from fighting defensively.

If Aleena also had the Parry feat and gave up the full 9 points of attack for a +9 bonus to defense, she would gain the full +3 competence bonus as well.

Shattering Blow

Benefit: The character may ignore 2 points of hardness when rolling damage against an inanimate object.

Shadow Walker

Benefit: The character suffers no penalty for moving, even when running or charging, while using the Sneak skill. (See Sneak in Chapter 8: Skills.) A character cannot use this talent cannot while wearing medium or heavy armor or while moderately or heavily encumbered.

Sharp-Shooter

Benefit: Targets of the character's ranged attacks gain only half the usual bonus to defense from cover (this benefit applies also against improved cover, soft cover, and reduced cover, but not against total cover). As well, the character never hits creatures that provide cover for his target if he does not wish to; if his attack misses due to friendly cover, the shot simply goes wide.

See Cover in Chapter 12: Combat.

Shield Mastery

Benefit: Whenever the character uses a buckler, a light shield, or a heavy shield, his shield bonus to defense increases by +1. Thus, a character with this talent using a normal heavy steel shield gains a +3 shield bonus to defense, rather than the usual +2.

Special: The character can gain this talent multiple times. Its effects stack.



Silent Spell (Metamagic)

Benefit: The character can eliminate verbal components from spells he casts (i.e., he may cast the spell without the need to speak). Spells that normally have no verbal components are not affected by this talent. The silent spell costs 50% more power than normal to cast, so a silent casting of a spell that normally costs 12 power points instead costs 18.

Silver-Tongued

Benefit: The character gains a bonus equal to $1 + 1/2$ her rogue level on all Persuade checks made for the purpose of bargaining, as well as on all Perform (oratory) checks.

Skill Focus

Benefit: The character's player chooses one skill. The character gains a +3 bonus to all checks with that skill.

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new skill.

Slippery Mind

Benefit: Any time the character is targeted by a mind-influencing spell or effect and fails her saving throw, she may make a second save 1 round later at the same save DC (all modifiers from the first save also apply to this second one). She gets only one extra save per effect.

Smash

Benefit: The character gains a +1 bonus on all melee damage rolls.

Sneak Attack

Benefit: Whenever the character makes a successful attack roll against an opponent who is unaware of her location (such as through a successful Sneak check or by means of *invisibility*), she deals an additional +1d6 points of damage. Ranged attacks may count as sneak attacks, but only if the target is within the weapon's first range increment.

The character must be able to see the target well enough to select a specific part of its anatomy, and her attack must be able to reach the torso or main body of the target; she can't sneak attack an amorphous opponent or one that has cover or concealment, for example, and she can't sneak attack when striking the

limbs or extremities of a target whose head and vulnerable organs are beyond reach, such as in melee when the target is too large. Any creature that is immune to critical hits is also immune to sneak attack damage.

Sneak attack damage is never multiplied on critical hits or through other abilities that multiply damage.

Soldier's Conviction

Prerequisite: Rallying cry

Benefit: Using this talent requires an attack action. All allies within 30 feet of the character gain a morale bonus to defense rolls equal to the character's base Will save bonus. This benefit lasts for a number of rounds equal to the character's Charisma modifier (minimum 1 round).

Using soldier's conviction counts as a daily use of the call to arms talent. This talent is a language-dependent ability.

Soldier's Pace

Prerequisite: Load-bearer

Benefit: Whenever the character's speed is reduced due to armor or encumbrance, he gains a bonus to speed of +10 feet. This bonus can never increase the character's speed to beyond its normal maximum, but functions only to offset the reduction caused by armor or encumbrance.

Sound the Retreat

Prerequisite: Call to arms

Benefit: Using this talent requires an attack action. For a number of rounds equal to the character's Charisma modifier (minimum 1 round), all allies within 30 feet of the character gain the benefit of the Parry feat. Affected allies who already



have the Parry feat gain an additional +1 morale bonus to defense.

Using sound the retreat counts as a daily use of the call to arms talent. This talent is a language-dependent ability.

Spell Mastery

Prerequisite: Any one metamagic talent

Benefit: The character's player chooses one spell her character already knows. The character may now prepare this spell normally, yet apply any metamagic talent he knows to the spell at any time as if it had been prepared with that talent. He must still pay the casting cost for modifying the spell metamagically, as defined by any metamagic talent(s) he uses.

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new spell.

Spell Specialization

Benefit: The character's player chooses one spell her character already knows. The character's recast time for that spell is reduced by half, to a minimum of 1 round, although a spell that already has a recast time of 1 round (or less) instead has its recast time reduced to "instant."

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new spell.

Spin Kick

Benefit: Whenever he uses the full-attack action in melee, the character may deliver a spin kick as an additional unarmed attack using his highest unarmed attack bonus. However, all of his attack rolls that round (including the spin kick) suffer a -2 penalty.

The spin kick deals a base 1d6 points of damage for a Small character, 1d8 points for Medium, or 1d10 for Large.

Stalker's Speed

Benefit: If the character fails a Survival check while attempting to track, he can retry the check after only half the time normally required (30 minutes outdoors, or 5 minutes indoors). Further, the character can track while moving his normal speed without suffering the usual -5 penalty for doing so.

Still Spell (Metamagic)

Benefit: The character can eliminate somatic components from spells he casts (i.e., he may cast the spell without the need to gesture). Spells that normally have no somatic components are not affected by this talent. The still spell costs 50% more power than normal to cast, so a stilled casting of a spell that normally costs 10 power points instead costs 15.

Special: Because this talent eliminates somatic components, it can be used to negate the usual spell failure chance applied for casting spells while wearing armor.

Streetwise

Benefit: The character gains a bonus equal to his Intelligence modifier on all Bluff, Perform, Persuade, and Sense Motive checks.

Stunning Strike

Benefit: The character must declare that he is using this talent before making a melee attack roll. (A failed attack roll still exhausts a daily use of this ability.) If the attack is successful, the opponent must make a Fortitude saving throw (DC 10 + 1/2 the character's level + his Wisdom modifier) or be *stunned* for 1 full round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Stunning strike may be used a number of times per day equal to 1 + 1/2 the character's brawler levels, but never more than once per round.

Subdue

Prerequisite: Dirty tricks

Benefit: This talent must be used as an attack action (it cannot be used with an iterative attack), and the character must declare that he will use this ability before making an unarmed attack roll. If the attack is successful, it deals nonlethal damage (even if the character has the Improved Hand to Hand feat) and the opponent must make a Will save (DC 10 + 1/2 the character's level + the character's Dexterity modifier) or be *staggered* for 1 full round.

Sudden Stab

Prerequisite: Backstab

Benefit: As a free action, the character may make a Sleight of Hand check opposed to the opponent's Perceive check. If he wins the Sleight of Hand check, the character's next melee attack with a light weapon treats that opponent as if he were *flat-footed*. The sudden stab must take place within 1 round of the Sleight of Hand check, else the opportunity is lost.

A sudden stab can be effective only once per combat, and any opponent who has witnessed the character use this talent in the past gains a +5 bonus on her opposed Perceive check.

Sundering Blow

Prerequisite: Greater smash

Benefit: If the character hits with a melee attack, he may forgo his +3 bonus to damage from the greater smash talent and instead cause the target to make a Fortitude save (DC 10 + 1/2 the character's level + his Strength modifier) or be *interrupted* for 1 round.

Sundering Shot

Prerequisite: Sharp-shooter

Benefit: The character may use ranged attacks to sunder objects or weapons held by opponents (see Sunder in Chapter 12: Combat). Projectiles such as arrows are considered light weapons for such attempts.

Superior Damage Reduction

Prerequisite: Greater damage reduction

Benefit: The character gains damage reduction 1/-. See Damage Reduction in Chapter 12: Combat for details concerning the stacking of damage reduction types.

Superior Dual Wield

Prerequisites: Greater dual wield

Benefit: As greater dual wield, except the character can make a fourth off-hand attack as part of a full-attack action. Thus, a character with superior dual wield who wields a normal dagger (delay 4) in her off-hand would make primary hand attacks normally, plus four additional off-hand attacks with penalties of -5, -9, -13, and -17, respectively.

Thus, for example, a warrior with greater dual wield who is wielding a normal dagger (delay 4) in his off-hand would make primary hand attacks normally, plus three additional off-hand attacks with penalties of -5, -9, and -13 respectively.

This talent does not allow a character to make a second or third off-hand attack during a normal attack action.

Special: If the character uses a 1-handed weapon that is not light in her off-hand, that weapon's delay is increased by 1 for the purpose of determining additional off-hand attacks.

Supreme Effort

Prerequisite: Tremendous effort

Benefit: Using this talent requires a full-round action. The effort must be related to either a Strength check or a Strength-based skill check, and the character must decide to use this talent before making the check. The character gains a +6 bonus on the check. (This bonus does not stack with those from the grand effort and tremendous effort talents.)

Sure Feet

Prerequisite: Sea legs

Benefit: The character can move full speed across even the most precarious or uneven surfaces without having to make an Agility check. Further, he need never make a Channeling check to cast spells under such conditions, as when casting on shipboard during a storm; likewise, he never suffers circumstance penalties that are imposed by shifting or uneven footing.

Swashbuckler's Sense

Prerequisite: Streetwise

Benefit: The character gains an insight bonus equal to her Intelligence modifier on all Reflex saves made within an urban environment or against attacks from any creature that hails from an urban environment (i.e., any creature with "urban" in its Climate/Terrain entry).

Swinging Attack

Benefit: The character may use overhanging ropes, vines, branches, unanchored beams, booms on a ship, or the like to make a swinging attack. The character may move up to his normal speed as a free action, even over water or other terrain or obstacles; further, if he travels at least 10 feet, he gains a bonus

equal to his Dexterity modifier on his next melee attack roll. If the swinging attack is successful, the character may make a trip or bull rush attempt (player's choice) against the target as a free action; if this attempt fails, he suffers no ill effects (for instance, his foe cannot react to trip him in response).

Tactical Counter

Prerequisite: Defend

Benefit: Once per round as a free reaction, the character may parry an opponent's attack against a nearby ally. Both the ally and the opponent must be within the character's natural reach, and the character must be aware of the attack. The character makes an attack roll at his full normal bonus, opposed by the opponent's attack roll. If the character wins, he deflects the attack entirely (it deals no damage); if the opponent wins, she resolves her attack normally against the intended target.

Using tactical counter counts as a daily use of the intervene talent.

Tail Rake

Prerequisite: Spin kick, must be iksar

Benefit: The character may make a powerful additional unarmed attack in place of a spin kick. Unlike the spin kick, there is no attack penalty to the tail rake or the character's other attacks made the same round. The tail rake deals 2d6 points of damage (plus Strength modifier) and is also considered a trip attack that does not allow the opponent to make a free trip attempt in response if the foot sweep trip attempt fails (see Trip in Chapter 12: Combat).

A tail rake cannot be used in the same round that a spin kick or foot sweep is performed.

Special: The character may use a tail rake attack any time he would be allowed a free attack against an opponent (such as when one tries to grapple him or as a riposte attack, for example).

Taunt

Benefit: Using this talent requires a move action. The opponent must be within 30 feet of the character and able to see and hear him clearly. The character makes a fighter level check (for this purpose, count any ranger or rogue levels as fighter levels), modified by his Charisma bonus (if any); this is opposed by the target's Sense Motive check. However, certain circumstances, as shown on the chart below, weigh heavily on the outcome of the taunt.

Target...	Sense Motive Modifier*
Is currently attacking someone else	+5
Doesn't understand the character's language†	+5
Has Intelligence score of only 1 or 2	+5
Realizes that attacking the character is tactically unwise	+10
Was damaged by the character this round	-5

* All applicable modifiers on this table are cumulative.

† The character and/or the target might be required to make Language checks to determine this circumstance. (See Language in Chapter 8: Skills.)

A successful taunt check causes the target to focus all of her attacks on the character for at least 1 round (and possibly

longer if she closes to melee). She might move toward the character, depending on her intelligence and current ranged attack options — in any case, she attacks him as intelligently and effectively as she can, if possible. If she knows she cannot harm him, though, she can choose to ignore the taunt.

A target affected by the taunts of more than one character seeks to attack the one who taunted her most recently.

Creatures currently under the effects of a fear effect from any other source are unaffected by any use of the taunt talent. Taunting is a mind-influencing effect. (Note, however, that certain intelligent monsters that are technically immune might well choose to attack the impertinent taunter.)

Taunting Blow

Prerequisite: Taunt

Benefit: Once per round, the character may use his taunt talent as a free action (rather than a move action) against any opponent he strikes successfully in melee combat during that round. If an opponent succeeds at her Sense Motive check against the character's taunting blow, she is immune to that character's taunting blows for 24 hours.

This is *not* a language-dependent ability.

Taunting Shout

Prerequisite: Taunt

Benefit: As a full-round action, the character may use his taunt talent against all foes within a number of feet equal to his Charisma modifier x 10 (minimum 10 feet).

Taunting Stance

Prerequisite: Taunt

Benefit: Once per round, the character may use her taunt talent as a free action (rather than a move action) against any opponent in line of sight. However, she must make a brawler level check to taunt, rather than a fighter level check, when using this talent. If an opponent succeeds at his Sense Motive check against the character's taunting stance, he is immune to her taunting stance for 24 hours.

This is *not* a language-dependent ability.

Tenacity

Benefit: Any time the character makes a Fortitude saving throw against an attack or effect that normally allows a Fortitude save for half damage, he instead takes no damage.

Tireless

Prerequisites: Improved fury

Benefit: The character is immune to the *fatigued* condition, and when he would normally be *exhausted* he is instead treated as *fatigued*.

Trackless Step

Benefit: The character leaves no trail in natural surroundings. He can only be tracked by a character whose predator or druid level is higher than his own predator level, and even such characters suffer a -10 penalty to Survival checks when attempting to track him.

This talent cannot be used by a character in heavy armor or suffering heavy encumbrance.



Trap Sense

Prerequisite: Trapseeker

Benefit: The character is so attuned to traps that she has a chance of sensing traps automatically simply by coming near them. If she approaches to within 5 feet of any trap (or trap trigger), the GM makes a Search check (DC as base trap +10) on behalf of the character. If the check succeeds, the GM informs the player that there is a trap next to the character — she does not learn the exact location or nature of the trap, although she may subsequently make a normal Search check in an effort to learn more.

In addition, the character can use the Search skill to find magical traps — she cannot sense such traps merely by coming to within 5 feet of them, however.

See Engineer Device and Search in Chapter 8: Skills for more information on traps and how to find them.

Trapmaster

Prerequisite: Trapseeker

Benefit: The character gains a bonus equal to her Wisdom modifier on all Engineer Device checks made to craft traps, and she can craft traps of great complexity. (See Engineer Device and also Search in Chapter 8: Skills for more information.)

Trapseeker

Benefit: The character can use the Search skill to locate traps even when the task has a Difficulty Class (DC) higher than 20. For more on finding traps, see Search in Chapter 8: Skills.

Tremendous Effort

Prerequisite: Grand effort

Benefit: Using this talent requires a full-round action. The effort must be related to either a Strength check or a Strength-based skill check, and the character must decide to use this talent before making the check. The character gains a +4 bonus on the check. (This bonus does not stack with that from the grand effort talent.)



Trueshot

Prerequisite: Rapid fire

Benefit: The character gains a bonus equal to her Wisdom modifier on all ranged attack rolls against targets within her weapon's first range increment. In addition, she may use the fighting defensively and fighting desperately options even when using a ranged weapon (see Alternate Fighting Strategies in Chapter 12: Combat); however, she cannot use the benefits of the Parry or Rapid Surge feats with ranged weapons.

Uncanny Dodge

Benefit: The character retains his full defense bonus even when caught *flat-footed*. (He still loses his defense bonus if immobilized.)

Valor

Prerequisite: Bravery

Benefit: The character gains a +10 morale bonus on all saves or checks against fear effects. Moreover, he is immune to any effect that would impose a morale penalty.

Vexing Wound

Prerequisite: Improved sneak attack

Benefit: Any time the character deals sneak attack damage, he also causes a vexing wound: The target begins to bleed for 1 point of damage per round thereafter. Multiple vexing wounds result in cumulative blood loss, so two vexing wounds result in 2 points of damage per round, three wounds cause 3 points, etc.

Bleeding from a vexing wound can be negated by any application of magical healing or with a successful DC 15 Heal (treat injury) check, although in the case of multiple vexing wounds, each must be treated individually.

Warrior's Toughness

Prerequisite: Superior damage reduction

Benefit: The character gains damage reduction 1/-. See Damage Reduction in Chapter 12: Combat for details concerning the stacking of damage reduction types.

Willful Spirit

Prerequisite: Slippery mind

Benefit: The character gains a +10 bonus to the second save whenever he benefits from his slippery mind talent.



Disciplines

Disciplines are much like talents, but they are available only to characters who have attained at least 11th level in an advanced class. They may require the character to have certain talents or even other disciplines as prerequisites before they can be chosen. Each discipline is taxing and requires great concentration to use, making it impossible for a character to use more than one discipline at once.

Additionally, after a character stops using a discipline, she may not resume its use or begin using another discipline until a certain period of time has passed, allowing her to rest her body and refocus her thoughts. The amount of time she must wait after using a given discipline is listed in each discipline's description. The character is free to fight and engage in other strenuous activity during this period between discipline uses, but cannot shorten the waiting period even with complete rest.

Universal Disciplines

Table 7–20 provides a brief list of disciplines available to characters of any advanced class. Any time a character may choose a discipline from gaining a level in an advanced class, he may choose a universal discipline in place of a class discipline.

Table 7-20: Universal Disciplines

Discipline	Prerequisite	Benefit
Courage	—	Gain +10 bonus to saves against fear
Doughty	—	Gain damage reduction 10/—
Evasive	—	Gain +10 bonus to defense
Precise	—	Gain +5 bonus to attacks
Resistant	—	Gain harm resistance (10)

Table 7-21: Assassin Disciplines

Discipline	Prerequisite	Benefit
Assassin's mark	Vexing wound	Attacks cause deadly bleeding wounds
Assassinate	Backstab	Backstabs have chance to kill target outright
Blinding quickness	Pounce	Gain extra full attack sequence
Debilitating strike	Ambush	Ambush attacks cause Dexterity damage
Enshrouded assault	Hidden assault	Assassin can sneak attack and stay hidden
Expose	Find weakness	Ignore a portion of opponents' damage reduction
Predator's instinct	Predator's grace	Gain +5 bonus to melee attacks and damage

Table 7-22: Berserker Disciplines

Discipline	Prerequisite	Benefit
Absorb blows	Greater damage reduction	Lower defense, but gain high damage reduction
Barrage	Grand effort	Gain extra attacks against single opponent
Fearless	—	Immune to fear for 1 or more hours
Fell blows	Greater smash	Attacks deal double damage for a few rounds
Frenzy	Greater fury	Berserk rage bonuses and penalties heightened
Rampage	Reeling assault	Make one powerful attack on each foe within reach
Reckless counter	—	Free attacks vs. foes who hit in melee
Roar	Battle cry	Shout stuns all foes within 20-ft. radius

Table 7-23: Brigand Disciplines

Discipline	Prerequisite	Benefit
Aggressive	Smash	Double Strength bonus on all melee damage rolls
Bandit's luck	Devil's own luck	Gain luck bonus on all rolls for a short time
Escape	Distract	Take full-move action as you distract opponents
Masterful disarm	Dirty tricks	Make disarm check with +20 bonus
Quicken	Rapid strike	Gain haste (7) effect for short time
Strongarm	—	Opponents struck suffer attack and skill check penalties
Surprise attack	Ambush	Make ambush attack against all foes in reach

Table 7-24: Bruiser Disciplines

Discipline	Prerequisite	Benefit
Fluid motion	—	Gain extra attack, plus weapon delay is reduced to 2
Harden body	Greater damage reduction	Gain strong damage reduction for a short time
Killing spirit	Mystic strike	Unarmed attacks inflict penalties to saves
Lightning step	—	Increase speed by +30 feet for a short time
One hundred fists	Focused strike	Unarmed attacks have delay of 0
Overwhelm	Mighty charge	Bull rush with each attack, opponents suffer –1 delay penalty
Savage blows	Stunning strike	Melee attacks function as stunning strikes


Table 7-25: Guardian Disciplines

Discipline	Prerequisite	Benefit
Challenge	Taunting shout	Make taunt check at +10 against all foes within 60 ft.
Clear out	Greater smash	Make bull rush attack against all foes within reach
Fearless	—	Immune to fear for 1 or more hours
Guardian's resistance	Harm resistance	Gain strong harm resistance for short time
Guardian's sphere	Battle cry	Allies within 30 ft. gain harm resistance (10)
Guardian's toughness	Warrior's toughness	Gain powerful damage reduction
Protector	Protect	Take all damage from all allies within reach
Sneering defense	Taunting blow	Every successful attack or parry functions as taunt

Table 7-26: Monk Disciplines

Discipline	Prerequisite	Benefit
Deflecting guard	Tactical counter	Parry attacks at +10 on all allies within reach
Dizzying palm	Mystic strike	Unarmed attacks may <i>interrupt</i> targets
Fluid motion	—	Gain extra attack, plus weapon delay is reduced to 2
Harden body	Greater damage reduction	Gain strong damage reduction for a short time
Inflame	Taunting stance	Taunt all opponents within line of sight
Lightning step	—	Increase speed by +30 feet for a short time
One hundred fists	Focused strike	Unarmed attacks have delay of 0
Shadow stance	Dragon stance	Gain +10 bonus to defense and Reflex saves

Table 7-27: Ranger Disciplines

Discipline	Prerequisite	Benefit
Blinding quickness	Pounce	Gain extra full attack sequence
Crippling shot	Leg shot	Ranged attacks act as leg shots for a short time
Deadly aim	Natural archer	Ranged attacks deals triple damage for a short time
Expose	Find weakness	Ignore a portion of opponents' damage reduction
Predator's instinct	Predator's grace	Gain +5 bonus to melee attacks and damage
Storm of arrows	Rapid fire	Make one ranged attack at many foes
Take aim	Sharp-shooter	Gain attack bonus on ranged attacks
Taunting shot	Taunt	Ranged attacks taunt opponents struck

Table 7-28: Swashbuckler Disciplines

Discipline	Prerequisite	Benefit
Blade dance	Riposte	Make any number of riposte attacks at +5 bonus
Escape	Distract	Take full-move action as you distract opponents
Fancy swell	Acrobatic	+10 bonus to melee attacks for a short time
Flurry of arms	Rapid strike	Light or 1-H piercing attacks use highest attack bonus
Great feint	Dirty tricks	Give up highest attack, opponent becomes flat-footed
Inspired daring	Rotating blades	Free attacks against each opponent within reach
Quicken	Rapid strike	Gain haste (7) effect for short time
Rakish assault	Mighty charge	Charge attack at +10 bonus, foe is flat-footed

Discipline Descriptions

This section gives full descriptions of all the disciplines available to the professions in this book, listed in alphabetical order. Prerequisites are listed only for disciplines that have any — that is, if there is no “Prerequisites” entry for a discipline, then it has no prerequisites.

Each discipline can be gained only once by a given character.

Absorb Blows

Prerequisite: Greater damage reduction

Benefit: Activating this discipline is a free action. For a number of rounds equal to 1 + his current Constitution modifier (minimum 1 round), the berserker gains the benefit of DR $x/-$, where x equals his berserker level. However, while absorb blows is in effect, the berserker suffers a penalty to defense equal to 1/2 his berserker level.

The berserker may not activate another discipline for 12 hours after absorb blows ends.

Aggressive

Prerequisite: Smash

Benefit: Activating this discipline is a free action. For a number of minutes equal to 1 + his Constitution modifier (minimum 1 round), the character may apply twice his applicable Strength modifier to all melee damage rolls. (That is, if he is fighting 2-handedly, he actually adds *thrice* his Strength modifier to damage; for off-hand attacks, he applies his current Strength modifier instead of half his Strength modifier.)

The character may not activate another discipline for 8 hours after aggressive ends.

Assassin's Mark

Prerequisite: Vexing wound

Benefit: Activating this discipline is a free action. For the next round, each successful attack the assassin makes causes the target to bleed for 1d4 points of damage per round. Multiple bleeding wounds result in cumulative blood loss. Thus, two assassin's marks cause 2d4 points of damage per round, three wounds cause 3d4 points, etc.

Bleeding from an assassin's mark can be negated by any application of magical healing or with a successful DC 20 Heal (treat injury) check, although in the case of multiple assassin's mark attacks, each such wound must be treated individually.

The assassin may not activate another discipline for 6 hours after assassin's mark ends.

Assassinate

Benefit: Activating this discipline is a free action. For a number of rounds equal to his Intelligence modifier, each successful attack the assassin makes that deals sneak attack damage may kill his target outright. This chance occurs only if he attacks an opponent who is unaware of his location (as described in the sneak attack talent); if he is merely flanking the foe, he cannot assassinate.

With each successful assassinate attack, the target must make a Fortitude saving throw (DC 10 + the assassin's class level + her Intelligence modifier). If he fails this save, he dies immediately from the attack, regardless of the damage it would have dealt.

The assassin may not activate another discipline for 12 hours after assassinate ends.

Bandit's Luck

Prerequisite: Devil's own luck

Benefit: Activating this discipline is a free action. For a number of rounds equal to his Charisma modifier (minimum 1 round), the brigand can apply a luck bonus equal to 1/2 his brigand level to all attack and defense rolls, skill and ability checks, or saving throws (player's choice).

The brigand may not activate another discipline for 24 hours after bandit's luck ends.

Barrage

Prerequisite: Grand effort

Benefit: Activating this discipline is a free action. The berserker chooses one opponent currently within his reach. For a number of rounds equal to his berserker levels, the berserker gains a free attack (see Free Attack in the Glossary) against that opponent every time he uses a full-attack action on her. The berserker cannot switch the target of his barrage once it has been chosen.

The character may not activate another discipline for 12 hours after barrage ends.





Blade Dance

Prerequisite: Riposte

Benefit: Activating this discipline is a free action. For a number of rounds equal to 1/2 her swashbuckler level, the swashbuckler may make an unlimited number of riposte attacks each round. Further, all riposte attacks she makes during this time gain a +5 bonus to their attack rolls. This discipline overrides the normal restriction of one free attack per target per round (see the riposte talent), allowing the swashbuckler to attack the same opponent multiple times if that opponent misses her with multiple attacks in any round.

The swashbuckler may not activate another discipline for 24 hours after blade dance ends.

Blinding Quickness

Prerequisite: Pounce

Benefit: Activating this discipline is an attack action. On his next turn, the character gains an additional full iterative attack sequence. Thus, the character could activate this ability and then use his move action to close with an opponent (or opponents); then, on his next turn, he makes two full attack sequences, each with his normal set of iterative attack bonuses. If the character fights with two weapons and normally has 4 attacks with his primary weapon and 3 off-hand (due to the greater dual wield talent), he would effectively make 14 attack rolls (rather than the usual 7) on this next turn.

The character may not activate another discipline for 24 hours after blinding quickness ends.

Challenge

Prerequisite: Taunting shout

Benefit: Activating this discipline is a free action. As an attack action, the guardian may use his taunt talent against all opponents within a radius equal to 1/2 his guardian level x 10 feet. All the usual modifiers for a taunt check apply.

The guardian may not activate another discipline for 8 hours after using challenge.

Clear Out

Prerequisite: Greater smash

Benefit: Activating this discipline is a free action. The guardian bull rushes all opponents within his reach simultaneously, gaining a +5 bonus on his bull rush check. He makes only one check, which is opposed individually by each opponent. The guardian does not have to move from his square to use this attack, so he does not provoke any free attacks from his opponents. If he fails the check against any opponent, that opponent simply does not move: The guardian does not have to move 5 feet if he fails, nor is he knocked prone.

The guardian may not activate another discipline for 6 hours after using clear out.

Courage

Benefit: Activating this discipline is a free action. For a number of minutes equal to his Wisdom modifier (minimum

1 minute), the character gains a +10 bonus on all saves against fear.

The character may not activate another discipline for 4 hours after courage ends.

Crippling Shot

Prerequisite: Leg shot

Benefit: Activating this discipline is a free action. For a number of rounds equal to the character's Wisdom modifier (minimum 1 round), each ranged attack the character makes deals its usual damage but also functions as a leg shot. (The speed-reducing effects of multiple crippling shots do not stack.)

The speed reduction from a crippling shot can be negated by any application of magical healing or with a successful DC 15 Heal (treat injury) check.

The ranger may not activate another discipline for 6 hours after using crippling shot.

Deadly Aim

Prerequisite: Natural archer

Benefit: Activating this discipline is a free action. For the next round, the ranger deals triple (x3) damage with each successful ranged attack. Like any damage multiple, these are additive with other multiples, so that a ranger who scored a critical hit with a longbow would deal x5 damage, not x9.

The ranger may not activate another discipline for 8 hours after using deadly aim.

Debilitating Strike

Prerequisite: Ambush

Benefit: Activating this discipline is a free action. For the next round, each attack the assassin makes that deals ambush damage (whether from surprise or while flanking) also causes the target to suffer a -2 penalty to defense.

The penalty to defense from a debilitating strike can be negated by any application of magical healing or with a successful DC 15 Heal (treat injury) check, although in the case of multiple debilitating strikes, each must be treated individually.

The assassin may not activate another discipline for 12 hours after debilitating strike ends.

Deflecting Guard

Prerequisite: Tactical counter

Benefit: Activating this discipline is a free action. For a number of rounds equal to his Wisdom modifier (minimum 1 round), the monk may parry all attacks made by opponents within reach. Each parry functions as in the tactical counter talent, but the monk receives a +10 bonus on all attack rolls made to parry. Using this discipline does not require any daily uses of the intervene talent.

The monk may not activate another discipline for 12 hours after deflecting guard ends.

Dizzying Palm

Prerequisite: Mystic strike

Benefit: Activating this discipline is a free action. For a number of rounds equal to the monk's Wisdom modifier (minimum 1 round), each time the monk makes a successful unarmed attack, the target must make a Fortitude saving throw (DC 10 + the monk's brawler level + the monk's Wisdom modifier) or be *interrupted* in addition to the usual effects of the strike. (Multiple interrupted effects do not stack.)

The monk may not activate another discipline for 12 hours after dizzying palm ends.

Doughty

Benefit: Activating this discipline is a free action. For a number of rounds equal to his Constitution modifier (minimum 1 round), the character gains damage reduction 10/-.

The character may not activate another discipline for 24 hours after doughty ends.

Enshrouded Assault

Prerequisite: Hidden assault

Benefit: Activating this discipline is a free action. For a number of rounds equal to his assassin level, if the assassin hits successfully with a backstab (or ambush or the like), he may immediately make a Sneak check, with a +5 bonus, to hide from his opponent as if he had just made a Bluff check. He need not be able to get to a hiding place to use this ability, as explained in the Sneak skill (see Chapter 8: Skills.) This is a supernatural ability.

The assassin may not activate another discipline for 24 hours after enshrouded assault ends.

Escape

Prerequisite: Distract

Benefit: Activating this discipline is a free action. The character may take a full-move action as normal, but during this move he may use his distract talent as a free action against any opponent that is within 30 feet of him at any time during his move.

The brigand may not activate another discipline for 12 hours after escape ends.

Evasive

Benefit: Activating this discipline is a free action. For a number of rounds equal to 1 + her Dexterity modifier (minimum 1 round), the character gains a +10 bonus to defense.

The character may not activate another discipline for 12 hours after evasive ends.

Expose

Prerequisite: Find weakness

Benefit: Activating this discipline is a free action. For a number of rounds equal to his assassin or ranger level, the character may ignore an amount of damage reduction with each attack equal to 3 + his Dexterity modifier. For example, if a

ranger with a 19 Dexterity (+4 bonus) activates this discipline while fighting a creature with DR 10/silver, he may bypass the first 7 points of its DR even if he is not using a silver weapon — that is, the creature ignores only the first 3 points of damage from each of his attacks, rather than the first 10 points.

The character may not activate another discipline for 24 hours after expose ends.

Fancy Swell

Prerequisite: Acrobatic

Benefit: Activating this discipline is a free action. For a number of rounds equal to her Dexterity modifier (minimum 1 round), the swashbuckler gains a bonus equal to her swashbuckler level on all melee attack rolls. This bonus does not increase the swashbuckler's chance to score a critical hit — that is, if one of her attacks is a critical threat, she does not get the attack bonus from this discipline on her critical confirmation roll.

The swashbuckler may not activate another discipline for 24 hours after fancy swell ends.

Fearless

Benefit: Activating this discipline is a free reaction. The character may ignore all fear effects for a number of hours equal to his Wisdom modifier (minimum 1 hour). Note that certain spells or abilities with the fear descriptor may have effects other than fear that may still affect the character.

The character may not activate another discipline for 12 hours after fearless ends.

Fell Blows

Prerequisite: Greater smash

Benefit: Activating this discipline is a free action. For a number of rounds equal to 1/2 the berserker's current Strength modifier (minimum 1 round), all of the berserker's successful attacks deal double damage. Like any damage multiple, these are additive with other multiples, so that a berserker using fell blows who scored a critical hit with a longsword would deal triple damage (x3), not quadruple (x4).

The character may not activate another discipline for 12 hours after fell blows ends.

Fluid Motion

Benefit: Activating this discipline is a free action. For a number of rounds equal to 1/2 his bruiser or monk level, the character gains an additional attack at the full bonus with his primary weapon as part of a full-attack action; further, he calculates his iterative melee attacks as if his weapon(s) had a delay of 2.

For example, a bruiser with BAB +24 using a quarterstaff with the greater dual wield talent could make nine attacks — the six primary attacks at base bonuses of +24/+24/+22/+20/+18/+16 and three “off-hand” attacks at +19/+17/+15. (If the same character were using two longswords, his off-hand attacks would be at +19/+16/+13 — remember that a 1-H weapon used in the off-hand suffers a -1 delay penalty.)

The character may not activate another discipline for 12 hours after fluid motion ends.



any target she attacks is treated as being *flat-footed* against the rest of her attacks for the remainder of the round—thus, her subsequent iterative attacks may all be sneak attacks (or backstabs or ambushes, as applicable).

The swashbuckler may not activate another discipline for 12 hours after using great feint.

Guardian's Resistance

Prerequisite: Harm resistance

Benefit: Activating this discipline is a free action. For a number of rounds equal to his guardian level, the guardian gains harm resistance (x) against all harm types, where x equals $1 + 1/2$ his fighter level.

The guardian may not activate another discipline for 12 hours after resistant ends.

Guardian's Sphere

Prerequisite: Battle cry

Benefit: Activating this discipline is an attack action. All allies within 30 feet of the guardian, not including the guardian himself, gain harm resistance (10) to a harm type of the guardian's choosing. This benefit lasts for a number of rounds equal to the guardian's Charisma modifier (minimum 1 round). This is a supernatural ability.

The guardian may not activate another discipline for 24 hours after guardian's sphere ends.

Guardian's Toughness

Prerequisite: Warrior's toughness

Benefit: Activating this discipline is a move action. For a number of rounds equal to his fighter level, the guardian gains the benefit of DR $x/-$, where x equals his guardian level.

The guardian may not activate another discipline for 12 hours after this discipline ends.

Harden Body

Prerequisite: Greater damage reduction

Benefit: Activating this discipline is a free action. For a number of rounds equal to $1 +$ her Constitution modifier (minimum 1 round), the character gains the benefit of DR $x/-$, where x equals $1/2$ her advanced class levels.

The character may not activate another discipline for 12 hours after harden body ends.

Flurry of Arms

Prerequisite: Rapid strike

Benefit: Activating this discipline is a free action. For a number of rounds equal to her Dexterity modifier (minimum 1 round), when using only a single light weapon, the swashbuckler can make her usual number of iterative melee attacks at her highest applicable attack bonus (i.e., as if her attacks had a delay of 0). For example, a swashbuckler with a BAB of +27 could make five attacks with a rapier, each with a base bonus of +27 (rather than +27/+23/+19/+15/+11).

The swashbuckler may not activate another discipline for 16 hours after flurry of arms ends.

Frenzy

Prerequisite: Greater fury

Benefit: Activating this discipline is a free action. When the berserker enters his berserk rage, his bonuses to Strength and Constitution both increase to +12, and his morale bonus to Will saves increases to +6. (These bonuses do not stack with those from any fury talent.) However, the berserker suffers a -4 penalty to defense while in a frenzy.

The berserker may not activate another discipline for 24 hours after frenzy ends.

Great Feint

Prerequisite: Dirty tricks

Benefit: Activating this discipline is a free action, but can be used only as part of a full-attack action. The swashbuckler must give up her melee attack with the highest bonus this round, but

Inflame

Prerequisite: Taunting stance

Benefit: Activating this discipline is a free action. As a free action, the monk may immediately make a taunt check (as if using the taunting stance talent) against all opponents in line of sight.

The monk may not activate another discipline for 3 hours after using inflame.

Inspired Daring

Prerequisite: Rotating blades

Benefit: Activating this discipline is a free action. For a number of rounds equal to 1 + her Constitution modifier (minimum 1 round), the swashbuckler may make one free attack each round against every opponent within reach.

The swashbuckler may not activate another discipline for 24 hours after inspired daring ends.

Killing Spirit

Prerequisite: Mystic strike

Benefit: Activating this discipline is a free action. For a number of rounds equal to 1 + her Constitution modifier (minimum 1 round), each of the bruiser's successful unarmed attacks, in addition to dealing its usual damage, causes its target to suffer a -1 penalty to all saving throws. This penalty lasts for a number of minutes equal to the bruiser's base Will save bonus. This is a supernatural ability.

The bruiser may not activate another discipline for 12 hours after killing spirit ends.

Lightning Step

Benefit: Activating this discipline is a free action. For a number of minutes equal to 1 + his Constitution modifier (minimum 1 round), the character gains a bonus to speed equal to his Dexterity modifier x 10 feet. (Thus, a character with a 15 Constitution and an 18 Dexterity gains a bonus of +40 feet to speed that lasts for 3 minutes.)

The character may not activate another discipline for 6 hours after lightning step ends.

Masterful Disarm

Prerequisite: Dirty tricks

Benefit: Activating this discipline is a free action. For a number of rounds equal to 1 + his Charisma modifier (minimum 1 round), the brigand may make one disarm attempt as a free action each round, with a +20 bonus to the disarm check, against any opponent within reach. This disarm attempt does not provoke a free attack, and if it fails, the opponent may not make a disarm attempt in response.

If the disarm is successful and the brigand has an empty hand, he gains possession of the disarmed weapon or object.

The brigand may not activate another discipline for 6 hours after he uses masterful disarm.

One Hundred Fists

Prerequisite: Focused strike

Benefit: Activating this discipline is a free action. For a number of rounds equal to her Dexterity modifier (minimum 1 round), the character can make her usual number of iterative unarmed attacks at her highest applicable attack bonus (i.e., as if her unarmed attacks had a delay of 0). For example, a bruiser with the improved dual wield talent and a BAB of +23 could make five primary attacks at base bonuses of +23/+23/+23/+23/+23 and two off-hand attacks at +18/+18.

The character may not activate another discipline for 12 hours after one hundred fists ends.

Overwhelm

Prerequisite: Mighty charge

Benefit: Activating this discipline is a free action. For a number of rounds equal to 1 + her Constitution modifier (minimum 1 round), the bruiser may initiate a bull rush against her target as a free action every time she hits with an unarmed attack. This special bull rush does not provoke a free attack from the opponent; further, if a bull rush succeeds, the opponent's weapon delay is effectively increased by 1 for his next turn.

The character may not activate another discipline for 12 hours after overwhelm ends.

Precise

Benefit: Activating this discipline is a free action. For a number of rounds equal to her Wisdom modifier (minimum 1 round), the character gains a +5 bonus to all attack rolls.

The character may not activate another discipline for 12 hours after precise ends.

Predator's Instinct

Prerequisite: Predator's grace

Benefit: Activating this discipline is a free action. For a number of rounds equal to her predator level, the character gains a bonus equal to 1 + her Wisdom modifier (minimum +1) on all melee attack and damage rolls.

The character may not activate another discipline for 24 hours after predator's instinct ends.

Protector

Prerequisite: Protect

Benefit: Activating this discipline is a free action. For the next round, the guardian automatically takes all damage that would be dealt to any allies within his natural reach. This ability only applies to targeted damage, not area effects. Therefore, the character can protect his allies from *fire bolt* spells, arrows, claws, swords, and the like, but not from explosions or dragons' breath.

Using this discipline does not require any daily uses of the intervene talent. The guardian may not activate another discipline for 24 hours after protector ends.



Quicken

Prerequisite: Rapid strike

Benefit: Activating this discipline is a free action. For a number of rounds equal to 1 + his Constitution modifier (minimum 1 round), the character gains the benefit of a haste (7) effect (see the EQ II Spell Guide for a description of haste effects).

The character may not activate another discipline for 6 hours after quicken ends.

Rakish Assault

Prerequisite: Mighty charge

Benefit: Activating this discipline is a free action. For a number of rounds equal to her Intelligence modifier (minimum 1 round), the swashbuckler gains a bonus equal to her swashbuckler level on all charge attacks. (This bonus replaces the total +4 bonus from the mighty charge talent.) Further, the target of any of her charges is considered *flat-footed* against her attack.

The swashbuckler may not activate another discipline for 8 hours after using rakish assault.

Rampage

Prerequisite: Reeling assault

Benefit: Activating this discipline is a free action, and must be activated at the beginning of the berserker's turn. As a full-round action, the berserker makes one reeling assault against every opponent within his natural reach. (This discipline cannot be used with a reach weapon.) However, if a target fails its Fortitude save against this rampage attack, it is *stunned* for 1d3 rounds.

The berserker may not activate another discipline for 12 hours after rampage ends.

Reckless Counter

Benefit: Activating this discipline is a free action. For a number of rounds equal to 1 + his Dexterity modifier (minimum 1 round), the berserker may make a free attack against any opponent within reach who successfully hits him in melee. He may not make more than one free attack against any opponent in a single round as a result of reckless counter, however, and he must be aware of an opponent to attack her (so he couldn't make a reckless counter against someone who had successfully snuck up on him and attacked from surprise).

The berserker may not activate another discipline for 6 hours after reckless counter ends.

Resistant

Benefit: Activating this discipline is a free action. For a number of rounds equal to her Strength modifier (minimum 1 round), the character gains harm resistance (10) against all harm types.

The character may not activate another discipline for 12 hours after resistant ends.

Roar

Prerequisite: Battle cry

Benefit: Activating this discipline is a free action. All opponents within 20 feet of the berserker must make a Will save (DC 10 + the character's berserker level + his current Constitution modifier). Those who fail their saves are *stunned* for 1 round and *deafened* for 1d6 minutes.

The berserker may not activate another discipline for 3 hours after he uses roar.

Savage Blows

Prerequisite: Stunning strike

Benefit: Activating this discipline is a free action. For a number of rounds equal to her Wisdom modifier (minimum 1 round), the bruiser gains the benefit of the stunning strike talent on all successful melee attacks. This discipline does not require any daily uses of stunning strike.

The bruiser may not activate another discipline for 12 hours after using savage blows.

Shadow Stance

Prerequisite: Dragon stance

Benefit: Activating this discipline is a free action. For a number of minutes equal to 1 + his Wisdom modifier (minimum 1 minute), the monk gains a bonus equal to his monk level on all defense rolls and on all Reflex saves.

The monk may not activate another discipline for 24 hours after shadow stance ends.

Sneering Defense

Prerequisite: Taunting blow

Benefit: Activating this discipline is a free action. For a number of rounds equal to his guardian level, the guardian may make repeated attempts to taunt his opponents. Every time he hits an opponent successfully in melee, he may make a taunt check against that opponent as a free action. Similarly, every time he successfully parries an attack against an ally using the tactical counter or circling guard talent, he may make a taunt check as a free action against the opponent whose blow he parried.

The guardian may not activate another discipline for 6 hours after sneering defense ends.

Storm of Arrows

Prerequisite: Rapid fire

Benefit: Activating this discipline is a free action. As a full-attack action, the ranger may make a number of ranged attacks equal to 1/2 her predator level. Each of these attacks uses her highest ranged attack bonus, but is otherwise calculated normally.

The ranger may not activate another discipline for 12 hours after using storm of arrows.

Strongarm

Benefit: Activating this discipline is a free action. For a number of rounds equal to his Dexterity modifier (minimum 1 round), each successful attack by the brigand forces the target to make a Fortitude save (DC 10 + the character's brigand level + his Strength modifier) or suffer a -1 penalty to attack rolls and skill checks.

The penalty from a strongarm attack can be negated by any application of magical healing or with a successful DC 15 Heal (treat injury) check, although in the case of multiple penalties, each must be treated individually.

The brigand may not activate another discipline for 12 hours after strongarm ends.

Surprise Attack

Prerequisite: Ambush

Benefit: Activating this discipline is a free action and must be activated at the beginning of the brigand's turn. As a full-round action, the brigand may make a single attack, using his highest melee attack bonus, against every adjacent opponent that is unaware of his presence. (If any target perceives him, he cannot attack that opponent.) Sneak attack damage applies as usual.

The brigand may not activate another discipline for 6 hours after he uses surprise attack.

Take Aim

Prerequisite: Sharp-shooting

Benefit: Activating this discipline is a move action. For a number of rounds equal to her Wisdom modifier (minimum 1 round), the ranger gains a bonus equal to her ranger level on all ranged attack rolls.

The ranger may not activate another discipline for 12 hours after take aim ends.

Taunting Shot

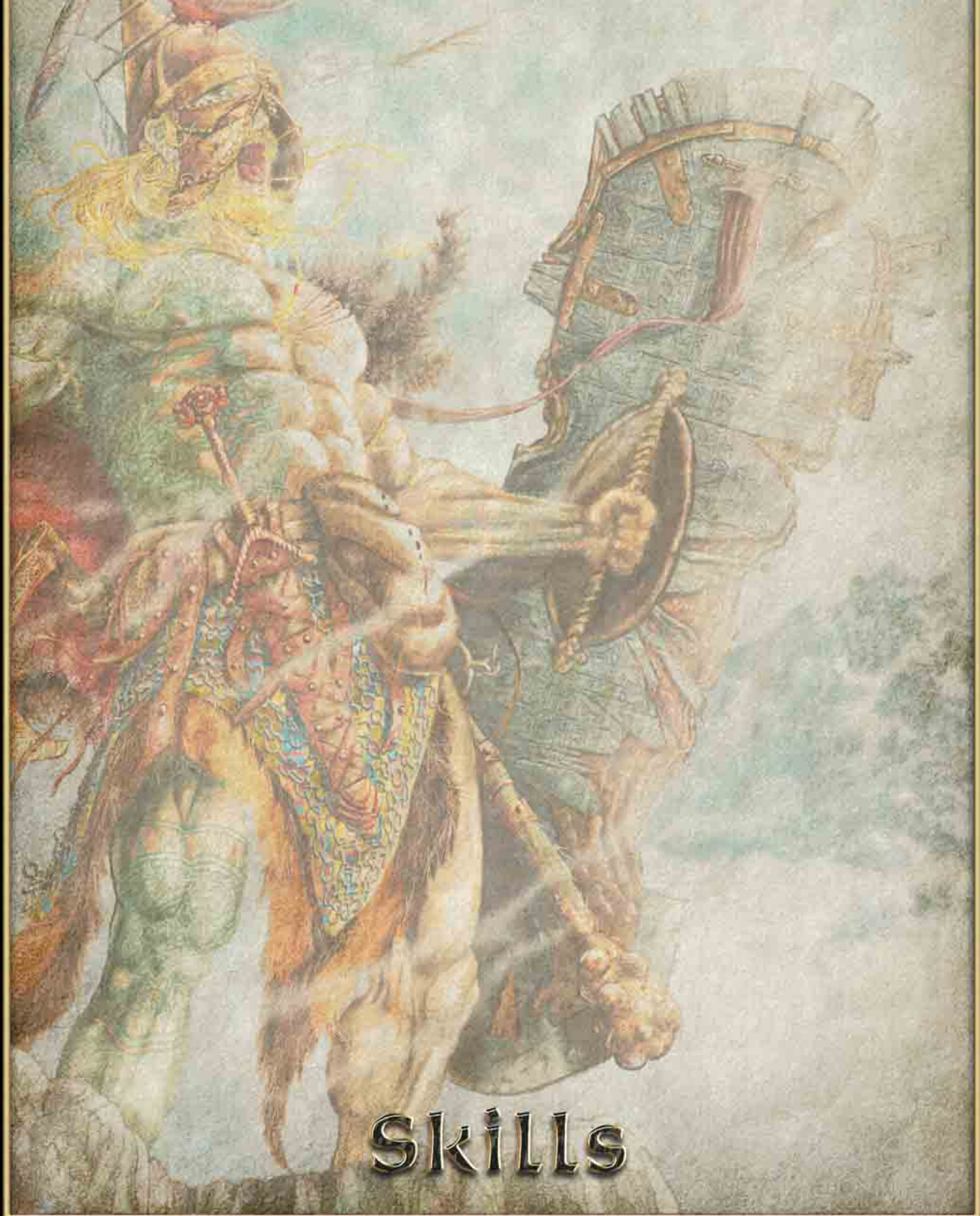
Prerequisite: Taunt

Benefit: Activating this discipline is a free action. For a number of rounds equal to her Wisdom modifier (minimum 1 round), the ranger may make a free taunt check (counting her predator levels as fighter levels for this purpose) against any opponent she hits with a ranged attack.

The ranger may not activate another discipline for 6 hours after taunting shot ends.



CHAPTER EIGHT:



Skills

A character's skills can improve with practice as the character gains levels. Each particular skill has a total bonus that includes the number of ranks a character has in that skill, the modifier for the skill's key ability, and several other possible modifiers such as synergy bonuses, racial bonuses, and so on. The higher a skill's total bonus, the better a character is at that skill.

Acquiring Skills

A player chooses skills when creating a character by spending the character's starting skill points on his or her starting skills. At each level thereafter, the character gains additional skill points to spend, as well as training points that may be used to purchase skills (see Chapter 6: Professions for more information on skill points and training points).

Depending on a character's profession (and sometimes race), certain skills are "starting skills" for that character while others are not. Skill ranks always cost 1 skill point or 3 training points per rank; at 1st character level, the character can purchase ranks only in his starting skills, but afterwards he may purchase ranks in any skill.

Maximum Skill Ranks: The maximum number of ranks a character can have in any skill is equal to 3 + his character level.

Starting skill points for each of the four starting archetypes are as follows:

Table 8-1: Starting Skill Points by Archetype

Starting Archetype	Starting Skill Points
Fighter	12 + Int modifier
Mage	8 + Int modifier
Priest	16 + Int modifier
Scout	24 + Int modifier

Example: Anna is creating a new barbarian fighter, Tarmai, with the following adjusted ability scores (and modifiers):

Str 19 (+4), Dex 13 (+1), Con 16 (+3), Int 8 (-1), Wis 8 (-1), Cha 10 (+0).

Tarmai starts with $12 - 1 = 11$ skill points. Barbarians always receive Survival as a starting skill (see Chapter 5: Races), and Anna chooses Heal, Swim, and Trade Skill (blacksmithing) as Tarmai's optional professional starting skills. Since she has 11 points to distribute among Tarmai's eight starting skills, she decides to focus on just a few skills she finds useful.

Her starting skill distribution is as follows:

Starting Skill (Key Ability)	Current Ranks	Stat Modifier	Total Skill Bonus
Climb (Str)	2	+4	+6
Heal (Wis)	3	-1	+2
Survival (Wis)	2	-1	+1
Swim (Str)	1	+4	+5
Trade Skill (blacksmithing) (Wis)	3	-1	+2

When Tarmai reaches 2nd level, she gains another $3 - 1 = 2$ skill points. Anna puts 1 of these into Heal, having found that a very useful skill so far, and then uses the remaining point to buy a new skill, Bluff, which she can use to intimidate her

foes. (Note that Anna decides not to spend any of Tarmai's 2nd-level training points on skills.)

Tarmai's 2nd-level skill distribution looks like this:

Starting Skill (Key Ability)	Current Ranks	Stat Modifier	Total Skill Bonus
Bluff (Cha)	1	+0	+1
Climb (Str)	2	+4	+6
Heal (Wis)	4	-1	+3
Survival (Wis)	2	-1	+1
Swim (Str)	1	+4	+5
Trade Skill (blacksmithing) (Wis)	3	-1	+2

Using Skills

When a character uses a skill, the player makes a skill check to see how well the character does — the higher the check, the better the result. The basic formula used for any skill check is as follows:

1d20 + the character's total skill bonus

"Total skill bonus" is the sum of all skill ranks plus ability score modifiers (if any), plus racial modifiers (if any), plus any other modifiers from feats, talents, equipment (including magic items), and all other such sources. The check may be modified by other miscellaneous or conditional modifiers as well, including encumbrance penalties or other circumstances.

Getting a "natural 20" on a skill check does not grant automatic success, nor does a natural 1 mean automatic failure.

Skill Checks Against a Difficulty Class

Many skill checks are made against a Difficulty Class (DC). The DC is a number that the player must tie or beat for his character's skill check to succeed. DCs for specific and common tasks are listed within specific skill descriptions later in this chapter.

Opposed Skill Checks

Some skill checks are opposed by another character's or creature's skill check result. For example, Sneak checks are generally opposed by potential observers' Perceive checks. The rule is simple: *Whoever gets the higher result wins the contest, and a tie always goes to a player character over an NPC or monster.*

In the case of two PCs tying with one another when making opposed checks, the character with the higher total skill bonus wins; if these scores are the same, the character having more skill ranks wins. If both characters have the same total skill bonus and an equal number of skill ranks, and if the circumstances warrant a draw or deadlock of some kind, the contest may remain undecided (GM's discretion) — otherwise, roll again or flip a coin.

When a character is required to make an opposed check in response to the action or actions of another creature, the check is treated as a free reaction (see Actions in Chapter 12: Combat) even if that kind of check would normally require some other type of action.

Trained and Untrained Skill Checks

In some cases, even if a character doesn't actually possess any ranks in a skill, she may still make a skill check as normal. If such a check is possible for a particular skill, it is marked "untrained" in the sub-header for its skill description. In this case, the character's check is not modified by skill ranks because she doesn't have any ranks in the skill. She may have other modifiers, though, such as racial bonuses and the ability modifier for the skill's key ability.

Other skills can be used only if the character actually has at least 1 rank in the skill. Such skills are noted with a "†" symbol next to the skill name on Table 8–3, and are marked "trained" in the sub-header for their skill descriptions.

Language-Dependent Skills

Skills involving speech or writing are effective only if used upon a creature that can understand the skill user. Such skills usually require a Language check to be made by one or more parties if those affected by or exposed to the skill are not fluent in the speaker's language (see the Language skill later in this chapter).

Encumbrance Penalty

Apply any encumbrance penalty from armor/shields or from possessions carried (see "How Much Can I Carry?" in Chapter 11: Adventuring) to skill checks for this skill. Note that a character wearing armor or a shield without the appropriate Armor Proficiency or Shield Proficiency feat suffers its encumbrance penalty to attack rolls and to any skill with Strength or Dexterity as its key ability.

Favorable and Unfavorable Conditions

Some situations or settings make a skill less or more difficult to use, resulting in a modifier of +2 or –2 to the skill bonus or the DC of the skill check. (Bonuses and penalties are normally applied to the roll for conditions that affect the character's ability, while altering the DC signifies conditions external to the character. For example, having clawed climbing gloves improves a rogue's ability to climb, and thus provides a bonus to his Climb check. Slippery lichen on a wall, on the other hand, raises the DC.)

In some circumstances, the GM may decide that a bonus or penalty of greater than +2 or –2 is warranted.

Practically Impossible Tasks

In general, attempting something that's "practically impossible" requires that the character have at least 10 ranks in the appropriate skill; further, the enormity of the difficulty imposes a penalty of –20 on the check (or +20 to the DC, which amounts to about the same thing). Practically impossible tasks are hard to delineate ahead of time; they're accomplishments that represent incredible, almost logic-defying skill and luck.

The GM decides what is *actually* impossible (i.e., no attempt is even allowed) and what is merely *practically* impossible, based on the style and flavor of her campaign.

Checks Without Rolls

Using a skill in the heat of battle or under duress can be a trial for even the most competent of characters, but there are also simple tasks or ideal situations in which (or for which) only modestly competent characters can achieve success regularly.

Taking 10: When a character is not in a rush and is not being threatened or distracted, she may choose to take 10 on a skill check. The player does not roll 1d20 for such a check, but instead calculates the result as if the character had rolled a 10.

It is not normally possible to take 10 during combat or in similarly stressful or dangerous situations.

Taking 20: When a character has plenty of time and is neither threatened nor distracted, and when the skill being attempted carries no risk or penalty for failure, she can take 20. The player does not roll 1d20 for the check, but instead calculates the result as if she had rolled a 20.

A character who takes 20 is assumed to be concentrating carefully and taking her time until she gets it right. This requires about 20 times as long as making a normal check would take — thus, generally 2 minutes for a skill that can normally be attempted within 1 full round (6 seconds).

Combining Skill Checks

Often, if two or more characters coordinate their actions toward the same end, their efforts produce more satisfactory results. In such cases, one character is considered the leader of the effort and makes the "primary" skill check, while the helper makes his or her own skill check against DC 10. (No character can take 10 on these checks.) For each helper who succeeds, the leader gains a +2 circumstance bonus to the primary check; these bonuses stack.

In many cases, the GM may decide that an assistant's help won't be beneficial, or only a limited number of characters can help at once; for example, only one helper might be of any use in making a Heal check to bind an ally's wound.

Extraordinary Success

If a character has at least 10 ranks in a skill and beats the DC on his skill check by 20 or more, the GM may assign the character some marked advantage over a typical success. For example, a character who beats the DC of a Climb check by 20 or more might climb twice his usual climbing speed for that round.



Skill Synergy

Many skills complement each other; in game terms, these are “synergistic skills.” For every 5 ranks the character has in the base skill, he gains a +1 synergy bonus on skill checks with its synergistic skills, as noted in Table 8–2.

Some synergy bonuses apply all the time, while others apply only to certain applications of the synergistic skill.

Synergy bonuses always stack.

Table 8-2: Skill Synergies

Base Skill	Synergistic Skill(s)*:
Agility	Use Rope (binding someone)
Bluff	Sleight of Hand
Knowledge (art and literature)	Knowledge (history)
Knowledge (construction and engineering)	Engineer Device
Knowledge (folklore)	Anyone other Knowledge skill (player's choice)
Knowledge (geography)	Survival (trying to avoid hazards or sense heading)
Knowledge (history)	<i>Esoteric knowledge</i> checks (see the EQ II Spell Guide)
Knowledge (local lore)	Persuade (gathering information)
Knowledge (mysticism)	Spellcraft (identifying spells or magical effects)
Knowledge (nature)	Survival (getting along in the wild or predicting weather)
Knowledge (peerage)	Persuade (diplomacy)
Knowledge (planar lore)	Spellcraft (involving conjuration spells or effects)
Knowledge (religion)	Spellcraft (involving necromancy spells or effects)
Knowledge (spelunking)	Use Rope
Knowledge (street smarts)	Sense Motive (vs. Bluff checks made to deceive)
Knowledge (warcraft)	Sense Motive (vs. Bluff checks made to feint or intimidate)
Perceive	Search (finding secret doors or openings)
Perform (acting)	Bluff
Perform (buffoonery)	Persuade (when taunting or evading)†
Perform (dance)	Agility
Perform (oratory)	Persuade (bargaining)
Search	Survival (following tracks)
Sense Motive	Persuade (begging)
Survival	Knowledge (nature)
Use Rope	Agility (escaping from bonds); Climb (involving rope)
Vocation	See skill description

* The character gains a +1 synergy bonus to the skill(s) in this column for every 5 ranks in the base skill.

† This refers to the taunt fighter talent and the evade scout talent, respectively.

Ability Checks

Sometimes a character tries to do something to which no specific skill applies directly. In these cases, the character

might be required to make an ability check (1d20 plus the appropriate ability score modifier).

Ability checks are most often Strength checks used to break objects or burst some restraint (for more on smashing or breaking objects, see the “Attacking Objects” sidebar in Chapter 12: Combat), but there are times when any ability might be used to perform some unskilled task. The GM assigns the DC for these checks.

A few sample ability checks are provided here.

Task	Key Ability	DC
Break down a stout door	Str	18
Catch a small greased pig	Dex	19
Hold a rock half the size of one's head at arm's length for 2 minutes	Con	16
Recall a simple phrase's exact wording after 1 week	Int	16
Finding one's way out of a simple topiary maze	Wis	12
Turn every eye in a ballroom as one enters	Cha	22

Fantastic Skill Uses

It is a common trope of fantasy literature that heroes and villains can do things far beyond the norm — hence the name “fantasy.” Of course, magical spells and fantastic races go a long way toward making the *EverQuest II Role-Playing Game* feel “fantastical,” but another way of bringing the fantastic element into the fore is through the use of skills.

For example, if the GM finds the idea agreeable, he might allow a character playing a dwarf mage or priest to make a DC 20 Channeling check to actually reach his hand into a rock wall and thence pop a piece of stone out when he withdraws his hand (a good way to make handholds for climbing), simply because that is the sort of magical thing dwarf spellcasters can do with stone. Or a wood elf scout might move lightly through the treetops or even run atop a snowdrift just by making a DC 20 Agility check, her player citing the legendary “lightfootedness” of wood elves.

The DC for such checks might range anywhere from 10 to 30 or even higher in a given campaign, based on just how “fantastic” the GM wants his campaign to become.

Regardless, the same kind of benefits shouldn't extend to a dwarf reaching into a tree or a wood elf character running at full speed over rocky terrain, for instance — perhaps simply because that *isn't* what those races do on a daily basis, or perhaps because the natural magic of the races apply only in specific settings.

The reasons or justification for such seemingly magical skill-based abilities can vary from campaign to campaign, and the final arbiter is this: No character should be allowed to overshadow his or her fellows simply by quoting passages from books that “justify” his superhuman actions. A sense of fun, which often arises out of fairness to the other players, must dictate such uses of skills.

Table 8-3: Archetype Starting Skills

Skill (Key Ability)	Fighter	Mage	Priest	Scout
Agility† (Dex)	—	—	—	S
Bluff ^L (Cha)	—	—	—	*
Channeling (Con)	—	S	S	—
Climb† (Str)	S	—	—	S
Disguise ^L (Cha)	—	—	—	*
Engineer Device‡ (Int)	—	—	—	*
Forgery ^L (Int)	—	—	—	*
Handle Animal‡ (Dex/Cha)	S	—	*	*
Heal (Wis)	*	—	*	—
Jump† (Str)	S	—	—	S
Knowledge (art and literature)‡ (Int)	—	*	*	—
Knowledge (construction and engineering)‡ (Int)	—	*	*	—
Knowledge (folklore)‡ (Int)	*	*	*	*
Knowledge (geography)‡ (Int)	*	*	*	*
Knowledge (history)‡ (Int)	*	*	*	—
Knowledge (local lore)‡ (Int)	—	*	*	S
Knowledge (mysticism)‡ (Int)	—	S	*	—
Knowledge (nature)‡ (Int)	*	*	*	*
Knowledge (peerage)‡ (Int)	—	*	*	—
Knowledge (planar lore)‡ (Int)	—	*	*	—
Knowledge (religion)‡ (Int)	—	*	S	—
Knowledge (spelunking)‡ (Int)	—	*	*	*
Knowledge (street smarts)‡ (Int)	*	*	*	*
Knowledge (warcraft)‡ (Int)	S	*	*	*
Language‡ (Int)	—	*	*	*
Perceive (Wis)	—	—	—	S
Perform‡ ^L (varies)	—	—	S	*
Persuade ^L (Cha)	—	—	*	*
Search (Int)	—	—	—	S
Sense Motive ^L (Wis)	—	—	*	*
Sleight of Hand‡† (Dex)	—	—	—	*
Sneak† (Dex)	—	—	—	S
Spellcraft‡ (Int or Wis)	—	S	S	—
Survival (Wis)	*	—	*	*
Swim† (Str)	*	—	—	S
Trade Skill‡ (Int or Wis)	**	**	**	**
Use Rope (Dex)	*	—	—	*
Vocation‡ (Int or Wis)	S	S	S	S

S: Starting skill for all characters of this archetype.

* Potential starting skill for characters of this archetype; see the archetype description in Chapter 6: Professions.

** Each archetype may choose from among a partial list of Trade Skill subtypes if this skill is chosen as a starting skill. See the appropriate archetype description in Chapter 6: Professions.

† A character using this skill is subject to encumbrance penalties for armor, shields, or equipment worn or carried.

‡ This is a trained skill, at least under certain circumstances (see skill's description): A character must have at least 1 rank in the skill to attempt a check with it.

^L This is a language-dependent skill, at least under certain circumstances. See the appropriate skill description for details.

Skill Descriptions

This section describes each skill, including common uses and typical DCs and modifiers.

Agility (Dex)

Untrained; Encumbrance Penalty

Balance: A successful check lets the character move at half speed along a precarious surface as a move action. If he accepts a –5 penalty, he can move his normal speed as a move action (or twice his speed as a full-move action, requiring two checks). A failure means that the character can't move for 1 round, while a failure by 5 or more means that the character falls. The difficulty varies with the surface:

Surface	DC
Level/smooth	0 (no check normally necessary)
Uneven/rough	10
Broken/irregular	15
Less than half a footwidth*	+10
One-half to one footwidth*	+5
One to three footwidths*	+2
Angled†	+5
Debris-covered†	+5
Slippery†	+5

* *Footwidth* refers to the width of the path relative to the width of the character's own foot.

† These modifiers stack if more than one apply.

Fighting While Balancing: Attacks against a character who is forced to make an Agility check are normally made as if he were *stunned* (see Glossary). If the character has 5 or more ranks in Agility, he is not treated as stunned while balancing, but opponents still receive a +2 bonus to attacks against him.

If the character takes damage while balancing, he must make another Agility check to avoid being knocked prone. A character knocked prone while balancing on a narrow surface such as a ledge or beam might have to make a Reflex saving throw (DC varies, GM's discretion) to avoid falling to the ground below, and thus taking falling damage if appropriate.

Escaping: Making a check to escape physical bonds (but not a spell effect that simulates such bonds) generally requires 1 minute. Escaping a net or a binding spell is a full-round action. The character can make an Agility check opposed by an opponent's grapple check to get out of a grapple. (See Grapple in Chapter 12: Combat.)

Restraint	DC
Ropes	10 + binder's Use Rope check
Manacles	Varies (generally 30, or 35 for masterwork manacles)
Held net	10 + net wielder's grapple check
Loose net	10 + 1/2 net's initial grapple check
Grappler	Grappler's grapple check
Magical effect (save normally allowed)	10 + effect's save DC
Magical effect (no save)*	20 + effect's save DC

* For this calculation, use the save DC the effect would have if it did allow a save.

Moving through Tight Spaces: Squeezing through a tight space takes at least 1 minute per 5 feet traveled; if the space is also long, such as a chimney or crawlspace, the GM should call for a check for every 5 feet traversed. Generally, a creature with an internal skeletal structure can never get through an opening through which its head does not fit.

Space is...	DC
Roughly shoulder width	20
Less than shoulder width	30

The character can always make repeated checks while moving through a tight space.

Landing: Whenever a character intentionally jumps down from a height, she may make a DC 15 Agility check to treat the distance as if it were 10 feet shorter when determining falling damage.

Special: A character can take 20 on Agility checks as long as he is not being actively opposed in the attempt by some force or creature.

Bluff (Cha)

Untrained; Language-Dependent (see text)

Lies, prevarication, the power of suggestion, misleading or menacing body language, and so on — these are the tools of the bluffer's trade.

Lying: A Bluff check used to cover one's mistruths or prevarications is opposed by a target's Sense Motive check. A

successful Bluff check indicates that the target believes what the character wants or reacts as the character wishes, at least for a short time (usually 1 round or less).

A bluff used for this purpose always takes at least 1 full-round action, but can take much longer.

The Bluff...	Sense Motive Modifier	Example
Plays to target's own beliefs or desires	-5	"That high elf has been flirting with you all evening — I think you should go talk to her."
Doesn't require much belief or action on the target's part	+0	"No, I just arrived here, Guard Leremen. I didn't see what happened."
Lacks some supporting evidence or requires some risk on the target's part	+5	"I am a very rich man — If you defend me from these orcs I shall repay you well!"
Is hard to believe or requires the target to accept great risk	+10	"I am a secret agent in the service of the duke and have his permission to smuggle these dark elves into the city. There's no need to alert the captain of the guard."
Is outrageous or requires mortal risk on the target's part	+20	"This ragged skullcap is actually an artifact of great power worth 300 platinum imperials... but I'm prepared to let you have it for just 100!"



Generally, a failed lie makes the target too suspicious for the bluffing character to try another check under the same circumstances.

Intimidation: The character can intimidate a single creature up to 30 feet away and within line of sight by making a Bluff check opposed either to the target's Will save or to his Sense Motive check (target's choice). Any bonuses the target may have on saving throws against fear also apply here; creatures immune to fear are also immune to intimidation. If the check fails, that target cannot be intimidated by the same character for at least 24 hours.

If the Bluff check is successful, the target becomes *shaken* (see Glossary) for 1d4 rounds and can generally be bullied into performing the character's will for as long as the character remains in his presence (GM's discretion). For example, an intimidated creature might be forced to open his safe for the intimidating character, but if left alone is liable to flee and warn the authorities at once.

This type of Bluff check normally requires an attack action, but may take longer.

Using Strength to Intimidate: A character may intimidate without using words; the target must be within the character's reach for this type of intimidation to work. Rather than Charisma, the character uses her Strength modifier to determine her total Bluff skill bonus when attempting to intimidate in this fashion.

Feinting in Combat: The character can make a Bluff check opposed by the opponent's Sense Motive check to mislead an opponent she threatens so that he can't dodge the character's next melee attack effectively. Feinting is an attack action. If the feint is successful, the next attack the character makes against the opponent denies him his Dexterity bonus to defense (if any). This attack must occur during the character's next turn.

Feinting against a non-humanoid imposes a -4 penalty to the feint attempt; if the creature has an Intelligence score of only 1 or 2, this penalty increases to -8. Against a non-intelligent creature (i.e., one having no Intelligence score), feinting is impossible.

Creating a Diversion to Hide: The character can use Bluff to help her hide. (See the Sneak skill description.)

Special: When used to lie or to intimidate through words (i.e., using Charisma, not Strength), Bluff is a language-dependent skill.

Channeling (Con)

Untrained

Normally, spellcasters need not make a Channeling skill check to cast spells; a character uses this skill to properly channel the power required for spellcasting only in the face of distraction.

The table below summarizes various types of distractions that require a character to make a Channeling check while casting a spell. Casters who fail a required Channeling skill check also fail to cast their intended spell and lose their

spellcasting action, but they need not pay any power points for the cost of the failed spell.

In all cases, "spell order" refers to the order of spell the character is trying to cast.

Condition/Situation*	DC
Damage taken from any source during the casting of a spell (usually for spells with a casting time of 1 full round or more, but also applies to damage taken from a readied attack made in response to the spell being cast)	10 + damage taken + spell order
Suffering automatic/continuous damage (usually from a DOT spell, but also applies to constriction attacks, being swallowed, etc.)	10 + 1/2 the continuous damage last taken + 1/2 spell order
Distracted by non-damaging spell (if the spell allows no save, use the save DC it would have if it did allow a save)	Distracting spell's save DC + 1/2 spell order
Mild distraction or discomfort (jostled by crowd or lying prone; moving mount; bouncy wagon ride; high winds)	5 + 1/2 spell order
Moderate distraction or discomfort (trotting mount; rough wagon ride; blinding rain or sleet; moving through brambles; small boat in rough water; below deck in storm-tossed ship; entangled)	10 + 1/2 spell order
Serious distraction or discomfort (galloping mount; wind-driven hail, dust, or debris; non-damaging natural extremes of temperature; fast wagon ride over broken terrain; small boat in rapids; on deck of storm-tossed ship)	15 + 1/2 spell order
Severe distraction or discomfort (grappling or pinned†; earthquake; severe thunderstorm with high winds and heavy precipitation; tumbling down a cliff; in the crow's nest or rigging of a storm-tossed ship; potentially damaging natural extremes of temperature)	20 + spell order

* If more than one of these conditions or situations applies, use only the one resulting in the higher DC.

† A character who is grappling or pinned can cast only spells with no somatic components and whose material component is in hand.



Climb (Str)

Untrained; Encumbrance Penalty

With each successful Climb check, the character can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter the character's speed as a move action. If he accepts a -5 penalty to Climb, he can move half his normal speed as a move action. In either case, the character may climb as a full-move action, requiring two Climb checks for the round.

The DC of the check depends on the conditions of the climb.

Wall or Surface Is/Has...	DC
A slope too steep to walk up (less than 60 degrees); a knotted rope with a wall to brace against.	0
A rope with a wall to brace against or a knotted rope (but not both).	5
A surface with ledges to hold onto and stand upon, such as a very rough wall or a typical tree.	10
Adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a sparse tree; an unknotted rope.	15
Some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.	20
A rough surface, such as a natural rock wall or a brick wall.	25
An overhang or ceiling with handholds but no footholds. (A perfectly smooth, flat vertical surface cannot be climbed.)	25
Condition/Situation	DC Modifier*
Climbing in a tunnel or chimney (artificial or natural) or other location where one can brace against two opposite walls.	-10
Climbing in a corner where the character can brace against perpendicular walls.	-5
Surface is slippery.	+5
Pulling one's self up by arm-strength alone.	+5

* These modifiers are cumulative; use any that apply.

A failed check means that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height he has already attained.



A character needs both hands free to climb, but may cling to a wall or other surface with one hand while casting a spell or performing some other action that requires only one hand. A character cannot use a shield while climbing, though he may use a buckler.

Fighting While Climbing: Attacks against a character forced to make a Climb check to move are normally made as if he were *stunned* (see Glossary). If the character takes damage while climbing, he must make another Climb check; failure means the character falls from his current height and sustains the appropriate falling damage (see Falling Damage in Chapter 12: Combat).

Making Handholds and Footholds: Pounding pitons into a wall takes 1 minute per piton, and one piton is required for every 3 feet climbed. In the same way, a climber with a climbing pick, ice axe, or similar implement can cut handholds and footholds in an ice wall or the like.

Catching One's Self While Falling: It's practically impossible to catch one's self on a wall while falling. A character who tries to do so must make a Climb check (DC = wall's DC + 20). It is much easier for a character to catch himself while rolling down a slope (DC = slope's DC + 10).

Special: Someone using a rope can haul a character upward or lower her downward using sheer strength — see "How Much Can I Carry?" in Chapter 11: Adventuring.

Disguise (Cha)

Untrained; Language-Dependent (see text)

A character may use this skill to make herself or others look different. Crafting a believable disguise requires at least a few props, some makeup, and from 10 to 30 minutes of work. A disguise can include an apparent change of height or weight, but generally of no more than one-tenth the original.

The character's Disguise check result is opposed by observers' Perceive check results; however, if the disguised character doesn't draw any attention to herself, others do not normally get to make Perceive checks.

If the character comes to the attention of people who are suspicious, such as a guard who is watching commoners walking through a city gate, the GM can assume that such observers are taking 10 on their Perceive checks. (The GM makes the character's Disguise check secretly so that the character is not sure of how well she crafted the disguise.)

The effectiveness of the disguise depends in part on how much the character is attempting to change her subject's appearance:

Disguise	Perceive DC Modifier
Minor details only	+5
Disguised as different sex	-2
Disguised as different race	-2
Disguised as different age category	-2*
Disguised as specific profession	-2

*Per step of difference between character's actual age category and disguised age category (youth, adulthood, middle age, old, venerable).

If the character is impersonating a particular individual, those familiar with that person get a bonus on their Perceive checks (and are automatically considered to be suspicious).

Familiarity*	Perceive Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimates	+10

* Apply only the most applicable option.

Usually, an individual makes a Perceive check for detection immediately upon meeting the character, and then for each hour thereafter. If the disguised character casually meets many different creatures, each for a short time, check only once per day or hour, using the average Perceive skill bonus for the group.

Special: Disguise is a language-dependent skill whenever the character in disguise interacts verbally with observers.

Engineer Device (Int)

Trained

Characters use this skill to reset, assemble, or sabotage mechanical items and devices, ranging from simple locks and wagon wheels to traps and complex clockwork creations. He can also construct simple mechanical devices and traps, or unlock doors, chests, padlocks, manacles, or anything else shut with a mechanical device.

An Engineer Device check made without a set of appropriate tools at hand suffers a -2 circumstance penalty.

Alter Device: The character can make minor alterations to simple devices; for instance, he might rig a saddle or a wagon wheel so it works normally for a while and then falls off some time later (say, after 1d4 rounds or minutes of use, as the character wishes); he can do the same for tricky devices, but the check requires 10 times as long (10d4 rounds) in this case.

The GM makes the Engineer Device check so that the character doesn't necessarily know whether she has succeeded. If the check succeeds, the character disables, alters, or resets the device. If the check fails by up to 4, the character has failed but knows it and can try again. If she fails by 5 or more, something goes badly wrong — if it's a trap, the character springs it; if she's attempting some sort of sabotage, she thinks the device is disabled, but it still works normally.

Device	Time	DC*	Example
Routine	1 round	5	Jam a simple lock; reset a simple trap
Simple	1 round	10	Cause a tinkered toy to walk backward instead of forward; reset a tricky trap
Tricky	1d4 rounds	15	Rig a wagon-wheel so it will fall off the next time it's used; reset a difficult trap
Difficult	1d6 rounds	20	Cause pressure-release valves in a well-engineered dam to malfunction; reset an intricate trap
Intricate	2d4 rounds	25+	Cause a clockwork guardian to ignore creatures of a certain race

* If the character wishes to leave behind no trace of the tampering, add 5 to the DC.

Altering Devices in Combat: A character attempting to alter some item must be reasonably stationary for the time taken in the effort, being effectively *stunned* (see Glossary). Items to be altered must also be reasonably stationary — the character can't make an Engineer Device check to shut down a clockwork attacker that's trying to kill her party, although she can make one against the same device if it's pinned or immobile.

Disarming Traps: A scout with the trapseeker talent can make an Engineer Device check against the DC of a trap to disarm it, rendering it harmless.

Bypassing Traps: A scout with the trapseeker talent who has 5 or more ranks in Engineer Device can attempt to study a trap to determine how it is triggered and what the effect of triggering it will be. The DC for doing so is 10 higher than that for disabling the trap. Once a rogue has determined how a trap functions, she can generally bypass it (and get any companions with her past it as well) without setting it off or disarming it.

Scouts with the trapmaster talent can use the Engineer Device skill to disarm even magical traps. A magic trap generally has a DC of 25 + the level of the spell or effect used to create it.

Altering Tinkered Devices: The DC to alter, break, or sabotage a device created with Trade Skill (tinkering) is 5 less than the DC that was needed to create the item.

Craft Device: The character can construct simple devices such as a block-and-tackle or a mill wheel with a DC 15 Engineer Device check. Doing so always takes at least 1 minute for small, simple devices, and may require several hours or more, depending on the size and mass of the device made.

Crafting Traps: Scouts with the trapseeker talent can use the Engineer Device skill to construct traps, as shown below.

Trap	Time	DC
Simple	1 minute or more	10
Tricky	1 hour or more	15
Difficult*	2d4 hours or more	25
Intricate*	4d6 hours or more	30+

* A scout must have the trapmaster talent to craft traps of this complexity.

Pick Lock: Picking a lock is normally a full-round action and requires a successful Engineer Device check, as shown below.

Lock	DC
Very simple	20
Average	25
Good	30
Amazing	40

Forgery (Int)

Untrained; Language-Dependent

Characters use this skill to create written documents that appear to have been written or authorized by someone else, and also to detect such documents created by others.

To forge a document on which the handwriting is not specific to a person (military papers, a government decree, a business ledger, or the like), the character needs only to have

seen a similar document before and gains a +8 bonus on the check. If a character wishes to forge a signature, the autograph of the person to be imitated is needed as an original, and the forger gains a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

Circumstance*	Forger's Check Modifier
Type of document unknown to reader	+2
Type of document well known to reader	-2
Copied handwriting unknown to reader	+2
Copied handwriting intimately known to reader	-2
Reader reviews the document very casually	+2
Reader reviews the document very carefully	-2

* A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can create even more favorable circumstances for the checker's opposing check.

Forgery requires writing materials appropriate to the document being forged, enough light to write by, wax for seals (or other accessories as appropriate), and some time. Forging a short, simple document takes about 1 minute. Longer or more complex documents take at least 1d4 minutes per page. As with Disguise, however, the character doesn't need to make a check until someone actually reviews the work. The GM makes the Forgery check secretly (modified according to the chart above), so that the forging character is not sure how good the forgery is.

A retry is never possible after a particular reader detects a particular forgery. However, the same document might still fool someone else, or a similar forgery created by the same forger might fool the same person. The result of the forger's Forgery check for a particular document must be used for every instance of a different reader examining the document.

No reader can attempt to detect a particular forgery more than once — he may seek a second opinion, however, and grant the new reader a bonus for being suspicious.

Special: If the forger copies a piece of text directly, she gains a +5 circumstance bonus to any Language checks required for her forgery to succeed.



Handle Animal (Dex or Cha)

Trained or Untrained (see text)

This skill allows a character to safely handle domestic animals or control a steed or mount (including fighting from the saddle), push it for maximum performance, or raise and train animals and other wild creatures.

Husbandry (Cha): The time required to achieve an effect and the DC of the check depend on what the character is trying to do with an animal.

Task	DC
Handle a domestic animal	10
Handle a wild animal or "push" a domestic animal	15
"Push" a wild animal	30
Rear a wild animal	15 + HD of full-grown animal

In any case, a character with 5 or more ranks in Handle Animal can handle an additional animal concurrently with the first, and for every additional 5 ranks, he can handle one more animal at a time.

The character must spend half the requisite time (at the rate of 3 hours per day per animal being handled) upon the task before she attempts the Handle Animal check. If the check fails, the attempt to teach, rear, or train the animal(s) fails and she need not finish the teaching, rearing, or training time. If the check succeeds, she must invest the remainder of the time to the teaching, rearing, or training. If the time is interrupted or the undertaking is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Note that a wild animal must usually be captured and held in a location from which it cannot escape in order to be trained. Alternately, a character with the animal empathy talent (see the **EQ II Player's Guide**) might convince a wild animal to stay with him even without restraint.

Handle an Animal: This refers to commanding a trained animal to perform a task that it knows on its next action. The DC increases by 2 if the animal has taken any damage (lethal or nonlethal). If the person commanding a domesticated animal is the same person who trained it, he or she may always take 10 on this check.

"Push" an Animal: This refers to getting more effort out of an animal than it usually gives, such as commanding the animal to perform a task it doesn't know but is physically capable of performing, or making an animal hustle for more than 1 hour between sleep cycles (see Long-Distance Speeds in Chapter 11: Adventuring). The DC increases by 2 if the animal has taken any damage (lethal or nonlethal). If the husbandry check succeeds, the animal performs the commanded task on its next action.

Rear a Wild Animal: This refers to raising the wild creature from infancy so that it becomes domesticated. A successfully domesticated animal can then be taught tasks as usual.

Teach an Animal a Task: The character can also teach one animal a specific task with a week of work and a successful Handle Animal check against the indicated DC (see below). An animal with Intelligence 1 can learn a number of tasks equal to 2 + its Wisdom modifier, while an animal with Intelligence 2 can learn as many as 5 + its Wisdom modifier.

If a check made to train a wild animal fails, then that animal can never be taught that task by that trainer.

Task	Domestic DC	Wild DC	Function
Attack	20	25	Attacks any humanoid, monstrous humanoid, or animal on command. Teaching it to attack <i>any</i> creature on command counts as two tasks.
Come	15	20	Comes when called.
Defend	20	25	No command required to defend master. It can be commanded to defend another creature.
Down	15	25	Breaks off from combat on command.
Fetch	15	25	If a specific item isn't pointed out, it fetches some random object.
Guard	20	25	Stays in place on command, preventing others from approaching.
Heel	15	—	Follows master closely, even to places it normally wouldn't enter. Wild animals can't be taught this task.
Perform	15	—	Performs simple tricks, such as sitting up, rolling over, roaring or barking, and so on. Wild animals can't be taught this task.
Seek	15	25	Moves ahead and looks around for anything obviously alive or animate, then returns to its master and signals (by sound or motion).
Stay	15	20	Stays in place on command (won't challenge other creatures that come by, though it defends itself).
Track	20	25	Tracks any scent presented to it on command. (Animal must have the scent ability to learn this task.)
Work	15	20	Pulls or pushes a load on command.

Train a Domestic Animal for a General Purpose: A general purpose is a pre-selected "package" of tasks that fits a common scheme. The animal must meet all the normal prerequisites for tasks in the package, and the package cannot include more tasks than the animal can know. An animal can be trained for only one general purpose, though if the creature is capable of learning additional tasks (above and beyond those included in its general purpose), it may do so.

A wild animal cannot be trained for a general purpose.

General Purpose	Training Time	DC	Tasks Known
War*	6 weeks	20	As "riding," plus attack, defend, guard
Fighting	3 weeks	20	Attack, down, stay
Guarding	4 weeks	20	Attack, defend, down, guard
Heavy labor	2 weeks	15	Come, work
Hunting	6 weeks	20	Attack, down, fetch, heel, seek, track
Performance	5 weeks	15	Come, fetch, heel, perform, stay
Riding	3 weeks	15	Come, heel, stay

* A trainer may also "improve" a simple riding animal to a war animal by spending 3 weeks and making a successful DC 20 Handle Animal check. Warhorses and similar animals are assumed to have been trained for this purpose.

Riding (Dex): Typical riding actions (mounting or dismounting, riding along flat terrain, etc.) don't require checks.

Riding Maneuver	DC	Effect
Guide with knees	5	Character can use both hands in combat. If the rider fails, she can use only one hand this round.
Stay in saddle	5	Character avoids falling (a free action) when her mount rears or bolts unexpectedly or when the rider takes damage.
Fight with war-trained mount	10	Character can make her own attacks normally while mount attacks.
Cover	15	Character can react instantly (a free action) to hang alongside mount, using it as cover; rider can't attack or cast spells while hanging.
Leap	15	Mount leaps obstacle(s) as part of its movement. Use rider's Handle Animal modifier or mount's Jump modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what the rider must achieve to stay on the mount when it leaps.
Soft fall	15	Character reacts instantly (a free action) to take no damage when she falls off a mount. If the rider fails, she takes 1d6 points of falling damage.
Spur mount	15	Mount's speed increases by 10 feet for 1 round, but this deals 1 point of damage to the mount. Each consecutive round of spurred movement deals twice as much damage as the previous round (i.e., 2 points in the second round, then 4 points, etc.).
Control mount in battle	20	As a move action, the character can attempt to control a mount that is not trained for war. If the rider fails, she can do nothing else that round.
Fast mount or dismount	20*	Character mounts or dismounts as a free action. If the check fails, mounting or dismounting is a move action (as usual). The rider can't attempt a fast mount or dismount if she couldn't perform the mount or dismount as a move action this round.

* Encumbrance penalty applies.

Retry: Yes, except for rearing or teaching a wild animal.

Untrained: A character with no ranks in Handle Animal can use an untrained (Charisma) check to handle and push domestic animals; she can't handle or push wild animals or teach, rear, or train any animals, nor can she attempt any riding maneuvers.



Special: A character can use husbandry on any creature with an Intelligence score of 1 or 2 that is not an animal or a humanoid, but the DC of any such check increases by 5.

A character riding bareback suffers a -5 penalty on all Handle Animal checks made for riding.

Heal (Wis)

Untrained

The DC and effect of the Heal check depend on the task the character attempts.

Task	Time	DC
Bind wound	10 minutes	10
First aid	Move action	15
Long-term care	1 day	15
Treat injury	10 minutes	15
Treat poison/disease	Varies	Poison's or disease's DC

Bind Wound: A character may bind the wounds of a target (including himself), thereby restoring lost health. Each attempt takes 10 minutes, during which time both healer and patient must be still and uninterrupted. A successful check restores an amount of health equal to $1 + \text{half the healer's Heal ranks (round down)}$.

A patient may be treated in this way any number of times, but each subsequent check made on the same character within the same 24-hour period increases the Heal check DC by 5. Further, a character cannot be restored to more than 60% of her total health through this skill. Further bind wound attempts offer no benefit to characters whose current health is already above this limit; any extra points healed from binding wounds that would take a subject over this limit are lost.

First Aid: First aid refers to stabilizing a character who is *dying* (see Glossary).

Long-Term Care: This refers to treating a wounded person for a 24-hour period. If the Heal check is successful, the patient recovers health at twice the normal rate for that day: 2 points per level for each day of light activity. If the patient gets complete rest while in the healer's care, she receives 4 health per level for the day.

A healer can tend a number of patients equal to $4 + \text{his Wisdom modifier}$ at any a time. Giving long-term care to any number of patients counts as light activity for the healer. The healer cannot give long-term care to himself.

Treat Injury: A creature with a wound that imposes some penalty or disadvantage (such as its speed being reduced by a caltrop wound or blood loss from the predator's vexing wound talent) can be treated by this aspect of the Heal skill. A successful check removes the penalty or disadvantage.

Treat Poison/Disease: This skill can be used to tend an individual who has been poisoned or diseased and who is going to take more damage (or suffer some other effect) from the affliction. Every time the individual makes another saving throw against the poison or disease, the healer makes a Heal check. The individual uses the healer's result in place of her saving throw if the healer's check result is higher.

Retry: Yes, except as noted for bind wound.

Special: A Heal check made on a creature of only roughly similar body type (e.g. a halfling healing a kerra) suffers a –5 penalty. A Heal check made on a creature with a dissimilar body type (a dwarf healing a griffon) suffers a –10 penalty.

Each bind wounds or long-term care check, whether successful or not, requires the expenditure of a few bandages, salves, and so on (i.e., 1 use of a healer's kit).

Creatures with no Constitution score cannot be healed using this skill.

Jump (Str)

Untrained; Encumbrance Penalty

A character jumps a distance dependent upon her Jump check result. All of the values shown here assume the character has a current speed of 30 feet. For every 5 feet her speed is less than 30 feet, the character suffers a –3 penalty on Jump checks. For every 5 feet her speed is greater than 30 feet, she gains a +2 bonus on Jump checks. Thus, a character with a speed of 45 feet gains a +5 bonus on Jump checks, while one with a speed of 23 feet suffers a –3 penalty.

A Jump check is usually considered part of a move (or full-move) action.

All Jump DCs given here also assume that the character has had a running start, which requires that she move at least 20 feet in a straight line before attempting the jump. If she does not get a running start, the DC for the jump is doubled. If the character runs out of movement mid-jump, her next action (either on this turn or, if necessary, on her next turn) must be another move action to complete the jump.

If a character has ranks in Jump and succeeds on a Jump check, she generally lands on her feet (unless the GM rules that doing so is inappropriate). If the character attempts a Jump check untrained, she lands prone unless she beats the DC by 5 or more.

Long Jump: A long jump is a horizontal leap made across a gap such as a ditch or stream. At the midpoint of the leap, the jumper attains a vertical height equal to one-quarter of the horizontal distance covered.

If the check fails by less than 5, the character doesn't clear the distance, but can make a DC 15 Reflex save to grab the far edge of the gap; if this save succeeds, she ends her movement grasping the far edge. Getting up requires a move action and a Climb check (usually DC 15).

The character's total movement in a round is always penalized by 5 feet for each long jump she makes that round, and the distance moved by jumping is always counted against the resulting total distance moved. Thus, if Nikti (a gnome rogue with a base speed of 25 feet) manages to jump 9 feet across a trench while running away from her enemies, she must count the jump as 9 feet out of the total 95 feet (100 – 5) she travels this round. If she had jumped two such trenches, she would move only 90 feet this round (losing 5 feet for each jump), with 18 feet of that taken up by her two jumps.

Long Jump Distance	Jump DC*
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25

* The DC is doubled without a running start.

High Jump: A high jump is a vertical leap, such as one made to reach an overhead branch. If the character is jumping up to grab something, a successful check indicates that she has reached the desired height, and stops her movement in that square. If she wishes to pull herself up, she can do so with her next move action and a DC 15 Climb check. If she fails the Jump check, she does not reach the desired height and lands on her feet in the same square from which she jumped.

High Jump Distance*	Jump DC†
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32
9 feet	36

* Not including vertical reach; see below.

† The DC is doubled without a running start.

The height of a character or creature changes the difficulty of reaching a given height. An average Medium creature has a "standard vertical reach" (that height to which it can reach without jumping) of 8 feet. For every size a creature is above Medium, double this height; for each size below, halve it.

Quadrupeds (or other long, low creatures), naturally, have less vertical reach than a bipedal creature; treat them as being one size category smaller than their actual size.

Hop Up: A character can jump up onto an object as tall as her waist, such as a table or countertop, with a DC 10 Jump check. This counts as 10 feet of movement, so if the character's speed is 35 feet, she could move 25 feet, then hop up onto a counter. The character does not need to get a running start to hop up, so the DC is not doubled if she does not get a running start.

Knowledge (Int)

Trained or Untrained (see text)

Knowledge is actually a number of separate fields of study; a character may have several Knowledge skills, each with its own ranks, each purchased as a separate skill.

- Art and literature (artists, famous ballads, plays, legends and texts; dragons, magical beasts, outsiders)
- Construction and engineering (towns and cities, dams, bridges, roads, castles; constructs, vermin)
- Folklore (legends and myths, superstitions, cultural lore, folk remedies; aberrations, fae, magical beasts)
- Geography (continents, cities, natural features, landmarks, customs; animals, humanoids, plants)
- History (rulership, wars and conflicts, migrations, notable events, catastrophes; dragons, humanoids)
- Local lore (customs, personalities and factions, laws, traditions; humanoids, monstrous humanoids)
- Mysticism (arcane mysteries, symbols, prophecy, spellcasting guilds and academies; aberrations, constructs, magical beasts)
- Nature (flora and fauna, weather, climate and natural cycles; animals, plants, vermin)
- Peerage (bloodlines and genealogies, noble factions, heraldry, mottoes, inheritance, laws and duties; humanoids, outsiders)
- Planar lore (planes of existence, interplanar magic, planar travel; elementals, outsiders)
- Religion (deities and myths, churches, religious groups and cults; outsiders, undead)
- Spelunking (caverns, dungeons and crypts, airflow and dangerous gases; aberrations, oozes)
- Street smarts (gangs and guilds, lying low, bribery, gambling; humanoids, undead)
- Warcraft (tactics, leaders, strategy, siegecraft, histories of warfare; animals, humanoids)

Answering a question within a character's field of study has a DC as shown below:

Obscurity of Subject	DC
Routine	10
Basic	15
Moderate	20
Great	25
Extreme	30 or more

Note that for some Knowledge skills (such as local lore or street smarts), a character's "field of study" may refer to a specific geographic location or cultural setting; in general, such knowledge is considered "routine" if it relates to the character's home environment, and becomes increasingly difficult as he moves further away from familiar surroundings.

In many cases, a character may make a Knowledge check to identify creatures of a certain type (as noted above), as well as one or more of their powers or vulnerabilities. In general, the DC for such a check is 10 + the HD of the creature in question. If the character is successful, he learns one bit of useful information about that creature; for every 5 points by which

he exceeds the DC, the GM can offer one further bit of information.

Retry: No, not until the character gains a rank in that particular Knowledge skill. The check represents what the character knows, and thinking about a topic a second time doesn't let a person know something he has never learned in the first place.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character can only attempt a Knowledge check with a DC of 15 or lower.

Language (Int)

Trained

Characters begin the game with ranks in one or more native languages. The known languages of the Shattered Lands include (but are by no means limited to) Dragon, Dwarven, Halasian, Elder Dragon, Elder Elvish, Erudish, Fier'Dal, Froglokian, Giantish, Gnollish, Gnomish, Goblin, Koda'Dal, Kobold, Oggish, Old Erudian, Orcish, Old Teir'Dal (a.k.a. Dark Speech), Stout, Tae'En (the language of the lizard men), Thexian, and Trollic.

A character's ranks in a language dictate his degree of fluency, as shown below.

Number of Ranks	The Character...
1	Can speak and understand a few simple words and phrases
2	Can comprehend basic sentences and converse slowly in broken speech
3	Can easily understand and communicate most simple concepts
4	Is as fluent as an average native speaker (he may still have an accent)

It is possible to gain 5 or more ranks in a language, but few folk other than scholars or translators ever do so. A character's Language ranks are assumed to apply to both spoken and written language, although a player may choose to make her character illiterate if she so chooses.

Speakers with 3 or more ranks don't need to make Language checks to hold simple, casual conversation with other speakers who also have 3 or more ranks. (If a character is straining to overhear a conversation, that's a Perceive check.)

If two (or more) speakers seek to communicate ideas of any complexity and if any participant in a conversation has 3 or fewer ranks, that participant should make a Language check. Total the number of ranks of the language used between any given pair (speaker and listener), and consult the table below for the appropriate DC.

The Speaker and Listener...	DC
Have 3 or fewer ranks between them	20
Have 4–5 ranks between them	15
Have 6 or more ranks between them	10
Are actively trying to communicate	-2
Are fluent in similar dialects (e.g. Fier'Dal and Koda'Dal)	+2*

* This is a competence bonus granted to both characters' checks.

Characters attempting to understand each other may retry as often as they wish, subject only to the limits of time and patience, for as long as only one of them fails his check. Once



both a speaker and a listener fail their Language checks regarding a particular statement or concept, however, those two interlocutors cannot try to discourse on that topic again for at least 24 hours.

For example, three trolls (with 3 ranks each in Trollic) are having a conversation about the last fight they were in. No rolls are necessary, as the topic amounts to a casual conversation. However, if one of the trolls decides to discuss the merits of pacifism as it relates to the (mis)representation of his people in the social milieu of Qeynos, the GM is more than justified in forcing them to make (rather difficult) Language checks.

Since any two of the trolls have only 6 ranks in Trollic between them (thus requiring a DC 10 check), and they are actively trying to converse (-2 to the DC), they must each make a DC 8 Language check. If a speaker fails his check, he does not adequately convey his meaning; if a listener fails, he simply does not sufficiently grasp what he is hearing.

If any two fail their checks in the same round, their “conversation” is a garbled exercise in futility, and those who failed cannot converse on this topic again for 24 hours.

Language-Dependent Skills: Language checks made in conjunction with language-dependent skills are always considered free actions.



Perceive (Wis)

Untrained

This skill is used to notice bandits hiding in ambush, pick out opponents fleeing through the streets at night, notice a fallen trinket in the grass when one walks nearby, locate a friend’s face in a crowd, overhear whispered conversations, and so on.

The GM usually makes any Perceive checks so that characters don’t know whether they have failed or whether there is actually something to discern. A Perceive check is usually a free reaction, made every time a character has a chance to notice something in a reactive manner. As a full-round action, a character may make a Perceive check to try to notice something he might previously have missed.

The table below gives some average DCs for Perceive checks in typical situations (assuming that the checks are made within 10 feet of the object of the check).

Thing to Be Perceived	DC*
People talking	0
An open jug of vinegar nearby in a small room	5
An average human peasant trying hard to sneak past	10
A flea climbing up the character’s leg	15
A housecat stalking a mouse at dusk	20
An owl gliding in for the kill	30

* If the character beats the DC by at least 10, he gains some exceptional piece of sensory evidence or information — for example, a character trying merely to get the gist of a nearby conversation instead hears it perfectly in its entirety.

In most cases, the Perceive check is opposed by a target’s Sneak check — the listed DCs on the table above represent a near-average result for the given situations, and are provided simply as a point of reference.

General modifiers to Perceive checks are listed below.

Condition	Perceive Check Penalty
Light obstruction (listening through a light wooden door, looking through smoke from campfire)	-5
Moderate obstruction (listening through heavy gate, peering through light fog)	-10
Heavy obstruction (listening through stone wall, peering through heavy fog)	-15
Per 10 feet of distance	-1
Per 10 feet of distance through squares filled with obstruction*	-2
Minor distraction (strong wind, cloud of gnats, riding on bouncy wagon)	-2
Major distraction (wind-driven hail, moving through briar patch, slogging through rat-infested sewer water)	-5

* Making a Perceive check through more than 10 feet of moderate or 5 feet of heavy obstruction is impossible.

Passive Listening: It is reasonable for a GM to assume a character takes 10 or even less on Perceive checks, depending on his current state of awareness and sense of security (a sleepy guardsman might effectively be “taking 5,” while a person in the comfort of his own home, with no reason to be suspicious or wary, should take 0).

A sleeping character is assumed to take –10 on all Perceive checks.

Perceiving the Invisible: Characters may make a Perceive check as a move action to determine the location of an invisible object or creature. See Invisibility in Chapter 12: Combat for further details.

Perform

Trained or Untrained (see text)

A character uses this skill to entertain tavern patrons with epic poems, play the lute to earn her supper, distract guards with tasteless limericks, or just while away the time on long trips. It is also used by bards (and only bards) to bring the magic out of music.

Like Knowledge, Perform is actually a number of separate skills; a character can have several Perform skills, each with its own ranks, each purchased as a separate skill.

The nine classifications of Perform and the methods, instruments, or techniques involved in each [and their key ability modifiers] are given below:

- Acting (comic, dramatic, improvisational, mime) [Cha]
- Brass Instruments (all types of horns) [Con]
- Buffoonery (clowning, extempore, rhyme, ribaldry) [Cha]
- Dance (ceremonial, courtly, folk) [Dex]
- Oratory (epic, ode, public speaking, storytelling) [Cha]
- Percussion Instruments (all types of drums and chimes) [Dex]
- String Instruments (all types of harps and lutes) [Dex]
- Wind Instruments (all types of pipes and flutes) [Dex]
- Singing (ballad, chanting, melody) [Cha]

By spending anywhere from a few hours to an entire day at performing, the character can impress audiences and perhaps earn a living with her talent and skill.

DC Achieved	Quality of Mundane Performance
10	Routine. Trying to earn money by playing at this level in public is essentially begging. The character earns 1d10 cp/day.
15	Enjoyable. In a prosperous city, the character can earn 1d10 sp/day.
20	Great. In a prosperous city, the character can earn 3d10 sp/day. With time, the character may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable. In a prosperous city, the character can earn 1d6 gp/day. With time, the character may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary. In a prosperous city, the character can earn 3d6 gp/day. With time, the character may draw attention from distant potential patrons or even from royalty.

Retries for music are possible, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Trained: A character must be trained to play a musical instrument, although most other kinds of performance can be attempted untrained. However, untrained performances can never achieve a result better than “enjoyable.”

Special: In addition to using the Perform skill, a character could entertain people as shown above using skills such as legerdemain or juggling (Sleight of Hand), or tightrope walking or tumbling (Agility).

Persuade (Cha)

Untrained; Language-Dependent

Negotiating deals with potential employers, digging up gossip, haggling for better prices, talking one's way past hostile guards, spreading rumors or disseminating specific information, or even begging strangers for a few spare coins — all are functions of the Persuade skill.

Diplomacy: The character can change others' attitudes with a successful check. In negotiations, participants make opposed Persuade checks to see who gains the advantage. Opposed checks also resolve cases in which two advocates plead opposite cases in a hearing before a third party. Such a Persuade check is generally at least a full-round action.

Gathering Information: By succeeding at a DC 10 Persuade check (assuming a few hours are spent “working” the locals), the character can get a general idea of the major current news, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information. If the character wants to find out about a specific rumor or secret or a specific item, or wants to obtain a map or do something else along those lines, the DC is 15 to 25 or higher. The GM may determine that finding such specific information also requires a longer period of time, as well as a few well-spent coins used buying drinks and favors.

Bargaining: The character may negotiate a lower price for goods or items. Both sides make opposed Persuade checks: A successful check by the buyer lowers the asking price by 5% for every 3 points by which the check succeeds, to a maximum discount of 25%. A successful check by the seller raises the price by a similar amount, with no hard limit to the maximum sale price. Note, however, that most NPCs never pay more than 200% of the assessed market price for any common or even uncommon item, regardless of the bargaining check result, except under special circumstances (GM's discretion). Prices for other rare or exotic merchandise can reach any height.



Player characters buying goods are never required to pay any price, regardless of the check results; they may always simply refuse the deal at any point and walk away.

Begging: The character can make a Persuade check opposed by the target's Will save. In general, a character can convince a target to give him at least 1 copper piece, and perhaps as much as 1 silver piece, for each point by which his Persuade check exceeds the target's Will save, although the majority of targets never give more than 10% of their money on hand, no matter how successful the begging attempt.

Retry: If an initial diplomacy, bargaining, or begging check fails, a retry is futile. Checks made to gather information can be retried, but each check generally takes at least a few hours, and characters may draw unwanted attention to themselves if they repeatedly pursue a certain type of information.

Search (Int)

Untrained

A character uses this skill to actively check a small area for hidden items, including traps and triggers. Searching is not only visual, but uses all the senses.

A character must be within 10 feet of an object or surface to search it. It takes 1 full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

Task	DC
Ransack a cluttered area to find a fist-sized item	10
Notice a partly concealed opening or certain very simple traps; find a coin-sized item in a cluttered area	15
Notice a typical secret opening, a typical simple trap, or an obscure sign or clue	20
Notice an extremely obscure clue	25 or more
Notice a very well-hidden secret opening	30 or more

Special: While anyone can use Search to find a trap whose DC is 20 or less, only a character with the trapseeker talent can use Search to locate traps with higher DCs. A dwarf of any profession can use Search to find traps built into or out of stone, regardless of DC.

A character without the Track feat can use the Search skill to find evidence of some creature or event (at any DC), but cannot follow tracks. (Following tracks requires a Survival check.)

Sense Motive (Wis)

Untrained; Language-Dependent (see text)

This skill is used to see through lies, notice something amiss with a companion, realize the local mayor is trying to hide something, and so on.

A successful check allows the character to avoid being bluffed (see the Bluff skill). In this case, Sense Motive is used



reactively (a free reaction). A character gets a Sense Motive check for each Bluff check made against her.

Hunch: The character can make a DC 20 Sense Motive check (though the DC could be higher in certain circumstances) to make a snap assessment of her current social situation. She can get a “gut feeling” from another's behavior that something is wrong, such as when talking to an impostor, although her hunch does not tell her precisely what is out of place. Alternatively, she can get the feeling that someone with whom she is speaking is trustworthy.

Such an attempt requires at least 1 full minute of interaction — but note that a character could spend a whole evening trying to sense the motives of those around her in a social setting.

Sense Enchantment: The character can tell that someone's behavior is being influenced by an external mind-influencing spell or effect, such as a *charm* spell, even if that person isn't aware of the effect himself. Such an attempt requires at least 1 full minute of interaction, and the DC for the attempt is 25 (higher if the character is in an unfamiliar social setting, such as trying to discern the unusual behavior of an alien or exotic creature).

Special: Sense Motive is usually a language-dependent skill. A hunch or sense enchantment check can be made as a non-language-dependent skill, but in this case the Sense Motive check suffers a -5 penalty.

Sleight of Hand (Dex)

Trained; Encumbrance Penalty

A DC 10 Sleight of Hand check lets the character palm a coin-sized, unattended object. Minor feats of legerdemain such as making a coin disappear also have a DC of 10 unless an observer is determined to note where the item went. When the character is performing this skill under scrutiny, his skill

check is opposed by the observer's Perceive check. This doesn't prevent the character from performing the legerdemain, just from doing it unnoticed.

Pick Pocket: If the character tries to take something, unnoticed, from another creature, he must make a DC 20 Sleight of Hand check to successfully pilfer the item. This requires an attack action. The opponent makes a Perceive check to detect the attempt, and detects the attempt if her check result beats the character's Sleight of Hand check, regardless of whether he successfully pilfered the item.

Perform: The character can also juggle or perform acts of legerdemain to entertain an audience (as with the Perform skill).

Retry: A second Sleight of Hand attempt against the same target or a second attempt watched by the same observer has its DC increased by 10 points if the first attempt failed or was noticed.



Sneak (Dex)

Untrained; Encumbrance Penalty

This skill is used to sneak up on guards, slip away quietly through forests, and move noiselessly through ruins and catacombs.

The character's Sneak check is opposed by the Perceive check of anyone who might see, hear, or otherwise notice him. The character can move up to one-half normal speed and still sneak at no penalty. At anywhere between one-half and normal speed, he suffers a -5 penalty. It's practically impossible to sneak while running or charging.

The character's environment may hamper his ability to sneak effectively. Note that some environments may make it easier to hide from sight but more difficult to move silently, or vice versa; in such instances, the Sneak DC still increases (as shown on the table below) since others in the vicinity are assumed to be using all of their senses to perceive the sneaking individual. For example, even if a character is perfectly silent as he moves through a brightly lit and sparsely furnished room, he is still easily seen.

When a character tries to sneak across or through such an area, he takes a penalty to his Sneak check as follows:

Surface	Check Modifier
Hampering (scree, bog, light snow, etc.; sparse vegetation, high ground, etc.)	-2
Severely hampering (dry undergrowth, deep snow, etc.; flat plains, atop an embankment)	-5 or more

Normally, a character must have either cover or concealment to attempt a Sneak check to hide from sight (it is impossible to hide in a completely empty room, for instance). Similarly, if people are observing the character, even casually, he can't hide from sight; he can turn a corner or maneuver around some obstacle so that he is out of sight and *then* hide, but observers know at least roughly where he went.

If the character's observers are momentarily distracted in some way, such as with a successful Bluff check opposed by the observer's Sense Motive check, he can attempt to hide: While the others turn their attention from the character, he can attempt a Sneak check if he can get to a hiding place of some kind (as a general guideline, the hiding place has to be within 1 foot per rank the character has in Sneak). This Sneak check, however, suffers a -10 penalty because the character has to move very quickly.

Total cover or concealment (see Cover and also Concealment in Chapter 12: Combat) usually eliminates any need for a Sneak check when trying to hide (but characters may still be heard, smelled, etc.).

Sniping: A character who has hidden successfully at least 10 feet from his target can make one ranged attack, then immediately hide again. However, he takes a -20 penalty on his Sneak check to conceal himself again after the attack.

Special: Creatures larger or smaller than Medium get size bonuses or penalties on Sneak checks, as follows: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16. These modifiers are also noted in each player character race description.

Spellcraft (Int or Wis)

Trained

Spellcraft is used by characters to decipher, learn, and prepare spells. Character with manasight can also use this skill to recognize and analyze observable magical effects.

A character uses the better of his Intelligence or Wisdom modifier when making checks using Spellcraft.

Standard Spellcraft: The Spellcraft skill allows a character to decipher and learn newly encountered spells from a scroll, spellbook, prayerbook, or other written or encoded source. It is also used by a spellcaster to prepare learned spells so that they may be cast.

To prepare a spell, the caster must spend time studying a spellbook (or prayerbook) in order to place the spell into one of his eight spell preparation slots. He must have an available spell preparation slot; if no slots are currently open, the caster must select a spell already prepared and remove it from its slot (a free action) before attempting to fill the slot with a new spell. He must then make a Spellcraft check (DC 10 + 1/2 the order of the spell to be prepared). A successful check means the spell is placed in the appropriate spell preparation slot.

The time required to prepare a spell is a number of full-round actions equal to the spell's order, minus the character's ranks in Spellcraft, to a minimum of 1 full-round action.

If the caster takes any damage while trying to prepare a spell, then the attempt is interrupted and the spell preparation fails. (If the caster was replacing an already prepared spell with a new one when the preparation attempt failed, then the old spell is still removed from its slot.)

A newly prepared spell may not be available for immediate use; this determination is based on the spell's recast time (see Recast in the EQ II Spell Guide).

Task	DC	Retry?
Learn a spell from a spellbook, scroll, or other source	15 + 1/2 spell order	Only after gaining 1 rank in Spellcraft
Prepare a spell from a borrowed spellbook	15 + spell order	After 24 hours
Decipher a written spell (such as a scroll)	20 + 1/2 spell order	After 24 hours

Identifying Magic: A character with manasight can identify spells and magic effects, as shown below. Spellcraft does not allow such a character to identify the function of magic items; only an *identify* spell can do that.

Task	DC	Retry?
Identify a spell being cast, if it has somatic or verbal components	15 + 1/2 spell order	No
Identify a spell already in place or in effect	20 + 1/2 spell order	No
Identify a spell being cast, if it has neither somatic nor verbal components	20 + spell order	No
Understand a strange magical effect (such as the function of a unique mystical ward upon an enchanted forest, or the purpose of a magical stream)	30 or higher	No

Spell Research: Spellcasters can use the Spellcraft skill to study and develop spells rather than finding them or buying them from magic vendors. Many of the rarest and most valuable spells can only be acquired through such a use of the Spellcraft skill.

Further details on spell research are provided in the EQ II Spell Guide.

Survival (Wis)

Untrained

This skill allows a character to make his way in the wilds. He can forage for food or bring down game, track prey, recognize signs of nearby predators, and locate or construct shelter from the elements.

The GM may alter the DC of any Survival checks (and/or the amount by which a character must exceed the DC to extend benefits to other creatures) based on the difficulty of the local terrain.

Task	Time	DC	Retry?
Get along in the wild: Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which his check result exceeds 10.	1 day's travel	10	After 24 hours
Gain a +2 bonus on all Fortitude saves against detrimental effects of weather while moving up to one-half the character's overland speed, or gain a +4 bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the check result exceeds 15.	Varies*	15	No*
Avoid natural hazards, such as quicksand.	1 minute	15	No*
Sense heading†	1 round	15	Yes
Predict the weather up to 24 hours in advance. For every 5 points by which his Survival check result exceeds 15, the character can predict the weather for one additional day in advance.	1 round	15	After 24 hours

* To gain a Fortitude save bonus or to avoid a natural hazard, the character makes a reactive check whenever the situation calls for one; a single check may represent activity over the course of hours or a full day. Retries against a particular detrimental effect or hazard are not allowed.

† The character can find true north. Failure by 4 or less indicates that the character is not sure of his current heading, while failure by 5 or more indicates that he mistakenly identifies a random direction (which could conceivably be north in any case) as true north. The GM makes the check secretly so the character doesn't know whether he has succeeded or erred. A character trying to sense his heading may try again freely, but he has no way of knowing whether any given attempt is correct.

Sense Location: Once per day, given a minute or so to judge his bearings, the character can determine his approximate location in the Shattered Lands. The character must first know which way is north (either through the use of this skill or by some other means) and be able to see stars, the sun, or the shattered remnants of the moon Luclin in the sky. Then, with a DC 20 Survival check, the character determines his approximate global position (e.g. "You stand roughly a few miles east of Qeynos"). Failure by 4 or less indicates that the character is simply not sure of his current position, while

failure by 5 or more indicates that he mistakenly identifies his location.

Tracking: A character can use Survival to follow a creature's tracks as long as the DC for the task is 10 or lower. Only a character with the Track feat can use Survival to follow tracks when the DC is 11 or higher. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

See Track in Chapter 9: Feats for more information regarding tracking.

Swim (Str)

Untrained

With each successful Swim check, the character can move through water (or a similar medium) at one-quarter her current speed as a move action. Taking a full-move action is possible while swimming, but requires two checks per round. If the character fails, she makes no progress through the water. If the character fails by 5 or more, she starts to drown.

The base DC for the Swim check depends on the roughness of the water:

Water Conditions	DC
Calm water	10
Rough water	15
Very rough water	20

A character suffers a cumulative -1 penalty to her Swim check for each consecutive round she has been underwater (i.e., -1 in the second round, -2 in the third, then -3 , -4 , etc.).

For each hour that the character swims, she must make a Swim check (DC 20, $+2$ per previous hour) or take 1d6 points of nonlethal damage from exertion.

Special: Characters making Swim checks suffer twice the usual encumbrance penalty for both armor and load carried. Thus, a character in chainmail armor and bearing a medium load suffers a -16 penalty to Swim checks.

Trade Skill (Int or Wis)

Trained

Trade Skill is actually a number of separate skills; a character could have several trade skills, each with its own ranks, each purchased as a separate skill. The standard Trade Skills are alchemy, baking, blacksmithing, brewing, calligraphy, fletching, jewelcraft, poison making, pottery, tailoring, tattooing, and tinkering.



Trade Skill checks use the character's Intelligence or Wisdom as the key ability, whichever is higher.

A character can practice a trade and make a decent living, earning about half the check result in gold pieces per week of dedicated work. (Poison making can only be used this way if the character is in an area with a thieves' guild and/or a market willing to sell such goods.)

The character knows how to use the tools of the trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems that arise on the job. However, the real benefit of a Trade Skill is the items a character is able to craft. With only a few ranks, Trade Skill can be used to craft many sorts of mundane items, but as a trade is mastered, progressively more fantastic items can be created if the right components are available.

The **EQ II Spell Guide** has extensive information on the use of Trade Skill and the items that can be created through its use.

Appraise: The character can make a Trade Skill check to appraise items that might reasonably be known to someone of his trade, as shown below.

Rarity of Item	Time	DC	Successful Margin*	Failed Margin*
Common	1 rnd	—	2d6+93%	—
Uncommon	1 min	15	(2d4+5)x10%	(2d10-1)x10%
Rare or exotic†	1 min+	20	(4d4)x10%	N/a

* **Margin:** The margin of error for an appraise check (whether successful or failed) indicates the percentage, either above or below the actual market price, by which the appraiser errs in judging the item's value. For instance, if a character fails to appraise an uncommon item, the GM secretly rolls 2d10-1, multiplies by 10%, adjusts the actual market value of the item by the resulting percentage, and tells the character that value for the item.

† A character who fails a check to appraise a rare or exotic object cannot estimate the item's value. A magic item is always considered "exotic," even if crafted or associated with that Trade Skill, and can only be appraised properly (i.e., with respect to its magical properties) if the character had a good indication of the item's capabilities.

Use Rope (Dex)

Untrained

Most tasks with a rope are relatively simple.

Task	DC
Tie a firm knot	10
Tie a special knot, such as one that slips, slides slowly, or loosens with a tug	15
Tie a rope around oneself one-handed	15
Convert several weak cords into a stout rope	15
Splice two ropes together (takes 5 minutes)	15

Throwing a Grappling Hook: The character can throw and secure a grappling hook with a Use Rope check (DC 10 at 10 feet, +2 for every further 10 feet of distance, to a maximum range of 60 feet, at DC 20). Failure by 4 or less indicates that the hook fails to catch and falls, allowing the character to try again. Failure by 5 or more indicates that the hook catches hold initially, but comes loose after 1d4 rounds of supporting

weight. This check is made secretly by the GM, so that the character doesn't know whether the rope will hold his weight.

Binding a Creature: The character can use rope (or any similar material) to bind another creature. Any Agility check that the bound individual makes to escape the bonds is opposed by the character's Use Rope check, with a special +10 bonus on the binder's check (since it is easier to tie someone up than to escape from being tied up). The character doesn't make a Use Rope check until the bound individual tries to escape.

Vocation (Int or Wis)

Trained or Untrained (see text)

Like Knowledge, Vocation is actually a number of separate skills. A Vocation tends to be a more flexible and mobile occupation than a Trade Skill, requiring a broader range of less specific skills and knowledge. Vocations include (but are not limited to) apothecary, artist, boater, bookmaker, carpenter, cobbler, cooper, farmer, farrier, fisher, herder, lumberjack, miller, miner, ostler, porter, sailor, stablehand, stonemason, tanner, teamster, wainwright, and woodcutter.

Vocation checks use the character's Intelligence or Wisdom as the key ability, whichever is higher.

The character knows how to use the tools of the trade, how to perform the vocation's daily tasks, how to supervise untrained helpers, and how to handle common problems that arise on the job. For example, a sailor knows how to tie decent knots and stow line, how to tend and repair sails, how to stand a deck-watch at sea, and so on. Normally, a Vocation check is not required to perform any of these basic tasks; the GM should set DCs only for more specialized tasks or for standard tasks performed in stressful or hazardous situations.

The character can make a decent living practicing his vocation in a balanced local economy, earning a number of gold pieces equal to half his check result per week of dedicated work. An attempt to earn income cannot be retried. (Another check may be made after a week to determine a new income for the next week.)

Appraise: A character can make a Vocation check to appraise an item related to his trade. This functions identically to appraise checks as described under "Trade Skill."

Untrained: Untrained laborers and assistants earn an average of 1 silver piece per day. Any character can try to appraise an item (an untrained Intelligence check), but such checks always have a DC of at least 10.

Synergy: Certain Vocations are likely to grant synergy bonuses to other skills, particularly under specific circumstances, at the GM's discretion. For example, Vocation (lumberjack) could grant a synergy bonus to a Climb check made to climb a tree or an Agility check made to run across a fallen log, while Vocation (sailor) might grant a synergy bonus to Use Rope checks involving tying knots.

Special: GMs should feel free to develop any Vocation into a new Trade Skill. For example, in a setting where magic is as prevalent as in the Shattered Lands, it is very likely that a "Trade Skill (stonemasonry)" skill might have developed — most likely among the dwarves — enabling practitioners to craft the equivalent of magical structures and dwellings.

CHAPTER NINE:



Feats

Feats are special qualities or abilities that characters can gain by virtue of their race and profession, or by spending the training points they receive when they gain levels beyond 1st. In many ways, they are similar to talents (see Chapter 7: Talents and Disciplines), except that feats are available to characters from any profession as long as they meet certain designated prerequisites.

Acquiring Feats

All characters start play with one feat chosen at character creation, in addition to any received as bonus feats for profession or race. (They need pay not training point cost for any of these 1st-level feats.) Characters may purchase additional feats as they advance in level by using training points as described in Chapter 6: Professions. As well, fighters may opt to take bonus combat feats in place of their bonus talents as they gain levels.

As with some talents, many feats have prerequisites that must be met before a character can take the feat (and prerequisites for feats are sometimes more demanding than those for talents). Generally, a feat gained as a racial benefit will specifically allow the character to disregard its usual prerequisites.

All feat prerequisites listed are the minimum required for a character to take the feat. For example, a feat that lists “Str 13” as its prerequisite can be taken by any character with a Strength score of 13 or higher, regardless of race or profession.

A character must meet all the requirements for a feat before he can take it. If he should lose any of that feat’s prerequisites, he also loses the benefit of that feat (and of all feats that have that feat as a prerequisite) until such time as he regains the lost prerequisite(s). For example, if a mage with a 13 Dexterity and the Dodge and Dodge Missiles feats is hit by a spell that reduces his Dexterity to less than 13, he cannot use the benefit of either feat until the spell’s effect ends or he raises his Dexterity to 13 or higher once again by some other means.

Unless a feat’s description states otherwise, no feat can be taken more than once. For example, a character cannot take Improved Initiative twice and thus gain a +8 bonus to initiative.

General Feats

General feats are miscellaneous feats that can be taken by any character who meets the prerequisites. They provide a character with certain bonuses not linked directly to combat or mysticism.

Table 9-1: Feats

General Feats	Training Point Cost	Prerequisite	Benefit
Aptitude	—*	—	Choose extra starting skill
Armor Proficiency (light) ^c	5	—	No encumbrance penalty on attack rolls
Armor Proficiency (medium) ^c	6	Armor Proficiency (light)	No encumbrance penalty on attack rolls
Armor Proficiency (heavy) ^c	6	Armor Proficiency (medium)	No encumbrance penalty on attack rolls
Blind-Fight ^c	8	—	Fight and move better in poor visibility
Dirty Fighter ^c	7	Con 13	Switch points from defense to damage
Dodge ^c	6	Dex 13	+1 dodge bonus to defense vs. one foe
Dodge Missiles ^c	6	Dodge	+4 dodge bonus to defense vs. ranged attacks
Improved Dodge ^c	7	BAB +6, Dodge	+2 dodge bonus to defense vs. one or two foes
Spring Attack ^c	7	Dex 15, Improved Dodge	Move before and after melee attack
Whirlwind Attack ^c	7	Rapid Surge, Spring Attack	1 melee attack against all within in reach
Double Attack ^c	7	BAB +9	Weapon delay reduced by 1
Educated	—*	—	All Knowledge skills are starting skills
Endurance	7	—	Less hampered by environment, fatigue, exhaustion
Exotic Weapon Proficiency ^c	6	—	No attack penalty with specific exotic weapon
Great Fortitude	6	—	+2 bonus on Fortitude saves
Great Step ^c	7	Size Large or larger	May take 10-foot step instead of 5-foot step
Hand to Hand ^c	7	—	Unarmed damage increases
Improved Grapple ^c	7	Hand to Hand	+4 on grapple checks; considered armed
Improved Hand to Hand ^c	7	Hand to Hand	Unarmed damage increases, becomes lethal
Improved Trip ^c	8	Hand to Hand	+4 to trip; no free attack on failed trip
Body Slam ^c	7	Hand to Hand, Power Attack, Slam	Deal damage with bull rush, overrun, or trip
Hefty	5	—	Increased carrying capacity
Improved Critical ^c	7	BAB +8, proficient with weapon	Weapon’s threat range doubles
Finishing Blow ^c	8	Improved Critical, Improved Weapon Focus	Attacks against wounded foes are lethal
Improved Feint ^c	7	BAB +1, Bluff 5 ranks	Feinting is move action
Improved Healing	6	Base Fortitude save +7	Increased healing rate
Improved Initiative ^c	6	—	+4 bonus to initiative rolls
Improved Subdual ^c	5	BAB +3	No penalty to deal nonlethal damage

General Feats	Training Point Cost	Prerequisite	Benefit
Improved Swimming	6	Swim 8 ranks	+4 on Swim checks; increased swimming rate
Iron Will	6	—	+2 bonus on Will saves
Knack	7	—	+3 bonus on selected skill
Leadership	9	Character level 6	Attract cohort and followers
Lightning Reflexes	6	—	+2 bonus on Reflex saves
Mind Over Matter	7	—	Gain health equal to 1 + base Will save
Mounted Combat ^c	7	Handle Animal 4 ranks	Counter attack on mount with Handle Animal check
Mounted Archery ^c	7	Mounted Combat	Half penalties for mounted ranged attacks
Ride-By Attack ^c	6	Mounted Combat	Move before and after mounted charge
Trample ^c	6	Mounted Combat	Target cannot avoid mounted overrun
Spirited Charge ^c	7	Handle Animal 7 ranks, Ride-By Attack	Double damage on mounted charge
Parry ^c	6	Int 13	Switch points from attacks to defense
Improved Disarm ^c	7	Parry	+4 to disarm; no free attack on failed disarm
Point Blank Shot ^c	7	—	+1 to ranged attacks and damage within 30 ft.
Far Shot ^c	6	Point Blank Shot	Range increment increases
Precise Shot ^c	7	Point Blank Shot	No penalty for firing into melee
Rapid Shot ^c	7	Dex 13, Point Blank Shot	1 extra ranged attack (all at -2)
Shot on the Run ^c	7	Dex 15, Dodge, Point Blank Shot	Move before and after ranged attack
Power Attack ^c	7	Str 13	Switch points from attacks to damage
Cleave ^c	7	Power Attack	1 free melee attack after dropping foe
Great Cleave ^c	7	BAB +6, Cleave	Make unlimited Cleave attacks
Improved Bull Rush ^c	7	Power Attack	+4 on or against bull rush attacks
Improved Sunder ^c	7	Dex 13, Power Attack	+4 to sunder; no free attack in return
Knock-Back ^c	7	Str 19, Improved Bull Rush	Free bull rush against smaller foe
Quick Draw ^c	7	—	Draw or sheathe weapon as free action
Rapid Surge ^c	7	Dex 13	Switch points from defense to attacks
Resistance	6	Any base save +5	Gain harm resistance (4) vs. one energy type
Greater Resistance	8	Any base save +8, Resistance	Gain harm resistance (8) vs. one energy type
Run	5	—	Run 5x current speed; +4 on running jumps
Swift	6	Dex 13, Run	Speed increases by 5 ft.
Scent	7	Iksar, kerra, ratonga, or troll	Gain <i>minor scent</i> ability
Shield Proficiency ^c	5	—	Proficient with all shields but tower shield
Tower Shield Proficiency ^c	6	—	Proficient with tower shield
Bash ^c	7	Shield Proficiency	Make shield bash attack but keep defense bonus
Improved Bash ^c	7	Bash	More damage and daze with shield bash
Shield Deflection ^c	7	Dex 13, Shield Proficiency	Deflect ranged attacks with shield
Slam ^c	7	Size Large or larger	Gain slam attack
Improved Slam ^c	7	Str 17, BAB +6, Slam (or natural slam attack)	More damage and daze with slam
Spontaneous Reflexes	7	—	Gain health equal to 1 + base Reflex save
Toughened	7	—	Gain health equal to 1 + base Fortitude save
Track	6	Survival 1 rank	Follow tracks with Survival check
Weapon Class Proficiency ^c	7	—	No attack penalty with chosen class of weapons
Weapon Finesse ^c	7	BAB +3	Use Dex modifier to hit, not Str, with light weapons
Weapon Focus ^c	7	BAB +1, proficient with weapon	+1 bonus to attacks with chosen weapon
Weapon Specialization ^c	7	BAB +6, Weapon Focus	+2 bonus to damage with chosen weapon
Improved Weapon Focus ^c	7	BAB +11, Weapon Specialization	+2 bonus to attacks with chosen weapon
Improved Weapon Specialization ^c	7	BAB +16, Improved Weapon Focus	+4 bonus to damage with chosen weapon
Greater Weapon Focus ^c	7	BAB +21, Improved Weapon Specialization	+3 bonus to attacks with chosen weapon
Greater Weapon Specialization ^c	7	BAB +26, Greater Weapon Focus	+6 bonus to damage with chosen weapon

* This feat can only be taken by a character at 1st level, during character creation.

^c Combat feat.



Combat Feats

Combat feats are a subtype of general feat, even though they represent a large percentage of the total number of feats; all combat feats relate to actions that may be taken during combat. The distinction between general and combat feats is important only because fighters may take combat feats in place of their fighter talents.

Feat Descriptions

Unless noted otherwise in a feat's description, a feat can be taken only once.

Aptitude [General]

The character has an affinity for one or more skills unusual in one of his background.

Training Points: —.

Benefits: The player may choose a number of skills equal to his character's Intelligence modifier (minimum 1) from among those not normally granted as starting skills for the character's profession. These skills are treated as starting skills for that character.

Special: The character can gain this feat multiple times, but only during character creation (as a 1st-level character). Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

This skill has no training point cost because it can be taken only by a 1st-level character.

Armor Proficiency (Heavy) [Combat, General]

The character is proficient with all heavy armors.

Training Points: 6.

Prerequisites: Armor Proficiency (medium).

Benefit: When a character wears a type of armor with which he is proficient, the armor's encumbrance penalty applies only to Agility, Climb, Jump, Sleight of Hand, Sneak, and Tumble checks.

Normal: A character in armor with which he is not proficient suffers its encumbrance penalty on attack rolls

and on any check having Strength or Dexterity as its key ability modifier.

Armor Proficiency (Light) [Combat, General]

The character is proficient with all light armors.

Training Points: 5.

Benefit: When a character wears a type of armor with which he is proficient, the armor's encumbrance penalty applies only to Agility, Climb, Jump, Sleight of Hand, Sneak, and Tumble checks.

Normal: A character in armor with which he is not proficient suffers its encumbrance penalty on attack rolls and on any check having Strength or Dexterity as its key ability modifier.

Armor Proficiency (Medium) [Combat, General]

The character is proficient with all medium armors.

Training Points: 6.

Prerequisites: Armor Proficiency (light).

Benefit: When a character wears a type of armor with which he is proficient, the armor's encumbrance penalty applies only to Agility, Climb, Jump, Sleight of Hand, Sneak, and Tumble checks.

Normal: A character in armor with which he is not proficient suffers its encumbrance penalty on attack rolls and on any check having Strength or Dexterity as its key ability modifier.



Bash [Combat, General]

The character is skilled at making attacks with a shield.

Training Points: 7.

Prerequisites: Shield Proficiency.

Benefit: If the character is carrying a light or heavy shield, he may make a shield bash attack with it as an attack action. Alternatively, he may make an additional shield bash attack at his highest attack bonus as part of a full-attack action, in which case this attack and all other attacks made during the same round suffer a –2 penalty to hit. The shield bash does not negate the character's shield bonus to defense.

A shield bash deals 1d6 points of crushing damage for Large characters, 1d4 for Medium characters, or 1d3 for Small characters, plus one-half the character's Strength modifier.

If the character uses a shield bash with a ready action to interrupt a spellcaster, the caster's Channeling check (see Chapter 8: Skills) against damage taken from a successful bash attack suffers an additional +1 penalty to its DC for every 2 points of damage dealt by the shield bash. For example, a shield bash that deals 6 points of damage against a spellcaster trying to cast a 4th-order spell requires the caster to make a DC 23 Channeling check (10 + damage dealt + order level + special shield bash modifier).

A character with the Bash and Slam feats cannot make a shield bash attack in the same round as a slam attack.

Normal: Without the Bash feat, a character making an attack with a shield loses his shield bonus to defense.

See the description of shields in Chapter 10: Equipment for more information.

Special: A shield with a magic enhancement bonus is treated as a magic weapon for the purpose of penetrating damage reduction when used for a shield bash; however, the enhancement bonus is not added to the attack or damage rolls (see Damage Reduction in Chapter 12: Combat).

Blind-Fight [Combat, General]

The character can fight competently when she cannot see her target.

Training Points: 8.

Benefit: In melee combat, every time a character misses an opponent because of concealment, she can reroll the percentile miss chance one time to see if she actually hits (see Concealment and also Invisibility in Chapter 12: Combat). Also, the character suffers only half the usual penalty to speed for being unable to see: Darkness and poor visibility in general reduce the character's speed to three-quarters instead of one-half.

Additionally, an invisible attacker gets no bonus to hit the character in melee, and the character isn't considered flat-footed against the invisible attacker.

The character does not gain any of these benefits against ranged attacks made by an invisible opponent.

Body Slam [Combat, General]

The character is a vicious wrestler.

Training Points: 7.

Prerequisites: Hand to Hand, Power Attack, Slam.

Benefits: The character may deal his usual slam damage or unarmed strike damage (whichever is higher) whenever he makes a successful bull rush, overrun, or trip attack, in addition to that attack's normal effects.

Special: If the character also has the Improved Hand to Hand feat, he may deal either lethal or nonlethal damage when using this feat.

Cleave [Combat, General]

The character can take advantage of openings caused when he drops an opponent in melee combat.

Training Points: 7.

Prerequisites: Str 13, Power Attack.

Benefit: If the character deals enough damage to a creature to make it drop (typically by dropping it to *dying*, killing it outright, etc.), he gets an immediate, extra melee attack against any other creature he threatens. The character cannot take a 5-foot step before making this extra attack, as he normally can between iterative attacks during a full-attack action. The Cleave attack uses the same weapon and the same bonuses as the attack that dropped the previous creature.

The character can use this ability only once per round.

Dirty Fighter [Combat, General]

The character has a knack for "putting the hurt on" in melee combat.

Training Points: 7.

Prerequisite: Con 13.

Benefit: When the character uses the fighting dirtily option (see Alternate Fighting Strategies in Chapter 12: Combat), she gains a +1 bonus to damage rolls for every point of defense bonus she sacrifices. The amount sacrificed still may not exceed the character's base defense bonus. The changes to attack and defense rolls last until the character's next action.

Dodge [Combat, General]

The character can keep a careful eye on one especially dangerous opponent.

Training Points: 6.

Prerequisite: Dex 13.

Benefit: During the character's action, she designates a single opponent and receives a +1 dodge bonus to defense against attacks from that opponent until her next turn. The character can select a new opponent at the beginning of each turn as a free action. A condition that makes the character lose her Dexterity bonus to defense (if any) also makes her lose any dodge bonuses.

Special: Dodge bonuses stack with each other, unlike most other types of bonuses.

Dodge Missiles [Combat, General]

The character is very hard to hit with ranged attacks.

Training Points: 6.

Prerequisites: Dex 13, Dodge.

Benefits: The character gains a +4 dodge bonus to defense against all ranged attacks. He must be aware of an attack to gain this bonus.

Special: Dodge bonuses stack with each other, unlike most other types of bonuses.

Double Attack [Combat, General]

The character has developed a fast fighting style.

Training Points: 7.

Prerequisite: BAB +9.

Benefit: The character figures his iterative attacks as if his weapon's delay were 1 point lower. For example, a 7th-level fighter (BAB +9) using a standard delay weapon (delay 5, normally granting him two attacks at base bonuses of +9/+4) instead figures his attacks as if the weapon had a quick delay (i.e., of 4, granting him three attacks at +9/+5/+1).

Educated [General]

The character has a well-rounded education.

Training Points: —.

Benefits: All Knowledge skills are considered starting skills for this character.

Special: A character may gain this feat only during character creation (as a 1st-level character). The feat has no training point cost because it can be taken only by a 1st-level character.

Endurance [General]

The character is especially hardy.

Training Points: 7.

Benefit: Whenever the character makes a Constitution check or Fortitude save for performing any physical action or activity that extends over a period of time (running, swimming, holding her breath, and so on), or when making a similar check or save to avoid nonlethal damage from environmental effects, she gets a +4 bonus to the roll.

While *fatigued*, the character can still run, although only at triple speed; she still suffers the –2 penalty to Strength and Dexterity and cannot charge. While *exhausted*, the character may move at three-quarters speed (rather than half) and suffers only a –4 penalty to Strength and Dexterity; she cannot charge.

The character can also sleep in any armor with an associated encumbrance penalty of –4 or less without becoming fatigued the next day.

See the Glossary for details regarding the fatigued and exhausted conditions.

Exotic Weapon Proficiency [Combat, General]

The character is trained in the use of a certain exotic weapon.

Training Points: 7.

Benefit: The player may choose one exotic weapon. The character is proficient with the chosen weapon.

Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new exotic weapon.

Far Shot [Combat, General]

The character has learned to arch her ranged attacks while maintaining accuracy over resultantly longer ranges.

Training Points: 6.

Prerequisite: Point Blank Shot.

Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

Finishing Blow [Combat, General]

The character has mastered the art of the lethal blow.

Training Points: 8.

Prerequisites: Improved Critical, Improved Weapon Focus.

Benefit: The player chooses a particular type of weapon, such as a longsword or a handaxe, with which his character already has both the Improved Critical and Improved Weapon Focus feats. Any melee attack with such a weapon against a badly wounded foe has a chance of felling the target instantly.

Any time one of the character's attacks successfully reduces a target's current health to 25% (or less) of its normal health total, the target must make a Fortitude save (DC 10 + 1/2 the attacking character's BAB) or be reduced instantly to the *dying* condition (see Glossary).

For example, Blearic, a troll Ftr 5/War 4, ambushes Murellae, a wood elf fighter with a 14 Constitution, and does a considerable amount of damage to her. (After the first round, she is reduced to only 28 health, down from her usual total of 80. Of course, the GM does not inform Blearic's player of these numbers, nor that Murellae will be forced to make a save against his Finishing Blow feat as soon as she loses another 8 health — the GM simply explains that the elf is wounded but still fighting.)

On his next turn, Blearic hits Murellae for 11 points of damage (after she applies her armor's DR), bringing Murellae down to 17 health, so the Finishing Blow condition has been met: The ill-fated victim must now make a DC 15 Fortitude save (base 10, +5 for 1/2 Blearic's BAB, rounded down). Unfortunately for the elf, she rolls poorly, just missing the Fortitude save, so the troll's attack drops Murellae immediately to –3 health, rather than to the 17 health she would otherwise have had remaining.

Murellae has been vanquished, and Blearic can now put away his greatsword and take out his cooking utensils....

Special: Creatures immune to critical hits are also immune to the effects of Finishing Blow.



Great Cleave [Combat, General]

The character has mastered the ability to take advantage of felling opponents in melee combat.

Training Points: 7.

Prerequisites: BAB +6, Cleave.

Benefit: As Cleave, except that there is no limit to the number of times the character can use the feat's benefit each round.

Great Fortitude [General]

The character is extremely resilient.

Training Points: 6.

Benefit: The character gains a +2 bonus on all Fortitude saving throws.

Great Step [Combat, General]

The character has a lengthy stride that aids him in combat.

Training Points: 7.

Prerequisites: Size Large or larger.

Benefits: The character may take a 10-foot step as a free action whenever he would normally be allowed a 5-foot step (see Free Actions in Chapter 12: Combat for an explanation of the 5-foot step). He may still move only 5 feet, though, if he wishes.

Special: For all other intents and purposes, a "great step" counts as a 5-foot step. Thus, for example, a character with this feat and the dragon stance talent does not gain the bonus for dragon stance after having taken a 10-foot step.

Greater Resistance [General]

The character has developed a powerful resistance to one energy attack form.

Training Points: 8.

Prerequisites: Any base save +8, Resistance.

Benefit: The character may select any one harm resistance type for which he has already purchased the Resistance feat: His resistance to that type increases by a bonus of resistance (8). This bonus stacks with that from the Resistance feat.

For example, if Hurgadil has already taken the Resistance (cold) feat and selects the Improved Resistance (cold) feat, then he now has a total bonus of cold resistance (12) from the two feats.

Special: The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new energy type (for which the character must already have the Resistance feat).

Greater Weapon Focus [Combat, General]

The character has spent time honing her skill with a chosen weapon.

Training Points: 7.

Prerequisites: BAB +21, Improved Weapon Specialization.

Benefit: The player chooses a particular type of weapon with which his character has Improved Weapon Specialization. The character's Weapon Focus bonus increases to +3.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon type.

Greater Weapon Specialization [Combat, General]

The character is especially good at inflicting damage with a chosen weapon.

Training Points: 7.

Prerequisites: BAB +26, Greater Weapon Focus.

Benefit: The player chooses a particular type of weapon with which his character has Greater Weapon Focus. The character's Weapon Specialization bonus increases to +6.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon type.

Hand to Hand [Combat, General]

The character has learned to strike effective blows while unarmed.

Training Points: 7.

Benefit: The character's base unarmed damage increases by one dice increment (1d2 becomes 1d3, 1d6 becomes 1d8, etc.).

Herty [General]

The character can carry a remarkable amount without being encumbered.

Training Points: 5.

Benefits: The character may carry up to half of his maximum load as a light load, and up to three-quarters of his maximum load as a medium load (see "How Much Can I Carry?" in Chapter 11: Adventuring). The maximum amount of a heavy load is unaffected.

For example, a Medium character with this feat and a 15 Strength can carry up to 100 pounds as a light load (as opposed to the usual 67 pounds), and up to 150 pounds (rather than 100 pounds) as a medium load. A load of 151 to 200 pounds still constitutes a heavy load for the character.

Improved Bash [Combat, General]

The character delivers particularly powerful shield bash attacks.

Training Points: 7.

Prerequisites: Str 13, BAB +6, Bash.

Benefit: The character's shield bash damage is increased by one dice-size increment (i.e., 1d4 becomes 1d6, 1d3 becomes 1d4, etc.).

If the character's shield bash attack hits, the target must make a Fortitude save (DC 10 + the damage dealt by the shield bash). If the target fails his saving throw, he is *dazed* for 1 round (see Glossary).

Creatures immune to critical hits cannot be dazed by shield bash attacks.

Improved Bull Rush [Combat, General]

The character is skilled at using his strength to force opponents back.

Training Points: 7.

Prerequisites: Power Attack.

Benefits: The character gains a +4 bonus on all bull rush attempts (see Bull Rush in Chapter 12: Combat), as well as on rolls to counter bull rush attacks made against him.

Improved Critical [Combat, General]

The character has learned to strike vital blows more often with his chosen weapon.

Training Points: 7.

Prerequisites: BAB +8, Weapon Focus.

Benefit: The character chooses a particular type of weapon for which he already has the Weapon Focus feat. When using this weapon, the character's threat range is doubled. For example, a short sword normally threatens a critical on natural roll of 19 or 20 (10% of the time); if a character has Improved Critical (short sword), her threat range with it becomes 17–20 (twice the standard range, or 20% of the time).

Special: The character can gain this feat multiple times. The effects do not stack. Each time a character takes the feat, it applies to a new weapon.

Improved Critical does not stack with other effects (such as the *keen* weapon enhancement) that alter critical threat ranges.

Improved Dodge [Combat, General]

The character can make a special effort to avoid being hit by one or more foes.

Training Points: 7.

Prerequisite: BAB +6, Dodge.

Benefit: During the character's action, she designates an opponent and receives a +2 dodge bonus to defense against attacks from that opponent, or designates two opponents and receives a +1 dodge bonus to defense against each of them. The character can select a new opponent (or opponents) on any action.



Because dodge bonuses stack, the character may also apply the bonus gained from the Dodge feat independently of the above bonuses. Thus, the character may gain the further +1 dodge bonus to defense from the Dodge feat against the opponent or one of the opponents designated by this feat, or choose another opponent altogether (i.e., he has a +3 dodge bonus that he may distribute among up to three opponents).

A condition that would make a character lose her Dexterity bonus to defense also makes her lose all dodge bonuses.

Special: Dodge bonuses stack with each other, unlike most other types of bonuses.

Improved Disarm [Combat, General]

The character has mastered the art of disarming his opponents safely.

Training Points: 7.

Prerequisites: Parry.

Benefit: When the character attempts to disarm an opponent (see Disarm in Chapter 12: Combat), he gains a +4 bonus to the attempt. Further, the defender does not gain an opportunity to disarm the character as a result of a failed disarm attempt.

Improved Feint [Combat, General]

The character has developed great skill at feinting in combat.

Training Points: 7.

Prerequisites: BAB +1, Bluff 5 ranks.

Benefits: The character may use the “feinting in combat” tactic described under the Bluff skill (see Chapter 8: Skills) as a move action rather than an attack action.

Improved Grapple [Combat, General]

The character is a skilled grappler.

Training Points: 7.

Prerequisites: Hand to Hand.

Benefits: The character gains a +4 bonus on all grapple checks, whether or not she initiated the grapple. When the character initiates a grapple, she does not provoke a free attack.

Special: If the character also has the Improved Hand to Hand feat, she may opt to deal lethal damage with a successful grapple check while grappling, without suffering a –4 penalty to the check.

Improved Hand to Hand [Combat, General]

The character is a highly skilled unarmed fighter.

Training Points: 7.

Prerequisites: Hand to Hand.

Benefit: The character’s unarmed damage increases by one dice increment (1d3 becomes 1d4, 1d6 becomes 1d8, etc.). In addition, the character may choose to deal either lethal or nonlethal damage with her unarmed attacks, at her option, with no penalty to the attack roll.

Improved Healing [General]

The character heals at an unusually fast rate.

Training Points: 6.

Prerequisites: Base Fortitude save +7.

Benefit: The character gains an amount of health back each day equal to his Constitution modifier, in addition to those gained for natural healing. For example, a 12th-level barbarian with a 19 Constitution would recover 16 health for a full day’s rest, rather than the usual 12 for a character of his level.

If the character is under the care of a healer, he recovers an amount of health each day equal to twice his Constitution modifier, in addition to those gained for being under the healer’s care. Thus, the barbarian in the above example would recover 32 health per day, rather than the usual 24 for a character of his level. (If he also had complete rest for the day, this amount would increase to $12 \times 4 + 8 = 56$ points.)

See Healing in Chapter 12: Combat and also the Heal skill in Chapter 8 for more on rates of natural healing.

Special: A creature with fast healing (such as a troll or iksar) recovers health on a per-hour basis rather than per-day. Thus, a 12th-level iksar with a 19 Constitution would regain 16 health per hour, rather than the usual 12 for a character of his level.

Improved Initiative [Combat, General]

The character has remarkable reaction time.

Training Points: 6.

Benefit: The character receives a +4 bonus on initiative rolls.

Improved Slam [Combat, General]

The character delivers particularly powerful slam attacks.

Training Points: 7.

Prerequisites: Str 17, BAB +6, Slam (or natural slam or tail slap attack).

Benefit: The character’s slam damage is increased by one dice-size increment (i.e., 1d4 becomes 1d6, 2d6 becomes 2d8, etc.).

If the character’s slam attack hits, the target must make a Fortitude save (DC 10 + the damage dealt by the attack). If the target fails his saving throw, he is *staggered* for 1 round (see Glossary). Creatures immune to critical hits cannot be *staggered* by slam attacks.

Special: The benefits of this feat do not stack with those from the Hand to Hand or Improved Hand to Hand feats, as slam attacks are considered armed attacks.

Improved Subdual [Combat, General]

The character has mastered the art of nonlethal combat.

Training Points: 5.

Prerequisites: BAB +3.

Benefits: The character does not suffer the usual –4 penalty when attacking to deal nonlethal damage with melee weapons.

Normal: A character suffers a –4 penalty to attack when trying to deal nonlethal damage with a weapon that normally deals lethal damage.

Improved Sunder [Combat, General]

The character is particularly adept at breaking opponents' weapons.

Training Points: 7.

Prerequisites: Dex 13, Power Attack.

Benefit: When the character attempts to sunder an opponent's weapon or some other held object (see *Attacking a Weapon* in Chapter 12: Combat) with a melee attack, he gains a +4 bonus to his attack roll. Further, when the character strikes at an opponent's weapon she does not provoke a free attack.

Improved Swimming [General]

The character is a masterful swimmer.

Training Points: 6.

Prerequisites: Swim 8 ranks.

Benefits: The character gains a +4 bonus on Swim checks. In calm waters, the character may swim at one-half her land speed as a move action without the need for a Swim check. In rough waters, she may move one-third her land speed as a move action with a successful Swim check. This feat grants no increase to speed in very rough water conditions.

For each consecutive hour that the character swims, she must make a Swim check (DC 15, +1 per previous hour) or take 1d6 points of nonlethal damage from exertion.

Special: A creature with a natural swim speed cannot take this feat.

Improved Trip [Combat, General]

The character is adept at taking advantage of tripped or thrown opponents.

Training Points: 8.

Prerequisites: Hand to Hand.

Benefit: When the character attempts to trip an opponent (see *Trip* in Chapter 12: Combat), he gains a +4 bonus to his opposed Strength check. Further, if his trip attempt fails, the opponent does not get a free attack against the character.

Improved Weapon Focus [Combat, General]

The character has spent time honing her skill with a chosen weapon.

Training Points: 7.

Prerequisites: BAB +11, Weapon Specialization.

Benefit: The player chooses a particular type of weapon with which his character has Weapon Specialization. The character's Weapon Focus bonus increases to +2.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon type.

Improved Weapon Specialization [Combat, General]

The character is especially good at inflicting damage with a chosen weapon.

Training Points: 7.

Prerequisites: BAB +16, Improved Weapon Focus.

Benefit: The player chooses a particular type of weapon with which his character has Improved Weapon Focus. The character's Weapon Specialization bonus increases to +4.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon type.

Iron Will [General]

The character possesses extraordinary mental hardiness.

Training Points: 6.

Benefit: The character gains a +2 bonus on all Will saving throws.



Knack [General]

The character is particularly talented in a specific skill.

Training Points: 7.

Benefit: The character chooses one skill. She gets a +3 bonus on all checks with that skill.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

Knock-Back [Combat, General]

The character can knock smaller opponents back with the strength of his blows.

Training Points: 7.

Prerequisites: Str 19, Improved Bull Rush.

Benefits: The character may make a bull rush attack as a free action any time he hits an opponent of smaller size than himself, or hits an opponent of the same size but with a lower Strength score. If the bull rush is successful, the opponent is knocked back 5 feet in addition to taking normal damage from the attack.

Table 9-2: Leadership

Leadership Score	Cohort Level	Number of Followers by Level						
		1st	2nd	3rd	4th	5th	6th	7th
1 or less	—	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—	—
6	4th	—	—	—	—	—	—	—
7	5th	—	—	—	—	—	—	—
8	5th	—	—	—	—	—	—	—
9	6th	—	—	—	—	—	—	—
10	7th	5	—	—	—	—	—	—
11	7th	6	—	—	—	—	—	—
12	8th	8	—	—	—	—	—	—
13	9th	10	1	—	—	—	—	—
14	9th	15	1	—	—	—	—	—
15	10th	20	2	1	—	—	—	—
16	11th	25	2	1	—	—	—	—
17	11th	30	3	1	1	—	—	—
18	12th	35	3	1	1	—	—	—
19	13th	40	4	2	1	—	—	—
20	13th	50	5	2	1	1	—	—
21	14th	60	6	3	1	1	—	—
22	15th	75	7	4	2	1	—	—
23	15th	90	9	4	2	1	1	—
24	16th	110	11	5	2	1	1	—
25	17th	135	13	5	2	1	1	—
26	17th	150	15	6	3	1	1	1
27	18th	170	18	6	3	1	1	1
28	19th	190	21	6	3	2	1	1
29	19th	210	24	7	4	2	1	1
30	20th	240	28	7	4	2	1	1
31	21st	260	32	7	4	2	1	1
32	21st	280	36	7	4	2	2	1
33	22nd	310	42	8	5	2	2	1
34	23rd	340	48	8	5	2	2	1
35+	23rd	360	54	8	5	3	2	2

Leadership Score: A character's Leadership score equals his level plus his Charisma modifier. In order to take into account negative Charisma modifiers, the Leadership table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can also affect a character's Leadership score, as detailed in Table 9-3.

Cohort Level: The character can attract an NPC cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of his own level or higher (if such a cohort is indicated, the cohort is instead of a level one less than the character).

Number of Followers by Level: The character can lead up to the indicated number of NPCs of each level.

Leadership [General]

The character has earned the trust and loyalty of one or more followers.

Training Points: 9.

Prerequisites: Character level 6.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers. See Table 9-2 for the level of cohort and the number of followers the character can recruit.

Special Cohorts: With the GM's permission, a leader may seek out a special cohort who is not a member of the standard PC races.

Followers: A leader attracts followers with gear appropriate to NPCs of their level. As his Leadership score rises, he can attract more followers. If his Leadership score decreases, some followers may desert.

Replacing Cohorts and Followers: If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score, although it takes time (1d4 months) to recruit replacements.

If the leader is to blame for the deaths of the cohort or followers, it takes extra time (up to a full year) to replace them. Note that in this case the leader also earns a reputation of failure.

Table 9-3: Leadership Modifiers

General Leadership Modifiers	
The Leader Has a Reputation of...	Leadership Modifier
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2
Cohort-Only Leadership Modifiers	
The Leader...	Leadership Modifier
Has a special pet/warder	-2
Has a good/poor history with cohort's affiliates	+/-2
Previously caused the death of a cohort	-2*
	* Per cohort killed.
Follower-Only Leadership Modifiers	
The Leader...	Leadership Modifier
Rules a stronghold, guildhouse, or some similar base of operations	+2
Moves around a lot	-1
Caused the death of other followers	-1

Lightning Reflexes [General]

The character is able to quickly remove himself from sudden danger.

Training Points: 6.

Benefit: The character gains a +2 bonus on all Reflex saving throws.

Mind Over Matter [General]

The character is unusually hard to kill.

Training Points: 7.

Benefits: The character gains an amount of health equal to 1 + the character's base Will save bonus. Thus, a Ftr 6/Brw 5/Mnk 3 who takes this feat gains 1 + 5 = 6 health. This bonus to health increases retroactively as the character gains levels (and his base Will save bonus thus increases), so that when the above monk reaches 4th level (total base Will save bonus +6), he gains another bonus point of health from this feat (1 + 6 = 7).

Mounted Archery [Combat, General]

The character is trained to make ranged attacks from horseback.

Training Points: 7.

Prerequisite: Mounted Combat.

Benefit: The character's attack penalty when using a ranged weapon from horseback is halved to -2 instead of -4 if her mount is taking a full-move action, or -4 instead of -8 if her mount is running.

Mounted Combat [Combat, General]

The character is trained to fight in melee from a mount.

Training Points: 7.

Prerequisite: Handle Animal 4 ranks.

Benefit: Once per round when the character's mount would be hit in combat, she may make a Handle Animal check as a free action to negate the hit. The hit is negated if the character's Handle Animal check equals or exceeds the attack roll (essentially, the Handle Animal check becomes the mount's defense roll).

Parry [Combat, General]

The character has learned to fight in a defensive manner when needed.

Training Points: 6.

Prerequisite: Int 13.

Benefit: When the character uses the fighting defensively option (see Alternate Fighting Strategies in Chapter 12: Combat), he gains a +1 bonus to defense for every point of attack bonus he sacrifices. The amount sacrificed still may not exceed the character's base attack bonus. The changes to attack and defense rolls last until the character's next action.

If the character wields a 1-handed weapon and a shield, he adds 1.5x the number subtracted from his attack rolls to his defense rolls while using Parry.

Point Blank Shot [Combat, General]

The character is especially accurate when making ranged attacks from a close range.

Training Points: 7.

Benefit: The character gets a +1 bonus to attack and damage rolls with ranged attacks at ranges of up to 30 feet.

Special: This feat's benefit also extends to spells that require a ranged touch attack when the target is within 30 feet of the caster.

Power Attack [Combat, General]

The character can deliver particularly powerful blows in melee combat.

Training Points: 7.

Prerequisite: Str 13.

Benefit: When the character uses the fighting aggressively option (see Alternate Fighting Strategies in Chapter 12: Combat), he gains a +1 bonus to damage rolls for every point of attack bonus he sacrifices. The amount sacrificed still may not exceed the character's base attack bonus. The changes to attack and defense rolls last until the character's next action.

If the character wields a 2-handed weapon (or uses a 1-handed weapon wielded in two hands), he adds 1.5x the number subtracted from his attack rolls to his damage while using Power Attack.

Precise Shot [Combat, General]

The character is trained to make extremely accurate shots when firing into melee combat.

Training Points: 7.

Prerequisite: Point Blank Shot.

Benefit: The character does not suffer the usual -4 penalty for using ranged attacks against an opponent engaged in melee. He still suffers the appropriate penalties for his opponent having cover if any creature currently in melee with his target stands between him and the target (see Cover in Chapter 12: Combat).

Quick Draw [Combat, General]

The character can draw a weapon with remarkable speed.

Training Points: 7.

Prerequisite: BAB +1.

Benefit: The character may draw or sheathe a weapon as a free action instead of as a move action. As well, a character with the Quick Draw feat can load ammunition for a light crossbow or sling as a free action, allowing her to make iterative attacks (using that weapon's delay) as part of a full-attack action.

Rapid Shot [Combat, General]

The character can make ranged attacks much more quickly than most.

Training Points: 7.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: The character may make 1 extra attack per round with a ranged weapon. The attack is at the character's highest base attack bonus, but each attack this round (the extra one and the normal ones) suffers a -2 penalty.

The character must take a full-attack action to use this feat.

Rapid Surge [Combat, General]

The character can deliver quick, accurate blows in melee combat.

Training Points: 7.

Prerequisite: Dex 13.

Benefit: When the character uses the fighting hastily option (see Alternate Fighting Strategies in Chapter 12: Combat), she gains a +1 bonus to attack rolls for every point of defense bonus she sacrifices. The amount sacrificed still may not exceed the character's base defense bonus. The changes to attack and defense rolls last until the character's next action.

Resistance [General]

The character has developed a natural resistance to one form of attack.

Training Points: 6.

Prerequisites: Any base save +5.

Benefit: The character may select any one harm resistance type (acid, cold, disease, divine, electricity, heat, magic, mental, poison, or sonic). Against attacks or effects with that energy type, he gains a bonus of resistance (4).



Special: The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new energy type.

Ride-By Attack [Combat, General]

The character is trained to make swift melee strikes from horseback.

Training Points: 6.

Prerequisites: Mounted Combat.

Benefit: When the character uses the charge action while mounted, she may move and attack as with a standard charge and then move again (continuing the straight line of the charge). The character's total movement for the round can't exceed double her mounted speed.

Run [General]

The character can sprint very quickly.

Training Points: 5.

Benefit: When running in anything less than heavy armor and carrying no more than a medium load, the character moves 5 times her current speed instead of the usual 4 times her speed (see "How Fast Can I Move?" in Chapter 11: Adventuring). In heavy armor or when carrying a heavy load, the character moves 4 times her normal speed instead of 3 times her speed (see Armor in Chapter 10: Equipment).

If the character makes a jump with a running start, she gains a +4 bonus on her Jump check. While running, she retains her Dexterity bonus to defense.

Scent [General]

The character has an extremely acute sense of smell.

Training Points: 7.

Prerequisites: Iksar, kerra, ratonga, or troll.

Benefits: The character gains the minor scent ability (see Glossary).

Special: The GM may allow characters of certain NPC races (giants or gnolls, for instance) to take this feat as well.

Shield Deflection [Combat, General]

The character may deflect ranged attacks with his shield.

Training Points: 7.

Prerequisites: Dex 13, Shield Proficiency.

Benefits: The character must have a buckler or a light or heavy shield in hand to use this feat; a tower shield is too bulky and awkward. Whenever the character would normally be hit with a ranged weapon, he may make a DC 20 Reflex save (if the ranged weapon has a magic bonus to attack, the DC increases by that amount). If the character succeeds, he deflects the missile. The character must be aware of the attack and not flat-footed.

A buckler may deflect 1 ranged attack per round, a light shield up to 2 attacks, and a heavy shield 3. Attempting to deflect a ranged attack is a free action.

Exceptional or massive ranged weapons, such as energy bolts created by spells or siege ammunition launched by heavy machinery, can't be deflected in this way.

Shield Proficiency [Combat, General]

The character is proficient with most shields.

Training Points: 5.

Benefit: The character can use a buckler, light shield, or heavy shield and suffer the standard encumbrance penalties on only Agility, Climb, Jump, Sleight of Hand, Sneak, and Tumble checks.

Normal: A character using a shield with which he is not proficient suffers its encumbrance penalty on attack rolls and on any check having Strength or Dexterity as its key ability modifier.

Shot on the Run [Combat, General]

The character can make ranged attacks while on the move.

Training Points: 7.

Prerequisites: Dex 15, Dodge, Point Blank Shot.

Benefit: When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that his total distance moved is not greater than his current speed.

Slam [Combat, General]

The character can deliver potent blows with knees, forearms, elbows, shoulders, and the like.

Training Points: 7.

Prerequisites: Size Large or larger.

Benefit: The character may make a slam attack either as an attack action or as an additional attack within a full-attack action. The slam attack is always at the character's highest attack bonus, although if it is used as part of a full-attack action, the slam and all other attacks made during the round suffer a -2 penalty to their attack rolls.

If successful, the slam attack deals 1d6 points of crushing damage for Large characters (1d4 points of damage for barbarians), plus the character's Strength modifier.

Slam attacks can be made with virtually any part of the body. A character with the Bash and Slam feats cannot make a shield bash attack in the same round as a slam attack.

Special: The benefits of this feat do not stack with those from the Hand to Hand or Improved Hand to Hand feats, as slam attacks are not considered unarmed attacks.

If the character is wearing a magic item in an applicable body location such as a knee or shoulder, the slam is treated as a magic attack for the purpose of penetrating damage reduction. However, the item's enhancement bonus (if any) is not actually added to the attack or damage rolls of the slam attack (see Damage Reduction in Chapter 12: Combat).

Spirited Charge [Combat, General]

The character is particularly proficient with mounted charges.

Training Points: 7.

Prerequisites: Handle Animal 7 ranks, Ride-By Attack.

Benefit: When the character uses the charge action while mounted, he deals double damage with any melee weapon he wields (or triple damage with a lance).

Spontaneous Reflexes [General]

The character is unusually hard to kill.

Training Points: 7.

Benefits: The character gains an amount of health equal to 1 + the character's base Reflex save bonus. Thus, a Sct 5/Prd 3 who takes this feat gains $1 + 4 = 5$ health. This bonus to health increases retroactively as the character gains levels (and her base Reflex save thus increases), so that when the above predator reaches 4th level (total base Reflex save bonus +5), she gains another bonus point of health from this feat ($1 + 5 = 6$).

Spring Attack [Combat, General]

The character is trained to make lightning-quick melee attacks while on the move.

Training Points: 7.

Prerequisites: Dex 15, Improved Dodge.

Benefit: When using the attack action with a melee weapon, the character can move both before and after the attack, provided that his total distance moved is not greater than his speed. (Normally, a character cannot move, take an attack action, and then move again even if one of those moves is only a 5-foot step.)

The character can't use this feat if he is in heavy armor.



Swift [General]

The character is extraordinarily fleet.

Training Points: 6.

Prerequisites: Dex 13, Run.

Benefit: The character's base speed increases by 5 feet.

Special: This feat can be taken more than once. Its benefits stack.



Toughened [General]

The character is unusually hard to kill.

Training Points: 7.

Benefit: The character gains an amount of health equal to 1 + the character's base Fortitude save bonus. Thus, a Ftr 6/War 3 who takes this feat gains $1 + 7 = 8$ health. This bonus to health increases retroactively as the character gains levels and his base Fortitude save thus increases, so that when the above warrior reaches 4th level (and his base Fortitude save bonus increases), he gains another bonus point of health from this feat ($1 + 8 = 9$).



Tower Shield Proficiency

[Combat, General]

The character is proficient with tower shields.

Training Points: 6.

Benefit: The character can use a tower shield and suffer the standard encumbrance penalties on only Agility, Climb, Jump, Sleight of Hand, Sneak, and Tumble checks.

Normal: A character using a shield with which he is not proficient suffers its encumbrance penalty on attack rolls and on any check having Strength or Dexterity as its key ability modifier.

Track [General]

The character is adept at following creature's tracks, as well as learning details about the creatures that made them.

Training Points: 6.

Prerequisite: Survival 1 rank.

Benefit: To follow tracks for 1 mile requires a Survival check. The character must make another check every time the tracks become difficult to follow, such as

when other tracks cross those he is trying to follow, or when they backtrack or diverge.

The character moves at half speed while tracking. If he takes a -5 penalty on the Survival check, he may track at normal speed.

The DC of the effort depends on the surface and the prevailing conditions:

Surface	DC
Very soft	5
Soft	10
Firm	15
Hard	20

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

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

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

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

Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked*	Fine +8, Diminutive +4, Tiny +2, Small +1, Medium 0, Large -1 , Huge -2 , Gargantuan -4 , Colossal -8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Overcast or moonless night**	+6
Moonlight; fog or precipitation**	+3
Tracked party hides trail (moving at half speed)	+5, or the tracked party's average Survival bonus, whichever is higher.

*For a group of mixed sizes, apply only the modifier for the largest size category.

**Apply only the larger of these two modifiers.

If the character fails a Survival check, he can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

The greater the amount by which the Survival check result exceeds the DC required for the tracking attempt, the more information is provided.

Track DC Was Exceeded by:	Information Gained
5 or less	The approximate number and size of the creatures in the group and the approximate amount of time elapsed since their passage
6–10	The number of creatures and their race or species (if the tracker knows of their species) and their approximate height and weight
11–15	The creatures' basic activities while they made the trail and their general physical and mental condition (e.g. fatigued, curious and playful, anxious to cover ground)
16 or more	Some intuitive knowledge of the creatures' activities (e.g. what direction they were looking, what they were doing with their arms and other appendages), generally sufficient to reconstruct much of what the creatures were doing while making the tracks

Normal: A character without this feat can use the Survival skill to follow tracks, but only if the DC is 10 or less.

Trample [Combat, General]

The character is trained to overrun opponents when mounted.

Training Points: 6.

Prerequisites: Mounted Combat.

Benefit: When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the character's mount. If the target is knocked down, the mount may make one hoof (or similar) attack against the target, gaining the standard +4 circumstance bonus on attack rolls against prone targets.

Weapon Class Proficiency [Combat, General]

The character is trained in the use of a certain class of weapons.

Training Points: 7.

Benefit: The player may choose one class of weapons: archery, hand-to-hand, throwing, 1-handed (1-H) crushing, 1-H piercing, 1-H slashing, 2-H crushing, 2-H piercing, or 2-H slashing. The character is proficient with all simple and martial weapons of that class.

Note that all "1-handed" weapon categories include both light and 1-handed weapons of the appropriate type. A weapon that deals more than one type of damage counts as each of its types for the purpose of Weapon Class Proficiency, but a character who is not proficient with one of that weapon's types suffers the usual -4 penalty for non-proficiency when using the weapon to deal that type of damage.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new class of weapons.

Weapon Finesse [Combat, General]

The character can use light weapons in a very nimble fighting style.

Training Points: 7.

Prerequisite: BAB +3.

Benefit: When using a light weapon, a rapier, a whip, or a spiked chain made for a creature of her size category, the character may use her Dexterity modifier instead of Strength on attack rolls. Natural weapons are always considered light weapons.

Special: If the character is using a shield, its encumbrance penalty applies to her attack rolls whenever she uses the benefit of this feat.

Weapon Focus [Combat, General]

The character has spent time honing her skill with a chosen weapon.

Training Points: 7.

Prerequisites: BAB +1, proficient with weapon.

Benefit: The player chooses a particular type of weapon, such as a broad sword or a sling. His character gains a +1 bonus to all attack rolls she makes using the selected type of weapon.

A player can choose Weapon Focus (unarmed strike) or Weapon Focus (grapple), and can even choose Weapon Focus (ranged touch spells) or Weapon Focus (melee touch spells).

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon type.

Weapon Specialization [Combat, General]

The character is especially good at inflicting damage with a chosen weapon.

Training Points: 7.

Prerequisites: BAB +6, Weapon Focus.

Benefit: The player chooses a particular type of weapon, such as a longsword or a handaxe, with which his character already has the Weapon Focus feat. The character gains a +2 bonus on all damage rolls with the chosen weapon type.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon type.

Whirlwind Attack [Combat, General]

The character spins and whirls in a deadly arc during melee combat.

Training Points: 7.

Prerequisites: Parry, Spring Attack.

Benefit: When the character performs a full-attack action in melee, he can give up all regular attacks and instead make one melee attack at his full base attack bonus against each opponent within reach.



CHAPTER TEN:



Equipment

Merchants buy and sell commodities of all sorts, and even if some towns are bigger than others, or have more specialized local markets, every character needs a place to get staple foods and some basic equipment before she shells out for better swords, tougher armor, and new spells.

This chapter lists the most common nonmagical items normally available for sale. Not every item is necessarily available in every shop, though — what is available (and where) is left up to the GM.

Wealth and Money

For the skilled and well motivated, money is easy to come by in Norrath. Merchants in most cities have a constant bounty on small, fairly easily obtained items such as snake-skins or fire beetle eyes. They don't always pay well, but every little bit helps.

However, wealth is not always the same as money. Many powerful people throughout the world have their wealth tied up in land and goods, or less material possessions such as tax concessions and exemptions, and can exert considerable influence without ever dropping a coin.

Coins

The most common coin used among adventurers is the gold piece (gp), the standard unit of measure for wealth. A skilled but unexceptional artisan can earn roughly a single gold piece per day of work.

Platinum pieces (pp) are more costly than gold; only the very rich use platinum as currency. Meanwhile, the standard coin among commoners is the silver piece (sp). Each silver piece is worth 10 copper pieces (cp).

1 pp = 10 gp = 100 sp = 1,000 cp

A standard coin weighs about one-third of an ounce. In general, 50 coins weigh 1 pound.

Wealth Other than Coins

Outside of adventurers, a person's wealth is rarely held in coins. (As noted earlier, most nobles and many affluent non-adventurers have wealth comprised of land, trade goods, magic items, tax collection rights and/or resource rights, and so on.) For those without such advantages, gems and jewelry can provide an excellent way to carry large sums of money without having to lug bags of coin all over the world.

Trade

Most civilized societies easily grasp the benefits to be had from easy trade, and do not go out of their way to make it difficult for others to trade with them. Merchants and commoners often trade goods without ever using currency.

A rough guide to relative value of trade goods is given in Table 10-1.

Table 10-1:
Relative Value of Common Trade Goods

Commodity	Cost
Chicken	2 cp
Cow	10 gp
Dog	5 gp
Dog, guard	60 gp
Dog, hunting	50 gp
Flour (1 lb.)	2 cp
Goat	1 gp
Gold (1 lb.)	50 gp
Iron (1 lb.)	1 sp
Linen, sq. yard (1 lb.)	4 gp
Ox	15 gp
Pig	3 gp
Salt (1 lb.)	5 gp
Sheep	2 gp
Silk, 2 sq. yards (1 lb.)	20 gp
Silver (1 lb.)	5 gp
Spices (1 lb.)	
Common (e.g. cinnamon)	1 gp
Rare (e.g. ginger, pepper)	2 gp
Exotic (e.g. saffron, cloves)	15 gp
Tea leaves (1 lb.)	2 sp
Tobacco (1 lb.)	5 sp
Wheat (1 lb.)	1 cp

Selling Loot

Generally, items can be sold for half their listed market price, though this price might be adjusted by good results from a Persuade check (see Persuade in Chapter 8: Skills).

Commodities are the exception to this half-price rule. A commodity, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself. Items from Table 10-1 can usually be traded directly, at no reduction of value, in place of currency. (Supply and demand may alter these values, at the GM's discretion, but that is a matter for each individual campaign to address.) Obviously, merchants can sell these goods for slightly more than they pay for them, but for game purposes the difference is negligible to anyone but merchants.

Shopping for Basic Equipment

To equip a starting character, the player must first determine how much money he has to spend (see Table 10-2) and then buy items from the equipment charts found throughout this chapter. When purchasing starting equipment this way, one shouldn't consider race, gender, faction, profession, or similar factors in setting prices; it is assumed that every new character has enough money or connections to get everything he needs to get started... even if he didn't strictly buy it.

Starting gold pieces (gp) represent the relative value of equipment to which character has access, not necessarily how much he spent in coins at the general store.



Table 10-2: Random Starting Gold Pieces

Archetype	Amount (gp)
Fighter	6d4x10
Mage	3d4x10
Priest	4d4x10
Scout	5d4x10

Starting with Nothing

A new character in online play has very little in the way of equipment. The process of building one's possessions from virtually nothing to gaining even the first decent weapon or piece of armor can be quite enjoyable. However, due to the difference between pen-and-paper and computer role-playing, that same level of detail can be tedious in a tabletop game.

Rather than requiring new characters to kill snakes or goblin whelps for a few weeks to get enough money to buy basic armor and weapons, the *EverQuest II Role-Playing Game* assumes that characters have done that already or that they have savings before starting their adventuring life.

If the GM and the players prefer to begin play with less equipment, though, that's perfectly fine too. Being a poor peasant with nothing but your grandfather's rusty short sword, some homespun clothes and a loaf of bread can be a great way to begin a hero's journey — as long as everyone is amenable to that style of campaign.

Availability

Items listed in this chapter are generally considered to be available in any of the major communities in the Shattered Lands. A lantern bought from an ogre artisan might be oversized and ugly, but it works just as well as the finely crafted lanterns found in elvensmiths' shops.

Items made using Trade Skill (tinkering), such as compasses and magnifying glasses, are usually available only in gnome boroughs. When purchased outside such communities, their price is considerably higher.

More expensive equipment, such as an enchanted item made via Trade Skill or by a member of the artisan class, is available only in specific markets, and then only rarely (at the GM's discretion). Most such items must be fashioned by a player character or specially requisitioned from an NPC who is an expert in the appropriate trade. Expect to pay accordingly.

Weapons

In a dangerous world, where hordes of unreasoning monsters wander the countryside, the only thing more useful than a good weapon is a variety of good weapons.

Weapon Categories

Weapons are grouped into several different categories. These categories indicate the weapon's effective manner of use (melee or ranged), the relative simplicity of use (simple, martial, or exotic), the types(s) of damage it deals (crushing, piercing, or slashing), the weapon's "wieldiness" (light, 1-handed, 2-handed), and its size (usually Small, Medium, or Large).

If a character uses a weapon with which she is not proficient, she suffers a -4 penalty on attack rolls with that weapon.

Simple, Martial, and Exotic Weapons: Characters of various archetypes and classes are proficient with an assortment of simple and/or martial weapons (as listed for each profession in Chapter 6).

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, although some can be thrown as well; when using a melee weapon in melee, the character applies her Strength modifier to attack rolls. Ranged weapons include both thrown weapons and those that fire ammunition (projectile weapons); with a ranged weapon, the character applies her Dexterity modifier to attack rolls.

Reach Weapons: A reach weapon is a melee weapon that allows its wielder to strike targets that aren't adjacent to her. Most reach weapons double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not those up to 10 feet away.

Thrown Weapons: The wielder applies her Strength modifier to damage dealt by thrown weapons. Throwing a light or 1-handed weapon is an attack action, while throwing a 2-handed weapon is a full-round action. However, weapons are thrown 1-handedly even if they would normally be used as a 2-handed weapon (such as a spear).

A weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table 10-6) can still be thrown, but the character suffers a -4 penalty on the attack roll for non-proficiency, and the weapon has a default range increment of just 10 feet. Regardless of the weapon, it scores a critical threat only on a natural 20 and deals double damage on a successful critical hit.

Projectile Weapons: Generally, projectile weapons require two hands to use (but see specific weapon descriptions). A character receives no Strength bonus on damage rolls with a projectile weapon unless it's a specially built bow (a "mighty" weapon). If the character has a penalty for low Strength, apply it to damage rolls when she uses a bow or a sling.



Ammunition: Projectile weapons use ammunition: arrows (for bows), quarrels (for crossbows), or bullets or stones (for slings). When using a bow, a character can draw and string an arrow as a free action; crossbows and slings require a move action for reloading.

Light, 1-Handed, and 2-Handed (Melee) Weapons: This categorization is a measure of the effort required to wield a weapon in melee combat when wielded by a character of the weapon's size category.

Light: A light weapon is used in one hand. It is easier to use in a character's off hand than a 1-handed weapon, and it can be used while grappling. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon when used in the primary hand, or one-half the wielder's Strength bonus for the off hand. Wielding a light weapon in two hands provides no advantage except against disarm attempts; the Strength bonus applies as though the weapon were held in the wielder's primary hand only.

An unarmed strike is always treated as an attack with a light weapon.

1-Handed: A 1-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls when wielded in the primary hand, or one-half the Strength bonus for the off hand. If a 1-handed weapon is wielded with two hands, add 1.5 times the character's Strength bonus to damage rolls.

When used in a character's off-hand, 1-handed weapons suffer a +1 penalty to their delay rating.

2-Handed: Two hands are required to use a 2-handed melee weapon effectively. Apply 1.5 times the character's Strength bonus (if any) to damage rolls for melee attacks with such a weapon.

Small, Medium, and Large Weapons: Every weapon has a size category, which indicates the size of the creature for which the weapon was designed. A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category matches the size of its intended wielder.

In terms of an object's actual size, a light weapon is treated as an object 2 size categories smaller than its designated wielder (thus, a troll's dagger is a Small object); a 1-handed weapon is an object 1 size category smaller than the wielder (a human's longsword is a Small object); and a 2-handed weapon is an object of the same size category as the wielder (a halfling's greatsword is a Small object).

Inappropriately Sized Weapons: A creature can't properly use most weapons that aren't designed for a wielder of her size (but see below). Assume, in most cases, that the character suffers a -4 penalty for non-proficiency when using such a weapon.

The wieldiness of an improperly sized weapon (i.e., whether it is effectively light, 1-handed, or 2-handed for a particular wielder) is altered by 1 step for each size category of difference between the actual wielder's size and the size of the intended wielder. If a weapon's designation would be changed to something other than light, 1-handed, or 2-handed by this alteration, the creature can't wield the weapon at all.

For example, a halfling wielding a short sword designed for an ogre suffers a -4 penalty to attack rolls, and must wield the weapon 2-handedly. The halfling couldn't use a troll's longsword, since it would effectively be greater in terms of wieldiness than a 2-handed weapon.

However, certain weapons can be considered so similar in design and balance, despite the discrepancy in size between their intended wielder and their actual wielder, that characters may ignore the non-proficiency penalty to attack rolls when using them. See Table 10-3 for such weapons; if a weapon appears in the first column, then a wielder within one (or sometimes two) size categories of that size can use the weapon as if it were a similar weapon designed for a character of his own size, as shown below. When so used, weapons function in all respects as the equivalent weapon (including damage and reach), rather than as designed.

For example, a halfling (Small) wielding a spear actually designed for an elf (Medium) may use the weapon in all respects as if it were a longspear crafted for one of the halfling race.

Type: Projectile weapons, such as bows, are listed with a type such as archery, which indicates the required type of proficiency governing their use; their ammunition is given a type of damage such as "piercing" for arrows, but this does not affect the weapon proficiency needed to use the weapon.


Table 10-3: Weapon Equivalencies

Intended Wielder Wields As...	—Actual Wielder Is—			
	2 Categories Smaller	1 Category Smaller	1 Category Larger	2 Categories Larger
Battleaxe	—	Greataxe	Handaxe	—
Broad sword	—	Greatsword	Short sword	Dagger
Club	—	Greatclub	Sap*	—
Dagger	Broad sword	Short sword	—	—
Dart	Shortspear	Javelin	—	—
Flail, heavy	—	—	Flail, light	—
Flail, light	—	Flail, heavy	—	—
Greataxe	—	—	Battleaxe	—
Greatclub	—	—	Club	Sap*
Greatsword	—	—	Broad sword	Short sword
Handaxe	—	Battleaxe	—	—
Longspear	—	—	Spear	Shortspear
Longsword	—	Greatsword	Short sword	Dagger
Mace, heavy	—	Greatclub	Mace, light	—
Mace, light	Greatclub	Mace, heavy	—	—
Pick, heavy	—	—	Pick, light	—
Pick, light	—	Pick, heavy	—	—
Shortspear	—	Spear	Dart	—
Short sword	—	Longsword	Dagger	—
Spear	—	Longspear	Javelin	—

* A sap deals nonlethal damage.

A weapon type such as hand-to-hand (crushing) or hand-to-hand (slashing) indicates that the character must be proficient with hand-to-hand weapons to use the weapon proficiently, but the weapon deals damage as in indicated in the parentheses.

Weapons that can be thrown but cannot be used effectively in melee have a weapon type similar to that of hand-to-hand weapons — for example, darts are “throwing (piercing)” weapons.

Finally, melee weapons that can also be thrown are listed as such under their weapon type. For example, a dagger has a weapon type of “piercing/slashing or throwing (piercing),” indicating that the dagger may be used in melee as either a piercing or a slashing weapon, or it may be thrown as a piercing weapon. (To use it as a melee weapon, the attacker would need to be proficient with simple 1-handed piercing or slashing weapons to avoid the –4 penalty to attack rolls for non-proficiency; to throw it without penalty, she must be proficient with thrown weapons.)

Improvised Weapons: Sometimes objects not meant to be weapons, such as a chair or a frying pan, are used in combat. Because they are not designed for this use, any creature that uses such an item in combat is considered to be non-proficient with it (he or she takes –4 penalty on attack rolls made with that object). To determine the size category and damage for an improvised weapon, compare its relative size and damage potential to other weapons to find a reasonable match.

An improvised weapon always scores a critical threat only on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

Weapon Qualities

The following paragraphs explain the various entries found on Table 10–6.

Cost: This is the weapon’s cost in coins. A weapon’s cost always includes miscellaneous gear that goes with the weapon, such as a scabbard for a sword or a quiver for arrows.

Damage: The Damage columns give the damage dealt by a given weapon on a successful hit. The column labeled “Dmg (S)” is for Small weapons, the column labeled “Dmg (M)” is for Medium weapons, and that labeled “Dmg (L)” is for Large weapons.

For weapons sized for creatures smaller than Small or Larger than Large, use the following tables to determine damage. For instance, a Huge battleaxe (such as one wielded by a giant) deals 2d8 points of damage; similarly, a Tiny longsword (as would be wielded by a pixie) deals 1d4 points of damage.

**Table 10-4:
Tiny or Smaller Weapon Damage**

Small Weapon Damage	—Size of Reduced Weapon—		
	Tiny	Diminutive	Fine
1d2	1	1	1
1d3	1d2	1	1
1d4	1d3	1d2	1
1d6	1d4	1d3	1d2

Note that a weapon can always deal 1 point of damage, regardless of size; thus, a pixie armed with a dagger can still deal damage. The damage of a weapon sized for a creature of less than Small size is always derived from that of a Small version of the same weapon.

Table 10-5: Huge or Larger Weapon Damage

Large Weapon Damage	—Size of Increased Weapon—		
	Huge	Gargantuan	Colossal
1d4	1d6	1d8	2d6
1d6	1d8	2d6	3d6
1d8	2d6	3d6	4d6
1d10	2d8	3d8	4d8
1d12	3d6	4d6	5d6
2d4	2d6	3d6	4d6
2d6	3d6	4d6	6d6
2d8	3d8	4d8	5d8
2d10	4d8	5d8	6d8
3d6	4d6	6d6	8d6

The damage of a weapon sized for a creature of greater than Large size is always derived from that of a Large version of the same weapon.

Critical: The column notes how often a weapon threatens a critical hit and how much extra damage it deals when a successful critical is scored. When a critical hit is scored, roll the damage (including all non-variable modifiers) the number of times indicated by the weapon's critical multiplier, and add all the results together. Remember that bonus damage represented as extra dice (such as from a backstab or a *flaming sword*) is not multiplied when a critical is scored.

x2: Standard. The weapon deals double damage on a confirmed critical hit.

x3: The weapon deals triple damage on a confirmed critical hit.

x4: The weapon deals quadruple damage on a confirmed critical hit.

19–20: The weapon scores a critical threat on a natural roll of 19 or 20 and deals double damage on a confirmed critical hit.

18–20: The weapon scores a critical threat on a natural roll of 18, 19, or 20 and deals double damage on a confirmed critical hit.

Range Increment: Any attack at less than this distance is not penalized for range. However, beyond the range increment the attack suffers a –2 penalty to the attack roll, and an additional –2 penalty for each additional increment. For example, a longbow has a 100-foot range increment: firing at any target within 100 feet incurs no range penalty, while a target between 100 and 200 feet away imposes a –2 penalty to attack, a target between 200 and 300 feet away imposes a –4 penalty, and so on.

Thrown weapons have a maximum range of 5 range increments. Projectile weapons can shoot their ammunition up to 10 increments.

See the footnotes to Table 10–6 for details regarding the increments of weapons sized for creatures smaller than Medium.

Weight: This column gives the weapon's weight. See the footnotes to Table 10–6 for details regarding the weights of weapons sized for creatures other than Medium.

Type: Weapons are classified according to damage types (crushing, piercing, or slashing), as discussed earlier in this

chapter. If a weapon is of two or more types, a creature struck by it would have to be resistant to both types of damage to have damage dealt by this weapon be reduced (see Damage Reduction in Chapter 12: Combat).

Delay: This number dictates a weapon's rate of iterative attacks when used with a full-attack action. Most weapons have a delay of 5, although there are a number that have delays of 4 or 6. Certain weapons may be very quick (delay 3), or else very slow (delay 7), but usually only as a result of some special property or enchantment.

The Double Attack feat, certain talents, and various *haste* effects (from magic items or spells) can also modify a weapon's effective delay rating.

A weapon's delay can never be reduced to less than 2 under any circumstances. However, a character could have a delay 3 weapon and the Double Attack feat, for example, thus netting an effective delay of 2 with that weapon.

A weapon's delay directly affects its user's iterative attack bonuses when taking a full-attack action. The character subtracts her weapon's effective delay value from her BAB. If the resulting value is positive, she gains a second attack as part of a full-attack action with that weapon, with the result being the unmodified attack bonus for the second attack. For example, a 5th-level fighter (BAB +7) using a punching dagger (delay 4) may make two stabs with a full-attack action, at base values of +7 and +3 respectively. (These values may be adjusted due to Strength modifiers, enhancement bonuses of the weapon, feats, and so on, as usual.)

If the character's BAB allows her to subtract her weapon's delay more than once and still results in a positive value, she may continue to make attacks with that weapon, as above, up to a maximum of 5 iterative attacks per round with that weapon. Thus, a 14th-level fighter (BAB +16) using a normal punching dagger (delay 4) with the Double Attack feat (reducing the dagger's delay to 3) makes up to 5 dagger attacks as part of a full-attack action, at base values of +16/+13/+10/+7/+4 respectively.

For a comprehensive list of iterative attacks based on weapon delay, see Table 12–2 (in Chapter 12: Combat).

Note that a character may never make more than 5 primary attacks in a full-round attack action as a result of weapon delay. Off-hand attacks (such as those gained through the Dual Wield feat), bash or slam attacks, *haste* effects that grant extra actions, and other factors might allow more than 5 attacks in a single round — the 5-attack limit is based only on those iterative attacks generated from the primary weapon in a full-round attack action.

Additional off-hand attacks (such as those gained through the improved dual wield talent) impose a +1 penalty to delay when the weapon used is a 1-H weapon.

Weapon Descriptions

Any weapons found on Table 10–6 that have special options or that require notes are described below. Other weapons are not included here, under the assumption that fantasy fans are likely to have a sufficiently clear notion of these weapons' general appearance and function.

Arrows: An arrow can be used in melee as a light improvised weapon (–4 penalty on attack rolls) that deals piercing damage as a dagger of the wielder’s size (x2 crit).

Generally, an arrow that hits its target has a 50% chance of being destroyed or rendered useless, while one that misses has a 25% chance of being destroyed or lost. (These chances should be modified by the GM as appropriate.)

Arrows come in a quiver (usually of leather) that holds 20 arrows.

Battlestaff: This weapon is a deadly variation on the standard quarterstaff, with weighted, spiked heads on either end; due to the difficulty of balancing this weapon effectively in combat, it is treated as an exotic weapon, even though its use is relatively common.

A character wielding a battlestaff can make one additional attack with the off-hand end of the staff as part of a full-round action, although all attacks with the staff included in that action suffer a –2 penalty to hit. If the character has the dual wield talent, she may ignore this –2 penalty; if she has improved dual wield or better talents, she may make additional attacks as if the off-hand end were a separate light weapon. A creature wielding a battlestaff in one hand (such as a troll using a battlestaff designed for a smaller creature) can’t use it in this manner — only one end of the weapon can be used in any given round.

Bolas: A character can use this weapon to make a ranged trip attack against an opponent. The character can’t be tripped during his own trip attempt when using a set of bolas.

Brass Knuckles: Brass knuckles allow the wearer to deal lethal damage with unarmed strikes rather than nonlethal. A strike with a brass knuckle is otherwise considered an unarmed attack. The cost and weight given are for a single brass knuckle (covering one hand).



Bullets: Bullets are heavy spheres of metal (usually lead) or of heavy clay, and are meant to be hurled from a sling. A bullet that hits its target has a 33% chance of being destroyed or rendered useless, while one that misses has a 25% chance of being destroyed or lost. (These chances should be modified by the GM as appropriate.)

Bullets come in a pouch (usually of leather) that holds 10 bullets.

Chain, Spiked: A spiked chain has a reach of 10 feet, but, unlike a typical reach weapon, it can also be used against an adjacent foe. Because the chain can wrap around an enemy’s leg or other limb, it can be used to make trip attacks. If a character using a spiked chain would be tripped during his own trip attempt, he can simply drop the chain to avoid being tripped.

When using a spiked chain, a character gains a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his opponent).

Spiked chain wielders who possess the Weapon Finesse feat may apply their Dexterity modifier instead of their Strength modifier to attack rolls with the spiked chain.

Crossbow, Heavy: The firing mechanism of a heavy crossbow is drawn back by turning a small winch. Loading a heavy crossbow is a full-round action. Operating a heavy crossbow requires two hands.

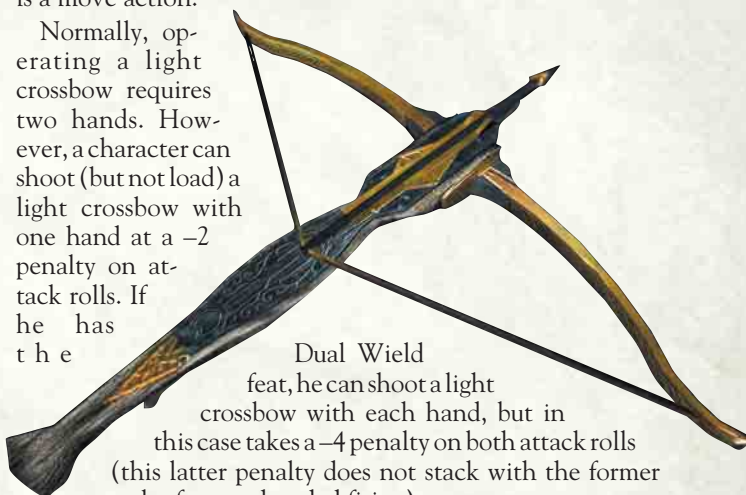
A character with the Quick Draw feat can load a heavy crossbow as a move action.

Crossbow, Light: The firing mechanism of a light crossbow is drawn back by pulling a lever. Loading a light crossbow is a move action.

Normally, operating a light crossbow requires two hands. However, a character can shoot (but not load) a light crossbow with one hand at a –2 penalty on attack rolls. If he has

t h e

Dual Wield feat, he can shoot a light crossbow with each hand, but in this case takes a –4 penalty on both attack rolls (this latter penalty does not stack with the former penalty for one-handed firing).



A character with the Quick Draw feat can load a light crossbow as a free action, and thus can make multiple iterative attacks as part of a full-round action if he has a sufficiently high BAB.

Crossbow, Repeating: A repeating crossbow holds 5 crossbow quarrels. As long as it holds quarrels, a character can reload it simply by pulling the reloading lever (a free action), allowing him to make his full complement of iterative attacks (if any) as normal with a full-attack action. Loading a new case of 5 quarrels is a full-round action.

A character can fire a repeating crossbow in the same manner as he would a light crossbow. However, he must use two hands to pull the reloading lever or to load a new case of quarrels.

Dagger: A character receives a +2 bonus on Sleight of Hand checks made to conceal a dagger on his body (see the Sleight of Hand skill).

Dart: A dart is roughly the size of a large arrow with a weighted head. Essentially, it is a small javelin. Normally, a character can throw only one dart per round, despite its delay of 4. However, a character with the Quick Draw feat can take full advantage of the dart’s quick delay as part of a full-attack action.

Flail, Heavy or Light: This weapon is also known as the “mace-and-chain,” and by any number of other illustrative and imaginative names; in its most common form, it has a stout handle, usually of wood, attached by a length of chain to a heavy, spiked steel ball.

A character using a flail may add a +2 circumstance bonus to opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if he fails to disarm the enemy). This weapon may also be used to make trip

attacks. If a character using a flail is tripped during his own trip attempt, he can simply drop the flail to avoid being tripped.

Gauntlet: A gauntlet is a metal glove that protects the hands and allows the wearer to deal lethal damage with unarmed strikes rather than nonlethal. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet.

Medium and heavy armors (except breastplate) normally come with gauntlets.

Gauntlet, Spiked: An opponent cannot use a disarm action to disarm a character's spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: The glaive is a polearm with a relatively long cutting edge, rather like a heavy dagger or lengthened axe-head mounted on a pole; while many glaives do have a point of sorts, the weapon is normally used to cut rather than to stab.

The glaive is a reach weapon.

Guisarme: The guisarme looks much like an oversized pruning hook mounted on a pole; it is used as a cutting weapon, unlike a spear, and its convex hook allows it to snag and pull down foes.

A guisarme is a reach weapon. Its curved blade allows the wielder to make trip attacks with it. If a character using a guisarme is tripped during his own trip attempt, he can simply drop the guisarme to avoid being tripped.

Halberd: This polearm combines the best elements of the pole-axe and the spear, and also has a hook or spike on the rear head of the axe-head that allows the wielder to catch and trip opponents.

If the wielder uses a ready action to set a halberd against a charge, she deals double damage on a successful hit against a charging creature. A halberd can also be used to make trip attacks. If a character using a halberd is tripped during his own trip attempt, he can simply drop the halberd to avoid being tripped.

Harpoon: The harpoon is a broad-bladed spear with reverse-facing barbs or points to prevent the head from coming free of the wound. The heavy shaft has a trailing rope or cord attached, usually 30 feet in length, allowing the thrower to pull and control a struck opponent.

A creature struck by a harpoon must make a Reflex save (DC 10 + damage taken from harpoon) to avoid having the harpoon lodged in itself. A creature harpooned in this way suffers a -2 penalty to Dexterity; it moves only half speed and cannot run or charge. If the harpoon's trailing rope is held by the thrower, the harpooned creature must make an opposed Strength

check to move beyond the limits of the trailing rope's length. A harpooned creature that attempts to cast a spell must first make a DC 15 Channeling check or the spell fails.

The harpoon can be pulled forcibly from the wound with a DC 15 Strength check, but doing so deals an amount of damage equal to that from the initial harpoon blow to the harpooned creature. Alternately, a DC 15 Heal check can remove the harpoon for only half this amount of damage, but this takes 1 full minute.

Javelin: This weapon is a light, flexible spear intended for throwing. It can be used as an improvised melee weapon (-4 penalty on attack rolls).

Kama: This weapon is derived, like many weapons, from a simple farming implement; in this case, the predecessor is a type of small, light hand-scythe. The kama is similar to a sickle but has a straight wooden handle and a backward-curved blade extending out at a roughly 90-degree angle from the handle.

A kama can be used to make trip attacks. If a character using a kama is tripped during his own trip attempt, he can simply drop the kama to avoid being tripped.

Katar: This weapon is similar to the punching dagger, but is considerably larger and heavier, more like a short sword in size.

Kukri: This heavy, single-edged blade, somewhere between a dagger and a short sword in size, has a sharp forward bend roughly halfway along its length, as opposed to the gradual reverse curve of the scimitar.

Kukri, Great: Like the kukri, the great kukri has a blade that bends forward, allowing for a heavy chopping motion that is more likely to cut deeply than a standard straight edge. The great kukri, though, is roughly the size of a longsword.

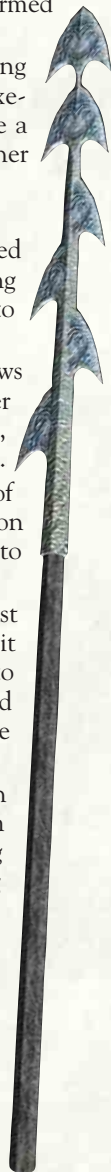
Lance: A lance is a reach weapon. It deals double damage when used from the back of a charging mount. While mounted, a character can wield a lance with one hand.

Longbow: A character needs at least two hands to use a bow, regardless of the size of the bow. This bow is too large and awkward to use while mounted.

A character having a penalty for low Strength applies it to damage rolls when using a longbow. If the character has a bonus for high Strength, he can apply it to damage rolls when using a composite longbow (see below), but not a regular longbow.

Longbow, Composite: A character needs at least two hands to use a bow, regardless of the size of the bow. A character may use this bow while mounted. Composite bows are made from laminated horn, wood or bone and built with a "recurve," meaning that the bow remains bow-shaped even when unstrung.

All composite bows are made with a particular strength rating (i.e., each requires a minimum Strength modifier to use with proficiency). If a character's Strength bonus is less than the strength rating of the composite bow, she suffers a -2 penalty on attacks with it. (The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency.)



A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows a character to add her Strength bonus to damage, up to the maximum bonus indicated for the bow. See “Special and Superior Items” at the end of this chapter for further details.

For purposes of weapon proficiency, talents, and feats such as Weapon Focus, a composite longbow is treated as if it were a longbow.

Longspear: A longspear is a reach weapon. If the wielder uses a ready action to set a longspear against a charge, she deals double damage on a successful hit against a charging creature.

Net: A fighting net has small barbs in the weave and a trailing rope to control netted opponents. It can be used to entangle opponents. A net is useful only against creatures within one size of the wielder for which the net is designed.

A character throwing a net must make a ranged touch attack against the target. A net’s maximum range is 10 feet (the thrower suffers no range penalties to throw it even to this

maximum range). If the ranged touch attack is successful, the target is *entangled*. (An entangled creature suffers a –2 penalty on attack rolls and a –4 penalty to Dexterity. The creature can only move at half speed and cannot charge or run.)

If the net wielder takes control of the trailing rope by succeeding at an opposed Strength check, the entangled creature can move only within the limits that the rope allows. If the entangled creature wishes to cast a spell, it must succeed at a DC 15 Channeling check.

The entangled creature can escape with a DC 20 Agility check as a full-round action. A typical net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net must be folded to be thrown effectively. The first time a net is thrown in a fight, the attacker makes a normal ranged touch attack roll. After the net becomes unfolded, the character suffers a –4 penalty on further attack rolls with it. It takes 2 full rounds for a proficient user to fold a net and twice that long for a non-proficient one to do so.

Nunchaku: The nunchaku is comprised of two weighted lengths of wood attached by a chain or cord. It is derived from a farming implement similar to a rice or hay flail, used to beat grain from the stalk.

A character using nunchaku may add a +2 circumstance bonus to opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if he fails to disarm the enemy).

Pick, Heavy or Light: A pick is designed to concentrate its force on a small, penetrating point. A light or heavy pick resembles a miner’s pick but is specifically designed for war.

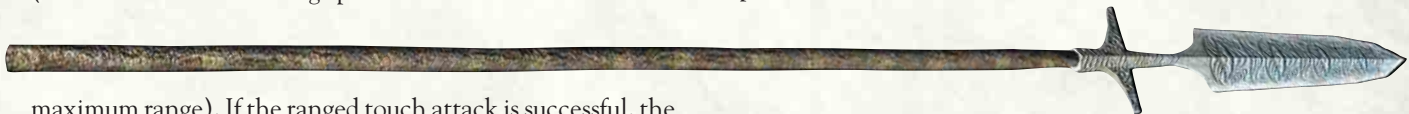
Quarrels: A crossbow quarrel, sometimes called a “bolt,” can be used in melee as a light improvised weapon (–4 penalty on attack rolls) that deals piercing damage as a dagger of the same size (x2 crit).

Generally, a quarrel that hits its target has a 25% chance of being destroyed or rendered useless, while one that misses has a 50% chance of being destroyed or lost. (These chances should be modified by the GM as appropriate.)

Quarrels come in a case (usually of wood) that holds 10 quarrels (or 5 for a repeating crossbow).

Quarterstaff: A character wielding a quarterstaff can make one additional attack with the off-hand end of the staff as part of a full-round action, although all attacks with the staff included in that action suffer a –2 penalty to hit. If the character has the dual wield talent, she may ignore this –2 penalty; if she has improved dual wield or better talents, she may make additional attacks as if the off-hand end were a separate light weapon. A creature wielding a quarterstaff in one hand (such as a staff designed for a smaller creature) can’t use it in this manner — only one end of the weapon can be used in any given round.

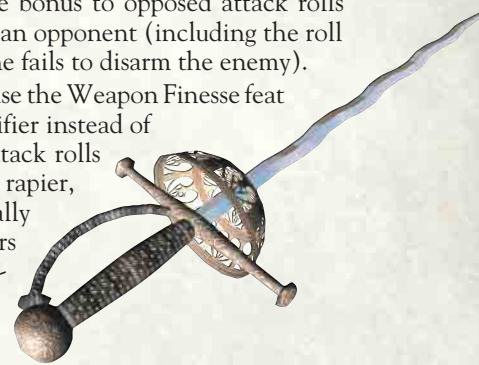
Ranseur: The ranseur is a polearm that looks much like a spear, but it has two shorter tines or



spikes extending from the base of the spear-head. These tines may extend outward from the shaft at an almost perpendicular angle, or may curve out and then forward, parallel to the spear head; regardless, they allow the wielder to catch and twist an opponent’s weapon from his grasp.

A ranseur is a reach weapon. A character using a ranseur may add a +2 circumstance bonus to opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if he fails to disarm the enemy).

Rapier: A character can use the Weapon Finesse feat to apply her Dexterity modifier instead of her Strength modifier to attack rolls with an appropriately sized rapier, even though it isn’t technically a light weapon. Characters can’t wield a rapier 2-handedly in order to apply 1.5 times their Strength bonus to damage.



Scythe: A scythe can be used to make trip attacks. If a character using a scythe is tripped during his own trip attempt, he can simply drop the scythe to avoid being tripped.

Shield Bash: A character can bash with a shield instead of using it for defense (see “Armor” for more information).

Shortbow: A character must use two hands to use a bow, regardless of the size of the bow. A character can use this bow while mounted.

A character having a penalty for low Strength applies it to damage rolls when using a shortbow. If the character has a bonus for high Strength, he can apply it to damage rolls when using a composite shortbow (see below), but not a regular shortbow.

Shortbow, Composite: A character must use at least two hands to use a bow, regardless of the size of the bow. A character can use this bow while mounted. Composite bows are made from laminated horn, wood or bone and built with a “recurve,” meaning that the bow remains bow-shaped even when unstrung.

All composite bows are made with a particular strength rating (i.e., each requires a minimum Strength modifier to use with proficiency). If a character’s Strength bonus is less than the strength rating of the composite bow, she suffers a –2 penalty on attacks with it. (The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency.)

A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows a character to add her Strength bonus to damage, up to the maximum bonus indicated for the bow. See “Special and Superior Items” at the end of this chapter for further details.

For purposes of weapon proficiency, talents, and feats such as Weapon Focus, a composite shortbow is treated as if it were a shortbow.

Shuriken: Shuriken come in many forms, although the most common is the “throwing star”; whatever its form, the shuriken is a tiny, light throwing weapon that can be easily concealed and quickly thrown.

A shuriken can’t be used as a melee weapon. Although it is a thrown weapon, the attacker’s Strength modifier does not apply to damage with shuriken — they are too small to carry the extra force that a strong character can usually impart with a throw. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them (i.e., they can be drawn as a free action, allowing multiple iterative attacks) and of crafting masterwork or otherwise special versions of them.

Generally, a shuriken that hits its target has a 33% chance of being destroyed or rendered useless, while one that misses has a 25% chance of being destroyed or lost. (These chances should be modified by the GM as appropriate.)

A character receives a +4 bonus on Sleight of Hand checks made to conceal up to 5 shuriken on his body (see the Sleight of Hand skill). For each additional shuriken to be concealed beyond this number, this Sleight of Hand bonus decreases by 1.

Sling: The character’s Strength modifier applies to damage rolls when using a sling, just as it does for thrown weapons. A character can fire (but not load) a sling with one hand. Loading a sling is a move action that requires two hands. A character with the Quick Draw feat and a sufficiently high BAB can make multiple iterative attacks as part of a full-round action.

A character can hurl ordinary stones with a sling, but sling stones are not as dense or as optimally formed as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than the wielder (i.e., a Medium wielder deals only 1d3 damage) and has a range increment of only 30 feet.

Spear: If the wielder uses a ready action to set a spear against a charge, she deals double damage on a successful hit against a charging creature.

Spikes, Armor: A character can outfit his armor with spikes, which can deal damage in a grapple or as a separate attack. See “Armor” for details.

Spiked Shield, Heavy or Light: A character can bash with a spiked shield instead of using it for defense. See “Armor” for details.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike, which may be a punch, kick, head butt, or some other type of attack. A Small character deals 1d2 points of nonlethal damage, and a Large character deals 1d4 points of nonlethal damage. The damage from an unarmed strike is considered weapon damage for the purposes of spells or effects that provide a bonus to melee damage.

An unarmed strike is always considered a light weapon. Therefore, if she possesses the feat, a character may use Weapon Finesse to apply her Dexterity modifier instead of her Strength modifier to attack rolls with an unarmed strike.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon when used 1-handedly. A character can use a bastard sword 2-handedly as a martial weapon.

Trident: In appearance, this weapon combines aspects of the spear and the pitch-fork. A trident can be thrown. If the wielder uses a ready action to set a trident against a charge, she deals double damage on a successful hit against a charging creature.

Ulak: An ulak is a crescent-shaped scything blade extending outward from a metal handle, usually with a wrist-guard; it has been described as an elongated axe-head with a handle cut into its rear. It can be thrown, although it is primarily intended as a melee weapon.

Warscythe: A typical peasant’s scythe modified for combat, the warscythe can be used to make trip attacks. If a character using a scythe is tripped during his own trip attempt, he can simply drop the scythe to avoid being tripped.

Whip: A whip deals nonlethal damage. It deals no damage to any creature having DR 1/– or better. The whip is treated as a melee weapon with 15-foot reach, although, unlike most other weapons with reach, the wielder can use a whip against foes anywhere within reach (including adjacent foes). A whip wielder uses his Dexterity modifier for attack rolls rather than Strength, and always applies his Strength modifier to damage dealt by the whip as if it were a weapon wielded in the off-hand.

A whip can be used to make trip attacks. If a character using a whip is tripped during his own trip attempt, he can simply drop the whip to avoid being tripped.

A character using a whip may add a +2 circumstance bonus to opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if he fails to disarm the enemy).

Characters can’t wield a whip 2-handedly in order to apply 1.5 times their Strength bonus to damage.

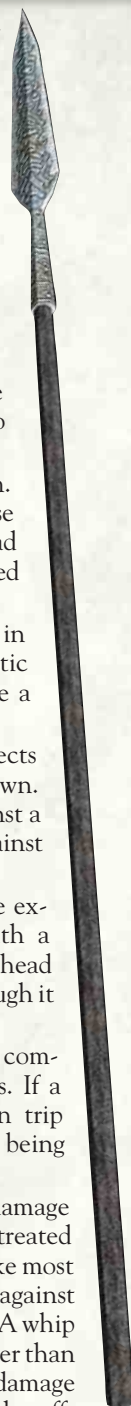



Table 10-6: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Delay	Range	Weight ² Increment ¹	Type ³
Unarmed Attacks									
Brass knuckles	1 gp	*	*	*	x2	4	—	1 lb	Hand-to-hand (crushing)
Gauntlet†	2 gp	*	*	*	x2	4	—	2 lb	Hand-to-hand (crushing)
Strike, unarmed	—	1d2 ⁴	1d3 ⁴	1d4 ⁴	x2	4	—	—	Hand-to-hand (crushing)
Light Melee Weapons									
Dagger	2 gp	1d2	1d3	1d4	19–20	4	10 ft.	1 lb	Piercing or slashing or throwing (piercing)
Dagger, punching	2 gp	1d2	1d3	1d4	x3	4	—	2 lb	Hand-to-hand (piercing)
Gauntlet, spiked†	5 gp	1d3	1d4	1d6	x2	4	—	2 lb	Hand-to-hand (crushing and piercing)
Mace, light	5 gp	1d4	1d6	1d8	x2	5	—	5 lb	Crushing
Sickle	5 gp	1d3	1d4	1d6	x2	5	—	2 lb	Slashing
1-Handed Melee Weapons									
Club	—	1d4	1d6	1d8	x2	5	10 ft.	3 lb	Crushing or throwing (crushing)
Mace, heavy	12 gp	1d6	1d8	2d6	x2	5	—	8 lb	Crushing
Morningstar	8 gp	1d8	1d10	2d8	x2	6	—	8 lb	Crushing and piercing
Shortspear	2 gp	1d4	1d6	1d8	x3	5	20 ft.	3 lb	Piercing or throwing (piercing)
2-Handed Melee Weapons									
Greatclub	5 gp	1d8	2d6	3d6	x2	6	—	13 lb	Crushing
Longspear ^{5, 6}	5 gp	1d6	1d8	2d6	x3	5	—	9 lb	Piercing
Quarterstaff†	—	1d4	1d6	1d8	x2	4	—	4 lb	Crushing
Scythe†	7 gp	1d6	1d8	1d10	x3	7	—	8 lb	Slashing
Spear ⁶	4 gp	1d6	1d8	2d6	x3	5	20 ft.	5 lb	Piercing or throwing (piercing)
Ranged Weapons									
Crossbow, heavy†	50 gp	1d8	1d10	2d8	19–20	6	120 ft.	9 lb	Archery
Quarrels (10)	1 gp	—	—	—	—	—	—	2 lb	Piercing
Crossbow, light†	35 gp	1d6	1d8	2d6	19–20	6	80 ft.	4 lb	Archery
Quarrels (10)	1 gp	—	—	—	—	—	—	1 lb	Piercing
Dart	5 sp	1d2	1d3	1d4	x2	4	20 ft.	0.5 lb	Throwing (piercing)
Javelin†	1 gp	1d4	1d6	1d8	x2	5	30 ft.	2 lb	Throwing (piercing)
Sling	—	1d3	1d4	1d6	x2	6	50 ft.	—	Archery
Bullets (10)	1 sp	—	—	—	—	—	—	5 lb	Crushing

¹ These range increments are for Medium or larger versions of the weapons. A Small version has its increment reduced by one-third or 10 feet (whichever value is larger), while versions for Tiny or smaller wielders have their range increments reduced by half or 20 feet (whichever value is larger). However, no weapon, regardless of size, ever has a range increment of less than 10 feet.

² These weights are for Medium versions of the weapons. A Small version weighs half as much, while a Large version weighs twice as much.

³ Where two types are listed, the weapon deals both types of damage with every successful strike if the entry says “and,” or deals the player’s choice of damage type with each attack if the entry says “or.” See the feat Weapon Class Proficiency in Chapter 9 for more information on wielding weapons with multiple damage types.

⁴ The weapon deals nonlethal damage.

⁵ Reach weapon.

⁶ A character may use a readied action to brace this weapon against a charge, dealing double damage if she hits a charging opponent.

† See weapon description for special features or qualities.

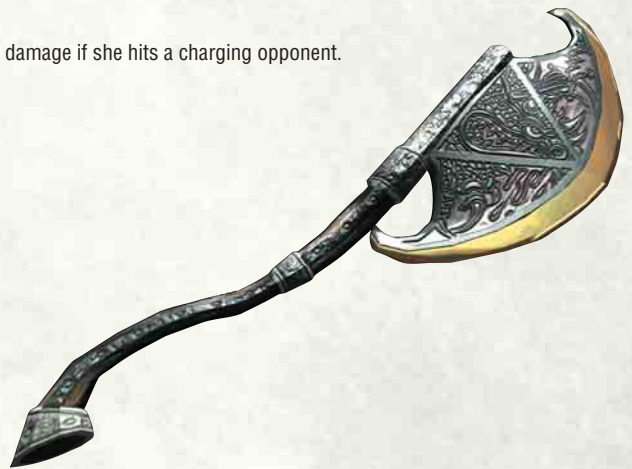
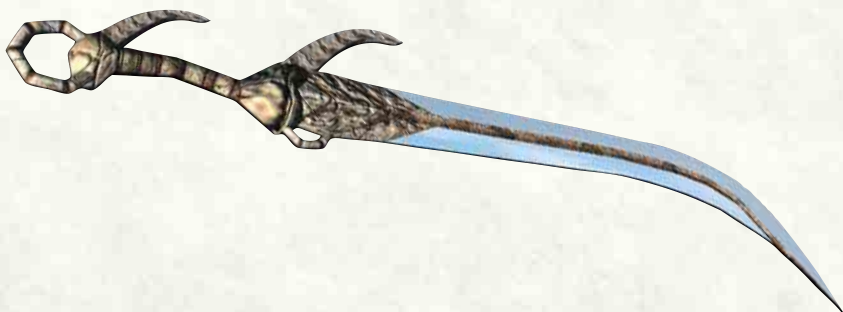


Table 10-6: Weapons (continued)

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Delay	Range	Weight ² Increment ¹	Type ³
Light Melee Weapons									
Armor spikes†	Special	1d4	1d6	1d8	x2	5	—	Special	Piercing
Axe, throwing	8 gp	1d4	1d6	1d8	x2	5	10 ft.	4 lb	Slashing or throwing (slashing)
Clawed handwrap	12 gp	1d3	1d4	1d6	x2	4	—	2 lb	Hand-to-hand (slashing)
Hammer, light	1 gp	1d3	1d4	1d6	x2	5	20 ft.	2 lb	Crushing or throwing (crushing)
Handaxe	6 gp	1d4	1d6	1d8	x3	5	—	5 lb	Slashing
Pick, light	4 gp	1d4	1d6	1d8	x4	6	—	4 lb	Piercing
Poniard	3 gp	1d3	1d4	1d6	x3	4	—	2 lb	Piercing or throwing (piercing)
Sap	1 gp	1d4 ⁴	1d6 ⁴	1d8 ⁴	x2	5	—	3 lb	Crushing
Shield bash, light	Special	1d2	1d3	1d4	x2	5	—	Special	Crushing
Spiked shield, light	Special	1d3	1d4	1d6	x2	5	—	Special	Piercing
Sword, short	10 gp	1d4	1d6	1d8	19–20	5	—	3 lb	Piercing or slashing
1-Handed Melee Weapons									
Battleaxe	10 gp	1d6	1d8	2d6	x3	5	—	7 lb	Slashing
Broad sword	13 gp	1d6	2d4	2d6	19–20	6	—	7 lb	Slashing
Flail, light	8 gp	1d6	1d8	2d6	x2	5	—	5 lb	Crushing
Longsword	15 gp	1d6	1d8	2d6	19–20	5	—	4 lb	Slashing
Pick, heavy	8 gp	1d6	1d8	2d6	x4	6	—	6 lb	Piercing
Rapier	20 gp	1d3	1d4	1d6	18–20	4	—	3 lb	Piercing
Scimitar	15 gp	1d4	1d6	1d8	18–20	5	—	4 lb	Slashing
Shield bash, heavy	Special	1d3	1d4	1d6	x2	5	—	Special	Crushing
Spiked shield, heavy	Special	1d4	1d6	1d8	x2	5	—	Special	Piercing
Trident ⁶	15 gp	1d8	1d10	2d8	x2	6	10 ft.	5 lb	Slashing and piercing, or throwing (piercing)
Warhammer	12 gp	1d6	1d8	2d6	x3	5	—	8 lb	Crushing and piercing
2-Handed Melee Weapons									
Falchion	75 gp	1d6	2d4	2d6	18–20	5	—	9 lb	Slashing
Flail, heavy†	15 gp	1d8	1d10	2d8	19–20	5	—	10 lb	Crushing
Glaive ⁵ †	8 gp	1d10	1d12	3d6	x3	6	—	12 lb	Slashing
Greataxe	20 gp	1d10	2d6	2d8	x3	6	—	12 lb	Slashing
Greatsword	50 gp	1d10	2d6	3d6	19–20	6	—	9 lb	Slashing
Guisarme ⁵ †	9 gp	1d6	2d4	2d6	x3	5	—	11 lb	Slashing
Halberd ⁵ †	10 gp	1d10	1d12	3d6	x3	6	—	12 lb	Piercing or slashing
Lance ⁵ †	9 gp	1d6	1d8	2d6	x3	5	—	10 lb	Piercing
Maul	20 gp	1d10	2d6	3d6	x2	5	—	12 lb	Crushing
Ranseur ⁵ †	10 gp	1d8	1d10	2d8	x3	6	—	15 lb	Piercing
Sword, bastard	35 gp	1d8	1d10	2d8	19–20	5	—	7 lb	Slashing
Ranged Weapons									
Longbow	75 gp	1d6	1d8	2d6	x3	5	100 ft.	3 lb	Archery
Arrows (20)	1 gp	—	—	—	—	—	—	3 lb	Piercing
Longbow, composite	100 gp	1d6	1d8	2d6	x3	5	110 ft.	3 lb	Archery
Arrows (20)	1 gp	—	—	—	—	—	—	3 lb	Piercing
Shortbow	30 gp	1d4	1d6	1d8	x3	5	60 ft.	2 lb	Archery
Arrows (20)	1 gp	—	—	—	—	—	—	2 lb	Piercing
Shortbow, composite	75 gp	1d4	1d6	1d8	x3	5	70 ft.	2 lb	Archery
Arrows (20)	1 gp	—	—	—	—	—	—	2 lb	Piercing

¹ These range increments are for Medium or larger versions of the weapons. A Small version has its increment reduced by one-third or 10 feet (whichever value is larger), while versions for Tiny or smaller wielders have their range increments reduced by half or 20 feet (whichever value is larger). However, no weapon, regardless of size, ever has a range increment of less than 10 feet.

² These weights are for Medium versions of the weapons. A Small version weighs half as much, while a Large version weighs twice as much.

³ Where two types are listed, the weapon deals both types of damage with every successful strike if the entry says “and,” or deals the player’s choice of damage type with each attack if the entry says “or.” See the feat Weapon Class Proficiency in Chapter 9 for more information on wielding weapons with multiple damage types.

⁴ The weapon deals nonlethal damage.

⁵ Reach weapon.

⁶ A character may use a readied action to brace this weapon against a charge, dealing double damage if she hits a charging opponent.

† See weapon description for special features or qualities.

Table 10-6: Weapons (continued)

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Delay	Range	Weight ² Increment ¹	Type ³
Light Melee Weapons									
Kama	2 gp	1d4	1d6	1d8	x2	4	—	2 lb	Slashing
Katar	4 gp	1d3	1d4	1d6	x4	4	—	2 lb	Hand-to-hand (piercing)
Kukri	8 gp	1d3	1d4	1d6	18–20	5	—	3 lb	Slashing
Nunchaku†	2 gp	1d3	1d4	1d6	x2	4	—	2 lb	Crushing
1-Handed Melee Weapons									
Great kukri	28 gp	1d6	1d8	1d10	18–20	5	—	7 lb	Slashing
Sword, bastard	35 gp	1d8	1d10	2d8	19–20	5	—	7 lb	Slashing
Ulak	20 gp	1d4	1d6	1d8	x3	5	20 ft.	7 lb	Hand-to-hand (slashing) or throwing (slashing)
Whip ⁵ †	10 gp	1d2 ⁴	1d3 ⁴	1d4 ⁴	x2	4	15 ft.	2 lb	Slashing
2-Handed Melee Weapons									
Battlestaff†	24 gp	1d6	1d8	1d10	x2	5	—	8 lb	Crushing and piercing
Chain, spiked ⁶ †	25 gp	1d6	2d4	2d6	x2	5	—	10 lb	Piercing and slashing
Warscythe†	18 gp	1d8	1d10	2d8	x4	6	—	12 lb	Piercing or slashing
Ranged Weapons									
Bolas†	5 gp	1d3 ⁴	1d4 ⁴	1d6 ⁴	x2	5	10 ft.	2 lb	Throwing (crushing)
Crossbow, repeating†	250 gp	1d6	1d8	2d6	19–20	4	—	6 lb	Archery
Quarrels (5)	1 gp	—	—	—	—	—	—	1 lb	Piercing
Harpoon†	15 gp	1d10	1d12	3d6	x3	6	10 ft.	10 lb	Piercing or throwing (piercing)
Net†	20 gp	Special	Special	Special	—	6	10 ft.	8 lb	Throwing
Shuriken†	1 gp	1	1d2	1d3	x2	3	10 ft.	0.1 lb	Throwing (piercing)

¹ These range increments are for Medium or larger versions of the weapons. A Small version has its increment reduced by one-third or 10 feet (whichever value is larger), while versions for Tiny or smaller wielders have their range increments reduced by half or 20 feet (whichever value is larger). However, no weapon, regardless of size, ever has a range increment of less than 10 feet.

² These weights are for Medium versions of the weapons. A Small version weighs half as much, while a Large version weighs twice as much.

³ Where two types are listed, the weapon deals both types of damage with every successful strike if the entry says “and,” or deals the player’s choice of damage type with each attack if the entry says “or.” See the feat Weapon Class Proficiency in Chapter 9 for more information on wielding weapons with multiple damage types.

⁴ The weapon deals nonlethal damage.

⁵ Reach weapon.

⁶ A character may use a readied action to brace this weapon against a charge, dealing double damage if she hits a charging opponent.

† See weapon description for special features or qualities.

Armor

Armor in the *EQ II Role-Playing Game* is simplified relative to the online version of the game. Whether found or purchased, it is assumed to come in full suits that protect all areas of the wearer equally, rather than in individual bits and pieces that cover only one small portion of the body.

Armor Qualities

Depending on a character’s profession, he may be proficient in the use of all, some, or no armors and shields.

The following paragraphs explain the various entries found in Tables 10–8 and 10–9.

Cost: Armor and shield prices refer to those designed for Medium creatures. Those for Small characters cost half as much, while those for Large characters cost double. Armor for even smaller or larger creatures must be specially made and has no standard price or weight, though it generally decreases or increases by a factor of at least 5 for each shift in size category beyond Small or Large, respectively.

Armor for a non-humanoid costs at least twice as much as the same armor made for a humanoid of similar size.

Shield Bonus: This number represents the amount of defense bonus granted by a shield when worn. Shield bonuses do not stack with other effects or items that grant a shield bonus, such as certain spells and magic items.

Damage Reduction: This number represents the damage reduction (DR) offered by any armor worn. DR from armor and other DR of the type DR x/– (that is, DR with a dash after the slash) always stack — otherwise, use the better of any two types of DR when calculating the amount of damage reduced.

For example, a creature with the special quality of DR 3/– that is also wearing splint mail effectively has DR 9/–.

Alternately, a creature with the special quality of DR 5/ magic that is also wearing a chain shirt effectively ignores the first 5 points of damage from attacks with nonmagical weapons, but retains the armor’s DR 4/– even against attacks from magic weapons.

A successful attack always deals at least 1 point of damage, even if damage reduction, low Strength, or some other penalty or effect would reduce the damage result to 0 or less.

Defense Penalty: Wearing armor limits a character’s mobility, reducing his ability to dodge blows. This penalty is applied to the character’s total defense bonus. Thus, a 6th-level fighter (BDB +5) with a 14 Dexterity (+2 bonus) who

dons chainmail gains DR 5/–, but also suffers a –5 penalty to defense, thus giving him a total defense bonus of only +2.

Note that the defense penalty may well reduce a character's total defense bonus into the negatives. For instance, if the fighter from the previous example were only 2nd level (BDB +2), then the sum of his defense bonus would be 4 – 5 = –1.

Shields do not impose a defense penalty.

Encumbrance Penalty: Any armor heavier than leather and some shields hamper a character's ability to use skills.

Armor and shield encumbrance penalties stack.

Skills: The encumbrance penalty is applied to all Agility, Climb, Jump, Sleight of Hand, and Sneak checks while the armor or shield is worn. Swim checks suffer double this penalty.

Non-Proficient with Armor/Shield Worn: If a character wears armor and/or bears a shield with which he is not proficient, he also suffers the total encumbrance penalty on all attack rolls and on any Strength- or Dexterity-based skill or ability check.

Sleeping in Armor: If a character sleeps in a suit of armor with an encumbrance penalty of –5 or worse, the character is automatically *fatigued* the next day. (See the Glossary for a description of the fatigued condition.)

Spell Failure: Armor interferes with the gestures that are needed to cast spell spells.

Casting a Spell in Armor: When casting a spell with somatic components while wearing armor, a character must make a spell failure check by rolling d% against the armor's spell failure chance. If failure occurs, the spell fails and the spellcasting action is lost (but no power or component costs of the spell are used). If a spell has no somatic component, it can be cast without making the spell failure roll.

Shields: Armor and shield spell failure values stack when a character is wearing both armor and a shield.

Speed: Certain armors slow a character down. The number found in the appropriate column on Table 10–8 is the character's speed while wearing the armor (use the column indicating the character's base speed without armor).

Kerra and trolls have a base speed of 40 feet. They use the first column.

Barbarians, dark elves, Erudites, frogloks, half elves, high elves, humans, iksar, ogres, and wood elves all have a base speed of 30 feet. They use the second column.

Gnomes, halflings, and ratonga all have a base speed of 20 feet. They use the third column. (A dwarf's base speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load. Note that ratonga may increase their base speed to 30 feet if they have no objects in hand and use both hands and feet; they should use the second column for armored speed when doing so.)

A character wearing armor uses the worse of the appropriate speeds listed on Table 10–8: Armor and Table 11–4: Encumbrance and Speed.

Weight: The weight of the armor or shield. Armor and shields fitted for Small characters weighs half as much, while those for Large characters weigh twice as much.

Donning and Doffing Armor

Getting into and out of armor is not a quick process. As shown in Table 10–7, the time required to don or doff armor depends on its type.

Don: This column records how long it takes to put the armor on (1 minute is 10 rounds).

Don Hastily: This column records how long it takes to put the armor on in a hurry. Hastily donned armor has an encumbrance penalty and damage reduction bonus each 1 point worse than normal.

Remove: This column records how long it takes to get the armor off.

Table 10-7: Donning and Doffing Armor

Armor Type	Don	Don Hastily	Doff
Light armor	1 minute	5 rounds	1 minute*
Medium armor	4 minutes*	1 minute	1 minute*
Heavy armor	4 minutes**	4 minutes*	1d4+1 minutes*

* If a character gets help, halve this time. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.
** A character must have help to don this type of armor. Without help, it can be donned only hastily.

Armor Descriptions

Armor Spikes: Spikes can be added to armor. They deal 1d6 points of piercing damage (x2 crit) with a successful grapple check against a grappled opponent. A regular melee attack (or off-hand attack) can be made with the spikes — they count as a light, piercing martial weapon in this case. (If a character is not proficient with such weapons, she suffers a –4 penalty on attack rolls or grapple checks when trying to use them.)

An enhancement bonus on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Banded Mail: This armor is comprised of overlapping strips of metal sewn to a backing of heavy leather and/or light chainmail. Banded mail includes gauntlets, but not a helmet.

Banded mail is treated as medium armor (rather than heavy) for the purpose of donning and doffing.

Breastplate: This armor comes with a helmet and greaves.

Buckler: This small metal shield is strapped to the forearm, allowing its user to wear a shield and still use the hand. One can fire a bow or crossbow without penalty while carrying a buckler (but he does not gain its defense bonus while doing so). An off-hand weapon can be used with a buckler, but the character suffers a –1 penalty on all attack rolls while doing so. In any case, if a weapon is used in the off-hand, the character doesn't get the buckler's defense bonus for the rest of the round.

A buckler can't be used to bash.

Chain Shirt: This armor comes with a steel cap.


Table 10-8: Armor

Armor	Cost	Damage Reduction	Defense Penalty	Encum. Penalty	Spell Failure	—Speed— (40 ft.) (30 ft.) (20 ft.)			Weight ¹
<i>Light Armor</i>									
Chain shirt	100 gp	4/-	-3	-2	20%	35 ft.	25 ft.	15 ft.	25 lb
Cloth	5 gp	1/-	-1	+0	5%	40 ft.	30 ft.	20 ft.	10 lb
Leather	10 gp	2/-	-1	+0	10%	40 ft.	30 ft.	20 ft.	15 lb
Raw silk	190 gp	1/-	—	+0	—	40 ft.	30 ft.	20 ft.	7 lb
Studded leather	25 gp	3/-	-2	-1	15%	35 ft.	30 ft.	20 ft.	20 lb
<i>Medium Armor</i>									
Breastplate	200 gp	5/-	-4	-4	25%	30 ft.	20 ft.	15 ft.	30 lb
Chainmail	150 gp	5/-	-5	-5	30%	30 ft.	20 ft.	15 ft.	40 lb
Hide	15 gp	3/-	-3	-3	20%	35 ft.	25 ft.	15 ft.	25 lb
Scale mail	50 gp	4/-	-3	-4	25%	30 ft.	20 ft.	15 ft.	30 lb
<i>Heavy Armor²</i>									
Banded mail	250 gp	6/-	-6	-6	35%	30 ft.	20 ft.	15 ft.	35 lb
Half-plate	600 gp	7/-	-8	-7	40%	25 ft.	20 ft.	15 ft.	50 lb
Full plate	1,500 gp	8/-	-8	-6	35%	30 ft.	20 ft.	15 ft.	50 lb
Splint mail	200 gp	6/-	-7	-7	40%	25 ft.	20 ft.	15 ft.	45 lb
<i>Extras</i>									
Armor spikes	+50 gp	—	—	—	—	—	—	—	+10 lb
Gauntlet, locked	8 gp	—	—	See text	Special ³	—	—	—	+5 lb

¹ These weights are for Medium versions of the armor/shield. A Small version weighs half as much, and a Large version weighs twice as much.

² When running in heavy armor, a character moves only triple speed, not quadruple.

³ This hand is not free to cast spells.

Table 10-9: Shields

Armor	Cost	Shield Bonus	Encum. Penalty	Spell Failure	Weight ¹
Buckler	15 gp	+1	-1	5%	5 lb
Shield, heavy, steel	20 gp	+2	-2	15%	15 lb
Shield, heavy, wooden	7 gp	+2	-2	15%	10 lb
Shield, light, steel	9 gp	+1	-1	5%	6 lb
Shield, light, wooden	3 gp	+1	-1	5%	5 lb
Shield, tower	30 gp	Special†	-10	50%	30 lb
<i>Extras</i>					
Shield spikes	+10 gp	—	—	—	+5 lb

¹ These weights are for Medium versions of the armor/shield. A Small version weighs half as much, and a Large version weighs twice as much.

† See the tower shield description.

Chainmail: This armor comes in several forms, but the most common is the hauberk, a heavy shirt of mail that hangs to the knees or lower and also covers the entire length of the arms. Chainmail includes mail gauntlets and a chain coif (a hood of mail that covers the head and neck).

Full Plate: This heavy armor includes gauntlets, steel boots, a visored helmet, and a heavy padded suit (equal to cloth armor if worn by itself) worn underneath the plate. Each suit of full plate must be individually fitted to its owner by a master armorsmith, but a captured suit can be resized to fit a new owner of the same size category at a cost of 200 to 800 (2d4 x 100) gold pieces.

Gauntlet, Locked: The gauntlet grants its wearer a +10 bonus to any roll to keep the weapon locked into the gauntlet from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is

a full-round action. Like a normal gauntlet, a locked gauntlet deals lethal rather than nonlethal damage with an unarmed strike.

The price given is for a single locked gauntlet. The weight given applies only if the character is not already wearing gauntlets; otherwise, the locked gauntlet replaces a gauntlet the character already has as part of his or her armor.

While the gauntlet is locked, the hand wearing it can't be used for casting spells or employing skills.

Half-Plate: Also commonly known as “plate mail” or “plate-and-mail,” this armor is similar to full plate but has lighter pieces of mail rather than articulated plates covering the joints. It includes gauntlets and a helm.

Raw Silk: This costly armor is well worth its price, for it provides decent protection yet does not hamper the wearer at all. It is crafted from the rare silks of certain spiders and worms of Norrath, and can only be made by highly skilled tailors. Casters who can afford this armor typically wear it in the form of robes, while others prefer the armor tailored with leggings and tunic.

Scale Mail: This armor is crafted from tiny bits of overlapping metal sewn or riveted onto a leather coat (and sometimes leggings or a skirt); it often appears much like the scales of a fish, hence the name. Scale mail includes gauntlets.

Shield, Heavy: A heavy shield is too bulky for its user to do anything else with the shield hand. Wooden and steel shields offer the same basic protection, though they may respond differently to some special attacks.

Shield Bash: Used this way, a heavy shield is considered a martial 1-handed crushing weapon. A character without the

Bash feat can make a shield bash only as an attack action (this follows all the usual rules for being used in the primary or off-hand, as appropriate); in this case, the wielder loses the shield's defense bonus until her next action (usually until the next round).

Damage for shield bash attacks is listed on Table 10–6.

Shield, Light: A small shield's light weight lets a character carry other items in that hand (although the character cannot use weapons in that hand). For purposes of attack penalties, treat a shield as a light weapon.

Shield Bash: Used this way, a light shield is considered a martial light crushing weapon. A character without the Bash feat can make a shield bash only as an attack action (this follows all the usual rules for being used in the primary or off-hand, as appropriate); in this case, the wielder loses the shield's defense bonus until her next action (usually until the next round).

Damage for shield bash attacks is listed on Table 10–6.

Shield, Tower: Normally, a tower shield provides cover to its user (+4 to defense, +2 on Reflex saves) rather than a shield bonus to defense. As a full-round action, this can be increased to improved cover. See Cover in Chapter 12: Combat.

Tower shields cannot provide total cover against spells, however — a spellcaster is still considered to have line of sight on a character with a tower shield even if the character is currently gaining total cover from it. Further, the Reflex bonuses for cover or full cover from a tower shield apply only to area effect spells, and not to spells that require a Reflex save but target only a finite number of creatures.

When employing a tower shield in combat, a character suffers a –2 penalty on attack rolls because of the shield's encumbrance. A tower shield cannot be used to bash.

The cover provided by a tower shield cannot normally be used to allow a Sneak check (see the Sneak skill).

Shield Spikes: When added to a shield, these spikes turn it into a martial weapon that deals piercing damage, as shown on Table 10–6. Otherwise, attacking with a spiked shield is like making a shield bash attack (spiked shields deal their spike damage when used for attacks made using the Bash feat).

Shield spikes can't be placed on a buckler or a tower shield.

Splint Mail: This armor includes gauntlets. Splint mail is treated as medium armor for the purpose of donning and doffing.

Goods and Services

Common items not necessarily related to combat are also available for purchase, being similarly vital to adventurers.



Table 10-10: Common Adventurers' Gear

Item	Cost	Weight
Acid (flask)	10 gp	1 lb
Antitoxin (vial)	50 gp	0.5 lb
Bedroll	1 sp	5 lb ¹
Bell	1 gp	0.25 lb
Blanket, winter	5 sp	3 lb ¹
Block-and-tackle	5 gp	5 lb
Caltrops	1 gp	2 lb
Candle	1 cp	0.1 lb
Canvas (sq. yd.)	1 sp	1 lb
Chain (10 ft.)	30 gp	2 lb
Chalk (1 pc.)	1 cp	—
Crowbar	2 gp	5 lb
Firewood (per day)	1 cp	20 lb
Fishhook	1 sp	—
Fishing net (25 sq. ft.)	4 gp	5 lb
Fishing pole	4 sp	2 lb
Flint and steel	1 gp	0.1 lb
Grappling hook	1 gp	4 lb
Hammer	5 sp	2 lb
Ladder (10 ft.)	5 sp	20 lb
Lantern		
Bull's-eye	12 gp	3 lb
Common	1 sp	1 lb
Hooded	7 gp	2 lb
Lock		
Simple	20 gp	1 lb
Average	40 gp	1 lb
Good	80 gp	1 lb
Amazing	150 gp	1 lb
Magnifying glass	100 gp	0.25 lb
Manacles	15 gp	2 lb ¹
Mirror, small steel	10 gp	0.5 lb
Oil (per flask)	1 sp	1 lb
Pick, miner's	3 gp	10 lb
Piton	1 sp	0.5 lb
Pole (10 ft.)	2 sp	8 lb
Rope, hemp (50 ft.)	1 gp	10 lb
Rope, silk (50 ft.)	10 gp	5 lb
Sealing wax	1 gp	1 lb
Sewing needle	5 sp	—
Signal whistle	8 sp	0.1 lb
Signet ring	5 gp	—
Sledge	1 gp	10 lb
Soap (block)	5 sp	1 lb
Spade or shovel	2 gp	8 lb
Spyglass	500 gp	3 lb
Tent	10 gp	20 lb ¹
Torch	1 cp	1 lb
Whetstone	2 cp	1 lb
Writing materials		
Ink (1 oz.)	8 gp	—
Ink pen	1 sp	—
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Vellum (sheet)	3 gp	—


Table 10-11: Professional Tools and Kits

Item	Cost	Weight
Baking tools	50 gp	10 lb ¹
Brewing barrel	100 gp	10 lb
Climber's kit	80 gp	5 lb ¹
Disguise kit	50 gp	8 lb ¹
Fletching kit	30 gp	3 lb ¹
Forgeworks	300 gp	300 lb ¹
Healer's kit	50 gp	1 lb ¹
Holy symbol	2 sp	1 lb ¹
Jeweler's kit	80 gp	10 lb
Musical instrument	5 gp	3 lb ¹
Pottery tools	150 gp	200 lb ¹
Scale, merchant's	2 gp	1 lb ¹
Spell component pouch	5 gp	0.25 lb ¹
Spellbook (blank)	15 gp	3 lb ¹
Tailor's kit	20 gp	1 lb ¹
Thieves' tools	30 gp	1 lb ¹
Tinker's toolbox	45 gp	4 lb

Table 10-12: Containers and Carriers

Item*	Cost	Weight**
Backpack	2 gp	2 lb ¹
Barrel	2 gp	30 lb
Basket	4 sp	1 lb ¹ 2 cu. ft.
Bottle, glass	2 gp	0.25 lb
Bucket	5 sp	2 lb ¹
Canteen	1 gp	4 lb ¹
Case, map or scroll	7 sp	0.5 lb
Chest, large	2 gp	25 lb ¹
Chest, small	2 gp	25 lb
Flask	3 cp	0.25 lb
Jug/pitcher	3 cp	2 lb ¹
Mug/tankard	2 cp	1 lb ¹
Pouch, belt, large	1 gp	0.5 lb ¹
Pouch, belt, small	2 gp	1.5 lb ¹
Sack	1 sp	0.5 lb ¹
Vial	1 gp	0.1 lb


Table 10-13: Food, Drink, and Lodging

Item	Cost	Weight†
Food		
Banquet (per person)‡		
Small	5 gp	—
Medium	10 gp	—
Large	20 gp	—
Meals (per person, daily)‡		
Small	2 sp	—
Medium	3 sp	—
Large	6 sp	—
Rations		
Common	2 sp	2 lb
Trail	4 sp	1 lb
Drink		
Ale or mead		
Gallon	2 sp	9 lb
Pint	4 cp	1 lb
Brandy		
Gill (common)	5 cp	0.25 lb
Gill (fine)	2 sp	0.25 lb
Pint (common)	2 sp	1 lb
Pint (fine)	8 gp	1 lb
Vodka		
Gill	6 cp	0.25 lb
Pint	2 sp	1 lb
Wine		
Quart (common)	1 sp	2 lb
Quart (fine)	10 gp	2 lb
Lodging		
Inn or hostelry (per day)‡		
Poor	2 sp	—
Common	5 sp	—
Good	2 gp	—

Table 10-14: Clothing

Item	Cost	Weight
Adventurer's clothes	10 gp	8 lb ¹
Artisan's clothes	1 gp	4 lb ¹
Cold weather gear	8 gp	7 lb ¹
Courtier's clothes	80 gp	6 lb ¹
Entertainer's clothes	3 gp	4 lb ¹
Holy vestments	5 gp	6 lb ¹
Monk's clothes	5 gp	2 lb ¹
Noble's clothes	175 gp	10 lb ¹
Peasant's clothes	1 sp	2 lb ¹
Royal clothes	700 gp	15 lb ¹
Scholar's clothes	5 gp	6 lb ¹
Traveler's clothes	1 gp	5 lb ¹



Table 10-15: Vehicles

Item	Cost	Weight
Cart, hand	9 gp	40 lb ¹
Cart, horse or ox	15 gp	200 lb ¹
Keelboat	3,000 gp	— ¹
Rowboat	50 gp	100 lb ¹
Oar	2 gp	10 lb ¹
Sailing ship	10,000 gp	— ¹
Sled	20 gp	300 lb ¹
Wagon	35 gp	400 lb ¹

Table 10-16: Transportation Services and Tolls

Item	Cost
Courier	1 gp per mile
Messenger	2 sp per mile
Road or gate toll	1 sp
Ship's passage	10 gp

Table 10-17: Spells for Hire

Spell Order	Cost
0-order	Caster level x 5 gp ²
1st-order	Caster level x 10 gp ²
2nd-order	Caster level x 20 gp ²
3rd-order	Caster level x 30 gp ²
4th-order	Caster level x 40 gp ²
5th-order	Caster level x 50 gp ²
6th-order	Caster level x 60 gp ²
7th-order	Caster level x 70 gp ²
8th-order	Caster level x 80 gp ²
9th-order	Caster level x 90 gp ²
10th-order	Caster level x 100 gp ²
11th-order	Caster level x 110 gp ²
12th-order	Caster level x 120 gp ²
13th-order	Caster level x 130 gp ²
14th-order	Caster level x 140 gp ²
15th-order	Caster level x 150 gp ²

— No weight worth noting, or too great to be considered on a character-scale.

¹ These items weigh one-quarter the listed amount when made by/for Small characters (Small containers also hold one-quarter the amount). These items weigh twice the listed amount when made by/for Large characters (Large containers also hold twice the amount).

² See individual spell descriptions in the **EQ II Spell Guide** for additional costs, such as rare components or materials, involved in casting a given spell. If additional costs put the spell's total cost over 3,000 gp, that spell is not generally available to the public (GM's discretion).

* See Table 10–18 for the amounts/volumes of material these containers can typically hold. Such objects made for Larger creatures typically hold twice as much, while those for Small creatures hold half as much.

** Weights for all containers listed on Table 10–12 are empty weights.

† The weight of rations can be important, as bigger creatures require more food and smaller, less. (See Starvation in the Glossary for details regarding the amount of daily sustenance required by characters of a given size.)

‡ The values given here assume common quality. For poor quality food, reduce the cost per person by as much as half; for high quality, the typical price is double, but can be as much as 10x the standard amount for truly sumptuous fare.

Innkeepers usually charge more for big folk to stay at their inns (assuming they are welcome at all!) since such characters by their nature take up more space and thus limit the number of other paying customers.

Common Adventuring Gear

Acid: A character can throw a flask of acid as an improvised ranged weapon. On a direct hit, the throw deals 1d6 points of acid damage to the target and 1 point of acid damage to every creature within 5 feet of the target. The results of a missed attack roll should be determined by the GM.

Antitoxin: After drinking antitoxin, a character receives a +5 alchemical bonus on all Fortitude saving throws he makes against poison for 1 hour.

Caltrops: Caltrops are essentially small iron spikes designed so that one point is always facing up. A character may scatter them on the ground so that enemies step on them or are at least forced to slow down to avoid them.

One 2-pound bag of caltrops covers an area 5 feet square when dropped. Each time a creature moves into an area covered by caltrops (or spends a round fighting in such an area), it may step on one. The caltrops make an attack roll (attack bonus +0) against the creature. For this attack, the creature's usual shield and deflection bonuses to defense do not apply. However, if the creature is wearing heavy shoes or other stout footwear, it gets a +2 shield bonus to defense, while plate boots or the like offer a +4 shield bonus to defense.

If the attack roll succeeds, the creature has stepped on a caltrop. The caltrop deals 1 point of damage, and the affected creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with the Heal skill (DC 15) or receives at least 1 point of magical curing.

A charging or running creature must stop immediately if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through an area of caltrops with no trouble.

The GM judges effectiveness of caltrops against unusual opponents.

Candle: A typical candle clearly illuminates a 5-foot radius and burns for 1 hour.

Chain: A typical chain has a hardness of 10 and 5 hit points per 5-foot length. It can be burst asunder with a DC 26 Strength check.

Crowbar: A crowbar has a hardness of 10 and 7 hit points. It can be used without penalty as a club.

Flint and Steel: Lighting a torch or similarly flammable material with flint and steel is a full-round action. Lighting a campfire with flint and steel usually requires a DC 5 Survival check and takes 1 minute. (Lighting a typical campfire without flint and steel usually requires a DC 10 Survival check and takes 2 minutes or more, unless the character has open flame already at hand, in which case lighting dry tinder takes only a full-round action.)

Grappling Hook: Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).

Hammer: A hammer may be used as an improvised 1-handed crushing weapon that deals damage equal to that of a spiked gauntlet of its user's size.

Lantern, Bull's-Eye: A bull's-eye lantern has a single shutter, and its other sides are highly polished to reflect the

light in a single direction. It illuminates a cone 60 feet long and 20 feet wide at the end, and it burns for 6 hours on a pint of oil. A lantern can be carried in one hand.

Lantern, Common: A typical lantern illuminates things clearly in a 15-foot radius and burns for 6 hours on a pint of oil. A lantern can be carried in one hand.

Lantern, Hooded: A hooded lantern is a common lantern with shuttered or hinged sides that allow its light to be veiled or muted. It clearly illuminates a 30-foot radius and burns for 6 hours on a pint of oil. A lantern can be carried in one hand.

Lock: A lock is operated with a large, bulky key. The DC for a character to open this kind of lock with the Engineer Device skill depends on the lock's quality: Simple (DC 20); average (DC 25); good (DC 30); amazing (DC 40).

Magnifying Glass: This simple lens allows a closer look at small objects. It is useful as a substitute for flint, steel, and tinder when starting fires (though it requires light roughly as bright as direct sunlight to focus, tinder to light, and at least 1 full-round action to light a fire this way). It grants a +2 circumstance bonus on Search, Trade Skill, or Vocation checks made to analyze or examine any item that is small or highly detailed, such as a gem.

Manacles: These manacles can bind a Medium creature. The manacled character can make a DC 30 Agility check to slip free. Breaking the manacles requires a DC 26 Strength check, but a creature actually held by the manacles suffers a -4 penalty to Strength checks made for this purpose.

Typical manacles have a hardness of 10 and 10 hit points. Most have locks; add the cost of the lock to the cost of the manacles. Manacles for Small creatures also cost the listed price. For Large creatures, manacles cost 10 times this amount; for Huge creatures, 100 times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles (usually ones that have been enchanted and/or made of some rare and incredibly strong material such as adamantite).

Oil: A pint of oil burns for 6 hours in a lantern. A pint of oil poured on the ground covers an area 5 feet square (provided the surface is smooth); if lit, it burns for 2 rounds and deals 1d3 points of fire damage per round to each creature in the area during that time.

Piton: A piton is a steel spike with an eye through which a rope can be looped. When a wall doesn't offer handholds and footholds, a climber can effectively make his or her own using pitons. See Climb in Chapter 8.

Ram, Portable: This iron-shod wooden beam is the perfect tool for battering down doors. It provides a +2 circumstance bonus on Strength checks to break open doors and similar construction. Further, it allows a second person to assist on the Break check without having to roll, simply adding another +2 bonus to the roll.

Rope, Hemp: This rope has 2 hit points per 5-foot length and can be broken with a DC 23 Strength check.

Rope, Silk: This rope has 4 hit points per 5-foot length and can be broken with a DC 24 Strength check. It is so supple that it grants a +2 circumstance bonus to its user's Use Rope checks.

Spyglass: Objects viewed through a spyglass are magnified to twice their size: in game terms, the user suffers only half the usual penalty for range when making visual Perceive checks.

Tent: This simple canvas tent comes with a few short bits of rope and several wooden pegs or hooks. It sleeps 2 Medium creatures comfortably.

Torch: A wooden rod capped with twisted flax soaked in tallow (or some similar design), a typical torch clearly illuminates a 20-foot radius and burns for 1 hour.

Vial: A vial is a ceramic, glass or metal cylindrical container fitted with a tight stopper. The stoppered vial usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

Professional Tools and Kits

Baking Tools: This is a set of tools for use with Trade Skill (baking). At its most basic, the set includes an oven, a spit, a mixing bowl, and various utensils. Though not terribly portable, baking tools can be broken down into basic components to take them on the road if necessary. (The weight listed on Table 10-11 assumes such a reduced kit.)

Climber's Kit: The kit includes pitons, boot tips, gloves, and a harness that aid in climbing. This kit grants its user a +2 circumstance bonus to Climb checks.

Disguise Kit: This bag perfect for disguise contains cosmetics, hair dye, and small physical props. It grants a +2 circumstance bonus to Disguise checks. The kit is exhausted after 10 uses.

Forgeworks: A forgeworks includes a forge, fire pit, a bellows, an anvil, and hammer and tongs used to practice Trade Skill (blacksmithing). The forge is immobile.

Healer's Kit: This kit is full of herbs, salves, bandages, and other medicinal materials. It grants a +2 circumstance bonus to some checks (see Heal in Chapter 8: Skills). The kit is exhausted after 10 uses.

Holy Symbol: This icon or small statuette of wood, iron, or some other simple material is usually worn on a cord around the neck or placed prominently in households, businesses, and temples. A holy symbol usually represents one of the countless gods, goddesses, totems, and spirits revered in the Shattered Lands.

A holy symbol for a divine spellcaster's deity functions as a divine focus for his or her spellcasting.

Musical Instrument: Commonly available instruments in Norrath include flutes, horns, lutes, and drums.

Pottery Tools: This set of tools consists of a pottery wheel and kiln, as well as an array of forming tools suitable for use with Trade Skill (pottery). It is not portable at all; anyone wishing to use these tools must find them where she goes.

Scale, Merchant's: This scale includes a small balance and pans along with a suitable assortment of weights. A merchant's scale grants a +2 circumstance bonus on Trade Skill or Vocation checks made to appraise any item that is valued by weight, including anything made of precious metals.

Spell Component Pouch: This pouch has numerous tiny compartments to keep a spellcaster's many spell components apart and neatly organized. A spellcaster with a spell compo-



ment pouch is assumed to have all the common material components and foci he needs for casting every spell he knows 5 times. However, it does not include divine foci (see “holy symbol”) or foci that wouldn’t fit in a small pouch, or those components that have a specific cost of 1 sp or more per unit.

Spellbook: Spellbooks (often called “prayerbooks” by divine spellcasters) are normally large, leather-bound tomes that serve as a spellcaster’s reference. A new spellbook has 100 pages of parchment, and each spell to be inscribed usually takes up a single page.

Thieves’ Tools: These are the tools needed for a scout to disarm traps using the Engineer Device skill. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small handsaw, and a small wedge and hammer.

Tinker’s Toolbox: This metal box contains a wide assortment of highly specialized and esoteric tools for use with Trade Skill (tinkering).

Containers and Carriers

A good dose of common sense is always the best ally for player and GM alike when determining what or how much of something can fit into a given container.

Bottle, Glass: These fine bottles come in a variety of colors and are of the sort that would commonly hold wine or cooking oil.

Canteen: Also commonly known as a “waterskin” or “wineskin” (depending on its contents), this narrow-mouthed, stoppered container is well known to adventurers far and wide.

Case, Map or Scroll: This oblong or cylindrical container is most often made of hardened leather, perhaps with wooden

or metal hoops to brace it. It is used to carry rolled-up sheets of paper or maps.

Chest, Large or Small: Most chests have locks; add the cost of the lock to the cost of the chest.

Flask: This small ceramic, glass, or metal container is fitted with a tight stopper.

Jug/Pitcher: This container, usually of clay or ceramic but sometimes of more sturdy materials, is often fitted with a stopper.

Pouch, Large or Small: This small carrier of stout leather straps handily to one’s belt.

Sack: A handy carrying bag, most often of burlap or similar material.

Vial: This stoppered container is most often of glass, but may be of earthenware or metal. A vial is rarely more than 1 inch wide and 3 inches high.

Table 10-18: Capacity of Containers

Item	Max Capacity (by Mass)*	Max Volume/Quantity**
Backpack	40 lb	2 cu. ft.
Barrel	350 lb	10 cu. ft.
Basket	10 lb	1 cu. ft.
Bottle, glass	1.5 lb	1.5 pints
Bucket	12 lb	1.5 gallons
Canteen	4 lb	4 pints
Case, map or scroll	4 lb	0.25 cu. ft.
Chest, large	120 lb	10 cu. ft.
Chest, small	40 lb	3 cu. ft.
Flask	1 lb	1 pint
Jug/pitcher	8 lb	1 gallon
Mug/tankard	2 lb	1 quart
Pouch, belt, large	8 lb	120 cu. in.
Pouch, belt, small	5 lb	80 cu. in.
Sack	25 lb	3 cu. ft.
Vial	1 oz.	1 oz.

The above table assumes containers sized for a Medium creature. Those for Small characters hold roughly half as much, while those for Large creatures hold twice as much.

Food, Drink, and Lodging

Banquets/Meals: When they aren’t traveling, characters can be assumed to partake of local amenities at inns, taverns, and the like. A banquet is simply a sumptuous meal served over several courses, often including copious drink and even some form of entertainment. Rather than detail the infinite



varieties of local cuisine, prices for generic meals are listed on Table 10–13.

Poor meals might include little more than bread, along with a few baked turnips and onions boiled in water. A glass of water may be provided to wash it all down quickly. A poor banquet might include a little fish or meat as well, along with a few cups of watery ale, mead, or wine.

Common meals might consist of bread, chicken stew (though perhaps light on the chicken), a few carrots, and perhaps a tankard of watered-down ale. Common banquets can be quite lavish, although the supply of libations is not endless, and the entertainment is generally second-rate.

Good meals may include bread and pastries, beef, peas, and a pitcher of strong ale or wine. Good banquets are often quite stupendous affairs, with liberal quantities of decent drink, many exotic, rich dishes and pastries, dancing girls (or boys), and talented musicians and minstrels.

Rations: On the road (or aboard a ship), one cannot often have access to the same kinds of fare available at an inn or hostel. (See Chapter 5: Races for details on how much food and drink a given character needs to consume daily to remain healthy and nourished.)

Common rations are simply foods that have been properly wrapped, packaged, and prepared for use while traveling. They often spoil quickly, though, and cannot be expected to last for more than a week at most.

Trail rations are foods that take up relatively little space and remain safe for consumption over extended periods; they are not usually as pleasant to eat as normal rations, perhaps, but they can handily stave off starvation while traveling. Most trail rations can be safely expected to last for several weeks without spoilage, and in some cases for several months.

Lodging: Finding a place to stay is rarely a serious problem for adventurers. Sometimes they may be offered decent accommodation for services rendered, or, at worst, they can pay a copper or two for a place in some grateful (or frightened) farmer's hayloft. Most towns have inns, and people can easily camp in the wilderness — as long as they have the right gear and are careful to pick a place well away from predators.

Poor accommodations at an inn consist of little more than a place on the floor near the fire in a common room, with perhaps a patchy blanket on particularly cold nights.

Common accommodations provide a semi-private place on a raised, heated floor, with the use of a decent blanket and pillow.

Good accommodations are not usually available except in fairly large centers (population 1,000 or more), and entail a private room with a bed, table and chair, and a chamber pot.

Clothing

A person's clothes are a huge part of his appearance and presentation. Wearing armor is great when one is expecting a fight, but when meeting with rulers, attending a play, or simply practicing one's trade, plate armor is rarely practical or appropriate.

Adventurer's Clothes: Rugged all-purpose wear consisting of sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Alternately, a leather over-tunic might be worn over a cloth skirt. The clothes have extra pockets. Other articles that might be handy, such as a scarf or hat, are also included if desired.

Artisan's Clothes: Sturdy clothes designed for tradesfolk and merchants. They consist of a shirt or tunic, skirt or pants with a drawstring, shoes, and perhaps a cap or hat. This outfit might also include a belt or apron for carrying tools or money.

Cold Weather Gear: Almost every barbarian has a set or two of these clothes, which are usually worn over other apparel. Cold weather gear consists of a heavy coat or cloak, a thick cap (with ear and face protection), insulated pants or skirt, and stout boots (most often these items are fur-lined). Cold weather gear grants a +5 circumstance bonus to Fortitude saves against exposure to cold weather (but not against cold-based attacks).

Courtier's Clothes: Fancy tailored clothes cut in the current style. Anyone trying to influence nobles or courtiers without the proper dress must work much harder at it. The price of the ensemble includes roughly 50 gp worth of jewelry and accessories, without which the character looks foolishly overdressed to anyone in the know.



Entertainer's Clothes: Loud, colorful clothes made to draw a crowd, but designed for freedom of movement. While such an outfit usually looks whimsical, its practical design lets a character freely tumble, dance, walk a tightrope—or just run.

Holy Vestments: These clothes are meant to be worn while performing religious rituals, not while adventuring.

Monk's Clothes: A simple outfit including sandals, loose breeches, a loose shirt, and a sash or belt of some sort. Though it looks casual, the outfit is designed for maximum mobility, and the material and seams are all very sturdy to withstand rough handling. It might also have decorative touches such as the wearer's clan symbol or certain meditative icons.

Noble's Clothes: Clothes designed to be (and to look) expensive; precious metals and gems are commonly worked into the cuffs and collar, and the whole is made of rich fabrics. The cost of the outfit also includes that of the requisite accompanying jewelry (roughly 100 gp worth).

Peasant's Clothes: The poorest of clothes, for those who can't afford much else, consisting of a coarse, baggy shirt and breeches, or else a loose shirt and skirt or overdress. There are no proper shoes with this outfit, just cloth foot-wrappings.

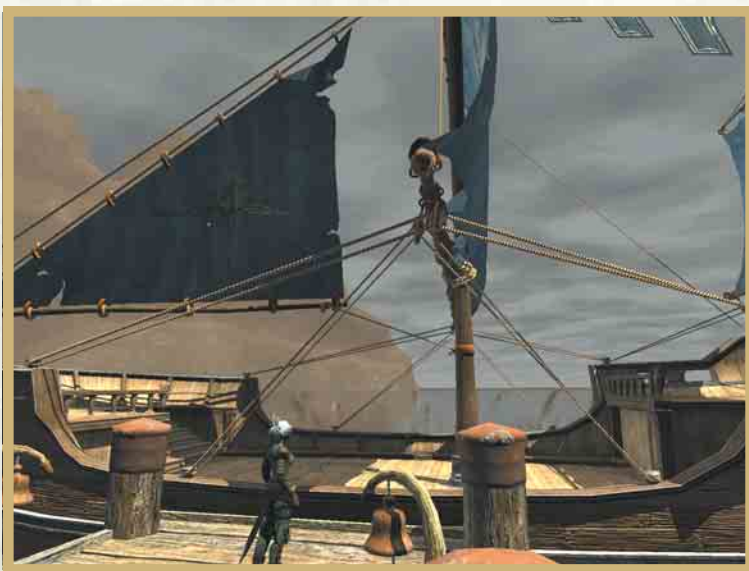
Royal Clothes: The raiment of royalty, in all their splendor. The price includes the various necessary accoutrements, such as scepter, ring(s), crown or coronet, and so forth (approximately 500 gp worth). Royal clothing often has gems and gold woven into the fabric, which alone is quite valuable (i.e., it is made only of the finest silks and rarest furs).

Scholar's Clothes: A robe, a simple belt, soft shoes, and possibly a light cloak and cap for formal occasions.

Traveler's Clothes: This outfit consists of boots, a wool skirt or pants, a sturdy belt, a shirt, a vest or jacket, and a comfortable cloak (of oiled cloth in wet climates), possibly hooded.

Vehicles

Cart, Hand: A hand cart is a small two-wheeled vehicle meant to be drawn by a single humanoid. It can carry up to 400 pounds, as if the user were dragging that amount.



Cart, Horse or Ox: A horse cart or ox cart is a large two-wheeled vehicle drawn by a single humanoid or other beast of burden. It comes with a harness and can carry up to half a ton, as if the beast drawing it were dragging that amount.

Keelboat: This square-sailed ship is 40 to 70 feet long and 15 to 20 feet wide, and has a few long oars to supplement its single mast. It has a crew of 8 to 15 and can carry 40 to 50 tons of cargo (or about 100 soldiers). It can make limited sea voyages as well as sail down rivers. (It has a flat bottom.) It moves about 1 mile per hour.

Rowboat: A rowboat is an 8- to 12-foot-long boat designed for 2 or 3 people. It moves about 1.5 miles per hour.

Sailing Ship: This large, seaworthy vessel is 75 to 90 feet long and about 20 feet wide. It typically has a crew of 20 and can carry cargo of up to 150 tons. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This vehicle is a sort of wagon on runners, meant for moving through snow and over ice. In general, two humanoids or 2 or more other beasts (often dogs) draw it, and it can carry up to a ton, as if the creatures drawing it were dragging that amount. It comes with the harness needed to pull it.

Wagon: This four-wheeled, open vehicle is used for transporting heavy loads. In general, 2 or 4 beasts of burden draw it, and it can carry up to 2 tons, as if the creatures drawing it were dragging that amount. It comes with the harness needed to pull it.

Transportation Services and Tolls

Courier: This entry includes ship-borne or land-bound courier services. Generally, a courier will not bear more than half a light load for others.

Messenger: This entry includes ship-borne messengers and runners. Those willing to carry a message to a place they were going anyway (a crew member on a ship, for example) may ask for only half the listed amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-kept and well-guarded road, in order to pay for its upkeep and for continuing patrols on it. Occasionally, large walled cities (such as Qeynos) charge a toll to enter the city.

Ship's Passage: Many ships carry passengers to various islands in the Shattered Lands (and sometimes even beyond). These ships are so regular in their passage and have such constant patronage that they can charge relatively little for their services.

Spells for Hire

The cost of hiring a spell assumes that a character can go to the spellcaster's residence or place of work and have the spell cast at the spellcaster's (and not the character's) convenience.

The cost listed is for a spell with no material component cost or focus component, and no XP cost. If the spell includes a material component, add the cost of the component to the cost of the spell. If the spell requires a focus component (other than a divine focus), add 10% of the cost of the focus to the cost of the spell. If the spell requires an XP cost, add 5 gp per XP required to be spent.

Item Quality

Strange and unusual items can be found by the intrepid searcher, some of which are exceptional by virtue of superior quality or materials. The more common of these are often bought and traded by those who have the means to find or create them.

Flawed Items

The materials used to make an item and the care with which it was made affect its quality, but so too does the manner in which the item has been maintained. Some items might have been made quickly or from substandard materials, or else their materials have become rusted, splintered, rotted, and so on. Such items are still usable, but their condition shows through in their performance.

Flawed items cost half as much as their normal counterparts.

Weapons: Flawed weapons impose a -1 penalty on their wielder's attack rolls.

Armors: Flawed armors impose an additional -1 encumbrance penalty and an additional -1 penalty to defense.

Miscellaneous: Other flawed items impose a -1 penalty on associated rolls or checks.

Note that, in some cases, the GM may decide that an item's flaw(s) are so serious that they impose more extensive penalties or other ill effects.

Special and Superior Items

Table 10-19: Special Items

Item/Material	Cost
Lightstone	100 gp
Masterwork	
Armor	+200 gp
Arrow, bullet, or quarrel	6 gp
Manacles	50 gp
Musical instrument	+100 gp
Shield	+100 gp
Thieves' tools	+50 gp
Tool	+75 gp
Weapon	+300 gp
Mighty composite longbow	
+1 Str bonus	+100 gp
+2 Str bonus	+200 gp
+3 Str bonus	+300 gp
+4 Str bonus	+400 gp
Mighty composite shortbow	
+1 Str bonus	+75 gp
+2 Str bonus	+150 gp

Lightstone: A small, rather plain stone etched with a small rune and imbued with mystical radiance, an inert lightstone can be activated with a DC 10 Spellcraft check as a full-round action. Once activated, the lightstone gives off bright light in a 30-foot radius for one full week, after which time its glow flickers briefly (no more than a few minutes) and then goes out, rendering the lightstone once again a normal stone.

See the EQ II Spell Guide for the means of making lightstones.

Masterwork Items: Only masterwork items may be enchanted with magical properties. A masterwork item's enhancement bonus does not stack with a magical enhancement bonus for the same purpose.

Armor: These well-made suits of armor function like normal versions, except that their defense penalties and encumbrance penalties are reduced by 1 each.

Arrow, Bullet, or Quarrel: Masterwork ammunition functions as normal ammo of the same type, except that it grants its user a $+1$ enhancement bonus on attack rolls when using it. This bonus does not stack with any other enhancement bonus, nor does it stack with any bonus a character might get by using a masterwork or magic bow, crossbow, or sling. Most masterwork ammunition is effectively destroyed once it is used.

Manacles: Masterwork manacles can be escaped only with a DC 35 Agility check. To break them requires a DC 28 Strength check.

Musical Instrument: A masterwork instrument serves as a mark of status and grants its user a $+2$ enhancement bonus on relevant Perform checks.

Shield: Exceptionally well-crafted shields, masterwork versions have their associated encumbrance penalties reduced by 1.

Thieves' Tools: This kit grants a $+2$ enhancement bonus on Engineer Device checks made to pick locks or disable devices.

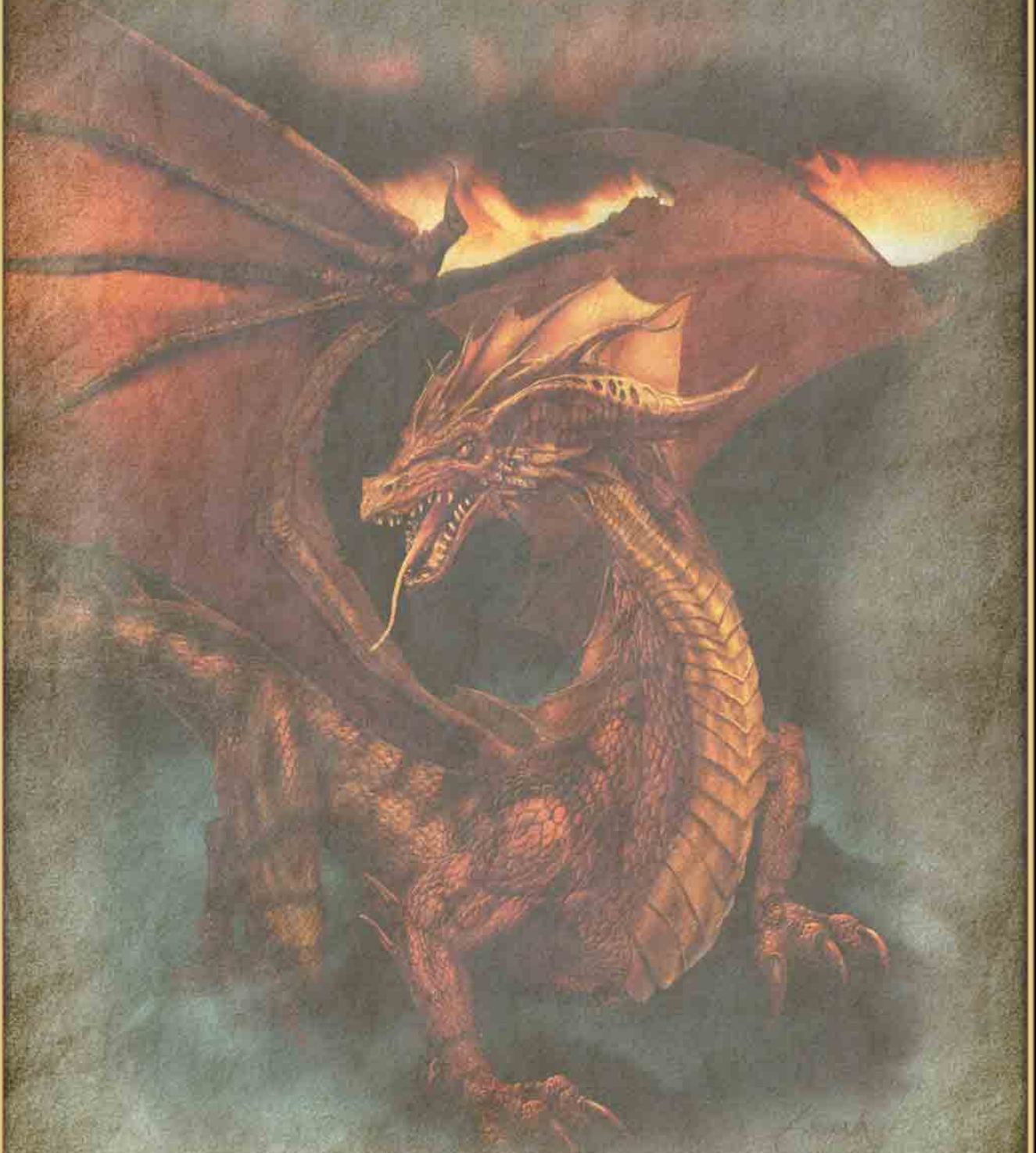
Tool: This well-made item grants a $+2$ enhancement bonus to all related skill checks (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Weapon: Masterwork weapons are superbly crafted from the very best among common materials, such as fine dwarven steel or hardened oak. A masterwork weapon grants its wielder a $+1$ enhancement bonus to attack rolls.

Mighty Composite Bow: A mighty bow is a composite longbow or shortbow made with an especially heavy pull to allow a strong archer to take advantage of above-average Strength. The mighty bow allows a character to add his or her Strength bonus to damage, up to the maximum bonus listed.



CHAPTER ELEVEN:



Adventuring

Once the players have created their characters — abilities, race, profession, talents, feats, skills, equipment, etc. — it's time to put the party together and go adventuring. This chapter covers some miscellaneous but necessary topics for both players and GMs, such as vision, speed, and encumbrance.

How Far Can I See?

The key elements regarding vision and visibility are line of sight and available light. It's possible to see very, very distant objects if the conditions are right. For example, in the real world a person with average eyesight can easily see the Andromeda Galaxy — two hundred million light-years distant — if he or she knows just where to look in the night sky.

But in a game environment it's less important to see a distant point of light miles away (except, of course, when you're lost or trying to find an enemy hideout) than to know how far away you can see to accurately target an oncoming enemy, spot a hidden trap, and the like. Adventurers tend to spend a lot of time in the dark, or wandering around in heavy fog, or generally wishing they could see better than they can. In such cases, the available light is the chief limiting factor for vision.

The best defense when fighting foes you can't see is to do the best you can in the circumstances, and to change the circumstances as soon as possible. Get a light source going so you can see, cancel or somehow negate a foe's invisibility (and/or his ability to see under whatever conditions have rendered you blind), move the fight to a better-lit area, and so on. Use whatever strategy is necessary to shift the odds back in your favor.

Table 11–2 lists various common light sources and the area they illumine. Note that any of these light sources can be seen from much farther away than these listed distances, which represent only the radius of the useful light they cast under adventuring conditions (the area within which characters can target opponents clearly, read scrolls, see inscriptions over doorways, distinguish colors, and so on).

Racial Qualities

Some characters have the ability to see over longer distances than the typical human, whether in darkness or even in normal daylight conditions. They may have darkvision, nightvision, or even ultravision, all of which grant some degree of ability to penetrate natural darkness with the unaided eye, while some may have farsight, which allows them to see over greater distances than characters of other races in normal daylight conditions.

Darkvision, farsight, nightvision, and ultravision are all described in detail under Common Special Qualities in Chapter 5: Races.

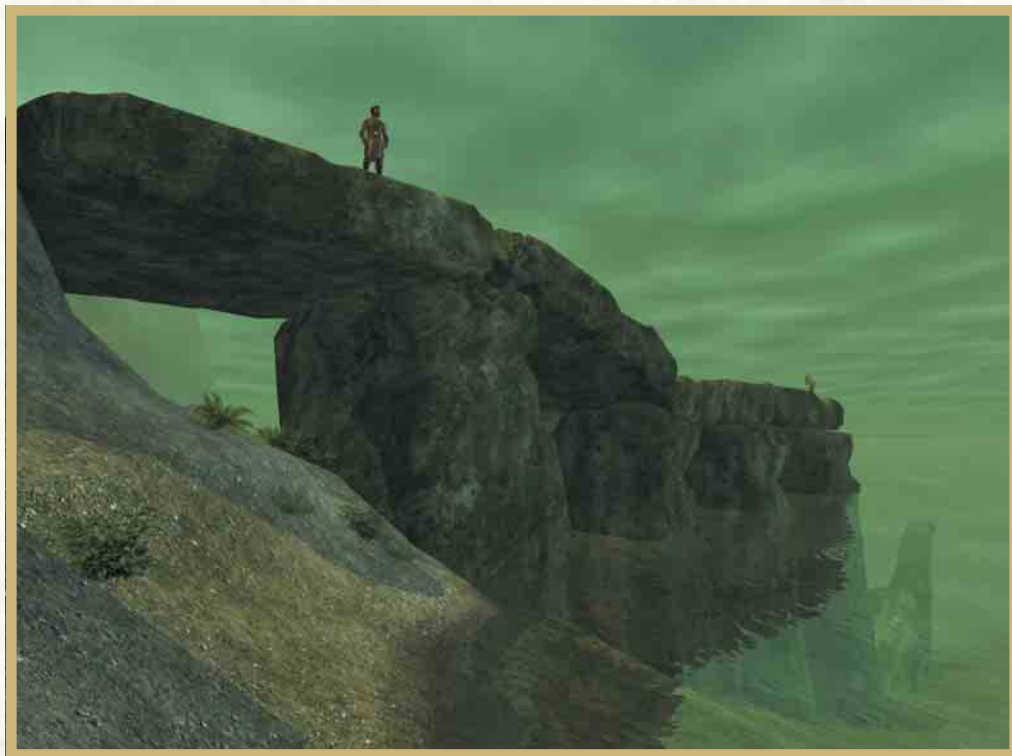
Magical Vision: This is a catchall category for any magically enhanced form of vision. Certain spells or magic items can enable characters to see around corners, to see distant objects, or even to see the invisible. See the *EQ II Spell Guide* for details regarding such forms of vision.

Seeing without Vision: Some creatures possess abilities that allow them to function as if they had vision even when sight is impossible. Examples of such forms of perception include keen olfactory or auditory senses, echolocation, sensitivity to vibrations or bioelectrical currents, and so on. Collectively, all these modes of nonvisual sight are grouped into a handful of abilities called blindsense, blindsight, minor scent, and true scent. The descriptions and rules regarding game play for some of these abilities can be found in the Glossary.

Note that blindsense and blindsight are not the same as the Blind-Fight feat.

Operating without Sight: Although characters rely heavily on sight (more than any other sense, with hearing generally running a respectable but distant second), they are more capable than they realize of functioning reasonably well without it, at least for short periods. A mage may not be able to read a scroll in the dark, but she can drink a potion, activate a magic item, or cast a prepared spell even without being able to see her target (in most cases).

Nonetheless, a character in combat with a foe she can't see is at a distinct disadvantage (assuming the foe *can* see her),



though she is not helpless. Her foe gains a +2 bonus to attack her, and she is considered *flat-footed* (she can't dodge what she can't see coming). As well, she suffers a 50% miss chance her attacks (see Concealment in Chapter 12: Combat). However, she can still attack her foe if she has a good idea where he is (if he just successfully hit her with an attack on his last turn, for example).

A character with the Blind-Fight feat has undergone special training or has a knack that allows her to offset an unseen foe's advantage. In melee, her foe does not gain the +2 bonus to attacks against her, nor is she treated as being flat-footed against his attacks (in ranged combat, the usual disadvantages for being blind still apply). Her speed is three-quarters normal (not one-half), and, best of all, she can reroll all failed miss chances, taking the second roll as the actual result.

Table 11-1: Visibility in Natural Light

Visibility	Normal Vision	Nightvision
Total darkness (no light)	—	—
Darkness (e.g. dim starlight)	20 ft./40 ft.	100 ft./300 ft.
Moderate darkness (e.g. bright moonlight)	50 ft./100 ft.	Line of sight†
Semi-darkness (e.g. twilight)	100 ft./300 ft.	Line of sight†
Bright light (e.g. daylight)	Line of sight†	Line of sight†

Note: Where two distances appear separated by a slash in a particular column, the character can see clearly to the first range, while at ranges of up to the second value, visibility is considered shadowy (see below).

† Depends on terrain and circumstances.

Table 11-2: Artificial Light Sources

Light Source	Bright Light	Shadowy Light
Candle*	0 ft.	10 ft.
Lamp	15 ft.	30 ft.
Lantern, bull's-eye	60 ft. (cone)	120 ft. (cone)
Lantern, hooded	30 ft.	60 ft.
Lightstone	30 ft.	60 ft.
Torch	20 ft.	40 ft.

* A candle provides only shadowy illumination, out to a 10-foot radius.

Bright Light: All characters can see clearly in areas of bright light. A creature can't hide in an area of bright light unless it has cover or concealment from some other source.

Shadowy Light: A character can see dimly in an area of shadowy light. Characters with nightvision double the ranges listed on Table 11-2.

A character gains concealment from any creature that perceives the area he occupies as being shadowy; thus, a creature 30 feet away from a torch has concealment relative to a human (who can see clearly only out to 20 feet), but not from a high elf (who can see clearly out to 40 feet by torchlight) or a dwarf (who has darkvision 60 ft. regardless of the torchlight).

It is important to note that the GM can and should adjust these distances when conditions are ideal or adverse — a human sitting quietly for several minutes in a relatively small candlelit room has time for eyes to adjust, and may see the whole room dimly even if its walls lie beyond 10 feet away. Similarly, those running for their lives down a dark corridor

with only a guttering torch for light may be lucky just to see the ground beneath their feet.

How Much Can I Carry?

It's been said by some very observant people that much of adventuring consists of meeting interesting people, killing them, and taking their stuff. While this is an exaggeration, it does illustrate a fun part of the *EverQuest II Role-Playing Game*. You can buy so many useful things with captured "stuff" that it'd be a pity to have to leave behind some of the monster's treasure just because it weighed too much.

Table 11-3 indicates the total amount of weight a character can carry around, in addition to his own body weight, without collapsing under the burden. This weight includes his armor, shield, weapons, additional equipment, and any other loose weight such as bags of gold or fallen comrades...

Table 11-3: Weight Limits

Character's Strength Score	Medium Load	Heavy Load
Str 1	4–6 lb	7–10 lb
Str 2	7–13 lb	14–20 lb
Str 3	11–20 lb	21–30 lb
Str 4	14–26 lb	27–40 lb
Str 5	17–33 lb	34–50 lb
Str 6	21–40 lb	41–60 lb
Str 7	24–46 lb	47–70 lb
Str 8	27–53 lb	54–80 lb
Str 9	31–60 lb	61–90 lb
Str 10	34–66 lb	67–100 lb
Str 11	39–76 lb	77–115 lb
Str 12	44–86 lb	87–130 lb
Str 13	51–100 lb	101–150 lb
Str 14	59–116 lb	117–175 lb
Str 15	67–133 lb	134–200 lb
Str 16	77–153 lb	154–230 lb
Str 17	87–173 lb	174–260 lb
Str 18	101–200 lb	201–300 lb
Str 19	117–233 lb	234–350 lb
Str 20	134–266 lb	267–400 lb
Str 21	154–306 lb	307–460 lb
Str 22	174–346 lb	347–520 lb
Str 23	201–400 lb	401–600 lb
Str 24	234–466 lb	467–700 lb
Str 25	267–533 lb	534–800 lb
Str 26	307–613 lb	614–920 lb
Str 27	347–693 lb	694–1040 lb
Str 28	401–800 lb	801–1200 lb
Str 29	467–933 lb	934–1400 lb

For a character whose Strength score is 30 or more, see the Tremendous Strength section below.

Maximum Lift: A character can actually lift twice his maximum load, but carrying so much weight requires a full-round action, meaning all he can do is take a 5-foot step each round while moving it. Further, a character exceeding the amount of his "heavy load" is considered *flat-footed*. Thus, a character with Strength 10 (heavy load 67–100 pounds) can

actually lift something weighing up to 200 pounds, but it's an awkward and exhausting ordeal for him and leaves him vulnerable to harm if he should be attacked.

Dragging: It's easier to drag something than to lift it, so by pushing, pulling, shoving, or dragging, a character can actually budge objects weighing up to 5 times her heavy load (GM's discretion, based on the object being dragged, the surface over which it is being dragged, the degree of slope, and so on). Thus, even a relatively weak character can usually drag a wounded colleague to safety.

Very unfavorable conditions (broken ground, a rough surface, an upward slope, an object without handholds) reduce the maximum weight a character can drag by half (to just 2.5 times her maximum heavy load), while favorable conditions (a smooth ramp, a slick surface with good footing, etc.) can increase the amount by up to double (to as much as ten times his maximum heavy load).

Size and Strength: All of the numbers on Table 11-3 assume Medium bipedal creatures. A larger creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, and Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, and Fine x1/8.

Quadrupeds can carry heavier loads than bipeds. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table 11-3 by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1, Large x3, Huge x6, Gargantuan x12, and Colossal x24.

Tremendous Strength: For Strength scores not listed in Table 11-3, find the right range of numbers by the following method: For a number between 30 and 39, subtract 10 from the Strength score and find that line on the table, then multiply the weights given there by 4.

For example, a character with Str 30 can carry up to 1,600 pounds as a heavy load (30 - 10 = 20, and Str 20 maximum load = 400 lb, and 400 lb x 4 = 1,600 lb). For a number between 40 and 49, subtract 20 from the Strength score and multiply the weights in the corresponding line by 16. Similarly, a character with Str 50 to 59 would subtract 30 and multiply the weight results by 64, and so on.

Encumbrance and Speed

Encumbrance can be a dangerous thing. A character armored like a turtle and loaded down with every piece of equipment that could possibly come in handy isn't going to be sprinting for the exit very gracefully if things go wrong. Encumbrance keeps characters from strolling around with veritable mountains of gear on their back, several million coins in their pack, and so on.

An encumbered character has a hard time outrunning pursuit, but fortunately it's often possible to reduce your load simply by dropping excess gear or abandoning a too-heavy treasure or trophy — after all, it's better to run away and live to return and reclaim it another day than to be the last one out when disaster strikes.

Light Load (Unencumbered): A character with anything less than a medium load suffers no penalties to her movement or actions.

Medium Load (Moderately Encumbered): A character bearing a medium load suffers some, but not all, of the penalties associated with being encumbered. She can still run at four times her base speed, but her base speed itself is reduced. In addition, she suffers penalties to her defense bonus and on certain skill checks.

Heavy Load (Heavily Encumbered): A character under a heavy load cannot run at full speed, reducing her top speed to a jog (3 times base speed), and her base speed is also reduced, just as with a medium load. In addition, she suffers penalties to her defense bonus and on certain skill checks.

Table 11-4: Encumbrance and Speed

Encum.	Defense Check		—Speed—			Run
	Penalty	Penalty	(40 ft.)	(30 ft.)	(20 ft.)	
Light	—	—	40 ft.	30 ft.	20 ft.	x4
Moderate	-2	-3	30 ft.	20 ft.	15 ft.	x4
Heavy	-5	-6	30 ft.	20 ft.	15 ft.	x3

Defense Penalty: Like wearing armor, being encumbered limits a character's ability to dodge blows. This penalty is applied to the character's total defense bonus. Thus, a 6th-level fighter (BDB +5) with a 12 Dexterity who is moderately encumbered suffers a -2 penalty to defense, thus giving him a total defense bonus of only +4.

Note that the defense penalty may reduce a character's total defense bonus into the negatives. For instance, if the character in the previous example were only a 1st-level mage (BDB +0), then the sum of his defense bonus would be -1.

Check Penalty: This penalty is applied to all Agility, Climb, Jump, Sleight of Hand, and Sneak checks. Swim checks suffer double this penalty.

Speed: A character wearing armor uses the worse of the appropriate speeds listed on Table 10-8: Armor and Table 11-4: Encumbrance and Speed.

Encumbrance and Armor: The penalties to defense and skill checks from armor and shields do not stack with those from encumbrance. The weight of any armor and shields worn still counts towards encumbrance, however. Thus, a character in chainmail and carrying a heavy steel shield still counts the 55 pounds of those two items toward the total weight carried when determining encumbrance, although as long as he remains only moderately encumbered or less, he suffers no further ill effects from encumbrance — the penalties imposed by his armor and shield are already worse.

How Fast Can I Move?

To determine your character's base speed, consult her racial traits in Chapter 5: Races. While there are some feats and talents (as well as some spells and magic items) that can alter this number, it is very likely that, at 1st level, your character will have the same base speed as any other member of her race.

Any character with a base speed of 30 ft. can move 30 feet along smooth, level ground in a 6-second round and still attack (or undertake some other attack action — see Actions in Chapter 12: Combat). She can double that pace (to 60 feet

Table 11-5: Speed and Distance Covered

Speed	—Per Round—				—Per Minute—				—Per Hour—	
	Walk	Hustle	Jog	Run	Walk	Hustle	Jog	Run	Walk	Hustle
15 ft.	15 ft.	30 ft.	45 ft.	60 ft.	150 ft.	300 ft.	450 ft.	600 ft.	1.5 mi.	3 mi.
20 ft.	20 ft.	40 ft.	60 ft.	80 ft.	200 ft.	400 ft.	600 ft.	800 ft.	2 mi.	4 mi.
30 ft.	30 ft.	60 ft.	90 ft.	120 ft.	300 ft.	600 ft.	900 ft.	1,200 ft.	3 mi.	6 mi.
40 ft.	40 ft.	80 ft.	120 ft.	160 ft.	400 ft.	800 ft.	1,200 ft.	1,600 ft.	4 mi.	8 mi.

in 6 seconds) if she does nothing but move for that round; this is a “full-move” action. The character can also use the “run action,” moving at four times her base speed (or 120 feet), as long as she runs in a straight line. (The run action requires a full-round action.) A running character loses her Dexterity bonus (if any) to defense.

Some characters, such as dwarves, halflings, gnomes, and the like, have a base speed of 20 ft., so they can normally move 20 feet per round (or 40 feet during a full-move). Such a character can run 80 feet in a straight line as a full-round action.

Other characters (kerra and trolls) have a base speed of 40 ft., allowing them to move 40 feet as a move action, 80 feet with a full-move, and 160 feet in a straight-line run.

Long-Distance Speeds

All the character speeds given on Table 11-4 are for round-based short term movement (i.e., tactical movement per round). To find out how quickly a character can move outside combat situations, simply consult Table 11-5.

Characters covering long distances cross-country use “per hour” speeds, as shown on Table 11-5. Such movement is measured in miles per hour. A typical day of traveling represents 8 hours of actual travel time.

For rowed watercraft (see *Waterborne Movement*), a day’s travel represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without difficulty. Walking for any longer than that could wear him or her out (see *Forced March*, below).

Hustle: A character can hustle for 1 hour without difficulty. Hustling for a second hour between sleep periods deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. Thus, a character hustling for the third consecutive hour takes 2 points of nonlethal damage, then 3 points during the fourth hour, and so on.

A character who takes any nonlethal damage from hustling becomes *fatigued*. Healing the nonlethal damage also eliminates the fatigue.

Run: A character can’t run — that is, move at more than twice his base speed — for an extended period of time (i.e., for any unit of time longer than minutes). A character with a Constitution score of 10 or higher can run for 1 minute without difficulty. For each minute of running beyond the first, a Constitution check (DC 10, +1 per previous minute spent running) is required. If the check fails, the character takes 1 point of nonlethal damage, and each additional minute deals twice the damage taken during the previous minute of running.

A character who takes any nonlethal damage from running becomes *fatigued*. Healing the nonlethal damage also eliminates the fatigue.

Attempts to run and rest in cycles over the longer term effectively work out to a hustle.

Forced March: A character can push himself while traveling, walking for more than 8 hours in a day, by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per previous hour spent forced marching) is required. If the check fails, the character takes 1d6 points of nonlethal damage.

A character who takes any nonlethal damage from a forced march becomes *fatigued*. Healing the nonlethal damage also eliminates the fatigue.

Mounted Movement: A mount bearing a rider can move at a hustle. However, the damage it takes when doing so is lethal damage, not nonlethal. The mount can also be ridden in a forced march, but its Constitution checks automatically fail, and any damage it takes from forced marching is lethal. Mounts also become *fatigued* when they take any damage from hustling or forced marching.

See Table 11-7 for speeds of vehicles pulled by draft animals.

Waterborne Movement: See Table 11-7 for speeds for water vehicles.

Terrain: The terrain through which a character (or mount or vehicle) travels affects how much distance he can cover. Apply the appropriate modifier from Table 11-6 to any movement (whether by round, by minute, or by hour) made through that terrain type.

Table 11-6: Terrain and Movement

Terrain	Highway	Road/Trail	Trackless
Desert (cold)	x1	x3/4	x1/2
Desert (sandy)	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/2
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x3/4

Highway: Any straight, well-maintained road.

Road/Trail: A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles.

Trackless: A wild area with no paths.



Vehicles

When traveling as a passenger on a vehicle of some sort, your speed is that of the vehicle on which you are traveling. See Table 11-7 for examples and details.

Table 11-7: Vehicle Speeds

Vehicle	Speed per Round	Speed per Hour	Speed per Day
Galley	40 ft.	4 miles	96 miles†
Longship	30 ft.	3 miles	72 miles†
Raft (poled) or barge (towed)	5 ft.	0.5 miles	5 miles*
Rowboat	15 ft.	1.5 miles	15 miles
Sailing ship (cog or caravel)	20 ft.	2 miles	48 miles†
Wagon or cart	20 ft.	2 miles	16 miles

* A strong current can move a raft an additional 1 to 3 miles per hour, assuming it avoids sandbars, tangles, rapids, waterfalls, and the like, and that downstream is in fact the direction the players wish to go. A raft that is simply left to float along generally travels 24 hours a day unless tied up.

† These vessels can travel 24 hours a day, as reflected by their speeds per day.

Other Modes of Movement

Other movement modes besides walking and running have their own long-term rates based on the same principles for normal land movement. For example, a monster that can fly at 90 feet would move 900 feet per minute or 9 miles in an hour.

Flying

Once movement shifts into three-dimensions, it becomes a little more complicated. For instance, most flying creatures have to slow down somewhat to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability, as shown on Table 11-8.

A flying creature can use the charge action as long as it is not “charging” upward, but it cannot use the run action except during a dive (see below).

Minimum Forward Speed: If a flying creature with maneuverability of average or lower fails to maintain at least half its forward speed, it must land at the end of its movement. If it is too high up to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage as appropriate.

If the fall doesn’t bring the creature to the ground, it must spend the entire next round recovering from the stall, requiring a DC 20 Reflex save. Otherwise it falls another 300 feet.

Table 11-8: Airborne Maneuverability

Maneuverability	Min. Speed	Hover	Reverse	Turn	—Movement/Maneuver—	
					Down Angle	Up Angle/Speed
Perfect	None	Yes	Yes	Any (0 ft.)	Any	Any/full (0 ft.)
Good	None	No	Yes*	90° (5 ft.)	90°	Any/half (5 ft.)
Average	Half	No	No	45° (5 ft.)	45°	60°/half (5 ft.)
Poor	Half	No	No	45° (5 ft.)	45°	45°/half (10 ft.)
Clumsy	Half	No	No	45° (10 ft.)	45°	45°/half (20 ft.)



If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne. A creature that can hover can also spin freely in place, changing its facing without costing itself any movement.

Reverse: The ability to move backward while flying without turning around. *A creature with good maneuverability loses 5 feet of its flying speed for that round when it shifts from forward movement into reverse.

Turn: This column indicates the amount a flying creature can turn in a round. The number of feet indicated in parentheses is the amount of the creature’s flying speed that must be used up in making any turn. Thus, a creature with average maneuverability and a flying speed of 60 ft. can turn up to 45 degrees in a round as part of its move, but can cover only 55 feet that round, as it must “pay” 5 feet for turning.

Down Angle: The sharpest angle at which the creature can descend. At a downward angle of 45 degrees or more, the creature can dive at twice its normal flying speed. As a full-round action, a diving creature can quadruple its speed by going into a controlled dive (much like taking the run action). Thus, a creature with a flight speed of 90 feet could dive in a straight line at the speed of 360 feet per round. This is the maximum speed at which a flying creature can control its descent; attempting to exceed the maximum speed causes it to lose control and plummet like a rock.

A diving creature (or a plummeting one) that hits the ground or collides some other solid object or surface suffers falling damage as appropriate for the total distance descended.

The Underwater Environment

Swimming characters are at a distinct disadvantage underwater when fighting against aquatic creatures, for land-based beings can have considerable difficulty maneuvering in such conditions.

Situational Underwater Modifiers

Creature has/is...	Crush/Slash (Atk/Dam)*	Movement	Disoriented?
Aquatic subtype	Normal/normal	Normal	No
A swim speed	Normal/-1	Normal	No
Non-aquatic, but made its Swim check	-2/-2	One-quarter or half‡	No
Non-aquatic, but has solid footing†	-2/half	5 ft. or one-quarter‡	No
Non-aquatic and failed Swim check	-4/half	None	Yes

* An aquatic creature using manufactured crushing or slashing weapons (as opposed to its natural weapons) suffers penalties as a non-aquatic creature that has made a Swim check (i.e., -2/-2).

‡ A creature with no swim speed may move one-quarter its speed as a move action or one-half its speed as a full-round action with a successful Swim check (as usual). A creature having “solid footing” (see below) can take a 5-foot step as a move action (not a free action), or move one-quarter its base speed as a full-round action if it is sufficiently weighted down (see below).

† A creature has solid footing when it has not made a Swim check but is walking along the bottom, braced against a rock outcropping or submerged wall, or the like. It can only move if it wears or carries at least 20 pounds of weight (assuming a Medium creature; halve this amount for each size category less, and double it for each size greater).

Crush/Slash (Atk/Dam): Melee attacks that deal piercing damage are unaffected by underwater conditions. Those that deal slashing or crushing damage suffer the penalty listed before the slash on all attack rolls, and that listed after the slash on damage rolls; if “half” appears after the slash, the attack deals half damage, rounded down (min. 1 point).

For creatures’ natural weapons, always choose the most efficacious damage type for this calculation; for manufactured weapons, choose the least favorable. Thus, a creature’s claw, which deals both piercing and slashing damage (see the Glossary for details regarding types of damage dealt by various natural weapons), functions normally underwater, while a morningstar, which deals crushing and piercing damage, suffers penalties as shown above for crushing weapons.

Disoriented: Non-aquatic creatures that fail a Swim check are considered to be flailing about in the water for that round, flustered and unable to control their actions well. Such creatures have a hard time fighting effectively, and are considered *disoriented*.

Periodically, if non-aquatic creatures are forced to travel quickly, make rushed or difficult maneuvers, or engage suddenly in combat (i.e., if they are surprised) while underwater, the GM may require that they make a Perceive check (DC 10 to 20 or higher, based on circumstances); a failure indicates that the creature is disoriented for 1 round. In especially difficult circumstances, the GM may increase the duration of the disorientation.

Other Changes

Maximum No. of Opponents: Combat underwater is best thought of in three dimensions as opposed to two. That is, opponents can attack from adjacent squares above and below, as well as all around, so a single Medium creature floating in the water might face up to 26 (rather than only 8) Medium opponents at once!

Attacks from Land: Characters swimming, floating, treading water on the surface, or wading in water at least chest deep have cover (+4 bonus to defense, +2 bonus on Reflex saves) against opponents on land. A completely submerged creature has total cover against those on land. Magical attacks and effects are unaffected except for those that require attack rolls (which are treated like any other attacks), or those that require line of sight when the submerged creature cannot be seen.

Ranged Attacks Underwater: Thrown weapons are utterly ineffective underwater, even when launched from land. Attacks with other ranged weapons suffer a -2 penalty to attack rolls for every 5 feet of water through which they pass, in addition to the normal penalties for range.

Grappling: Aquatic creatures and those with swim speeds may grapple normally underwater. A non-aquatic creature without a swim speed suffers a -2 penalty to grapple checks while underwater, but deals damage as normal while grappling (i.e., with a successful grapple check against a grappled opponent).

Charge Attacks: Only creatures with a swim speed may charge underwater.

Bull Rush: This maneuver is much more difficult underwater. Creatures who defend against a bull rush receive a +4 bonus on their opposed Strength checks.

Standing/Prone: Individuals in an aquatic environment who would be knocked prone by an attack or effect may always make a DC 10 Reflex save to remain standing.

Casting Spells: Those spells having verbal components are difficult to cast underwater, although spellcasters with the silent spell talent have little difficulty overcoming this setback. Any caster trying to cast a spell with a verbal component while underwater must make a Channeling check (DC 10 + 1/2 spell order) to do so properly. A failed check results in the loss of the spellcasting action, but no power is spent.

Heat Magic: Spells with the heat descriptor are normally ineffective underwater, even if they are cast properly (see Casting Spells, above). However, a caster may make a Spellcraft check (DC 20 + 1/2 spell order) to modify the spell so that it creates an area of steam and superheated water rather than its usual fiery effect, allowing the spell to function as usual. Spell-like and supernatural fire abilities may be modified in the same fashion, but the creature must make a caster level check (DC 15 + 1/2 spell order) rather than a Spellcraft check.

The surface of any body of water blocks the line of effect for any spell or ability having the heat descriptor. Even if the caster or creature has made a Spellcraft or caster level check (as noted above) to make the spell or effect usable underwater, the water’s surface still blocks its line of effect.

Up Angle/Speed: The sharpest angle at which the creature can climb, and the maximum speed it can achieve while flying upward. A flying creature cannot charge while flying upward.

The number in parentheses indicates the amount of movement the creature loses in any round it begins to fly upward. Thus, a creature with good maneuverability must pay 5 feet for shifting into upward flight; if the creature had a fly speed of 50 ft., it could fly levelly for 15 feet, then pay 5 feet to shift into upward flight, and then fly another 15 feet directly upward (the remaining 30 feet of its movement is halved due to flying upward).

Swimming

The basic rules for swimming can be found under Swim in Chapter 8: Skills. The rules included below and on the previous page expand on the basic rules with respect to adventuring and fighting in an underwater environment.

A creature can swim in any direction it is facing, including up and down. Its swimming speed does not change based on the direction in which it swims. Enterprising GMs can simulate the three-dimensional nature of the environment with a little effort by assigning “maneuverability” scores to creatures with swim speeds (just as they are used for flying creatures); characters and other creature without swim speeds should always be “clumsy” swimmers. A character’s current depth and facing can be noted with counters and/or erasable markers.

Certain spells and items that grant characters the ability to breathe under water do not in any way increase that character’s speed or maneuverability, although they do prevent damage from water pressure at great depths (see below). Spells that increase one’s speed *do* increase natural swim speed as well as ground speed, but they are useless to a creature that has no natural swim speed.

Visibility: Visibility underwater ranges from 0 ft. (in pitch dark waters) to 4d6x10 feet (in clear, well-lit waters). The deepest waters are generally pitch black, so illumination is necessary to have any visibility at all.

Senses Underwater: Creatures that do not have the aquatic subtype suffer a –2 penalty to all Perceive checks made while fully submerged.

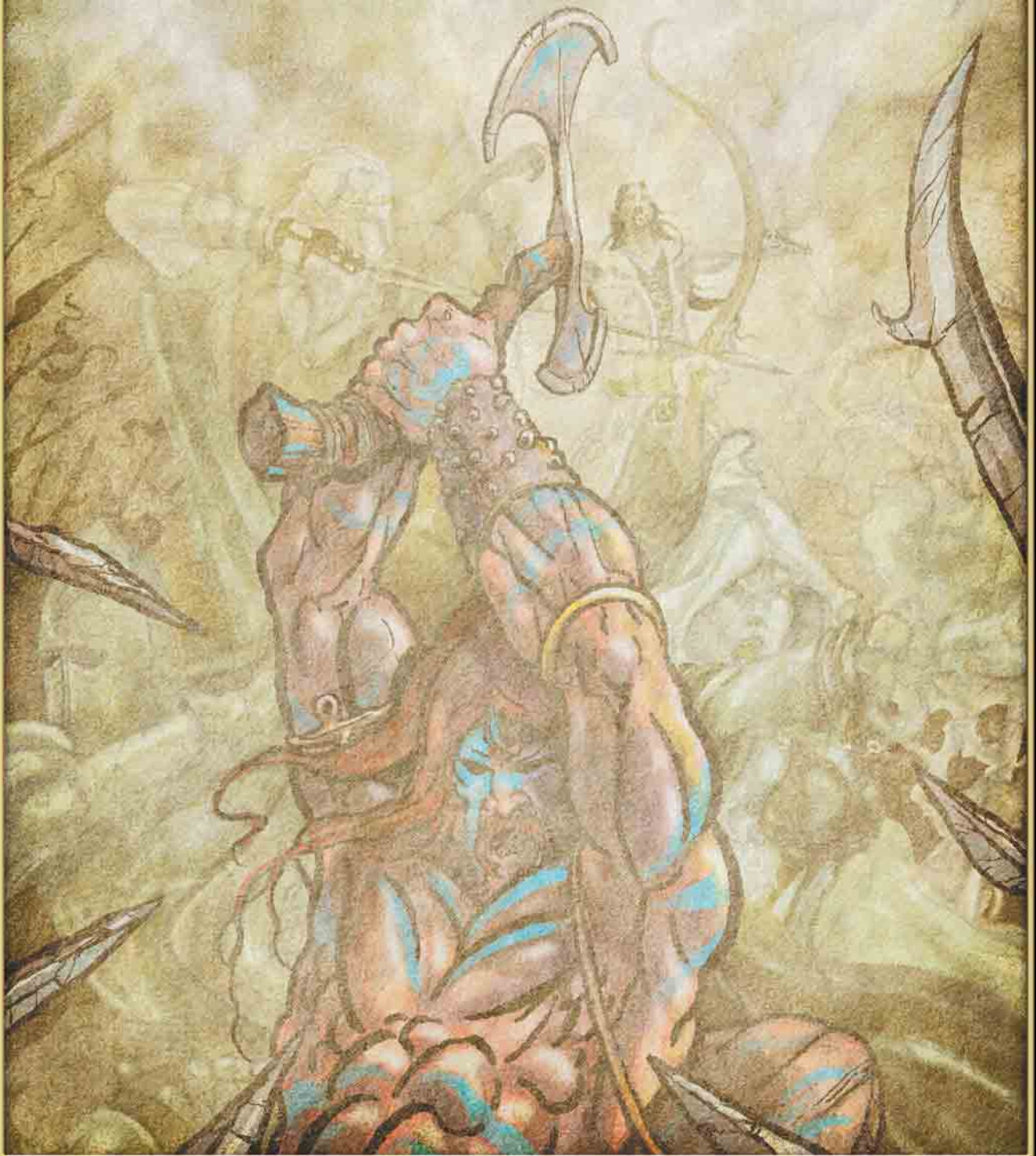
Invisibility: An invisible creature displaces the surrounding water, thus becoming a visible, body-shaped “bubble” to any observers. The creature still has concealment (20% miss chance), but not total concealment.

Water Depth: Deep water deals nonlethal crushing damage at the rate of 1d6 points per minute for every 150 feet the character is below the surface. (Thus, a swimmer 300 feet down takes 2d6 points of nonlethal damage per minute.) A successful Fortitude save (DC 15, +1 for each previous check) means the swimmer takes only half damage for that minute.

Aquatic creatures may ignore water pressure, while non-aquatic creatures with a natural swim speed gain a +4 bonus on Fortitude saves to avoid this type of damage.



CHAPTER TWELVE: Combat



There are many reasons to play the *EverQuest II Role-Playing Game*, but inevitably the time will come when role-playing and interaction are not enough to keep a character alive. That's where combat comes in. This chapter details all you need to know to have your character successfully defeat her enemies — and keep herself and her friends alive while she does it.

A Sample Combat

Admittedly, the quickest and easiest way to learn the game is to see it played. The following combat scenario shows you all of the basic elements of conducting a combat in the *EQ II Role-Playing Game*.

A group of three PCs — Velkas, a 2nd-level human fighter; Hadwin, a 2nd-level barbarian fighter; and Giani, a 2nd-level wood elf scout — traveling along the coast have come upon a small barbarian fishing village that has recently been sacked and burned to the ground. Hadwin's usual thirst for treasure has quickly become a thirst for vengeance — one he swears to slake upon whoever slew his kinsmen — and his comrades agree to help him in this quest.

Giani, an accomplished tracker, makes a successful Survival check and is able to follow the tracks of a small group of attackers from the scene of the slaughter. Given the exceptional success of her check, she also discerns that the marauders consisted of an ogre, a troll, and an elf (surely a dark elf, as only such a one would associate with ogres and trolls).

The PCs eventually catch up to their quarry at the decades-old ruin of a farmstead where the villains have camped for the night, and they prepare to assault the murderers.

The Ambush

After listening to each player describe his or her character's approach, the GM asks each to make a Sneak check. She then rolls opposing Perceive checks for the three NPCs — Kanaru, a dark elf 1st-level scout/1st-level fighter; Oimim, a 2nd-level ogre fighter; and Gagzaak, a 2nd-level troll fighter. Kanaru makes her Perceive check and hears the PCs just before their ambush is sprung, while Oimim and Gagzaak both fail their checks: As the GM explains it, they are too busy sitting at the fire eating stolen fish to notice the PCs' approach.

The GM then asks each player to roll initiative for a surprise round. Each rolls 1d20 and adds his or her character's initiative modifier to the roll. Velkas gets a 4 (a roll of 5, -1 Dex modifier), Hadwin a 9 (a roll of 8, +1 Dex modifier), and Giani a 15 (a roll of 11, +4 Dex modifier). The GM also rolls for Kanaru, since the dark elf has noticed the PCs' approach in time to avoid being surprised; she gets a 13 (a roll of 8, +1 Dex modifier, and +4 for having the Improved Initiative feat).

The Surprise Round: Any characters who are aware of the ensuing combat (and who have thus rolled initiative) may now take a single action each, whether an attack action or a move action, in descending order of their initiative results.

On initiative count 15, Giani attacks with her longbow, using a masterwork arrow that she had drawn and nocked

during her approach. She fires at Oimim, who sits 30 feet away from her. She rolls 1d20 to attack and gets a 16, then adds her total modifier of +5 (+1 base attack bonus, +4 Dex modifier, +1 for a masterwork arrow, +1 for her Weapon Focus feat with the longbow, and -2 for a ranged attack against a seated target), for a result of 21.

Oimim's defense bonus is normally +2 (+2 BDB, -1 for Large size, +1 Dex, -1 for leather armor), but this value is reduced to +1 due to his being flat-footed. Further, since he is flat-footed and within Giani's first range increment, she may apply the extra damage from her sneak attack talent to her damage roll if she hits.

A groan escapes Giani's player when the GM rolls a natural 20 for Oimim's defense roll, but things work out well for her in any case because Giani's attack result of 21 still beats a 21 (remember, Oimim has a defense bonus of +1, and a tie always goes to the player character) — thus, her arrow hits. She rolls 1d8 for her arrow's damage, plus 1d6 additional sneak attack damage, for a total of $5 + 3 = 8$ points of damage.

Oimim is wearing leather armor, which grants him DR 2/-, and he also has the damage reduction talent, so he ignores the first 3 points of damage from the arrow attack. He has a health total of 23, so his current health drops to 18 (i.e., $23 - 5$).

Next, on initiative count 13, Kanaru uses a move action to stand up and, as a free action, screams a warning at her two hulking companions. She can take only one action during the surprise round.

Count 9, Hadwin's turn. Because he is 20 feet away from Gagzaak, Hadwin is just close enough to attempt a "partial charge" attack (with his chainmail on, he can move only 20 feet); he roars a war cry for his slain kinsfolk and rushes forward to hew into Gagzaak with his broad sword. The group shouts with joy as Hadwin's player rolls a natural 19, a critical threat; moreover, the mighty barbarian's total attack bonus is +11 (+4 BAB, +4 Str bonus, +1 for Weapon Focus with the broad sword, +2 for charging), for an attack result of 30! Hadwin's player now makes another attack roll to confirm the critical threat, but, to his disappointment, gets a result of just $3 + 11 = 14$ on his confirmation roll.

Gagzaak's defense bonus is normally +0 (BDB +2, -1 size, +2 Dex, -3 armor), so the fact that he is currently *flat-footed* doesn't make any difference to his defense (his defense bonus would normally be halved for this round). Luckily for the troll, the GM rolls a 15 for his defense roll. Therefore, Hadwin's attack roll of 30 hits handily, but the critical confirmation roll of 14 is not high enough to confirm a critical hit. Nonetheless, Hadwin rolls $2d4 + 5$ points of damage, for a hefty total of 12 points. Gagzaak's chain shirt absorbs 4 points of this damage, however, so the troll's health drops from its usual total of 29 down to 21.

On count 4, Velkas moves forward 30 feet and declares that, using his Parry feat, he will shift his 4 points of BAB into 4 points of defense for this turn — he is too far away to attack any of his enemies this turn and is leery of being hit by the hulking ogre or the savage-looking troll if either should close with him on its turn.

That ends the surprise round.

Kinslayers!

Round One

Since Oimim and Gagzaak were not active in the surprise round, the GM now rolls initiative for them: Oimim gets a 7 and Gagzaak an 11. The GM then begins the round again in descending order, this time incorporating Oimim's and Gagzaak's rolls into the descending initiative count.

On count 15, Giani elects not to fire into melee at either Oimim or Gagzaak since she might risk hitting Hadwin, who is now effectively providing soft cover for both enemies. She sees Kanaru, though, and, guessing that the dark elf might be a spellcaster, decides to ready an action to shoot an arrow at her should the dark elf attempt to cast a spell. She also declares that her +1 defense bonus from her Dodge feat will apply toward Kanaru this round.

On count 13, Kanaru uses a move action to pull out a dagger (which renders Giani's readied action useless, since it triggers if and only if Kanaru tries to cast a spell); she then uses her attack action to hurl the dagger at Giani, who is currently just 15 feet away. The GM rolls a 14 for Kanaru's attack roll, for a result of 16 (+1 BAB, +3 Dex, -2 range). Giani rolls an 8 for her defense roll, also for a total of 16 (+4 BDB, +4 Dex, +1 dodge), so — because a tie always goes to the PC — Kanaru's dagger misses. The dark elf curses and completes her turn by taking a free 5-foot step that places one of her hulking allies between herself and the elf archer.

On initiative count 11, Gagzaak uses his move action to stand up. He draws his greatsword as a free action (only because he has the Quick Draw feat) and attacks Hadwin. The troll gets a result of 24 on his attack (a roll of 15, +4 BAB, +5 Str); Hadwin's defense result is 11 (roll 13, +2 BDB, +1 Dex, -5 armor, +2 shield, -2 because he charged last turn), so Gagzaak's attack hits easily. Unfortunately for Hadwin, Gagzaak hits hard: The GM rolls Gagzaak's $2d8+8$ points of damage, for a result of 17; fortunately for Hadwin, his chainmail's DR absorbs 5 points of this, so his health drops by $17 - 5 = 12$ points, from its usual 22 down to just 10!!

On initiative count 9, Hadwin takes a full-attack action against Gagzaak, using both his broad sword and his Slam feat; he also chooses to shift 4 points of his attack bonus from each attack into 2 points of potential extra damage using the "fighting aggressively" combat option (4 points is the most he can shift, as his BAB is +4).

As luck would have it, Hadwin rolls another natural 19 on this sword-swing — another critical threat! — for a result of 24 (he doesn't get the +2 bonus for charging this turn, and his bonus is reduced by 4 for power attacking); this time he rolls an 11 on his second roll, for a confirmation result of 16. Gagzaak's defense result is a 14 (good, but not good enough), so Hadwin actually scores a critical hit this time.

Broad swords deal double damage on a successful critical hit; instead of rolling $2d4+7$ for damage (2 points higher than normal due to his fighting aggressively), Hadwin thus rolls $4d4+14$, and deals a total of 26 points of damage. Even with the 4 points of DR from Gagzaak's chain shirt, Hadwin deals 22 points of damage, reducing Gagzaak's health from 21 down to -1. However, Gagzaak has the diehard talent, and therefore can remain conscious and functional, though *disabled*, at up to -21 health (he has a Constitution score of 21).

Hadwin now makes his slam attack, getting a result of 13 against Gagzaak's defense result of 18; fortunately for the troll, the barbarian doesn't make contact a second time this round! (If Hadwin wished to, he could still take a 5-foot step as a free action, but his player sees no need.)

On initiative count 7, Oimim finally gets to act. Unfortunately, he is still seated and doesn't have a weapon drawn. The ogre, seeing his ally in trouble, realizes that he needs to take the powerful barbarian out immediately if he and his allies are going to walk away from this fight.

Rather than taking the time to draw a weapon (since he doesn't have the Quick Draw feat like his big companion, he would need to use a move action to unslung his flail), Oimim uses his move action to stand, then takes a 5-foot step forward as a free action. This puts him within 10 feet of Hadwin — given his 10-foot reach, he is now close enough to hit with a slam attack. Like Hadwin, he decides to shift 4 points of his attack bonus into potential damage, but since he has the Power Attack feat, he deals an additional 4 points of damage on a successful hit, rather than just +2.

Oimim now makes his attack roll, getting a 12 on the die roll, for a total of 18 (+4 BAB, +6 Str, -4 from Power Attack). Hadwin's defense result is a 15, so the ogre's slam hits. Oimim normally rolls $1d6+6$ for slam damage, but in this case he deals an additional 4 points of damage due to his judicious use of Power Attack. He rolls a 4 on 1d6, for a total of 14 points of damage. Hadwin's chainmail reduces this by 5 points, so he takes a total of 9, dropping his health to just 1 point — the barbarian is now dangerously close to unconsciousness, but still functional.

On initiative count 4, Velkas takes his action for this round. Seeing Hadwin in trouble, he moves forward 15 feet into a square adjacent to both the barbarian and the troll; now he is close enough to his intervene talent, knowing that Hadwin can't take another hit. Once again, he uses his Parry feat to shift 4 points of attack bonus into defense, knowing that once he intervenes with a blow from either of his massive enemies, he will need all the defense he can get!

Velkas still gets an attack action this round because he has taken only a move action. He swings his sword at the troll, hoping that he might drop the wounded enemy with a lucky shot and thus have one less foe to deal with. His attack result is a 13 (natural 10, +4 BAB, +2 Str, +1 for Weapon Focus with the longsword, -4 due to his use of the Parry feat), which just beats the troll's defense result of 12; Velkas manages to hit the troll for 7 points of damage, which is reduced to just 3 points due to the troll's chain shirt — and in any case because of his diehard talent the troll can still function, though in a reduced fashion, at his current total of -5 health.

The Ongoing Combat

The combat would now continue into the second full round, with the combatants each acting again on their respective initiative counts in descending order.

Of course, both players and GM could (and should!) use more descriptive language than that appearing above in describing the combat — for example, it is much more interesting to say, "The ogre leans in deeply and smashes you

Using Miniatures

Some players prefer to keep the game entirely within their imaginations, doing no more to realize the setting than to sketch the outlines of rooms on a rough map or jot down important bits of NPC dialogue. Others enjoy playing the game with tabletop representations of their characters, their opponents, and their surroundings. Representing game play on a table can be as simple as setting coins and dice on a sheet of graph paper for figure placement, or something as elaborate as hand-painted miniature figurines going through three-dimensional sculpted and resin-molded dungeon kits.

Miniatures or other tabletop representations not only help focus players' attention on the table and hence the game, but also make clear at a glance certain details that might be overlooked in verbal descriptions of an area. To keep a sense of scale, most gamers who use miniatures in their role-playing campaign also use a mat or piece of paper covered with a 1-inch-square grid, each square representing 5 feet. This makes it far easier to keep track of how far each character can move in a round, the range at which spells and other ranged attacks are effective, the direction of incoming attacks, and the like.

Players who want the added precision that comes with using a battle-grid but who don't have access to miniatures often employ substitutes, such as coins, dice, or other markers. The important thing is for everyone to be able to remember which die or marker stands for which character or monster. When no other props are available, a dry-erase board or simply a pad of paper and pencil can be used to sketch out the relative positions of characters and monsters at the start of combat, and this can be updated as combatants maneuver about, new foes appear on the scene, monsters or PCs are knocked out or killed, and the like.

a tremendous blow across the chest with its a massive forearm," than to say, "The ogre hits you for 14 points."

Imagine the scene unfolding before you, as in a book or a film, and describe to the players what you see, simply using the dice rolls as a guideline!

The Basics

The basics of combat in the *EQ II Role-Playing Game* are very simple. A player character rolls 1d20 and adds any applicable attack modifiers for the character; the defender rolls 1d20 and adds any applicable defense modifiers. If the attacker's result equals or exceeds the target's, then the attack succeeds and he gets to roll damage.

Of course, there might arise any number of complications. That's where the strategy aspect of game-play comes in.

First and foremost, a character's skill at combat increases as she goes up in level. For example, a 1st-level fighter has a base attack bonus of +3, meaning that she adds +3 (as well as any other applicable modifiers) to her 1d20 roll every time she attacks. By the time she's reached 5th level, her base attack bonus will have risen to +7 (see Table 6-3), meaning she adds +7, before any other modifiers, to every attack roll.

The character also gains a bonus or penalty to all attack rolls based on her ability scores. Her Strength modifier, if any, applies to all melee attack rolls. Similarly, her Dexterity modifier, if any, applies to all ranged attack rolls.

If the 1st-level fighter from the preceding example has a Strength of 17 and a Dexterity of 12, for example, she gains a +3 bonus on all her melee attack rolls, for a total bonus of +6 at 1st level, and a +1 bonus to her ranged attacks, for a total of +4. If she raises her Strength score later on (increasing it from 17 to 18 using training points, for example), her Strength modifier goes up as well — in this case, from +3 to +4, so that at 5th level she would be adding +11 (+7 BAB and +4 Strength modifier) to all of her melee attack rolls.

Note that since a character's ability score can be enhanced or impaired by magical means (certain spells or magic items can have a beneficial or deleterious effect on ability scores), such changes can alter her bonus or penalty to attacks — even in the middle of a battle — as they raise or lower the relevant ability score(s).



In addition to attack modifiers from class bonuses and ability scores, having the proper tools also improves a character's chances in combat. A masterwork weapon adds a +1 bonus to all attack rolls made with it, for example. A magic weapon generally adds to the attack roll and/or the damage roll. For example, a *green jade axe* adds a +3 bonus to attack rolls as well as a +1 bonus to all damage rolls dealt with it.

In the case of projectile weapons such as bows and slings, if both the launcher and the ammunition are magic, their bonuses do not stack. For example, a character with a +1 *shortbow* and a +1 *arrow* gains only a +1 bonus to attacks and damage with bow and arrow together. (However, magic ammunition is required to penetrate damage reduction, as explained elsewhere in this chapter.)

Specific training also comes into play in deciding a character's chances in combat. Feats in particular play a huge role in combat — so much so, in fact, that making the right choices from among the vast array of combat feats detailed in Chapter 9 can often mean the difference between a character's life and death. Some feats, like Dodge, help the character avoid enemies' attacks. Others, like Weapon Focus or Improved Critical, improve the effectiveness of the character's own attacks. Still others, like Spring Attack or Improved Sunder, make special maneuvers possible or enable the character to overcome restrictions that otherwise apply to attempting those maneuvers.

Finally, magic plays a major role in combat, not only directly (as with attack spells cast by characters at their foes and vice versa), but indirectly as well. Spells cast before combat begins can "buff" a character's abilities or temporarily grant him special powers or immunities that can make the combat itself much less dangerous. Spells cast during combat might negate some enemy advantage or rescue a wounded comrade. And, of course, magic is a great way to escape from a battle that's turning ugly. Magic plays such a crucial role in combat that few would wish to go on an adventure without spellcasters among their companions.

Just don't forget to pull back, heal up, and regroup when the going gets too rough. Many a new player has gotten her character (and sometimes her character's allies) killed by pressing ahead when a short recoup would have tilted the odds in her favor.

The most important thing to remember about combat is to fight under circumstances of your own choosing whenever possible — and, if you can help it, roll high...

The Start of Combat

At the beginning of any encounter (usually in a combat scenario), there's the chance for a surprise round. Surprise occurs when some of the combatants are not aware of their foes before combat begins, such as during an ambush or flank assault. Characters who perceived the opponents' approach (generally through a successful Perceive check) are not surprised.

The Surprise Round

All characters who have perceived their foes in the first round should roll for initiative (see Initiative: Who Goes First?). Only they can act in the surprise round, and even then they can only take a single action — an attack or a move action, but not both, and no full-round actions.

Characters who are not aware of their foes during the surprise round or who have not yet acted in the first round of combat are considered *flat-footed* until their first turn begins. Flat-footed characters gain only half their defense bonus and are vulnerable to extra damage from sneak attacks (or from any talent in the sneak attack line, such as backstab or ambush). Characters with the uncanny dodge talent may make defense rolls normally, but are still vulnerable to sneak attacks, while flat-footed.

Characters who are not surprised retain their defense bonus, even if they haven't gone yet in the surprise round.

Once the surprise round is over, the rest of the characters and creatures present roll initiative, and their counts are sorted in among those already rolled for the surprise round. The first normal round of combat then follows, in which all characters (including those who already took actions during the surprise round) get to act normally — that is, they may take their usual two actions (attack and move) — when their initiative counts come up.

From this point onward, combat proceeds normally.





Initiative: Who Goes First?

Like attack and defense rolls in combat, determining initiative is very simple: Roll a d20 and add the character's Dexterity modifier, along with any other initiative bonuses she might have. The character or creature who gets the highest score goes first, followed by the one who got next highest, and so on until everyone has had a turn.

The GM should keep a pad or scrap of paper nearby to record each character's initiative at the start of combat, as the sequence in which players act changes with every combat. Each point in the initiative sequence is referred to as a "count." Thus, if a character's initiative for a given combat is 20, the character goes on "initiative count 20" — before her foe at count 15, but after her ally at count 22.

At the same time that the GM calls for initiative rolls, he should roll himself to find the counts at which the NPCs and monsters go. For simplicity's sake, some GMs prefer to have all the monsters and NPCs (that is, all the PCs' foes) go together on the same initiative count. Other GMs prefer to roll initiative for each foe separately, making it more difficult for the PCs to predict when their enemies will act. Yet other GMs use one roll for all lesser monsters or NPCs in an encounter and separate rolls for the enemy leader(s).

Rolling a Tie: In the event of a tie, as with any other opposed roll in the *EQ II Role-Playing Game*, the player character always goes before an NPC or a monster. If two PCs tie, then the character with the higher total initiative bonus goes first. If this value also results in a tie, then the character with the higher Dexterity score goes first. After that, flip a coin. There is no such thing as "simultaneous initiative."

The Combat Round

Combat takes place in units of time called *rounds*. Each round lasts 6 seconds, so there are 10 rounds in a minute. Initiative is cyclical in nature, which means the players roll for initiative only once, at the start of combat, and then the characters act in that order each round until the combat is over.

One point that can be confusing for new players is that a round ("1 round") usually refers to the new cycle of initiatives (and combatants' actions on those initiatives), beginning with the character with the highest initiative count and going down through to the lowest. However, certain effects or conditions that have a casting time or duration of 1 or more rounds are timed from the initiative count on which they began until the same initiative count on the following round or rounds.

For example, a priest character acts on initiative count 15 and begins to cast a spell with a casting time of 1 full round. The spellcasting ends 1 full round later — that is, on the cusp of initiative count 15, just as the priest's next turn begins.

Entering or Leaving Initiative

A character who joins an ongoing combat rolls for initiative on the round during which she could first reasonably take part in the combat. By contrast, a character present at the start of

melee who chooses not to act immediately still rolls initiative with his companions at the start of combat.

A character who successfully withdraws from combat by leaving the area entirely (ducking through a secret door, for instance, or simply by outdistancing pursuit) drops out of the initiative sequence and should reroll if she enters it again later (assuming the combat lasts that long, which is rare).

Actions

A character normally gets to take one attack action and one move action each round. She can give up her attack action to devote an entire round to movement (a "full-move action"), or give up her move action to devote an entire round to attacking (a "full-attack action"). Both of these cases are described generically as full-round actions, since the character spends the entire round either moving or attacking.

There are also times when a character loses an action (for example, if she is *disabled* or *surprised*), so that she can either move or attack but not both. At other times, she might gain an action (for example, when she is affected by some spell or effect that grants her *haste*), so that she could take a full-attack action and then still move, or else a full-move action and still attack, for example.

Yet other actions take so little time that they are barely actions at all, such as dropping an item or shouting a warning — these are called free actions. Finally, there are free reactions, which are like free actions except that they can be taken even on another character's turn, such as in reaction to an enemy's attack or effect, as opposed to just on a character's own turn.

Attack Actions

Attack actions are virtually anything you normally think of as combat — swinging a sword, shooting a bow, casting a spell (if its casting time is 1 action), using a spell-like or supernatural ability, or the like. For most fighters and scouts, attack actions usually consist of making a single melee or ranged weapon attack against a foe; most spellcasting classes use their attack actions to blast enemies, heal companions, or do any of the numerous other things magic spells can do.

Note that attack actions are sometimes referred to as "standard actions," particularly when the action involved is not necessarily combat-oriented.

Move Actions

A move action, in its most basic and common form, simply allows a character to move a number of feet equal to his or her base speed. Thus, a character with a speed of 35 ft. can cover 7 squares on a 1-inch table-top grid.

Of course, a move action can represent more than simple ambulatory movement. A creature can use any movement mode it possesses as a move action — climbing, swimming, burrowing, flying, levitating, leaping, or whatever. There is one general limitation, however: *Actual movement must always be taken either before an attack action or after it; no creature (or character) can break up its move action and insert the attack action into the middle.*

That is, a character cannot move, attack, and then move again, even if the total distance covered would be no more than her current speed, and even if the first move is only a 5-foot step (a 5-foot step is normally a special free action, as described hereafter).

The only exceptions to this rule occur with characters or creatures with feats like *Shot on the Run* or *Spring Attack*, or similar special abilities, which enable them to split their movement around attack actions.



Free Actions

Any action that takes so little time or has so little effect on game-play that it's not really worth restricting is considered a free action. Examples include speaking or whispering a few brief words, dropping a weapon (as opposed to sheathing it, which would be the equivalent of a move action), relinquishing concentration on a spell, and so forth.

Probably the most important free action is the *5-foot step*. Any character who has not moved during a round is generally entitled to move 5 feet in any accessible direction, unless she is physically incapable of moving (*unconscious*, *paralyzed*, or the like). A character does not get to take a 5-foot step if she has taken any other movement that same round.

Normally, a character can take a number of free actions each round equal to 1 + her Dexterity modifier (minimum 1). Of course, the GM may modify this number for a particular character in a given round due to the nature of any actions taken.

Free Reactions

A free reaction is much like a free action, in that it takes up little or no time to perform. However, there is no limit to the number of free reactions a character can take in a round; further, a free reaction can be undertaken at any time, even during another character's turn.

Opposed rolls or checks (for example, opposed grapple checks) are typically free reactions on the part of the character

responding to the action. Certain talents or feats may also allow a character to activate their benefits as a free reaction.

Full-Round Actions

Full-round actions may be one of several combinations of move and attack actions. The full-move action is one type of full-round action, as is the standard combination of move action and attack action. Many combat feats described in Chapter 9 allow a character to make special attacks or perform some impressive maneuver if she does nothing else that round; these are also examples of full-round actions.

Other full-round actions include lighting a torch using flint and steel, finishing off a helpless opponent (see *Coup de Grace*), picking a lock, or anything else that the GM rules as requiring a character's full, undivided attention for about 6 seconds.

Full-Move Actions

A character who does nothing but move on her turn can use her attack action as a move action, effectively allowing her to double her current speed—this is known as taking a full-move action. A character can also flat-out run, moving 4 times her current speed, but only if she travels in a straight line. (A character can run only 3 times her current speed if hampered by heavy armor or heavy encumbrance.)

In the same way that a move action can cover many sorts of movement, a full-move action also allows a creature to move



Table 12-1: Sample Actions

Attack (Standard) Action	Free Action
Activate a magic item	Cast a spell (quickened or free-action casting time)
Aid another	Cease concentration on a spell
Attack (melee or ranged)	Drop an item
Attempt a combat maneuver (bull rush, feint, disarm ¹ , overrun, trip ¹)	Drop to a crouch or a prone position
Cast a spell (1-action)	Prepare spell components to cast a spell
Concentrate to maintain or redirect a spell	Speak a few words
Dismiss a spell	Stand up from prone ⁴
Grapple ²	Use a talent or feat (free reaction)
Make a Heal check	Use an extraordinary ability (free reaction)
Partial charge	Free Reaction
Ready an action	Make an opposed grapple check
Start full-round action ³	Make opposed skill check in response to another's action (usually)
Strike a weapon	Use a talent or feat (free reaction)
Strike an object	Use an extraordinary ability (free reaction)
Use a talent, feat, or skill (1-action)	Full-Round Action
Use a spell-like or supernatural ability (usually)	Cast a spell (1 full-round)
Use a touch spell on one target	Climb (double move)
Use an extraordinary ability (1-action)	Charge
Move Action	Coup de grace
Climb (single move)	Double move
Control a frightened mount	Escape from a net
Draw a weapon	Extinguish flames
Load a light crossbow	Full attack
Loose or ready a shield	Light a torch
Mount or dismount	Load a heavy crossbow
Move a heavy object	Load a repeating crossbow
Open a door	Lock or unlock weapon in locked gauntlet
Pick up an item	Prepare to throw oil
Retrieve a stored item	Run
Sheathe a weapon	Throw a 2-handed weapon with one hand
Stand up from prone ⁴	Use a talent, feat, or skill (full-round)
	Use a touch spell on up to six targets within reach

¹ This action can substitute for a single melee attack within a full-attack action. As such, it can be used once in an attack or charge action, or one or more times as part of full-attack action.

² To start a grapple, a character must first grab and hold the target. Attempting to start a grapple is the equivalent of making a melee attack. If a character gets multiple attacks in a round, a character can attempt to start a grapple multiple times (with iterative attack bonuses).

³ The character starts taking a miscellaneous full-round action in the first round, and completes it during his or her next round. This option is normally used when a character has been magically slowed or is suffering from some other condition that restricts him or her from taking full-round actions.

⁴ A character may make a DC 15 Dexterity check to stand from prone as a free action; otherwise, doing so is a move action.

at twice its usual speed using whatever mode of movement it has at its disposal.

See “How Fast Can I Move?” in Chapter 11: Adventuring for more information on speeds and movement.

Full-Attack Actions

Possibly the most important type of full-round action relating directly to combat is the full-attack action, which allows a character to make “iterative attacks.” Characters with sufficiently high BAB and wielding fast enough weapons, or characters fighting with two or more weapons, gain multiple attacks in a round if they forego their move action for that round. (A character doing so may still take free actions, including a 5-foot step.)

To determine the number of attacks a character receives when making an iterative attack, find the character’s total unmodified BAB on the character’s level progression table(s) in Chapter 6: Professions. Then compare that BAB to the effective delay rating of the primary weapon used on Table 12–2. The result gives you the number of iterative attacks (at the listed descending attack bonuses) the character receives with the primary weapon.



Table 12-2: Iterative Attacks by Delay

Base Attack Bonus	—Iterative Attacks—		
	Weapon Delay 2*	Weapon Delay 3	Weapon Delay 4
+0	+0	+0	+0
+1	+1	+1	+1
+2	+2	+2	+2
+3	+3/+1	+3	+3
+4	+4/+2	+4/+1	+4
+5	+5/+3/+1	+5/+2	+5/+1
+6	+6/+4/+2	+6/+3	+6/+2
+7	+7/+5/+3/+1	+7/+4/+1	+7/+3
+8	+8/+6/+4/+2	+8/+5/+2	+8/+4
+9	+9/+7/+5/+3/+1	+9/+6/+3	+9/+5/+1
+10	+10/+8/+6/+4/+2	+10/+7/+4/+1	+10/+6/+2
+11	+11/+9/+7/+5/+3	+11/+8/+5/+2	+11/+7/+3
+12	+12/+10/+8/+6/+4	+12/+9/+6/+3	+12/+8/+4
+13	+13/+11/+9/+7/+5	+13/+10/+7/+4/+1	+13/+9/+5/+1
+14	+14/+12/+10/+8/+6	+14/+11/+8/+5/+2	+14/+10/+6/+2
+15	+15/+13/+11/+9/+7	+15/+12/+9/+6/+3	+15/+11/+7/+3
+16	+16/+14/+12/+10/+8	+16/+13/+10/+7/+4	+16/+12/+8/+4
+17	+17/+15/+13/+11/+9	+17/+14/+11/+8/+5	+17/+13/+9/+5/+1
+18	+18/+16/+14/+12/+10	+18/+15/+12/+9/+6	+18/+14/+10/+6/+2
+19	+19/+17/+15/+13/+11	+19/+16/+13/+10/+7	+19/+15/+11/+7/+3
+20	+20/+18/+16/+14/+12	+20/+17/+14/+11/+8	+20/+16/+12/+8/+4
+21	+21/+19/+17/+15/+13	+21/+18/+15/+12/+9	+21/+17/+13/+9/+5
+22	+22/+20/+18/+16/+14	+22/+19/+16/+13/+10	+22/+18/+14/+10/+6
+23	+23/+21/+19/+17/+15	+23/+20/+17/+14/+11	+23/+19/+15/+11/+7
+24	+24/+22/+20/+18/+16	+24/+21/+18/+15/+12	+24/+20/+16/+12/+8
+25	+25/+23/+21/+19/+17	+25/+22/+19/+16/+13	+25/+21/+17/+13/+9
+26	+26/+24/+22/+20/+18	+26/+23/+20/+17/+14	+26/+22/+18/+14/+10
+27	+27/+25/+23/+21/+19	+27/+24/+21/+18/+15	+27/+23/+19/+15/+11
+28	+28/+26/+24/+22/+20	+28/+25/+22/+19/+16	+28/+24/+20/+16/+12
+29	+29/+27/+25/+23/+21	+29/+26/+23/+20/+17	+29/+25/+21/+17/+13
+30	+30/+28/+26/+24/+22	+30/+27/+24/+21/+18	+30/+26/+22/+18/+14
+31	+31/+29/+27/+25/+23	+31/+28/+25/+22/+19	+31/+27/+23/+19/+15
+32	+32/+30/+28/+26/+24	+32/+29/+26/+23/+20	+32/+28/+24/+20/+16

* Although no weapon can have a delay of 2, this column is used for characters with a delay 3 weapon and the Double Attack feat, for example.





Table 12-2: Iterative Attacks by Delay (continued)

Base Attack Bonus	—Iterative Attacks—		
	Weapon Delay 5	Weapon Delay 6	Weapon Delay 7
+0	+0	+0	+0
+1	+1	+1	+1
+2	+2	+2	+2
+3	+3	+3	+3
+4	+4	+4	+4
+5	+5	+5	+5
+6	+6/+1	+6	+6
+7	+7/+2	+7/+1	+7
+8	+8/+3	+8/+2	+8/+1
+9	+9/+4	+9/+3	+9/+2
+10	+10/+5	+10/+4	+10/+3
+11	+11/+6/+1	+11/+5	+11/+4
+12	+12/+7/+2	+12/+6	+12/+5
+13	+13/+8/+3	+13/+7/+1	+13/+6
+14	+14/+9/+4	+14/+8/+2	+14/+7
+15	+15/+10/+5	+15/+9/+3	+15/+8/+1
+16	+16/+11/+6/+1	+16/+10/+4	+16/+9/+2
+17	+17/+12/+7/+2	+17/+11/+5	+17/+10/+3
+18	+18/+13/+8/+3	+18/+12/+6	+18/+11/+4
+19	+19/+14/+9/+4	+19/+13/+7/+1	+19/+12/+5
+20	+20/+15/+10/+5	+20/+14/+8/+2	+20/+13/+6
+21	+21/+16/+11/+6/+1	+21/+15/+9/+3	+21/+14/+7
+22	+22/+17/+12/+7/+2	+22/+16/+10/+4	+22/+15/+8/+1
+23	+23/+18/+13/+8/+3	+23/+17/+11/+5	+23/+16/+9/+2
+24	+24/+19/+14/+9/+4	+24/+18/+12/+6	+24/+17/+10/+3
+25	+25/+20/+15/+10/+5	+25/+19/+13/+7/+1	+25/+18/+11/+4
+26	+26/+21/+16/+11/+6	+26/+20/+14/+8/+2	+26/+19/+12/+5
+27	+27/+22/+17/+12/+7	+27/+21/+15/+9/+3	+27/+20/+13/+6
+28	+28/+23/+18/+13/+8	+28/+22/+16/+10/+4	+28/+21/+14/+7
+29	+29/+24/+19/+14/+9	+29/+23/+17/+11/+5	+29/+22/+15/+8/+1
+30	+30/+25/+20/+15/+10	+30/+24/+18/+12/+6	+30/+23/+16/+9/+2
+31	+31/+26/+21/+16/+11	+31/+25/+19/+13/+7	+31/+24/+17/+10/+3
+32	+32/+27/+22/+17/+12	+32/+26/+20/+14/+8	+32/+25/+18/+11/+4



For example, Carmena is a 10th-level fighter wielding a +2 *bastard sword*; she has a 17 Strength (+3 bonus) and the Exotic Weapon Proficiency (*bastard sword*), Weapon Focus (*bastard sword*), and Double Attack feats. As a 10th-level fighter, Carmena has a BAB of +12; this gives her three attacks at an unmodified bonus of +12/+8/+4. However, given her Strength bonus, her Weapon Focus feat, and the sword's +2 enhancement bonus, her total attack bonus is +18; therefore, her total modified iterative attack bonus is +18/+14/+10.

A character with iterative attacks can use them all against a single foe or divide them among multiple foes as she sees fit, as long as they are all within reach. For example, assume that Carmena, from the above example, is surrounded by 3 gnolls (all standing within reach of her). She makes her first attack (+18 bonus) at the first gnoll. Whether or not she deals enough damage to kill that foe, Carmena can choose to direct her next attack (+14 bonus) at the same gnoll or at a different one. If she chooses, she can direct the third and final attack (+10 bonus) against the third gnoll, whether or not his two pack-mates are still standing, or at either the first or second target.

A character does not have to make these decisions beforehand; that is, Carmena does not have to declare the targets of her second and third strikes until she learns the result of her

earlier strike(s). She can even decide just after making her first attack that she wants to take her move action instead of making any more iterative attacks.

However, if the character chooses to make her second attack, she cannot then move any further than 5 feet in the same round. Iterative attacks are always part of a full-attack action, but the character can always take a 5-foot step — either before or after any one of her iterative attacks. However, remember that no character can move, take an attack action, and then move again, even if one of those moves is only a 5-foot step. Thus, Carmena can strike once, take a 5-foot step, and then strike twice more, for instance, but she cannot move 5 feet, strike, and then move again (unless she has the Spring Attack feat).

Readying Actions

Readying an action commits the character to carrying out a specific course of action if a specific stated condition occurs. The action to be readied must be performable in a single action, but can be either an attack or a move action. A typical example would be a character who nocks an arrow and points it at a doorway, declaring that he will shoot the first creature he sees coming through it.



Note that a character can always opt to cancel a readied action when its trigger occurs — thus withholding his bowshot if, as in the previous example, an ally happens to be the first creature through the door.

The advantage of a readied action can be great: It takes place immediately when the stated condition is fulfilled, making it one of the few ways to actually disrupt another character's action. However, this potential advantage is lost if the condition that the character chose as the trigger for the readied action does not take place. Further, to continue with the previous example of the archer, if the first thing to enter were immune to piercing damage, then the character's readied arrow shot would be useless.

One of the best uses for a readied action is to interfere with an enemy spellcaster by attacking as soon as she begins casting a spell. Another commonly used readied action is to set a spear or polearm in order to receive a charge. (See Table 10–6 for weapons that can be readied in this way to receive a charging opponent, thereby dealing double damage on a successful attack.)

If the stated condition for a readied action does not occur before the end of the round, then the character holds his readied action over until his normal initiative count on the following round, when he can decide either to continue with the readied action once again or to take action as normal. If the triggering conditions do finally arise and the character opts to take his readied action, then his initiative count for subsequent combat rounds is reset at the point at which he finally takes his readied action (even if that point is a higher initiative count in the following round).

For example, the ogre fighter Oimim and his comrades are fighting a pitched battle in a remote dungeon; he has an initiative count of 8. On his turn, he hears something scurrying up the shaft behind his group, so he moves to the shaft and readies an attack action, stating that he will pulverize whatever comes up out of the hole. Nothing appears for the remainder of that round, however, so Oimim's readied action is held over until his count on the following round.

On initiative count 14 of the following round, several skeletons erupt from the shaft. Oimim immediately takes his readied action, even though the skeletons have not completed their move yet, and his mighty flail sends a skeleton toppling back into the pit before the pitiful creature has time to do anything else.

Oimim's use of this readied action counts as his turn for this round (he does not act again on count 8), and his new initiative count in subsequent rounds is reset to 14.

Rolling a Tie

In the *EverQuest II Role-Playing Game*, a player character's die result for any roll, check, or saving throw always beats the opposed roll of an NPC or a monster. If two PCs roll opposed checks for some reason and the result is a tie, then the character with the higher total bonus to the roll wins. After that, flip a coin, unless the GM decides that having the contest end in a tie is a reasonable outcome.

Attack Rolls

Compare the result of the attack roll to the target's defense roll (see Defense Rolls). If the attack roll exceeds the defense roll, the attack hits and the attacker may roll the appropriate damage.

The basic formulae for attack rolls (melee and ranged) are as follows:

Melee Attack: 1d20 + attacker's BAB + attacker's size modifier + attacker's Str modifier

Ranged Attack: 1d20 + attacker's BAB + attacker's size modifier + attacker's Dex modifier

A character's BAB is derived from his profession level advancement table(s) in Chapter 6: Professions.

Size modifiers can be found on Table 12–5, found later in this chapter.

Strength and Dexterity ability modifiers are explained in Chapter 4.

In addition to the above attack roll modifiers, there are literally dozens of other factors that can modify an attack roll, from the enhancement bonuses of masterwork or magic weapons to certain spells that directly modify attack rolls — situational modifiers might result from fighting while standing on a ship's deck in stormy seas or even for fighting underwater, etc.

Table 12-3: Common Attack Roll Modifiers

Situation	Melee Modifier	Ranged Modifier
Attacker flanking defender ¹	+2	—
Attacker invisible ²	+2	+2
Attacker on higher ground	+1	+0
Attacker prone	–4	Special ³
Defender climbing (can't use shield) ²	+2	+2
Defender grappling	+0 ²	+0 ⁴
Defender pinned ²	+4	–4
Defender prone	+4	–4
Defender running ²	+0	–2
Defender sitting or kneeling	+2	–2
Defender stunned, cowering, or off balance ²	+2	+2
Defender surprised or flat-footed ²	+0	+0
Defender concealed or invisible	—see Concealment—	—
Defender has cover	—see Cover—	—
Defender helpless	—see Attacks against Helpless Opponents—	—

¹ A combatant flanks a defender when he is standing behind the target or when an ally threatens the same enemy from a position directly opposite him on the other side of the target. Character with the backstab ability can backstab any target they flank.

² The defender loses any Dexterity bonus to defense.

³ Ranged weapons other than crossbows can't be used by an attacker who is prone.

⁴ Roll randomly to see which grappling combatant a combatant strikes. That defender loses any Dexterity bonus to defense.

Prevailing Conditions

In some circumstances, an attacker might receive bonuses or penalties as a result of favorable or unfavorable conditions not set out in Table 12–3. The GM must decide what, if any,

additional modifiers to an attack roll might apply, using this table as a guideline.

Attacking and Reach

A character may make a melee attack against anything within his reach. For Small or Medium characters, that means anything within 5 feet, while Large characters like ogres and trolls can attack anything within 10 feet.

Using a reach weapon, such as certain kinds of polearms, can double a character's reach. For example, a human using a long spear may attack opponents 10 feet away, while a troll using a halberd may attack opponents up to 20 feet away. However, reach weapons are ineffective against opponents at the character's standard range. Thus, the human cannot strike an opponent 5 feet away with his long spear, and the troll cannot strike an opponent at 10 feet or closer with his halberd.

For the reach of larger or smaller creatures, see Table 12–5.

Touch Attacks

A breastplate may offer good protection against a blow from a sword, axe, or warhammer, but it won't protect its wearer at all from the energy of a touch spell or the blow of an incorporeal creature. Attacks that merely need to touch the target to be effective are called touch attacks, and the target's armor does not apply against such attacks.

A creature making a touch attack may use the better of its Strength or Dexterity modifier to determine its attack bonus, and the attack need only beat the target's defense bonus to succeed — once it hits, it bypasses any damage reduction entirely.

Ranged Attacks

Any weapon attack against an opponent that is not within a character's immediate reach is, by definition, ranged combat (as opposed to melee combat). Ranged combat includes the use of archery weapons such as bows, crossbows, and slings, as well as thrown weapons such as spears, javelins, shuriken, and throwing axes.

The most important restriction on ranged combat is, not surprisingly, range. Ranged attack rolls suffer a cumulative –2 penalty to the attack roll for each full range increment of distance the target is away from the attacker. Thus there is no range penalty for attacks made within the first range increment, but a –2 penalty applies to attack rolls against targets more than one but less than two range increments distant, –4 for targets from two to three increments away, and so on.

For example, a javelin (range increment 30 ft.) incurs no penalties to attacks made against targets 30 feet away or closer. Against targets between 30 and 60 feet away, the thrower suffers a –2 penalty on attacks. For targets between 60 and 90 feet, the penalty is –4, and so on.

Thrown weapons have a maximum range of 5 range increments. Thus, the maximum range of a javelin is 30 ft. \times 5 = 150 feet. Archery weapons, by contrast, have a maximum range of 10 range increments; thus, the maximum range for a longbow (range increment 100 ft.) is 1,000 feet.

Line of Sight: A character may make ranged attacks upon any target in his line of sight that is within his weapon's maximum range. A target is considered to be in line of sight as long as the target has not made a successful Sneak check to hide from the attacker; total concealment always cancels line of sight, although a character may make a Perceive check to target a concealed opponent (see Concealment).

Firing into Melee

It's difficult to fire into melee, since two people fighting for their lives don't tend to stand still. A creature currently within the reach of an opponent is considered to be constantly maneuvering for position, seeking openings, trying to anticipate and avoid its opponent's attacks while preparing to launch its own.

A character using a ranged weapon against a creature engaged in melee combat automatically suffers a –4 penalty to her ranged attack roll. A character with the Precise Shot feat does not suffer this –4 penalty for attacking into melee.

Critical Hits

The *EQ II Role-Playing Game* does not distinguish between hit locations — damage is damage, no matter where the attack lands on the target's body. However, in order to model the fact that some blows are more telling than others, every weapon has a chance of landing a critical hit. When successful, a critical hit multiplies the amount of that a weapon would normally cause.

For example, a longsword normally deals 1d8 points of damage; on a critical hit, however, the same longsword would deal 2d8 points of damage. A critical hit also multiplies damage bonuses. Thus, if a character with a longsword has a +2 bonus from high Strength, she deals 1d8+2 points of damage on a normal attack and 2d8+4 points on a critical hit.

Effects such as a scout's sneak attack, which provide extra damage dice rather than a higher damage modifier, are not multiplied on a critical hit.

The chance to score a critical hit varies by weapon. Unless otherwise indicated on Table 10–6, a weapon scores a critical threat on any unmodified attack roll of 20. (An attack must actually hit to score a critical, of course, which doesn't always happen even with a roll of 20.) If a threat is scored and the attack is also successful, the player makes a second roll — if this second roll, the “confirmation roll,” would also score a successful hit on the target (using the same defense roll as the actual attack — the target does not roll again against the confirmation roll), then the attack is a critical hit.

Again, the initial attack roll must be within the weapon's critical threat range, while the confirmation roll need only score a normal hit to confirm the critical. The confirmation roll is not an extra attack — it's merely a mechanic for determining whether a critical hit is indeed scored or not.

Some weapons are more likely to score critical hits than others; these are indicated by an increased threat range on Table 10–6. For more on weapons and criticals, see Weapon Qualities in Chapter 10: Equipment.

Some creatures lack vital organs, either because they're already dead (like mummies or wraiths) or have amorphous or



non-organic physiologies (like oozes or constructs); such creatures are simply not vulnerable to critical hits. Any attack that would have been a critical hit against such an opponent is simply a normal attack against such a creature, dealing only normal damage.

Most weapons with increased critical damage multipliers are piercing weapons, indicating that the target has been impaled. By contrast, most weapons with increased threat ranges are slashing weapons. This division is deliberate, to prevent increased threat ranges and increased critical damage multipliers from occurring together and creating an “uber-weapon” that would disrupt game balance.

Cover

It is easiest to think of cover as an environmental shield: Not something a character can carry around on her body, but something she can take advantage of in the field — a stone doorway, an arrow-slit, a boulder or tree stump. Even the body of a fallen foe held in front of a warrior as an impromptu shield can mean the difference between his being made into a pincushion by a hail of defenders’ arrows and making a dramatic charge as he dashes across an exposed courtyard.

Do I Have Cover?

To determine whether a target has cover from a ranged attack, choose a corner of its square. If any line from this corner to any corner of the attacking character’s square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to defense rolls and +2 on Reflex saves).

In melee against an adjacent target, the attacker’s target has cover if any line from the attacker’s square to the target’s square goes through a wall (including a low wall). In melee when the target isn’t adjacent to the attacker (such as with a

reach weapon), use the rules for determining cover from ranged attacks.

Cover and Reflex Saves: Cover grants a +2 bonus on Reflex saves against attacks that originate or burst outward from a point on the other side of the cover from the affected character.

Cover from Low Obstacles: A low obstacle is defined as a wall no higher than half the attacker’s height. Such an obstacle provides cover, but only to creatures within 30 feet of it. The attacker can ignore the cover if she’s closer to the obstacle than her target.

Soft Cover: Creatures, even enemies, can provide a character with cover against ranged attacks. However, soft cover provides no bonus on Reflex saves, nor does it allow a character to make a Sneak check to hide (see Sneak in Chapter 8: Skills).

Total Cover: If an attacker doesn’t have line of effect to his target, it is considered to have total cover. An attacker can’t make an attack against a target that has total cover.

Improved Cover: In some cases, as decided by the GM, cover may provide a greater bonus to defense and Reflex saves. In such situations, the normal cover bonuses to defense and Reflex saves are doubled (to +8 and +4, respectively). A creature with improved cover effectively gains improved evasion against any attack to which a Reflex save bonus applies. Further, improved cover provides a +10 bonus on Sneak checks to the creature behind the cover. (Note that total cover often applies in both directions — i.e., to both a character and his opponent.)

Reduced Cover: In some cases, as decided by the GM, cover may provide a lesser bonus to defense and Reflex saves. In such situations, the normal cover bonuses to defense and Reflex saves are halved (to +2 and +1, respectively). Reduced cover does not normally allow a character to make a Sneak check to hide (see Sneak in Chapter 8: Skills).

Big Creatures and Cover: Any creature with a fighting space larger than 5 feet determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine whether an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, a character can pick any of the squares it occupies to determine if it has cover against his attacks.

Concealment

Sometimes a character’s foe is hidden from view. If the character knew exactly where the foe was, she could attack him with no penalty, but targeting him is the problem. Perhaps it’s dark or foggy, so she can’t see where he is. Perhaps he’s crouching in high grass or sitting on the branch of a very leafy tree. In fact, sometimes the attacker can actually see his target, but the image is blurred or distorted, as when the two are on opposite sides of a thin, opaque screen.

The first problem in fighting a concealed foe is to locate him. Often, once the character knows her target's general location, she can switch to some other attack form that need not be targeted as precisely. For example, if she knows her enemy is waiting on the other side of a doorway to try to throttle her with a garrote as she passes, she can take steps to counter his plan — say, by having her party's mage obligingly rain fire into the adjoining room. If she has the means available, she can render her foe's concealment essentially worthless.

Sometimes, though, a character won't have the luxury of switching weapons or calling on friends, but must make do with what's at hand. She might realize that someone is about to attack her from behind a tapestry, and the only way to counter the attack is to get her own stab in first. A group of life-draining wraiths may loom out of the fog ahead, and the character and her allies must try to destroy them as quickly as possible without waiting for better visibility as the undead close in.

Do I Have Concealment?

To determine whether a target has concealment from a character's ranged attack, choose a corner of the character's square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

In melee against an adjacent target, a target has concealment if its space is entirely within an effect or area that grants concealment. In melee when the target isn't adjacent to the attacker, use the rules for determining concealment from ranged attacks.

In addition, some magical spells or effects (such as *invisibility*) provide concealment against all attacks, regardless of whether any intervening source of concealment exists.

Concealment isn't always effective. A shadowy area or a swath of darkness doesn't provide concealment against an opponent with ultravision or darkvision, for instance. Creatures with nightvision can see well for great distances with minimal light than can most characters under the same conditions.

Miss Chance: Concealment gives the target of an attack a 20% chance that the attacker misses altogether (regardless of attack and defense rolls) simply due to the concealment. If the attack would hit, the defender rolls d%: A result of 01–20 means he has avoided being struck.

Multiple conditions of concealment do not stack.

Total Concealment: If an attacker has line of effect to a target but not line of sight, the target is considered to have total concealment. A character can't attack an opponent who has total concealment, although he can attack into a square that he thinks is occupied (see Perceive in Chapter 8: Skills for methods of pinpointing a hidden foe's square). A successful attack into a square that is actually occupied by an enemy who has total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment, and the GM

should modify the miss chance accordingly (anything from 10% to 50% is reasonable).

Invisibility

The most perfect form of concealment is invisibility. It's obviously easier to hit a target you can see than one you can't — just ask any sharpshooter or archer. Shooting blind doesn't make it impossible to hit a target, however, just much more difficult. The most important factor when trying to attack something a character can't see depends on how good an idea she has of where it is.

When fighting an invisible foe, a character should first consider why she can't see it. If the reason is environmental (say, they're both in pitch darkness and he has ultravision), then getting out of or changing that environment negates the advantage. If he's magically protected from sight, consider returning the favor; invisibility is far less effective in a darkened room, especially if the foe now also lacks any special means of seeing the character. If the foe does possess some means of seeing the character when she can't see him, she should consider what other means she might use to remove his advantage (such as levitating off of the ground if the enemy has tremorsense and can thus sense the vibrations of her footfalls).

In short, invisibility is a powerful but not infallible tool. It can be very dangerous when used by an intelligent foe who manipulates the surroundings to his advantage and keeps moving so his foes can never locate him clearly. It can also be a wonderful weapon in the hands of a PC, enabling her to get behind enemy defenses and possibly to become the deciding factor in a combat.

If the character randomly targets a foe who literally could be anywhere, her chance of hitting him is effectively nil. However, if she can make an educated guess as to where her target is, her chances go up dramatically.

Although invisibility provides total concealment, opponents may still make a Perceive check as a move action to determine the location of an invisible object or creature. An invisible object is normally perceptible only with a successful DC 40 Perceive check; however, if the perceiver actually interacts in some way with any square occupied by the object, the Perceive DC drops to 30. In optimal circumstances, the GM may decree that the DC should be as low as 20.

In order to discern an invisible creature (as opposed to an object), a character must make a Perceive check opposed to the creature's Sneak check; the creature gains a +20 bonus on opposed Sneak checks if moving, or a +40 bonus if not moving (even though opponents can't see the creature, they might be able to figure out where it is from other sensory clues).

If a character has a pretty good idea of where her invisible foe is (say, if he swung at her last round, or if she succeeds at a Perceive check to notice him when he is beyond her reach), she is effectively attacking a target with total concealment.

An invisible character gains a +2 bonus on attack rolls against any opponent she can perceive normally, and the defending creature is also treated as being *flat-footed* with respect to the character's attacks — the defender cannot position itself effectively to be on guard against her attack.

Defense Rolls

Just as the success of many skills and checks are determined by opposed skill checks, so the defense roll is opposed to an enemy's attack roll in combat, the higher of the two results indicating a success — if the defense succeeds, the swing goes wide and no damage is dealt, while if the defense fails, the attacker rolls damage normally.

As with all opposed rolls between a player character and an NPC or monster, a tie always goes to the PC.

The basic formula for defense rolls is as follows:

Defense Roll: $1d20 + \text{defender's BDB} + \text{defender's shield bonus} + \text{defender's size modifier} + \text{defender's Dex modifier}$.

A character's BDB (base defense bonus) is derived from his profession level progression chart(s) in Chapter 6: Professions.

Shield bonuses can be found on Table 10–9.

Size modifiers can be found on Table 12–5 in this chapter.

Dexterity ability modifiers are explained in Chapter 4: Building a Character.

Theoretically, there is no upper limit to a character's defense bonus, although starting characters most often have defense bonuses somewhere between +0 and +7. Powerful high-level characters and monsters may have defense bonuses of +25 or more, and deities or other powerful extraplanar entities often have even higher bonuses.

Evading an Attack

The best way to avoid taking damage from an attack is to make sure the attack never connects. Opposed attack and defense rolls are the most basic form of determining whether a blow connects. However, other factors, such as concealment or cover, may mean the attack never lands as it was intended, either going astray or hitting the wrong target (for example, striking the tree that the character has ducked behind).

Other bonuses, such as arcane, deflection, divine, dodge, enhancement, haste, insight, luck, and shield bonuses (or penalties), can reflect a character's ability to get out of the way or knock aside an attack in time; alternately, they might indicate a magical warp in space or force-field around a character causing attacks that would otherwise have hit to simply veer off.

Iksar characters and many monsters have what is known as a “natural” bonus to defense. This means that their skin, scales, fur, hide, or the like is sufficiently thick or tough to act rather like a deflection or shield bonus, protecting them from some attacks altogether by averting blows. This natural bonus to defense is actually part of the creature, and thus imposes no encumbrance penalty or similar disability.

Note: With the exception of dodge bonuses (which *do* stack with all other dodge bonuses), bonuses of the same type never stack; only the highest applicable bonus of a given type applies to a character at any one time.

Flat-Footed

Sometimes a character loses a portion of her defense bonus because she doesn't have a chance to move or react to avoid

an attack. In such cases, she must simply “take it” and hope for the best.

Flat-footed characters gain only half their defense bonus (as always, round down), and they are also vulnerable to sneak attack damage (or similar damage from other talents in the sneak attack line). Characters with the uncanny dodge talent may make defense rolls normally even while flat-footed.

Resisting an Attack

If a character can't avoid an attack altogether, the next best thing is to be able to shrug off its effects. This is the function of armor — it prevents some portion of the blows aimed at the character from damaging her. In general, the better the armor, the greater its damage reduction (see Table 10–8). This is the type of protection most low-level characters, especially fighters, should focus on, since it's easier to buy a simple suit of armor than it is to acquire potent magics or supernatural enhancements.

Certain spells or magic items may also grant this sort of resistance to damage, and certain creatures may have special qualities that grant damage reduction, either against all attacks, or against attacks from specific materials or types of damage.

Damage Reduction

Damage reduction (DR) is a property of manufactured armors, but may also be a special quality possessed by some creatures or granted by some spells; in the latter cases, it may manifest as the supernatural ability to instantly heal damage from certain weapons or attacks, as opposed to the ability to shrug off such blows. In either case, though, DR enables a creature to simply ignore certain amounts of physical damage.

Damage reduction is expressed as a number followed by a descriptor of what type(s) of attacks penetrate the resistance, separated by a slash. The numerical portion is the amount of damage the creature ignores from attacks that do not match the descriptor.

For example, “DR 10/magic” means the creature ignores the first 10 points of damage from any nonmagical weapon, but that magic weapons bypass this protection altogether, dealing damage normally to the target with a successful hit.

Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. Various types of damage reduction may be overcome by certain special materials (see Table 12–4), by magic weapons of various strengths (either “magic” or “epic,” the latter referring to weapons that have an enhancement bonus to attacks of better than +5), and by certain types of weapon damage (crushing, piercing, or slashing).

Some damage reduction is expressed with a dash as opposed to a special material or damage type (as an example, “DR 5/–”). In this case, the damage reduction applies against all physical attacks no matter what type of weapon, natural or manufactured, magical or otherwise, is used against the creature.

Damage reduction always applies to each individual attack, not the total damage a target takes in a round. For example, a creature with DR 10/magic is hit in the same round by 4



nonmagical arrows that would deal 3, 5, 6, and 5 points of damage, respectively; the creature takes no damage at all, since no single attack dealt enough damage to penetrate its damage reduction. If the last arrow were magical, however, the creature would take the full 5 points of damage from that arrow, since it would have bypassed the creature's DR altogether. If the same creature were hit for 14 points of damage by a single blow of a nonmagical greataxe, it would take 4 points of damage ($14 - 10 = 4$).

Nonmagical ammunition fired from a magic projectile weapon is not treated as a magic weapon for the purpose of overcoming damage reduction. The ammunition itself must be magical (or silver, or adamantite, etc., as appropriate) to bypass the appropriate type of damage reduction.

Damage reduction offers protection only against direct physical attacks; spell attacks and energy attacks automatically penetrate it. Whenever damage reduction negates all of the damage from an attack, it also negates most special effects that accompany the attack, such as injury-based poison or disease, or stun effects. (This kind of negation does not affect poisons or diseases delivered by inhalation, ingestion, or contact.)

Attacks that deal no damage because of a spellcasting target's damage reduction cannot disrupt spellcasting, and thus do not require a Channeling check from the spellcaster.

Damage reduction does not affect touch attacks or energy damage dealt along with an attack; further, spells, spell-like and supernatural abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

Damage reduction from armor and other damage reduction of the type DR $x/-$ (that is, damage reduction with a dash after the

slash) always stack — otherwise, use the better of any two types of damage reduction when calculating the amount of damage reduced.

Creatures with damage reduction of the type “DR $x/magic$ ” are affected normally by any weapons with at least a +1 enhancement bonus to attack; enhancement bonuses to damage are irrelevant for this purpose, as are enhancements bonuses from masterwork quality. Such a creature's natural weapons (but not its attacks with manufactured weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters have damage reduction of the type “DR $x/epic$ ” — that is, magic weapons with at least a +6 enhancement bonus to attack. Such a creature's own natural weapons are also treated as both magic and epic weapons for the purpose of overcoming damage reduction.

A successful attack always deals at least 1 point of damage, even if low Strength, damage reduction, or some other penalty or effect would reduce the damage result to 0 or less.

Table 12-4:
Standard Damage Reduction Descriptors

Descriptor	Substance or Quality Required to Bypass
Adamantite	A weapon of adamantite*
Brellium	A weapon of brellium*
Crushing	Any weapon that deals crushing damage
Epic	A magic weapon with at least a +6 enhancement bonus to attacks
Magic	Any magic weapon
Piercing	Any weapon that deals piercing damage
Silver	A weapon of silver (or swordsilver*)
Slashing	Any weapon that deals slashing damage

* See Special and Superior Items in the **EQ II Spell Guide**.

A few creatures are harmed by more than one kind of weapon. A certain creature might have “DR 10/brellium or magic,” for example. A weapon of either listed type — brellium or magic — overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. For instance, a creature might have “DR 10/brellium and magic.” In this case, the attacking weapon must match both descriptors — i.e., it must be a magic weapon made of brellium — to overcome this damage reduction. If the weapon meets only one condition and not the other, it is still subject to the creature's full damage reduction.

Falling and Damage Reduction: Creatures with damage reduction may apply half of their damage reduction against falling damage (see Falling Damage elsewhere in this chapter). This benefit also includes damage reduction gained from armor. For example, if a creature in chainmail falls 20 feet, it takes 2d6 points of falling damage, but it may ignore the first 2 points of that damage (chainmail offers DR 5/–, which, halved and rounded down, equals 2 points of DR).

There is one exception to this rule: Creatures with damage reduction of the type DR *x*/crushing may not apply their DR against falling damage, for hitting the ground is essentially crushing damage.

Harm Resistance

Harm resistance functions in a similar fashion to damage reduction, reducing the amount of damage a character suffers from various forms of energy or elemental attack. Each of the ten types of harm resistance reduces the amount of damage from natural or magical attacks using that descriptor. The ten harm resistance descriptors are acid, cold, disease, divine, electricity, heat, magic, mental, poison, and sonic.

Harm resistance is represented numerically, with a number in parentheses following the resistance type. The number represents the amount of damage the creature ignores from attacks that match the descriptor.

For example, a character with “heat resistance (20)” subtracts 20 points of damage from each heat-based attack that affects him, whether natural or magical. This benefit applies to each and every attack of this type. (Players of other fantasy role-playing games will note that this rule is a slight departure from similar rules in other games, which may specify that resistance applies to the total damage each round of the listed type, rather than to damage from *each attack*).

Harm resistance protects a character from damage dealt by all spells or effects that carry the appropriate descriptor, as well as other attack forms that the GM decides apply to that type. For example, cold resistance would protect a character from any cold-based spell, from freezing damage taken by swimming in near-frozen arctic waters, or from the cold breath of the undead dragon Lady Vox.

For purposes of overcoming harm resistance, each single spell is considered one attack, even if the damage is delivered by a damage-over-time (DOT) spell or effect rather than in one instantaneous effect. For example, if a creature with poison resistance (10) is hit by a poison-based spell that deals 8 points of poison damage in each of 4 rounds (no save), then the target creature takes no damage in the 1st round, 6 points of damage in the 2nd (i.e., 8 points, less the 2 points of resistance that remain after absorbing the 8 points of damage during the 1st round), and then the full 8 points of damage in the 3rd and 4th rounds.

Note that in the case of mixed damage, such as a character hit by a flaming arrow, harm resistance can apply only to the damage from the appropriate energy or elemental portion of the damage; the piercing damage of the arrow itself is not considered for purposes of harm resistance. Thus, if a character with heat resistance (6) is hit by a flaming arrow for 6 points of piercing damage and 2 points of fire damage, he takes

no damage from the fire but takes the full 6 points of damage from the arrow itself.

Under some circumstances, such as those imposed by certain “debuffing” spells and effects, a character might be affected by a negative harm resistance, such as heat resistance (–10). In such cases, the character’s overall resistance value can never be reduced to below 0; that is, he never actually sustains *more* damage from a fire attack. Instead, negative harm resistance only reduces the effectiveness of any positive harm resistance the character might possess.

For instance, if a character who normally possesses heat resistance (8) is penalized by some effect imposing a penalty of heat resistance (–10), he would have a net bonus of heat resistance (0) for as long as the debuff remains in place.

Size

It’s easier to hit the broad side of a barn than a bull’s eye. Therefore, a creature’s defense bonus includes a size modifier to reflect the fact that a smaller target is easier to miss and a larger target is easier to hit, all other factors being equal. Of course, size is relative, so very small creatures have an even easier time hitting very large creatures, while the opposite is inversely true.

Table 12–5 shows the various modifiers for each size category of creature, as well as its natural reach (which might be augmented, such as in the case of a character using a polearm) and fighting space (the dimensions a creature occupies in the midst of combat — important if you are using tabletop miniatures or counters — see the “Using Miniatures” sidebar at the beginning of this chapter).

The same size modifier that affects a creature’s defense bonus also applies to all attack rolls it makes. For example, a halfling, being size Small, gains not only a +1 size bonus to her defense, but also a +1 size bonus to all of her attacks (both melee and ranged).

Size modifiers apply to objects (see Attack an Object) as well as creatures. Characters who temporarily change in size (say, as the result of some spell or magical effect) gain the bonus or penalty to defense and attack rolls appropriate to their new size. Of course, being larger also brings considerable benefits that offset the defense and attack penalties for size: Larger creatures are able to use larger weapons to deal more damage, and also have longer reach, which can give significant advantages in combat.

Table 12-5: Combat and Creature Size

Size	Attack/Defense Modifier	Fighting Space	Reach
Fine	+8	0.5 ft.	0 ft.
Diminutive	+4	1 ft.	0 ft.
Tiny	+2	2.5 ft.	0 ft.
Small	+1	5 ft.	5 ft.
Medium	+0	5 ft.	5 ft.
Large	–1	10 ft.	10 ft.
Huge	–2	15 ft.	15 ft.
Gargantuan	–4	20 ft.	20 ft.
Colossal	–8	30 ft.+	30 ft.+



Damage

Damage in the *EQ II Role-Playing Game* is abstract. This means that a 10th-level character with a health of 60 who has taken 55 points of damage can still move and act exactly like an unwounded 1st-level character with full health. Only when the character reaches 0 health or less does the damage incapacitate her.

For this reason, keeping track of exactly where a wound landed and its long-term effects runs contrary to the spirit of the game. In this style of heroic fantasy, a character who survives being shot with a dozen arrows one day can be back to normal the next with no ill effects (assuming he has a friend with healing magic). The closest the game comes to recognizing that not all wounds are equal is through the critical hit system, which is explained elsewhere in this chapter.

The majority of damage a character takes over the course of her arduous adventuring career is tracked using health points. Roll the appropriate damage for the attacker's weapon or spell, and then deduct the result from the target's current health total.

As a rule, attacks with various weapons deal damage as shown below:

Primary Melee (1-H): Weapon damage die or dice + attacker's Str modifier

Primary Melee (2-H): Weapon damage die or dice + (1.5 H attacker's Str modifier)

Off-Hand Melee: Weapon damage die or dice + (0.5 H attacker's Str modifier)

Thrown Ranged: Weapon damage die or dice + attacker's Str modifier

Archery Ranged: Weapon damage die or dice + attacker's Str penalty (if any)

Note that damage dealt by bows and slings is reduced for any penalty incurred by a character's low Strength, but is not increased for a bonus from high Strength unless the weapon is designed with a heavier draw, such as mighty composite bows (see Special Items in Chapter 10: Equipment).

A successful attack always deals at least 1 point of damage, even if low Strength, damage reduction, or some other penalty or effect would reduce the damage result to 0 or less.

In addition to a character's Strength modifier, other bonuses or penalties may apply to the character's damage roll. For example, magic weapons usually add an enhancement bonus to damage; some feats can increase a weapon's damage; and many spells can deal or increase combat damage by various means.

Unarmed Damage

Whatever their form — punching, kicking, scratching, biting, slapping, beating an opponent's head against wall, trying to throttle him, etc. — unarmed attacks normally deal 1d2 points of nonlethal damage per successful hit for Small characters, 1d3 points for Medium characters, and 1d4 points for Large (see Nonlethal Damage).

Attacking to Deal Lethal Damage: Even when fighting unarmed, it is possible for a character to swing with all her might or to aim at particularly vulnerable points, and thus to deal lethal rather than nonlethal damage with an unarmed attack. Such attacks suffer a -4 penalty on the attack roll unless the attacker possesses the Improved Hand to Hand feat.

Healing

Creatures (and characters) recover lost health at the rate of 1 point per character level per day. Thus a 1st-level character regains 1 health per day; a 5th-level character regains 5 health per day; and so on. This rate may be doubled (to 2 points per level per day) if the character has complete bed rest or is under the care of a skilled healer (see the Heal skill in Chapter 8: Skills); if she has both complete rest *and* the attention of a skilled healer, the healing rate is tripled, to 3 health per level per day.

If a healer has a healer's kit (see Chapter 10: Equipment), he may actually be able to restore lost health to his patient with a successful Heal check.

Characters cannot regain more points of health through healing than their normal total. That is, healing only replaces health lost due to injury, disease, poison, or the like, and any excess points that would otherwise be healed are lost once the character reaches her maximum health total.

A character who is injured and then healed is as good as new and suffers no ill effects from the injury, regardless of how close to death she might have been. (As an option, the GM might decide that a grievous injury should result in some kind of scar or minor disfigurement, the exact nature of which should be agreed upon by the player and GM.)

Note that a character who drops to 0 health or below and is then magically healed to a positive health total may rejoin the combat as if nothing had happened: All of her abilities, prepared spells, power pool, etc., remain as they were before she became *disabled* or *unconscious*. (See Death and Dying for more on becoming disabled or unconscious.)

Death and Dying

Any time combat breaks out, someone is likely to get hurt — if not killed. A character's defense bonus reflects the likelihood of any attack actually reaching him, and his damage reduction (if any) then absorbs or deflects some portion of the damage it deals.

A character's current health reflects how much of the damage has actually penetrated, and it also provides a quantifiable means of determining the point at which he is put out of commission or even killed.

Normally, a 1st-level character might conceivably have anywhere from 5 to as much as 20 points of health.

Disabled (0 to negative Con modifier): A character is *disabled* (see Glossary) when his health is reduced to anywhere from 0 to an amount equal to his negative Constitution modifier. Thus, a character with a 15 Constitution (+2 bonus) is disabled at anywhere from 0 to -2 health.

Dying (negative Con modifier to negative Con score): A character whose health drops below his disabled range is *dying* (see Glossary).

Dead (negative Con score): A character whose current health reaches an amount equal to his negative Constitution score dies. Thus, a character with a 15 Constitution dies upon reaching -15 health.

After this point, Heal checks, healing spells, and the like no longer do any good; only potent divine magic can bring the dead character back by reuniting the departed soul with the physical body. If no such means are immediately available, the deceased had better hope her comrades are able to transport her to a town where such magic may be found — often at considerable cost (see Table 10–17).

A character returned from the dead via resurrection magic typically loses experience points from the spiritual shock involved (see Raising the Dead in the **EQ II Spell Guide**). If no such means are available, then it's time to roll up a new character and retire the old character sheet to the "honored-dead folder."

Nonlethal Damage

Sometimes a character might not want to kill the person she's fighting, but would rather knock him out. Perhaps he's a friend who has been magically controlled or possessed, or maybe a slaver she needs to question in order to find out the fate of her missing relations. It's always possible that the character could simply stab and blast an opponent into negative health, bind the wounds, tie him up, and then heal him back into consciousness, but that's a risky procedure that always runs the risk of killing him outright. Far better if she could be assured of knocking her foe unconscious without risk of seriously injuring him. There are any number of spells that might accomplish this, but sometimes brute force, properly applied, is the best method.

Instead of deducting nonlethal damage from a character's current health, the total amount of nonlethal damage is tallied separately. Any time a character's total nonlethal damage equals or exceeds her current health, she is *staggered*. A staggered character can take a move action or an attack action, but not both, and cannot take full-round actions (unless she spends 2 or more rounds to do so in stages).

If at any time a character's nonlethal damage exceeds an amount equal to 10 + her current health, she passes out. She's not in danger of dying, but she can't take any actions or defend herself. During each full minute (10 rounds) that a character spends unconscious due to nonlethal damage, she has a 10%

chance of coming round; if this happens, she is considered *staggered*, as above.

Note that, in this circumstance, a character can be awakened (though she will be in bad shape) even if her nonlethal points exceed 10 + her current health, but just 1 more point of nonlethal damage would cause her to pass out again.

Nonlethal damage heals naturally at the rate of 1 point per hour per character level. Thus a 7th-level character who takes

21 points of nonlethal damage is as good as new after only 3 hours. If the character were reduced to 11 health by the same attack that also dealt the 21 points of nonlethal damage, then the attack would knock her out instantly.

A character knocked out by nonlethal damage regains consciousness as soon as her nonlethal damage is less than 10 + her current health. She remains staggered until such time as her nonlethal damage is less than her current health, however.

Making Combat Fast and Fun

The passage of time for characters (often called “game time”) and the passage of time for the players (“real time”) are rarely the same. Your group may play through several days of game time in a single evening’s session, while a combat that lasts all of 30 seconds (5 rounds) in game time might require 30 minutes or more of real time to finish.

Combat can be very rules-intensive: Naturally, as game players, we want to bring into play any game mechanics that will help our characters, and the GM can do no less for the NPCs and monsters our characters face. To keep combat from slowing down the game, prepare as much as you can ahead of time. Know your character’s special abilities and special qualities, as well as the effects of spells she’s likely to cast, so you don’t have to look them up once combat starts.

If you know a particular situation is likely to occur (say, an ambush), prepare strategies ahead of time so your character and her comrades can react with a minimum of confusion or delay. Most in-game battles are over so quickly — in game time, not real time — that a spellcaster typically gets the chance to cast perhaps only 3 or 4 spells in a given combat; as a result, it’s relatively simple to know ahead of time which one she’d most likely want to lead off with, which one makes a good follow-up, etc.

Remember also that unless he’s suicidal or insanely overconfident, a foe won’t enter combat without a plan for retreating if things go wrong — why shouldn’t you take a page from his book? Keep an eye out for probable escape routes when your character enters unknown territory, and have a ruse or two ready to gain time and make good a getaway.

Your PC party is much more dangerous if you’ve had warning that a combat is about to erupt; at the very least your characters can all get into position, and if time allows they can cast spells, drink potions, and activate items to buff themselves. Be sure to know how long each of these temporary enhancements or protections will last so that you won’t get an unpleasant shock, and remember what your character’s stats will revert to when the buffs end (remember, they might be also dispelled prematurely in mid-combat).

Pay attention to what’s happening in the game even when it’s not your character’s turn, and start planning her next action as soon as you’ve taken your turn. If you can’t decide which spell she should cast or what action to take when her initiative comes around, it slows down the game for everyone. After this has happened a couple of times, your GM will likely skip over you — and justifiably so — saying “your character hesitates in indecision,” and you will lose your turn for that round.

After all, a round only lasts 6 seconds, which probably should not allow you the luxury of carefully weighing fine points of strategy while the rest of the combatants wait patiently to get on with their life-and-death struggle.

Other tips that speed up game play include the following:

- Roll attack and damage dice at the same time. If the attack misses you can always ignore the damage dice.
- Use dice or tally cards to track how many rounds certain effects like DOT spells have remaining. When using a die, just keep the remaining number of rounds for the effect face up on the die, and change it to the next lower number each round.
- Rolling different colored d20s at the same time for different iterative attacks or for extra attacks from feats or haste effects can speed up high-level fighters’ attacks.
- If your GM allows it, you can even roll dice before the initiative sequence gets all the way to your character’s count. For example, while an ally who goes just before you in the initiative count has declared her action and is resolving it, you might go ahead and roll your attack and damage.

Finally, if you’re a novice, don’t let yourself become overwhelmed with minutiae. When in doubt, keep it simple: Just tell your GM what you want your character to do and he’ll outline a few options for you. A good GM keeps an eye out for novice players, telling you when you need to roll, what to add, and what happens as a result.

If there are experienced players among the group, don’t hesitate to ask them for suggestions as well — you may have skills or abilities you’ve forgotten about, or they may have run into this sort of monster before. You’ll be surprised how quickly you learn the essentials and start to come up with ideas on your own...

Any magical healing that cures normal damage also simultaneously removes an identical amount of nonlethal damage.

For example, if the 7th-level character in the example above receives a curative spell for 6 points of healing just after being knocked unconscious, she revives immediately (10 current health + 6 cured = 16 health; 21 nonlethal points – 6 cured = 15 nonlethal, which is now less than her current health). She may not be well in terms of current health, but the character is once again ready to function normally (i.e., she is not staggered).

Characters or creatures with fast recovery heal an amount equal to their level in both nonlethal and real damage each hour, in addition to the nonlethal damage healed by every character each hour.

Attacking to Deal Nonlethal Damage: Some weapons (e.g., saps) are specifically designed to deal nonlethal damage rather than lethal injuries. Except when delivered by a character with the Improved Hand-to-Hand feat, unarmed attacks (punching, kicking, head-butting, etc.) also deal nonlethal damage.

However, it's also possible to deliver a nonlethal attack with a weapon not intended for that purpose by pulling one's blows, striking at nonvital areas, using the flat of the blade or the pommel of a knife, and so on. Such an intent imposes a –4

penalty on the attack roll (since the character is using the weapon in a less than optimal fashion, not the way it was intended to be wielded), but, if successful, the attack deals nonlethal damage instead of lethal.

Falling Damage

A character who falls from a height of 10 feet or more takes 1d6 points of crushing damage for every 10 feet fallen, to a maximum of 20d6 (at which point the character reaches terminal velocity).

A character with damage reduction may take less damage (see Damage Reduction), and certain skills, talents, or feats may reduce or mitigate falling damage.

Soft Landing: A character falling 100 feet or less onto a yielding surface (such as into water or a mud pit, or onto another creature — unless the creature is wearing metal armor!) takes only half damage from the fall.

The GM is the final arbiter of what constitutes a “yielding surface.”

Saving Throws

A character's saving throws (often called simply “saves”) represent her ability to avoid special attacks, magical effects,



harmful conditions, environmental dangers, etc. Like BAB and BDB, base saving throw bonuses improve as a character gains experience and rises in level (see the various profession level progression tables in Chapter 6: Professions).

All saves use the character's base saving throw bonuses and are related to a particular ability; they may also be boosted by magical bonuses that either raise the saving throw's associated ability or provide a bonus to the save directly (whether universally or only under certain circumstances).

Saving throws are divided into three types: Fortitude, Reflex, and Will.

Fortitude (Fort): Attacks that a character can shake off through sheer physical vitality call for a Fortitude save. Fortitude saves generally apply to poison or disease, fatigue, death magic, paralysis, and the like.

Fortitude Saves: 1d20 + base Fort save bonus + Con modifier + any other applicable modifiers.

Reflex (Ref): Attacks that can be evaded by quick reflexes and split-second timing call for a Reflex save. Reflex saves apply to many damaging spells, effects such as a dragon's fiery breath, and most traps.

Reflex Saves: 1d20 + base Ref save bonus + Dex modifier + any other applicable modifiers.

Will (Will): Attacks that target a character's willpower or those that seek to control his mind, such as a siren's song or an enchanter's *charm* spell, call for a Will save. Will saves apply to virtually all willpower checks and to fear or mind-influencing effects.

Will Saves: 1d20 + base Will save bonus + Wis modifier + any other applicable modifiers.

Just like many skill or ability checks, saving throws are rolled against a Difficulty Class (DC) that is determined by — and generally listed with — the attack or danger itself.

For example, when trying to avoid a relatively simple trap, a character might be required to make a DC 15 Reflex save. That is, the player rolls 1d20 and adds the character's base Reflex save bonus (as determined by her class and level), plus any Dexterity modifier (whether positive or negative), plus any bonuses/penalties from magic or other effects, talents, feats, or traits. If the result is less than 15, she does not avoid the trap in time; if her total is 15 or more, her saving throw is successful and the trap misses her (or has a reduced effect, as dictated by the trap's description).

Alternate Fighting Strategies

While it is generally true that a character in combat is only as good as his or her bonuses, knowing when to apply those bonuses and when to sacrifice them for other benefits can mean a great deal in the *EQ II Role-Playing Game*. Characters have several basic options in melee combat that can drastically alter a battle in a very short time.

These alternate fighting strategies allow characters to shift their attack, defense, and damage bonuses around in virtually any way so as to take advantage of a foe's weaknesses or to shore up one's own.

For example, if an enemy has its defense bonus temporarily reduced by some means, such as a disadvantageous position or a debuffing spell, it might make sense for characters to fight aggressively; this allows them to shift a few points of their own attack bonus into damage bonuses, enabling them to deal more damage while their foe's guard is down. Fighting desperately might not be a good option in the same situation, since the enemy still has its full attack bonus, and fighting desperately would thus compromise the character's own defense.

Fighting Aggressively

BAB > damage

When fighting in melee, a character (or creature) may choose to fight aggressively. For every 2 points of attack bonus he "sacrifices" from each melee attack for the round, the character gains a +1 bonus to all melee damage rolls made during that time. No character can give up a number of points of attack bonus greater than his BAB in this way, and all modifications from fighting aggressively apply until the beginning of his next turn.

For example, while fighting defensively, a 9th-level fighter (BAB +11) may opt to give up as much as 10 points of his attack bonus from each attack for 1 round; as a result, he gains a +5 bonus to all damage rolls for the round. (He can actually give up 11 points of attack bonus since his BAB is +11, but losing the eleventh point is futile since he gains no benefit for doing so.)

The character must declare his intent to use this option at the start of his turn, and must make at least one melee attack or he gains no benefit. Fighting aggressively can be used as part of an attack action or a full-attack action.

When fighting aggressively, a character with the Power Attack feat gains a +1 bonus to damage rolls for every point of melee attack bonus he sacrifices.

Fighting Defensively

BAB > defense

In a tight spot, a character (or creature) may choose to fight defensively. For every 2 points of attack bonus she "sacrifices" from each melee attack for the round, the character gains a +1 competence bonus to her defense during that time. No character can give up a number of points of attack bonus greater than her BAB in this way, and all modifications from fighting defensively apply until the beginning of her next turn.

For example, while fighting defensively, a 5th-level fighter (BAB +7) may opt to give up as much as 6 points of her attack bonus in order to gain a +3 competence bonus to defense for the round. (She can actually give up 7 points, but losing the seventh point is futile since she gains no benefit for doing so.)

The character must declare her intent to use this option at the start of her turn. She need not actually make any attacks to gain the benefit of this option, although fighting defensively is an attack action even if the character does not attack. Fighting defensively can be used during an attack action or a full-attack action.

When fighting defensively, a character with the Parry feat gains a +1 bonus to defense for every point of melee attack bonus she sacrifices.

Fighting Desperately

BDB > attack

When hitting a foe is crucial, a character (or creature) may choose to fight desperately. For every 2 points of defense bonus he “sacrifices” for the round, the character gains a +1 bonus to all melee attack rolls made during that time. No character can give up a number of points of defense greater than his BDB in this way, and all modifications from fighting desperately apply until the beginning of his next turn.

For example, while fighting desperately, a 6th-level scout (BDB +8) may opt to give up as much as 8 points of his defense bonus for 1 round; as a result, he gains a +4 bonus to all melee attack rolls for the round.

The character must declare his intent to use this option at the start of his turn. Fighting desperately can be used as part of an attack action or a full-attack action.

When fighting desperately, a character with the Rapid Surge feat gains a +1 bonus to melee attack rolls for every point of defense bonus he sacrifices.

Fighting Dirtily

BDB > damage

When hurting a foe is more important than not being hurt oneself, a character (or creature) may choose to fight dirtily. For every 2 points of defense bonus she “sacrifices” for the round, the character gains a +1 bonus to all melee damage rolls made during that time. No character can give up a number of points of defense bonus greater than her BDB in this way, and all modifications from fighting dirtily apply until the beginning of her next turn.

For example, while fighting dirtily, a 4th-level scout (BDB +6) may opt to give up as much as 6 points of her defense bonus for 1 round; if she gives up all 6 points, she gains a +3 bonus to all melee damage rolls for the round.

The character must declare her intent to use this option at the start of her turn, and must make at least one melee attack or she gains no benefit. Fighting dirtily can be used as part of an attack action or a full-attack action.

When fighting dirtily, a character with the Dirty Fighter feat gains a +1 bonus to melee damage rolls for every point of defense she sacrifices.

Special Attacks and Combat Maneuvers

Beyond simply rolling attacks and hoping they succeed, there are a number of special attacks and maneuvers that might be incorporated into the *EQ II Role-Playing Game* to improve characters’ chances in combat. These options add extra flavor to the game, although the GM is well within her rights to exclude any that she feels complicate the game unnecessarily.

Note: There are a number of feats and talents presented in earlier chapters that refer specifically to some of the options presented here; naturally, if a combat option is excluded, the accompanying feats and talents should also be modified or removed from the game.

Aid Another

In melee combat, a character can help an ally attack or defend by distracting or interfering with an opponent. Both allies must be in melee combat with the same enemy. As an attack action, the assisting character makes a melee attack roll against a defense result of 10 (the GM does not actually make a defense roll). If this roll succeeds, the character’s ally gains either a +2 bonus on his next attack roll against their mutual opponent or a +2 bonus to defense against that opponent’s next attack (assisting character’s choice), as long as that attack comes before the beginning of her next turn. Multiple characters can aid the same friend, and similar bonuses stack.

Bull Rush

A character can make a bull rush as an attack action or as part of a charge (see Charge). When making a bull rush, the character attempts to push an opponent straight back rather than damaging him. The character can bull rush only an opponent who is within one size category of her own.

If a character is attempting a bull rush, follow the steps outlined here.

Step 1: Initiate the Rush

The character begins a bull rush by moving into the opponent’s fighting space, which provokes a free attack from the opponent (see Free Attack in the Glossary).

A character with the Improved Bull Rush feat doesn’t provoke a free attack from the opponent.

Step 2: Opposed Checks

The character and her opponent make opposed Strength checks. Both add a +4 bonus for each size category they are larger than Medium or a –4 penalty for each size category smaller than Medium. The rushing character gets a +2 bonus if she is charging. The opponent gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

Step 3: Results

If the character beats the defender’s Strength check result, she pushes him back 5 feet, plus an additional 1 foot for each point by which her check result exceeded his. She may move along with the opponent if she wishes, although she can’t exceed her normal movement limit.

If the character fails the opposed Strength check, she moves 5 feet straight back to where she began before she moved into the opponent’s space. If that space is now somehow occupied, she falls prone in that space.

Charge

Charging allows a character to move up to twice her speed and still attack during the same round. After moving, the character may make a single melee attack with a +2 bonus on the attack roll. However, she takes a –2 penalty on all defense rolls until the start of her next turn.



Even if a character is capable of making multiple attacks (such as when using multiple weapons or having iterative attacks from having a high BAB), she can make only one attack as part of a charge action. (A character with the dual wield talent is an exception to this rule.)

Movement during a Charge: A charging character must move before her attack, not after. She must move at least 10 feet, but may move up to twice her speed, as long as she moves directly toward the designated opponent. She must have a clear path toward the opponent (that is, there can be no difficult terrain or obstacles between her and her target), and she must move directly to the closest space from which she can attack the target. If this space or any other space along the way is occupied or otherwise blocked, she can't charge. If any line from her starting point to the ending point passes through any square that blocks movement, slows movement, or contains a creature — even an ally — she can't charge. (Note that *helpless* creatures don't count as occupying any space.)

If the character doesn't have line of sight to the opponent at the start of her turn, she can't charge that opponent.

A character can't take a 5-foot step in the same round as a charge unless she has the Spring Attack feat.

Partial Charge: If (and only if) a character is limited to only a single action on her turn (such as during a surprise round or due to a *slow* effect), she can still charge, but she can move only up to her base speed (instead of double her speed).

Lances: A lance deals double damage if wielded by a mounted character in a charge.

Weapons Readied against a Charge: Spears, some polearms, and certain other piercing weapons deal double damage when set (a readied action) against a charging character.

Disarm

A disarm attempt takes the place of a normal attack, whether as an attack action or part of an iterative attack sequence. If the character attempting the disarm is herself armed, she knocks the opponent's weapon out of his hands and to the ground. If she attempts the disarm while unarmed, she ends up with the weapon in her own hand.

If a character is attempting to disarm an opponent, follow the steps outlined here.

Step 1: Free Attack

Trying to disarm an opponent provokes a free attack from him (see Free Attack in the Glossary), but not from anyone else, even if other opponents are in adjacent squares. If this free attack from the defender deals any damage to the attacker, the disarm attempt fails.

Creatures with the Improved Disarm feat can disarm opponents without provoking a free attack.

Step 2: Disarm Check

The character and her opponent make opposed attack rolls with their respective weapons. The wielder of a 2-handed weapon gets a +4 bonus on this roll during a disarm attempt, while the wielder of a light weapon suffers a -4 penalty. (An unarmed strike is considered a light weapon, so a character always takes a penalty when trying to disarm an opponent while unarmed. However, if the unarmed character uses both hands, he can treat the disarm attempt as having been made with a 1-handed weapon.)

If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step 3: Results

If the character beats her opponent, he is disarmed. If she made the attempt unarmed, she now holds the opponent's disarmed weapon. If she was armed, her opponent's weapon now lies on the ground in his fighting space (GM's choice as to exactly where if the opponent takes up more than one square).

However, if the opponent beats the character's attempt, he may immediately attempt to disarm her with the same sort of opposed melee attack roll (begin again with Step 2; his attempt does not provoke a free attack from her). If he fails this disarm attempt, she does not subsequently get a free disarm attempt against him.

Note: A character wearing spiked gauntlets can't have them disarmed. A character using a weapon attached to a locked gauntlet gets a +10 bonus to resist being disarmed.

Dual Wield

Most combat tends to occur between characters who wield a single weapon in one or two hands; in the former case, the "off-hand" may be entirely free, or it may be holding a shield. Unless a character has the dual wield talent, he cannot fight with two weapons at the same time (i.e., using one in each hand).

The dual wield talent grants a character an extra attack each round, but the difficulty of coordinating two weapons imposes a fixed penalty of -5 on his off-hand attack (regardless of the weapon's size or delay).

Further, and perhaps most notably, dual wield enables a character to make an off-hand weapon attack in addition to his primary attack even when using the attack action (as opposed to the full-attack action) — this is the sole exception to the rule stating that a character can make only one attack during an attack action.

Note: A character can never make more than one extra attack per attack action, and even then only as a result of the dual wield talent, even if he is granted extra actions by some other means, such as, for instance, a *haste* effect.

Certain professional abilities available to high-level fighters (improved dual wield, etc.) allow the character to make additional attacks with the off-hand weapon. In this case, the delay of the off-hand weapon becomes a factor, as the weapon's delay applies normally to any further attacks with that weapon; that is, the -5 penalty for attacking with the off-hand weapon is increased by the off-hand weapon's delay in order to find the penalty applied to the second attack with that weapon.

Note: A 1-handed weapon (as opposed to a light weapon) used in the off-hand suffers a +1 penalty to its delay.

For example, a fighter with improved dual wield who uses a normal dagger (a light weapon, delay 4) in his off-hand makes his primary attacks normally, plus two additional off-hand attacks with penalties of -5 and -9 respectively.

If the same fighter were using a longsword (1-H weapon, normally delay 5) as his off-hand weapon, he would make his primary attacks normally, plus two additional off-hand attacks with penalties of -5 and -11 respectively, since the secondary longsword has an effective delay of 6 in the off-hand.

Feint

Attempting to feint is an attack action. The character makes a Bluff check opposed by a special Sense Motive check — the opponent may add his BAB to his Sense Motive roll. If the Bluff result exceeds the opponent's Sense Motive result, the opponent is considered to be flat-footed against the character's next melee attack; however, this attack must be made on or before the feinting character's next turn, or the feint's benefit is lost.

When feinting in this way against a non-humanoid, a character suffers a -4 penalty on her Bluff check. Against a creature with Intelligence 1 or 2, she suffers a -8 penalty. Feinting is impossible against a non-intelligent creature (i.e., a creature with no Intelligence score).

A character with the Improved Feint feat can attempt a feint as a move action rather than as an attack action.

Flanking

If a character and her ally can get into squares directly opposite one another on either side of an opponent, each gains a +2 bonus on all attack rolls against the opponent since it cannot fully defend itself against both characters at once.

To determine whether two creatures have flanked their opponent, draw an imaginary line from the centers of one the ally's square to the other: If the line passes through opposite



borders of the opponent's square (including the adjacent corners), then they are flanking it. If a flanker's fighting space takes up more than one square, it gains the flanking bonus if any square it occupies qualifies for flanking.

Scouts with the backstab ability (or any talent subsequent to backstab in the sneak attack line) can use it on every attack when they are flanking an opponent. (Thus, if both flankers have the backstab ability, both can backstab the opponent.)

Grapple

Grappling is a special form of unarmed attack. Rather than striking an opponent with feet, fists, or the like, grappling involves grabbing, wrestling, and restraining. Grappling is ideal in those situations where you want to physically restrain an opponent instead of trying to injure him. Unlike normal unarmed attacks, the goal of grappling is to stop the opponent from moving rather than to knock the opponent out (although the former may merely be a means to the latter).

A character or creature cannot be grappled unless it has a physical body. Incorporeal creatures such as ghosts or wraiths cannot be grappled, as any grasping hands would simply pass right through them.

To attempt a grapple, follow the steps outlined below.

Step 1: Grab

To start a grapple, the attacker first needs to grab the defender, using an attack action (or a single iterative attack as part of a full-attack action) to do so. The attacker makes a melee touch attack (see Touch Attacks) targeting the defender. If the attack fails, the grapple attempt also fails. Attempting to start a grapple in this way is the equivalent of making a melee attack. Thus, an attacker can use multiple iterative attacks to try to start a grapple more than once in a round using her usual melee touch attack bonuses.

Trying to grab a defender provokes a free attack from him (see Free Attack in the Glossary) unless the defender is unarmed (but note that natural weapons, including slam attacks, are considered weapons, and that characters with the Improved Hand to Hand feat are always considered armed). If this free attack deals any damage to the grappler, the grab and therefore the grapple attempt fail.

Creatures with the improved grab special attack or with the Improved Grapple feat can grab opponents without provoking a free attack.

Step 2: Hold

Grabbing the opponent is a good start, but to actually grapple him the attacker must now secure a hold.

Repeatedly in a grapple, the attacker and defender must make opposed grapple checks. A grapple check is much like a melee attack roll:

Grapple Check: $1d20 + BAB + Strength\ modifier + special\ size\ modifier$.

Special Size Modifier: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16. A grappling creature uses this number for grapple checks in place of the normal size modifier for attack rolls (see Table 12-5).

If the attacker loses the grapple check, she fails to start the grapple. If she wins, she gets a hold and deals her usual unarmed damage to her target; if the attacker has a light hand-to-hand weapon at the ready, she may opt to deal its damage instead of unarmed damage with this grapple check.

In case of tied grapple checks, the grappler with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

Note that a character with the Improved Hand to Hand feat can opt to deal either lethal or nonlethal unarmed damage freely while grappling.

Although an attacker may successfully grab an opponent of any size, it is impossible for a lone attacker to secure a hold on an opponent that is two or more size categories larger than oneself. For example, a troll is a Large creature and can thus initiate a grapple on any creature, but cannot effectively get a hold on one that is Gargantuan or larger.

If an attacker's target is already grappling someone else, then the attacker can use an attack to grab; in this case, the target doesn't get a free attack against the attacker, and the attacker's grab automatically succeeds. The attacker must still make a successful opposed grapple check to secure a hold on the target (thereby dealing damage and then moving in, as detailed below) and become a part of the ongoing grapple.

Step 3: Move In

Once a hold is secured, the attacker must move into the target's space; if the grappler is of a larger size than the defender, then she instead drags the defender into her space. Moving into another creature's space as part of a grapple is a free reaction and does not count towards that creature's movement for the round.

If for some reason the attacker cannot move into the defender's space, she must release the grapple immediately. To grapple again, she must begin once more at Step 1.

Step 4: Grapple

The attacker and the target are now both grappling. Once two or more combatants are grappling, it makes no difference who started the grapple. Any grappling combatant can take the any of the actions listed below on his or her initiative count. Unless otherwise stated, a grappler capable of making iterative attacks may attempt any action described below that requires a grapple check as one of her iterative attacks in a round as part of a full-attack action.

The delay rating for grapple checks is the same as for the grappling creature's unarmed or natural weapon attacks: Normally grappling has a delay of 4 (for a creature capable of using manufactured weapons) or 5 (for a monster that uses only natural weapons).

Grappling Consequences

While a character is grappling, her ability to defend herself is limited.

Reduced Defense Bonus: A grappling character gains only half of her defense bonus (round down) against opponents she isn't grappling. (She can still use her full bonus against opponents she is grappling.)

No Movement: A grappling character can't move normally while grappling. She may, however, make an opposed grapple check (see below) to move while grappling.

Options While Grappling

While grappling (regardless of who started the grapple), a creature can perform any of the following actions. Some of these take the place of an iterative attack (rather than being an attack action or a move action); that is, if a creature's BAB allows it to make multiple attacks in a round, then it can attempt one of these actions in place of each of its attacks, but at successively lower attack bonuses. (See Iterative Attacks.)

Activate a Magic Item: A grappling character can activate a magic item, as long as the item doesn't require a spell completion trigger (see Using Items in the **EQ II Spell Guide**). The character need not make a grapple check to activate the item.

Attack the Opponent: A grappling character can make an attack with an unarmed strike, natural weapon, or light weapon against another character she is grappling. She takes a -4 penalty on such attacks. A character can't attack with two weapons while grappling, even if both are light weapons.

Break Another's Pin: If the character is grappling an opponent who has another character pinned, she can make an opposed grapple check in place of an attack. If she wins, she breaks the hold that the opponent has over the third character; that character is still grappling, but he is no longer pinned.

Cast a Spell: A grappling character can attempt to cast a spell while grappling or even while pinned (see below), provided its casting time is no more than 1-action, it has no somatic component (or is prepared using the still spell talent), and the caster has in hand any material components or foci she might need (see Retrieve a Spell Component, below). If the spell is one that can be cast while grappling, the character must still make a Channeling check (DC $20 + 1/2$ the spell order) or lose the spell. She need not make a successful grapple check to cast the spell.

Damage the Opponent: While grappling, by succeeding at an opposed grapple check in place of an attack, a character can deal damage to her opponent as if she had hit with an unarmed strike.

Note: Characters with Improved Hand to Hand deal more damage on an unarmed strike than other characters, and the damage may be lethal, at the player's choice.

Draw a Light Weapon: A grappling character can draw a light weapon (and only a light weapon) as a move action with a successful grapple check.

Escape: A grappling character can escape a grapple by winning an opposed grapple check in place of making an attack. She can make an Agility check in place of a grapple check if she chooses, but this requires an attack action (it cannot be done as part of an iterative attack sequence). If more than one opponent is grappling the character, her grapple check result must beat all their individual grapple check results to escape.

If the character escapes, she ends the action by moving into any unoccupied space adjacent to her opponent(s) as a free reaction. If she freed herself and did not use iterative attacks

to make the escape, then she can still take a move action as normal.

Move: A grappling character can move half her current speed (bringing all others engaged in the grapple with her) by winning an opposed grapple check. This requires an attack action, and the check must beat all the other individual opposed check results to move the grapple.

Note: A character gets a $+4$ bonus on her grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

Pin an Opponent: A grappling character can hold her opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). If the grappler gets multiple iterative attacks, she can use subsequent attacks to damage the pinned opponent. Once the character has an opponent pinned, she has a few options available to her (see Options While Pinning, below).

Retrieve a Spell Component: You can produce a spell component from your pouch while grappling by using a full-round action. Doing so does not require a successful grapple check.

Use an Opponent's Weapon: If the character's opponent is holding a light weapon, she can use it to attack him by making an opposed grapple check (in place of an attack roll). If she wins, she then makes a normal attack roll with the weapon (which doesn't require another action) at a -4 penalty.

The character doesn't gain possession of her opponent's weapon by striking him with it.

Options While Pinning

While a character has her opponent pinned, she can attempt one of several options. Some of these are the same as her options while grappling: she may damage the opponent, use the opponent's weapon against him, or attempt to move the grapple (all as described under Options While Grappling).

The character can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell component, pin another opponent, or break another's pin while pinning an opponent.

However, she may perform any of the following options:

Disarm Opponent: The character can use a disarm action to remove or grab away an object worn or held by a pinned opponent, but he gets a $+4$ bonus on his roll to resist her attempt (see Disarm).

Prevent Speech: At the character's option, she can prevent a pinned opponent from speaking as a free action.

Release Opponent: The character may voluntarily release a pinned character as a free action; if she does so, she is no longer considered to be grappling that character (and vice versa).

Options While Pinned

While pinned, a character is held immobile (but not helpless) for 1 round. She suffers a -4 penalty to her defense bonus (in addition to its already being halved, as noted in Grappling Consequences) against all opponents other than the one pinning her. At her opponent's option, she may also be unable to speak.

On the character's turn, she can try to escape the pin by making an opposed grapple check in place of an (iterative) attack. She can make an Agility check in place of a grapple check if she chooses, but this requires an attack action (it cannot be done as part of an iterative attack sequence). If she wins, she escapes the pin, but she is still grappling.

Multiple Grapplers

Several combatants can be involved in a single grapple. Up to four combatants can grapple a single opponent of the same size category as themselves in a given round. Opponents that are one size category smaller than the combatant count for half, while opponents that are one size category larger than a combatant count doubly, and opponents two or more size categories larger count as quadruple.

For example, a troll (size Large) could be grappled by 4 other Large creatures; or by 8 Medium creatures; or by 2 Huge creatures; or by 1 Gargantuan creature; alternately, for example, he could be grappled by 1 Huge, 1 Large, and 2 Medium creatures at the same time.

Additional enemies can aid their friends with the aid another action (see Aid Another).

Firing into a Grapple

When two or more characters are grappling, they are wrestling around, grasping for holds, struggling to gain an advantage over each other. If another character makes a ranged attack into a mass of grappling bodies, he must roll randomly to see which grappler his ranged weapon is in fact targeting. He then proceeds with the attack roll as normal against that target, whether friend or foe. The target loses any Dexterity bonus to defense against this attack.

Mounted Combat

Attacking while mounted offers a number of benefits. For one thing, a mounted character moves at her mount's speed, which is usually considerably greater than her own.

Normally, a creature must be at least one size larger than a prospective rider to serve adequately as a mount. For simplicity, assume that a rider shares her mount's space during combat.

A mount acts on its rider's initiative count. The rider moves at the mount's speed, but the mount uses its action (on her turn) to move.

Any war-trained beast (see Handle Animal in Chapter 8: Skills) can serve readily as a combat steed. Those trained only for riding, however, are frightened by combat.

Untrained Mounts in Combat: If the rider doesn't dismount from a skittish mount, she must make a DC 20 Handle Animal check each round as a move action to control the beast. If she succeeds, she can cause the mount to make a single move, and can still perform an attack action as usual (either before or after the move action). If the check fails, the move action becomes a full-round action and the rider can't do anything else but fight to control her mount until her next turn.

Trained Mounts in Combat: With a DC 5 Handle Animal check, a rider can guide a battle-trained mount with her knees as a free action, so as to use both hands freely.

Melee Combat while Mounted: When a rider attacks a creature smaller than her mount and that creature is on foot, she gets the +1 bonus on melee attacks for being on higher ground (see Table 12–3). If the mount moves more than 5 feet, the rider can make only a single melee attack (either before or after moving). Even if the mount has moved its full speed, however, the rider doesn't take any penalty on melee attacks while mounted.

Ranged Attacks while Mounted: A rider can use most ranged weapons freely even while her mount is moving. While her mount is taking a full-move action, she suffers a –4 penalty on ranged attack rolls. While it is running (quadruple speed), she suffers a –8 penalty. A rider can take a full-attack action with a ranged weapon (if she can normally make iterative attacks with that weapon) even while a mount is moving. In any case, the rider makes all ranged attack rolls when the mount has completed half its movement for the round (calculate all ranges for her attacks from this point).

Mounted Charge: If the mount charges, the rider also takes the defense penalty associated with a charge action. If she makes an attack at the end of the charge, she receives the attack bonus gained from the charge. When used from the back of a charging mount, a lance deals double damage (see Charge).

Casting Spells while Mounted: A spellcasting rider can cast a spell normally if her mount moves up to its current speed either before or after the spell is cast. If the mount is taking a full-move action, then the spell is assumed to have been cast while the mount is moving, so the rider must make a Channeling check due to the moderate distraction (DC 10 + 1/2 spell order) or lose the spell. If the mount is running (quadruple speed), the rider must make a Channeling check due to the serious distraction (DC 15 + 1/2 spell order).

In any case, the rider calculates all spell ranges when the mount has completed half its movement for the round.

If a Mount Falls in Battle: If a rider's mount falls, she must make a DC 15 Handle Animal check to land softly and take no damage. If the check fails, she takes 1d6 points of damage.

If the Rider is Dropped: If the rider is knocked unconscious, she has a 50% chance to stay in the saddle. Otherwise, she falls and takes 1d6 points of damage.

Without a rider to guide it, a mount generally avoids combat; however, a war-trained mount will often fight to defend its master if she is attacked and it cannot easily escape.

Note that a character falling from a flying mount is liable to take considerably more damage from falling (see Falling Damage), and a Handle Animal check is of no use in trying to avoid such damage.

Overrun

A character can attempt an overrun as a special attack action taken during a move. (Normally, a character cannot take an attack action during a move.) With an overrun, the character attempts to bowl her opponent over and knock him

down, possibly as a means of reaching another target behind him. A character can only overrun an opponent who is within one size category of her own size, and she can make only one overrun attempt per round.

When attempting to overrun an opponent, follow these steps.

Step 1: Move In

Attempting an overrun requires the character to move into her opponent's fighting space. If the character cannot make such a movement for some reason, she cannot attempt an overrun.

Step 2: Avoidance

The opponent being overrun has the option to simply avoid the attacking character. If he avoids her, he doesn't suffer any ill effect and she may simply keep moving (any character can move through a space occupied by someone who lets her pass). If the opponent avoids the attacking character, the overrun attempt doesn't count against her actions this round (except for any movement required to enter the opponent's square).

If the opponent doesn't choose to avoid the character, move to Step 3.

Step 3: Block

If the opponent blocks the character, she make a Strength check opposed by the opponent's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he or she is larger than Medium or a -4 penalty for every size category he or she is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid.

If the character wins, she knocks the opponent prone. If she loses, the opponent may immediately react with his own Strength check opposed by her Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock her prone in turn.

Step 4: Results

If the character succeeds in knocking her opponent prone, she can continue her movement as normal. If she fails but is not knocked prone (see Step 3), she must move 5 feet back in the direction from which she first entered the opponent's space in Step 1, ending her movement there. If she fails and is knocked prone in turn, she must move 5 feet back and falls prone there.

Mounted Overrun (Trample): If a rider attempts an overrun while mounted, her mount makes the Strength check to determine the success or failure of the overrun attack (and applies its size modifier, rather than hers).

If the rider has the Trample feat and attempts an overrun while mounted, her opponent may not choose to avoid the overrun; further, if the overrun knocks the opponent prone, the rider's mount may make one hoof attack (or claw, etc., as appropriate to the creature) against the fallen opponent.



Attacking Objects

Slightly different rules apply to attacks on inanimate objects such as wooden doors than to attacks on hand-held weapons, shields, or other objects (see Sunder).

First, if the target object is stationary and a character takes a full-round action to strike it with a melee weapon, he can dispense with the necessity for an attack roll altogether and simply deal normal damage to the object (the damage must still penetrate the object's hardness for the attack to have any effect — see Hardness below).

If the character uses only an attack action (or an iterative attack) to damage an object, he must make a successful attack roll to strike the object, although he does gain a +4 bonus to the attack roll. Inanimate objects have no defense bonus and do not receive a defense roll: They are always treated as having a defense result of 5 + the object's size modifier.

The GM may decide that certain attacks are particularly effective or ineffective against certain objects: For example, smashing a light ceramic jar with a club is relatively easy, while cutting down a tree with the same club may prove impossible.

All objects are immune to critical hits and nonlethal damage.

Hit Points: Objects do not have health scores like creatures, but they have a similar statistic that represents their current condition. This number is called "hit points" (generally shortened to "hp") and it functions almost exactly as does a character's health, save that objects are destroyed at 0 hit points as opposed to going into negative hit point totals.

An object's hit points are usually based solely on the material and the thickness of the object (and perhaps on any magical augmentation to its substance), not on its level or ability.

Hardness: Just as objects do not take health damage, they do not properly have "damage reduction." However, in the same way that an object's hit points function much as a creature's health, objects do have a statistic called hardness, which functions in essentially the same way that DR does for creatures.

Table 12-6:
Sample Hardness, Hit Points, and Break DCs

Object	Hardness	Hit Points ¹	Break DC ²
Arrow/quarrel	5	1	9
Backpack	2	3	—
Bottle, glass	1	1	2
Breastplate	10	25	—
Broad sword	10	8	25
Chain shirt	10	18	—
Chainmail	10	24	—
Chest, large wooden	5	15	21
Chest, large, reinforced	6	20	24
Club	5	4	20
Coffer, iron	9	15	24
Coffer, wooden	5	3	16
Crowbar, iron	9	12	24
Dagger	10	2	24
Full plate	11	75	—
Gauntlet, metal	10	3	23
Greatclub (Large)	5	50	25
Greatsword	10	10	24
Greatsword (Large)	10	20	25
Hide armor	2	4	—
Jug, clay	2	2	6
Leather armor	2	8	—
Lock (average)	10	5	24
Longbow	5	4	20
Longbow, composite	5	4	21*
Longspear	5	10	14
Longsword	10	5	25
Mace, heavy	10	22	26
Mace, light	10	11	26
Map/scrollcase, leather	2	1	—
Morningstar	5	7	22
Rapier	10	3	19
Rope, hemp	0	2	22
Rope, silk	0	4	25
Shield, buckler	10	5	25
Shield, heavy steel	10	20	25
Shield, heavy wooden	5	15	22
Shield, light steel	10	10	25
Shield, light wooden	5	6	21
Shield, tower	5	20	24
Short sword	10	4	24
Shortbow	5	3	18
Shortbow, composite	5	3	21*
Spear	5	8	15
Spiked chain	10	10	25

¹ Unless otherwise stated, the values given are for Medium objects: In general, for each size category of an item smaller than Medium, divide by 2; for each size category larger than Medium, multiply by 2.

² Unless otherwise stated, the DCs given here are for Medium objects: In general, for each size category of an item smaller than Medium, subtract 1; for each size category larger than Medium, add 1.

— This item or material can be “broken” only under very specific circumstances. For example, leather armor cannot be broken by an opponent, unless perhaps a grappler used brute force to tear it off of a pinned opponent’s body (in which case, the GM should set a appropriate DC based on the circumstances).

** The Break DC of a mighty composite bow is equal to 21 + the minimum Strength modifier of the wielder.

Table 12-7: Sample Hardness of Materials

Material	Hardness	Hit Points (per in.)
Canvas	0	2
Leather	1	3
Ice	2	3
Crystal/glass	3	1
Ceramic	4	2
Wood		
Soft/weak	4	6
Typical	5	10
Reinforced	6	11
Darkwood	6	12
Rusty steel	7	12
Stone		
Soft/weak (e.g. sandstone)	7	11
Hard/strong (e.g. granite)	8	15
Swordsilver	8	10
Bronze	8	13
Iron	9	20
Steel	10	30
Fine steel	11	30
Brellium	12	30
Acrylium	14	30
Mithril	15	30
Adamantite	20	40

Ranged Attacks against Objects: A ranged attack against an immobile object is possible, although an attack roll is always required in this case. If the character uses a full-round action, he gains a +4 bonus to strike the object with a ranged weapon. However, objects normally take only half damage from ranged weapon attacks (figured before the target object’s hardness is applied).

Energy Attack against Objects: Energy or elemental attacks normally ignore hardness, but nonetheless may be only partially effective against objects. All objects take full damage from attacks with the acid, divine, force, magic, or sonic descriptors. However, they take only half damage from electricity and heat attacks, and one-quarter damage from cold attacks. Disease effects deal no damage to non-organic objects or substances such as stone or metal, but deal one-quarter damage to organic objects or substances like leather or paper.

Attacks based upon any other descriptor deal no damage to objects.

Sunder

At times, it’s better to attack the opponent’s weapon rather than the opponent himself. Doing so takes up one melee attack — either an attack action or one iterative attack — and is usually effective only with a crushing or slashing melee weapon, since the attacker has to put all her weight behind the blow. (Such an attack is also perfectly effective against an opponent’s shield, and in this case a piercing weapon works equally well.)

If the target weapon or shield is magical, the sundering weapon must have an enhancement bonus to damage equal to or greater than that of the target item to have a chance of



breaking it (i.e., a +1 *club* can't successfully damage a +2 *longsword*).

If a character is attempting to sunder an opponent's weapon or shield, follow the steps outlined here. (One cannot sunder armor worn by another character. If one wishes to wrest an item from a defender rather than destroy it, see *Disarm*.)

Step 1: Free Attack

Trying to sunder an opponent's weapon or shield provokes a free attack from him (see *Free Attack* in the Glossary), but not from anyone else, even if other opponents are in adjacent squares. Even if this free attack from the defender deals damage to the attacker, the sunder attempt can still take place.

Creatures with the *Improved Sunder* feat can make sunder attempts without provoking a free attack.

Step 2: Sunder Check

The character and her opponent make opposed attack rolls with their respective weapons. The wielder of a 2-handed weapon gets a +4 bonus on this roll during a sunder attempt, while the wielder of a light weapon suffers a -4 penalty. (A sunder cannot normally be attempted with an unarmed strike.)

If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step 3: Results

If the character beats her opponent, she rolls damage normally against the object targeted. (Consult Tables 12-6 and/or 12-7 to determine how much damage is required to destroy the object. Don't forget that hardness functions similarly to damage reduction.)

For example, if a character armed with a battleaxe successfully attacks her foe's quarterstaff (hardness 5 and 10 hp) for 8 points of damage, the first 5 of those points are absorbed harmlessly by the wood's hardness, meaning that only 3 points of damage actually penetrate to the quarterstaff—it is perhaps badly nicked, but still fully functional.

If the character fails the sunder check, she does not deal any damage.

Sundering Other Objects: One does not use a sunder check to damage an object carried or worn by another that is other than a weapon or shield. Instead, the character simply makes an attack roll against the object's defense: A carried or worn

object's defense is always equal to 10 + its size modifier + the Dexterity modifier of the creature carrying or wearing it (i.e., do not make a defense roll, but use this static defense value). Attacking a carried or worn object provokes a free attack from the opponent just as attacking a held weapon does.

If a character wishes to attack a static object that is not held, use the rules found under Attacking Objects.

Trip

Instead of simply trying to hack or stab her opponent in melee, a character can try to trip him instead so that he loses his footing, either putting him out of action temporarily or setting him up for a follow-up attack once he is prone.

If a character is attempting to trip an opponent, follow the steps outlined here.

Step 1: Melee Touch

Tripping without a weapon requires an unarmed melee touch attack (see "Touch Attacks"). A character can only trip an opponent who is within one size category of her own size.

Trying to trip an opponent while unarmed provokes a free attack from him (see Free Attack in the Glossary). Even if this free attack from the defender deals damage to the attacker, the trip attempt can still take place.

Characters with the Improved Trip feat (or those using weapons to trip; see below) can make trip attempts without provoking a free attack.

Step 2: Trip Check

If the character's touch attack succeeds, she makes a Strength check opposed by the defender's Dexterity or Strength check (whichever has the higher modifier). A combatant receives a +4 bonus for every size category he or she is larger than Medium, or a -4 penalty for every size category he or she is smaller than Medium. The opponent gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid.

If the attacker wins, she trips her opponent.

However, if the opponent beats her attempt, he may immediately attempt to trip her with the same sort of opposed check (begin again with Step 2; his attempt does not provoke a free attack from her). If he fails this trip attempt, she does not subsequently get a free trip attempt against him.

Step 3: Results

A tripped character is *prone*. (Standing up is a move action.)

"Tripping" a Mounted Opponent: A character may make a trip attack against a mounted opponent. In this case, the opponent may make a Handle Animal check in place of his Dexterity or Strength check. If the trip succeeds, the character pulls her opponent from his mount. (Tripping a rider is essentially the same as dismounting him; of course, tripping the mount is also possible, but this is obviously not the same as dismounting the rider.)

Tripping with a Weapon: Some weapons can be used to make trip attacks (see Weapon Descriptions in Chapter 10: Equipment). In this case, the character makes a melee touch attack with the weapon instead of an unarmed melee touch attack, and the attack does not provoke a free attack from the opponent.

If a character would be tripped as a result of a failed trip attempt while armed, she can choose to drop the weapon as a free action to avoid being tripped.

Attacks against Helpless Targets

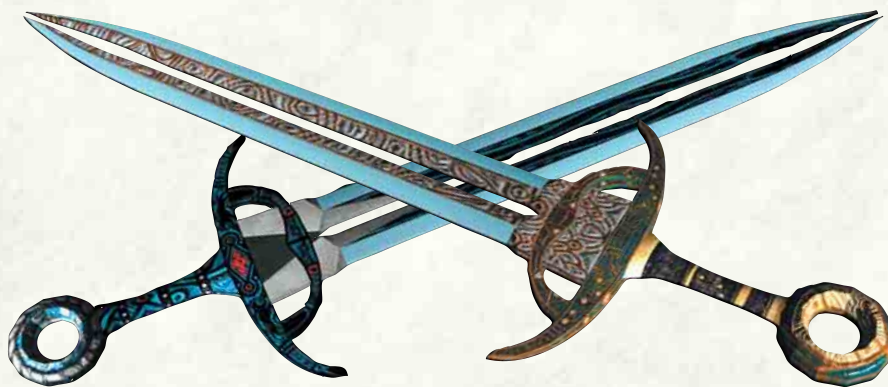
A character unable to defend himself — unconscious, sleeping, paralyzed, feigning death, entrapped in a web or net, tied up, or the like, at the GM's discretion — is considered *helpless*. (See the Glossary for rules regarding the helpless condition.)

Coup de Grace

A character can attempt to dispatch a helpless opponent by using a full-round action to administer a *coup de grace* (pronounced *koo-deh-grah*, with stress placed on the italicized portions) with any melee weapon, or with a bow or crossbow if she is adjacent to the opponent. In any case, a coup de grace attack automatically hits and scores a critical hit. Further, the target must make a Fortitude save (DC 10 + the damage dealt by the coup de grace). On a failed save, the target dies, regardless of his remaining health. On a successful save, the target merely takes the usual (critical) damage.

An attacker with the sneak attack talent (or any other talent of that line) can combine sneak attack damage with the coup de grace.

Creatures that are immune to critical hits are also immune to coup de grace attacks.



APPENDICES:



Appendix: Glossary of Rules and Terms

1-handed weapon: Any weapon designed for use in one hand, but which is by definition not a light weapon. A 1-handed weapon is treated as an object one size category smaller than its designated wielder, so a human's longsword is a Small object.

2-handed weapon: Any weapon designed for use in both hands, such as a greatsword or heavy flail. A 2-handed weapon is treated as an object of the same size category as its designated wielder, so a troll's greatsword is a Large object.

5-foot step: A movement of 5 feet (one square on a 1-inch tabletop grid); this step is a free action in combat, as long as no other movement is taken in the same round.

ability check: A roll of 1d20 + the relevant ability modifier.

ability modifier: The bonus or penalty associated with a particular ability score.

ability score: The numeric value assigned to one of the six abilities. Some creatures have a "non-ability," lacking a score altogether for one or more abilities.

ability: One of six fundamental qualities, three physical and three mental, of any character or creature: Strength, Dexterity, and Constitution; and Intelligence, Wisdom, and Charisma.

action: Some activity undertaken by a character or creature, generally within a period of 1 round. Actions are divided into several types: attack actions (also called standard actions), free actions, free reactions, full-round actions, and move actions.

adjacent: Any two squares (on a 1-inch tabletop grid) that share any side or corner are adjacent. Creatures occupying any two such squares are also considered "adjacent."

Ari: Aristocrat.

Art: Artisan.

Asn: Assassin.

asphyxiated: A character unable to breathe is *asphyxiating*. Any character can hold her breath for 2 rounds per point of Constitution. After this period, she must make a Constitution check (DC 10, +1 for each previous check) each round in order to continue holding her breath. When the character fails one of these Constitution checks, she begins to asphyxiate. At the beginning of the following round, she falls *unconscious*; the next round, she begins *dying*. At the beginning of the third round following the failed Constitution check, she dies.

Atk: Attack bonus.

attack bonus: The total modifier applied to a character's die roll when performing an attack action intended to harm another creature.

attack roll: A roll of 1d20 + attack bonus + other applicable modifiers. A successful attack roll deals damage depending upon the weapon used to attack.

BAB: Base attack bonus.

Bar: Barbarian.

base attack bonus: The most basic bonus to a creature's attack rolls, which is a function of profession and level. Base attack bonuses from multiple professions stack.

base defense bonus: The most basic bonus to a creature's defense rolls, which is a function of profession and level. Base defense bonuses from multiple professions stack.

base save bonus: The most basic bonus to each of a creature's three saving throw types (Fort, Ref, Will), which are a function of profession and level. Base save bonuses from multiple professions stack.

base speed: A character's or creature's standard rate of movement, given as a number of feet that can be covered using a move action. Base speed is generally a function of race.

BDB: Base defense bonus.

Ber: Berserker.

bite: A natural weapon that deals crushing, piercing, and slashing damage. A bite attack has a slow delay (delay 6).

blinded: In game terms, a *blinded* character treats all other creatures as if they had total concealment: That is, he suffers a 50% miss chance to strike another creature in combat even if he aware of that target's general location. A blinded creature also moves at half-speed, is considered *flat-footed* against opponents' attacks, and suffers a -4 penalty to most Strength- or Dexterity-based skills or checks. All checks and activities that rely on vision (such as reading and visual Perceive checks) automatically fail. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

blown away: A creature can be *blown away* by winds of high velocity (or sometimes by other forces), depending upon the creature's size and the relative power of the effect. A creature on the ground that is blown away is knocked *prone* and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is knocked back 2d6 x 10 feet and takes 2d6 points of nonlethal damage (total) due to buffeting.

Brd: Bard.

Brg: Brigand.

Bru: Bruiser.

Brw: Brawler.

caster level: A measure of the relative competency with which a spellcaster uses his spells. Usually, this value is equal to the sum of the character's spellcasting profession levels.

Cha: Charisma.

character level: The sum of all profession levels held by a character.

check: A roll of 1d20 + any applicable modifiers. A check is used to determine the success of some action other than an attack or defense roll or a saving throw. Checks may be rolled against a static DC, or they may be opposed rolls.

claw: A natural weapon that deals slashing damage. A claw attack has a quick delay (delay 4).

Clr: Cleric.

Cnj: Conjurer.

Coe: Coercer.

Com: Commoner.

comatose: A *comatose* creature is unconscious and *helpless*.

Con: Constitution. This replaces the Stamina attribute used in the online version of *EverQuest*.

concealment: Any condition that prevents an attacker from seeing an opponent clearly, creating a flat 20% miss chance (i.e., a chance that any attack misses outright, regardless of the attack and defense bonuses involved).

confused: A *confused* character's actions are determined by rolling d% at the beginning of his turn: 01–10 Attack nearest enemy with melee or ranged weapons; 11–20 Act normally;

21–50 Do nothing; 51–70 Flee from nearest enemy at top speed; 71–100 Attack the nearest creature, or a random creature from among those equidistant (including allies, but not one's own pet). If the character can't carry out the indicated action for any reason, he does nothing but babble incoherently. An opponent gains no special advantage when attacking a confused character; a confused character who is attacked automatically responds in kind on his next turn, as long as he is still confused when his turn comes.

constrained: A *constrained* creature is prevented from moving by some applied force or bond, usually of a magical nature. Such creatures may act normally, but cannot leave their current square.

continuous damage: Damage from a single successful attack or effect that is dealt in increments over two or more rounds. See also DOT.

coup de grace: A special attack that allows a creature to deliver a particularly devastating blow to a helpless opponent as a full-round action.

cover: A barrier, object, or obstacle, whether natural or magical, that grants a +4 bonus to defense and a +2 bonus on Reflex saves.

covering: A *covering* creature is terrified to the point of motionlessness; it can take no actions other than a 5-foot step and has its defense bonus halved. Opponents gain a +2 bonus on attack rolls against cowering creatures.

cp: Copper piece.

creature type: A broad category that defines or delimits many of a creature's special traits and qualities. These categories are as follows: aberration, animal, construct, dragon, elemental, fae, humanoid, magical beast, monstrous humanoid, ooze, outsider, plant, undead, and vermin.

creature: Any being capable of taking some action (even if purely mental or purely physical), as opposed to an inanimate object. A creature can be nonintelligent, such as vermin, or immobile, as with many plants, or even not alive, such as in the case of constructs or undead.

crit: An abbreviation for "critical hit."

critical hit: A telling hit to a vital area; a critical hit usually deals double damage or more.

critical threat: A potential critical hit that has not yet been "confirmed."

Cru: Crusader.

current speed: A character's temporary speed, determined by his base speed as modified by all current conditions.

damage reduction: A special quality that reduces damage taken from physical attacks (but not magical attacks).

damage shield (x): A magical effect that deals x damage (where x is some numerical value) each time an opponent hits the creature protected by the damage shield. The opponent's harm resistance (if any) does not offset damage from damage shields, although immunity to the damage shield's energy descriptor does apply.

damage: A reduction in health caused in most cases by the successful attack of an opponent. Damage can also result from poisons, diseases, and similar sources, however, as well as from environmental dangers and hazards.

damage-over-time: An effect that deals continuous damage each round for an extended period.

darkvision: A special quality that allows creatures to see in darkness.

dazed: A *dazed* creature can make defense rolls normally, but cannot otherwise take any actions.

dazzled: A *dazzled* creature suffers a –1 penalty on attack rolls and on Perceive and Search checks.

DC: Difficulty Class.

dead: The character whose health has been reduced to an amount equal to his negative Constitution score, or who is killed outright by some spell or effect, is *dead*. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via resurrection magic.

deafened: A *deafened* character suffers a –4 penalty on initiative checks, automatically fails auditory Perceive checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

death effect: A spell or effect that results in instant death, regardless of the target's current health. Such effects usually allow a saving throw to avoid them, most often a Fortitude save.

Def: Defense bonus.

defense bonus: The total modifier applied to a character's opposed die roll when attempting to evade another creature's attack.

dehydration: A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check (DC 10, +1 for each previous check) each hour or take 1d6 points of nonlethal damage. Characters who have taken any nonlethal damage from dehydration are *fatigued*; worse, this nonlethal damage cannot be recovered until the character re-hydrates — otherwise, not even healing magic is effective. In normal climates, active Medium characters need at least a gallon of fluids per day to avoid dehydration. (Small characters need half as much, while Large characters need twice as much.) In very hot climates or during heavy exertion, characters need two or three times as much water to avoid dehydration.

delay: A numerical value ranging from 2 to 8 that controls the rate at which a character gains iterative attacks.

descriptor: A tag or label applied to one of any number of special attacks or effects in the game. Descriptors are used to denote other effects or abilities within the game that correspond or interact in a specific way with the labeled effect. For example, any attack with the heat descriptor is reduced by a target's heat resistance quality; likewise, any creature immune to fear effects cannot be affected by an attack that has the fear descriptor.

Dex: Dexterity.

Dfl: Defiler.

Difficulty Class: The target number that a roll, usually a skill or ability check, must equal or exceed to be successful.

disabled: A character with a current health total of 0 or less, but who is conscious, is *disabled*. A disabled character can take

only one action per round: He can either move or attack, but cannot do both. Further, he moves at only half speed. If he wants to attempt a full-round action, the character must actually take 2 rounds to do it (see Table 12–1). Worse, any strenuous activity could cause him to slip into unconsciousness; a “strenuous activity” is determined by the GM, but typically includes attacking, running (as opposed to walking or crawling), swimming (as opposed to dog-paddling), casting a spell, or the like. A character who undertakes a strenuous action while disabled immediately takes 1 point of damage. If this is enough to reduce him to an amount of negative health beyond his disabled range, he falls unconscious. Binding wounds, drinking potions, and such actions are not generally considered strenuous, and thus may be performed safely by a disabled character.

disoriented: A *disoriented* creature may take actions normally, but it moves at half speed and its attack and defense bonuses are halved.

Dke: Dark elf (also called Teir'Dal).

DOT: Damage-over-time.

DR: Damage reduction.

Drg: Dirge.

drowning: See asphyxiation.

Dru: Druid.

Dwf: Dwarf.

dying: A *dying* character is unconscious and hovering near death. He can take no actions. At the end of each subsequent round (starting with the round in which the character began *dying*), he must make a Fortitude save (DC 20 – his Constitution modifier). If this save fails, the character loses another point of health; if the save succeeds by 5 or more, he is *stabilized*. Anyone who gets to the dying character during this period can bind his wounds with a successful DC 15 Heal check (see Heal in Chapter 8), causing him to stabilize at his current health total.

Enc: Enchanter.

energy damage: One of ten types or descriptors of damage from some magical or elemental source: acid, cold, disease, divine, electricity, heat, magic, mental, poison, and sonic. Each of these descriptors is often attached to special attacks and spells.

entangled: An *entangled* creature has its movements impeded by some external force, condition, or attack (such as a thrown net); it may be held fast if the impeding force is anchored to an immobile object or tethered by an opposing force, but is otherwise capable of moving at half speed. It may not run or charge, however. Entangled creatures suffer a –2 penalty on attack and defense rolls, and a –2 encumbrance penalty to all Strength- or Dexterity-based skill and ability checks. An entangled character who attempts to cast a spell must make a Channeling check (DC 10 + 1/2 the spell order) or lose the spell.

Eru: Erudite.

exhausted: An *exhausted* creature moves only half speed and cannot run or charge; it also suffers a –4 penalty on all Strength- and Dexterity-based rolls. After 1 hour of rest, an exhausted creature becomes *fatigued*.

experience points: An abstract numerical measurement of a character's personal advancement in his professional career. Experience points are accrued by undertaking adventures, defeating monsters, completing quest objectives, and role-playing well. Characters gain (or advance) in character levels by accruing experience points.

extraordinary ability (Ex): A special skill or power, whether gained through exceptional training, unusual physiology, raw willpower, or some other means. Extraordinary abilities are nonmagical, so effects or areas that negate or disrupt magic have no effect on them.

failure: An unsuccessful result on a die roll, such as a defense roll, saving throw, or skill check.

farsight: The ability of some creatures to see things at a great distance in normal daylight conditions.

fascinated: A *fascinated* creature can take no actions other than to pay attention to the fascinating effect for its duration. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect; obvious threats, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically break the effect. The fascinated creature suffers a -4 penalty on all skill checks made as free reactions, such as Perceive checks to notice an enemy approaching stealthily. An ally may shake the creature free of the effect as a standard action.

fast recovery: The ability of some creatures (iksar and trolls, for example) to heal from injuries much more quickly than characters of other races.

fatigued: A *fatigued* creature cannot run or charge and suffers a -1 penalty on all Strength- and Dexterity-based rolls. A creature that is already fatigued becomes *exhausted* if it performs a task or suffers from a condition that would otherwise render it fatigued. After a number of hours of rest equal to 9 - its Constitution modifier, the creature returns to normal.

fear effect: Any attack or effect that results in a creature becoming *shaken*, *frightened*, or *panicked*.

flanking: Two allies flank a creature by fighting on directly opposite sides of their mutual opponent. Each flanking attacker gains a +2 bonus on attack rolls to hit the flanked creature, and characters with the backstab talent (see Chapter 7: Talents and Disciplines) can deal additional damage while flanking.

flat-footed: A *flat-footed* creature gains only half its usual defense bonus and is vulnerable to sneak attacks.

Fort: Fortitude saving throw.

free attack: A melee attack made at the character's full attack bonus in response to some action or maneuver of an opponent within reach. This attack is treated as a free reaction. A character wielding a ranged weapon such as a bow cannot make a free attack, nor can a character whose target (i.e., the one who prompted the free attack) is beyond reach.

Frg: Froglok.

frightened: A *frightened* creature must flee in terror from the source of fright using the most effective means at its disposal. It may fight if unable to flee, but does so with a -2 morale

penalty on all attack and damage rolls and on saving throws. *Frightened* is a fear effect more extreme than *shaken*, but less so than *panicked*.

Ftr: Fighter.

Fur: Fury.

GM: Game Master.

Gnm: Gnome.

gore: A natural weapon that deals crushing and piercing damage. A gore attack has a standard delay (delay 5).

gp: Gold piece.

grab: A natural weapon such as a tentacle or other appendage designed to seize and hold an opponent. A grab attack usually deals crushing damage and has a slow delay (delay 6). See also Grapple in Chapter 12: Combat.

Grd: Guardian.

hardness: Hardness is to an object what damage reduction is to a creature; it represents the object's ability to absorb the first portion of any physical damage dealt to it.

harm resistance: An ability or quality that allows a creature to ignore a certain amount of energy damage whose descriptor matches that of the attack itself. The ten harm resistance descriptors are acid, cold, disease, divine, electricity, heat, magic, mental, poison, and sonic.

HD: Hit Die/Dice. The type and/or number of dice rolled at each level to determine a creature's health.

health: An abstract numerical measure of a creature's current physical condition.

Hef: Half elf.

helpless: Attacks against a *helpless* target (one that is paralyzed, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy) gain a +4 circumstance bonus to the attack roll. The helpless creature is always treated as having a defense result of 5 + its size modifier (a creature cannot actually make a defense roll while helpless, and gets no benefit from its defense bonus). Helpless characters are always susceptible to sneak attack damage.

Hfl: Halfling.

Hie: High elf (also called Koadal'Dal).

hit points: An abstract numerical measure of an object's current physical condition (in the same way that health measures a creature's condition).

hit: To hit is to make a successful attack roll.

Hum: Human.

Iks: Iksar.

Ilu: Illusionist.

Init: Initiative.

initiative: A roll of 1d20 + any applicable modifiers, the result of which, in descending order, determines the sequence or "count" in which all participants take their actions for one entire combat or encounter.

Inq: Inquisitor.

Int: Intelligence.

interrupted: An *interrupted* creature loses one action on its next turn (either an attack or a move action, creature's choice). Further, a spellcaster who is interrupted cannot cast

any spells on his next turn, and, if he was in the middle of casting a spell when he was interrupted, that spell automatically fails as if he had failed a Channeling check.

invisible: A creature with total concealment, such as one at a distance from another creature through a fogbank, is considered invisible. Certain spells or magical effects may also render a character invisible.

iterative attacks: Multiple attacks per round gained when a creature with sufficiently high BAB takes a full-attack action. See also delay.

Ker: Kerra.

level check: A roll of 1d20 + all applicable profession levels. Unspecified “level checks” always refer to character level, while others might ask for only specific profession levels, such as a fighter level check or a conjurer level check (or even a caster level check — see “caster level”).

level: A term used to denote some measure or degree of a character’s relative power or efficacy. See character level and profession level.

light weapon: A weapon easily wielded in a character’s off-hand, such as a dagger. A light weapon is treated as an object two size categories smaller than its designated wielder, so an elf’s rapier is a Tiny object.

line of effect: A line of effect is like line of sight, except that it’s not blocked by total concealment and other factors that limit normal sight. A character must have a clear line of effect to cast a spell upon a target or space. Line of effect is canceled by a solid barrier, unless the barrier has a hole or gap of at least 1 square foot through it. (Such an opening means that the 5-foot length of the barrier containing the hole is no longer considered a barrier for purposes of determining line of effect.)

line of sight: A character has line of sight to a target if it can see that creature. Cover and concealment do not cancel line of sight, though total cover and total concealment do.

Mag: Mage.

manasight: The ability to see magical auras, whether produced by active spells, magic items, or some other source.

masterwork: A masterwork item or object is extremely well made and/or is crafted of exceptional materials. See Chapter 10: Equipment.

melee attack: A physical attack made with a hand-held weapon against any opponent within reach.

melee: Melee combat is sometimes called fighting “at half-sword”; it refers to personal combat against an adjacent foe, as opposed to ranged combat or (most) spellcasting.

mesmerized: A *mesmerized* creature can take no actions, not even free reactions, and has its current defense bonus reduced to +0. If the mesmerized creature takes any damage, the mesmerization effect ends immediately; if the creature has already been mesmerized for at least 1 full round, it may act on the very next initiative count (and keeps that count in subsequent rounds). Otherwise, it resumes action on its original initiative count in the following round.

minor scent: This extraordinary ability allows the character to make Survival checks to track other creatures regardless of the DC, even without the Track feat. As well, the creature can make a DC 15 Perceive check as a move action to

pinpoint the location of a hidden or invisible opponent within 30 feet by sense of smell. If the opponent is upwind, this range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, like smoke or rotting garbage, can be detected at twice these ranges, and overpowering scents, like skunk musk, can be detected at triple range.

miss chance: A d% (d100) roll made to determine whether an attack roll misses entirely due to concealment or some similar effect or condition.

Mnk: Monk.

modifier: A bonus or penalty to a given roll. Modifiers can arise from any number of conditions, abilities, or circumstances. See stacking and overlapping.

monstrous humanoid: A monstrous humanoid always gains d8 HD when its profession would indicate a smaller die type. Thus, a 1st-level iksar mage starts with an amount of health equal to 8 + his Constitution modifier, rather than the 6 + Con modifier that humanoid mages receive; a 1st-level iksar fighter receives the usual amount of health.

multiplying: When applying multipliers to real-world values (such as weight or distance), normal rules of math apply. For instance, a *blinded* creature (half-speed) attempting to negotiate difficult terrain (half-speed) would count each square as 4 squares (doubling the movement cost twice, for a total multiplier of x4). However, when applying two or more multipliers to a single game mechanic, first combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. For example, a double (x2) and a double (x2) applied to the same number results in a triple (x3, since 2 + 1 = 3).

multitype: A character who takes levels in more than one archetype (i.e., who “multitypes”) is a multitype character.

Mys: Mystic.

natural reach: The distance (in feet) from himself at which a character may attack a foe with a melee attack while not using a reach weapon.

natural roll: Any die roll that has not yet been modified.

natural weapon: An attack made using a creature’s body part as opposed to a manufactured weapon (such as a sword or mace) — see bite, claw, gore, grab, and slam. The number of attacks a creature can make with its primary natural weapon depends on its BAB and the attack’s delay, as with a manufactured weapon. When a creature has more than one natural weapon, usually only one of them (but sometimes a pair or set of them) is the primary weapon. All the creature’s remaining natural weapons are secondary; all attacks with secondary natural weapons are made with a flat –5 penalty on the attack roll and do not gain iterative attacks, no matter how many there are.

nauseated: A *nauseated* creature can take only a move action each round. It cannot cast spells or use spell-like abilities, even if these are normally usable as a free action.

Nec: Necromancer.

nightvision: An ability of certain races and creatures that allows them to see in dim light as if it were daylight. In pitch black conditions, nightvision is no better than normal vision.

non-ability: Some creatures have a “non-ability,” an utter lack of an ability score. These creatures do not have an ability score of 0, but actually lack the ability altogether (non-abilities are represented with a “—” symbol, not a numerical value). The modifier for a non ability is +0. A creature with no Strength score can’t exert force, usually because it has no physical body or because it doesn’t move; it automatically fails Strength checks and applies its Dexterity modifier to melee attacks instead of a Strength modifier. A creature with no Dexterity score can’t move and applies its Intelligence modifier to initiative rolls instead of Dexterity; it automatically fails all Reflex saves and Dexterity checks. A creature with no Constitution has either no body or no metabolism and is immune to any effect that requires a Fortitude save, unless the effect specifically works on objects or is harmless; the creature automatically fails Constitution checks, but is immune to *fatigue* and *exhaustion* and thus can run or exert itself indefinitely without tiring (unless the creature’s description says it cannot run). A creature with no Intelligence score is mindless (and thus gains no feats or skills, although it may have bonus feats or racial skill bonuses), operating on simple instincts or programmed instructions; it automatically fails Intelligence checks, but is immune to mind-influencing effects. Anything with no Wisdom or Charisma score is an object, not a creature (no object has a Wisdom or a Charisma score).

nonlethal damage: A type of damage usually dealt in unarmed combat or by some environmental or living condition (hypothermia, dehydration, etc.). A creature can be *staggered* or rendered unconscious in this way, but cannot die as a result of nonlethal damage.

non-player character: A character (or sometimes a monster) controlled by the GM as opposed to one of the other players. Non-player characters are also sometimes called GM-controlled characters.

non-proficient: A character using a weapon for which she does not have the appropriate Weapon Class Proficiency feat in non-proficient with that weapon, suffering a –4 penalty on all attack rolls made with it.

NPC: Non-player character.

off balance: An *off-balance* character suffers a –2 penalty to defense rolls and can take only one action per round (i.e., either an attack or a move action but not both).

off-hand: For a right-handed character, this means the left hand; for a left-handed character, the right. Off-hand attacks suffer special combat penalties and deal less damage.

Ogr: Ogre.

overlap: Any two modifiers of the same type may coexist on a creature, but they do not stack. Rather, they overlap, which means that only the higher of the two values applies. Thus, a creature suffering from both a –2 buff penalty to Strength and a –3 buff penalty to Strength suffers only the effects of the –3 penalty (and not a –5 penalty, as occurs of the bonuses stacked). Note that circumstance modifiers and dodge modifiers are an exception to the usual rules for overlapping: They always stack with each another.

Pal: Paladin.

panicked: A *panicked* creature suffers a –2 morale penalty on all saving throws, skill checks, and ability checks, and must

flee from the source of fear as well as from any other obvious danger using the most effective means at its disposal; it has a 50% chance of dropping any held items while doing so. Its route while fleeing is random as long as the creature believes itself to be moving away from danger. If unable to flee, a panicked creature *cowers*. Panic is a fear effect, a more extreme state of fear than *shaken* or *frightened*.

paralyzed: A paralyzed character is frozen in place and can take no physical actions, not even free reactions. It is *helpless* against physical attacks, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can’t swim and may drown. A creature can move freely through a space occupied by a paralyzed creature — ally or not. Each square occupied by a paralyzed creature, however, like any square containing an obstacle, counts as 2 squares for the purpose of movement.

PC: Player character.

pet: Slang for a creature or object(s) summoned or animated by magic to serve a spellcaster. Sometimes used to refer to a creature brought under control through charm magic.

pinned: Held immobile, but not *helpless*, in a grapple. (See Grapple in Chapter 12: Combat.)

player character: A character controlled (or “portrayed” or “played”) by one of the players.

points of damage: The amount by which an attack or effect lowers the health of any affected creatures. In the case of objects, this refers to hit point damage as opposed to health damage.

power point: A single unit of magical power. Any spell cast by a spellcaster (or spell-like ability used by a magic-capable creature) costs a number of power points, as given in that spell’s or ability’s description.

power: A numerical measure of magical energy used by spellcasters or magical creatures to fuel their spells and spell-like abilities. In ancient times, this energy was referred to as “mana.”

pp: Platinum piece.

Prd: Predator.

Proc DC: The DC for a Charisma check required by the wielder of a “proc”-capable weapon on each successful attack. If this check is successful, the weapon processes its effect.

proc: Process effect.

process effect: A magical effect that may occur (or “process”) on a successful attack roll made by certain magic weapons (including some creatures’ natural attacks). See the **EQ II Spell Guide** for more on process effects.

profession level: A creature’s level in a specific profession (as opposed to “character level”).

proficient: A character who has the Weapon Class Proficiency feat for a weapon she wields is trained in its use — i.e., “proficient” — and can use it without penalty in combat.

prone: A *prone* creature suffers a –4 penalty on attack rolls, cannot use ranged weapons, and must first make a Channeling check (DC 5 + 1/2 spell order) to cast a spell having somatic components. Melee attacks against a prone opponent gain a +4 bonus, while ranged attacks from beyond 10 feet suffer a

–4 penalty to hit. A creature may make a DC 15 Dexterity check to stand from prone as a free action; otherwise, doing so requires a move action.

Prt: Priest.

questing group: A team of adventurers, often PCs, who travel and quest together. Often referred to as a (or the) “party.”

rake: A natural weapon that deals piercing and slashing damage. A claw attack has a standard delay (delay 5).

range increment: A measure of distance (as given on Table 10–6: Weapons), at each of which a ranged weapon loses a degree of efficacy: For each range increment beyond the first between the attacker and the target of the ranged attack, the attack roll suffers a –2 penalty. Thrown weapons cannot be used beyond 5 range increments, while projectile weapons are ineffective (i.e., can’t be used) beyond 10 increments.

range penalty: The total penalty applied to a ranged attack based on the range increment of the weapon used and the distance between attacker and target.

ranged attack: An attack made at a distance with a ranged weapon, as opposed to a melee attack against an adjacent foe.

Rat: Ratonga.

reach weapon: A melee weapon that allows its wielder to attack opponents at up to twice her natural reach; in most cases, reach weapons do not allow the wielder to attack foes *within* her natural reach.

reach: See natural reach and reach weapon.

Ref: Reflex saving throw or a creature’s total Reflex saving throw modifier.

reroll: A situation or condition that allows a character to repeat any kind of check, save, or roll and keep the second result in place of the first.

resistance (X): A special ability that reduces X points of damage from attacks using one of the following types: acid, cold, disease, electricity, fire, magic, poison or sonic. This ability is usually given in the form “a bonus of disease resistance (3),” for example.

result: The total outcome of any check, roll, or save, including all modifiers.

Rng: Ranger.

Rog: Rogue.

round: A period of time 6 seconds long, the basic unit of time used in combat.

rounding: Unlike in standard mathematical practice, one should always “round down” in the *EverQuest II Role-Playing Game*, even if the fraction (or decimal) is one-half or larger. Note, though, that damage rolls and health rolls always have a minimum result of 1.

save: Saving throw.

saving throw: A roll of 1d20 + base save bonus + other applicable modifiers, used to negate or mitigate damage or some other penalty from an attack or effect. A successful save results in a negated or reduced effect.

Sct: Scout.

shaken: A *shaken* character suffers a –2 penalty on attack rolls, saving throws, and skill and ability checks. Shaken is a fear effect less severe than *frightened* or *panicked*.

Shd: Shadowknight.

Shm: Shaman.

sickened: A *sickened* character suffers a –2 penalty on all attack rolls, weapon damage rolls, saving throws, and skill and ability checks.

size: A categorization of the relative physical dimensions of creatures and objects. The various size, in ascending order, are Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, and Colossal.

skill points: A number of points granted to a character at each profession level which can be used to purchase skill ranks in various skills.

skill rank: The number of skill points a character has purchased in a given skill; this number applies toward his bonus when making a check using that skill.

slam: A natural weapon that deals crushing damage. A slam attack has a quick delay (delay 4). A slam attack gained by means of the Slam feat has a standard delay of 5.

Sor: Sorcerer.

sp: Silver piece.

space: The square area taken up by a creature or object in combat. This value is given as a single measurement in feet, and represents a square with that number of feet on each side. Thus, a creature with a space of 10 ft. takes up a square area 10 feet by 10 feet when fighting.

Spd: Speed.

special quality: A characteristic or trait of a creature that gives it some benefit or advantage, or, in some cases, a weakness or vulnerability.

speed: A creature’s current speed (i.e., the distance it can travel, in feet, as a move action), including all modifiers for terrain, environmental or personal conditions, etc. (See also base speed.)

spell preparation slot: A spellcaster normally has eight spell preparation slots, and he must place (or “prepare”) a spell into one of these slots before he can cast it.

spell resistance: A special quality, given as a numerical value, that allows a creature to ignore the effects of spells or spell-like abilities (but not supernatural abilities). A spellcaster trying to affect the creature must first make a successful caster level check against the creature spell resistance value.

spell-like ability (Sp): Spell-like abilities, as the name implies, are magical abilities very much like spells. They are subject to spell resistance and to dispelling, just as spells. They do not function in areas where magic is suppressed or negated.

square: A 1-inch square on a tabletop battle-grid. Each square represents a 5-foot-by-5-foot space. In game terms, “1 square” and “5 feet” are often interchangeable.

SR: Spell resistance.

stabilized: A character who was *dying* but who has stopped losing health (most likely due to a Heal check or magical healing from an ally) is *stabilized*. The character is no longer dying, but is still unconscious. Left alone, he has a 10% chance

each hour of becoming conscious and *disabled* (even if his health is still negative).

stack: Modifiers can sometimes combine (or “stack”) for a greater cumulative effect. Untyped bonus and penalties always stack, as do modifiers of different types. Thus, a character about to make an attack roll who gains a +1 morale bonus, a +2 circumstance bonus, and a +2 bonus (untyped) for the round gains a total +5 bonus to his attack roll (in addition to whatever his normal modifiers are to attacks). Note that circumstance modifiers and dodge modifiers always stack with other modifiers of their own type, contrary to the usual rules for overlapping. (See also *overlap*.)

staggered: Any time a character’s total nonlethal damage equals or exceeds her current health, she is *staggered*. A staggered character can take a move action or an attack action, but not both, and cannot take full-round actions (unless she spends 2 or more rounds to do so in stages). If at any time a character’s nonlethal damage exceeds an amount equal to 10 + her current health, she passes out. She’s not in danger of *dying*, but she is *helpless*. During each full minute (10 rounds) that a character spends unconscious due to nonlethal damage, she has a 10% chance of coming round; if this happens, she is considered *staggered*, as above.

starvation: A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters who have taken any nonlethal damage from starvation are *fatigued*; worse, this nonlethal damage cannot be recovered until the character consumes food — otherwise, not even healing magic is effective. In normal climates, active Medium characters need about 2 pounds of decent food (or a pound of trail rations) per day to avoid starvation. (Small characters need half as much, while Large characters need twice as much.)

Str: Strength.

stunned: A *stunned* creature can take no actions, not even free actions, and loses any Dexterity bonus to defense. Opponents gain a +2 bonus to attack stunned creatures.

Sum: Summoner.

supernatural ability (Su): Supernatural abilities are magical but not spell-like. They may ignore a target’s spell resistance, but do not function in areas where magic is suppressed or negated. A supernatural ability’s effect cannot be dispelled.

surprise: A creature unaware of the presence of enemies in the first round of combat is surprised (and thus, usually, also *flat-footed*).

Swa: Swashbuckler.

take 10: In certain circumstances the GM may allow characters to “take 10” on a d20 roll or check, automatically calculating the result as if they had rolled a natural 10.

take 20: As take 10, except the result is calculated as if the character had rolled a natural 20.

target: The intended recipient (or victim) of an attack, spell, or other effect.

Tbr: Troubadour.

threat range: The range of natural die roll numbers that result in a critical threat when attacking with a weapon. For many weapons, this “range” is simply a natural 20, while for others it may be 19–20 or even 18–20.

threat: Critical threat.

tie: In the *EverQuest II Role-Playing Game*, a tie on any opposed die roll always goes to a player character over a monster or NPC.

Tmp: Templar.

touch attack: A touch attack is a melee attack that need merely touch the target to be effective. A creature making a touch attack may use the better of its Strength or Dexterity modifier to determine its attack bonus, and if it hits, it bypasses the target’s damage reduction entirely.

TP: Training point. A character gains 5 training points with each level, to be spent on various skills and abilities.

trained: A skill that requires a character to have at least 1 skill rank before it can be used is a trained skill. Many skills can be used untrained, however.

Trl: Troll.

turn: The point during a round, indicated by one’s initiative count, at which he or she may take her 1 round’s worth of actions.

type: Bonuses and penalties have a designated type, unless they are untyped modifiers. The various modifier types are as follows: arcane, augmentation, buff, circumstance, competence, deflection, divine, dodge, enhancement, haste, inherent, insight, luck, metabolic, morale, natural, profane, racial, sacred, shield, size, slow, and synergy.

ultravision: A creature with ultravision can see as well even in pitch darkness as a human can see in normal daylight.

unarmed attack: A melee attack made by a creature with no weapon, either natural or manufactured. Successful unarmed attacks usually deal nonlethal damage.

untrained: A skill that can be used by a character without his having taken any skill ranks in it.

untyped: A modifier (bonus or penalty) having no type. See also “*overlap*” and “*stack*.”

War: Warrior.

Wef: Wood elf (also called Fier’Dal).

Will: Will saving throw.

Wis: Wisdom.

Wiz: Wizard.

Wrd: Warden.

Wrl: Warlock.

XP: Experience points.

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