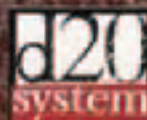


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THE QUINTESSENTIAL BARBARIAN

Collector Series
Book Fourteen

This Product Requires the use
of the Dungeons and Dragons®
Player's Handbook, Third Edition,
Published by Wizards of the Coast®



The Quintessential Barbarian

Robert Schwalb

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INTRODUCTION

The frothing berserker gnaws upon his shield in expectation of a bloody battle and howls his rage. The scarred veteran raider stands upon the prow of his longship, eager to lead his men to spoils that await the warriors in the homes and hearths of soft city dwellers. The painted savage blends into the thick jungles, blowgun ready for the kill, tasting the air for the scent of his prey. The Amazon warrior, the arctic hunter, the swamp warrior, the town drunk, on and on goes the list of those who would be barbarians. *The Quintessential Barbarian* is a sourcebook that expands the barbarian class, elevating the barbarian from a killing machine to a fully realised character that functions as a viable alternative to the precise fighter, vainglorious paladin and the foe-slaughtering double-weapon wielding ranger.

Unlike the other martial characters presented in the d20 system, many view the barbarian as the simplest to play. Barbarians lack the feat selection of the fighter, spell capabilities of the ranger and the bonded mount of the paladin. The barbarian is instead a figure of absolute violence, his abilities largely centred on boosting his raw strength and endurance. When he enters a rage, he is harder to manipulate and is, most certainly, a figure that inspires fear in his enemies. The barbarian is the one who throws caution to the wind, flings himself through doorways, bathes in the blood of his foes and dares any to stand against him.

THE COLLECTOR'S SERIES

The Collector's Series is a range of class and racial sourcebooks from Mongoose Publishing, designed to greatly widen a player's options for his character within the d20 games system. Slotting seamlessly into any fantasy-based campaign, each will give a comprehensive guide to one class or race within the game, allowing both players and Games Masters the chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. The Collector's Series will not necessarily allow players to create a better character, but they will be able to do a lot more than they ever thought possible before.

THE QUINTESSENTIAL BARBARIAN

Barbarians created with the rules from this book allow players to fully customise the character to reach new levels of individuality. Character concepts, like those in previous books in this series, provide the means to individualise the character by offering concrete tools to develop an interesting background and personality while reducing certain abilities and focusing on others. Unlike previous examples in the Collector's Series, for the first time ever, players may choose up to two concepts to apply to their character. Regional concepts offer players the opportunity to specialize their barbarian character as far as native climate and technology levels. These characters may also choose from an extensive package of traditional concepts, each demonstrating the versatility of the barbarian class.

As the character becomes more experienced, he may seek out a prestige class that will reflect the pathway to glory that these greatest of warriors seek. Included in this book are a number of new skill options, feats and equipment. Each of these sections serves to buttress the barbarian and further define the power and ability that any fighter would respect. As for new equipment, this book offers rules for constructing weapons and armour of different materials plus new martial and exotic weapons designed from real-world examples. For barbarians seeking respite and glory amongst their own kind, the contest rules provide alternative games to the formal tournaments of knights. This book defines stone throwing, logrolling and brawls to make certain your barbarian will dominate any who would cross him. For the first time in the d20 system, rules are included for hunting and surviving in the wilderness. Finally, this book provides a discussion of raiding, developing hordes and using standards and totems to rally your kinsmen to fight at your side.

The Quintessential Barbarian offers players a comprehensive guide to playing characters of this class that will prove to be invaluable for characters of any level from 1st to 20th.

The hall of ancestors was impressive to the youth's eyes. A long house constructed of mighty trees with a sod roof belched coils of serpentine grey smoke into the morning air to be dispersed by the capricious currents of the spring season. Two doughty warriors guarded the great door before him. Both wore beards, having scars and tattoos decorating their faces, arms and legs. Great claymores rested in their hands, point down to the earth. Over head was Grixander's skull, the great black wyrm whose head the clan's founder, Zankar, stole some ten generations passed. The young man felt the grip of fear seize his middle as he steeled his courage to enter the hall for his naming.

Neither guard looked at the boy. He was nothing... for now. Boys who had no name were chattel, property, whose worth was only realized after the naming. The day was upon him. The guards did not look at the boy, nor did they bar his entrance. They simply waited, buried in the folds of their furs and pelts. He had a choice, truly. He could run. It was not unheard of. He could flee to the soft men in the south. There he could join a farm, maybe learn a trade, find a girl and be free of this.

He knew that the great trickster spoke in his ear, tempting him with an illusion of idleness. Life in the clan was hard. It was brutal. He had nothing, was nothing and knew even less. His only goal, the dream of his father, was to find acceptance with the clan chief, to ask to be one of his, a clan warrior, a true barbarian. However, he could do no such thing without a name. His father's spirit watched for him, took the form of the great bear. Though his body fell in a raid when the boy was nine, he joined the battlefields in the heaven and could from time to time return to the land of mortals to watch and sometimes instruct. Flight was cowardice. His destiny lay within.

He pulled his wolf pelt cloak more tightly about him, he checked his bronze dagger strapped to his leg. His hand rested on his cheek, just now growing rough with the stubble of early adulthood. He was ready. He stepped forward to pass through the door, and the guards stepped aside, allowing the initiate entrance into the hall of ancestors. The boy walked in and waited for his eyes to blink away the smoke tears, and adjust to the dim environs.

He gasped when he registered what was before him. In the centre of the hall was a fire pit. Above on a throne sat the skeletal remains of Chief Zankar, slayer of the dragon. A step below him was the current chief, Algarmar the terrible. His wives were scattered about, mending clothes, suckling babes and performing a number of other domestic duties. The chief's daughter, a peerless warrior, stood in white wolf hides at her father's side. Her hair, already grey, concealed the damage done by a southern sword, but her milk white eye stood out in contrast to her deeply tanned skin.

'Who is this that seeks entry into my hall,' growled the chief. Emerging from the other side of the bonfire was the crone, the village shaman and mystic. A seer, her duty was to advise the chief and to perform the naming. She was hideous to behold, a dagger of bone in her hand, she had just gutted a chicken in a vile attempt to read the portents of its tripe.

'No one until named,' spoke the boy in a tremulous tone, his fear his only companion, visible by all.

'A fine answer from one so young,' crooned the crone.

'What do you see for he who bears no name?' asked the chieftain's daughter.

'Death, blood and fire. The axe of Zankar. Conquest and tragedy.'

'And a name? Is he worthy?' replied the chief

'Yes,' spoke the hag, 'yes, I think that he is. His name is Vignar, and all will tremble at his approach.'

Vignar, thought the boy. He was unprepared for the violence of his future, to have his destiny laid out so before him. Nevertheless, the name made it all real. He smiled, and spoke, 'I am Vignar and I claim my right at your table.'

CHARACTER CONCEPTS

The barbarian class is attractive to players for a variety of reasons, notably for the d12 hit die, skill selection, faster movement and personalised barbarian rage. Nevertheless, these are merely a collection of numerical attributes functionally acting as a variation on the fighter. Better hit points, enhanceable abilities and increased speed are not the recipe for an intricate role-playing experience. In fact, these characteristics lend themselves to a stereotype, which significantly undermines the seriousness this class truly deserves.

One solution to this problem is through Character Concepts, thereby avoiding the notion that every barbarian is a hulking brute who does nothing but inflict a staggering amount of damage and withstand an equal amount of injury. Concepts have a threefold value. At the most basic level, adding a concept to the character class eases any problems in defining some of the more difficult aspects of character creation. They provide an interesting selection of options for developing a character's personality, history and providing a justification for adventuring in the first place. Concepts also provide a greater amount of versatility in groups of players who have duplicate classes by allowing each one a greater degree of individuality from others of the same class. No two barbarians will ever be exactly the same. Lastly, concepts build upon the mechanics established in *Core Rulebook II* for the purposes of customising class through a definitive and balanced schematic without the added difficulty of reconstructing a class for every new idea.

Using a Character Concept is extremely simple. One simply makes the adjustments to the core character class, such as skill selection, special abilities and so on. With each benefit comes a disadvantage, hence fully balancing the notion of the template. Having chosen the concept, both player and Games Master should be aware of the slight alterations to the core class and strive to make certain the character is played correctly. Never forget, Character Concepts are designed as a means to enhance role-playing and not as an unfair advantage.

ABANDONED

In a world of goblinoids, undead and monsters, there is an infinite palate of threats from which one can paint a portrait of danger. While adventurers seek out these nemeses, simple common folk eke an existence wherever they may. Unfortunately, they find they rank rather highly on the menus of these creatures. Whether the threat comes from orcs, ogres, trolls, a random dragon of any hue to even a band of ravenous kobolds, most commoners do not have the capability to defend against a well-

organised threat. Many homesteaders, consequently, fall prey to the countless hordes of iniquitous and unconscionable villains leaving behind merely a shell of their former lives. Sometimes in the aftermath of these raids a baby might be left, frightened, alone and terribly afraid. In most cases, exposure to the elements claims these poor, abandoned children, their fragile forms too weak to stand against nature. Any number of carrion animals seeking an easy meal devour others. However, in some rare cases, a wandering or curious animal such as a wolf, ape or other semi-intelligent species will care for these abandoned babes. By adulthood, these unusual individuals adopt the traits and mannerisms of their foster family and are capable, if unsettling, warriors.

Adventuring: An abandoned character will leave his foster family usually at such a time when he realises he is entirely different from his adopted kin. Sometimes, the abandoned will see more of his kind while venturing through the trackless wilds of the wilderness. Abandoned may be discovered by an adventuring party, though communication is difficult, involving much in the way of pantomime. Perhaps these heroes feel sympathy for this lost soul and welcome him into their fold. In any event, once the trigger occurs, the insatiable need to find out who and what he is consumes him. This desire colours all of his actions until he discovers the truth about his past.

Role-playing: Being raised by wolves can prove to be an interesting role-playing experience. As the character may not use spoken language to communicate, conversation is nearly impossible. Beyond the barriers of communication, the abandoned fears technology such as wagons, boats and most harmless things people that are more 'modern' take



for granted. On the other hand, the abandoned will likely ignore such things as weapons, scrolls, books, gold and other valuables as they are merely part of the scenery.

Benefits: All abandoned barbarians must choose the type of animal that raised them. Possible animals include: Ape, Baboon, Bear (black), Boar, Cheetah, Leopard, Lion, Monkey, Tiger or Wolf. At will, the character may speak to any animal of his chosen type as if under the influence of *Speak with animals*. Furthermore, the abandoned gains a special ability determined by their fosterage.

Ape, Baboon or Monkey: Characters so raised receive a +4 racial bonus to Climb checks, Scent and a Climb speed equal to their base movement.

Black Bear: These characters gain Scent, a +2 inherent bonus to Strength and a +4 racial bonus to Swim checks.

Cheetah: Characters raised by the cheetah, unlike those fostered by any other great cat, gain a limited ability to sprint, allowing these characters to take a charge action to move up to 5 times their normal speed once per day. These characters also enjoy an improved Fast Movement conferring +20 feet to their base speed instead of the standard +10.

Leopard, Lion or Tiger: These characters enjoy a +2 racial bonus to Hide and Move Silently and a +4 racial bonus to Balance checks. While in areas of tall grass, the Hide bonus increases to +4. Characters so raised may also Pounce. Thus, if the character leaps upon a foe during the first round of combat, he may make a full attack routine even if he has already moved.

Wolf: Characters raised by wolves gain the Improved Trip feat as if they met all the requirements. In addition, these characters also gain the Scent ability.

In addition to the above benefits, the abandoned gains Animal Empathy as a class skill.

Penalties: Where abandoned have a wide array of abilities depending on their fosterage, they all have the same drawbacks. Abandoned characters do not have a language. They must spend skill points to gain Speak Language and Literacy, separately as cross-class skills. Even if the character takes a level in another class, the penalty extends to the new class as well. Due to their upbringing and outre natures, abandoned do not have the damage resistance special ability of other barbarians. Finally, only the following are class skills for this character: Animal Empathy (Cha), Climb (Str), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Swim (Str) and Wilderness Lore (Wis).

DIPLOMAT

Some barbarians come from societies neighbouring more advanced nations and city-states. Curious about the nature of these regions, these societies may send someone of their clan to speak on behalf of their people. This is usually



someone of rank, a son or nephew of the chieftain, who has the full authority of his clan behind him. As he gradually acclimatises to his new surroundings, he adopts many of the practices of his new dwelling, accepting the customs of the world in which he must function. While becoming accustomed to the unusual, he still adheres to the beliefs of his people to whom he will remain loyal, always acting in their interests.

Adventuring: The diplomat may undertake any number of quests on behalf of his clan, venturing to unusual locales and societies in order to learn about the 'modern' world around his tribe. While he dwells in foreign lands, he may pursue anything he desires so long as he remembers it is his clan he serves first. On the other hand, sometimes conflict will break out between the two civilisations, entrapping him in hostile territory. At another extreme, the destruction of his people may leave him isolated in a strange land with no connection to his past and people. Considering the collapse of his mission, he is free to pursue any number of activities. As adventuring promises the greatest reward, it is a relatively simple choice as to what to do next.

CHARACTER CONCEPTS

Role-playing: Adorned in the typical attire of barbarian characters, the diplomat is an unsettling figure to his hosts for he is eloquent and regal in bearing and presence. His mannerisms rival any noble as he is the pinnacle of refinement and grace. Buried deep within him, however, is the core of his anger; the primal rage present in all his people. While slow to anger, he will respond with violence equal to any berserker if pushed beyond his limits.

Benefits: Thanks to his time spent in the advanced society and also the need for communication skills, the diplomat gains access to the following as class skills: Bluff (Cha), Diplomacy (Cha), Innuendo (Wis) and Sense Motive (Wis). In addition, the diplomat is literate and thereby does not have to spend skill points to overcome illiteracy.

Penalties: Due to the diplomat's time spent in urban locales, he does not have the innate connection to nature as his brethren have. Diplomats lose access to Intuit Direction (Wis) and Wilderness Lore (Wis). In addition, they never gain the fast movement ability of other barbarians.

EXILE

The criminal who escaped into the wild, the fugitive from justice and civilisation's pariah are all examples of the exile. For whatever reason, the exile is divorced from his native land, forced to dwell in another, doomed to wander alone,

struggling to survive in a hostile land. Usually comprised of the despicable, shiftless and undesirable, exiles call no place home. They wander through the wilderness wallowing in their own despair and self-loathing. Many crimes can force a citizen from his homeland. From thievery to arson, whether real or alleged, all exiles bear a brand of their crime. This brand demonstrates the nature of their crime and a reaffirmation of their status as barred from others of their kind. These lost souls must seek out contact with a people who could overlook their failings and welcome them into their fold.

Adventuring: The life of an exile is hard at best. Many roam through the wilderness in search of a new home, but usually fall prey to any one of the predators lurking in these lands. Other exiles flee to cities, leaving their people and customs behind. Once in an urban environment, the exile realises he does not have the skills to make a livelihood. Thus, he must either sell his sword as a mercenary or fall to the thieving ways that forced him into this hated way of life. Many exiles will join bands of adventurers looking to gather treasure and the power to wrest their honour back, and return to their people.

Role-playing: Exiles are usually dour and pessimistic, rarely seeing the best in any situation. Considering their status as a pariah, they are usually quiet and introverted and will do anything they can to hide the branding of their crime. Other, less honourable, barbarians will bask in their iniquity, exulting in the fear it elicits from others of his kind. Overall, exiles are unpredictable catering fully to their chaotic alignments.

Benefits: As exiles suffer their predicament by dint of their criminal past, they gain access to Pick Pockets, Open Locks, Hide and Move Silently as class skills. Exiles also receive their Uncanny Dodge abilities one level sooner than normal. Therefore, at 1st level the exile gains Uncanny Dodge (Dex bonus to AC). At 4th level, he gains immunity to flanking.

Penalties: Considering most exiles gain their status by lacking commitment to their clan, they do not develop the skills common among their people. Therefore, exiles lose access to Handle Animal, Intuit Direction, Ride and Wilderness Lore as class skills. These barbarians must be chaotic in alignment. Any time they deviate from this alignment, they immediately become ex-barbarians and may no longer advance in this class. Exile barbarians gain their rage abilities one level later than normal because of being cut off from the communal channeling of their anger, thus gaining the ability to rage at 2nd level, rage 2/day at 5th and so on. Finally, all Non-Player Character reaction checks from barbarians of the same clan or tribe suffer a -8 circumstance penalty.

EXPLORER

The fantasy setting is a vibrant world, filled with possibilities and new lands. Some barbarians leave their native homes to





Role-playing: Explorers are full of questions. Their size and potential for violence due to their savage streak makes them unusual conversationalists. They will press for almost any action that will push the limits of exploration, seeking to outdo those who have done so before. In addition to their aggressive behaviour, these barbarians are more tolerant of magic and sorcery. They understand other cultures adhere to different values. While the barbarian may not appreciate them fully, he will always be respectful.

Benefits: Explorers must work with maps, notes and instruments. Therefore, these characters have a wider selection of skills than other barbarians. All explorers may purchase literacy for 1 skill point instead of 2 due to their abundant thirst for knowledge. Explorers receive $6 + \text{Int modifier} \times 4$ at first level and $6 + \text{Int modifier}$ every succeeding level. Explorers have access to the following skills: Craft (Wis), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Intuit Direction (Wis), Knowledge (geography) (Int), Profession (sailor) (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language and Wilderness Lore (Wis).

Penalties: Explorers rely on transportation in their travels and so they do not gain the Fast Movement class ability. In addition, their greater refinement and self-control limits the explorer's rage. Explorers gain a +2 to Strength and Constitution, +1 morale bonus to Will saves, -2 penalty to AC and this rage only lasts for 1 round + the newly-improved Constitution modifier. In all other respects, the rage functions normally.

EX-SLAVE

seek out new people, lands, civilisations and wonders. As explorers, they are always on the move trying to find new places to colonise, new vistas to reach. Some explorers travel across the wide seas seeking new ground to conquer and settle. Others seek the great battlefields where the gods of might and valour sport with mortals. In barbarian cultures, these rare few realise the world is bigger than they are and so they are worldlier than their typical counterparts.

Adventuring: Explorers explore. It is in their blood; they hear the call of wanderlust and succumb to its cloying voice. Explorers will often unite with other adventurers, especially when new lands are to be discovered, new treasure available for the taking. Motivated by knowledge and the acquisition of it, they will be less bold in wiping out hordes of humanoids. Rather, they would learn from them, discovering how their people function as opposed to their own. On the other hand, explorers lack a certain amount of common sense; they will venture into dangerous areas more readily than others as such places might harbour some waiting secret. Adventuring is the overarching goal of any explorer and thereby makes it the quintessential choice for any explorer.

To be a slave is the worst of human conditions. Enthralled to a master of another race, the slave's will is not his own. Slaves feel the whip, the weight of chains and hard physical labour for the sum of their lives. They are the ultimate victims of civilisation's vices. The slave barbarian has been so all his life and is finally free. Many abolitionists purchase individuals to set them free. Others do so through their own volition, maybe killing their masters in the process. Even free, the slave is always looking over his shoulder, waiting for the cruel lash of the whip, cringing at the sound of chains. In a sense, he is never truly free for he will forever feel the burden in his dreams.

Adventuring: An ex-slave is always on the run from those who would return him to his sorry state. While he is deficient in martial skills, he has grown powerful from the continuous and brutal labour he endured. Through his veins run the fires of hatred, which overtake him when in combat. If he is an escapee, his once-captors always hunt for him, never being truly free from the depredations of his past. Thus, he will constantly be on the move, trying to escape the cold iron of the manacles forever.

CHARACTER CONCEPTS

Role-playing: After years of slavery, the ex-slave's natural tendency is subservience. He will act on almost any suggestion as though it was a command. He seems not to have a will of his own. However, these reactions are unconscious. Deep within him is a core of iron, a secret reservoir of will, reminding him he is a person, having an identity although he does not yet know what it is. When enraged, he perceives everyone as a threat, all in service to his former masters. His perception drives him relentlessly in pursuit of their destruction.

Benefits: At 1st level, the ex-slave determines the species that held him in captivity. Against members of this race, he receives a +1 bonus per level to damage (to a maximum of +5). He must be specific as to who held him as a slave. For example, he could not simply say humanoids. Nor could he say Aberrations. He would have to specify either humans or beholders respectively. Creatures immune to critical hits are immune to this bonus to damage. In addition, ex-slaves gain the Iron Will feat as a bonus feat at 1st level.

Penalties: Ex-slaves do not have the martial training other barbarians enjoy. Consequently, ex-slaves are only proficient in simple weapons and no armour. In addition, ex-slaves only start with 1d4 x 10 gold pieces to spend on equipment.

GLADIATOR

In many lands, the leadership develops a system of punishment that is both effective and entertaining. As the populace grows frustrated by poor living conditions, lack of food and other resources, the ruling class recognises the

need to keep the people happy all the while attempting to restore order to a growing criminal element. One solution is the arena. In these colloseums, warriors battle other warriors, slaves, animals, chariots and even monsters all at the whim of the ruling body. The blood flows freely to the cheers of the audience. Accolades in the forms of flowers, drink and meat and coin fall from the fingers of adoring fans to the professional killers who entertain them. While many of the combatants stem from the criminal elements, many slavers snare potential gladiators in the wild. Their masters train these barbarians to fight against the highly trained professional gladiators. Nevertheless, what the barbarian loses in training, he more than makes up for in anger.

Adventuring: No one chooses to be a gladiator. It is a profession where death is a guarantee. Many gladiators will earn their freedom by successfully defeating a champion. Guilt-ridden owners may allow these barbarians freedom from the bloody sands of the fighting pits, thereby allowing them to make their way in an alien world through their own devices. Freed gladiators find they do not have the skills to do anything but fight. Thus, adventuring is a logical choice for these characters as it provides them the means to make a living, but also having a substantial enough reward to earn them an early retirement.

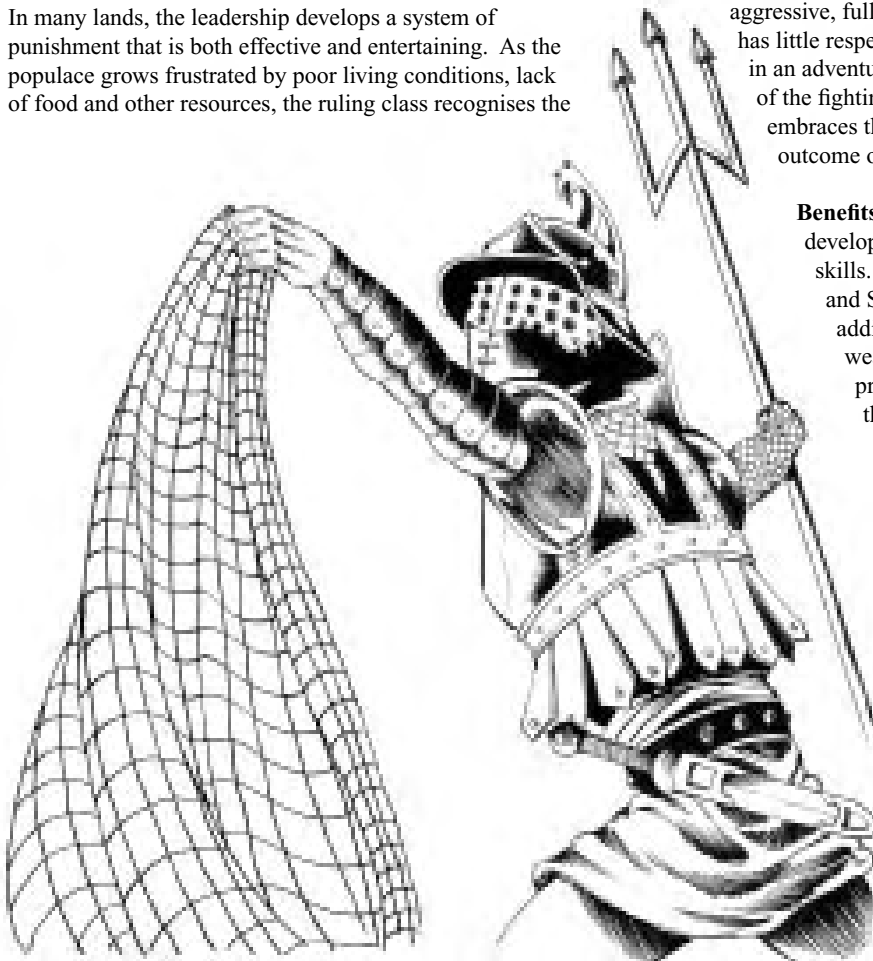
Role-playing: After years of fighting in the pits, the gladiator's values about life are jaded. He is violent and aggressive, fully confident in his ability in combat. He has little respect for weakness, sensing it as a liability in an adventuring group. Now free, the carnage of the fighting pits haunts him. While he fully embraces the fury of combat, he often rues the outcome of his life and the loss of his heritage.

Benefits: Fighting in the arenas leads to developing a number of non-traditional skills. Gladiators gain access to Bluff (Cha) and Sense Motive (Wis) as class skills. In addition, they often fight with unusual weaponry, so they receive Exotic Weapon proficiency at first level in a weapon of their choice.

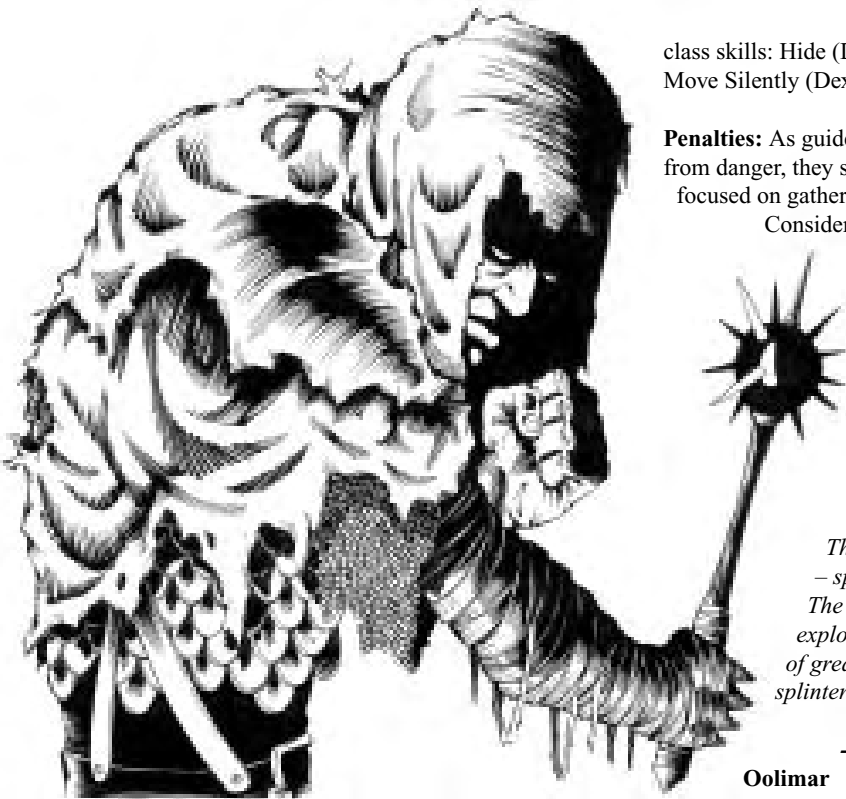
Penalties: Having spent years fighting in the pits, gladiators lose access to the following skills: Craft, Handle Animal, Intuit Direction, Ride, Swim and Wilderness Lore.

GUIDE

Not all barbarians are brutes. Some are capable hunters and trailblazers who navigate the wilderness in an expert fashion. These men and women are guides. Many serve as frontrunners of barbarian war hosts and are responsible for getting the armies to where they need to be. Others hire themselves out to



CHARACTER CONCEPTS



class skills: Hide (Dex), Knowledge (geography) (Int) and Move Silently (Dex).

Penalties: As guides are devoted to leading parties to and from danger, they spend much of their time and energy focused on gathering information about the lay of the land.

Considering this, they are less martial than other barbarians and they gain the cleric's base attack bonus instead of progression granted to the default barbarian. Finally, Intimidate is not a class skill for guides seeing as they favour isolation and are less communicative, preferring solitude over bullying.

LUNATIC

The results were – to say the least – spectacular.

The snarling face of the goblin simply exploded. Flew apart into a seething spray of grease and slime, pulped brains and bone splinters and goblets of juice and flesh.

-Lin Carter, The Higher Heresies of Oolimar

merchant caravans seeking new clients. Guides also serve as trackers, leaving heavier combat for their more militant associates. Regardless of the role the guide plays, he is an extremely adaptable figure and useful to almost any party. Guides know the lay of the land, rivalling rangers in ability. When forced to fight, they prove to be capable warriors, fully prepared to destroy those who threaten them.

Adventuring: As guides are intimately familiar with a particular geographical region, they are most often sought for their ability to travel through inhospitable terrain and their intricate knowledge of the details of a potentially profitable expedition. However, the knowledge of a local glen or meadow does not limit their usefulness. In fact, many guides crave new knowledge, new information about distant lands, making them eager companions for explorers and adventurers alike. Their expertise in geography allows them to find the shortest path to a destination even if they have never before been there.

Role-playing: Being an expert in travelling through unfriendly lands and treacherous terrain, and avoiding hostile enemies, has a tendency to make the guide rather serious. Many prefer the quiet of being a lone wolf, always at the edge of vision and companionship, but never fully giving in to the warmth of fellowship. On the other hand, some guides crave good conversation and friendship and will readily bond to the more personable members of a party. Above all else, guides take pride in their knowledge and skill and are easy to insult if someone calls into question their abilities.

Benefits: Guides are capable trackers due to their preference for, and knowledge of, the outdoors. Guides gain Track as a bonus feat at 1st level. In addition, the following skills are

Hearing voices, seeing phantoms, perhaps even witnessing the face of a god, the lunatic is a raving madman. While he has moments of lucidity, which allows him to be a suitable companion, mostly, it is in the throes of passion, the most heated of emotions, when his true nature emerges. Unlike many barbarians, this concept does not always originate from a savage society. In fact, many simply are products of a society ill-equipped to assist mental sickness. Considering the lack of ability to aid these poor souls, people suspect them possessed, diseased or cursed. Not all individuals who are mad have barbarian traits; only those who have uncontrollable outbursts of anger.

Adventuring: Considering the superstitions surrounding mental sickness, especially in a fantasy setting, these barbarians have little reason to stay in a place of persecution. Most will leave and wander the wilderness as hermits, where they cannot hurt anyone beyond themselves. A party of adventurers stumbling upon such a disaffected warrior may take pity on his deplorable state and invite the character to join them. Other barbarians, similarly afflicted, will embark on great epic quests, believing they alone are the chosen of a hidden communiqué with some otherworldly source. Conspiracies, impossible dangers, or simply the lures of strange creatures are all reasons for the lunatic barbarian to adventure.

Role-playing: The lunatic suffers frequent changes of mood from paranoia to suicidal overconfidence. He will hold to odd fancies about the world's cosmology. Despite his bizarre moods and outlooks, he is staunchly loyal to his companions, rising to their defence at even the smallest insult. Sporadic and often dangerous, the lunatic is a mixed blessing in any

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party. On the one hand, he is a competent warrior, but on the other, he is uncontrollable.

Benefits: Never fully stable to begin with, the lunatic is a monster in combat. Whenever he rages, he gains a +6 to Strength and Constitution and he gains a +4 morale bonus to Will saves. He also gains the Frenzy ability, which allows him to fight until he reaches -10 hit points. He may only take advantage of this ability when enraged.

Penalties: Though a frightening combatant to behold, he cares little for his own safety whenever he enters a rage. Thus, he suffers a -4 penalty to his AC. The lunatic barbarian also receives only $(2 + \text{Int modifier}) \times 4$ skill points at first level. Thereafter he gains $2 + \text{Int modifier}$ at each additional level. Lunatic barbarians lose access to Handle Animal, Intuit Direction and Wilderness Lore as class skills, lastly the Games Master should select one or two uncommon stimuli which will automatically provoke a rage in the lunatic, such as being confronted by an ethereal creature.

MANHUNTER

Deep in the verdant jungles of the south lurk sprawling cities, where women have thrown off the chains of male supremacy and seized control of their own destiny. Like the infamous amazons, these women are both alluring and frightening. According to myth, amazons were so masculine and threatening they cut off their left breasts to become better archers. Hence the name amazon (which connotes



one breasted). Manhunter cultures can be located anywhere in the campaign setting, for in most cases they wish to remain anonymous. Their societies should be enigmatic and virtually unknown, thus allowing Games Masters an easy time insofar as placement in an extant setting. Manhunters are not exactly anti-male; instead they view men as inferior to themselves. The male gender serves no obvious purpose, aside from breeding.

Adventuring: A manhunter leaves the folds of her community for many of the same reasons as any other adventurer. Feeling restricted in her homeland, or filled with wanderlust, or even simply lusting after treasure and excitement. The motivations are endless. What differentiates her from other barbarians is gender. Manhunters are exclusively female and they are experts at combating men. While this does not prevent them from adventuring with the opposite gender, they prefer not to.

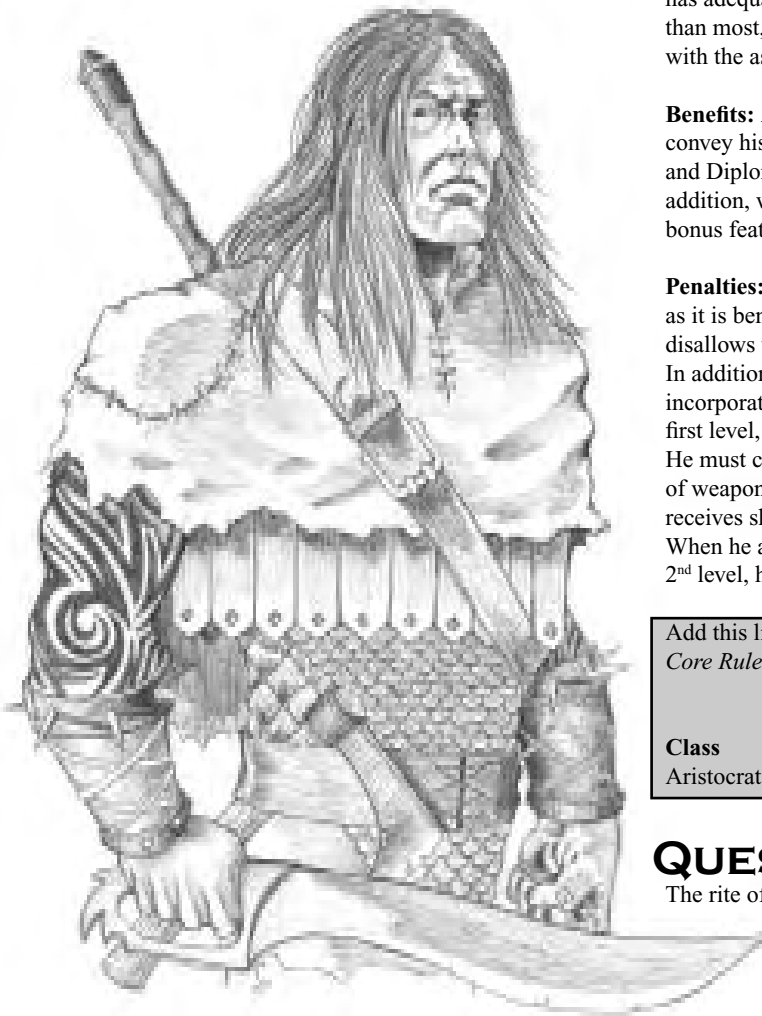
Role-playing: Manhunters exude superiority over men, which in male-dominated societies can be alarming and even a bit offensive. They view men as chattel and will openly comment on their virtues or flaws. Beyond the amusing opportunities for role-playing, man hunters are competent warriors, peerless in battle against male creatures. They will always defend oppressed women and, in doing so, exhibit a defined set of ethics and nobility.

Benefits: Manhunters automatically gain the benefits of a Favoured Enemy towards all members of the male gender. At first level, the bonus to damage and Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks are +1. This bonus increases by +1 every five levels. Furthermore, manhunters automatically receive Weapon Focus (longbow) as a bonus feat and a +2 competence bonus to all Ride checks. Should the manhunter gain the Favoured Enemy ability through multiclassing into another class, or prestige class then, when facing male members of their other favoured enemy, their bonuses stack.

Penalties: Manhunters are inept and virtually useless at dealing with men. They receive a -4 competence penalty to Diplomacy checks when dealing with members of the opposite sex. Furthermore, their behaviour and attitude will soon result in any man they meet being Unfriendly. Lastly, manhunters lose the Fast Movement ability and they rage one less time per day than normal. Therefore, they do not rage at 1st level. They must wait until 4th level to gain this ability.

NOBLE

Nobility for barbarians is a different notion than for other classes. These characters never live a life of ease and idleness. They are leaders through their prowess. Masters of conflict and diplomacy, they must never appear weak before their clansmen lest they lose the precarious hold on the leadership of their people. In order to lead other barbarians, the noble must prove



has adequately proved he is deserving of his title. Humbler than most, open to suggestions, he is a true leader. He leads with the assistance of others rather than by his own ability.

Benefits: As a leader of men, the noble must be able to convey his wishes effectively and concisely. Thus, Bluff and Diplomacy are class skills for the Noble barbarian. In addition, when he reaches 6th level, he gains Leadership as a bonus feat, thus representing his increased renown.

Penalties: The noble barbarian is ill-equipped for treachery as it is beneath his station. His blind adherence to honour disallows the Uncanny Dodge Reflex bonus against Traps. In addition, his upbringing alters the very nature of his class, incorporating the variant rules found in *Core Rulebook II*. At first level, he is an apprentice in both aristocrat and barbarian. He must choose the D8 Hit Die; he receives the entire list of weapon and armour skills available to both classes and receives skill points as if he were a fully-fledged barbarian. When he accumulates enough experience points to achieve 2nd level, he is first level in both classes.

Add this line to the **Apprentice-Level Characters** table in *Core Rulebook II*.

Class	Base Attack	Fort Save	Ref Save	Will Save	Special
Aristocrat	+0	+0	+0	+1	–

himself in the world, gaining renown through conquest and battle. Thus, these barbarians break away from the responsibilities of being the head of their clan and commit to a life of adventure and glory. One day, when skalds sing of his deeds, he will return and seize his rightful place as chieftain of his tribe.

Adventuring: Glory is the sole motivator for the barbarian noble. He feels the need to establish himself amongst his peers and so he will undertake impossible tasks to heap fame upon fame onto his name. This need drives him to take incredible risks, for the reward is greater in the end. Other nobles leave their clans in disgrace, vowing to restore honour to their family name. Some even leave their people in lieu of accepting the responsibility of ruling. These warriors feel great shame and thereby fight even harder than most, as they have something to prove to themselves.

Role-playing: Regardless of the noble's motivation for leading a life of high adventure, he is the antithesis of the nobility of civilised cultures. While others embrace luxury, the barbarian noble disdains it, forcing himself to live a brutal life of deprivation. He prefers to stare into the night sky than enjoy the finery of silken sheets and a lusty maid. He may only assume the full stature of his position when he feels he

QUESTER

The rite of passage is an important ceremony for many cultures. It demonstrates the commitment one is willing to make to achieve full membership of the clan. In the case of the quester, the barbarian seeks to become a warrior in the service of a great lord. Before he can achieve this goal, he must face countless trials and combats. Usually his quest is a search for a particular boon he can bring back to his lord and achieve the full benefits of membership. Hence, he departs from his homeland to find this artefact or die trying, for surrendering prevents him from achieving his ultimate goal. Each quester seeks something different, whether it is a feather from the phoenix, or simply climbing the trunk of the world tree to pluck a piece of fruit for his lord. He must always give the object of his quest to his lord. Once done, he will be forever in the graces of his master and gain favour, riches and power or even forgiveness for a past misdeed.

Adventuring: The promise of getting into his lord's favour is the ultimate reason for his adventures. He will often ally himself with other adventurers, as long as they never interfere with his attempt to complete the quest he set out to do. Every step of his journey is one step closer to the completion of his epic quest. Thus, he will view simple dungeon crawls, the saving of towns, cities, dragon slayings and other such adventures as stepping stones to his goal. When he finally reaches his final destination, he will never allow any to assist him in its achievement, thus divorcing himself from his allies until the mission is complete.

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Role-playing: The quester enjoys the company of other warriors of a similar mind. He is competitive and driven, although he will be friendly to those who will assist him. Whenever he receives a clue or a lead to his goal, his countenance and persona animate more than any other time. Once on the path, he is obsessed with reaching his destination, not stopping until it is completed.

Benefits: Thanks to his unswerving loyalty to his lord and his quest, he receives Endurance as a bonus feat at first level. In addition, he receives a +2 competence bonus on all Intuit Direction checks.

Penalties: His obsession with his goal makes him rather one-dimensional. He can have a difficult time holding conversations relating to matters outside of his particular goal or quest. Most of his views include some aspect of his lord's superiority over other men. For these reasons, questers suffer a -2 competence penalty to all Charisma-based skill checks.

RAIDER

Prowling the coastlines of nations, these thieves of the seas make their living preying upon the fat of the wealthy. Violent and savage, raiders are the curse of the erudite and educated. No one is truly safe from the raiders' depredations. They strike without warning, burning and looting, taking what they want and destroying the rest. Their hunger for spoils consumes them, making them the worst of pirates. They are destroyers and haters of the soft and weak. Having little respect for others' possessions, they fall upon monasteries killing the inhabitants, burning the churches to the ground. They steal maidens for their depraved pleasures and kill them when they are done. These fiends have no moral fibre. Yet, they are the ultimate adventurer, braving any threat, facing inclement weather, to take what they want as often as they like.

Adventuring: Adventure fills the life of the raider. Every port is a place of new excitement. Raiders journey to new lands, wage war and despoil what is left. Among adventurers, raiders are powerful warriors, decent thieves and excellent at infiltration. They never take orders well, preferring to follow their own lead. Losing their brethren in a poorly planned raid is one of the many reasons why raiders join adventuring parties.

Role-playing: Raiders are the consummate scum. They have no respect for anyone or anything. They tolerate other members of their party, restraining the urge to take what they want at their whim. Although not the best of companions, what they lose in practical understanding they more than make up for in their abilities. Once engaged in an attack, infiltration or any other type of assault they are all-professional. On the seas, they are sailors unmatched. If



their allies can tolerate them between adventures, they might make a fine addition to any party.

*Sad lays were sung about the beset king,
the vicious raids and ravages of Grendel,
his long and unrelenting feud,
nothing but war; how he would never
parley or make peace with any Dane
nor stop his death-dealing nor pay the death-price.*

-Beowulf, trans. Seamus Heaney

Benefits: Raiders gain Sneak Attack +1d6 at every level they would otherwise gain Damage Reduction due to their naturally deceptive and piratical leanings. Therefore, at 11th level, the raider gains Sneak Attack +1d6. At 14th, the bonus dice increases to +2d6. This ability continues to 20th level. Sneak Attack damage stacks with Sneak Attack damage derived from other classes. In all respects, this ability conforms to the rules governing Sneak Attack as defined in the *Core Rulebook I*. Raiders gain the following as class skills: Balance (Dex), Bluff (Dex) and Profession (sailor) (Wis).

Penalties: In exchange for the ability to cause additional damage on the unsuspecting, the raider loses the Damage Reduction class ability of the barbarian and the enhanced movement of the barbarian class. Raiders lose the following as class skills: Craft, Handle Animal and Ride.

STOIC WARRIOR

Howling fury, violent outbursts and a bloodthirsty appetite for carnage typically define the barbarian. They become unstoppable killing machines. When angered, they are stronger, tougher and generally nastier. The stoic warrior on the other hand controls his anger and in exchange for its benefit, he channels it into combat prowess. These barbarians come from similar savage settings, but they are more controlled and thereby more dangerous. Stoic warriors are exceedingly rare. They are an advanced form of barbarian, whose use of feats is almost as impressive as a fighter. Most speak of them as legends, great heroes who lead hordes of screaming barbarians to despoil the lands of comfort, sowing destruction whenever they appear.

Adventuring: The stoic warrior seems to be an average barbarian, although disciplined beyond compare. In fact, his discipline makes him unique. He will travel throughout the lands, always searching to better himself, to hone his skills as a warrior. He will sometimes join a band of adventurers who are likeminded, exhibiting the same self-restraint as himself. While he recognises the value of the rage employed by most other barbarians, he never releases it himself. Stoic Warriors

will often accompany druids for they usually share a similar outlook.

Role-playing: Stern and aloof, the stoic warrior maintains a constant separation from his companions. He disdains rash behaviour and readily criticises outbursts. He respects ordered fighting, calm and rational thought and, above all else, a level-headed approach to problem solving. The inverse of all expectations, he throws most off kilter. Considering his unusual personality and outlook, many adventurers fear him as something other than what he seems. Nothing could be further from the truth.

Benefits: Stoic warriors have learned to use their rage in a more productive manner, so they receive a bonus feat whenever they would otherwise receive a feature of the Rage ability. Thus, they gain a bonus fighter feat at 1st, 4th, 8th, 12th, 15th, 16th and 20th levels. They also enjoy a good Will save, beginning with a +2 at first level and gaining improvements in this saving throw as a wizard does as described in the *Core Rulebook I*.

Penalties: Stoic warriors do not ever lose control. Therefore, they lose the ability to Rage. Furthermore, it takes a lot of willpower to resist losing control. Their internal struggle prevents them from gaining the 'good' Fortitude save. Instead, their Fortitude Save progresses as a wizard. Stoic Warriors must be lawful. If they ever deviate from this alignment, they immediately become an ex-barbarian and may never progress further in this class.

THUG

Not all barbarians come from wilderness regions, some even hail from cities. The thug might have been overlooked, a miscreant who never learned the intricacies of human interaction, barbaric more in his lack of comprehension than his appearance. These bravos hire themselves out on the streets, usually in service to a thieves' guild for their muscle. Bodyguards, toughs or even simple muggers are the usual money-making occupations thugs enjoy. Having little in the way of virtue and no interest in changing their ways makes them despicable in most circles.

Adventuring: Whether the character is simply an idiot or just an anti-intellectual, the thug will happily undertake almost any quest – provided the money is good, the women are available and the ale free flowing. Thugs make the perfect frontline warrior as they are easy to exploit and appear to be extremely expendable. Out of necessity, these barbarians will do the nasty jobs – murder, extortion, enforcement and slaving. These jobs make them difficult companions for those of a higher moral calibre.

Role-playing: The thug is the paradigmatic example of misplaced vanity. Arrogant to a fault, he never recognises the hurt he inflicts, the needless suffering. He is completely selfish, albeit in a stupid manner. Respecting power and strength, and understanding abuse, he will usually latch onto a powerful member of the party



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and serve as his lackey. Despite all of his failings, he can even mean well, albeit in a misguided manner, sometimes performing acts of amazing charity, as if somewhere in the dark recesses of his mind there lurks a conscience.

Benefits: The thug relies upon his strength to carry him through life. He may rage one extra time per day for a number of rounds equal to 5 + his newly-modified Constitution score.

Penalties: Ignorance is bliss. The thug may not take ranks in Intelligence-based skills. Furthermore, he suffers a -2 competence penalty to all Intelligence based checks. In addition, he cannot be of a good alignment and, should he become so, he loses the benefits listed above while retaining these penalties.

RACIAL CONCEPTS

For long-time players of role-playing games, the idea of any race playing a barbarian can be a difficult adjustment. Many races, such as elves and gnomes, do not seem suitable racial choices for the barbarian. This section presents a few concepts specifically designed for the races of *Core Rulebook I*, excepting humans and half-elves. These concepts, as with others, may stack with regional concepts but not with the other character concepts presented above. Non-human characters are in no way restricted by these concepts and players should feel free to choose from the standard ones listed above.

WILDERNESS DEFENDER

Mysterious and dangerous, these rare elves embrace the anger of their people's decline. They feel humans are irresponsible and uncaring of the plight of the non-human species. Self-exiled from their normally peace-loving people, these characters will often band with other like-minded creatures and declare war against those who would seize their lands. Their ire extends beyond the simple ignorance of humans; they equally hate goblinoids, orcs, trolls and the rest. Their sole purpose is to preserve the land from the abominations of civilisation and those who would despoil it for their own sinister purposes.

Adventuring: Wilderness defenders seize a life of adventure from the start. Never accepted in their homeland due to their thirst for battle, they have lost the innately peaceful nature of their typical elven counterparts. As they disdain the complacent life of their brethren, they are isolated and have little connection with other intelligent people. Thus, they will usually ally themselves with druids and rangers who have similar dispositions. Though they typically

abhor human company, they are intelligent enough to realise not all humans are culpable of the crimes against nature. So, on some occasions they will band with their enemy to fight the greater evil.

Role-playing: Intolerance is the root of the wilderness defender's personality. He despises the irreverent, hates the wicked and always embraces the destruction of his enemies. Many often view such adherence to high-minded morality and egalitarianism as utopian and silly. They have little regard for the restrictive order of most societies and embrace their free will to the highest extent.

Benefits: Due to their virulent hatred of those they hold to blame for the decline of elven lands, they may choose a Favoured Enemy from the following list: humans, orcs, goblinoids or trolls. Functionally like the ranger special ability, it stacks with any other instance of Favoured Enemy for determining the bonus to skill checks and damage.

Penalties: Wilderness defenders are completely inept in social situations, as their fervour for their beliefs often interferes. Thus, wilderness defenders have a -2 competence penalty to all checks involving Charisma.



DWARVEN BERSERKER

Few indeed are, or even seem, madder and more rabid than a dwarven berserker – these unwashed, greasy, frenzied barbarians are the antithesis of most dwarf clans. They are uncontrollable, irreverent and dangerous. On the other hand, they fight the fights others would decline. They hunt trolls, giants, ogres and other creatures of the giant variety. They spit in the faces of vampires and insanely laugh away the glowering dragon. To say these dwarves are fearless is an understatement. In fact, to call them anything short of raving admits ignorance.

Adventuring: Dwarven berserkers seek the life of combat as many seek respite from labour. These characters never operate with other berserkers, but will find themselves in the company of parties who are unafraid of a little blood and carnage. They see no value to arcane spell users and consider them cowards. Clerics and druids are misguided, but useful. Rogues represent what all berserkers despise: crafty fools having no honour. Bards serve to record the berserker's deeds and fighters are simply upstarts who are so refined they never want to get their armour dirty.

Role-playing: Brusque and biting, berserkers have a dark sense of humour. They laugh at death. They never admit pain. Berserkers are as hated as they are valued for their martial prowess. Unfortunately, it seems most do not know the meaning of retreat and consequently die very young.

Benefits: Berserkers are frighteningly violent combatants. As their anger is more accessible than even other barbarians, they may rage an additional time each day. In addition, they

are masters of their weapon of choice and receive Weapon Focus as a bonus feat. Finally, in the heat of their rage, they are tougher, gaining an additional 5 temporary Hit Points every time they rage. These hit points are lost at the end of the rage and conform to the rules regarding temporary hit points in *Core Rulebook I*.

Penalties: Dwarven berserkers never develop the skills of other barbarians and thus start with $(2 + \text{Int modifier}) \times 4$ at first level and gain $2 + \text{Int modifier}$ at every succeeding level. In addition, they have access to only the following as class skills: Climb, Jump and Swim. Finally, Berserkers suffer a -4 competence penalty on Non-Player Character interactions for the purposes of modifying the target's disposition.

TUNNEL FIGHTER

In the warrens of a gnomish community, there is a need for a type of warrior who can halt the invasions of their enemies. Goblins, kobolds and other nasty humanoids lust after gnomish gem-cutting skills. As natural miners and craftsmen, most view gnomes as viable targets to exploit for their wealth and luxury. Thus, in the narrow passages of a subterranean city, there are a few gnome barbarians who bear the burden of halting the progress of the attacks by themselves until such time as assistance can arrive.

Adventuring: The tunnel fighter normally cannot leave his community for a life of adventure, for too much rests upon his shoulders. These characters mean the life or death of a gnome community. Yet, the burden of defending one's people alone is a rather cumbersome responsibility. Many gnomes buckle under the pressure. Others fail to do their duty. Even fewer were simply not able to stave off the onslaught of the invaders. In these cases, the gnomes have nothing left but to leave the ruins of their failure and seek redemption. In their quest for self-forgiveness, these characters will, at times, ally themselves to other adventurers and see them as a means to reach absolution for their failures of the past.

Role-playing: Tunnel fighters are almost universally pensive and moody. As failure is a prerequisite to becoming an adventurer, they bear a lot of guilt. At times, they sink into self-loathing and self-recrimination. Due to their bitterness, they are difficult characters to get to know. On the other hand, they are capable combatants. They will throw themselves to the defence of their companions, always seeking to protect the more bookish and less physically-active heroes. Loyal to a fault, these characters comprise the staunchest of allies.

Benefits: Whenever the tunnel fighter is in a cramped environment where there are walls on two sides of his base, he gains a +2 situational bonus to his AC. Furthermore, he is immune to all Bull Rush, Trip and Grapple attempts against him.

Penalties: The tunnel fighter's training limits his usefulness to combat in tight locations. Due to this, whenever fighting





more than 10 feet from a wall, he suffers a -1 situational penalty to all attack and damage rolls.

FERAL HUNTER

In some lands live tribes of primitive hunters searching for elusive herds, water and supplies. What is unusual about these people is their diminutive stature. They are halflings and they are dangerous. From their ranks comes the feral hunter, a barbarian who focuses on thrown weaponry. Due to their size, they are harder to spot, harder to anticipate and are thus dangerous foes. Usually adorned in the skins of their kills, they blend in perfectly with their surroundings, only to emerge when the kill is within the range of their razor-sharp knives.

Adventuring: The feral hunter is always on the look-out for his next meal. As an expert in stalking game, he has many practical uses for an adventuring party. Just as easily as he exhibits mastery over prey, his ability to hunt humanoids is without peer. He usually adopts the position of an elusive and mysterious companion providing protection and food for his allies. He seeks out the life of adventure and those who might assist him in whatever quest strikes his fancy.

Role-playing: Feral hunters use their size to their advantage. They prefer to fight their enemies from afar, as they usually do not have the physical strength to face a dangerous foe one-on-one. Instead, they will riddle their opponent with thrown

weapons until such time as they are sufficiently weakened. They will then move in for the kill. Their hunting style mirrors their approach to developing friendships. They will usually test their companions, never drawing too close. Once their would-be friend has proven himself, the feral hunter can be an able ally.

Benefits: Feral hunters have a gift for finding game. Thus, they gain the Track feat as a bonus feat. In addition, they also gain access to Hide and Move Silently as class skills.

Penalties: Unfortunately, feral hunters will never use animals for work, thus they lose access to the Handle Animal and Ride skills. In addition, they are less hardy than other barbarians, only gaining a d10 hit die.

ORC CHAMPION

Orcs are a violent race whose values rest primarily upon strength of arms. The value of a single orc is minuscule if he is lacking in martial prowess.

Therefore, all orcs have some modicum of fighting ability. Rising above them all is the orc champion. This barbarian does nothing for himself beyond fight. He is killing personified.

Determining who will be the champion in any given clan requires a brutal fight to the death amongst all of the young orcs who would compete.

The conflict is bare-fisted and is thus extremely brutal. The last orc standing is the victor and represents orc interests in the world of men.

Adventuring: Orcs expect their champion to venture into the world, amassing treasure and spreading destruction amongst the clan's enemies. Many champions come from Half-Orc stock, for entering the pits is usually their only means to earn respect and a place in the society. Once allowed to depart and make their way through the world, they often find their brutal past is not in accordance with accepted civilised behaviour. So, many join with other adventurers seeking a life among peers rather than enemies.

Role-playing: The champion is proud, arrogant and haughty. Though estranged from his clan, he believes his primary responsibility is to represent the interests of his people. He views everything as a contest and any slight as a challenge to his authority and honour. Furthermore, bred for combat, he has little in the way of skills or personality. He is a difficult companion, although he more than makes up for his unusual attitudes by his offensive capabilities.

Benefits: His people train him from birth to join the ranks of the champions. His training provides the Improved Unarmed Combat feat as a bonus feat. In addition, his unarmed attacks inflict 1d6 points of damage instead of 1d2.

Penalties: Only knowing how to fight, the champion lacks any useful skills. Therefore, he receives (2 + Int modifier) x4 at first level and receives 2 + Int modifier at every succeeding level.



REGIONAL CONCEPTS

This section introduces a brand new component to the Collector's series: Regional Concepts. The notion of Regional Concepts is of vital importance to barbarians because skills, feats and racial selections are not sufficient in themselves to delineate the differences between one barbarian from another. The basic mechanics of the d20 system do not sufficiently address the fact that barbarians are thus not just for their unabashed violence, but because they themselves come from a culture different from the accepted technological level of the overall campaign setting. From a modern perspective, we attribute barbaric to events occurring a mere century ago. The adjective barbaric connotes something baser, less civilised and inhumane. The same holds true for the standard medieval setting.

So, the question remains, what role do barbarians play in your campaign setting? Clearly, this is the domain of the Games Master and in many cases, in his hands is this issue better handled. Nevertheless, you have the power to add a semblance of realism to your game. You can provide a new level of realism by truly making your barbarian character barbaric. The first step to making your character truly unique is to consider the region from which he originated. Does the barbarian come from an arid desert land or a humid jungle? Perhaps he grew up on a glacier far removed from any sign of civilisation. By considering these issues and more, you have taken the first step in developing a concept both fulfilling and unique.

This chapter provides you, the player, with the tools to customise your barbarian character to the fullest potential. In the previous chapter, the character concepts presented allow players to customise the structure of the character class by swapping certain abilities for other abilities. This chapter targets the flavour of the class, manipulating weapons and armour selection in exchange for bonuses to skills, enhanced skill selection and specific abilities keyed to native terrain. The basic barbarian as presented in the *Core Rulebooks I* and *II* is a character class having a rudimentary knowledge of weapons, armour and a viable selection of skills. The rules assume all barbarians have the capability to manufacture any weapon available and therefore extend this knowledge to the

What followed the rite of initiation was the demand for membership into the clan. The Chieftain glowered at Vignar's audacity and replied, 'You think you deserve a seat at the table of warriors? Have you stilled the heart of your enemy? Have you raised a blade in conquest?'

Had Vignar done wrong? He could feel his knees tremble. His bladder was full and all relief washed from him to be replaced by the fear again.

'Father, this boy's youth makes him proud. Pride is an asset.'

'But arrogance is not. Vignar,' spoke the chief, the name sounding strange to his young ears, 'before you may sit at a table of warriors, you must be blooded. You must find both wisdom and strength. Bring back to me proof of your success and you shall have your place. Now be gone from the hall and may the ancestors watch over you better than today.'

Chastened, Vignar left the hall; he felt flushed from anger and shame. He pushed the doors open and stumbled past the guards. He walked through the muddy streets, past the mud huts of his people. He resolved himself in his shame to bring back both wisdom and strength to the chief and he would do so on the point of his sword.

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selection of weapons and armour the barbarian is familiar. This chapter manipulates the availability of weaponry to accommodate a selection of skill bonuses allowing barbaric characters to exploit the cultural levels from which they originate. A concept derived from this chapter may stack with one concept from the preceding chapter, thus allowing two concepts for one character.

Characters generated using Regional Concepts gain further abilities as determined by the limitations imposed by the technology level of their native civilisation. Once the tech level is chosen, they receive a number of benefits from which they may choose as defined within their native regions. Characters choosing the default level of technology may not choose any further benefits from their native geographical region. Hence, more advanced technology offers less benefit, as the technology inherently carries a number of benefits over and above the more primitive cultures.

TECHNOLOGY

Assuming the default of your campaign is medieval fantasy on the cusp of developing, or having just developed black powder weapons, then any era predating the setting can be, for the sake of simplicity, available for barbarians.

Throughout this section, the default technology level is of the *Core Rulebook I*, where such things as crossbows, dire flails, double swords, katanas, steel weaponry etc. are available. One might note the more simplistic the technological level, the more resourceful the character needs to be. Survival is harder without technology. To ensure the livelihood of any given character in an earlier tech period, the character must have a firmer knowledge of how to accomplish things such as hunting, foraging and so on. The bonuses characters can achieve reflect the compensation for the loss of technology. One final note, the eras denote the martial aspects of the eras and not the cultural levels. Thus, a Dark Age technology level could exist without mathematics, architecture and religion and maintain its barbaric atmosphere.

Default Barbarians

The default barbarians are those with which all players in the d20 system are familiar. These barbarians come from any region. They are proficient in all simple and martial weapons, light and medium armours and have the standard package of skills from which they may choose. Characters choosing the default barbarian derive no further bonuses from native regions.

Dark Age Barbarians

The Dark Ages reflected the loss of technology from the previous wonders of the Roman Empire. This is a period of loss in older culture and philosophy and marks the growth of religion. Technology in this era is simpler than in the default setting, focusing mostly on utility. As heavy armour is unheard of, most weaponry functions to combat chain or lighter armours. Barbarians from this technology level are proficient in all simple weapons and all of the following weapons: axes (all), bows (long, short and composite short), hammers (all), lance (light) and swords (broad*, great, long, short). Barbarians from this era are proficient in all light and medium armours and shields. By choosing this technology level, you may choose one benefit of your choice from your native region's benefits menu.

Bronze Age Barbarians

The pre-Roman era constructed weapons from an alloy of tin and copper called bronze. While this era produced philosophy, great architecture and other advances, militarily it is far behind the other Dark Ages. Barbarian cultures having this technology level are likely not to have iron available in their regions and must resort to inferior weaponry. All starting metal weapons are considered bronze for these characters.* Barbarians from this technology level are proficient in all of the following weapons: axe (battle, hand, great, throwing), bow (long and short), cestus*, club (normal and great), dagger, dart, javelin, lance (light), mace (all), quarterstaff, spears (all), sword (broad, khopesh,* short), trident and warhammer. In addition, Bronze Age barbarians are proficient in the following armours: scale, hide, studded leather, leather, padded and all shields. By choosing this technology level, you may choose two benefits of your choice from your native region's benefits menu.



Primitive Era Barbarians

This technology era represents all eras preceding the Bronze Age. Stone, wood or bone are the manufacturing materials for this era.* For the most part, these eras should have access to simple tools, fire and exceedingly low technology. Most villages or clans should not have domesticated animals yet. If they do, then cattle should amount to the most they have access to. Characters generated from the Stone Age technology level have access to the following weapon proficiencies: axe (any), bow (short only), club (any), dagger, dart, harpoon*, javelin, machete*, quarterstaff, sling and spear (any). Armour proficiencies include bone*, hide, leather, wood and shields. By choosing this technology level, you may choose three benefits of your choice from your native region's benefits menu.

*described in Tools of the Trade

REGIONAL BENEFITS

Regional benefits allow players to personalise their barbarian characters insofar as they may determine from what terrain and climate their characters hail. The Games Master and the player must agree on the available regions prior to play, for, in some campaign settings, one or more of the following regions may not be available. Consider if your campaign setting occurs in a harsh northern clime, where civilisation ekes its existence amidst frequent blizzards, abominably cold temperatures and perpetual twilight. Obviously, in this setting, a barbarian character from a Jungle region would make little or no sense. To avoid excessive contrivance, the Games Master always has the final say as to what regions are available in their campaign worlds.

Although regional benefits provide a concept of sorts, they do not offer the standard suggestions and background as generalising a region into one type of character it produces. Doing so oversimplifies the diverse cultures possibly originating in any wilderness setting. Instead of providing a template to overlay the character, players may choose from a menu of benefits categorised by specific regions. Thus, the benefits of being a barbarian from a Primitive Era technology level in a predominately-mountainous region will be different from the benefit accrued from a Dark Age technology level character originating from a Forest region.

Once the technology level has been determined, players may choose a region from which their characters originate. Included in each regional description are a number of benefits. Players may choose a number of benefits corresponding to the benefits accrued by the technology level to which they are accustomed. Therefore, if a character comes from a Bronze Age culture, the player may choose two benefits to counter-balance the restrictions imposed by his technological familiarity.

COASTAL

Coastal terrain covers any land no more than a mile from a large body of water. While this region assumes oceans and

seas, it is reasonable to include any large lake or even a river as the impact on the community would be the same. In these regions, flora and fauna are extremely abundant. Whether through fishing or game coming to drink, communities thrive here; hence, most cities develop on waterways and coastlines. In barbaric cultures, people make their livelihoods by fishing and trapping. Most are skilled boaters and all have an uncanny knack in foretelling the weather.

Adventuring: Perhaps the character was lost at sea; maybe he fell asleep while his craft drifted off course; or maybe he just found himself stranded far from home after a series of misfortunes. The life of a fisherman is not so different from the life of an adventurer. These souls go to work early and return to their homes late. They feed, clothe and provide other necessary supplies for their communities of simple and innocent people, just as adventurers ward off monsters, combat evil and perform any number of other tasks all for the protection of these same folk. On the other hand, some communities profit by raiding. They construct sleek war galleys to prey upon the over-laden merchant vessels of the wealthy neighbouring lands. Regardless of the character's origins, life at sea is hard and finding the path to adventure comes easily to most.

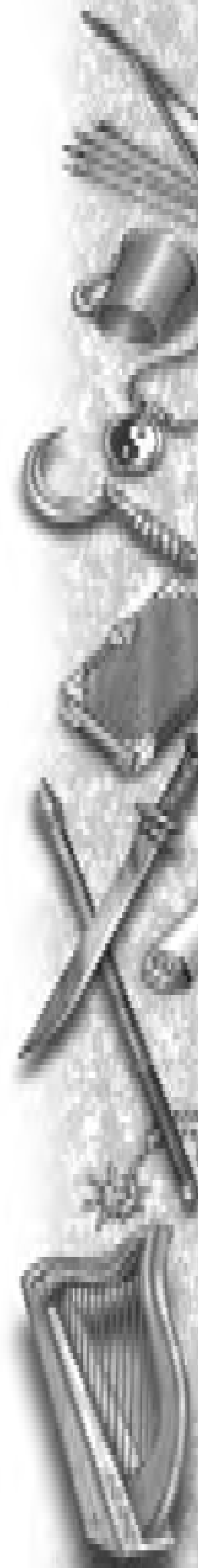
Role-playing: Barbarians from coastal communities have great respect for the sea as they are the consummate sailors. They are usually superstitious and cautious. They ward away bad luck with the gesture of a hand or a pinch of salt tossed behind their shoulder. At home in a sailing vessel, they are uncomfortable on land and pine for the blue expanse of the oceans.

Benefit Menu: Depending on the technology level of their native community, characters from Coastal regions may choose up to three of the following benefits: Profession (sailor) as a class skill, Use Rope as a class skill, Nature Sense as a druid for coastal regions only, Exotic Weapon Proficiency (net), or a +2 competence to all Balance and Swim checks.

COLD

A cold terrain is any land of sub-freezing temperatures, with constant ice and snowfall for over three-quarters of the year. In such terrain, life is usually brutally short. While water is abundant when melted, food is exceedingly scarce. Considering the lack of resources, many people who dwell in arctic regions hunt seals, whales, bears and fish, similarly to coastal dwellers. People hailing from these regions typically clothe themselves in heavy furs and snowshoes.

Adventuring: Considering the harshness of the terrain, it is no small wonder why individuals will leave the pristine beauty of the snowfields in exchange for a life of adventure. Many leave when resources are exhausted, wandering the land to find new homes. Others flee hostile predators such as the remorhaz, polar bears, frost worms and the packs of ravenous winter wolves. In the face of such creatures that hunger for sustenance as much as any other humanoid, these



CHARACTER CONCEPTS

threats can dissolve the will to persevere in such a dismal climate.

Role-playing: Leaving a land of ice has an impact on the psychology of those who spent their lives there. The warmth of a temperate climate is almost unbearable to these hardy souls. Much hotter, they truly feel discomfort and will readily strip down to underclothes. Cold barbarians respect food and will never let any part of a kill go to waste.

Benefit Menu: Depending on the technology level of their native community, characters from Cold regions may choose up to three of the following benefits: Cold resistance 2, +4 Wilderness Lore checks while in arctic regions, Exotic Weapon Proficiency (harpoon), +2 to Intuit Direction checks or unhindered movement while moving through snow.

DESERT

These characters may have originated from extreme areas of true Saharan desert or semi-desert regions like hot scrublands and rocky wastelands. As deserts are truly inhospitable to plant and animal life due to the lack of water, many barbarians form nomadic cultures. These tribes move from place to place seeking new watering holes, food sources and other supplies. Most of these characters favour loose robes as they are useful for catching wind and substantial enough to stave off the cold at night.

Adventuring: There are a host of reasons why a desert barbarian would leave the burning plains of his homeland.

In most cases, it is for want of supplies. In some cases, an oasis might have run dry, wells poisoned or fouled, disease or raids could have exhausted food stores. Merchant caravans will sometimes journey across these wastelands in search of a shorter route to a lucrative mercantile centre. Many times caravans and travellers seek out local desert folk to assist them in the role of guides, guards or to take them as slaves. On the other hand, these barbarians may be victims of a war with another tribe, thus leaving the character as the sole survivor, who must seek out new lands in which to dwell.

Role-playing: Desert barbarians hold one thing above all others: water. Considering the bleak landscape and low survival rate in their homeland, they recognise its life-giving values. Thus, they will never waste it. If they share it, it is always a sign of friendship and trust.

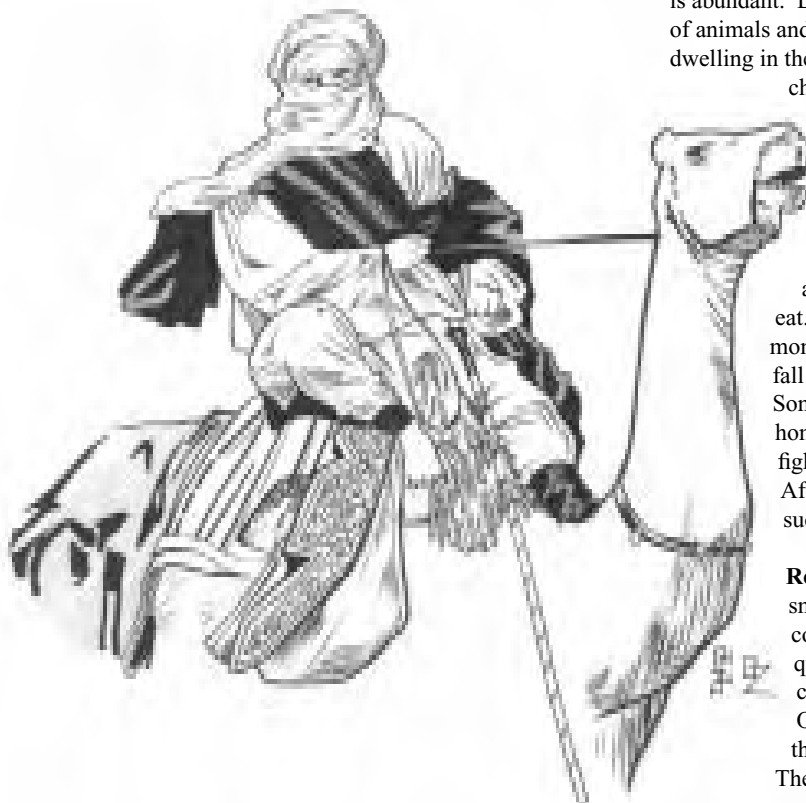
Benefit Menu: Depending on the technology level of their native community, characters from desert regions may choose up to three of the following benefits: +4 competence bonus to Ride checks while on a camel, +6 insight bonus when using Wilderness Lore to find water, Fire Resistance 2, +2 competence bonus all Saving throws to avoid blindness, or they may survive twice as long as normal without water.

FOREST

Any area of land, hilly, mountainous or flat, mostly covered in trees qualifies as a forest. This region includes rainforests and the endless expanses of coniferous woods of the northern climates. Deciduous or coniferous, it makes little difference to the arboreal barbarian. Obviously, plant life in a forest is abundant. Likewise, forests are home to a wide number of animals and insects. Replete with many water sources, dwelling in the forest can prove to be a relatively popular choice for many tribes. The downside to this region is that it is also home to all manner of nasty predators. Surpassed only by subterranean settings, forests can be very dangerous places.

Adventuring: As mentioned above, forests are home to things wishing to hide, hunt and eat. These locations harbour many dangerous monsters. Considering this, many communities fall prey to the wandering bulette, athach or giant. Some barbarians flee the destruction of their homelands to make do in another land. Others fight back against civilisation's encroachment. After numerous raids, they fight a losing battle, succumbing to the advance of 'civilisation'.

Role-playing: Forest barbarians are usually smaller, dextrous cousins to their typical counterparts. Accustomed to hiding and moving quietly through woodlands and jungles, they can easily blend into natural surroundings. Once removed from the safety of the forest, they stand out, awkward and out of place. Their personalities tend to reflect their physical





behaviour, losing confidence in the open, yet dangerously wicked when camouflaged.

Benefit Menu: Depending on the technology level of their native community, characters from Forest regions may choose up to three of the following benefits: +4 competence bonus to Hide checks while in forest terrain, Alertness feat, +4 competence bonus to Move Silently while in forest terrain, Profession (guide) as a class skill, or Exotic Weapon Proficiency (Blowgun).

HILLS

Hills are areas defined as any elevated land higher than sea level, but not as high as mountains. If dense woods carpet the terrain, they are forests of a higher elevation and not construed as a separate region in themselves. Instead, hills are more like rolling highlands, dotted with the occasional stand of trees, or unusual rock formation, perhaps with a random water source spilling from a cleft in the earth. While perfect for the pasture of sheep, goats and other nimble-

footed quadrupeds, it is not suitable for travel. Those who dwell in such areas attempt meagre farming, but mostly look toward grazing and shepherding as their primary sources of food and survival.

Adventuring: Hills, by dint of their isolation, are not regions suitable to sustain large populations aside from the occasional miner or excavation company. Considering the geographical difficulties, these locales are usually cut off from the rest of the world and tend to produce a backward and less educated community. The focus is never on culture as survival is by far the more important commodity. Hence, barbarians who depart from these regions do so because they have captured a glimpse of something else, something beyond themselves and the lives they live. In some cases, mining outfits despoil the entire region, making it unsuitable for grazing and planting. In other instances, creatures from the underground find egress into the world of sun and stars and find these people easy pickings for their meals. Barbarians who leave these lands rarely do so by their own devices; they do so because something intruded.

Role-playing: Drawn to excitement, as a moth to flame, these characters are eager companions, always willing to prove they have what it takes to be a value to their allies. On the other hand, hill barbarians are simple folk, quiet and unassuming. They fear great intelligence and usually react with some sort of hostility. They respect divine magic, but not from those overly-dressed in finery. They understand conflict and battle and will always lend a hand to protect those they value.

Benefit Menu: Depending on the technology level of their native community, characters from Hill regions may choose up to three of the following benefits: +2 racial bonus to Climb checks, +2 competence bonus to Handle Animal checks, Nature Lore in Hill terrain, Track feat as a bonus feat, or Weapon Focus (sling) as a bonus feat.

'Aye lad, they just disappeared,' muttered Angus, shaking his head.

Peter was ashen. 'Disappeared? What do you mean?'

'Them swamp folk. They're there one minute... ya blink... then they're gone...'

MARSH

Bogs, swamps, fens and lowlands are all classified as marsh terrain. Barely hospitable to most humanoid life, they are better suited to snakes and insects. Despite their hostile climate, humanoids and intelligent life can thrive. There is plenty to eat, although most would deign to refuse. If water sits undisturbed, it becomes a prime location for all manner of contagion. Therefore, marsh dwellers search out sources of running water in the form of streams or even clean pools. Most people who dwell in marshland employ mud paint to ward away mosquitoes and other biting insects. This body paint is startling to behold and instils superstitious prejudice in the unaccustomed.

CHARACTER CONCEPTS

Adventuring: Many reasons exist for luring these otherwise peaceful people out of their bog homes. Marshes, as havens for undesirables, pestilence and monsters, are often drained, thus destroying the native flora and fauna prevalent to these locales. In some cases, large monsters, such as black dragons, will seize the land as a lair and attempt to enslave the other denizens of the swamp. Marsh folk will never leave of their own accord as they derive to much comfort from the ways of their people, enjoying the anonymity and the freedom from the decadences of the modern world.

Role-playing: Easily identifiable by their odd appearance and strange customs, marsh barbarians stand out from almost any crowd. Furthermore, they adhere to unusual gods, venerating insects and serpents as the manifestations of divine will. For these reasons and more, marsh barbarians are outsiders and they play the part, feigning incomprehension to those who belittle their faith and growing violent if made to desist from their patterns and expressions of worship.

Benefit Menu: Depending on the technology level of their native community, characters from marsh regions may choose up to three of the following benefits: +2 inherent bonus to saves against Poison, +4 inherent bonus to saves against Disease, Profession (boater) as a class skill, +4 to

Hide checks while in Marsh terrain or +4 to Move Silently checks while in marsh terrain.

MOUNTAINS

Tall barren crags swept clean by the cold winds of the upper air. Here dwells the mad hermit, the self-imposed exile, the mountain man. Unlike any of the other regions, characters originating from the mountain region do not come from a tribe. In fact, there are not enough resources in the high mountains to feed or care for a large number of people. Short, stubby brush, the rare eagle's nest and a few mountain goats and great cats are the only companions for the mountain man. He will usually be dressed in the skins of wild animals. His technology level reflects the degree of his isolation. The more primitive, the more alone he truly is.

Adventuring: For a man to leave his isolated home, it takes something significant to get him to return to the world of people. Usually, some great need, or impending starvation will drive these loners from their eyries. By choice, they disdain companionship and so they will prove to be unpleasant companions at best. They are self-sufficient, fully versed in a number of craft skills to assist them in survival.

Role-playing: Bitter and angry, these xenophobes do not restrain themselves from expressing their distaste for others of their kind. They are nasty, unforgiving and easily offended. They make, at best, short-term companions, as they will not be inclined to stay with others for extended periods of time. Only the most dedicated and caring soul has a chance of penetrating their gruff exterior.

Benefit Menu: Depending on the mountain man's technology level, he may choose up to three of the following benefits: +4 competence bonus to Climb checks, the Track feat as a bonus feat, +4 competence bonus to Jump checks, +2 competence bonus to Craft checks or cold resistance 5.

PLAINS

Plains, steppe or any flatlands devoid of any of the preceding features such as an abundance of trees, marked variations of elevation and swampy lowlands. Plains are the catchall for everything else. Usually these locations are vast stretches of grasslands, which are in turn home to herds of wild cattle, antelope and other grazing animals. Cultures dwelling in these lands are typically hunter-gatherers. They lack the shelter of the woodlands, or the high elevations of hills to protect themselves. Thus, many will be warlike and expansionistic.

Adventuring: Many reasons exist for a plains barbarian to leave the life of a nomad. Clearly, the very nature of their livelihood suggests a highly mobile society, thus allowing the tribes to



reach new locales and peoples. Plains barbarians will often mingle with neighbouring societies providing mercenary duties, serving as caravan guards and any other number of activities.

Role-playing: Plainsmen highly regard the passage of the seasons, the night sky and the other astronomical bodies. They are prone to see omens everywhere, acknowledging the smallest coincidence as a manifestation of the spirits' will. Contrary to their cosmological beliefs, these barbarians are adaptable to almost any new environments. The only limitation is in confined spaces, out of the view of the sky. Most are claustrophobic and are unreliable in extended dungeon crawls.

Benefit Menu: Depending on the technology level of their native community, characters from plains regions may choose up to three of the following benefits: +5 to base speed, speak one additional language, Knowledge (astrology) as a class skill, +4 to Intuit Direction checks as long as the sky is in view or Alertness as a bonus feat.

shelter of rock, sends most into an uncontrollable panic. Most return to their blind world, but a few have the resolve to venture forth, free of the pressing rock and the dangers of existence in the lightless world. These resolute warriors, if they can overcome the obstacle of fear, are devastating allies in any dungeon crawl or night mission.

Benefits Menu: Depending on the technology level of their native community, characters from Underground regions may choose up to three of the following benefits: Darkvision 30 feet, or 30 feet additional darkvision to those races already possessing it (this supersedes any Darkvision the character normally has), Alertness feat as a bonus feat, Blind-Fight as a bonus feat, +4 racial bonus to Hide checks, +4 racial bonus to all Craft checks involving Stone or Metal.

Penalties: Unlike the other regions, originating from the underground holds an additional penalty. These barbarians are all light sensitive. If they are playing a race already suffering from this drawback, there are no additional side-affects. If they play a race without, they gain the following Special Quality.

Light Sensitive (Ex): The character suffers a -2 circumstance penalty to attack rolls, saves and checks while in the presence of bright sunlight or within the radius of a *daylight* spell.

UNDERGROUND

Home to the warlike grimlocks, the insidious derro and the wicked dark elves, the underground region is a deadly world in itself. Being a barbarian who originates from this land is to be kin to a hopeless society, doomed to extinction or slavery at best. Everything about this region is unusual. Animal and plant life runs toward the exotic, mutated versions of their surface-dwelling counterparts. Most cultures developing in the Underground are refugees. Some event forced these former surface dwellers to flee into the 'safety' of the endless caverns of perpetual night. Through the generations, these folk have lost their memories of the times under the sun and regard those days as myth.

Adventuring: After exploring many of the caverns, an intrepid barbarian might find his way free of the dangers thriving in his bleak homeland. A new life under the warm and blinding sun are the just rewards for his travels and dedication. Once free, he may do as he likes, although his heritage usually places him on the outside of any society. Thus, waging war is his only means of survival. Some adventuring groups who undertake expeditions may come across a lost civilisation and befriend one of the natives, who in turn might act as a guide through the labyrinthine depths of the earth.

Role-playing: As the inverse of the plains barbarian, those originating from the underground are almost always agoraphobic. Their terror at seeing the empty blue sky, without the comforting



PRESTIGE BARBARIAN

The barbarian class presents an impressive array of fighting potential. In exchange for the bonus feats of a typical fighter, the barbarian has better hit points, better skills, damage reduction, rage abilities and faster movement. Therefore, advancing this class from 1st to 20th level will most certainly be a force in itself. Considering the barbarian develops the truly powerful special abilities as he advances, one might wonder why a barbarian would ever branch out into another class.

Often, one of the main reasons for multi-classing into a prestige class is to accent a particular feature of the class. Some players feel highlighting one aspect of the character offers a greater sense of individuality and enjoyment beyond what is achievable by remaining within the parameters of the core class. There is some benefit by adding levels of other classes to the core barbarian class. Blending it with the ranger enhances his wilderness abilities. Alternatively, if mixed with the druid, he can buttress his significant offensive ability with animal allies. Yet, adding core classes diminishes the abilities of the primary class. Hence, many choose to work towards a particular prestige class to truly flesh out their character. Careful consideration as to which prestige class one should choose can in itself enhance the role-playing experience.



DERVISH

Wandering through the endless wastes of the desert are the dervishes, a breed of specialised holy warriors. Reputed to have witnessed the face of the great god of the desert, they are on the cusp of madness. In a sense, dervish warriors develop two states of being. The first is the contemplative reflection on their role in the greater scheme of things. The second is when the spirit of the desert, the personified force of nature, inhuman, seizes their soul and they become raging machines of death – both beautiful and terrible to behold. When in this state, the dervish becomes a whirl of dancing manoeuvres, chants, whirls and shouts. Unsettling to say the least, dervishes present a terrifying foe for the uninitiated.

Dervish Non-Player Characters can usually be located en route to an important holy site. As most are pilgrims dedicated to a deity who overlooks the fickle desert, these sites are almost always located in the heart of the shifting sands. Few willingly encounter these mad warriors, preferring instead to avoid them and their holy lands.

The Dervish					
	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1	+1	+0	+2	+0	Holy Fervour
2	+2	+0	+3	+0	Dedicated litany
3	+3	+1	+3	+1	Unsettling steps
4	+4	+1	+4	+1	As the wind
5	+5	+1	+4	+1	Scream of the desert

Hit Die: d12

Requirements

To qualify to become a dervish, a character must fulfil all the following criteria.

Base Attack Bonus: +6 or higher

Skills: Knowledge (religion) 4 ranks, Perform 4 ranks

Feats: Dodge, Expertise, Spring Attack

Special: Rage, Uncanny Dodge ability (cannot be flanked)

Class Skills

The dervish's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Perform (Cha) and Tumble (Dex). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 3 + Int modifier.

Class Features

All of the following are class features of the dervish prestige class.

Weapon and Armour Proficiency: The dervish is proficient in all simple and martial weapons, but gains no new armour proficiency. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Holy Fervour (Ex): Whenever the dervish flies into a rage he grows stronger and more agile, focusing his religious possession into deadly combat skills. He temporarily gains +2 to Strength and +2 to Dexterity in addition to the normal benefits and penalties derived from entering into a barbarian rage. Like a raging barbarian, a dervish in the throes of Holy Fervour may not use skills or abilities requiring patience or concentration. This ability conforms to the rules

governing the barbarian's rage ability described in the *Core Rulebook I*.

Distracting Litany (Sp): Whenever the dervish enters into the Holy Fervour, he begins to chant and mutter. Once per rage, the dervish can speak of the conundrums of the cosmos as though channelling the voices of the gods themselves. Those capable of hearing the dervish who are within 30 feet must make a Will save against a DC 10 + the character's Charisma modifier + dervish class level. The number of dervishes present further modifies the DC. For every additional raging dervish using this ability, the DC is increased by 1 to a maximum of 10. All targets within the area of affect failing their saving throws are shaken for 2d10 rounds, suffering a -2 morale penalty on attack rolls, weapon damage rolls and saving throws. Individuals who are immune to fear or mind-affecting spells or effects are immune to distracting litany.

Unsettling Steps (Ex): At 3rd level, the dervish has achieved such a degree of mastery over his ability to rage he may now use Expertise and the Total Defence action while raging.

As the Wind (Ex): At 4th level, the dervish gains Whirlwind Attack as a bonus feat even if he does not have the necessary prerequisite feats.

Scream of the Desert (Sp): When in the Holy Fervour, the dervish may once per day, release an ear-splitting shriek having several detrimental affects to all those within the area of effect. Every living creature within a 60-foot radius must make a Will save against a DC 10 + the dervish's improved Constitution modifier + his dervish class level. Failure indicates the target suffers 5d6 points of sonic damage, becomes deafened for 1d6 rounds and is considered cowering for 1 round. Deafened targets suffer a -4 penalty to Initiative checks and have a 20% chance of spell failure when casting spells with verbal components. Listen checks are impossible. Cowering targets lose their Dexterity bonus to AC (if any) and foes gain a +2 bonus to hit

PRESTIGE BARBARIAN

them. A successful saving throw means the target takes half damage and is deafened for one round only.

DESPOILER

The despoiler is the antithesis of religion. He believes most gods are the enemies of mortals and therefore he holds temples, churches and other sacred sites to be ripe fruit, ideal for the plucking. His overarching motivation is to destroy and plunder. Once he has taken what he desires, he will burn the remainder, entrapping the survivors to meet their deaths in a conflagration. His motivation turns on divine magic's inability to affect him. Naturally resistant to the will of the gods, he may act with no regard for retribution at the earthly level. Not all despoilers are evil, though; many specifically target evil cults and religions, seeking to wipe out the blight threatening the world. In these rare cases, despoilers can be useful allies indeed.

Despoiler Non-Player Characters are the inverse of paladins, more so than blackguards. Instead of holding to the dark powers, they hold to themselves only. They are despicable and dangerous plundering coastlines at will. Despoilers are typically leaders of hordes bent on ravaging their civilised neighbours. These individuals are a universal threat to religions of any race or alignment, forming the ideal foe for any party of adventurers.

Hit Die: d12.

Requirements

To qualify to become a despoiler, a character must fulfil all the following criteria.

Base Attack Bonus: +12.



Despoiler

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1	+1	+0	+0	+2	Divine Spell Immunity
2	+2	+0	+0	+3	Fast Heal 1
3	+3	+1	+1	+3	Granted Power Immunity, Smite
4	+4	+1	+1	+4	Fast Heal 2
5	+5	+1	+1	+4	Atheistic Resolve

Skills: Intimidate 15 ranks

Feats: Horde, Iron Will, Toughness and Unbeliever

Special: By yourself, you must kill a cleric 3 levels higher than you are, or you must have at least 2 levels of ex-cleric.

Class Skills

The despoiler's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex) and Swim (Str). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the despoiler prestige class.

Weapon and Armour Proficiency: The despoiler gains no new proficiency in weapons, but gains Armour Proficiency (heavy). Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Divine Spell Immunity (Su): At first level, the despoiler gains an effective SR of 20 + the character's despoiler class levels against divine spells. From healing to injury, the despoiler is virtually immune. Since severing any connection to the gods, this places him beyond their agents' ability to affect him. Granted powers gained through domains affect despoilers, despite their natural resilience to divine magic.

Fast Heal (Ex): As the despoiler comes to learn not to rely upon the assistance and aid of divine magic, his body compensates for the lack of divine intervention. At 2nd level, the despoiler gains access to Fast Healing 1, thus recovering 1 hit point per round. At 4th level, his fast healing ability increases to 2. See *Core Rulebook III* for details on this extraordinary ability.

Granted Power Immunity (Su): By 3rd level the distance between the gods and the despoiler is so great that he may ignore any affects derived from granted powers. Thus, death touch or the smite ability from the Death or Destruction domains, respectively, have no affect on despoilers.

Smite (Su): The despoiler, at 3rd level, may make a single melee attack per day at a +4 attack bonus and a damage bonus equal to his total character levels. Like any other smite, you must declare it prior to making the attack. This attack functions on any target.

Atheistic Resolve (Ex): At 5th level, the despoiler's resistance to divine spell energy passively extends in a 10-foot spread. All characters within the area of affect gain the benefit of spell resistance (SR) 20+ the character's despoiler class level against divine magic.

DEVOLUTIONARY

Some barbarians grow so accustomed to killing they begin to lose facets of their personality. They gradually lose a sense of self, lapsing into a rage so often it subsumes their psyche. They become machines whose sole purpose is to kill. If ignored, they begin down the path of devolution, essentially losing the qualities defining a race, journeying back towards some common ancestor. These brutish hulks physically transform into a more bestial version of their former selves. Humans sprout hair, grow shorter and more muscular and have a more pronounced jutting brow. Elves grow taller, their features more exaggerated. Dwarves grow in height, becoming malformed and unrecognisable. Regardless of race, the devolutionary becomes a throwback, gradually losing the ability to converse, manipulate tools and so on, all in the pursuit of becoming the ultimate fighting machine.

Devolutionary Non-Player Characters are always in some transitional phase to total devolution. They have no concept of right or wrong and simply follow their instincts, taking what they desire, destroying what they hate. When encountered, a devolutionary will often be in the company of advanced dire apes, leading his pack to destroy anything they encounter.

Hit Die: d12

Requirements

To qualify to become a devolutionary, a character must fulfil all the following criteria.

Alignment: chaotic neutral

Base Attack Bonus: +8

Skills: Climb 6 ranks, Intimidate 10 ranks, Jump 6 ranks, Listen 6 ranks, Spot 4 ranks

Feats: Alertness, Aspect of the Beast, Power Attack, Cleave

Class Feature: Ability to rage

Class Skills

The devolutionary has no class skills. The devolutionary is an exception to the rule that characters always gain skill points. If the devolutionary has a negative Intelligence modifier, the character receives no skill points. See *Core Rulebook I* for skill descriptions.



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Skill points at each level: 0 + Int modifier.

Class Features

All of the following are class features of the devolutionary prestige class.

Weapon and Armour Proficiency: The devolutionary gains no new proficiency in weapons or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Bonus Rage: The devolutionary finds he is most comfortable in his natural state of anger. From 1st

through 4th levels, the devolutionary gains a bonus barbarian Rage stacking with the number he normally receives. For example, an 8th level barbarian may normally rage 3 times per day. Upon assuming the first level gained in devolutionary, the barbarian may now rage 4 times per day. *Core Rulebook I* fully discusses the rage ability.

Scent (Ex): The barbarian, by taking the first level in this class, is becoming something less than human. The first stage of his change is his gain of the Scent ability. The barbarian gains the scent ability at 1st level. Consult *Core Rulebook II* for details on the Scent ability.

Devolve I (Su): The devolutionary loses aspects of his personality, memory and intellect as he devolves.

At 1st level, the devolutionary suffers a -2 enhancement penalty to Intelligence and Charisma with a minimum possible score of 3 in each ability. This loss reflects the deterioration of his personality and growing inability to solve problems and think logically.

Ferocity (Ex): The devolutionary is relentless in combat and will continue to fight without penalty even when disabled or dying (see *Core Rulebook I* for details).

Devolve II (Su): At 2nd level, the devolutionary further degrades and loses the ability to read and write, even if the character has devoted skill points to overcome the barbarian's inherent Illiteracy. Furthermore, the devolutionary loses access to all languages except for his native tongue as he continues to withdraw into himself.

Claws (Ex): Nails having hardened into claws, the devolutionary may now make unarmed attacks as if he had the Improved Unarmed Strike feat. In addition, his unarmed attacks inflict 1d6 damage with each successful strike.

Supreme Climber (Ex): The devolutionary has to rely on his physical prowess to overcome his intellectual failings. Thus, at 3rd level, the devolutionary gains a +8 competence bonus to all climb checks.



Devolutionary

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1	+1	+2	+2	+2	Bonus Rage, Scent, Devolve I
2	+2	+3	+3	+3	Bonus Rage, Ferocity, Devolve II
3	+3	+3	+3	+3	Bonus Rage, Claws, Supreme Climber, Devolve III
4	+4	+4	+4	+4	Bonus Rage, Bite, Pounce, Devolve IV
5	+5	+5	+5	+5	Forever Enraged, Beast, Devolve V

Devolve III (Su): More animal than humanoid, the devolutionary loses the ability to use any trained only Intelligence-based skills even if he had previously devoted skill points to these skills. In addition, the enhancement penalty to his Intelligence increases to -4 with a minimum possible score of 3.

Bite (Ex): The devolutionary's teeth extend into fangs, thereby granting him an additional attack at a -5 penalty. The Multiattack feat reduces the penalty for fighting with natural attacks to -2. The devolutionary's bite attack may not be made in conjunction with armed melee attacks. It is usable only in natural attack routines.

Pounce (Ex): If the devolutionary leaps upon a foe during the first round of combat, he can make a full attack even if he has already taken a move action.

Devolve IV (Su): The devolutionary's metamorphosis is almost complete by this stage. When he has transformed to this state, he loses proficiency in all Martial Weapons and all armour. In addition, the enhancement penalty to Intelligence increases to -6 with a minimum possible score of 3. He does, however, gain a natural armour bonus equal to his Constitution modifier.

Forever Enraged (Su): At 5th level, the devolutionary is considered permanently enraged. The number of times he could otherwise rage are now times he may exit out of his rage for the standard duration described in the *Core Rulebook I*.

Beast: The devolutionary's transformation is fully complete and his subtype is forever changed to Beast instead of humanoid. He gains low-light vision and darkvision with a range of 60 feet. As a beast, he is no longer subject to spells targeting humanoids, although he is subject to spells targeting beasts.

Devolve V (Su): At 5th level, the devolutionary has fully transformed into a monster. He loses the capability of speech and the enhancement penalty increases to -8, with a minimum possible score of 3.

FETISH WARRIOR

The fetish warrior believes he can gain power by consuming the flesh of his enemies. While to some extent this is true, in exchange for his ability he becomes one of the most hated of his species: a cannibal. The powers he gains for his pariah status increase as he becomes more powerful himself. However, he must forever defeat greater and greater enemies in order to derive any benefit at all from devouring their flesh.

Non-Player Character fetish warriors are reviled and feared. Legions of paladins and clerics scour the lands to eradicate these disgusting freaks. In response, fetish warriors band together, seeking out similarly-minded barbarians. The result of this conflict of beliefs is that fetish warriors and their detractors are rare, for those who would eradicate this unusual practise kill plenty. Nevertheless, every overzealous paladin that falls prey to the begrimed hands of the cannibals adds to the fetish warrior's strength.

Hit Die: d10

Requirements

To qualify to become a fetish warrior, a character must fulfil all the following criteria.

Alignment: Chaotic Evil

Base Attack Bonus: +6

Skills: Listen 9 ranks, Spot 4 ranks, Wilderness Lore 9 ranks

Feats: Endurance, Great Fortitude, Track

Special: Must have devoured the heart a member of his own species



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Class Skills

The fetish warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis) and Wilderness Lore (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the fetish warrior prestige class.

Weapon and Armour Proficiency: The fetish warrior is proficient in all simple and martial weapons, light armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Devour the Senses (Su): Any time the fetish warrior singly defeats a foe, he may consume their sensory organs (in most cases this would be their eyes) and absorb any detection ability and racial bonuses to Search and Spot checks of that foe. Fetish warriors may derive the following benefits from the target they killed provided the target had access to any or all of the abilities in question: low-light vision, darkvision, scent, penchant for noticing secret or concealed doors, stonecunning or any other sensory ability as decided by the Games Master. This ability lasts for 8 hours. Creatures without such anatomy confer no bonus to the fetish warrior.

Borrowing (Su): Fetish warriors, at 2nd level, gain the ability to heal damage by consuming the heart of the enemy they personally defeated. Whenever they do so, they heal 1 point of damage for every hit die of the foe they personally defeated. Creatures without a viable or discernible anatomy confer no such bonus to the fetish warrior.

Adorned with Skin (Su): One of the most disgusting practises of the fetish warrior is the donning of the skin of their enemies. Whenever they defeat an opponent by themselves or with the aid of another fetish warrior, they may skin their enemy and wear its flesh. If done so within 10 minutes after the conflict, the fetish warrior gains whatever natural armour bonus their foe had in life. Therefore, if a fetish warrior defeats a Krenshar and skins him within the required amount of time, the fetish warrior permanently gains the Krenshar's +3 natural armour bonus as a natural armour bonus. Thus, destroying another creature with a natural armour bonus of +3 or less confers no additional benefit to



Fetish Warrior					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Devour the Senses
2	+1	+3	+0	+0	Borrowing
3	+2	+3	+1	+1	Adorned with Skin
4	+3	+4	+1	+1	Eating the Heart
5	+3	+4	+1	+1	Breathe the Soul

the fetish warrior, as multiple natural armour bonuses do not stack. Creatures without a viable or discernible anatomy confer no such bonus to the fetish warrior.

Eating the Heart (Su): Any time the fetish warrior successfully kills an enemy, either by himself or with the assistance of another fetish warrior, he may consume its heart. Doing so is a full-round action and confers a +1 dodge bonus, +1 to all attack rolls and extends the duration of the barbarian's rage (if any) by 3 rounds. These bonuses last for the duration of the rage. Harvesting said heart is equivalent to a coup de grace action and thus provokes an attack of opportunity if done so while in a threatened space. Creatures without a viable or discernible anatomy confer no such bonus to the fetish warrior.

Breathe the Soul (Su): A spell-user's heart holds great power for fetish warriors, for they gain a modicum of the victim's former power. Eating the heart of a recently-killed spell-user (regardless of the type of magic: arcane, divine or psionic) confers a random spell into the mind of the fetish warrior. The Games Master determines the exact spell randomly. Once it has been absorbed, the fetish warrior may release it as a standard action by expending experience points at a ratio of 10 xp per level of the spell. If the spell has a material cost, the gold piece equivocates to experience points in a ratio of 10:1. Thus if a spell requires 1000gp of diamond dust, then the fetish warrior would have to spend 100 xp. If the spell had an xp requirement, the fetish warrior must spend the requisite amount of experience points in addition to the cost of the spell. The original caster's level and ability determines exact effects of the spell. Fetish warriors may only store one spell at a time for any duration and, once cast, it is removed from their memory as per normal arcane spellcasting.

HORSE NOMAD

The horse nomad and his steed maintain a deep spiritual connection rivalling the paladin's association with his bonded mount. Peerless in skill as an

equestrian, he rivals the greatest of knights in ability and prowess. A savage cavalier of sorts, this mounted barbarian is the master of all things equestrian. One of his noted abilities is his capacity to exploit mounted combat with both melee and ranged attacks. He can perform amazing feats of agility and daring while mounted. Furthermore, he can share his rage with his steed whenever astride.

Horse nomad Non-Player Characters will typically be leaders in tribal communities. As they are extraordinarily adept at mounted combat, in large tribes, they will form companies similar to heavy cavalry in an army. Horse nomads generally value their mounts over their own lives and therefore will sacrifice themselves to save their companion.

Hit Die: d12

Requirements

To qualify to become a horse nomad, a character must fulfil all the following criteria.

Alignment: Any neutral

Base Attack Bonus: +8 or higher

Class ability: Fast Movement

Skills: Handle Animal 11 ranks, Ride 11 ranks

Feats: Mounted Combat, Mounted Archery, Trample

Class Skills

The horse nomad's class skills (and the key ability for each skill) are Animal Empathy (Cha), Handle Animal (Cha), Ride (Dex) and Wilderness Lore (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the horse nomad prestige class.

Weapon and Armour Proficiency: The horse nomad is proficient in all simple and martial weapons and

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light armour, but not shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Bonded Horse (Su): Differing from all other horses, the horse nomad's steed has a number of special abilities developing as the horse nomad increases in levels. The horse nomad's steed is always a light warhorse and changes from animal to a magical beast. It gains the following benefits as described in the table below. For column definitions and specifics regarding the special abilities, refer to *Core Rulebook I*. If the bonded horse dies, the horse nomad must train a new horse for one month and one day, before the replacement horse is ready for the bonding.

Horse Nomad's Steed

Level	Bonus HD	Natural Armour	Str Adj.	Int	Special
1	+1	4	+1	6	Improved Evasion
2	+2	6	+2	7	Empathic Link
3	+4	8	+3	8	Share Saving Throws
4	+6	10	+4	9	Command Other Horses
5	+8	12	+5	10	Spell Resistance

Shared Rage (Ex): Any time the horse nomad enters his rage while astride his bonded horse, the effects of the rage extend to the steed as well. In effect, the horse gains +4 Strength, +4 Constitution, a +2 bonus to Will saves and a -2 penalty to AC. The duration of the shared rage is equal to the barbarian's or until such time the barbarian dismounts. Upon the conclusion of the rage, the horse suffers the same fatiguing effects as barbarians do for the same duration.

Bonus Feat: At 3rd level, the horse nomad gains a bonus feat, which may be selected from any of the following feats: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Improved Critical, Improved Initiative, Ride-by attack, Spirited Charge, Power Attack (Cleave, Sunder, Great Cleave), Quick Draw, Two-weapon fighting and Weapon focus. More feats may be available at the Games Master's discretion.

Faster Mount (Ex): Your mount has grown accustomed to your greater need for mobility. At 3rd-level your bonded mount gains fast movement as a barbarian. Thus, it gains +10 feet to its base speed.

Mounted Bonus (Ex): The horse nomad is without peer when



Horse Nomad

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1	+1	+2	+2	+0	Bonded Horse
2	+2	+3	+3	+0	Shared Rage
3	+3	+3	+3	+1	Bonus Feat, Faster Mount
4	+4	+4	+4	+1	Martial Bonus
5	+5	+4	+4	+1	Sprint

fighting from the back of his bonded mount. When fighting from horseback, the horse nomad receives a +3 circumstance bonus to all attack rolls instead of the normal +1 for higher ground.

parley and if those he encounters are not his prey, he will typically ignore them. However, if they happen to be those he seeks, he will relentlessly pursue them until one or both are destroyed.

Sprint (Su): Once per day, the horse nomad may coax greater speed from his mount than normal. The mount may, as a double move action, move up to 10 times its base speed in a single round. If the mount moves less than the total movement, excess movement is lost.

Hit Die: d10

MASTER OF THE HUNT

Wolves howling, dogs barking, a ghostly image of a powerful antlered man moving through the woods, shrouded in foxfire and exuding fear; these are all the dominion of the master of the hunt. A legendary figure indeed, the master wanders the wilds always on the search, always hunting for his quarry. Legends of this fearful warrior echo through time and always with connotations of power and terror. The master of the hunt is a prestige class commanding the lupine kind. His strength lies in his ability to extend his rage to his pack of wolves, thus proving to be a dangerous threat indeed.

Parties of adventurers encounter masters of the hunt usually in the service of a lord who upholds an older and more primitive religion. The master of the hunt is masculinity personified, although in other cultures, the followers of Artemis, who are female, adequately fit the model of this prestige class. When encountered, the hunter will likely not



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Master of the Hunt

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1	+1	+0	+1	+1	Pack
2	+2	+0	+2	+2	Aura of Foxfire
3	+3	+1	+2	+2	Scent
4	+4	+1	+2	+2	Collective Rage
5	+5	+1	+3	+3	Lycanthrope

Requirements

To qualify to become a master of the hunt, a character must fulfil all the following criteria.

Base Attack Bonus: +15

Alignment: Any non-good and non-lawful

Skills: Handle Animal 17 ranks, Intuit Direction 12 ranks, Knowledge (nature) 6 ranks, Listen 12 ranks, Wilderness Lore 17 ranks.

Feats: Endurance, Iron Will, Run, Skill Focus (Wilderness Lore), Track

Class Ability: Fast Movement

Special: Just prior to taking the first level in master of the hunt, the character must seek out an alpha male dire wolf having at least as many Hit Dice as he has levels. Once found, he must defeat the male in unarmed combat to achieve mastery over the pack

Class Skills

The master of the hunt's class skills (and the key ability for each skill) are Animal Empathy (Cha), Control Shape (Wis), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str) and Wilderness Lore (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the master of the hunt prestige class.

Weapon and Armour Proficiency: The master of the hunt is proficient in all simple and martial weapons, but gains no new proficiency in armour or shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Pack (Su): Having defeated the alpha male of a dire wolf pack, the master of the hunt assumes mastery of the wolf pack he has conquered. Not all of the wolves in the pack will abide by the new leader; some will depart to start their own packs or travel alone. The master of the hunt gains a number of dire wolves equal to 5 + Cha modifier, or the size of the original pack, whichever is higher. The dire wolf pack befriends the master of the hunt as if he had cast *animal friendship* except his level never limits the number of wolves there will be in the pack. All dire wolves in his pack are average and thus have the corresponding statistics found in *Core Rulebook III*.

Aura of Foxfire (Su): At will, the master of the hunt may summon forth the foxfire glow to form an aura about his body. While foxfire ruins all Hide checks, it does force all foes seeing the master of the hunt to make a will save against a DC 18 or be shaken; they suffer a -2 penalty to all attacks, saves and checks.

Scent (Ex): The master of the hunt begins to change in fundamental nature as he spends more time with his pack. At 3rd level, the master of the hunt gains the scent ability as described in the *Core Rulebook III*.

Collective Rage (Su): The master of the hunt enjoys a psychic connection with his pack. Whenever the master of the hunt enters into a rage, so too does his pack. The rage for the wolves has the same duration as the master of the hunt. Consult the rules governing rage in *Core Rulebook I* for details.

Lycanthrope (Su): At 5th level, the master of the hunt assumes the lycanthrope (werewolf) template gaining all the benefits thereof. His character type changes to shapechanger. If the character has at least 4 ranks in Control Shape, he retains his normal alignment. Consult *Core Rulebook III* for details.

Mind Killer

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1	+0	+1	+0	+2	<i>Detect Psionics</i> , PR 13, Psionic nemesis
2	+1	+2	+0	+3	Improved non-psionic buffer, PR 14
3	+2	+2	+1	+3	Reflect Psionic Attack, PR 15
4	+3	+2	+1	+4	PR 16, PR 13 10-foot radius
5	+3	+3	+1	+4	PR 17, PR 14 10-foot radius

MIND KILLER

Some primitive barbarians despise arcane magicks.

Some disdain divine magic as blasphemy. The barbarians wage war against these users, embracing the destruction of their enemies to the fullest. On the other hand, there are some who resent the power of psionics as it stands as the fullest realisation of mental acuity. Barbarians dwelling in the world of eternal night traverse through cavern upon cavern, learning, sometimes the hard way, that there are those who wield this power unscrupulously, enslaving those lacking the ability to unlock the hidden potential residing in almost all. Mind killers see the potential depravity inherent within psychic powers. To safeguard the future, they take it upon themselves to wage a private war against the psionic-users, slaughtering them all indiscriminately.

Mind killers can be dangerous enemies to parties including psions or psychic warriors. These Non-Player Characters are relentless in their hatred of psionic using creatures. They will prove to be intolerant, bigoted and generally a nemesis to those who would aid their potential victims.

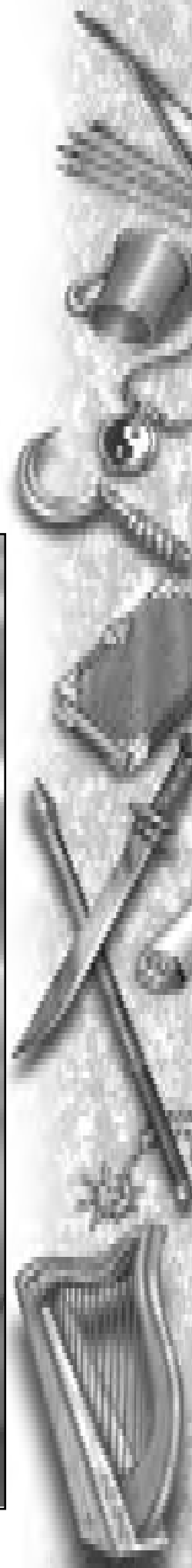
Hit Die: d12

Requirements

To qualify to become a mind killer, a character must fulfil all the following criteria.

Base Attack Bonus: +6

Feats: Iron Will, Toughness



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Class Ability: Ability to Rage

Special: You must have been the target of a successful psionic attack

Class Skills

The mind killer's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Ride (Dex), Swim (Str) and Wilderness Lore (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the mind killer prestige class.

Weapon and Armour Proficiency: The mind killer gains no new proficiencies in weapons, armour or shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Detect Psionics (Sp): The mind killer attunes to the use of psionics. At will, he may sense psionic presence as per the talent *detect psionics*.

Power Resistance: Mind killers are naturally resistant to psionic energy. Starting at 1st level, the mind killer gains an innate power resistance increasing each level to 5th. At 4th level, their resistance extends around them in a 10-foot radius emanating at 3 points less.

Psionic Nemesis (Ex): Psionic users are so reprehensible to mind killers every successful attack against a creature having access to these powers inflicts an additional point of damage per mind killer level. Creatures normally immune to critical hits are unaffected by this ability. Furthermore, this ability does not stack with favoured enemy bonuses or any other like bonuses and is not multiplied in the case of a critical hit.

Improved Non-Psionic Buffer (Su): Mind killers are inherently non-psionic and thus are especially resistant to psionic attack. When determining the combat DCs for psionic attacks, mind killers subtract an additional -2 competence penalty to the DCs of any attacks directed at them. Thus, the new modifiers against a Non-psionic buffer for the mind killer are as follows: Ego Whip -10, Id Insinuation -11, Mind Blast +2, Mind Thrust -10 and Psychic Crush -10.

PIT FIGHTER

Some barbarians seek to profit from their fighting abilities by engaging in the decadent brawls of pit fighting. While reminiscent of gladiatorial arena fighting, pit fighting is even more violent and brutal. The owners of the pit fighters lower the two combatants into a hand-dug pit, where they fight with whatever weapons might be available to them. Weapons change from combat to combat, never the same twice in a row. In most nations, pit fighting is illegal, although it continues to exist in the underworld, where gamblers stake their money and lives on the eventual outcome.

Characters needing to make a fast gold coin can seek out these arenas to face the champion pit fighter Non-Player Character. These characters opinions about the sanctity of life are jaded and cynical. Thus, their humour is dark and rather offensive. If encountered in the depths, they are brutal and unforgiving, making use of every dirty trick.

Hit Die: d12

Requirements

To qualify to become a pit fighter, a character must fulfil all the following criteria.

Base Attack Bonus: +5

Skills: Bluff 4 ranks, Intimidate 8 ranks

Feats: Combat-Quarters Combat, Dodge, Improvised Weapon

Class Skills

The pit fighter's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Sense Motive (Wis) and Tumble (Cha). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the pit fighter prestige class.

Weapon and Armour Proficiency: Pit fighters are proficient in all simple and martial weapons. In addition, they receive proficiency in one Exotic Weapon of the player's choice. Pit fighters do not gain any additional armour proficiency although they are proficient with the shields. Note that armour check

Pit fighter					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Improved Feint
2	+2	+1	+1	+0	Sneak Attack +1d6
3	+3	+2	+2	+1	Damage Reduction 1/-
4	+4	+2	+2	+1	Sneak Attack +2d6
5	+5	+2	+2	+1	Damage Reduction 2/-

penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Improved Feint (Ex): Out of necessity, the pit fighter's survival sometimes necessitates deceiving their

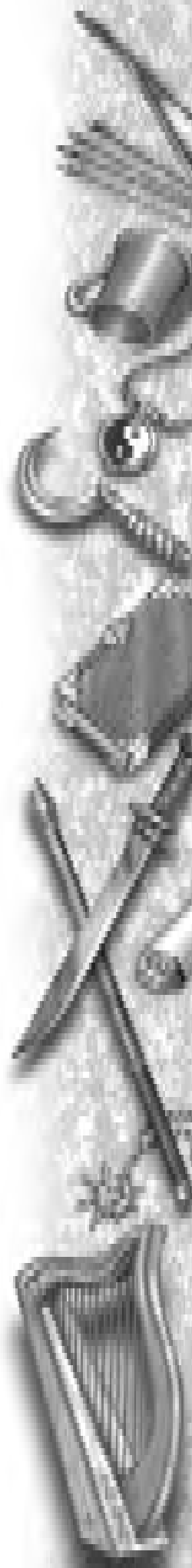
opponents. Pit fighters using the 'feinting in combat' action may do so as a move-equivalent action instead of as a standard action. Furthermore, considering their experience at fighting unusual opponents, the penalty for feinting against a non-humanoid reduces to -2, while against a creature of animal Intelligence (1 or 2) it is reduced to -6. Feinting against a non-intelligent creature is still impossible.

Sneak Attack: Pit fighters, due to their uncanny knack at exploiting an opponent's weakness, gain the rogue's sneak attack ability. This ability conforms in all manners to the rules presented in the *Core Rulebook I*. Sneak attack damage stacks with sneak attack damage derived from other classes.

Damage Reduction: Pit fighters gain the ability to shrug off damage earlier than other barbarians. They learn to ignore small amounts of damage thanks to their nearly endless time spent fighting in the pits. Damage reduction earned by this class stacks with the damage earned by the Barbarian class only. For example, Tostig is a 3rd level pit fighter and 11th level barbarian. Both classes confer damage reduction 1/-. Therefore, Tostig has damage reduction 2/-.

PLANAR SAVAGE

Beyond the lands of mortal ken is an infinite cosmos holding beings both pure and foul, gods and demons and vistas unreachable by ordinary means. While it is true wizards frequently treat with such beings in their native planes and it is also true that clerics pay homage to their gods in their distant halls of immortality, the lowly barbarian usually has little opportunity to see these realms on his own. Perhaps the key word here is 'usually', for the planar savage is the



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Planar Savage

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1	+1	+2	+0	+0	Elemental Resistance
2	+2	+3	+0	+0	Cosmically Attuned
3	+3	+3	+1	+1	Elemental Resistance
4	+4	+4	+1	+1	Slip-step
5	+5	+4	+1	+1	Dimensional Barrier

exception. Either through design or accident, this planar savage stumbled through the veil separating the world of matter and into the realms of the ethereal and astral or even somewhere more dangerous. Regardless

of the where, if the planar savage survives, he gains a sense of the larger world. His interest, now piqued, leads him to great minds and further expeditions to these realms. Over time, he grows so accustomed to these strange worlds, mortal and mundane ties no longer bind him into one place or realm.



Planar savage Non-Player Characters are often members of plane-travelling adventuring groups. No overarching alignment is necessary for this barbarian as motives for planar travel vary wildly. Planar savages are of many different races, several native to the planes themselves, who just so happened to stumble into the world of mortals. In any event, planar savages may be legions of astral warriors, or a philosophical barbarian seeking the vaunted battlefields of Valhalla.

Hit Die: d12

Requirements

To qualify to become a planar savage, a character must fulfil all the following criteria.

Base Attack Bonus: +12

Skills: Intuit Direction 15 ranks and Knowledge (planes) 7 ranks

Feats: Exotic Weapon Proficiency, Weapon Focus (exotic weapon)

Special: Must have spent at least a week on another plane of existence and survived

Class Skills

The planar savage's class skills (and the key ability for each skill) are Climb (Str), Intuit Direction (Wis), Jump (Str), Knowledge (planes) (Int), Listen

(Wis) and Spot (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the planar savage prestige class.

Weapon and Armour Proficiency: The planar savage gains no new proficiency in arms or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Elemental Resistance (Ex): Upon earning the first level in planar savage, the character gains a resistance to one type of energy source. These types include cold, electricity, fire and sonic. The player must choose one of the aforementioned types. Once chosen, the planar savage gains energy resistance 10 against the chosen energy source. At 3rd level, the planar savage may choose a second energy source to which he is resistant.

Cosmically Attuned (Su): Having dwelled in the infinite planes of existence, the planar savage is able to recognise the ripples in the currents of reality suggesting when something is amiss. For game purposes, the planar savage's vision extends into the ethereal, thus allowing him to identify any threats originating from there. In addition, if the planar savage did not already have darkvision or low-light vision, he now gains both. His range with darkvision is 60 feet.

Slip-Step (Sp): The planar savage has developed a technique to exploit gateways to allow him to engage foes more quickly. For a number of times per day equal to the planar savage's Dexterity modifier, he may *dimension door* as a sorcerer equal to the planar savage's total class levels. See *Core Rulebook I* for details on this spell.

Dimensional Barrier (Sp): The planar savage aura of control extends around him, preventing surprises from nefarious enemies. Extradimensional travel into an area within 60 feet of the planar savage is barred. Forms of movement affected are the same as those affected by a *dimensional anchor*. Once within the area of the Dimensional Barrier, extradimensional travel is possible, but only out of the area of the planar savage's effect. For example, Zankar, a planar savage, explores an ancient temple devoted to a fallen evil deity. As

he explores the altar in search of treasure and clues to his larger quest, he stumbles over a glyph normally *gating* a balor into the room on the spot of the magical scribbling. The dimensional barrier effect prevents the demon from appearing within 60 feet of the stalwart barbarian and so the gate effect fails.

RUNNER

Barbarians are notorious for their ability to move swiftly. They may charge into the fray, over great distances and demoralise and frighten their enemies. Quick speed grants these characters a special advantage, available to no other class. Among their numbers, there are those who can run faster and for longer periods of time. These barbarians are the runners. Fleet of foot, it is their responsibility to transmit messages, plans and news to other members of the tribe. They also act as a shock force, forerunners for the rest of the horde, engaging and foiling the enemy's movements.

Runners' personalities, at least in the case of Non-Player Characters, are similar to their careers, quick wit, sharp humour and deadly grace. Runners will be the first to engage in melee, but they will also be the first to leave, preferring hit-and-run tactics. Rarely encountered alone, spotting one of these scouts may precipitate an ugly encounter.

Hit Die: d8

Requirements

To qualify to become a runner, a character must fulfil all the following criteria.

Base Attack Bonus: +7 or higher

Feats: Endurance, Run

Class Ability: Fast Movement

Class Skills

The runner's class skills (and the key ability for each skill) are Climb (Str), Intuit Direction (Wis), Jump (Str), Swim (Str) and Wilderness Lore (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the runner prestige class.



PRESTIGE BARBARIAN

Runner					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Fast Movement (+20 ft)
2	+1	+0	+3	+0	Evasion
3	+2	+1	+3	+1	Fast Movement (+30 ft)
4	+3	+1	+4	+1	<i>Blurring Stride</i>
5	+3	+1	+4	+1	Fast Movement (+40 ft)

Weapon and Armour Proficiency: The runner is proficient in all simple and martial weapons, but no armour or shields. Note that armour check penalties for armour heavier than leather apply to the skills

Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Fast Movement (Ex): The runner learns to run faster through practise and training. At every other level, the

runner's base speed (not including the base +10 feet from the barbarian class) increases by +20 feet when wearing no armour. Every other level thereafter the base speed bonus increases by +10. For example, Vignar has a base speed of 30 feet. From his first level in barbarian, he moves at 40 feet if he wears the appropriate armour. At his first runner level, his speed increases to 50 feet.

Evasion (Ex): Runners may avoid magical and out of the ordinary attacks due to their incredible speed. Any time the runner succeeds at a Reflex saving throw against an attack normally dealing half damage on a successful save, the runner instead takes no damage. Evasion is usable only if the runner is wearing light or no armour.

Blurring Stride (Sp): The runner moves so quickly, he becomes harder to hit. Anytime the runner takes a double move action and is not wearing any armour, his outline blurs granting one-half concealment (20% miss chance). Aside from duration, this spell-like ability conforms in all ways to the *blur* spell described in the *Core Rulebook I*.



Scavenger					
	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1	+0	+0	+2	+0	Sneak Attack +1d6
2	+1	+0	+3	+0	Ambush
3	+1	+1	+3	+1	Sneak Attack +2d6
4	+2	+1	+4	+1	Swift End
5	+2	+1	+4	+1	Sneak Attack +3d6

SCAVENGER

Cowards, thieves, carrion, these barbarians are the weak and despised. Fearing for their lives, they lack the iron resolve to wage war with their brethren, instead hiding in the rear ranks, waiting for the conflict to subside so they might acquire the choice pick of the battle's spoils. It is not for a lack of martial ability. It is simply because they would rather steal from the dead, who usually offer little danger to these thieves. The scavenger, in a party of adventurers, will rarely leap to the fore in combat, usually waiting to make use of his ambush tactics.

A number of reasons drive scavengers to this miserable fate. Dishonour, disease, disfigurement and, in some harsher cultures, disability, are all possible causes for the scavenger's febrile need to acquire the leavings of war. The scavenger Non-Player Character is despicable and traitorous. He hates himself, but his need for survival drives him to the depths of depravity, killing dying soldiers for a mere handful of coppers and looting stores for food and supplies. The scavenger is a base creature, having no regard for anyone other than himself.

Hit Die: d8

Requirements

To qualify to become a scavenger, a character must fulfil all the following criteria.

Alignment: Any evil

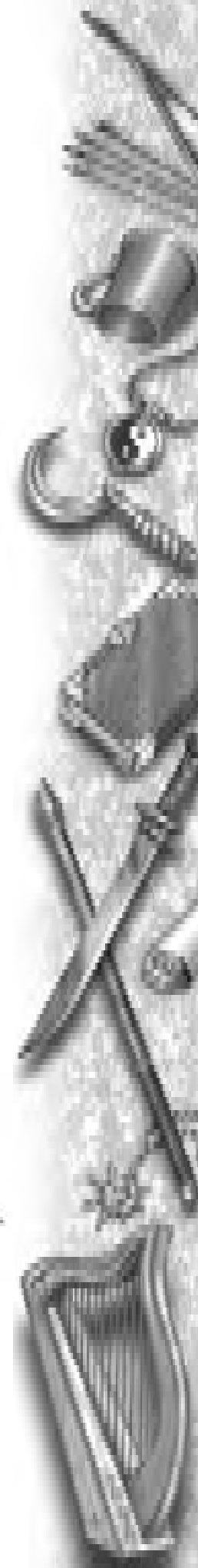
Skills: Appraise 4 ranks, Hide 4 ranks, Move Silently 4 ranks and Pick Pocket 4 ranks

Feats: Dodge, Improved Initiative, Weapon Focus (dagger)

Class Abilities: Rage 1/day, Sneak Attack +1d6, Uncanny Dodge (Dex bonus to AC)

Class Skills

The scavenger's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick



PRESTIGE BARBARIAN

Pocket (Dex) and Search (Int). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the scavenger prestige class.

Weapon and Armour Proficiency: The scavenger is proficient in all simple weapons and light armour. He does not have proficiency in shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Sneak Attack: The scavenger is an opportunist. This ability conforms in all manners to the rules presented in *Core Rulebook I*. Sneak Attack damage stacks with Sneak Attack damage derived from other classes. The scavenger's Sneak Attack damage increases at 3rd and 5th level. Scavengers lie in wait for the proper moment when their victims are least likely to be able to react. When an opening presents itself, scavengers will strike. Usually they attack when their opponent is safely immobilised or unconscious.

Ambush (Ex): Scavengers are the masters of staying out of sight until such time as the fray has concluded. Their penchant for deception provides a +2 competence bonus to all Hide and Move Silently checks. This bonus extends to the Bluff ability whenever they attempt to feint in combat. See *Core Rulebook I* for details on feinting in combat.

Swift End (Ex): The scavenger's preferred enemy is the one already dying on the ground. At 5th level, whenever the scavenger performs a coup de grace action, he may do so as a move-equivalent action and not provoke an attack of opportunity. Scavengers frequently will determine the status of the fallen first and if still alive, they will give them a swift end with the point of their blade.

SEA WOLF

Common folk, humble priests and the innocent fear the raids of the sea wolves more so than almost any other danger. These marauders send raiding parties into coastal communities, taking what they want and destroying the rest. They place no value on the written word and disdain those who revere it. Sea wolves are elite raiders, pirates so skilled at seamanship and

nautical combat they are nearly unmatched in melee conflict.

Sea wolf Non-Player Characters are implacable enemies. Fearless and courageous to the point of foolhardiness, they value strength and might over such trifles as morality. When not at sea ravaging coastlines, any port is home to the sea wolves, where they swap tales over mugs of bitter ale in dilapidated taverns. They are brawlers and ruffians. When fights occur, they are usually the source. Sea wolves are more than simple bullies – they are a scourge.

Hit Die: d12

Requirements

To qualify to become a sea wolf, a character must fulfil all the following criteria.

Base Attack Bonus: +6 or higher

Skills: Balance 5 ranks, Knowledge (seamanship) 5 ranks, Swim 9 ranks and Use Rope 5 ranks

Feats: Blind-Fight, Dodge and Sea Legs

Class Skills

The sea wolf's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (seamanship) (Int), Profession (sailor) (Wis) and Use Rope (Dex). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the sea wolf prestige class.

Weapon and Armour Proficiency: The sea wolf is proficient in all simple and martial weapons. Sea wolves are also proficient with all armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Dauntless Courage (Ex): Sea wolves will fight just about anything. They have killed their ability to fear. Every confrontation is an opportunity to gain bragging rights. Thus, sea wolves are immune to all fear spells and effects.

Sea Wolf					
	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1	+1	+2	+1	+0	Dauntless courage, Evasion
2	+2	+3	+1	+0	Improved Unarmed Strike
3	+3	+3	+2	+1	Brutal Charge
4	+4	+4	+2	+1	Sunder
5	+5	+4	+2	+1	Slash and Burn

Evasion (Ex): A sea wolf has the uncanny ability to avoid magical and out-of-the-ordinary attacks due to his incredible reflexes. Any time the sea wolf succeeds at a Reflex saving throw against an attack normally dealing half damage on a successful save, the sea wolf instead takes no damage. The evasion ability is only usable when the sea wolf is wearing light or no armour.

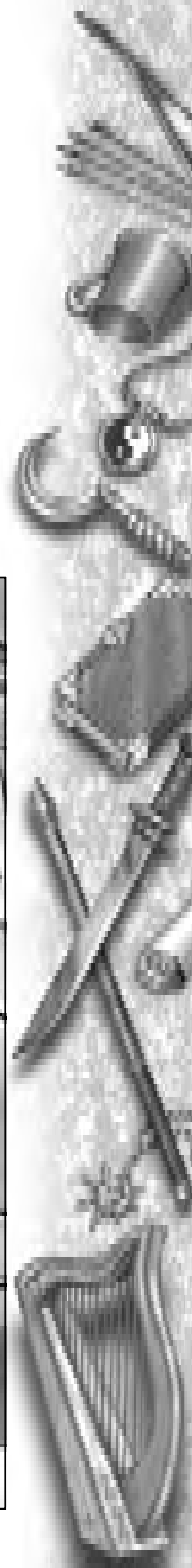
Improved Unarmed Strike (Ex): After years of brawls and bar-fights, the sea wolf is always armed. At 2nd level, the sea wolf gains Improved Unarmed Strike as a bonus feat. If the sea wolf already has the Improved Unarmed Strike feat, he garners no additional benefit.

Brutal Charge (Ex): Seeing a sea wolf in the heat of battle rage is enough to turn anyone's innards to water. However, seeing the same sea wolf charging towards them can be truly terrifying. Whenever a sea wolf makes a charge attack, the target must succeed at a Will save against a DC of 13+ the sea wolf's Charisma modifier, or be shaken, suffering a -2 morale penalty on attack rolls, weapon damage rolls and saving throws for 1 round. Creatures immune to fear effects are immune to the Brutal Charge ability.

Sunder (Ex): At 4th level, the sea wolf is so skilled at destruction he gains the Sunder ability as a bonus feat even if he does not meet the prerequisites. If the sea wolf already has the Sunder feat, he gains no additional benefit.

Slash and Burn (Ex): At 5th level, the sea wolf is havoc incarnate. All DCs to break doors for the sea wolf are at half of the normal value during times when the sea wolf is enraged. The sea wolf gains a +2 competence bonus to all Sunder attacks.

Finally, when attacking an unattended object, the sea wolf inflicts maximum damage. He destroys whatever and whomever he leaves in his wake.



WIZARD SLAYER

For whatever reason, most, when they think of the barbarian, associate a hatred of magic to this dauntless warrior. Perhaps the reason for this stereotype originates from the obvious dichotomy between the two classes. Where the wizard is frail and relies upon external energies to compensate for his lack of martial abilities, the barbarian is fierce, strong and depends upon his strength to overcome his foes. Clearly, the division of these two classes suggests there could be an innate rivalry between the polar opposites. In some cases, the rift is so great one or both become enemies out of more than misunderstanding. This hatred comes from the misconception that arcane energies are a violation of the natural order. In some cases, the hatred stems from the depredations of arcane users upon the

simple lives of uncivilised communities. Regardless, out of the discord arises the wizard slayer, a hater of all things magical.

Wizard slayers do not hate divine or even psionic energies or those wielding them. They despise wizards and their meddling ways. Sorcerers, as well, are not exempt from the wizard slayer's ire. Any who wield arcane magic are foes to the wizard slayer. They denounce their efforts and products. They will never use items created from those hands. They will never accept arcane spells, even in life and death situations. They are the epitome of intolerance and are one of the greatest threats to all wizards extant.

Hit Die: d12



Requirements

To qualify to become a wizard slayer, a character must fulfil all the following criteria.

Base Attack Bonus: +8

Skills: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks

Feats: Toughness

Special: Rage 3/day

Class Skills

The wizard slayer's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Jump (Str), Knowledge (arcana) (Int), Ride (Dex), Spellcraft (Int) and Swim (Str). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the wizard slayer prestige class.

Weapon and Armour Proficiency: The wizard slayer gains no new proficiency in arms or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Sense Magic (Sp): At will, wizard slayers can sense magic as per the *detect magic* spell. The wizard slayer attunes to any

Wizard Slayer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+1	Sense Magic, Anti-Magic Knack, Limitation
2	+2	+1	+1	+1	Breach Magic Defences
3	+3	+2	+2	+2	Diminish Duration
4	+4	+2	+2	+2	Wizard Bane
5	+5	+2	+2	+2	Deflect Spells

corruption or disruption in the natural order when spell-casters gather arcane energies for their spells. At 3rd level, the wizard slayer can detect constructs and magical beasts for what they are. At 5th level, the wizard slayer can sense when spell-like abilities are used.

Anti-Magic Knack (Ex): The wizard slayer is inherently resistant to arcane magical energies. At 1st level, the wizard slayer gains a +2 innate bonus to all saves against spells and spell-like abilities. Wizard slayers have little to fear from spell-casters.

Limitation (Su): Being a slayer of wizards comes with unusual side affects. Their indiscriminate hatred retards their ability to make use of magic items. Any magic item coming into the hands of a wizard slayer has its powers suppressed. This suppression extends to divine and psionic items. Potions become coloured (and usually bad-tasting) fluids, magic swords become simply masterwork and wondrous items become oddities. Even artefacts seem to resist granting their power to these walking dead-magic zones. Not even a *wish* spell can restore a wizard slayer's ability to wield these items.

Breach Magical Defences (Ex): Wizard slayers learn to penetrate the defences of weapon-resistant foes. Thus, wizard slayers can affect opponents with damage reduction as if they were wielding a magic weapon. Their effective 'plus' equals their level in wizard slayer -1. Therefore, a 4th level wizard slayer can affect creatures having a damage reduction of +3 or less.

Diminish Duration (Su): Wizard slayers have an uncanny ability to unravel spells cast by arcane users. By concentrating for a full round they may diminish the duration of spells having a duration of more than instantaneous. This ability does not work against spells having a duration of concentration or permanent. To succeed, the wizard slayer must pass a concentration check against the DC of the spell cast. Success

indicates the spell has its duration halved. Multiple uses of this ability continue to halve the remaining duration until it has one increment remaining. Increments include rounds, minutes, hours or days.

For example, Grat the wizard slayer faces an evil wizard under the effects of an ethereal jaunt spell. He yearns to kill this wicked foe, so he concentrates on the spell to reduce its duration. The wizard is under the effect of the spell for 13 rounds and the spell has an effective DC of 20. He must spend a full-round action to concentrate on the spell. He rolls his Concentration check and succeeds with a 24. The spell's remaining duration reduces to 6 (where in this case it would otherwise be 12 rounds). If Grat continues to focus for another round and succeeds, the remaining 5 rounds drop to a mere 3 rounds. He may continue until the spell duration reaches one increment.

Wizard Bane (Ex): The wizard slayer hates wizards so much his blows against them inflict greater damage. He may add his wizard slayer class levels to damage rolls against wizards.

Deflect Spells (Su): At 5th level, the wizard slayer gains the ability to deflect incoming spells cast by an arcane spell-user. To do so, the wizard slayer must declare a readied action to deflect any arcane spell. Whenever the target of a spell, he may make an attack roll against the DC of the spell. If successful, he 'deflects' the spell harmlessly away. If he rolls a critical hit against the DC of the spell, he may rebound the spell back toward the caster who is fully affected by the spell. Spells deflectable are spells specifically targeting the wizard slayer.

TRICKS OF THE TRADE

Wading through hordes of foes, frightening displays of rage and their massive ability to withstand damage define the barbarian as an aggressive combatant. Barbarians, against fighters, can take more hits, do more things and move more quickly. They are not cluttered with spells as is the ranger, nor are they restricted by ethos as is the paladin; instead, of all the classes, they are likely the freest to play and enjoy. This section introduces a number of tricks further enhancing a barbarian's importance on the fields of war and in the depth of nature. This section expands skills to provide new uses and opportunities to serve any character dwelling largely in wilderness settings. From bartering to long-distance signalling, this chapter opens doors for the rustic adventurer, who survives in the barrens of a simpler world. In addition, there is the definitive discussion on the Intimidation skill and the introduction of a new barbarian ability: the shape-journey.

BARTERING

In some cultures, the introduction of coinage has yet to develop. A shiny metal coin holds no value to these people as the coins have no concrete value. Instead of the complicated mess of exchange rates, variant metals and other unnecessary complications, they exchange goods and services for goods and services, or bartering as it is commonly called. Objects do not have a fixed value. A sword has only so much worth to a person who does not wield it. In fact, it is more likely the individual would prefer a cow to the sharp edge of a sword, depending on the individual's livelihood. In settings such as these, a mechanic becomes necessary

to determine exchange for cultures that exist without an established monetary system. As the d20 system remains a coin-based system, all values for bartering have an equivalent coin value, albeit somewhat skewed. When a character wishes to trade one item for another, he must demonstrate the item's usefulness to his prospective customer. Doing so requires a Bluff check against the target's Sense Motive. The trader must convince the customer of the value of the product he wishes to trade. Once the check has been resolved, refer to the following table. The check refers to the outcome of the dice rolls, while the result determines what it is the potential customer is willing to trade. The example column is a potential result for an average farmer asked to provide lodging for one night. The character in question has a vial of acid, which he must persuade the farmer is worth at least the hospitality he hopes for.

Logic should guide the player and Games Master alike as no right-minded farmer would be willing to part with his prize horse unless he receives something of suitable worth. Other circumstantial modifiers may affect the negotiations. For example, if the same negotiator is a blood-soaked adventurer covered in gore, touting an unholy symbol dedicated to the most wicked demon lord in history, he will likely suffer some fairly hefty penalties in negotiations. Likewise, a Non-Player Character will never part with something which he treasures beyond any price. For example, the same adventurer comes to his front door and desires the farmer's daughter to do with as he would. Unless the farmer is evil, it is unlikely he would see anything the character would have to offer as suitable recompense for his own flesh and blood.

Check	Result	Example: Farmer
Bluff check wins by +11 or more bed.	Of highest value to the customer	A night's stay in the farmer's own
Bluff check wins by +6 to 10 the	Of moderate value to the customer	A night's stay in another bedroom in home.
Bluff check wins by +1 to 5 blankets	Of minor value to the customer	A night's stay in the house with and pillows.
Both checks are even	Of equal value to the customer	A night's stay by the hearth.
Sense Motive wins by +1 to 5	Of slightly lesser value to the customer	A night in the barn with the animals.
Sense Motive wins by +6 to 10	Of moderately less value to the customer	A night in the field.

PREDICTING WEATHER

Predicting weather very simply relies upon intuition and experience. Lacking the modern conveniences to track weather patterns, characters in the default d20 system setting are without an adequate means to prepare for any extended journey. On the other hand, planning extended weather patterns in a campaign is usually out of the scope for most Games Masters, especially those who use weather to convey flavour over realism. For players desiring to divine the future insofar as the weather is concerned, the Games Master must simply roll a Wilderness Lore check (in secret) and consult the following table and the Random Weather table in *Core Rulebook II*.

Wilderness Lore Check Result

Result of 22 or better	The character accurately predicts what kind of weather will occur this day.
Result of 16 to 21	The character is off by one result step to the worse or one step for the better. For example, the day will bring inclement weather. The character believes either the weather will be abnormal or there will be a storm.
Result of 10 to 15	The character can make no prediction.
Result of 9 or less	The character is wildly off. Roll on the Random Weather chart in <i>Core Rulebook II</i> for a result on a climate different to the one they inhabit.

CAMOUFLAGE

Hiding in the wild can mean life or death as many enemies prowl in the dim shadows of primitive forests, hunt through the tall grasslands and lurk in the highest peaks of snow-capped mountains. Normally the Hide skill is the value used against the opponent's Spot score. If a character needs to hide an object from view, he may make a Hide check. This determines how well the object remains hidden. Opponents searching for the object must make a Search check against the result of the Hide check.

Certain modifiers affect the effectiveness of the camouflage. If there are no suitable materials to conceal the object, the attempt automatically fails. The size of the object also affects the Hide check: Fine +16, Diminutive +12, Tiny +8, Small +4, Medium +0, Large -4, Huge -8, Gargantuan -12, Colossal

-16. The character may Take 10 or 20 on this check provided the appropriate conditions are met. The time to camouflage an object varies based on size. It takes a full-round action to camouflage a Tiny or smaller object. Larger objects require one additional minute per size category above Tiny. Thus, it requires 4 minutes and 1 round to hide a Huge object.

For example, Otis the barbarian wants to conceal the body of an ogre he just killed so as to prevent its allies from learning something is afoot. The ogre corpse is Large size. Otis works for 3 minutes and on the final round rolls a Hide check. Otis is untrained in Hide, but he has a Dexterity modifier of +3. He rolls a 17, to which he adds 3 (Hide score) and subtracts 4 (size). His total result is 16. He knows he does not have the time to work harder because he can hear the Ogres approaching, so he darts behind a tree and waits. The Ogres get two spot checks. The first is to see if they notice Otis behind the tree. Otis rolled a 14, but the Games Master is feeling generous and grants a +20 circumstance bonus (standing still and fully concealed behind the tree) to Otis' hide check. The Ogres fail to notice the hidden barbarian (they rolled a 14 total) and



as their roll was so low, they do not even notice the bleeding hulk buried hastily under the foliage.

LONG-DISTANCE SIGNALLING

There are times when it becomes necessary to signal allies across vast distances, especially when magic is not your ally. A classic example of communication is through the use of smoke signals. By constructing a heavily-smoking fire and systematically restricting the amount of smoke carrying into the air, the fire itself acts as an ideal means of signalling.

Several prerequisites are required to ensure the effectiveness of the signal. High ground is necessary. A character must locate a suitable and moderately visible locale to build the fire. Forested hills, mounds or mountains are suitable locales for signalling, but the barbarian must beware lest the conflagration spread beyond his capacity to control it.

Second, the barbarian must have a suitable amount of firewood to build the fire. Locating brush, twigs and fallen tree limbs is usually an easy affair, requiring no rolls whatsoever. However, in this case, it is desirous



to have young, green wood capable of providing billowing clouds of smoke. Finding these trees is simple in forested areas. In plains or barren mountains, finding wood of this quality is less easy and requires a Wilderness Lore check against a DC 10.

Building fires is easy. Any character in the d20 system can construct one with little effort. In fact, there is no roll needed provided flint and steel or a tindertwig are available tools. Once the fire is constructed, the character must have a means to limit the amount of smoke rising. As the goal is dispersal, a large blanket, tarp, even sail canvas will work adequately.

Signals are difficult to transmit and to decode. The signaller must roll a Wilderness Lore check against a DC of 15. The person decoding the message must first see the smoke for what it is. They must succeed at a Spot check against DC 15, modified by a number of conditions described in the table below. A successful roll indicates the witness identifies the signal and the process of decoding may begin.

For the purpose of simplicity, smoke signals may convey a limited number of messages: Help, Danger or Stay Back. Fundamentally, smoke signals convey a message of great importance, but for obvious reasons are not protracted conversations. A character who sees a smoke signal may make a Wilderness Lore check (+2 if the character has 5 ranks or more in Sense Motive) against a DC 18. Success indicates the message is successfully transmitted and interpreted. Like spotting the signal, decoding the messages are significantly aided or hindered by the circumstances of the terrain and weather between the signal and the decoder. The same modifiers affecting the DC to spot the signal apply to the DC to decode the message.

Spotting and Decoding smoke signal modifiers

Situation	Modifier to the DC
Day	-4
Night	+8
Smoke or heavy fog	+10
Dense forest or jungle	+8
Light forest	+6
Scrub, brush or bush	+0
Grasslands, plains, any locale with little cover	-1
Total darkness	+20
Moonlight	+8
Starlight	+10
Light wind	+4
Moderate wind	+8
Strong wind	+12

Severe wind	+16
Windstorm or more severe winds	+32
Overcast, but no precipitation	+2
Light precipitation	+4
Precipitation	+6
Heavy precipitation	+12

All conditional modifiers stack. On a clear day while on the plains, the DC to Spot the signal is only a DC 10 (base 15-4 (for day) -1 (grasslands) = 10). On the other hand, the DC to spot a signal while at night in the total darkness of a torrential downpour under strong winds is a DC 67 (15 (base) + 8 (night) + 20 (total darkness) + 12 (strong winds) + 12 (heavy precipitation) = 67), which is just about as close to impossible as one can get.

MIMIC ANIMAL SOUNDS

Most barbarians have little use for the perform skill. What do they care for the adulation of a loving audience, or the trinkets and flowers awarded for a magnificent performance? Why give in to the fickle desires of the public, when the business end of a flaming axe is a more serviceable solution for getting what one wants.



Two years later, Vignar, having left his clan, vowed to take what was rightfully his and to gain his honour by proving to the chief his value. His hatred fuelled his pace. At first he was poorly equipped, being inexperienced at travelling. He could hunt, fish and survive, but he was not as good as others in his clan. He would survive through determination alone. He would find these things, wisdom and strength, or die trying.

He sold his sword to the highest bidder and over time grew quite skilled. Where he was overmatched, he relied on luck to carry him through. He served in armies, on ships, delved into dungeons and all manner of adventures, but never did he come close to his quest for wisdom and strength. After all this time, Vignar was ready to give up in frustration. He walked through a canyon with wide walls lurching up on either side. A stream the colour of blood trickled through its centre, with a jumble of clay rocks forming a rough shore. He stooped to wash his face but thought better of it. Instead, he sat down in the clutter of rock and debris and breathed in through his nose.

His reverie ended with the clatter of rocks falling from the direction of the canyon's wall. He eased the bronze sword from its shoulder sheath, glancing suspiciously at the rim far above him. There. A silhouette of a gangly-armed monstrosity moved. It paced back and forth, seeking some way down to attack the barbarian. Vignar grinned, his beard split to reveal uneven rows of yellowed teeth. He gestured to the troll, high above, and waved it down to join him. 'Come, bastard, my axe thirsts for thee.' The troll grinned, teeth black, lamprey-like, with a scaled tongue lolling. It pointed at the warrior. Vignar's smile faded due to a dawning realisation he was not alone on the valley's floor. His breath exploded out of him as a heavy weight slammed upon his back sending him sprawling.

He rolled with the blow, half expecting its impact and turned to face the enemy. Another troll, standing over nine-foot-tall, all claws and teeth, circled him warily. Its arms swung hypnotically like pendulums in time with its shrieking, echoing cackle.

With his thumb, Vignar wiped the trickling blood from his mouth and readied his axe for the charge.

TRICKS OF THE TRADE

Although Perform is not typically available to most barbarians, it can serve as a useful skill to these characters while traipsing through the wilds. Through a reasonable use of the Perform skill, barbarians can mimic the sounds of animals of almost any type. While certainly available to druids, rangers and bards, the barbarian excels at this form of mimicry due to the time spent in the primal world of the wilderness.

To mimic the sound of an animal, the barbarian must succeed at a Perform check against a DC 18 to replicate effectively the sound of a bird, wolf, or some other denizen of nature. Mimicking beasts is a little more difficult, requiring a DC 20. Characters having 5 or more ranks in Wilderness Lore receive a +2 synergy bonus to all Perform checks to mimic animal sounds.

INTIMIDATION EXPANDED

One of the most reviled aspects of the barbarian class is the function of the Intimidation skill. Unlike other abilities, such as Perform, Craft and Profession, Intimidation incorporates facets from every aspect of the character doing the intimidating. Shear musculature can make the most resolute change their opinion. Perhaps a few broken bones will send someone screaming. On the other hand, a charismatic



individual can force someone to do what he wishes. Intimidation can use any ability score as its key ability, thus demonstrating how even powerful wizards can frighten people to do their bidding, just as easily as a hulking barbarian, breathing rancid fumes of sour ale and stinking of unwashed sweat and blood can turn a poor fool's blood to ice. Below is an expansion on the Intimidation skill, fully addressing the concerns about the key ability and expanding its usefulness to all classes.

Intimidation (varies)

Intimidation is actually six separate skills. For instance, a character could have Intimidation (Coerce). Having ranks in that skill does not affect ranks in any of the other five, such as making a Bully check. A character can have all six Intimidate skills, each with its own ranks, purchased as individual skills.

Bully (Str): You rely on your physical strength to get your way. By a liberal application of shoves, pushes and minor injury, you get your opponent to back down or provide the information you desire. Bullying does not suggest torture, merely the threat of violence.

Overawe (Dex): Your lithe movement demonstrates your capability and agility. In effect, your grace lends to intimidating your opponent. Characters with this skill usually awe their opponents into giving in to their demands.

Frighten (Con): Your health and stamina are your allies in forcing an opponent to back away. These attributes are commonly visible. Thus, you appear physically fit and capable of taking damage as well as giving out. Your natural resistance to injury frightens your opponent into submitting to your requests.

Terrorise (Int): By merely speaking of the injury you will inflict upon your opponent, you can instil a desire to be away from you and also to conform to your demands. Use of the Terrorise skill locates the threat within the subjects mind, which oft-times creates a greater threat than is actually there.

Admonish (Wis): You may browbeat your foe into submission. You know what is best for them and you are not afraid to voice your opinions. Your insight in regard the subject's flaws and failings are embarrassing on a successful result, thereby shaming them into doing your wishes.

Coerce (Cha): Through force of personality, you are able to modify a foe's reaction to be in accordance with your will. Your personality exudes competence and

danger, thus encouraging those to back off. This skill basically functions as Intimidation as presented in the *Core Rulebook I*.

Check: The character can change others' behaviour with a successful check against a DC typically 10 + the target's Hit Dice. Bonuses against saving throws against fear apply to the DC of the check.

Retry: Retries do not work. The effects of a successful check present the furthest outcome possible. A failed check undermines future attempts, as the character was and will likely not be cowed by your attempts.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Intimidate checks.

THE SHAPE-JOURNEY

A shape-journey is the mystical practise of separating a soul from the body to manifest an incarnation of a --spiritual ancestor's will. These spiritual creations allow the barbarian to fight when otherwise wounded as a last ditch effort, the special abilities of the totemic form translate over into the barbarian's normal form and finally the shape-journey itself allows for many utilitarian uses such as combat, scouting and increasing a party's combat abilities. The ability to shape-journey is available to a small number of barbarians who have a close kinship with the spirit world. These few souls are in fact incarnations of some great animal spirits of antiquity, which have been reborn in a humanoid guise. By qualifying and taking the Shape-Journey feat, barbarian characters are able to separate their spirits from their bodies similarly to astral projection except the spiritual form is corporeal and fully capable of affecting other material objects. The form that the spirit takes is entirely up to the barbarian as long as his choice is one of the following totems: raven, eagle, wolf, bear or bull. Each totem has specific abilities tied directly to it.

To take the shape-journey, the barbarian must enter into a meditative trance, which requires a Concentration check against a DC 12. He must hold this trance for 1 minute. A successful Concentration check allows the barbarian to ignore any nearby interruptions. If the check fails, the barbarian must begin anew. He may only enter the trance a number of times per week equal to his Charisma modifier to a minimum of 1 time per week.

Once the barbarian has successfully entered the shape-journey, his animal spirit separates from his corporeal

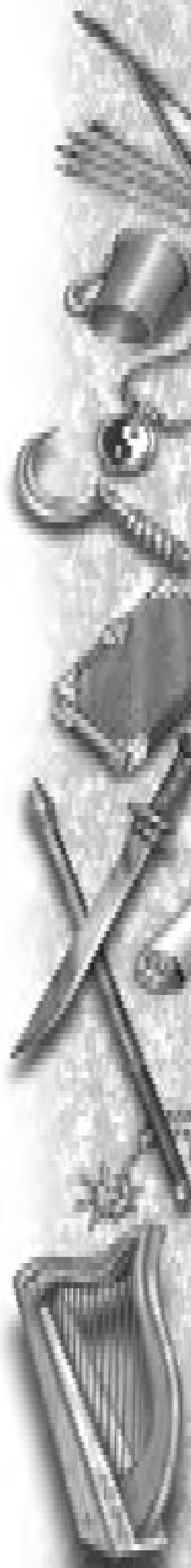
form and manifests about 200+10d10 feet from the barbarian. Regardless of the spirit's type, whether raven or bull, it always appears as an unusually large and powerful version of the creature. The colouring of the feathers or hair is always more vivid than their physical counterparts. They appear as creatures of legend. Once the spirit form appears, there is no limit to the spirit's movement away from the barbarian's body.

The manifestation of the animal spirit appears real and substantial. The only viable way of determining the truth of the change is through a *true seeing* spell. Barbarians with this ability can maintain the shape-journey for a number of rounds equal to 3 + the character's level + the character's Constitution modifier.

Entering into a shape-journey has a number of effects on the barbarian. First, it uses up a rage ability for the day. Second, it is more fatiguing than a rage. The act of the shape-journey is so intense that the barbarian returns exhausted. Exhausted characters are only able to move at half speed and suffer an effective penalty of -6 to Strength and Dexterity. They must rest for 1 hour to reach the fatigued state. Afterwards, the barbarian is additionally fatigued for the number of rounds that he spent in the shape-journey.

Animal Totems

Whenever a barbarian selects the Shape-Journey feat, he must choose an archetype from the following list: Dire Bear spirit, Great Bull spirit, Giant Eagle spirit, Giant Raven spirit or Dire Wolf spirit. Once chosen, the animal becomes the barbarian's totem. He assumes the chosen form, garnering all extraordinary and super-natural abilities, but no spell-like abilities. The barbarian assumes all physical attributes, but retains his own skills, Intelligence, Wisdom and Charisma scores. If the barbarian has spellcasting ability, these abilities transfer over to the spirit and the barbarian may cast spells provided that he can meet any spell requirements such as material and somatic. The barbarian retains his own hit points, feats and class abilities such as rage (although if the spirit form of the shape-journey rages, the exhaustion lasts twice as long), uncanny dodge and so on. If his physical body takes damage, the spirit form of the shape-journey also takes damage. Destroying the barbarian's physical body destroys the animal totem. If the spirit form takes damage, the barbarian takes physical damage. At higher levels, the barbarian's normal hit points will eclipse the hit points of the spirit form. Destroying the spirit form inflicts all of the damage taken thus far on the barbarian's spirit form and stuns him for 1d10 rounds.



TRICKS OF THE TRADE

Bear Totem

Large Animal (Spirit)

Hit Dice: As the barbarian or 12d8+48 (102 hp), whichever is greater

Initiative: +1 (Dex)

Speed: 40ft

AC: 17(-1 size, +1 Dex, +7 natural)

Attacks: 2 claws +18 melee, bite +13 melee

Damage: Claws 2d4+10, bite 2d8+5

Face/Reach: 10 ft. by 20 ft./10ft.

Special Attacks: Improved Grab, Maul 2d4+10

Special Qualities: Scent

Saves: Fort +12, Ref +9, Will as barbarian

Abilities: Str 31, Dex 13, Con 19, Int, Wis and Cha (as barbarian)

Skills: As the barbarian, although modify skills with key attributes of Str, Dex or Con as appropriate.

Feats: As the barbarian

The shape-journey always has visual echoes while the barbarian is in human form. In the case of barbarians adopting the bear totem, they appear as larger varieties of their normal species, taller and bulkier but with no Size increase. In addition, these characters sport lots of hair, powerful canines and penetrating, intelligent eyes. Often slouched due to abnormal height and build, these characters are duly imposing when towering to full height.

Combat

Improved Grab (Ex): For the bear totem to use this ability, it must hit with both claw attack. If it gets a hold, it can maul.

Maul (Ex): A bear totem succeeding at two claw attacks may automatically attempt to start a grapple as a free action without provoking the normal attack of opportunity. If it scores a hold, it may maul. Mauling creatures suffer an additional 2d4+10 points of damage.

Scent (Ex): Creatures with the scent ability gain all the associated powers as described in *Core Rulebook III*.

Skills: Barbarians taking the bear totem receive a +4 totem bonus to Intimidate checks.

Bull Totem

Large Animal (Spirit)

Hit Dice: As the barbarian or 12d8+60 (114 hp), whichever is greater

Initiative: +0

Speed: 50ft

AC: 15 (-1 size, +6 natural)

Attacks: Gore +14 melee

Damage: Gore 1d8+9

Face/Reach: 10 ft. by 20 ft./5 ft.

Special Attacks: Improved Stampede, Charge 4d6+9

Special Qualities: Scent, Incorporeal

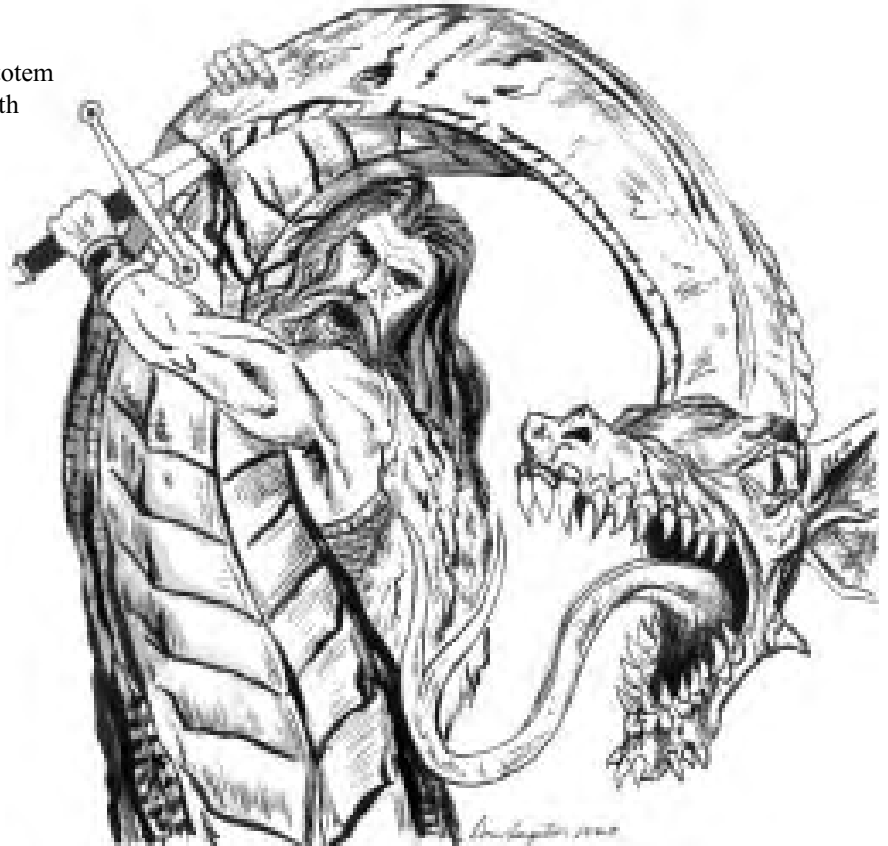
Saves: Fort +11, Ref +8, Will as barbarian

Abilities: Str 22, Dex 10, Con 21, Int, Wis and Cha (as barbarian)

Skills: As the barbarian, although modify skills with key attributes of Str, Dex or Con as appropriate.

Feats: As the barbarian

The great bull is a symbol of steadfast endurance and strength. While in human form, barbarians of the bull totem have angular bovine faces with angry red eyes. Their skin tone tends to be of a reddish hue and their movements slow and ponderous. When in the totemic form, they become enormous bulls of significant power and presence. Like any other totemic spirit, the bull totem attacks through force of will, thus damage so inflicted appears as physical injury.



Combat

Improved Stampede (Ex): A great bull, if threatened, can and will charge over all Medium-size or smaller creatures in its path inflicting 1d12+6 points of damage. Victims caught in its path may make a Reflex save against a DC 16 to avoid damage. When in a herd, Improved Stampede functions as Stampede.

Charge (Ex): In lieu of a stampede action, the totemic bull may perform a standard charge action, where it lowers its head and attacks with its enormous horns. These attacks incur the standard benefits and associated penalties, but the horns inflict 4d6+9 points of damage.

Scent (Ex): Creatures with the scent ability gain all the associated powers as described in *Core Rulebook III*.

Feats: Barbarian characters of this totem gain Improved Bull Rush as a bonus feat as if they met all of the prerequisites.

Eagle Totem**Huge Magical Beast (Spirit)**

Hit Dice: As the barbarian or 8d10+24 (68 hp) whichever is greater.

Initiative: +3 (Dex)

Speed: 10ft; fly 80ft (perfect)

AC: 18 (-2 size, +3 Dex, +7 natural)

Attacks: 2 claws +16 melee, bite +11 melee

Damage: Claw 1d6+8, bite 1d8+4

Face/Reach: 20 ft. by 10 ft./10 ft.

Special Qualities: Evasion

Saves: Fort +9, Ref +9, Will as barbarian

Abilities: Str 26, Dex 10, Con 16, Int, Wis and Cha: as

barbarian

Skills: As the barbarian, although modify skills with key attributes of Str, Dex or Con as appropriate

Feats: As the barbarian

A solid icon of fantasy literature, the eagle, especially the giant eagle, fills the imagination with fantastic visions of heroes astride their backs and great wars waged with flying beasts of the night. For the barbarian of the eagle totem, the sense of regal pride is no less real. In human form, the barbarian has either white or coppery hair, gold eyes and favours feathers as body decoration. Typically intricate tattoo work covers the body with images of birds of prey in flight or at war.

Combat

Evasion: This ability functions as the rogue's ability as described in *Core Rulebook I*.

Skills: During daylight hours, barbarian characters of this totem receive a +4 totemic bonus to all Spot checks.

Raven Totem**Huge Animal (Spirit)**

Hit Dice: As the barbarian or 12d8+36 (72 hp) whichever is greater

Initiative: +1 (Dex)

Speed: 10ft, fly 40ft (perfect)

AC: 16 (+1 Dex, -2 size, +7 natural)

Attacks: 2 claws +15 melee, Bite +13 melee

Damage: Claw 2d4+9, bite 2d6+13

Special Attacks: Death touch

Bones should not be that visible through one's skin, thought Vignar as he examined the old man who sat cross-legged on the bridge. It appeared the old man was indeed a skeleton with skin-tight parchment stretched taught over aged bones. With a grunt, the barbarian stepped forward to confront the sage of the elders.

Twin milky eyes looked blindly in the direction of Vignar's approach, searching, futilely, for some visual reference as to who owned the rude shoes interrupting his meditation. When Vignar came to within fifteen feet of the sage, he spoke. 'Old man, I have travelled long and far to learn the knowledge that you hold.'

'And what knowledge is that?'

'I may never return to my village and seize my rightful place until I have learned the secrets of wisdom and courage. Tell me, old man, what are these secrets?'

'No requests... but a demand? Neither treasure will you find if they are the goals of your quest. There is neither something called wisdom nor courage. Rather they are reflections of something else... an idea perhaps. Is the man who runs into the burning hut brave or foolhardy? What if inside is his lord? His wife? Bairns? Cherished pet? Perhaps a sword? Does he show wisdom by his act? Is he wise to endanger his life... his one life... for any of these things? Learn the answer to these and you might catch a glimpse of what lies at the end of your journey.'

TRICKS OF THE TRADE

Face/Reach: 20 ft. by 10 ft./10ft.
Saves: Fort +7, Ref +9, Will as barbarian
Abilities: Str 27, Dex 13, Con 17, Int, Wis and Cha: as barbarian
Skills: As the barbarian, although modify skills with key attributes of Str, Dex or Con as appropriate.
Feats: Multiattack and as the barbarian

The great raven symbolises death and ill-portal. Characters adopting this totem, while in humanoid form, reflect their dark natures by generally owning a grim sense of humour, odd mannerisms and unusual features, including black or nearly-black hair, dark eyes and very pale skin. Characters of this totem are discovered at birth and are consequently branded with a symbol of a raven to alert others of their bleak heritage.

Combat

Death Touch (Sp): This ability functions exactly as the Death Touch ability granted by the Death domain as described in the *Core Rulebook I*.

Feats: Barbarian characters of this totem receive Speak Language as a class skill and Alertness as a bonus feat.



Wolf Totem

Large Animal

Hit Dice: As the barbarian or 12d8+36 (144 hp), whichever is greater
Init: +2 (Dex)
Speed: 50ft
AC: 14 (-1 size, +2 Dex, +3 natural)
Attacks: Bite +15 melee
Damage: Bite 1d8+10
Face/Reach: 5 ft. by 10 ft./5ft.
Special Attacks: Trip
Special Qualities: Scent
Saves: Fort+11, Ref+10, Will as barbarian
Abilities: Str 25, Dex 15, Con 17, Int, Wis and Cha: as barbarian
Skills: as the barbarian
Feats: as the barbarian

The wolf is frequently a symbol of barbarity. Reviled and hated by the homesteaders of the lands of the civilised for their frequent raids on their properties and also the danger that they pose while in the wilds, wolves are not too popular with the common folk. Among barbarians, however, the reverse is true, for these animals are usually lords of the forests, hills and some plains. They prey upon lesser species and are extremely efficient in their hunting abilities. Members of the wolf totem favour clothing made of pelts and hides, usually with a wolf cap on their heads. Like those of the eagle totem, they too have golden eyes.

Combat

Trip (Ex): Whenever the totemic wolf successfully hits with a bite attack, it can attempt to trip an opponent as a free action without the requisite touch attack or without provoking an attack of opportunity. If the attempt fails, the opponent cannot attempt to trip the wolf.

Scent (Ex): Creatures with the scent ability gain all the associated powers as described in *Core Rulebook III*.

Skills: Barbarians of the wolf totem gain a +4 totem bonus to all Wilderness Lore checks made when tracking.

BARBARIAN

FEATS

In any adventuring party the barbarian is clearly the best option for a front line combatant. The barbarian can absorb massive amounts of damage, thanks to his d12 hit die. As far as raw ability to hack apart his enemies, the barbarian can stand toe-to-toe with the fighter. He is more mobile, resistant to flanking, never flat-footed and much more. In many ways, the barbarian is far superior to the fighter, but lacks one key component. The barbarian is starved for feats. While the feats listed below do not expand the number he can choose, they do increase the number of options he has available.

Any feat denoted as ‘General’ is available to a character of any class meeting the requirements. Feats specifically tagged as ‘Barbarian’ are restricted to characters with levels in the class.

Ad Hoc Weapon (Barbarian)

Anything is a weapon in your hands.

Benefit: Whether a table leg or a pewter tankard, a bench or simply a log, just about anything you touch is a potential weapon. The size of the object and its potential to injure determine the exact nature of the weapon. Logic is the best guide when determining the qualities of the ad hoc weapon. A pillow, reeds or a bundle of feathers are not suitable weaponry. However, hefting a wagon wheel and hurling it at your enemies can be quite effective when bereft of arms. Simply choose something at hand and consult the table. Your Games Master has the final say about the suitability of using such weaponry.

Ambush (General)

You are skilled at taking advantage of surprise.

Prerequisite: Hide 5 ranks, Move Silently 5 ranks and Improved Initiative feat.

Benefit: If you are aware of your opponents, and they are not aware of you, you may take a full-round action during the surprise round.

Normal: During a surprise round, only partial actions are allowed.

Armoured Fast Movement (General)

You are fast, even when burdened by armour.

Prerequisite: Fast movement and Heavy Armour Proficiency.

Benefit: You gain your bonus +10 feet to your modified movement from the Fast Movement ability when wearing heavy armour.

For example: If Vignar dons half-plate armour, his speed normally drops to 20 feet. By having this feat, his speed is 30 feet (base 20ft due to armour + 10ft fast movement).

Normal: You may only benefit from Fast Movement when wearing No, Light or Medium armour.

Armoured Rage (General)

You are difficult to hit while in the heat of your rage.

Prerequisite: Rage (3/day) and Great Fortitude.

Benefit: You do not suffer the -2 to AC while under the influence of the barbarian rage class ability.

Special: Armoured rage has no effect when a barbarian is under the effects of the Aspect of the Beast.

Ad Hoc Weapon Table

Size	Slashing (example)	Bludgeoning (example)	Piercing (example)
Tiny	1d3 (shaving razor)	1d3 (frying pan)	1d2 (broken bottle)
Small	1d4 (shard of broken glass)	1d4 (tankard)	1d4 (spike)
Medium	1d6 (meat cleaver)	1d6 (bench)	1d6 (tamping rod)
Large	1d8 (hoe or rake)	1d8 (table)	1d8 (church steeple)

Each ad hoc weapon has a critical threat of 20/x2.

Normal: Characters wielding weaponry not designed for combat suffer a -2 penalty to their attack rolls.

BARBARIAN FEATS

Aspect of the Beast (Barbarian)

When you rage, you become an uncontrollable killing machine.

Prerequisite: Base Attack Bonus +6, Rage (2/day).

Benefit: Whenever you enter the barbarian rage, you may receive +6 to Strength, +4 to Constitution, +4 to Will saves and -6 to AC. Furthermore, you will always attack the nearest living creature, regardless of whether the creature is friend or foe. To leave the aspect of the beast, you must pass a Will save (DC= 10 + duration of the rage). For example, Vignar loses control and assumes the aspect of the beast. He maintains the killing frenzy for 7 rounds. He then tries to leave it before he turns on his friends. Thus he must pass a Will save against a DC 17.

Back Protection (Barbarian)

You are always aware of attempts to sneak attack you.

Prerequisite: Uncanny Dodge (cannot be flanked).

Benefit: Whenever an opponent attempts to sneak attack you, you immediately may take an attack of opportunity, but only if you actually threaten the opponent.

Clarity (General)

You have an almost supernatural ability to notice things out of the ordinary.

Prerequisite: Alertness, Wisdom 14+.

Benefit: You receive a +4 bonus to all Listen, Search and Spot checks.

Cliff-Climber (Barbarian)

You can climb cliffs and mountains with amazing skill.

Prerequisite: Climb 14 ranks.

Benefit: Any time you ascend, descend or move from side to side on a surface and the DC is one that you cannot fail, you may move at your regular speed as a move-equivalent action while climbing or a double move as a full-round action. In addition, opponents do not receive the +2 to

hit you with either melee or ranged attacks while you are climbing. You may use a shield while climbing. You retain your Dexterity bonus while climbing.

Normal: With a successful Climb check, you may move one-half your speed as a full-round action, or one-quarter of your speed as a miscellaneous move-equivalent action. Attacks made against you while you are climbing are at +2 and you may not use your shield, nor count your Dexterity bonus towards your AC.

Combat Awareness (Barbarian)

You have an uncanny knack for anticipating danger before it occurs in combat.

Prerequisite: Alertness, Wis 16+.

Benefit: Even if your side is unaware of the enemy, you are never surprised. You may always take a partial action during the surprise round.

Normal: If your side is unaware of the enemy, you may not act during the surprise round.

Courage (General)

Horrible things never faze you.

Prerequisite: Iron Will.

Benefit: You are immune to the lowest level fear affect to which you are not already immune. By taking this feat, you gain immunity to the shaken fear status.

Special: This feat may be taken multiple times and its effects stack. So, by taking this feat a second time, you become immune to being frightened. By taking this feat a third time, you are never panicked.

Danger Sense

(Barbarian)

You have a sixth sense about things and are able to anticipate attacks before they happen.

Prerequisite: Dex 14+, Dodge.

Benefit: You receive a +1 dodge bonus to your AC against all incoming attacks.

Special: This ability does not stack with the Dodge feat.



Extended Shape-Journey (Barbarian)

You may spend a greater amount of time on the shape-journey than normal.

Prerequisite: Shape-journey.

Benefit: When determining how many rounds you may spend on the shape-journey, you may double your character level. For example, Tharg, a 14th level barbarian, has 16 Constitution, which provides a +3 modifier. He may shape-journey for 20 rounds. If he takes this feat, he may shape-journey for 34 rounds (3+3(Con) +28 (level x 2)).

Extraordinary Ferocity (Barbarian)

Even when dead, you are a dauntless warrior.

Prerequisite: Fervour of the Boar, Ferocity.

Benefit: When dying (reduced to -1 hit points or below), you may continue to fight without penalty until you reach a negative hit point value equal to your Constitution score. You may not roll to see if you stabilise if you choose to continue to fight. If you fall below -10, you are considered dead, but you

may still fight until you pass a negative score equal to your Constitution score. For example, Valarkin has a Constitution of 16. He may continue to fight until he drops to -16 or lower. When he falls below -10, he may still fight, but he is considered dead for the purpose of healing.

Faster Movement (Barbarian)

You are fast on your feet.

Prerequisite: Fast Movement class ability.

Benefit: You may move an additional 5 feet per round. This stacks with the +10 feet the barbarian normally earns at 1st level. The barbarian forfeits this bonus movement if he ever wears more than medium armour.

Special: This feat may be taken multiple times, each conferring an additional +5 feet.

Ferocity (Barbarian)

You continue to fight when others would have succumbed to their wounds.

Prerequisite: Fervour of the Boar.

Benefit: You may continue to fight without penalty even when disabled or dying (see *Core Rulebook I* for details on these conditions).

Fervour of the Boar (Barbarian)

Even if grievously wounded, you continue to fight.

Prerequisite: Con 15+, Toughness.

Benefit: You fight without penalty until reduced to negative hit points equal to your Constitution modifier. For example, if Bothvar has a +3 Constitution modifier, he may fight until reduced below -3 hit points.

Fine Balance (General)

You are particularly skilled at avoiding trip attacks.

Prerequisite: Dex 14+.

Benefit: You may add your Strength and Dexterity modifiers to your opposed roll to avoid being tripped. In addition, if you win the trip attack, and are able to make a trip attack retroactively against your opponent, you may add your Dexterity modifier to your Strength modifier on your opposed roll to trip your opponent.



BARBARIAN FEATS

Focused Rage (General)

You may choose what attributes are increased when you rage.

Prerequisite: Rage class ability.

Benefit: You may choose which two different attributes are increased by +4 through your rage. Thus, you could add +4 to your Intelligence and Dexterity, or +4 to your Charisma and Strength. You may not choose the same ability twice. A barbarian could not choose to boost his Strength score to +8 in lieu of choosing two abilities.

Follow Through (Barbarian)

You may press your attack against knocked back foes.

Prerequisites: Knock Back.

Benefit: Whenever you successfully knock back a foe, you may make an immediate five-foot adjustment toward your opponent. This five-foot adjustment is in addition to the regular five-foot adjustment you otherwise may take during a full-round attack.

Healing Shape-Journey (Barbarian)

You can heal your normal body when you return from a shape-journey.

Prerequisite: Shape-Journey.

Benefit: When you return from a shape-journey, you regain lost hit points as if you had rested for a day. See *Core Rulebook I* for details on recovering lost hit points.

Special: You do not gain any other benefits for resting, nor do you heal temporary ability damage. Multiple shape-journeys in the same day confer no additional healing.

Horde (Barbarian)

You may recruit a horde of bloodthirsty barbarians to join you.

Prerequisite: Leadership, Leadership score 20+, barbarian class level 15th+

Benefit: See chapter 8 for a detailed description of the benefits of this feat.

Improved Focused Rage (General)

You may focus your rage more acutely.

Prerequisites: Focused Rage, Rage class ability (3/day).

Benefit: Whenever you rage, you receive 8 points to distribute as you will among all six of your abilities. There is no limit to the quantity of points allocated to a particular score. A character could add all 8 points to Strength, garnering a +4 attack and damage bonus. Likewise, a character could add all 8 to Constitution, thereby gaining 4 additional hit points per level for the duration of the rage. Barbarians, who use Focused rage or Improved Focused Rage, still suffer the standard penalty to AC and benefit from the +2 bonus to Will saves for the rage's duration.

Improved Mounted Archery (General)

You are a master at using ranged weapons from horseback.

Prerequisite: Mounted Archery, Base Attack Bonus +8, Ride 12 ranks.

Benefit: The penalty you suffer when using a ranged weapon from horseback reduces further. If the horse is taking a double move, you suffer no penalty. If the horse is running, you suffer only a -2 penalty to attacks. (Refer to *Core Rulebook I* for details on Mounted Combat.)

Improved Shape-Journey (Barbarian)

You suffer no ill effects when emerging from the shape-journey.

Prerequisite: Second Wind, Barbarian level 12th.

Benefit: Whenever your spirit returns to your body after the shape-journey, you are never exhausted or fatigued.

Normal: A character returning from a shape-journey is exhausted until he takes one hour of rest and is considered fatigued for every round he was on the shape-journey.

Keen Sight (General)

You can see farther and more accurately than others can.

Benefit: You receive a +3 bonus on all Spot checks and you can see twice as far as normal.

Special: Use of this feat stacks with special abilities such as low-light vision, thus it allows characters with the ability to see three times as far.

Keen Hearing (General)

You have a highly sensitive ear for things.

Benefit: You receive a +3 bonus on all Listen checks. If you concentrate (DC 10 + situational modifiers) for one round, this bonus increases to +6.

Knock Back (Barbarian)

On a powerful attack, you can push foes a step back from you.

Prerequisite: Power Attack, Base Attack Bonus +6, Str 15+

Benefit: Any time you hit an opponent and score maximum damage, your opponent must make a Fortitude save against a DC equal to 10 + the damage dealt. On your opponent's failed save, you knock back him back five feet. You can choose not to use this ability. Special size modifiers apply to the save attempt, unless you are of the same size as your opponent, in which case the modifier is +0. If your opponent is Colossal, then he receives a +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12 and Fine -16. If you knock an opponent into a square he cannot occupy, or one occupied by another opponent, he takes an addition 1d6 + the barbarian's Strength modifier in damage. Creatures immune to critical hits are immune to Knock Backs.

Leap and Spring (Barbarian)

You may jump and leap with amazing skill.

Prerequisite: Jump 9 ranks.

Benefit: You receive a +3 to all Jump checks and Tumble becomes a class skill for you.

Might Makes Right (Barbarian)

Your fighting ability makes you famous and draws people to serve you.

Prerequisite:

Leadership

Benefit: You may add your Strength score (if positive) to your Leadership value.

Mighty Fortitude (Barbarian)

Your toughness is near-peerless.

Prerequisite: Great Fortitude

Benefit: You receive a +4 bonus to all Fortitude saves.

Special: This ability supersedes Great Fortitude.

Mighty Iron Will (Barbarian)

Your resolve is legendary

Prerequisite: Iron Will

Benefit: You receive a +4 bonus to all Will saves.

Special: This ability supersedes Iron Will.

Mighty Reflexes (Barbarian)

Your agility is renowned.

Prerequisite: Lightning Reflexes

Benefit: You receive a +4 bonus to all Reflex saves.

Special: This ability supersedes Lightning Reflexes.

Nature's Shroud (Barbarian)

You are able to blend in with the natural world.

Benefit: You receive a +3 bonus to all Hide checks while in natural surroundings. While in this setting, you may move at your normal speed while hidden and only suffer a -2 penalty to your Hide checks.

Normal: Characters moving more than half their speed suffer a -5 penalty to their Hide checks.

Notorious (General)

Your exploits instil fear in those who know your identity.



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Benefit: You receive a +3 to all Intimidation checks. In addition, those with less Hit Dice than you must make a Will save against a DC equal to 10 plus your Charisma modifier. Failure indicates they are shaken. See *Core Rulebook II* for details on fear effects.

Special: Creatures immune to fear are immune to this effect.

One Eye Open (General)

Even when sleeping, you are aware of your surroundings.

Prerequisite: Alertness and Clarity.

Benefit: When you are asleep, opponents do not get the +4 circumstance bonus to their attack roll. You retain your Dexterity bonus to AC and your Dexterity is in no way reduced. If a hit is successful, you may immediately awaken and stand as a free action. You are not subject to coup de grace actions while naturally or magically asleep.

Normal: Attacks made against a sleeping target are at a +4 circumstance bonus and the target has an effective Dexterity of 0, which confers a -5 penalty to his AC. Targets sleeping are helpless and are subject to coup de grace actions.

Penetrate Concealment (General)

You have an uncanny ability to pick out foes in situations of low visibility.

Prerequisite: Precise Shot.

Benefit: Concealed targets are concealed at one less degree than they actually are for the purpose of your attacks. For example, a target under one-half concealment has only one-quarter concealment for your attacks. If the target is under one-quarter concealment, for the purposes of your attacks, the target has no concealment at all.

Special: This feat may be taken multiple times. Each time, the degree of concealment reduces by one additional step.

Personal Challenge (Barbarian)

You may single out an opponent to face you one on one.

Prerequisite: Cha 15+.

Benefit: Once per day, in the first round of combat, you may pick one target you can see and demand a challenge of him. That target must pass a Will save against a DC equal to 10 + character level + your Charisma modifier. If the target fails, he must face you in single combat or suffer a -2 luck penalty on

all attacks, checks and saves for the duration of the combat. Creatures immune to mind-affecting spells spell-like abilities are immune to this feat.

Presence (General)

You are naturally intimidating and frightening to behold.

Prerequisite: Intimidation 9 ranks.

Benefit: You receive a +2 competence bonus to all Intimidation checks. In addition, you may *bully* your foes. Using the 'bullying in combat' ability is similar to feinting with the Bluff skill. You can also use Intimidate to strike fear into an opponent in combat so he cannot dodge attacks effectively. Performing this action is considered a miscellaneous standard action that does not draw an attack of opportunity. You make an Intimidation check against your opponent's Will save roll. Whoever has the higher result wins. If you are successful, the next attack you make against the target forfeits his Dexterity bonus to Armour Class (if any). You must make this attack on or before your next turn. Just as with feinting, bullying against a non-humanoid is difficult as it is harder to read a strange creature's body language; you suffer a -4 penalty. Against a creature of animal Intelligence (1 or 2) it is even harder; thus you suffer a -8 penalty. You cannot bully a non-intelligent creature.

Punishing Strike (Barbarian)

You may make an additional attack whenever you successfully score a critical hit.

Prerequisite: Power Attack, Cleave, Great Cleave, Improved Critical, Base Attack Bonus +12 or higher.

Benefit: Whenever you critically hit an opponent, you may immediately make another attack roll against the same opponent at the same attack modifier as the one that scored the critical hit. You may only make one punishing strike per round.

Quick Stealth (General)

You are adept at move quickly while hiding.

Prerequisite: Hide 6 ranks.

Benefit: Whenever you are hiding and moving more than one-half and up to your full speed, you do not suffer the -5 penalty to your checks.

Normal: You may move up to one-half your speed and Hide at no penalty. Moving faster than one-half and up to your full speed confers a -5 penalty to your Hide checks.

Rapid Healer (General)

You heal at a fast rate.

Prerequisite: Endurance, Great Fortitude, Con 20+, character level 8th.

Benefit: You gain Fast Healing 1. At the start of every round, you heal one hit point. This feat does not allow the re-growth or re-attachment of body parts. In cases of subdual and actual damage, you heal the subdual first. In all ways, this feat conforms to the extraordinary ability Fast Healing, as defined in *Core Rulebook II*.

Rapid Shape-Journey (Barbarian)

You are able to enter the shape-journey faster than normal.

Prerequisite: Shape-journey.

Benefit: As a full-round action, you may enter the shape-journey if you pass a Concentration check against a DC 20. Entering the shape-journey in this fashion provokes an attack of opportunity if you are within a threatened square.

Scale the Walls (General)

You are skilled at seizing strongholds by climbing the walls.

Prerequisites: Cliff-Climber.

Benefit: While you are climbing, defenders lose their +1 bonus to melee attacks from higher ground. Furthermore, you gain one-quarter concealment whenever you are climbing, conferring a 10% miss chance on all attacks against you.

Sea Legs (General)

Having spent a great length of time at sea, the pitching and rolling of ships is nothing to you, barely noticed, even comforting in a way. Whilst others are vulnerable to losing their balance or even falling sick as the ship constantly rises and drops as it skims the waves, you remain rock steady upon the deck, continuing your tasks as if nothing were amiss.

Prerequisites: Must have spent at least 3 months at sea.

Benefit: Whilst on board a ship, you gain a +2 competence bonus to all Climb, Concentration, Jump and Use Rope checks.

Second Sight (Barbarian)

You know when something invisible is near.

Prerequisite: Wis 14+, Blind-Fight.

Benefit: Whenever fighting an invisible foe, your miss chance reduces to 25%. Invisible attackers do not gain the +2 modifier to their melee and ranged attacks against you. You retain your Dexterity against invisible foes.

Second Wind (Barbarian)

You are hard to kill.

Prerequisite: Toughness.

Benefit: Once per day, whenever reduced to one-quarter of your hit points or less, you immediately gain 10 + Constitution modifier in temporary hit points for the duration of the fight. Refer to *Core Rulebook I* for details on temporary hit points.

Special: You may take this feat multiple times. Each time you choose this feat, you may gain a second wind an additional time per day.

See Magic (Barbarian)

You are able to detect magic at will.

Prerequisite: Concentration 8 ranks, Clarity.

Benefit: Three times per day, you may *detect magic* as a sorcerer of equal level to your own, just as a paladin is able to *detect evil* at will.

Shape-Journey (Barbarian)

You may leave your physical body to manifest a totem spirit.

Prerequisite: Character level 13th+

Benefit: The previous chapter details shape-journey in full.

Signature Weapon (General)

Your skill with a particular weapon is legendary.

Prerequisite: Weapon Focus, Improved Critical.

Benefit: When you choose this feat, choose a weapon for which you have the weapon focus feat. This weapon is now your Signature Weapon. You receive a +1 to all attack and damage rolls while using this weapon. Weapon Specialisation supersedes this feat. The attack bonus stacks with Weapon Focus.

Special: Unlike other weapon-oriented feats, you may only choose this feat once.

Single Minded (Barbarian)

You are nearly impossible to sway by magical means.



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Vignar's shield was rent and he dropped it to the dust. His opponent, an elven sorcerer, wielded his rapier with uncanny skill, riddling him with numerous wounds, each painful and leaching his strength from him. His axe was heavier, his arm sagged with its weight. He wondered whether or not he had been poisoned.

As the rapier snaked in for another bite at his flesh, his shield arm, now available, shot out like a mongoose and snatched the serpentine blade midstrike. The slender blade bit into the flesh of his hand, working deeper with the dark elf's struggles. Vignar grinned a smile speaking of death and brought the heavy northern axe blade down on the slender elf's head, ignoring the appalling injury to his off hand.

The elf lay dead, life blood spurting and spraying the walls with warm and steaming blood. Vignar grinned, and dropped the now free rapier. He snapped the poisoned blade on his knee and wondered which was his ally: courage or wisdom... perhaps neither... perhaps both.

Prerequisite: Iron Will.

Benefit: When you take this feat, you receive a +4 luck bonus to saving throws against magic of the following schools: Enchantment, Illusion and Transmutation.

Single-Weapon Mastery (Barbarian)

You are a deadly opponent when armed with only a single weapon.

Prerequisite: Weapon Focus (in a weapon smaller than your size), Combat Reflexes, Dodge.

Benefit: When fighting with a weapon in one hand, with nothing in your other hand, you receive a +4 deflection bonus to your AC. As a readied action, you can attempt to catch an incoming blow with your empty hand. If your opponent makes a successful melee attack against you, you may make an immediate opposed Strength check against your opponent. If you succeed, you have caught the weapon in your free hand, suffering damage normally. You may then make an attack of opportunity against your foe, provided you did not take one against the same target in the round in which you caught the weapon. You may only catch one such weapon per round.

If you wish, each succeeding round, you may maintain your grip on your foe's weapon, suffering half damage from the weapon automatically. Doing so requires opposed Strength checks each round, until your foe releases his weapon. If successful, you gain an additional attack to your normal routine at your highest base attack modifier. While you hold your opponent's weapon, and your opponent continues to wrest control of the weapon from you, he is flat-footed. An opponent may release the weapon at any time.

Survival of the Fittest (General)

You are able to shrug off irritants such as poison and disease with little effort.

Prerequisite: Great Fortitude, Endurance.

Benefit: You gain immunity to all diseases and a +4 enhancement bonus to Fortitude saves. This bonus stacks with the bonus accrued from Great Fortitude.

Tree-Topper (General)

You are skilled at climbing trees at a rapid pace.

Prerequisite: Climb 9 ranks.

Benefit: As a double move action, you can scale any tree up to two sizes larger than your own size without having to make a skill check unless other circumstances (such as being fired upon, or the tree having no handholds of any sort) apply.





Two-Handed Weapon Mastery (Barbarian)

You are a master at fighting with a weapon in both hands.

Prerequisite: Weapon Focus (in a weapon equal to or greater than your size), Signature Weapon.

Benefit: When fighting with a weapon in two hands you may double your strength modifier for purposes of dealing damage. When fighting in this way, you receive a +4 modifier to your opposed rolls when a disarm action is attempted against you. In addition, you may always take an attack of opportunity (if within a range) against an opponent who attempts to disarm you, even if they have the Improved Disarm feat.

Unbeliever (General)

The gods hold no value to you.

Benefit: You receive a +4 bonus to all saves against divine magic.

Warrior's Luck (General)

You are generally luckier than others are.

Benefit: Your Games Master secretly rolls 1d3. He

records the result and notes it in your luck pool. Anytime you fail an attack, save or check, you may call upon your luck and re-roll the result. Every time you do this, one point from your luck pool is lost. You can gain 1d3-1 luck points once per level whenever you roll a 20 on an attack, save or skill check. The Games Master rolls this die as well. Thus, you never really know when your luck will run out. However, if you attempt to call upon your luck and have already exhausted your luck pool, you suffer a -2 to all attack rolls and saving throw checks for the next hour due to having pushed your luck too far.

Special: This feat may only be taken at 1st level.

Weapon & Shield Mastery (Barbarian)

You are highly skilled at fighting with a weapon and shield.

Prerequisite: Weapon focus (shield), Signature Weapon, Two Weapon Fighting.

Benefit: When fighting with a weapon and shield, you receive double the (non-magical) shield's bonus to your AC. Thus, a small shield normally confers a +1 bonus to your armour class. Through this feat, the shield confers a +2 bonus. In addition, you retain your shield bonus to your AC when making shield-bashing attacks.

Weapon Familiarity (Barbarian)

You can use any weapon at a reduced penalty.

Prerequisite: Two Exotic Weapon Proficiencies.

Benefit: Whenever you use a weapon you are not proficient in, you only suffer a -2 to all your attack rolls.

Normal: Using a weapon you are not proficient in imposes a -4 penalty to your attack rolls.

Wild-Fighter (Barbarian)

You are an unstoppable force in combat.

Prerequisite: Power Attack, Cleave, Great Cleave, Improved Critical.

Benefit: Whenever you rage in combat, you may make a five-foot adjustment between each of your Cleave attacks. In addition, you receive an additional +2 bonus to your Constitution score gaining an additional hit point per level.

TOOLS OF THE TRADE

The barbarian's selection of equipment often varies from other classes by dint of native technology levels. While it is true that overlapping should exist between these two worlds, an exchange of goods and ideas is bound to occur; at the time of the character's creation, it is unlikely he would have been exposed to the fullest selection of weaponry available to neighbouring civilisations. Barbarians, understandably, employ unusual and unique weapons with respect to their particular needs encompassing the seemingly limitless numbers of enemies they face.

This chapter presents a host of new weaponry derived from real-world examples. There is a detailed examination of weapons manufactured from different materials such as bone, wood and stone. For the first time, there is a new category of weaponry exceeding masterwork insofar as performance and usefulness. This category is 'peerless' and reflects a focus more upon the material and its crafting, than that of any magical enhancement. A full range of new armour designed specifically for the barbarian rounds out the arms and armour section followed lastly by an extensive section outlining new equipment useful for almost any class.

WEAPON MATERIALS

The Regional Concepts chapter establishes cultures that lack the technology to produce weapons of a quality equal to the default level of *Core Rulebook I*. If these societies are to exist, there is a need to expand upon the selection of weaponry insofar as the materials used to create such weaponry. The default material for most weapons is 'metal'. One can deduce, as steel shields exist in the game, some weaponry must be of the same material. Obviously, quarterstaves and clubs are wooden, but between wood and metal, there are no other representatives of alternate materials. For example, what if a character has a stone club? Alternatively, what about a barbarian who wields an enchanted club made from the thighbone of a dinosaur? The answers to these questions are in the following paragraphs, where there are rules for crafting weapons from the following materials: Bone, Stone, Wood, Bronze and Iron.

Some final notes: a weapon normally constructed out of one of the following materials remains unchanged

by these rules. Thus, a quarterstaff does not change from its statistics as presented in *Core Rulebook I* as it is a weapon typically manufactured from wood. The same is true for the club and other weapons normally constructed from a material other than metal. Weapons normally constructed out of wood may be available from bone or stone. Any stone or organic medium may be substituted for weapons typically manufactured from metal. Finally, any weapons constructed of these variant materials may be made of masterwork or peerless quality and ultimately enchanted as any other item. The inherent bonuses stack with the penalties and adjustments described on the following pages.

Bone Weapons

From the skull-headed mace to the spinal whip, bone weapons are, at the most basic level, intimidating. A warrior with a double-bladed longsword constructed of bloodstained bone can be a frightening enemy to behold. While bone weaponry carries the benefit of intimidation, such weapons of bone are relatively impractical for they have a tendency to break and chip. After too many cracks and breaks, the item simply ceases to be functional. A weapon constructed out of bone will exhibit the following features:

Base Cost: Bone weapons are 30% cheaper than their metal counterparts.

Weight: Bone weapons only weigh 50% of the weight of the metal versions.

Attacks: As these weapons are usually of a lighter weight, they are hard to balance. Therefore, bone weapons have an inherent -1 penalty to attacks.

Damage: These weapons splinter and are easy to break. In addition, they do not penetrate armour as effectively as other weaponry. Bone weapons have a -1 modifier to all damage rolls.

Hardness: Bone weapons have half of the standard weapon's hardness.

Hit Points: Bone weapons have half of the standard weapon's hit points.

Special Rules: On a roll of a 1, the item must pass a Fortitude Save (only if magical) against a DC of 15 or suffer its damage die to itself. For example, Thorgrim rolls a 1 on an attack with his bone battle-axe. As his weapon is non-magical, it automatically suffers 1d8-1 + Thorgrim's Strength modifier (which in this case is +4). He rolls a 4, subtracts 1 and adds 4 leaving him 7 points of damage. Bone weapons have a hardness of 2 and 2 hit points (half of 5 is 2.5, rounded down is 2). Thorgrim's bone battle-axe shatters. Consult the Common Weapon and Shield Hardness and Hit Points table in *Core Rulebook I* for details.

Characters wielding bone weapons in combat receive a +2 circumstance bonus to all Intimidation checks.

Stone Weapons

Stone Age humanoids do not have the means to forge and work metal. A wood weapon's inferiority to the might of a well-placed rock is one of the first lessons these cave dwellers learn. Stone is an alternative to the previous material and is in many ways superior as it is harder and tougher than brittle bone. Despite the inherent virtues of stone weapons, they are heavier and extremely awkward to use compared to iron or steel. Although stone-headed arrows and bolt are possible, many weapons are unsuitable for this material. Your Games Master is the final arbiter as to whether or not said weapon is available in stone. Stone weapons have the following qualities.

Base Cost: Stone weapons are 50% cheaper than their metal counterparts.

Weight: Stone weapons weigh 50% more than the metal versions.

Attacks: As these weapons are cumbersome and unwieldy, they are almost always unbalanced, incurring a -2 penalty to all attacks.

Damage: For the same reasons justifying the attack penalties, these weapons are not as effective as metal for inflicting damage. Stone weapons have a -1 modifier to all damage rolls.

Hardness: Stone weapons have 75% of the standard weapon's hardness.

Hit Points: Stone weapons have 75% of the standard weapon's hit points.

Special Rules: Only the following weapons can be manufactured from stone: dagger, light mace, club, halfspear, heavy mace, shortspear, bolts, darts, sling bullets, javelins, hand axe, battle axe, warhammer, greataxe, greatclub, longspear, arrows, orc double axe and the dwarven urgrosh.

In addition, weapons constructed from stone have a Critical threat on 20 for x2 damage.

Wood Weapons

Wood weapons persist even into the default technology level of the d20 system. These few weapons include the quarterstaff, club, nunchaku and the great club. Most practice weapons are wooden to reduce the risk of injury. In rare cases, or in societies with limited resources, smiths construct weapons out of wood as weapons of war. While wood weapons are the most flexible as to the versatility of weaponry types, they are

the worst material for performance and results. Wood weaponry exhibits the following features.

Base Cost: Wood weapons are 90% cheaper than their metal counterparts.

Weight: Wood weapons weigh 50% less than the metal versions.

Attacks: As these weapons are light and generally non-lethal, they incur a -3 penalty to all attacks.

Damage: For the same reasons justifying the attack penalties, these weapons are not truly effective against armour. Wood weapons have a -2 modifier to all damage rolls.

Hardness: Wood weapons have 50% of the standard weapon's hardness.

Hit Points: Wood weapons have 50% of the standard weapon's hit points.

Special Rules: If a character wishes to inflict subdual damage with a wood-constructed weapon, he may do so at no penalty. This benefit does not apply to those wooden weapons listed in the *Core Rulebook I*.

All wood weapons are type Bludgeoning. Therefore, these weapons have a Critical threat on 20 for x2 damage.

Bronze Weapons

Before steel and iron, warriors wielded weapons of bronze. An alloy of tin and copper, it was a solid alternative to either. Even though it is an effective material, the necessities of war caused its replacement with the introduction of iron, for bronze does not hold an edge like iron and steel, nor does it perform well against these superior metals. Hence, bronze weaponry is only common in settings of an older civilisation or treasure troves dating back to earlier ages. Bronze weapons have the following characteristics.

Base Cost: Bronze weapons are 2/3 of the cost of a metal weapon.

Weight: These weapons weigh half again as much as their steel versions.

Attacks: Bronze weapons are equally suited for combat as iron or steel weapons. There is no attack modifier.

Damage: Bronze does poorly against metal armour. Thus, bronze weapons always inflict one die type less than other metal versions. For example, a bronze longsword inflicts 1d6 damage instead of 1d8. A damage die cannot be reduced below 1d3.

Hardness: Bronze weapons have 90% of the standard weapon's hardness.



TOOLS OF THE TRADE

Hit Points: Bronze weapons have 90% of the standard weapon's hit points.

Special Rules: Against foes wearing bronze, non-metal or no armour, bronze weapons inflict the standard damage die as printed in *Core Rulebook I*.

Iron Weapons

Most Games Masters will not draw a distinction between iron and steel for the purposes of game play. Nevertheless, for the sake of completeness, iron does warrant some examination. Iron weapons are softer than steel ones. In addition, they are heavier and prone to rusting. In most Dark Age-era campaigns, all metal materials ought to be considered as iron. In the default era *Core Rulebook I*, steel is common and so choosing an iron weapon over steel should be an interesting choice, especially in nearby, less advanced, societies. Iron weapons have the following properties.

Base Cost: Iron weapons are 80% of the cost of a steel weapon.

Weight: These weapons weigh 25% more than the steel version.

Attacks: Iron weapons are equally suited for combat as steel weapons. There is no attack modifier.

Damage: Iron inflicts the same amount of damage as a steel weapon.

Hardness: Iron weapons' hardness is one less than their steel equivalents.

Hit Points: Iron weapons have an identical amount of hit points as steel weapons.

Special Rules: Neglected weapons, weapons not frequently oiled and sharpened, deteriorate. For every week of neglect the weapon's status worsens. There are three levels of deterioration. They, and their modifiers, are as follows. All listed penalties stack.

Dulled: Confers a -1 circumstance penalty to attacks and damage.

Corroded: Confers a -1 circumstance penalty to attacks and a -2 penalty to damage.

Rusted: Weapon will break automatically on a roll of 1.

Beyond the rusted stage, the weapon is worthless.

Maintaining a weapon requires a Craft (weaponsmithing) check against a DC 10 every week. Failure indicates the weapon worsens to the first category. Not attempting the Craft check is a failed attempt. Repairing a neglected weapon is only possible at the Corroded and Dulled Stages. Simply cleaning up the weapon after it has deteriorated requires a Craft (weaponsmithing) check against a DC 15. Failure indicates the weapon is neither improved nor worsened. A failed check by 5 or more means the weapon worsens by one stage.

Peerless Weapons

Peerless weapons are a new category for campaigns focusing on low-to-no magic. Master weaponsmiths craft these weapons just as those of masterwork quality. Weapons of this quality confer a +2 bonus to attack

Weapon Material Examples

Weapon	Cost	Attack		Damage	Critical	Weight	Type	Hardness	HP
		Modifier							
Bone Battle-Axe	7 gp	-1		1d8-1	x3	3.5 lb	S	2	2
MW Bone Battle-Axe	307 gp	+0		1d8-1	x3	3.5 lb	S	2	2
P Bone Battle-Axe	1007 gp	+1		1d8	x3	3.5 lb	S	2	2
Stone Battle-Axe	5 gp	-2		1d8-1	x2	10 lb	S	3	3
MW Stone Battle-Axe	305 gp	-1		1d8-1	x2	10 lb	S	3	3
P Stone Battle-Axe	1305 gp	0		1d8	x2	10 lb	S	3	3
Wood Battle-Axe	1 gp	-3		1d8-2	x2	3 lb	B	2	2
MW Wood Battle-Axe	301 gp	-2		1d8-2	x2	3 lb	B	2	2
P Wood Battle-Axe	1301 gp	-1		1d8-1	x2	3 lb	B	2	2
Bronze Battle-Axe	6 gp	+0		1d6 (1d8)	x3	10.5 lb	S	4	4
MW Bronze Battle-Axe	306 gp	+1		1d6 (1d8)	x3	10.5 lb	S	4	4
P Bronze Battle-Axe	1306 gp	+2		1d6+1 (1d8)	x3	10.5 lb	S	4	4
Iron Battle-Axe	8 gp	+0		1d8	x3	8 lb	S	4	5
MW Iron Battle-Axe	308 gp	+1		1d8	x3	8 lb	S	4	5
P Iron Battle-Axe	1308 gp	+2		1d8+1	x3	8 lb	S	4	5

rolls and +1 bonus to damage rolls. Bonuses derived by magical enhancements do not stack with bonuses accrued from the bonus of a being a peerless weapon. If a peerless weapon receives a +1 enchantment, the weapon functionally confers a +2 bonus to attack rolls; however, it only acts as a +1 enchanted weapon for purposes of damage reduction. All weapons are available as peerless. They cost 1500gp in addition to the base price of the masterwork weapon. Hence, a peerless longsword costs 1815gp; 15gp for the longsword + 300 gp for masterwork + 1000gp for peerless. An enchanted +1 longsword has a list cost of 3315 gp; it bypasses all damage reduction of +1 or less, thereby being significantly more valuable than a standard peerless weapon.

Creating Peerless Weapons: To craft a peerless weapon, you must create the peerless component in addition to the base weapon and masterwork component (see *Core Rulebook 1* for details on the creating masterwork items). The peerless component has its own price (1,000 gp) and DC (30). Once the standard component, the masterwork component and the peerless component are completed, the weapon is finished. (Note: The price you pay for the peerless component is one-third of the given amount, just as it is for the price in raw materials).

NEW WEAPONS

The following weapons divide into three major categories: Simple, Martial and Exotic. These categories further subdivide into size groupings ranging from Tiny to Large. Creatures may wield weapons in one hand if it is the same size category as they are or less. For example, a human, as a Medium-size creature, may wield any Medium-size weapon or smaller in one hand. Likewise, a halfling, a Small creature, can only wield any Small or smaller weapon in one hand. Creatures may wield a weapon one size category greater than their size in two hands. In the same example, a human may wield a Large weapon in two hands, while a halfling may wield a Medium-size weapon in two hands. See *Core Rulebook 1* for more details on size and damage.

Weapon Qualities

The format for the weapon qualities is the same as presented in *Core Rulebook 1*, where prices are in gold or silver, all of which include the price of the scabbard, quiver or hanger for blunt weapons and axes. The damage is presented in exactly the same format as in the aforementioned text, where an § indicates subdual damage. If the weapon lists two damage ranges, then

the weapon is a double weapon and a full-attack option is necessary, in conjunction with the rules for fighting with two weapons, for the extra attack. Always use the second damage range for determining damage for the extra attack.

Adarga: A weapon designed for parrying as it comes equipped with a small spiked shield attached to a short spear. This is functionally a double weapon, allowing the wielder to fight with it as if fighting with two weapons. If done so, you incur all the normal penalties when fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon (See *Core Rulebook 1*). If wielded in one hand, it may not be used as a double weapon. This weapon, when not used as a double weapon, confers the same bonuses as a buckler.

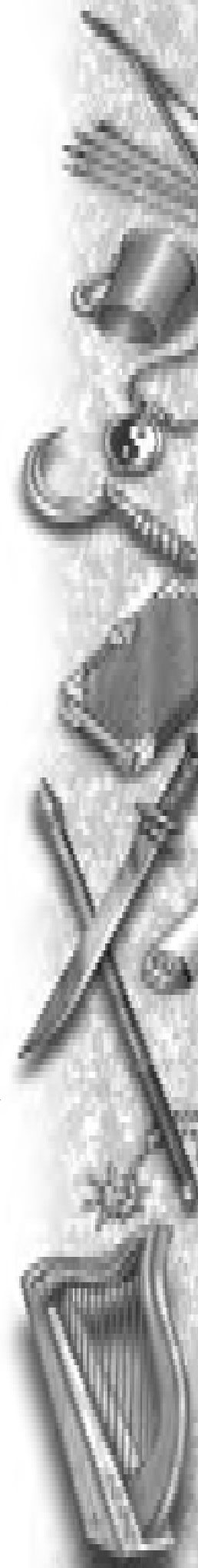
Artengak: A throwing spear adorned with a needle thin spike at its end. Unlike other spears, this weapon has a leather strap for easy recovery. This weapon functions as either a thrown weapon or melee weapon. When hurling this weapon, you may make a Reflex save against a DC 20. If successful, the thrower can snatch the leather strap and thereby recover it as a move-equivalent action.

Cestus: A cestus is a glove covered in spikes, small blades or some other cutting device, intended to aid in fisticuffs. Wearing a cestus converts an unarmed attack into an armed attack. Monks may not use their unarmed attack bonus with these weapons. When using a cestus you cannot be disarmed.

Chain: This is a simple rope constructed out of metal rings. Technically a tool, in the hands of a practiced user it can prove to be a deadly weapon. When using a chain, you get a +2 bonus on your opposed attack roll when attempting to trip an opponent. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

Elephant Axe: A weapon designed to cripple large animals and beasts, such as the elephant. Its size and design makes it an awkward weapon to wield, hence its classification as exotic. When used to trip, the target is considered one size smaller than it actually is. Thus, if used against a Large creature by a Medium-size fighter, the creature counts as Medium-size for the purpose of the trip attack, thereby eliminating the +4 bonus the other creature would normally gain.

Fang (Goad): A fang is a short iron weapon designed primarily as a means to goad large mounts. About the size of a short sword, it is basically a rod with a sharp



TOOLS OF THE TRADE

Simple Weapons –Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny						
Knife	1 sp	1d3	19-20	10 ft.	½ lb	P
Medium						
Spiked Club	3 gp	1d8	x3	-	3 lb	B/P
Large						
Pitchfork	1 gp	1d6	x2	5 ft.	5 lb	P

Martial Weapons –Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Small						
Cestus*	2 gp	1d4	19-20	-	2 lb	S/B
Medium						
Flail, Chain*	20 gp	1d8	19-20	-	15 lb	B/S
Machete*	8 gp	1d6	x2	-	5 lb	S
Sword, Broad	30gp	2d4	19-20	-	4 lb	S
Sword, Sapara*	15gp	1d10	x2	-	3 lb	S
Large						
Hammer, Great	20gp	2d6	x3	-	10 lb	B/P
Harpoon	20gp	2d4	x3	10 ft.	7 lb	P
Maul	5 gp	2d4	x2	-	12 lb	B

Exotic Weapons –Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Small						
Fang	3gp	1d6	x2	-	4 lb	P
Medium						
Adarga*‡	25gp	1d6/1d6	x3/x2	-	5 lb	P
Artengak	2gp	1d6	x3	20 ft.	4 lb	P
Full Moon*‡	35gp	1d6/1d4	19-20/x3/x3	-	6 lb	S/P
Large						
Elephant Axe*	50gp	2d6	19-20	-	8 lb	S
Zweihander *	200gp	2d8	18-20	-	30 lb	S

Exotic Weapons –Ranged

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Small						
Chain	3 gp	1d4	x2	15 ft.	10 lb	S
Throwing Iron	15gp	1d6	19-20/x3	10 ft.	5 lb	S
Medium						
Kyoketsu-Shogi ‡	7 gp	1d4/1d4	19-20/x2/x3	10 ft.	3 lb	S/B

* See entries for special rules

‡ Double Weapon

† Reach Weapon

TOOLS OF THE TRADE



Full Moon



Knife



Flail



Spear



Fang



Chain



Dart Arrow

Spear Arrow

Mail Arrow



Hammer (Great)

curved point at the end. Using a fang confers a +1 bonus to trip attack rolls.

Flail, Chain: Instead of a heavy bar or bars affixed to the end of this weapon, there are a number of metal rings hanging from the chains. As with any flail, add a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if the character fails to disarm the enemy).

Full Moon: The full moon is a weapon of significantly unusual design, consisting of a circular sharpened ring affixed to a double-bladed knife. A double weapon, the full moon allows the wielder to fight with it as if fighting with two weapons. If done so, you incur all the normal penalties when fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon (See *Core Rulebook I*).

Hammer, Great: A large weapon combining a hammer end with a

tapered point on the opposite side. The wielder may choose the type of damage he will inflict, this being either piercing or bludgeoning.

Harpoon: The favoured weapon of whalers, it is basically a hooked spear.

Knife: The knife is the catch-all category for all blades smaller than a dagger. These range from hunting knives to steak knives. Smaller knives such as pocket knives inflict 1d2 points of piercing damage and provoke attacks of opportunity (as if unarmed).

Kyoketsu-Shogi: This unusual weapon is a length of rope on one end of which there is a metal ring and on the other a forked knife. This weapon functions defensively as a buckler shield if not used to attack in melee. Alternatively, it can function as a double weapon. When used in this manner, you incur all the normal penalties when fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon (See *Core Rulebook I*). It must be used in two hands to derive the benefits of being a double weapon. Finally, if used to climb, it confers a +2 circumstance bonus on all Climb checks.



Mail Arrow



Harpoon



Forked Knife



Spear Arrow



Trip



Spiked Club



Short Sword

Mail Arrow




Kyoketsu-Shogi



Zambarda

TOOLS OF THE TRADE



Machete: A single-edged blade designed to clear away underbrush through heavy growth. Usable as a weapon, it is a poor substitute for a longsword. If used as a clearing tool through heavy terrain, such as jungle or dense forest, the speed for travel improves by one and a half times. So, if the party travels through trackless jungle, they typically move at $\frac{1}{4}$ speed. However, by using this weapon, their speed improves to $\frac{1}{2}$ speed. The only drawback is it is impossible to conceal one's movement in this fashion and thereby doubles all chances for wandering encounters and confers a +10 circumstance bonus to Wilderness Lore checks to Track the party.

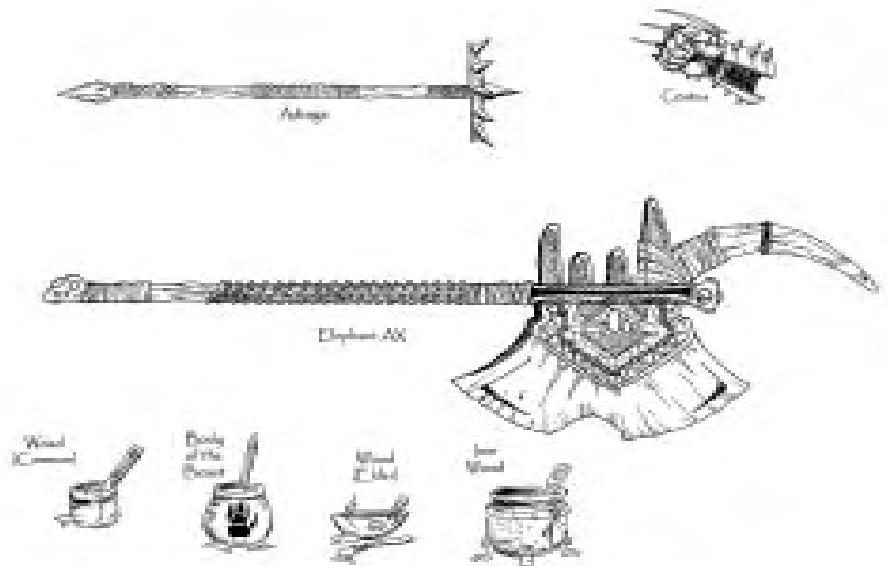
Maul: A pounding weapon constructed solely of wood. Designed to hammer spikes into the ground, the maul makes an effective weapon in combat.

Pitchfork: This farming device is useable as a weapon. While this large weapon may be thrown, it is certainly less aerodynamic than the trident, hence its reduced range increment.

Spiked Club: This brutal weapon is a simple club with iron nails or spikes driven through the business end. Damage inflicted by this weapon counts as both bludgeoning and piercing, thereby have a greater effect against creatures resistant or immune to damage of either type.

Sword, Broad: A sword of classical antiquity surviving in some form or fashion throughout the ages. This weapon typically comes with a basket hilt providing a +4 circumstance bonus to checks made for opposed attack rolls when your foe attempts to disarm you.

Sword, Sapara: Also known as the khopesh or kopsh, this ancient Sumerian and Egyptian weapon is similar to a longsword, but the blade curves midway along its length to form a sickle-like curve. This weapon provides a +1 inherent bonus to trip attacks. This weapon is usually made of bronze and so incurs no changes if made of a better material, such as iron or steel.



Throwing Iron: These exotically crafted blades sport a number of sharp edges and points; the throwing iron is neither aerodynamic nor is it easy to wield. It has a greater damage potential than most hurled weapons thanks to its unusual construction.

Zweihander: This enormous sword requires exotic proficiency just to wield it in two hands. Furthermore, for medium sized users, they must have at least a Strength of 18 to wield it properly. Otherwise, this weapon is wholly unusable by any but large or larger creatures and even then in two hands.

AMMUNITION

As mentioned above, some Games Masters may allow ammunition to be made of variant materials. Many times, it becomes necessary to craft arrows and bolts from the materials on hand, especially when without a handy forge or steel with which the weaponsmith can work. Moreover, flint-headed spears, sharpened lengths of wood to act as pikes or spears, or even the simple dart can be pressed into service when lacking the proper tools. Listed below are common variants for ammunition using the rules presented in this chapter. The only exception is in the case of iron-tipped arrows and bolts. There is no significant change to the aerodynamics of the ammunition to adjust the performance of the weapon. The crossbow is a more advanced weapon and thus bolts are excluded from the table below.

Arrows

Head	Attack Adjustment	Damage Adjustment	Cost for 20	Weight
Bone	-1	-1	7 sp	2 lb
Stone	-2	-1	5 sp	5 lb
Wood	-3	-2	1 sp	2 lb

Spears (Halfspears, Shortspears, Longspears and Javelins)

Head	Attack Adjustment	Damage Adjustment	Halfspear cost and weight	Shortspear cost and weight	Longspear cost and weight	Javelin cost and weight
Bone	-1	-1	7 sp & 2 lb	14 sp & 3 lb	35 sp & 5 lb	7 sp & 1 lb
Stone	-2	-1	5 sp & 5 lb	1 gp & 8 lb	25 sp & 14 lb	5 sp & 3 lb
Wood	-3	-2	1 sp & 2 lb	2 sp & 3 lb	5 sp & 5 lb	1 sp & 1 lb

ARMOUR

Few things are as intimidating as seeing a hulking behemoth of a warrior adorned in an impenetrable suit of steel, replete with an awful device on his shield and an elephant axe in his hand. Worse yet, this killing machine rides upon an 18-hand-high, grey charger, similarly armoured and bearing down on you. It should be intimidating. It should make the bravest quake in their boots. Nevertheless, for some reason it does not. The reason for this change is because armour does not effectively stop blows in the d20 system. A fighter-rogue with a high dexterity and light armour can trounce a single-class fighter of the same level. Sure, the multi-class character has lower hit points on average, however, with liberal use of Expertise, Dodge and defensive fighting, the same fighter-rogue's AC will equal, or in most cases exceed, the latter's. So, why should a character waste countless resources by equipping himself with armour if it does little to protect its wearer?

A Case for Armour

In the d20 system, armour comes in many types ranging from natural sources such as the chitin exoskeleton of vermin, to the steel plating worn by a knight as he readies for the tourney. Ogres have tough leathery hides (a natural armour bonus), while the lowly archer in the ranks of an army cowers behind a buckler and must find reassurance in his padded gambeson. Armour offers protection. What separates one armour from another is the type of protection it offers. Many creatures from *Core Rulebook III* enjoy a natural armour bonus, Dexterity bonus and perhaps even a dodge or deflection bonus. In a few cases, among the humanoids mostly, these creatures might have an armour bonus derived from equipment. A player character, however, rarely has the benefit of a

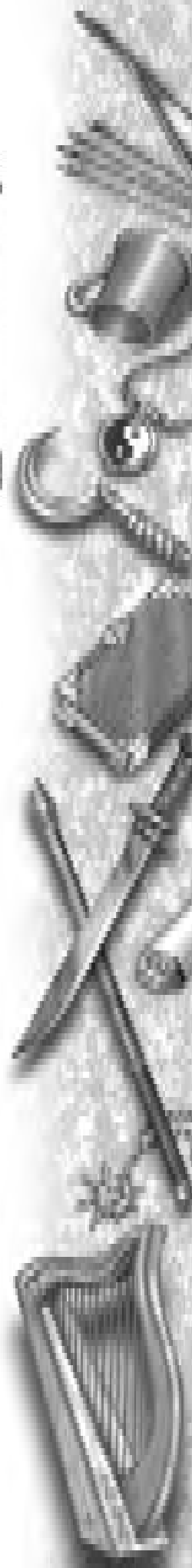
natural armour bonus and must rely on a high dexterity, feats, or some other mode in order to protect against the hungry teeth and claws of his foes.

Historically, people wore armour to stop the weapons of their era. A wooden shield is more likely to catch arrows, while a metal shield is more resistant to axes and other edged weapons. Chain armour stops slashing attacks, but proves to have little value against bludgeoning attacks. In the modern era, a Kevlar vest is not going to be much protection against a fireman's axe to the head, but it is a suitable defence against a hail of bullets to the body. Essentially, the design of weapons mirrors combat itself, which fundamentally is a seesaw interaction of attack and defence with each side attempting to trump the other.

Unfortunately, armour typically has little value against the razor-sharp claws of a dragon, or the venomous bite of a giant spider. Armour ought to halt attacks from like-armed foes. So, how does one address the problems of improving armour protection when faced with the problems associated with its value of protection? Simple, armour must perform as actually intended; it must stop blows. The following optional rules can be added to the existing system as a means to enhance armour's protective ability. Before using these rules, consult with your Games Master for how to implement Weapon Conversion in your game.

Weapon Conversion (WC)

While damage reduction allows the defender to shrug off the blows from any attack and resistance fulfils the same function when assaulted by electricity, acid or fire, armour provides a unique benefit that ought to stack with other forms of protection. Weapon conversion turns a portion of the damage inflicted into subdual damage instead of real damage. This



TOOLS OF THE TRADE

Armour Types

Armour	Cost	Armour Bonus	Maximum Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30ft/20ft)	Weight	Weapon Conversion	Category
Padded	5gp	+1	+8	0	5%	30/20	10	-	Light
Leather	10gp	+2	+6	0	10%	30/20	15	-	Light
Studded Leather	25gp	+3	+5	-1	15%	30/20	20	1/slashing	Light
Chain Shirt	100gp	+4	+4	-2	20%	30/20	25	1/slashing	Light
Hide	15gp	+3	+4	-3	20%	20/15	25	1/natural	Medium
Scale mail	50gp	+4	+3	-4	25%	20/15	30	1/slashing and piercing	Medium
Chain mail	150gp	+5	+2	-5	30%	20/15	40	1/slashing	Medium
Breastplate	200gp	+5	+3	-4	25%	20/15	30	1/slashing and piercing	Medium
Splint	200gp	+6	+0	-7	40%	20*/15*	45	1/bludgeoning and slashing	Heavy
Banded	250gp	+6	+1	-6	35%	20*/15*	35	1/bludgeoning and piercing	Heavy
Half-plate	600gp	+7	+0	-7	40%	20*/15*	50	1/slashing, bludgeoning and piercing	Heavy
Full plate	1500gp	+8	+1	-6	35%	20*/15*	50	2/slashing, bludgeoning and piercing	Heavy
Buckler	15gp	+1	-	-1	5%	- / -	5	-	Shield
Shield, sw	3gp	+1	-	-1	5%	- / -	5	1/piercing	Shield
Shield, ss	9gp	+1	-	-1	5%	- / -	6	1/slashing	Shield
Shield, lw	7gp	+2	-	-2	15%	- / -	10	2/piercing	Shield
Shield, ls	20gp	+2	-	-2	15%	- / -	15	2/slashing	Shield
Shield, tower	30gp	**	-	-10	50%	- / -	45	-	Shield

is in addition to the armour bonus it supplies to the character's Armour Class. Weapon conversion is specific to any given armour type as it protects against the specific damage type of the weapon used against it. Weapon types are always of one or a combination of the following three: slashing, bludgeoning and piercing. For example, a longsword is a slashing weapon and so it inflicts slashing damage. If the weapon conversion lists 'natural' after the slash it protects against natural attacks such as claws, bites, stings and slam attacks. Adapting new armour types to this system is relatively easy. Simply find a suitable armour type matching one of those presented in the below table.

New Armour Materials

For the same reasons weaponsmiths craft weaponry from a variety of materials, armoursmiths construct armour. It makes little sense for one society not to be able to create steel weaponry, yet be able to produce exquisite suits of steel armour simply because their community has a 2,000 gp limit on equipment purchased. This section presents rules to customise armour based upon the materials available. Each type of material is in effect a template which overlays a specific selection of armour. Included in each section are cost adjustments, feature adjustments (Armour bonus, Max Dex and so on) and weight adjustments.

Table of Materials

Material	Cost	Armour Bonus Modifier	Max Dex Modifier	ACP Modifier	ASF Modifier	Speed (30ft / 20ft)	Weight Change	Category Change
Bone	-30%	-2	+1	-1	0 (-5%)*	- / -	-50%	Unchanged
Wood	-75%	-1	-2	-1	+10%	-10 / -5	-40%	Unchanged
Bronze	-33%	-1	0	0	0	- / -	+50%	Unchanged
Iron	-20%	0	0	0	0	- / -	+20%	Unchanged

*See Entry

Armour Material Examples

Armour		Cost	Armour Maximum Bonus	Armour Dex Bonus	Armour Check Penalty	Arcane Spell Failure
Speed	Weight					
30ft	20ft					
Bone	Scale Mail	35gp	+2	+4	-5	25% (20%)
30	20 15 lb					

The following table is an example of scale mail modified by the materials. Regardless of materials, weapon conversions do not change. Shields, for these purposes, are only wood or steel. Organic material functions as wood, while inorganic functions as steel. Thus, a bone shield confers all the same protection as a wooden one. Likewise, the same is true for a bronze shield functioning identically to one of steel.

Bone Armour

Bone armour, like bone weaponry, is significantly less expensive, has the benefit of being lighter armour, but does not offer much in the way of protection. It is ghastly to behold as it is fashioned from the bones of the dead. Bone armour has the following features.

Available Armour: Scale Mail, breastplate, splint mail, banded mail, half-plate and full plate.

Special Rules: Characters wearing bone armour in combat receive a +2 circumstance bonus to all Intimidation checks. All casters casting spells from the Necromancy school have a -5% less chance of spell failure while wearing this armour. However, whenever an opponent successfully hits the wearer of bone armour with a natural roll of 20, the armour's bonus to AC drops by 1. In addition, all Move Silently checks suffer a -4 circumstance penalty when made while wearing bone armour.

Wood Armour

Wood armour is very common in less cultivated civilisations. Like bone armour, it is loud and noticeable. It really affords very little protection, but it is extremely inexpensive. While not as light as bone armour, it confers a slightly better armour bonus. Wood armour has the following features.

Available Armour: Scale mail, breastplate, splint mail, banded mail, half-plate and full plate.

Special Rules: All fire attacks require the character to make an additional Reflex save against a DC 10 to avoid catching fire. All Move Silently checks made while wearing this armour suffer a -2 circumstance penalty due to the noise.

Bronze Armour

Bronze armour is less expensive, but affords less protection. This material crosses over easily into most of the armour types. Armour made of bronze have the following features.

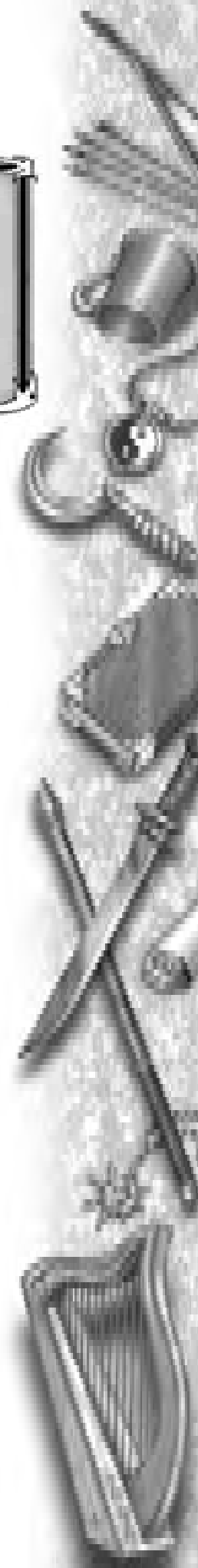
Available Armour: Studded leather, chain shirt, scale mail, chain mail, breastplate, splint mail, banded mail, half-plate and full plate.

Special Rules: Against foes, wielding bronze or non-metal weapons, bronze armour provides the standard protection conferred by steel armour. Otherwise, the armour has the aforementioned adjustments.

Iron Armour

Iron armour is of a high quality, but it is inferior to the armour protection of steel. While it offers the same armour bonus as steel, it is heavier and generally slows movement. The key benefit to iron armour is price. In almost every other way, iron armour confers the same benefits as steel armour.

Available Armour: Studded leather, chain shirt, scale mail, chain mail, breastplate, splint mail, banded mail, half-plate and full plate.



TOOLS OF THE TRADE

Special Rules: Neglected weapons, weapons not frequently oiled and sharpened, deteriorate. For every week of neglect, the armour's status worsens. There are three levels of deterioration. They and their modifiers, are as follows.

Tarnished: There is no modifier for tarnished armour.
Corroded: Confers a -1 penalty to the armour bonus and increases the armour check penalty by 1.
Rusted: Armour bonus further reduced by -1, armour check penalty reduced by 1 and the Maximum Dexterity is reduced by 1.
Beyond the rusted stage, the armour is worthless.

Maintaining armour requires a Craft (armoursmithing) check against a DC 10 every week. Failure indicates the armour worsens to the first category. Not attempting the Craft check is a failed attempt. Repairing neglected armour is only possible in the Corroded and Dulled Stages. Simply cleaning up the armour after it has deteriorated requires a Craft (armoursmithing) check against a DC 15. Failure results in no change in the armour's status; it is neither improved nor worsened. A check failed by 5 or more means the armour worsens by one stage.

Peerless Armour

Peerless armour is to masterwork armour as peerless weapons are to those of the masterwork variety. These armours fill the gap left in games with low or no magical presence. Master armoursmiths may craft such armour just as those of masterwork quality. Armour of this quality reduces the armour check penalty of a given armour by 2 and increases the armour bonus by +1. Bonuses derived from magical enhancements do not stack with bonuses accrued via peerless armour. If peerless armour receives a +1 enchantment, the suit functionally confers a +1 bonus to the armour bonus, not +2. The cost for enchanting the armour is ¼ lower. Any armour may be manufactured as peerless armour. It costs 500 gp in addition to the base price of the masterwork armour. Hence, a peerless suit of studded leather costs 675 gp; 25 gp for the longsword + 150 gp for masterwork + 500 gp for peerless. An enchanted +1 peerless suit of studded leather armour has a list cost of 2,175 gp.

Creating Peerless Armour: To craft peerless armour, you must first create the peerless component in addition to the base armour and masterwork component (see *Core Rulebook 1* for details on the creating masterwork items). The peerless component has its own price (500 gp) and a DC 30 to complete. Once the standard component, the masterwork component and the peerless component are completed, the armour

is finished. (Note: The price you pay for the peerless component is one-third of the given amount, just as it is for the price in raw materials.)

GENERAL EQUIPMENT

Below is a variety of new equipment for barbarian adventurers of any origin. From detailed rules on body paint to simple body sleighs and fishing tackle for the pinnacle huntsman, this chapter fills the gaps for barbaric characters anywhere. Each item has a listed value in gold pieces (gp), silver pieces (sp) or copper pieces (cp). In addition, there will be a corresponding weight for each item. If the item does not pose any significant weight it is denoted by an *.

Bird Calls: By blowing into this device, you create a sound similar to those created by specific game birds during mating. Using an animal call confers a +2 circumstance bonus to all Profession (hunter) checks to locate a particular game bird. Animal calls are only affective against a particular game bird. Thus, each bird call is keyed to a particular bird: ducks, geese, pheasants and so on.

Body Sleigh: Measuring about 6 feet long, this sled can hold up to a large creature. Designed for pulling captured quarry, many use it to assist fallen comrades. The body sleigh effectively increases a character's strength by 2 points for the purposes of dragging and encumbrance as it slides along the ground relatively easily. If pulled over snow, the Strength increase climbs to +4.

Climber's Kit, Masterwork: This high quality climber's kit contains the regular equipment of a standard kit, including pitons, boot tips, gloves and the climbing harness. Due to the quality of this kit, it provides a +3 circumstance bonus to all Climb checks and pitons always inflict maximum damage when being affixed to the climbing surface.

Fishing Kit: A kit of tackle, fishing cord and bait, this is ideal for any rustic outdoorsman as it provides the necessary tools to fish without the irritating hassle of crafting a net or fishing pole. Using a fishing kit provides a +2 circumstance bonus on all Profession (fisher). Masterwork kits are available for an addition 50gp and instead provide a +4 circumstance bonus to these same checks.

Hunting Horn: Sounding a hunting horn signals allies or strikes fear in the heart of your enemy. When the horn is blown, all within 1 mile can hear its call. Those further can hear it with a successful Listen check

against a DC of 20 + 1 for every additional mile beyond the first.

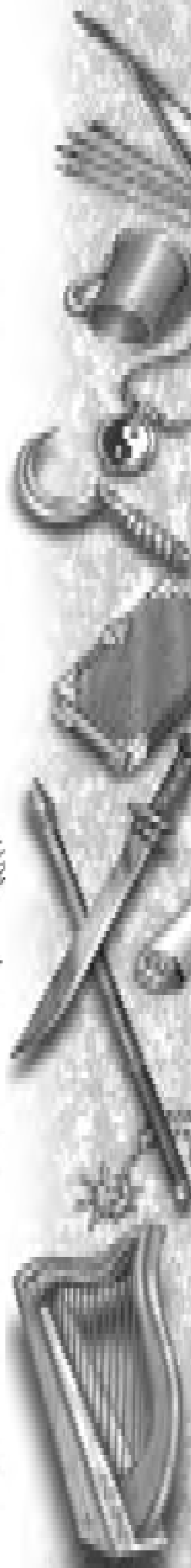
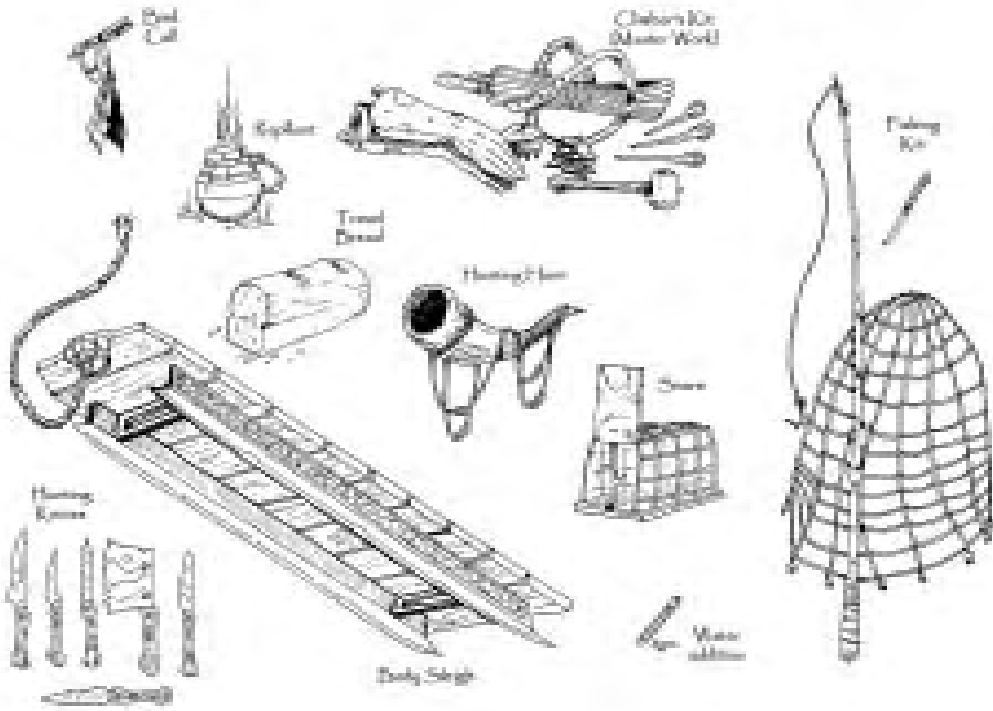
Hunting Knives:

Not weapons per se, rather these small knives are for cleaning and preparing your kill for meat. Replete with boning, skinning and other delicate knives, these blades are well crafted and a significant benefit for game hunters of any size. Each set of knives includes 6 different blades for a variety of dressing purposes.

Using a hunting knife kit confers a +2 competence bonus to all Craft (dress animal) checks. Masterwork varieties are also available, which double the bonus to the respective Craft checks, but they cost an additional 50gp. If used as weapons, hunting knives prove to be ineffective against all but the weakest foes. Hunting knives have all the same features as other knives above described.

Hunter's Outfit: Clothes designed to hunt. The shirt, breeches and overcoat are all dyed in natural hues to blend in natural settings. In addition, the soft soled boots are quieter than other varieties. Complete with a number of pockets and loops, this set of clothing is certainly to please any outdoor type. Unlike most clothing, masterwork varieties are available in this clothing. By spending an additional 100gp, the character receives a +2 circumstance bonus to all Hide and Move Silently checks while in a natural setting.

Repellent: By liberally coating your exposed flesh, you can protect yourself from noisome and stinging insects. Stinging vermin must succeed a Will save against a 10 to approach within 10 feet of you. Unfortunately, repellent has a similar affect against others conferring a -2 circumstance penalty to all Charisma based checks relying upon interaction such as Bluff or Diplomacy.



TOOLS OF THE TRADE

Equipment	Cost	Weight
Bird Calls	1gp	.5lb
Body Sleigh	8gp	25lb
Climber's Kit, MW	130gp	4 lb
Common Woad	40 gp	.5 lb
Fishing Gear	10gp	5 lb
Hunting Horn	5gp	1 lb
Hunting Knives	12gp	3 lb
Huntsmen's Outfit	18gp	5 lb
Repellent	1gp	*
Shaman's Outfit	4gp	10 lb
Snare (small)	8gp	8 lb
Snare (tiny)	4gp	4 lb
Snare (diminutive)	2gp	1 lb
Travel Bread	5gp	1 lb
Water additive	1gp	*

Shaman's Outfit: A shaman's outfit includes moccasins, trousers, a simple shirt and an elaborate (if frightening) mask. Usually braided into the clothing are a number of beads and feathers, with painted sigils and swirls denoting the particular spirit the shaman is beholden.

Snares (all varieties): Snares are simple cages designed to trap small or smaller animals. Using a pre-constructed snare provides a +2 circumstance bonus to all Profession (hunter) checks. As in the case of the fishing kit, snares are available in masterwork varieties, in which case the bonus doubles.

Travel Bread: Travel bread is just as high energy as trail rations except this food provides fulfilling nourishment by itself. In addition, it does not confer any of the smell jerked beef exhibits, which sometimes reveals to animals and creatures with the scent ability your presence. Each loaf of travel bread grants two days of rations. Travel bread is good for 1 week before it starts to turn.

Water additive: This small vial of pure alcohol can be added to pools of brackish water, thereby making it fit for consumption. One only needs one drop. Any required Fortitude check DC is halved if the additive has treated the fluid. Water additive only works against diseases.

Woad, common: Warriors, to instil fear in their enemies and also to aid them in battle, wear this psychoactive body paint, which is usually bright blue. Painting woad on a subject requires 10 minutes and confers 1d3 temporary hit points for the space of 2 hours. At the player's option, other types of woad

might be available. Instead of temporary hit points, a player can opt to use woad to boost Bluff, Diplomacy or Intimidation checks by +1d3 or even a +1 deflection bonus to AC. Prices for these variants are the same as common woad, but only one type is wearable at any given time.

Magical Woad

Barbarian warriors favour face and body painting to add to their fearsome countenance. Seeing a horde of blue faced Celts pouring over the hill side to sack your village is enough to turn any warrior's bowels to water. Common woad boosts characters hit points, but with a magical twist, woad can become a much more potent ally.

Druids and witches are the ideal manufacturers of potent woad as they have an intimate knowledge of herb lore and the practical ability to manipulate these specimens to exploit their greatest potential. Manufacturing woad is simple insofar as manufacturing any magical substance is simple. Consult the feat Mix Woad for details on this new magic item's manufacture.

Mix Woad (Item Creation, Druid or Witch)

You can mix more potent versions of woad.

Prerequisite: Profession (herbalist) 6 ranks, Druid or Witch 3+.

Benefit: You can mix different herbal substances to produce a body paint stimulating certain aspects of the user. Mixing woad takes one day. When mixed, the herbalist sets the caster level just as if brewing a potion. The caster level must be sufficient to cast the spell in question and no higher than your own level. The base price of the woad is its spell level multiplied by the set caster level multiplied by 50gp. You must spend 1/25 of the base price in experience points and use up raw materials costing half the base price. Woad cannot exceed spells in excess of 2nd level. Any magical affects are in addition to the normal temporary hit point gain normally granted by wearing this paint.

Suggested spells include all of the following: *cause fear, change self, bull's strength, invisibility, mirror image, protection from arrows, see invisibility, endure elements, obscuring mist, barkskin* or *resist elements*. Other spells from other sources may be applicable if they originate from a witch or druid spell list. Ultimately, adding to the possible enchantments is entirely up to the Games Master.

Special Body Paints

Blood of the Beast: Formed from an herbal infusion stirred with the heart blood of a dire bear, when magically brewed, cooled and then painted onto the barbarian's body, blood of the beast confers the lycanthrope werebear onto its wearer. The user may shift his form just as any other werebear is able to. Consult the *Core Rulebook III* for details on lycanthropy. This paint remains effective for 4 hours or until the barbarian is fully immersed in water. *Caster Level:* 12th; *Prerequisites:* Craft Wondrous Item, Mix Woad, *Summon Nature's Ally VI*; *Market Price:* 7200 gp; *Weight:* -

Elder: Elder woad is a magical concoction derived from elderberries and infused with the breath of a great chieftain. When painted on the target, the elder woad confers immunity to all fear effects for 24 hours or until the immersion in water occurs. *Caster Level:* 12th; *Prerequisites:* Craft Wondrous Item, Mix Woad, Profession (herbalist) check against a DC 22, *Scare*; *Market Price:* 7200 gp; *Weight:* -

Iron Woad: When woad mixers infuse the metallic shavings from an honourable sword broken in battle into the thick psychoactive paste of woad, they can, with the proper spell additives, manufacture a particularly potent war paint that confers damage reduction 15/+3 onto the wearer for 1 hour or until the wearer cleanses the paint from his body through either immersion or sweat. When applying this paint, it is best to do so in a pattern resembling armour. *Caster Level:* 13th; *Prerequisites:* Craft Wondrous Item, Mix Woad, *flesh to stone*; *Market Price:* 12000 gp; *Weight:* -

STEEDS OF WAR

Relying upon their own ability to survive in the natural and uncultivated world forces many barbarians to make the most out of what nature has to offer. While it is true barbarians key benefit is their speed, many rely on steeds to buttress their already lightning fast abilities. In the following section are a number of new steeds designed especially to complement the barbarian class in the face of the foes he was born to combat.

Teaching an animal a task requires 2 months of training and a Handle Animal check against a DC 15. In some cases, especially if the animal is wild or qualifies as a beast, the DC increases accordingly as defined in the *Core Rulebook I*. The creatures discussed below are five different kinds of horses, bred for different purposes such as speed, endurance or agility.

Fully trained steeds of unique breeding such as these that follow are available in most large communities provided there is a nearby community of primitive or nature-oriented peoples who breed horses. Prices for each entry are as follows:

Potnean	400 gp
Zebra	1000 gp
Fotrin	300 gp
Seapino	1500 gp
Ludfrenin	2000 gp
War Elk	1200 gp

Potnean

Bred for strength, the potnean horse stands on average 21 hands high (or 7 feet). Colouring falls in the chestnut shades, with dark manes and matching eyes. These horses are enormous and strong, quite capable of killing a groom if in poor spirits. Barbarians favour this steed as it is reckless in combat and can decimate ground forces while its rider can focus on the more important things such as dropping armoured knights.

Potnean Steeds gain Power Attack as a bonus feat.

Zebra

The most identifiable thing about the zebra is its black and white striping. Somewhat shorter than other horses, its height in no way limits its abilities. Zulu like barbarians employ zebras for the smaller size and greater speeds. The striping makes them challenging mounts for night raids.

Zebras gain a +4 racial bonus to Hide checks due to their coloration.

Fotrin

Similar to the potnean horse, barbarians breed these horses for stamina and their capacity to withstand inclement environments. These horses are shaggy brutes with broad flat faces and heavy lids that drop low over their eyes. Barrel-chested with thick stout legs, they stand about 18 hands high.

Fotrin steeds gain the Endurance feat as a bonus feat.

Saepino

Another product of selective breeding, the saepino is the result of many generations of horses selected for their canny intelligence and willingness to learn. The saepino is not so much a horse used in battle, but



TOOLS OF THE TRADE

	Potnean Large Animal	Zebra Medium Animal	Fotrin Large Animal
Hit Dice:	4d8+12 (30 hp)	2d8+2 (11 hp)	4d8+16 (34 hp)
Initiative:	+0	+3 (Dex)	+0
Speed:	50 ft.	60 ft.	50 ft.
AC:	13 (-1 size, +4 natural)	17 (+3 Dex, +4 natural)	13 (-1 size, +4 natural)
Attacks:	2 hooves +7 melee	2 hooves +2 melee	Bite +4 melee
Damage:	Hoof 1d6+5	Hoof 1d4+1	Bite 1d8+3
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	-	-	-
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +7, Ref +4, Will +1	Fort +4, Ref +6, Will +1	Fort +5, Ref +1, Will +4
Abilities:	Str 20, Dex 11, Con 16, Int 2, Wis 11, Cha 6	Str 12, Dex 16, Con 12, Int 2, Wis 12, Cha 6	Str 15, Dex 10, Con 18 Int 2, Wis 10, Cha 4
Skills:	Listen +6, Spot +6	Listen +6, Hide +7, Spot +6	Listen +5, Spot +5
Feats:	Power Attack (Bonus)	-	Endurance (Bonus)
Climate/Terrain:	Any Land	Warm Hills, Mountains, Plains	Any Land
Organisation:	Domesticated	Solitary, Pair, Herd (6d6)	Domesticated
Challenge Rating:	3	1	2
Treasure:	None	None	None
Alignment:	Always Neutral	Always Neutral	Always Neutral
Advancement:	-	-	-
	Saepino Large Animal	Ludfrenin Large Animal	War Elk Large Animal
Hit Dice:	3d8+3 (16 hp)	2d8+4 (13 hp)	6d8+30 (57 hp)
Initiative:	+1 (Dex)	+7 (+3 Dex, +4 Improved Initiative)	+2 (Dex)
Speed:	50 ft.	80 ft.	40 ft.
AC:	14 (-1 size, +4 natural,	16 (-1 size, +4 natural, +1 Dex)	15 (-1 size, +2 Dex, +4 +3 Dex) natural)
Attacks:	2 hooves +4 melee	1 bite +2 melee	Butt +9 melee
Damage:	Hoof 1d6+3	Bite 1d8+3	Butt 1d8+9
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	-	-	-
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +2, Ref +4, Will +4	Fort +5, Ref +6, Will +0	Fort +10, Ref +7, Will +3
Abilities:	Str 16, Dex 13, Con 13, Int 5, Wis 12, Cha 8	Str 15, Dex 16, Con 15, Int 2, Wis 10, Cha 4	Str 22, Dex 14, Con 20, Int 2, Wis 13, Cha 4
Skills:	Listen +7, Search +1, Sense Motive +5, Spot +7	Listen +5, Spot +5	Listen +8, Spot +5
Feats:	Alertness (Bonus)	Improved Initiative (Bonus)	Improved Bull Rush (Bonus)
Climate/Terrain:	Any Land	Any Land	Any Land
Organisation:	Domesticated	Solitary, Pair, Herd (6d6)	Solitary, Pair, Herd (4d6)
Challenge Rating:	2	2	3
Treasure:	-	-	-
Alignment:	Usually neutral	Always neutral	Always neutral
Advancement:	4 HD (Large)	3-4 HD (Large)	7-10 HD (Large)

instead a steed proffered as a gift to a favoured child of a chieftain. Once accepted, the saepino bonds with its master and adopts a protective stature over its charge.

Saepino steeds are shorter than most other horses, around 17 and half hands and tend towards gold and silver in coloration. All horses of this breed have deep blue eyes, which are quick and intelligent, always watching and absorbing the happening unfolding in the world around them.

Saepinos are easier to train. All Handle Animal checks to teach a saepino steed are made with a +2 circumstance bonus and the training time drops by half. Saepinos gain Alertness as a free bonus feat.

Ludfrenin

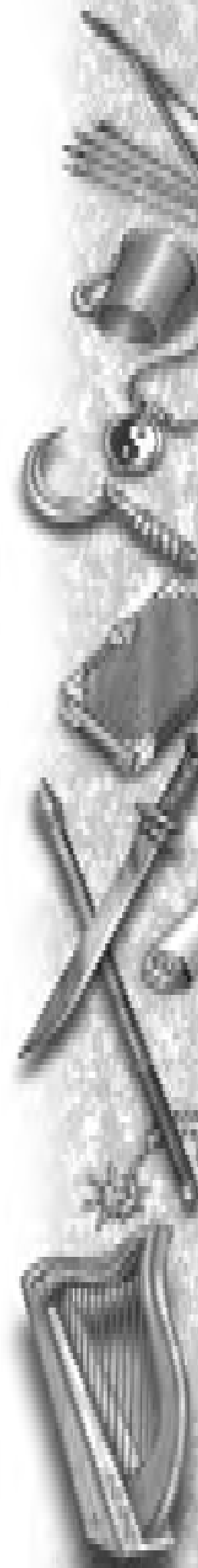
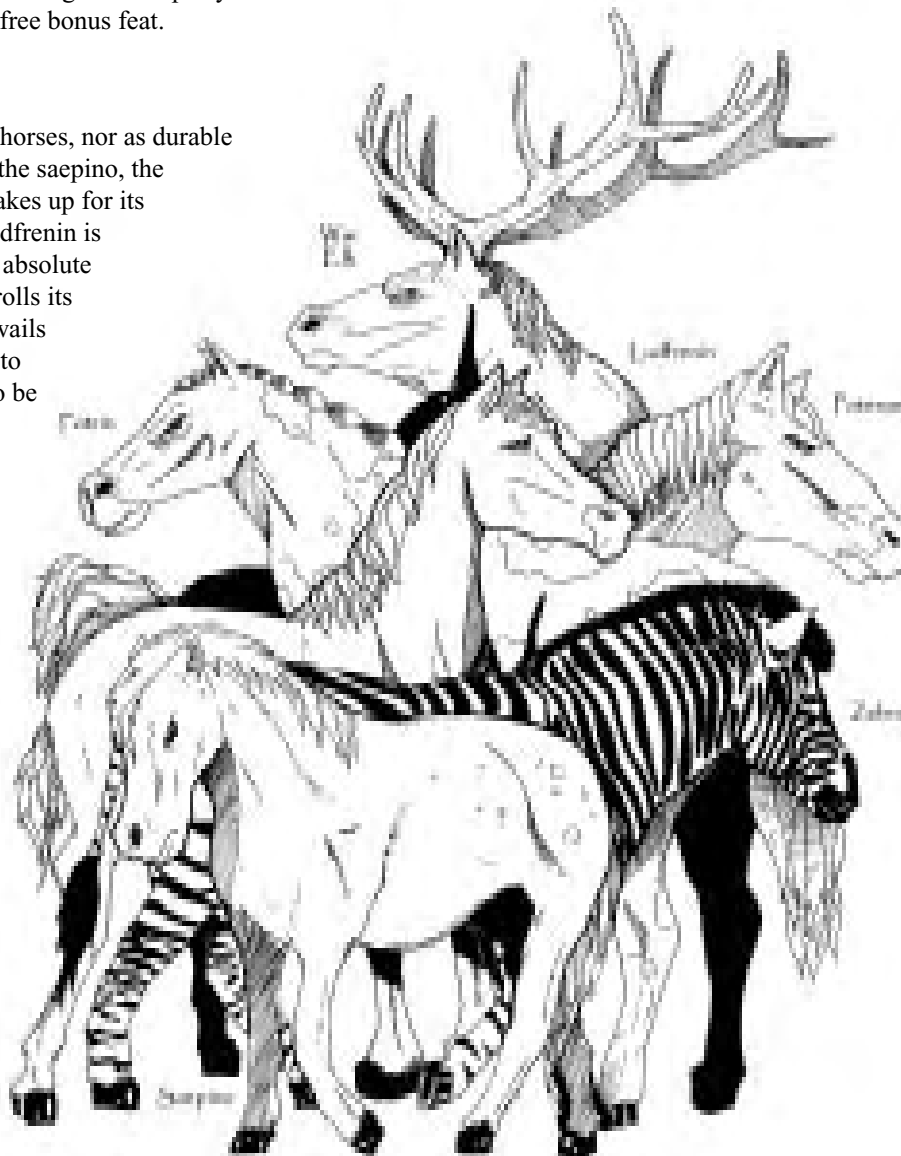
While not as strong as many horses, nor as durable as the fotrín, nor as smart as the saepino, the ludfrenin horse more than makes up for its deficiencies in speed. The ludfrenin is nervous and skittish. Unless absolute quiet is available, this horse rolls its eyes, stamps its hooves and wails in fear. Virtually impossible to train, the ludfrenin appears to be any rider's worst nightmare. However, if a rider can pass a Ride check against a DC 20, he may control the horse for as many hours as he has ranks in ride. Ludfrenin are ideal steeds because they are capable of covering a lot of ground quickly.

Ludfrenin have the full spectrum of colouring, but most tend toward a piebald coat. They have longer legs than most other horses, allowing them the physique to withstand a punishing gait. These steeds gain Improved Initiative as a bonus feat.

War Elk

Being astride an elk in combat may be the last place any warrior would want to be. However, in the case of the war elk, these animals are the ideal for those who know how to handle and befriend them. Standing as high as seven feet tall, with males sporting an enormous rack of antlers, these steeds can tear apart other horses if properly trained.

War Elk gain the Improved Bull Rush feat as a bonus feat even though they do not meet the prerequisites.



CONTESTS

Among the more advanced societies, donning full plate armour and sitting atop a horse, with jousting lance and dressed shield are the symbols of noble warriors. When they finally ride full-tilt at their opponent, outfitted similarly, seeing who remains mounted after the pass demonstrates the peak of skill at arms. Simply put, barbarians scoff at this foolishness. They question how wearing a shell of steel is any means of determining one's worth. They laugh at the knights who fall and shake their heads at the occasional accidental death caused by a misplaced lance.

Barbarians believe contests should truly demonstrate an individual's practical abilities. It is unlikely on a battlefield for a warrior to have the opportunity to withdraw and rest before re-engaging in a grand melee at his own discretion. No, a contest should reflect the worth of the individual to the clan and war chief. In this section are descriptions of contests and tournaments barbarians engage in for pleasure, but also to demonstrate their abilities and to achieve glory. These tournaments range from the grisly to the intellectual, challenging the individual on every side, from pure Strength to raw personality.

Designing contests is relatively simple as each follow an identical formula. When designing a new contest consult the following steps to ensure a balanced game of skill and ability. In the following paragraphs are details for each step.

1. Establish contestants
2. Determine locale
3. Establish objective
4. Determine severity
5. Determine intervals
6. Establish Prize
7. Begin the trial

Establish contestants: Prior to developing a new 'game', one must consider how many contestants shall participate and what exactly are their levels and abilities. For most contestants, the tables presented in *Core Rulebook II* covering characters ought to be suitable to determine the exact nature of the participants. Many times the contest will be between just two opponents, rivals perhaps, who endeavour to establish who is the greater warrior. In these situations, the Games Master will fully develop the antagonist for the player character. However, if many contestants are required, their statistics should be built around the player's, ranging no more than 1d4 levels lower or higher than the character who plays.

Determine locale: Location of the contest is the next step in the construction of the event. Places can affect the very rules of the event such as fighting on a hillside conferring a +1 height advantage to attackers. One should also consider the weather when designing contest locations. A heavy windstorm will prevent ranged contests. Likewise, walking along a bed of burning coals will have little effect in the rain. Consult

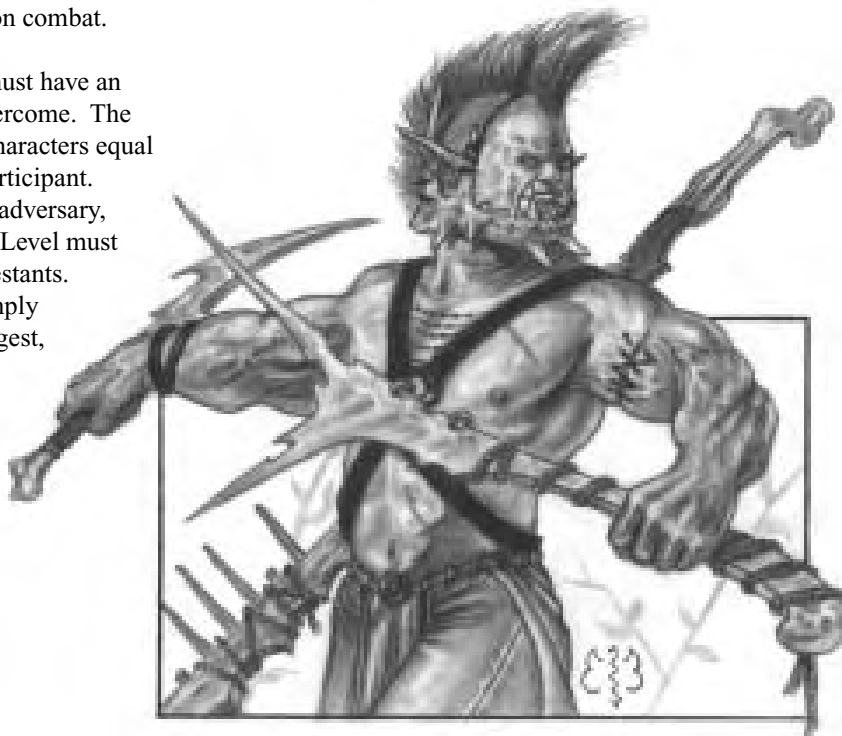


Core Rulebook I and II for details on weather and the environment and the effects of each on combat.

Establish Objective: Each contest must have an object to attain or an adversary to overcome. The objective ought to be attainable for characters equal to the level of the player character participant. Thus, if the contestants must face an adversary, the CRs of an appropriate Encounter Level must equate to the power level of the contestants. On the other hand, many contests simply require characters to hold out the longest, play the best game of chess or drink the largest amount of alcohol. If an objective requires seeking and defeating a monster, it is no longer a contest, for it then becomes a standard adventure encounter.

Determine Severity: Each contest has a severity rating ranging from Minor to Lethal. One must note that what is lethal to a 1st level character is hardly even minor for a 20th level character. When determining the severity level of the contest, consider the participants. Striking a subject with a torch in the tender nether regions may be lethal for lower-level characters, but high-level characters probably have the stamina to resist a torch. The table below is a general rule of thumb for determining severity.

Determine Intervals: An interval, for the purposes of designing contests, is the rate at which the contestants affect, or are affected by, the objective. Such cases include the rate at which lightning strikes a character tied to a metal rod, the rate at which the character drinks alcohol, or the rounds between arm wrestling contests. The interval is the period between these rates. This inclusion allows higher-level characters with



unusual abilities such as fast healing or spellcasting abilities to prepare themselves for future rounds.

Establish Prize: The prize is the ultimate goal of the contest. It is what the characters hope to achieve by competing against others. The prize is sometimes fame or a title, but wealth may be factor. To determine the potential treasure gained from a contest, one simply uses the following formula. Wealth to be gained equals average character level times total community resources divided by 1,000. The result is the treasure earned from the contest. There is no minimum prize. A contest only has a prize when a community or lord sponsors it.

For example, Dellington has a population of 1,500 people, thus qualifying as a Small Town. They are

Severity Guidelines

Average Level of Contestants	Maximum Potential Damage					
	Minor	Light	Moderate	Serious	Critical	Lethal
1-3	2 or less	3-5	6-8	9-11	12-14	15 or higher
4-6	6 or less	7-13	14-20	21-26	27-34	35 or higher
7-9	10 or less	11-22	23-34	35-45	46-58	59 or higher
10-12	14 or less	15-31	32-48	49-64	65-82	83 or higher
13-15	18 or less	19-40	41-62	63-83	84-106	107 or higher
16-18	22 or less	23-48	49-76	77-101	102-124	125 or higher
19-20	25 or less	26-54	55-85	86-113	114-139	140 or higher

CONTESTS

hosting a contest of which there is a monetary reward. The gold piece limit of the town is 800gp. After determining their resources as described in *Core Rulebook II*, the total resources are 60,000 gp. The participants in the contest are on average 8th level. Applying the above formula ($60,000 \times 8 = 480,000$; $480,000/1,000$) results in a prize of 480 gp. Games Masters should feel free to make ad hoc adjustments based upon the severity of the contest and the effects of winning the competition on the current storyline. Finally, the head of the community divides the prize money between the winner and runners-up.

Begin the Trial: Having established the mechanics, the contest is ready to commence. Characters make the requisite dice rolls and saving throws, and when the dust settles, one will stand above the rest as champion of the day. In the following pages are specific contests designed using the preceding formula. Each of the following contests are designed to be waged in a small town of 1,500 people, a gold piece limit of 800 gp and 60,000 gp in available resources.

CONTESTS OF STAMINA

Winners of these contests represent the toughest and most indomitable heroes of the clan. Each of these trials tests a barbarian's ability to function while under adverse conditions and persevere through them until the end. A full survey of competitions falling under this classification is well beyond the scope of this section; however, one should look to these three examples as guidelines for contests of your own creation.

Grasp the Water Boiling

Most consider this competition one of the heights of stupidity. Contestants plunge one of their hands into a cauldron of boiling water for as long as they can, resisting the shock of the pain and the sight of their flesh swelling and peeling away to float atop the churning water. A druid, witch or cleric can repair most of these injuries. One can spot true champions easily by their lack of fingernails, and hideous scar tissue that extends up the forearm.

Contestants: This contest requires at least two fools, but no more than seven for that is the most that can easily fit around a cauldron of burbling water. There is one empty space, and that is for the judge. Characters participating in this contest should be of at least 3rd level. In this example, the average level is 4th.

Locale: This popular sport is always in the centre of a village or of the clan's dwellings. It confers no special situational or environmental aspects to the contest. In case of inclement weather, there is usually installed a tarp of canvas overhead.

Objective: The purpose of the contest is to hold one's hand in the boiling water for as long as they can stand.

Severity: This is a nasty and stupid game inflicting a significant amount of damage to any who participate.



This is a serious threat for characters of the minimum recommended level falling within the 21 to 26 points of damage range.

Intervals: Each round, the competitors suffer damage and must attempt a Fortitude Save.

Prize: 240gp to the victor.

Special Rules: All participants roll initiative after all plunge their hands into the pot of boiling water. All who do so suffer 3d8 points of damage each round. Furthermore, each character must make a Fortitude Save against a DC equal to 10 + the damage dealt to resist the urge to withdraw the hand. For every round the character holds his hand in the boiling water, he suffers a permanent -1 penalty to all Dexterity based checks that require the use of hands. Characters may heal this penalty through a *restoration* spell.

Example: Two characters face each other over a cauldron of frothing water. With steely determination behind drunken and dulled eyes, they each grit their teeth and plunge their fists into the bubbling liquid, resulting in a moan from one and a sharp inhalation from the other. Each character has 16 hit points and a +6 Fortitude. On the first round, the first contestant takes 12 points of damage and must pass a Fortitude save against a DC 22. He rolls a 13, adds his +6 and results in a 19. He jerks his hand free from the water,

almost immediately sober and very shamefaced. His opponent only suffers 8 points of damage and must then roll a Fortitude save against a DC 18. He easily passes with a roll of 22. With a drunken grin, he wins the contest.

Plumb the Barrel's Depths, a Contest of Inebriation

One of the greatest clichés involving barbarians refers to their penchant for drink. It seems that every brute that swings an enormous axe has an equal thirst for ale. Consuming vast quantities of alcohol against other characters is a feat that seems commonplace at best. However, for a culture who holds the process of brewing to a higher standard and who respects mastery over one's drink, seeing it as a sign of virtue, it makes sense that these cultures will pit one against another over a keg of strong brew.

Contestants: Any number of participants may join in to compete and see who can drink the most alcohol. In this example, the average level is 2nd.

Locale: Plumbing the barrel's depths is almost always performed within a tavern, but any location that has a good supply of ale is suitable.

Objective: The contestant who drinks the most alcohol wins. The results of this test are verifiable by the last one conscious.

Severity: For the most part, this contest has no severity rating, unless the subject suffers alcohol poisoning in which case the results are severe.

Intervals: Every round the contestants consume a tankard of ale or a 'shot' of liquor.

Prize: For most, the prize is the free drink. However, in official contests, the winner receives about 100gp and the two runner-ups receive 10gp each.

Special Rules: The effects of alcohol on a character vary, reflecting the individual's tolerance



CONTESTS

to drink, their body mass, their natural constitution and ultimately their willpower. Each of these facets determines a character's innate resiliency to overindulgence. The result of the contest usually incapacitates both contestants and thereby few games or competitions will be available for either contestant after this one.

The mechanics for contests of inebriation are simple. For the purpose of this contest, all alcohol is equal to either ale or liquor and each are of a moderate potency. For weaker or stronger drinks, the Games Master may increase the number of tankards per bonus point of Constitution (in the case of weaker) or decrease the number of tankards for the harder. Each character may consume one tankard of ale or one shot of liquor for every point of Constitution modifier prior to any significant adverse affects. Thus, if a character has a Constitution of 12, which has a +1 modifier, he may consume one unit of alcohol without adverse affect. Modifiers of 0 or below result in immediate saves or adverse affects.

Once the initial amounts of alcohol are safely out of the way, the hard drinking begins in earnest. For every additional unit of volume consumed above and beyond the safe limits, the character in question must make a Fortitude save against a DC 10 + 1 for each additional drink beyond the safe limits and +2 for each previous failed save in the contest. A failed result inflicts temporary damage to many of the drinker's ability scores. Each failed check results in a 1d2 temporary damage to 1d4 random attributes. If the beverage is liquor, the damage is 1d4 instead of 1d2. The attributes affected are as follows: Dexterity,

Intelligence, Wisdom and Charisma. This damage persists for as long as the character continues to drink. It is possible to kill oneself with too much alcohol. If three abilities drop to 3 or less, the character begins to suffer Constitution damage in addition to the regular ability damage derived from failed results. Dropping to 0 in any ability imposes the normal results as described in the *Core Rulebooks* which usually manifests as unconsciousness. Recovery of these abilities from alcohol is 1 point per hour. Thus, if a character lost 5 points to Constitution, 4 to Strength and 8 to Wisdom, that character would recover his Strength score in 4 hours, his Constitution after 5 more hours and his Wisdom after 8 more hours have elapsed for a total of 17. Certain spells may hasten recovery and are subject to the Games Master's approval.

For example, Vignar is facing Zankar in a bout of drinks. Each character has an 18 Constitution and a +6 Fortitude Save. Both characters are drinking beer and have each had 4 tankards safely. On drinking the fifth, both characters must make Fortitude saves against a DC 10. Vignar's result is a 17, and he merely grins while he wipes the foam away from his beard. Zankar, however, rolled a 1, which is always an automatic failure. Zankar rolls 1d4 and much to his dismay he suffers 1d2 points of damage to all four abilities. On the next round, Vignar has only to make a Fortitude save against a DC 11, where Zankar must make one against a DC 13, growing rather drunk and leaning heavily on an arm.



Arm Wrestling

The struggles of two opponents, vying to prove who is stronger, meet over a table to match strength of arm against strength of arm. On either side are blades wedged between the boards of the table, waiting to prick the flesh of the loser. A high Strength does not guarantee success. Willpower, endurance and determination are the ingredients to success. A successful combination of all four reveals the necessary mettle to become a successful arm wrestler.

Contestants: Only two opponents can enter any individual contest. However, for a more exciting match, multiple contestants can meet in a larger tournament, where victors continue along the path of greatness, while the losers wallow in their despair, nursing the knife cuts on the backs of their hands. For the purposes of this example, the two contestants are 1st level each.

Locale: Any location that can accommodate the sport is suitable for arm wrestling. Weather has no impact and so indoors or outdoors makes no difference.

Objective: The ultimate goal of arm wrestling is to force your opponents hand through the upturned knife blade on the table.

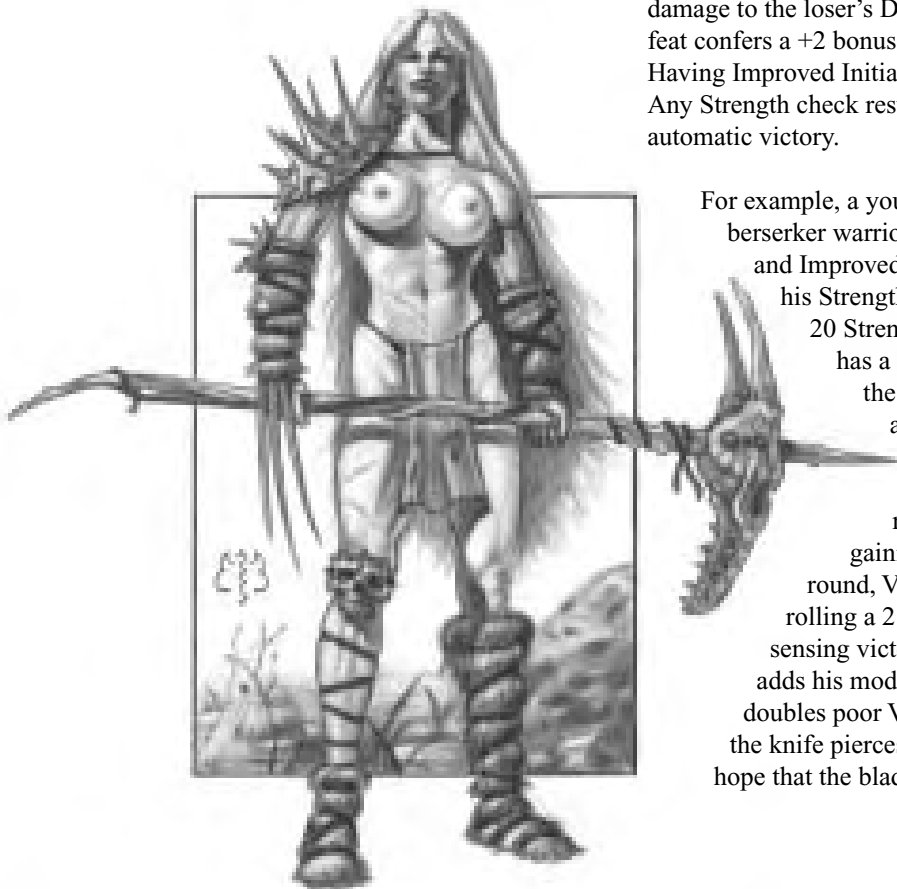
Severity: Impaling one's hand is no small affair, but is not significant enough to cause lasting damage considering the availability of clerical magic. Therefore, arm wrestling has a minor severity. There is a greater potential for lasting harm if the contestants coat the knives in poison, accordingly increasing the severity.

Intervals: Generally, a match is four combat rounds (about 24 seconds), where the best of the four rounds wins. In case of a tie, a new 'match' begins until there is a victor.

Prize: 60gp

Special Rules: Resolving arm wrestling is simple. Each contestant rolls a Strength check. The highest result wins the round, thereby gaining 'progress.' The strength checks continue until 3 progresses, at which point the victor plunges the other's hand onto the knife. The knife inflicts 1d4 + the victor's Strength adjustment in damage and inflicts 1 point of permanent damage to the loser's Dexterity. Having the Endurance feat confers a +2 bonus to the opposed Strength check. Having Improved Initiative also confers a +2 bonus. Any Strength check result doubling the other is an automatic victory.

For example, a young Vignar faces a mighty berserker warrior. Vignar has an 18 Strength and Improved Initiative, thus gaining +6 to his Strength checks. The berserker has a 20 Strength but no useful feats and so has a +5 to his Strength checks. On the first round, Vignar rolls a 6, adds his +6, resulting in a 12. The berserker, unfortunately rolls 10 and adds his +5 resulting in a 15, thereby gaining progress. On the second round, Vignar is truly without luck, rolling a 2 for a total of 8. The berserker, sensing victory, rolls very well (18) and adds his modifiers totalling 23, which doubles poor Vignar's. The match is over, and the knife pierces Vignar's hand. He had better hope that the blade was not poisoned.



CONTESTS OF WAR

Blood sports, these contests always result in death. They reflect the cunning and the desensitized nature of these ravaging warmongers. To outsiders, these games are the antithesis of wholesome civilised behaviour. To barbarians, it is the cornerstone of their society.

Hit the Priest

Missionaries are unwelcome in societies who have a firm and fixed religious system built around violent and warlike gods. Sometimes the community tolerates these priests. Barbarians enjoy the foreigner's eccentric behaviour, as long as he is well behaved and never tries to compel any people in the village to follow his faith. Despite these restrictions, some priests, particularly influential and charismatic, are able to get away with open witnessing. Barbarians will, albeit rarely, tolerate this behaviour. Yet, eventually, the poor priest will offend the leaders of the clan and thus the priest's life becomes the chieftain's to do with as he pleases. When this occurs, the community ties the priest to a pole in the centre of a field. The priest is always in his full religious vestments. Once there, the chieftain allows the entirety of the barbarian young warriors to test their axe throwing abilities.

Contestants: The number of contestants is nearly limitless as any who wishes to throw the axe is welcome.

Locale: Contestants always play Hit the Priest out of doors as the weather adds an interesting element to the game. Furthermore, if lightning happens to strike the pole to which the priest is tied (5% chance per hour in a severe thunderstorm) the barbarians believe that the priest has even offended the gods.

Objective: All contestants throw axes at the priest to kill him. The closest axe to the centre wins.

Severity: This sport has no severity to the contestants. It is always lethal to the priest.

Intervals: One barbarian may throw once per round.

Prize: The prize is the priest's belongings.

Special Rules: Barbarians must always stand at least four range increments away from the victim. There they make their attack rolls against the victim's AC. The priest is considered a helpless target and thus all attackers receive a +4 circumstance bonus to attack rolls. In addition, the priest has an effective Dexterity of 0 thus reducing his AC by -5.

Simply hitting the priest is no fun at all. Instead, the true level of skill arises from the where the thrower hits the priest. The damage inflicted determines the exact location of the hit. Determine the percentage of damage against the priest's remaining hit points. Once the percentage is calculated, consult the following table. There, cross-reference the percentage of damage that you inflicted to the location. Throwers may not strike limbs more times than their listed capacity. If an addition hit is scored, move one-step higher. If you cannot move any higher, then choose a location. If no locations remain and the priest still lives, most barbarians will let the cleric depart (naked of course).

Hit locations

Percentage of total

hit points lost	Location	Max Hits
01-20%	Random Limb	2
21-50%	Abdomen	3
51-60%	Groin	1
61-80%	Chest	4
81-100%	Head	2





For example, a gathering of young barbarians have captured a vile and womanising priest and tied to him to a pole. The priest has 18 hit points and an effective AC of 5. The first strapping young lad steps up and throws his axe, rolling an 18, adding +4 for Dex and Base Attack Bonus (BAB), but subtracting 8 due to range. His total roll is 16, which is enough to hit. He rolls damage, which results in a 10. 10 points of damage is equal to about 50% of the priest's hit points, so he strikes the cleric in the groin, much to the pleasure and cheers of those watching.

Priests are not the only victims in this perverse sport. Unruly slaves, wizards, unfaithful spouses, thieves and just about anyone else seen as weak or deserving can be a target at the chieftain's discretion. In addition, thrown axes are not always the weapons used. Rocks, hammers, daggers and similar weapons are all suitable for this highly entertaining game of weapon prowess.

OTHER CONTESTS

Many other sporting events appeal to barbaric societies. In the following pages are just a few of the possibilities

for barbarians to enjoy. Abbreviated versions of the guidelines established above, these games are no less nasty and brutish.

Snatch and Grab

The rules are very simple. Contestants board a long ship at night and make for a random town of commoners. The contestants then must raid the town for wench, coin and treasure all the while striving to escape unscathed. Victory is awarded to he who accumulates the most treasure (living captives are valued at 100gp less their age each) and has suffered the least amount of damage. This is a violent sport depriving others of their life, property and freedom. Only evil characters will actively play in this sport.

Obviously, the spoils of the 'snatch and grab' are reward enough for most barbarians. However, despicable chieftains will reward victors with gifts equal to 100gp times the character level. Of course, the chief pays this reward out of the losers' spoils. The exact nature of the reward may be in slaves, cattle, commodities, jewellery or gold.

Bare-Knuckle Boxing

Boxing is simply the exchange of blows between two opponents until one or both fall. Typically, two opponents fight each other within a ring of stones. Both strip to the waists and engage. Unlike modern rules, there are no rounds. The fight continues until someone falls or dies. The rules for bare-knuckled boxing differ from standard combat. When fighting under these conditions, both combatants are attempting to kill each other. Therefore, the boxers inflict both subdual and actual damage. If one of the combatants inflicts special unarmed combat damage, such as in the case of the monk, they use their normal damage plus either 1d3 or 1d2 points of subdual damage depending on their size. Characters roll both subdual and actual damage separately. Thus, a character could fall from subdual damage prior to succumbing from the sheer damage from a bludgeoning assault. These rules do not apply outside of the ring; there unarmed combat functions normally.

Considering the brutal level of this contest, individuals rarely enlist. Fighting in this manner is usually to resolve a dispute between to rivals. The exact nature of the dispute can be anything from a betrothal to an issue of property. The victor essentially wins the argument.

CONTESTS

Ring Fighting (Brawl)

In the tradition of the vaunted battlefields of Valhalla, barbarian warriors will at times engage in a massive melee, where every member of the clan throws himself against his brethren. These contests are brutal and often result in several casualties. Rules for ring fighting use the standard unarmed combat rules as ring fighting is not lethal. Ring fighting is usually the means to gain prominence among a tribe such as wedding the chieftain's daughter, designating oneself as heir to the clan or some other important conquest.

Stone or Log Throwing

The object of the contest is to hurl the largest stone the farthest. He who throws the stone the longest distance wins the contest. The individual weights of the stones are roughly equal and should weigh about as much as the character's maximum lift over the head. To throw a stone, the contestant rolls 1d20 and adds his strength modifier. A stone's distance is equal in feet to the modified d20 result minus 10 in feet. Each successive throw requires the thrower to make a Constitution check against a DC of 10 + the number of total stones thrown. Failure imposes a -2 penalty on subsequent throws. A second failure causes the thrower to be fatigued. A third failure causes the thrower to be exhausted and may not throw any more, thus losing the match. Therefore, Vignar, who has a Strength adjustment of +4, rolls a 15 on a d20. His total result is 19. After subtracting 10 feet, he has thrown the stone 9 feet.

Axe Throwing

Axe throwing measures a barbarian's skill at thrown weaponry. Usually there will be a target set 10 feet away. Each barbarian has to hit the target and make the axe stick in the wood. The target itself has an AC of 10. A missed roll means the axe fails to stick. A missed roll by 5 means the axe misses completely, much to the mirth of the audience. The target has five concentric circles, each with a higher AC to hit. The outermost circle has an AC 12, then 14, 16, 18 and finally 20. In the case of a tie, the character with the highest roll is the victor.

Log Rolling

Logrolling is another contest testing the physical might of the barbarian. Contestants stand on rolling logs floating in a river and spin the trunks with their feet all the while

attempting to maintain their balance. Each round of spinning the logs, they must pass a Balance check against a DC 10 + 1 for each round. Falling into the water is inevitable. The goal, however, is to be the last one standing.

Trunk Climbing

Another tree-oriented sport is trunk climbing. The clan or tribe will strip all of the limbs from a tree at least 20 feet tall and oil its surface. Usually there will be three to five trees so prepared. Each contestant has a length of rope tied around the tree to each of his wrists, essentially tying him to the tree. When the judge announces the contestants may begin, each makes series of climb checks to see who reaches the top first.

Each contestant rolls initiative. In order of who goes first, each character climbs the tree at the rate described in the *Core Rulebook I*, the DC for climbing the tree is 25 (25 for rough surface +5 for the rope, -5 for the oil). Contestants may attempt to accelerate their movement or may climb at the standard rate at their discretion. A failed check by 5 or more signifies the character falls just as normal.



Vignar sighed a deep breath, relieved to be in the fellowship of his brethren. His travels had carried him from battlefields to cities of iniquity, in the company of a beast to standing in the breath of troll warriors. He arrived at the hamlet two weeks past, tired, footsore and bleeding from numerous wounds. The people while not his blood kin were similar enough in demeanour and outlook, Vignar felt immediately at home. They staunched the blood flow, washed his feet, and provided him a suitable wench and a place to rest.

He smiled as he watched the rhythmic waves wash the sparkling shores, leaving ribbons of white foam to evaporate in the warm morning sun. Beyond the shore was the stretch of the blue expanse, a sea of limitless adventures and countless adventures. He, a barbarian, a fighter, a soldier, had been through enough battles to welcome respite when it was granted, and so his eye passed quickly over the long ships moored hundreds of yards out in the sea, awaiting the war host to venture into the soft lands to take what they want, and burn what they did not.

He turned from the panoramic display of tranquillity, and looked back to the sod buildings and squat halls of the Syndg clan. Children chased dogs. Matrons carried wash. Warriors idly played over games of chance, intellect and honour. Vignar was content, but he knew his time here was fleeting, a mere twinkle in the eyes of the gods. His journey was not over, for these people, these simple folk, would never be safe from the depredations of men like he who follows him. The fat man will someday come; some day soon. He will bring with his ravagers, who despoil all things good and clean. Vignar felt the burden of hatred boil within him, and he made his way back to the village to retrieve his things to continue his trek to meet with he who would claim him.

As he strolled through the sand and the stubbly brush, a red-faced brute emerged from a depression in a dune as if he had been waiting. Vignar stopped walking and considered the fellow. He was short, a dwarf, adorned in a leather jerkin with rings sewn through the loops. On his head was a crude leather helmet that poorly concealed the long scabrous scars that marked the side of his face. Warts, pimples and an ochre strand of drool leaking from a lip completed the portrait of revulsion. It spoke in a boyish voice, 'Sir.'

Perhaps, thought Vignar, this is no dwarf indeed.

'Aye lad, what is it?' he spoke gently, fixing his eyes away from the ruin of youth.

'It is Buvkner sir. He wants to wrestle with you.'

'Buvkner is it?'

'Aye,' said the youth, 'with poisoned blades.'

'And why?'

'He didna like being cuckolded sirrah. He didna indeed.' The youth looked up at him with one good eye and the other milk white. The ruined ocular organ wept thin pus. Vignar grimaced, but spoke in a light tone.

'Plague?' he asked. The boy nodded. 'Guess we'd better move on.'

SURVIVAL

This section presents a guide for barbarians to exploit the wilderness and to survive while in it. Covered here are environmental effects on equipment, an expansion on rules for swimming, food and water, and above all else, hunting. Barbarian characters develop without the amenities of civilisation, and so must rely upon their own skills while in the wilderness. As each section presents expanded rules for wilderness adventuring, more importantly, they include bonuses derived from the particular native regional concepts.

TERRAINS

The *Core Rulebooks* present several different terrain types. Included among them are plains, scrub/rough, forest, jungle, swamp, hills, mountains and sandy desert. One imagines that plains are a flat expanse of countryside, marred only by the occasional stand of trees or mound that rises from the level ground. Scrublands and rough terrain are similar to plains except that the ground is uncertain due to the sharp and slippery rocks and twisted underbrush. Forests are comprised of temperate areas of coniferous or deciduous trees, while jungles are mostly deciduous benefiting from large amounts of rainfall and humidity, generally acting as a breeding ground for all sorts of strange contagions. Swamps are simple too, as they conjure a despicable and wasted land of standing pools of brackish water and low-lying branches and vines that seek to hamper all movement. Regardless of the terrain, each is a readily identifiable archetype that appeals to some unconscious image in all who behold the idea.

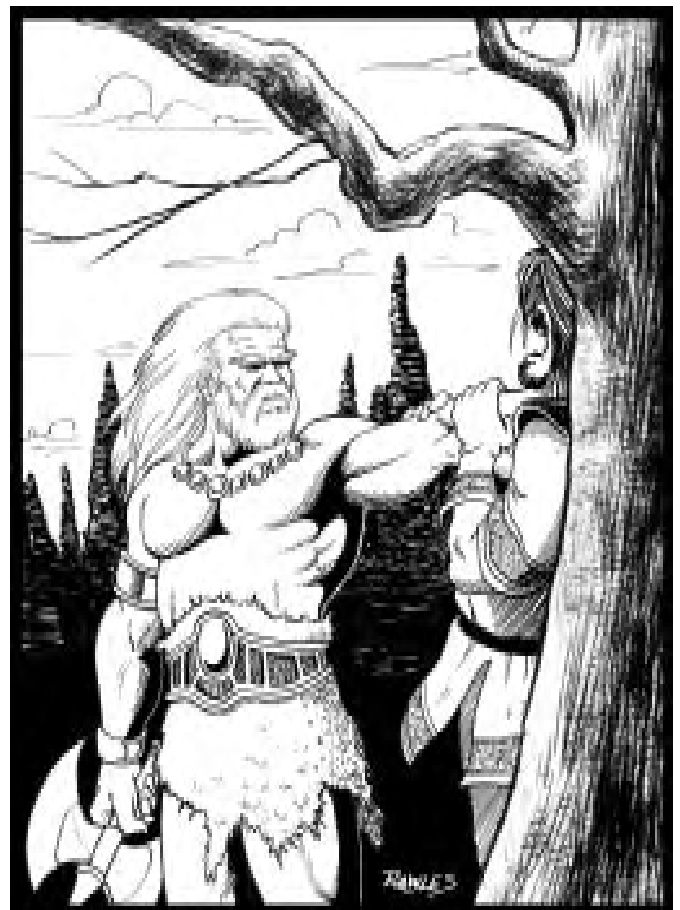
Despite the accessibility of these locales, these categories are insufficient definitions to describe any given instance of terrain type. They do not account fully for how climate can affect the flora and can turn mountains to hills or flatten shorelines with strong and frequent winds. Instead, the wilderness becomes a caricature of what it actually is. It is a featureless void that functions as a mechanic that determines the rate at which a group journeys from one locale to the next, suitable only for depleting the heroes' rations and presenting the odd random wandering encounters to fill the party's purses.

Wilderness regions are in fact macro dungeons in themselves, replete with features that rival the most complex of dungeon halls, rooms and traps. A sinkhole could prove to be a place where an ambush lies in wait

for unwary travellers. A bend in the road blinds the party from impending disaster that awaits them there. Just as the creatures which inhabit the cloying darkness of the lightless world of caverns move, live and thrive, so too are the inhabitants of the wilderness. It is here that the barbarian thrives; he anticipates the actions of nature's own, surviving where others would surely perish and conquering the denizens who dwell in moist dark places, lying in wait for the tender morsel of flesh that just so happens to stumble into their lair.

MOVEMENT

The *Core Rulebooks* present three categories of movement: Tactical, Local and Overland. Tactical movement measures feet per round, while Local measures in feet per minute, and finally, miles per hour (or day) for Overland movement. In this section are rules governing how terrain and environmental conditions affect speed at the Tactical and Local scales. Furthermore, there is a discussion on how barbarians may take advantage of native terrain and their fast movement to overcome natural obstacles such as loose rocks, heavy underbrush and other irritating features that hamper movement.



Local and Tactical Movement

The three rates assume Tactical and sometimes Local are used in dungeon or underground settings, where Overland is designed for outdoor and wilderness travel. This assumption is generally true, but when moving outdoors, at the Tactical speed, the types of terrain change the speed at which a character travels. Essentially, the modifiers that affect Overland movement also affect Local and Tactical scale movement. *Core Rulebook II* simply attributes penalties based on the degree of undergrowth, the stability of the footing and ultimately the degree of visibility.

Characters familiar with moving through lands carpeted with heavy undergrowth, or functioning in low visibility have an easier time with moving through treacherous terrain. Those who have the greatest benefit are, of course, druids, who move through heavy undergrowth without penalty. The barbarian, having spent their formative years in similar locations, ought to have developed some advantage when moving through these regions. If a given character has taken advantage of the native terrain concept presented at the beginning of this book, he may have some extra advantage when moving through terrain similar to that of his heritage.

Instead of the generic modifiers to local movement, Games Masters can use the following table for local

Expanded Hampered Movement

Condition Types

Obstructions	Example	Movement Penalty
Light	Light forest	Running reduced from x4 to x3 or from x3 to x2
Moderate	Forest with undergrowth	x3/4
Heavy	Forest with heavy undergrowth	x1/2
Surfaces		
Poor	Sand	x3/4
Bad	Mud, light snow	x1/2
Very bad	Deep snow or poor footing	x1/4
Extreme	Ice	x1/6*
Visibility		
Moderate	Rain	x3/4
Poor	Fog (including effects)	x1/2
Dim	Moonlight	x1/2
Darkness	Total	x1/4
Elevation†		
Moving to higher ground**	Ascending one elevation increment	x1/2
Moving to lower ground**	Descending one elevation increment	x3/4
Water		
Shallow	A creek	x3/4
Moderate***	Coastlines, rivers or some lakes	x1/2
Deep****	Big lakes, ocean beyond coastal shelf	x1/4

* Faster movement requires a balance check.

** Not steep enough to warrant a climb check.

*** Small or smaller creatures must swim at these depths.

**** Medium or smaller creatures must swim at these depths

† **Elevation changes:** An elevation level, for game purposes, is a gradual ascent or descent from 'sea level'. As they are graduated, they are not severe to the point where characters must pass Climb checks to move up or down a gently sloping hill. Any elevation changes qualifying as more severe than these gradual elevation changes (those in excess of 5 feet higher or lower), use the standard rules for climbing as discussed in *Core Rulebook I*. Characters with a Climb speed or having 8 or more ranks in the Climb skill find that their Speed scores are unaffected by elevation levels.

SURVIVAL

and tactical movement in wilderness terrain. In addition, there are terrain modifiers keyed to the native regional concepts described earlier in this book. When combat occurs in a wilderness setting, rarely does the battlefield incorporate just one environmental condition. In some situations, there may be an area of clear ground, along with a stand of trees, a small creek that bubbles over slippery rocks and finally, the shores of the creek may be muddy. Wilderness terrain is difficult to adjudicate. However, it is incumbent on the Games Master to manage the regions properly to convey a sense of realism and also to allow characters who benefit from natural abilities the full range of their powers.

Native Terrain: Players making use of native terrain concepts find that they are able to move more freely through terrain with which they are familiar. Characters originating from these regions find that their movement rates are unimpeded when moving through unfavourable terrain. Use the following chart as a guide for bonuses to speed when moving through favoured terrain types.

Native Terrain	Unrestricted movement
Coastal	Shallow waters
Cold	Light snow and deep snow at x1/2
Desert	Sand
Forest	Light and moderate obstructions and heavy obstruction at x3/4
Hills	Elevation changes
Marsh	Shallow water and light obstructions
Mountain	Elevation changes
Plains/Steppe	No benefit
Underground	Moderate and poor visibility

Tips for incorporating these rules in your game

Adding further detail to wilderness combat encounters in the form of terrain and movement restrictions may appear as an unnecessary encumbrance to already beleaguered Games Masters. Yet, consider the impact on game play when player characters employ the protective covering of a line of trees or the narrow gulch that provides cover. In addition, monsters, otherwise weak in comparison to powerful characters, gain an unprecedented edge in combat when their invaders occupy their territory.

Introducing more advanced terrain modifiers into wilderness combat is relatively easy if the group employs the grid system presented in *Core Rulebook II*. When the Games Master establishes the context

of the setting, he merely needs to use varied coloured markers to delineate the locations of elevation changes, tree lines, pools of water and so on. After sketching each area, the Games Master should include the adjustments to movement in the key areas, thus presenting the modifiers to movement to the players prior to the start of combat. For areas they do not see, the Games Master ought to leave these sections empty with perhaps a verbal hint about what may be visible, such a continuation of the forest, perhaps a clearing or a strange, leaning tree with heavy underbrush that prevents or limits line of sight. When employing terrain modifiers to the encounter, beware that extreme cases may increase the effective EL, especially if the foes are well entrenched and protected. Regardless, the wilderness is the clearest example of nature's violence and unpredictability. Encounters in these locales should reflect the impersonal regard for life that nature exhibits to her creations.

Trails and Footpaths

In a world populated with societies that dwell on the fringes of civilisation, where roads are the only symbol of progress's feeble attempt to seize mastery over nature, it seems strange that barbarian cultures



seem to have little or no impact on the wilderness themselves. The standing rules force barbarians to slog through inhospitable regions, lacking the fundamental ability to even create a narrow path or exploit game trails. However, barbarians do move throughout the wilderness along with their ranger and druid brethren. They travel narrow paths that criss-cross the grand highways of the nation-states' hubris. These trails allow barbarians improved travel, without disrupting nature's order.

Enter trails and footpaths. Formed from natural game trails, barbarians follow these paths for hunting, easier transportation of goods and mobilising forces for raids against merchants, caravans and outposts. Trails do not serve as well as roads for the purposes of speed, however they do offer concealment for those wishing to move quickly and yet maintain a degree of anonymity. Many trails become roads after merchants and travellers discover them, eventually widening them as the weight of traffic demands. Others form from the natural energies generated by the earth, called ley lines. Regardless of their origins and the eventual outcomes, trails are not always easy to find. Finding a

trail requires passing a Search check, for those without the Track feat (characters with this feat may use their Wilderness Lore abilities instead) against a DC 10. Every hour the character follows the trail, the character must pass another search check; failure indicates he has lost the trail.

Trail Overland Movement

Terrain	Trail or Footpath
Plains	x1
Scrub, rough	x1
Forest	x3/4
Jungle	x1/2
Swamp	x1/2
Hills	x2/3
Mountains	x1/3
Desert	-

Note: In the case of fractional movement, as with any other fraction, always round down. In this case round down to the nearest 5 feet.

Getting Lost

In most fantasy settings, compasses and other navigational equipment are not really available to characters. Instead, they must rely upon innate wisdom such as the Intuit Direction skill, spells such as *know direction* or *find the path*. Spells are extremely common in most adventuring groups, but not in every instance. Even the mentioned lower level spell or the skill only provide true north, not an exact location. True, higher level spells can present a direct route to a destination, but by the time adventurers have access to such powers, they are likely to avoid overland travel anyway.

Characters venturing into the wilderness, without the crutch of a road or path, can readily lose a sense of direction especially in certain types of terrain. Some classes excel at finding their way through the trackless wilds. Each day characters venture into the wilderness away from a discernable path or having lost the path, they may make an Intuit Direction check to reorient themselves, and ensure they can return to their starting point. DCs for these checks are based upon the standard DC described under features of the skill. Games Masters make these rolls in secret against the modified DCs, using the modifiers in the below table.

If the character loses his way, check the table below. Consider all characters to be moving to the north. One step to the east or west indicates a move to north east or northwest. Two steps indicate they are now moving east or west. A result of any indicates a random die roll. Roll 1d8. The result is the starting position.



Intuit Direction Modifiers for Getting Lost

Terrain Types	Modifier	Failed Result
Plains	-	One step to the east or west (50% chance of either)
Scrub, rough	+2	One step to the east or west (50% chance of either)
Forest	+8	Any (Games Master choice)
Jungle	+10	Any (Games Master choice)
Swamp	+5	Any (Games Master choice)
Hills	+1	One step to the east or west (50% chance of either)
Mountains	+4	Two steps to the east or west (50% chance of either)

You should use a square grid in conjunction with this table, but the chart may easily be adapted to a hexagon system through simple adaptation.

Learning that the party is lost is not inevitable. The character continues to make Intuit Direction checks each day of travel, adjusting his direction based upon the success or failure. Getting lost once, however, can throw off an entire journey. An Intuit Direction check made after the party has failed an initial attempt that succeed by 5 or more indicates that the character realises his predicament and may use the Track feat to trace his steps to the point where he originally lost his sense of direction. If the party has inadvertently moved to an area they have seen or recognised, they may make an immediate Intuit Direction check to reorient their position.

Characters from native regions have an easier time of trekking through wilderness with which they are familiar. These characters receive a +4 competence bonus to all Intuit Direction checks to avoid becoming lost while in familiar terrain. If they are within their native lands, they never become lost there.

Fast Movement and Overland Travel

By dint of the Fast Movement class ability barbarians enjoy a heightened ability to cover large distances at an unbelievable speed. While the standard rules presented in the *Core Rulebooks* discuss overland movement for speeds greater than 30 feet, barbarians may make use of their heightened speed in other ways, sacrificing speed to move for longer periods of time.

Characters with the Fast Movement ability may exchange the extra 10 feet they would otherwise gain and devote it instead to marching for 12 hours with no penalty. As parties of adventurers are rarely comprised of members of just one class, this ability is especially useful when parties need to cover more ground, but do not want to exhaust themselves in the process. This

exchange maintains the barbarian's pace with the rest of his party, but allows him to remain fresh for a longer period of time before beginning to make Constitution checks.

SPECIAL CLIMBING RULES

Any time that a character fails a Climb check by 5 or more, the character falls from the currently attained height. The same is true when a character fails a Climb check after being damaged. Falling from great heights can often prove to be fatal for most characters. Those able to survive usually have some other means to ascend or descend and so the issue of falling from a mountainside ceases to be really relevant. Unfortunately, this reality is not true for every climber, especially those not accustomed to the rigours of vertical ascents.

Barbarians, for the most part, are great climbers, by dint of the skill's status as a class skill. While fighters, too, enjoy access to this skill, heavier armour types encumber them, which bars from them the most difficult ascents. Second only to rogues, barbarians, especially those hailing from mountainous regions, have a few techniques to assist large groups on scaling enterprises.

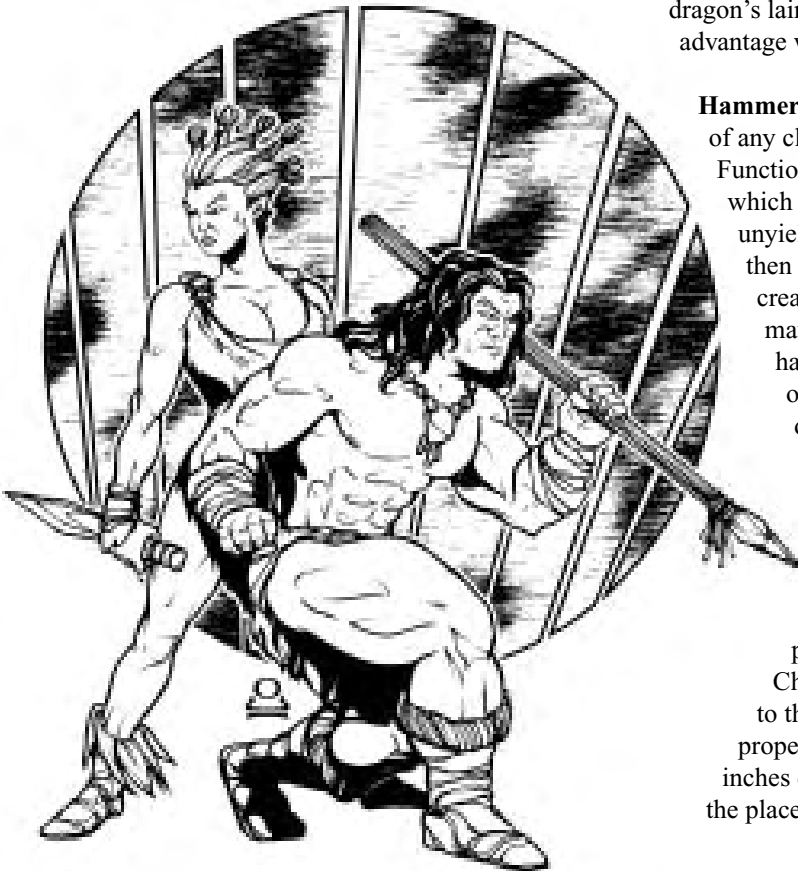
Halting Falls

Normally, characters skilled in tumbling can eliminate or ignore damage from falls. Monks, in particular, are skilled beyond even those with the Tumble skill alone. These instances rely upon intensive training to use the terrain to slow or stall descent thereby reducing or eliminating the damage completely. If characters not of this class or without this skill lose their grip, death is almost guaranteed.

The d20 rules suggest anyone can attempt to halt a fall by passing an extremely difficult DC (wall's

DC+20 or slope's DC+10). However, characters native to mountainous regions enjoy a greater possibility of success if they devote a suitable number of skill points to climbing. Any barbarian who comes from a mountainous region (having chosen Mountain for his native terrain) and has the maximum number of skill ranks devoted to Climb checks for his level, may make the stop fall check with a +6 competence bonus, thanks to the character's continued dedication and training in climbing. If the character does not have the maximum possible ranks in Climb for his level, the bonus reduces to +3. If the character has 5 ranks of Tumble, he gains a +2 synergy bonus to these checks.

Slowing a fall is a defensive action characters can take having fallen from a great height to reduce the number of damage dice resulting from the impact. Slowing and Halting actions may not be used in conjunction unless the character is hasted or has some other means of gaining extra actions in a round, for halting a fall functions as a partial action, while slowing a fall is a full-round action as the character grasps, bounces and clings to a near-vertical surface for the entirety of the fall.



Slowing a fall, mechanically, requires a climb check for every 20 feet of falling against the Wall's DC +10 or Slope's DC +5. Each success reduces the fall's height by 5 feet but inflicts 1d4 points of subdual damage. A failed attempt inflicts 1d6 points of subdual damage but does nothing for the fall itself. Add the total adjustments, and for every 10 feet the character suffers 1d6 damage.

For example, Krothian is bull-rushed over the edge of a cliff and begins to fall to the river some 100 feet below. In no mood to die, Krothian tries to slow his descent. His Climb skill is +18. Krothian can make five Climb checks against a DC of 30 (wall's DC is 20 +10). Krothian succeeds at three attempts, so he suffers 3d4+2d6 points of subdual damage and reduces the fall's height by 15 to only suffer 8d6 points of falling damage. While not a significant improvement, he is able to convert two dice of actual damage for a greater amount of subdual damage, thereby heightening his chances to survive.

Mechanics of Climbing Equipment

Much of the standard equipment in *Core Rulebook I* is useful to climbers. Hammers and pitons, grappling hooks and a variety of ropes are all invaluable tools for any barbarian making a difficult ascent to reach a dragon's lair. Below are several rules to provide further advantage when making any climb.

Hammer and Pitons: Two of the most basic tools of any climber's pack are the hammer and piton. Functionally, a piton is a spike with a looped end which the climber hammers into a normally unyielding surface. Once fixed, the climber may then thread the rope through the loop, thereby creating a safety line against falling. Different materials require varied amounts of time to hammer the spikes (pitons) into place, and once installed, they offer variable bonuses depending upon the material into which the climber hammered them.

To install a piton, the character must inflict damage onto the material he desires to climb. All attempts are automatic, but the spike inflicts 1d6 points of damage and ignores hardness. Characters add their Strength adjustment to these damage rolls. Installing the spike properly requires its hammering four to six inches deep into the material lest it gives out upon the placement of pressure on it.

SURVIVAL

An example of how installing pitons works is as follows. The barbarian climber holds his position some 150 feet up. He leads his fellow adventurers who are slowly ascending, their forms dim in the swirling snow. He needs to place another piton before he goes any higher. The surface is ice-rimed stone. The Games Master suggests that the ice is not thick enough to affect the piton's installation in any significant manner, so the character begins. Stone has 15 hit points per inch of thickness. Thus, the character must inflict at least 60 hit points of damage before the piton is secure. If the character has an 18 strength, the piton should be installed in about 8 combat rounds (or 48 seconds, assuming each combat round is 6 seconds). Games Masters should assume pitons can be installed with no effort if the character has all the time in the world. If a character has established a secure line of pitons and rope, only failed Climb checks of 10 or more result in falling.

Daggers: Unfortunately, not all characters have the presence of mind to have hammer and pitons with them at all times. It seems whenever one needs a vital piece of equipment, there is either not enough or it just is not on his character sheet. In these all too common cases, improvisation is necessary. Daggers may function as climbing tools as they have slender enough blades to slip between the natural cracks present on most vertical surfaces. Using daggers confers a +2 circumstance bonus to Climb checks. However, using weapons in this manner is unreliable at best. Each round, there is a 10% chance one of the daggers snaps under the pressure of the climber's weight. If this occurs, the climber must attempt to catch himself as described in *Core Rulebook I*.

Grappling Hook: A grappling hook is a three or four metal-pronged hook, which when tied to a rope and thrown, can catch a lip or branch to assist in climbing. Grappling hooks have a range increment of 20 feet, and as with any other thrown weapon, they have a maximum range of five increments. Therefore, without the aid of feats, a grappling hook has a maximum range of about 100 feet.

Affixing a grappling hook to an object is a ranged touch attack against an AC of 10. Certain modifiers apply such as cover and concealment (see *Core Rulebook I* for details). A score of a hit means the



grapple is fixed. A miss means the grapple failed to catch anything. A miss by 5 or more implies the throw was so bad it might land back on the character's head.

Ropes: Ropes have many uses. Rope is a staple on any character sheet through any incarnation of the d20 system. Aside from the obvious function, climbers can make use of ropes to aid in preventing falls and also to make quick descents.

Roping individuals together requires a Use Rope check against a DC of 15 for each person in the chain, made by the person doing the tying. The Games Master makes the check in secret, so no one truly knows if he is safe or not. Characters so tied may not run or perform any movement beyond the limits of the slack between other companions. If a character attempts to move beyond the slack, he effectively attempts to drag his companions, so he must make an opposed strength check against his companions.

Tying off is most effective when climbing and there is a threat of falling. When a character is roped to his companions and fails a climb check, his allies may immediately make Climb checks to see if they can maintain their grip. Characters to either side of the

faller must pass a Climb check against the wall's DC. If they fail, then the next characters in line may make an attempt, but at a -5 to their check. Each successive failure subtracts -5 from the check. Cutting one's-self free of a chain requires an attack role against the rope (AC 10) and inflicting normal damage.

Another technique of rope use is rappelling. Rappelling is a process in which characters may make a rapid descent by using the friction of the rope as a means to slow the rate of descent. Characters descending in this manner fall at a rate of 60 feet per round (as the *feather fall* spell). To successfully rappel, the character must have a firmly-secured rope at the top of the surface of the cliff, slope or whatever. He must then pass a Climb check against a DC 10 each round of descent. Failure indicates he has slipped and hangs suspended until rescued.

SWIMMING

The ability to swim is available to all characters as an untrained skill. The basic features of this skill allow for characters to move at a fraction of their normal speed provided they can meet the DCs for the

conditions of the water. This section expands upon swimming movement for characters having access to this skill as a class skill to make full use of this ability.

Treading Water: Characters may tread water each round in lieu of swimming. Doing so requires a Swim check every round against a DC in accordance with the standard difficulty table. Success indicates the character stays above water. Failure indicates the character slips beneath the surface and begins to drown. For every hour of treading water, the character suffers 1d6 points of subdual damage. Barbarians from coastal regions may make take a 10 even if fighting or otherwise distracted.

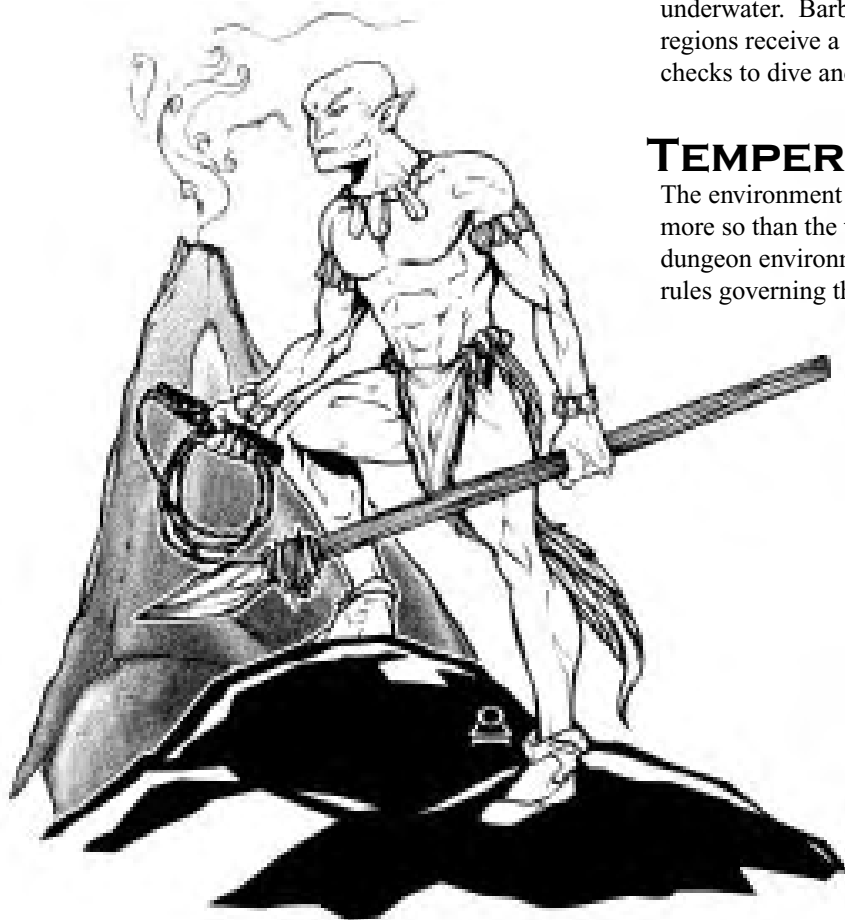
Surfacing from Blind Dives: According to *Core Rulebook II*, characters that intentionally dive into water may do so without risk of subdual damage if they pass a Swim or Tumble check against a DC 15 (+5 for every 50 feet of the dive). Normally a character can surface with little problem. However, in lightless locations or particularly murky water, the character must make an additional Swim check against a DC 15 to ascertain which direction is up. Characters may retry these checks each round suffering the standard cumulative -1 penalty to Swim checks for being underwater. Barbarian characters hailing from coastal regions receive a +5 competence bonus to all Swim checks to dive and to resurface.

TEMPERATURE

The environment of the wilderness influences combat more so than the thickness of walls or door types in any dungeon environment. *Core Rulebook II* offer detailed rules governing the effects of extreme temperatures

on unprotected and unprepared characters. Most ill-equipped characters suffer greatly in extremes of heat or cold. The bulk of heavy armour or the minimal protection offered by scholarly robes in the face of a blizzard are threats equal to some of the direst opponents. Barbarians have an uncanny ability to survive where other would fail.

Hot Native regions: Characters hailing from hot regional concepts are accustomed to extreme heat. These characters receive a +5 regional bonus to all saving throws against the effects of extreme heat.



SURVIVAL

Thus, the Fortitude save base DC is 10 +1 for each previous check. Characters hailing from cold regions suffer a -5 regional penalty to all saving throws against the effects of extremes heat, thereby facing a base Fortitude DC of 20 +1 for each previous check.

Cold Native regions: Just as desert characters have the ability to withstand extreme heat, so cold regional concepts enjoy the ability to withstand extreme cold. Characters hailing from cold regions enjoy a +5 regional bonus to saves against the effects of cold weather, where heat-based characters suffer a -5 regional penalty.

ENVIRONMENT AND EQUIPMENT

Most players do not consider the effects of swimming on their gear, or the icy blast of a winter storm on exposed equipment. Not gauging the effects of environmental conditions on equipment can prove to be a fatal error, for excessive heat can boil and alter the properties of potions, cold can freeze them, water can ruin scrolls and blowing sand can damage and interfere with armour's protective abilities.

Water: Total immersion into water thoroughly soaks a character unless the character takes certain precautions. Water does not penetrate sealed containers, sealed wax coverings for scrolls and so on. If the character is unprotected, water inflicts damage on many of his articles of equipment.

Exposure to water inflicts 1d6 points of damage to paper, thereby ruining it. Magical papers take damage as any other papers without save. Vellum or other similar materials only suffer 1d2 damage.

If rope is immersed it ceases to provide any circumstance bonus while wet, although it continues to perform its function. The water makes the rope slippery and thereby difficulty to use. When specially treated with hydrophobic agents, such as tar, rope can resist the effects of water. These ropes usually cost 10% more than the standard hemp and silk varieties.

Glass containers are usually safe unless they have an unreliable method of containment. If for some reason this is the case, the contents of the vial or container are usually ruined. In the case of magical materials, such as potions, the water dilutes them, giving them only half potency, reducing duration or effectiveness according to the Games Master.

Wood, unless treated with a hydrophobic agent such as tar, will eventually rot if exposed to water, taking 1 point of damage per week of exposure. This damage bypasses the natural hardness of the wood, thus, eventually the wood will be unusable. Metal weapons, on the other hand, begin to rust after exposure to water. Unless the character takes some precautions, metal objects deteriorate quickly, losing their hardness at a rate of 1 point per hour and suffering 1 point of damage per hour.

Cold: Extreme cold can rapidly freeze potions, causing them to burst their containers. Characters can insulate their potions from the cold by placing them close to the body. Unattended or unprotected potions freeze in 1 hour in extreme cold conditions (0° or less). Frozen potions burst their containers and are thereafter useless.

Sand: Travelling through a desert or on the shore of an ocean are not the only places where characters can get sand in their armour. Venturing into any natural water source such as a lake or ocean causes sand or silt to accumulate in the joints of the armour. The same is true for extended treks through desert terrain or on beaches. The effects of this irritant grow serious over time. For every day the problem is not resolved, the armour's armour check penalty increases by +1. Removing the grit and resulting wear requires a Craft (armoursmithing) check against a DC of 10.

FOOD AND WATER

Player characters are not the only ones who require daily food and water. As *Core Rulebook I* suggests, animals, horses in particular, may sustain themselves on grass, but require oats and other grains to maintain their health. Smaller mounts, such as dogs or other unusual steeds, require differing quantities of feed. Dogs require meat as their diet's staple. For an active dog, the 'hunk of meat' equipment per day will suffice.

Animals require water based upon size for game mechanics. A Medium size character requires one gallon of water per day to remain healthy, based upon moderate levels of exercise. Small characters need half as much. Smaller characters need half of what Small characters need. Large characters need twice what a Medium-size character needs. Animals, deprived of food or water, require the same checks as standard characters as described in *Core Rulebook II*.

Foraging

From time to time, characters find themselves without foodstuffs while making extended overland journeys. While most clerics can compensate for this by manufacturing food through divine will, many adventurers are without this benefit. Discovering food in the wilderness is commonly seen as the forte of rangers, druids and barbarians. While druids can readily identify safe plants and drinkable water, barbarians rely on their training in wilderness lore to discover safe food.

Success in foraging depends on the climate and the season. Clearly, on the heights of a mountain in an arctic zone while in the depths of winter one will likely not find much in the way of edible food. To determine the likelihood of finding edible plants in the wilderness consult the following table for Wilderness Lore or Knowledge (nature) checks.



Foraging DCs

Cold	Winter	Spring	Summer	
Autumn				
Coastal	26	23	20	23
Desert	None	29	27	29
Forest	16	13	10	15
Hill	26	24	22	25
Marsh	27	26	24	26
Mountains	30	27	26	27
Plains	26	24	20	24
Temperate				
Coastal	20	17	14	17
Desert	28	29	29	29
Forest	14	12	10	12
Hill	17	15	12	14
Marsh	24	23	22	23
Mountains	26	24	22	24
Plains	20	18	14	18
Underground*	20	18	14	18
Warm				
Coastal	14	12	10	11
Desert	30	30	None	29
Forest	12	10	10	10
Hill	14	12	10	11
Marsh	24	20	20	20
Mountains	22	19	15	18
Plains	14	12	10	10

* Underground has a mean temperature of about 50 or so degrees depending on the campaign world. For the purposes of foraging, all underground attempts are made regardless of season as temperate. There are equal chances to find water underground as there are chances to find food.

The degree of success indicates the level of success in the foraging attempt. Foragers who beat the DC by 5 or more find enough to feed four people. Beating the DC by 10 or more results in finding enough food to feed eight people. There is no limit to the number of foragers searching, however, for every increment of four searchers, the range of the search must increase by 1 mile. A standard search assumes one mile of searching. Characters hailing from native lands enjoy a +4 bonus to their Wilderness Lore checks made to forage. Characters with 5 ranks in Profession (herbalism) or Knowledge (nature) receive a +2 synergy bonus to these checks.

Searching while travelling: Characters may search while travelling overland, but suffer a -8 circumstance penalty to their checks if travelling along a highway, -6 while on a road, or -4 while on a path or trail.

SURVIVAL

Dowsing

Finding water can be as simple as a keen ear catching the sound of a nearby brook or as complicated as seeking out low elevations and excavating 1 to 2 feet of earth. Discovering water sources in the wilderness can mean the difference between life and death. The chance to discover water in uncharted territory varies depending on the terrain and climate of the area searched. Consult the table below for the appropriate DCs. Characters native to a particular region receive a +2 regional modifier to all Wilderness Lore checks in these areas. Characters with 5 ranks of Knowledge (nature) receive a +2 synergy bonus to these checks.

Dowsing DCs

Cold	Winter	Spring	Summer	
Autumn				
Desert	30	28	28	29
Forest	28	26	26	28
Hill	30	26	27	28
Marsh	22	15	20	20
Mountains	30	26	27	28
Plains	28	26	26	27
Temperate				
Desert	30	30	30	30
Forest	24	22	24	24
Hill	24	22	22	24
Marsh	18	16	14	18
Mountains	26	26	27	26
Plains	26	22	22	24
Warm				
Desert	30	30	30	30
Forest	18	16	16	18
Hill	24	20	20	22
Marsh	16	14	12	16
Mountains	22	18	20	22
Plains	26	22	24	26



Inedible Plants and Tainted Water

On a result failed by five or more when searching for food or water, the character has accidentally ingested something harmful. While most plants are really not lethally poisonous, there are a few that are deadly. Water, on the other hand, is usually obvious if something is amiss. However, if an individual consumes foul water the results are often severe. Characters having drunk bad water must roll a d% on the following table to determine the effects of the inedible food. Characters immune to poison are immune to the effects of inedible plants. Disease flourishes in damp and warm environments. The Games Master may impose a disease in lieu of a

Inedible Plant and Tainted Water Results

Roll and description

1 The plant or water is clearly poisonous. Effects include random ability damage on a failed Fortitude save, sweating and cramps.

2-4 Cramps and sweating.

5-8 No nourishing value.

Mechanical effects

Fortitude DC

15

14

11

13

17

18

Onset 1d10 rounds; lasts 1d10 minutes; 1d2 damage per minute for as long as the cramps and sweating persist
As if had not eaten

Primary/Secondary Damage

0/Unconsciousness

1d4 Int/2d6 Int

1 Wis/2d6 Wis+1d4 Int

1 Con/1d8 Con

2d6 Str/1d6 Str

2d6 Con/1d6 Con+1d6 Str

poisoning effect. The possibility of this occurrence is entirely at the Games Master's discretion. Characters with Nature Lore are immune to the effects of a failed roll.

Hunting

More than any other class, the barbarian relies upon hunting as his means of survival. Barbarians come from societies oriented towards the hunter-gatherer. Where rangers are the consummate trackers, they focus more upon stalking their favoured enemies. Barbarians, must learn the art of tracking in order to survive in the violent lands of the fantasy wilds.

While foraging for plants, random encounters are not required and Games Masters may add them as flavour. In the case of hunting, characters seek out other creatures capable of locomotion for their flesh.



Thus, the rules for hunting, while using some of the mechanics already used for foraging and dowsing, include an actual stalk, an actual combat and a present threat of danger to both the hunted and the hunter.

The below table reflects the chance that the hunter will encounter a creature fit to eat. Assuming the character undertakes the hunt at an appropriate time (early morning or late at night), the following DCs are acceptable. If the character attempts to hunt at any other time, the DCs increase by +5. Each outing takes 1 hour. For every additional hour, the DC increases by +2, as most of the native fauna recognise the intrusion. Prospective hunters make a Wilderness Lore check against the listed DC. Success indicates that they have spotted the animal and begin the 'Stalking' rules.

Hunting DCs to wound prey

Cold

	Winter	Spring	Summer	Autumn
Coastal	30	27	26	26
Desert	30	28	28	30
Forest	30	28	28	30
Hill	30	28	27	27
Marsh	30	28	27	28
Mountains	30	30	28	30
Plains	30	27	27	27

Temperate

Coastal	26	22	20	20
Desert	28	30	30	28
Forest	24	20	20	20
Hill	25	22	22	22
Marsh	26	23	20	20
Mountains	27	24	24	24
Plains	25	22	20	20
Underground	27	24	24	24

Warm

Coastal	20	20	20	20
Desert	28	30	30	30
Forest	20	20	20	20
Hill	20	20	20	20
Marsh	22	20	20	20
Mountains	23	23	23	23
Plains	20	20	20	20

Many animal types may be spotted. Only those listed below are suitable ones from *Core Rulebook III* and plus new ones. These animals are sorted by their climate and terrain for ease of use.

SURVIVAL

Suitable prey by Climate/Terrain

Cold

Coastal	Polar Bear, Whales, Large grazers
Desert	Games Master's choice
Forest	Brown Bear, Polar Bear, Large grazers
Hill	Brown Bear, Polar Bear, Large grazers
Marsh	Polar Bear, Large grazers
Mountains	Brown Bear, Polar Bear, Large grazers
Plains	Polar Bear, Large grazers

Temperate

Coastal	Octopus, Snakes, Whales, Large grazers
Desert	Snakes
Forest	Black Bear, Brown Bear, Boar, Snakes, Large grazers
Hill	Black Bear, Brown Bear, Snakes, Large grazers
Marsh	Snakes, Large grazers
Mountains	Black Bear, Brown Bear, Snakes, Large grazers
Plains	Medium grazers, Bison, Snakes, Large grazers
Underground	Brown Bear, Snakes, Large grazers

Warm

Coastal	Crocodile, Giant Lizard, Octopus, Snakes, Whales, Large grazers
Desert	Giant Lizard, Snakes
Forest	Black Bear, Brown Bear, Boar, Elephant, Giant Lizard, Snakes, Large grazers
Hill	Black Bear, Brown Bear, Giant Lizard, Snakes, Large grazers
Marsh	Crocodile, Giant Lizard, Snakes, Large grazers
Mountains	Black Bear, Brown Bear, Giant Lizard, Snakes, Large grazers
Plains	Medium grazers, Elephant, Lion, Giant Lizard, Snakes, Large grazers

Stalking

A successful Wilderness Lore check locates the prey. Games Masters ought to determine how many creatures and of what type. Characters can determine whether they wish to pursue their prey or to abandon the kill depending on what creature type they locate. Spotting the prey follows the standard rules for spotting distance, except the character automatically spots the prey, and the prey has not spotted the hunter.

The hunter may act once each round doing as he wishes. Each round the prey receives a Listen and a Spot check against the hunter's Move Silently and Hide checks. A successful roll on behalf of the prey means the prey has located the hunter and may now roll Initiative. The prey is aware of the hunter automatically if the hunter attacks it. It may then roll Initiative normally. Once both sides are aware, combat begins as normal.

Most animals flee combat as the survival instinct is more powerful than anything else. If the hunter has targeted a carnivore, the creature responds to aggression at least until reduced to 50% hit points or less. Herbivores will flee upon injury unless protecting young.

If the prey flees the combat, hunters may stalk their injured prey following the normal tracking rules or search rules. For as long as the hunter pursues the animal, it cannot heal as it does not gain the rest required to restore lost hit points. The animal, if



injured, must pass a Constitution check against a DC equal to 10 + 1 for each hour of flight. Failure indicates that the animal suffers 1d6 points of subdual damage. This gradual accumulation of subdual damage eventually causes the animal to tire, thus allowing the hunter to usually find it if he has any skill whatsoever.

When, and if, the animal is found and killed, it may be dressed to supply a number of food units for the hunter. To prepare the meat properly for consumption, the hunter must pass a Wilderness Lore check against

a DC 10. A successful roll means the hunter has accumulated about 50% of the possible food units for consumption. The percentage of useable meat increases based upon the success of the roll. For every 5 points above the DC, the character can gain an additional 10% food units. Barbarians hunting in native terrain receive a +5 regional bonus to all associated wilderness checks. Potential food an animal can produce varies upon its size. Consult the following table for details on the number of food units provided based upon animal size.

Animals Expanded

	Large Grazer (Elk and similar) Large Animal	Medium Grazer (Antelope, gazelles, deer, etc) Medium Animal	Tiny Grazer (rabbits, squirrel, etc) Tiny Animal
Hit Dice:	4d8+12 (30hp)	2d8+2 (11 hp)	¼ d8 (1 hp)
Initiative:	+0	+ 3 (Dex)	+4 (Dex)
Speed:	40 ft.	60 ft.	40 ft.
AC:	13 (+4 natural, -1 size)	13 (+3 Dex)	16 (+4 Dex, +2 size)
Attacks:	Head butt +7 melee	Head butt +1 melee	Bite -2
Damage:	Head butt 1d8+4	Head butt 1d6	Bite 1d2-4
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 5 ft./5 ft.	2 ½ ft. x 2 ½ ft./0ft.
Special Attacks:	Stampede	Stampede	-
Special Qualities:	Low-light vision	Low-light vision	Low-light vision
Saves:	Fort +7, Ref +1, Will +1	Fort +2, Ref +7, Will +1	Fort +0, Ref +6, Will +0
Abilities:	Str 18, Dex 10, Con 16, Int 1, Wis 11, Cha 4	Str 11, Dex 16, Con 12, Int 1, Wis 11, Cha 4	Str 2, Dex 19, Con 10, Int 1, Wis 11, Cha 2
Skills:	Listen +5, Spot +5	Listen +10, Spot +5	Hide +12, Listen +7, Spot +7
Feats:	-	-	Alertness*
Climate/Terrain:	Any Land	Any Land	Any Land
Organisation:	Solitary, Pair, Herd (20-200)	Solitary, Pair, Herd (4d6)	Solitary, Pair, Clutch (3-6)
Treasure:	None	None	None
Alignment:	Always Neutral	Always Neutral	Always Neutral
Advancement:	5-6 HD (Large)	3-5 HD (Medium), 6-8 HD (Large)	-

Grazers are generally docile herbivores who favour travelling in large groups. These creatures often shirk danger, unless startled. Fear allows them to employ their stampede ability which usually flattens anything getting in the way.

The Large grazer category includes Large grazers of all sorts and types, and anything else falling into a similar species. The Medium grazer includes gazelles and deer. Tiny grazers include everything small from squirrels to rabbits.

Stampede (Ex): A frightened herd flees as a group in a random direction (always away from the source of danger). They run over anything their size or smaller inflicting 1d12 points of damage for every 5 members. Those affected by the herd may make Reflex saves against a DC 16 to halve the damage.

*Small grazers receive the Alertness feat for free.

SURVIVAL

Food Units and Size

Size	Maximum food units
Fine	No appreciable amount of food
Diminutive	1 unit
Tiny	2 units
Small	8 units
Medium	32 units
Large	64 units
Huge	128 units
Gargantuan	256 units
Colossal	512 units

The consumption needs of a standard Medium sized creature are the default for food units. For Small creatures, double the food units. For Large, halve them.

A final note: The scent of the kill will likely attract other predators. Hunting in dangerous terrain harbouring larger predators may be more trouble than it is worth. Games Master should be prepared to have other potential combat encounters occur for sloppy hunts, or poor dressing of the meat.

Fishing

Essentially, there are three basic types of fishing. One type makes use of a line, another employs a spear, while the last requires a net. For barbarians and other characters trapped in the wilderness without supplies, it is extremely unlikely that net fishing will be an issue or an option. Net fishing reflects masses of fishing boats rowing or sailing into open water, where they drop nets and drag the water to catch their prey. If characters have access to these resources, materials and the time to do so, they are likely not starving.

Spear fishing is another matter. The character stands over or in the water with a spear ready to throw into the water to impale the unfortunate creature. Characters employing such methods to gain fish require a significant presence of the animals in the water (see below for line fishing) and also a good aim. For the standard sized (1 food unit) fish, the character must successfully hit an AC 18. Success indicates he has

struck and killed the fish. Usually one such throw is all that the fisherman will accumulate as the disturbance in the water will frighten off most other denizens in the stream or pond. For each additional attempt, the target AC increases by +2. Characters may continue to fish in this manner until the AC is impossible to hit.

Line fishing is the most common means to accumulate any quantity of fish. Unfortunately, it reflects nature's fickle bounty the most. Fish (in regard to any style of fishing) will not manifest simply because there is



Food Units per Hour

Availability	DC	Quantity		Time (applied to quantity)		
		Skilled	Unskilled	Day	Night	Dawn/Dusk
Poor	30	1d2	None	-2	-1	+0
Fair	20	1d4	1d2	-2	-1	+1
Good	10	1d6	1d4	-1	+1	+2

someone who wishes to eat them. Three things affect line-fishing: time, availability and skill.

Time: The best time to catch fish is when the sun is either setting or rising. Night is second best, while daylight is worst.

Availability: Games Masters ultimately determine the fishing quality of any given area. For the sake of simplicity, there are three levels of availability: poor, fair and good. Consider real-world examples when determining the quality of a fishing spot. A muddy temperate lake is good for catfish, while trout dwell in clear streams and deep water is home to bass. Most shorelines will not offer good fishing, nor will swamps, bogs or any other place of stagnant water.

Skill: There are fishermen and then there are real fishermen. Characters with ranks devoted to Profession (fisher) have a better time of things if working the right conditions. However, if there are no fish in under the lake, no fish are caught. Characters lacking in this skill, may make an untrained Wisdom check against the listed DCs. Characters native to coastal regions receive a +2 regional bonus to all fishing checks.

Example of Fishing: *Vignar has Profession (fisher) at a total of +8. He has prepared a rod and some string, and spent the early morning rooting around for worms. He sets up at around 9 in the morning on the shore of a clean lake and casts his lure out into the water. The Games Master considers the location fair and so the DC is 20. Vignar rolls a 13 +8 equalling 21. He succeeds. As Vignar is skilled, he rolls 1d4 and subtracts 2 from the result. He rolls a 3, subtracts 2 and results in catching 1 fish. If he had rolled a 1 or 2, he would not have caught anything, even though he rolled successfully. The fish provides him with one meal unit, and so he is okay for one day. Nevertheless, tomorrow brings back the pangs of hunger again.*

Resting

Everyone needs rest. Characters that function on no or little sleep, gradually tire and weaken as they are over-exerting themselves. This section establishes the amount of sleep needed and the effects of sleep deprivation. As elves have no real need to sleep, they are immune to the effects of sleep deprivation. This immunity extends to half-elves as well.

Characters ought to rest 8 hours a day. Hence, no character should be engaged in strenuous fighting, running or spell-casting in excess of 16 hours in any given day. While occasionally exceeding this number is acceptable, prolonged deprivation of rest can exhaust even the fiercest barbarian.

Each day beyond the first a character goes without sleep, he must make a Constitution check against a DC equal to 10 + 1 for every 4 hours beyond 24 the character has gone without sleep. Therefore, if Vignar has been active and awake for 48 hours total, he must pass a Constitution check against a DC 16 (24 hours beyond the first 24, at +1 for every 4 hours). Failure indicates results on the following table. Add an additional +2 to the DC for every previous failed check. Characters spending 8 hours + 1 hour of rest for every four-hour increment that has passed beyond the first 24 hours can eliminate all of the effects of sleep deprivation. Thus, if Vignar, from the previous example, sleeps for 14 hours, he will eliminate the effects of deprivation. Characters may restore their lost sleep over a period of days gradually repairing the damage from deprivation. Therefore, Vignar could sleep 9 hours each day for 6 days and then be fully rested and free from the effects of deprivation. For characters with the Endurance feat, they may ignore the first 48 hours without sleep to avoid the effects of deprivation.

Sleep deprivation

Failed Constitution Checks		Effects
1		All Dexterity-based checks made at -1, 1d6 points of subdual damage.
2		All Strength and Dexterity-based checks made at -2, 2d6 points of subdual damage.
3		Character must pass a Concentration check DC 20 to perform any trained skill. All Strength based checks are made at -3, all Dexterity-based checks at -4 and all Wisdom based checks at -1.
4		May no longer run, Concentration check required as above, but at a DC 24. All Strength-based checks are at -4, Dexterity at -5, Wisdom at -2 and Charisma at -1.
5		Exhausted, plus as above.

HORDES

*Fate has smashed these wonderful walls,
This broken city, has crumbled the work
Of giants. The roofs are gutted, the towers
Fallen, the gates ripped off, frost
In the mortar, everything moulded, gaping,
Collapsed. The earth has clutched at rulers
And builders, a hundred generations rotting
In its rigid hands. These red-stained stones,
Streaked with grey, stood while governors
And kingdoms dissolved into dust, and storms
Crashed upon them...*

**-The Ruin, unknown, Poems and Prose from
the Old English, trans. Burton Raffel.**

Barbarism, when conjured in the mind, often takes the form of a thousand screaming berserkers hefting iron axes and shields bearing down upon ill-prepared commoners and soldiers alike, standing in abject horror before the oncoming storm. Barbarism is civilisation's enemy. It is the disease eroding at humanities greatest achievements. It is the scourge and the fire, clearing away the old to make way for the new.

Players adopting the role of the barbarian soon find they are not enough in themselves to strike fear into the hearts of the stoic warrior who guards his post behind a wall of stone constructed by man's hubris. Indeed, the lone warrior, perhaps aided by a handful of followers, a cohort and a collection of motley characters might elicit little more than scorn, but not much. This is not to disparage these characters; in fact, it is quite the contrary. For when a character approaches the wall, and if he declares war on a city, he must have some means to make it occur. The means is through the horde.

A barbarian horde echoes through the d20 system from an era previous to the current incarnation. It was the personification of the destructive and yet capricious energies generated by these uncivilised characters. The energy of the horde waxes and wanes in a manner similar to the phases of the moon, yet seems to somehow prevail against all standing against it. This chapter explores how barbarian characters can be more than simple leaders of adventurers. It will show how

barbarians can be more than leaders of men. Instead, it will demonstrate the raw destructive potential of the berserker horde and the annihilation of all who interfere.

THE HORDE FEAT

By meeting the prerequisites and taking the Horde feat, the barbarian character significantly adds to his potential as a force in the gaming world. The Leadership feat allows characters to lead men-at-arms and attract characters of some significance to fight for them. The Horde feat produces similar results, hence the requirement of the Leadership feat. However, this feat goes far beyond the might of the Leadership feat. It allows the character to muster his clan to wage war for a specific purpose. It transforms his existing allies into raging lunatics thirsting for the blood of the enemy. The Horde feat has two significant effects. The first effect is the transformation of the barbarian's followers. Secondly, it allows the barbarian the ability to generate a sizeable force for a limited amount of time, for a fairly defined purpose.

Leadership score: The leadership score normally determines the number of followers and the power level of the cohort. For many of the rules in this section, the leadership score has an additional function. In this case, leadership becomes an attribute used to determine how well the horde may be controlled, the rate at which members of the horde desert and also



maintaining a high level of morale. Determine the attribute modifier for the leadership score as any other ability. Therefore, if Tharg has a Leadership score of 24, he has a +7 modifier.

Transformation

The followers generated by the Leadership feat are always of the following classes: warriors, experts and commoners. Barbarians with the Horde feat may confer upon their followers the ability to rage as a barbarian once per day. The barbarian's power and personality is so strong he can send his followers into a bloodthirsty rage. Controlling these characters becomes harder, requiring the barbarian to make a leadership check against DC 10 + the number of followers raging. If he succeeds, he is able to control them normally. Failure means they are confused for one round, and the barbarian rolls on the following table for the results of the effect on the group. Each round the leader can attempt to regain control of his followers.

Random Action results

1d10 Behaviour

- 1 Wander away for 1 minute (unless somehow prevented)
- 2-6 Do nothing for 1 round
- 7-9 Attack nearest creature for 1 round
- 10 Submit to your control for one round

For the sake of ease, the enraged statistics are included below for 1st level varieties of human followers. When using other races as followers, simply replace the bonus feat and the bonus skill points with the appropriate racial bonuses.

Enraged Commoner 1st; CR ½; Medium humanoid; HD 1d4+2; hp 4; Init +0; Spd 30 ft.; AC 8 (-2 rage); Atk +2 melee (1d6+2, Club), -4 ranged (1d8, lt.

crossbow); SA Rage 1/day; AL CN; SV Fort +2, Ref +0, Will +2; Str 14, Dex 11, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Handle Animal +2, Jump +4, Listen +6, Spot +4, Swim +4; Alertness, Skill Focus (Listen)

Possessions: Club, peasant's outfit, light crossbow, 10 bolts

Enraged Expert 1st; CR ½; Medium humanoid; HD 1d6+2; hp 5; Init +0; Spd 30 ft.; AC 10 (leather +2, rage -2); Atk +2 melee (1d8+3, heavy mace), +0 ranged (1d8, light crossbow); SA Rage 1/day; AL CN; SV Fort +2, Ref +0, Will +4; Str 14, Dex 11, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Hide +4, Intuit Direction +4, Jump +6, Knowledge (geography) +4, Listen +2, Move Silently +4, Spot +2, Wilderness Lore +4; Alertness, Track

Possessions: Heavy mace, light crossbow, 10 bolts, leather armour and a travelling outfit

Enraged Warrior 1st; CR ½; Medium humanoid; HD 1d8+2; hp 6; Init +4; Spd 30 ft.; AC 14 (Chain shirt and large steel shield, rage -2); Atk +4 melee (1d8+2, longsword), +1 ranged (1d8, longbow); SA Rage 1/day; AL CN; SV Fort +4, Ref +0, Will +2; Str 14, Dex 11, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +4; Improved Initiative, Weapon Focus (longsword)

Possessions: Longsword, longbow, 20 arrows, chain shirt, large steel shield

Horde Followers

In addition to the standard followers gained through the Leadership feat, barbarian characters accumulate followers of a more formidable ilk. These new followers are of the barbarian class instead of one of the standard non-player character classes. Despite



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the possible increase in followers, there are several restrictions as to how many, from where they originate, their acquisition and for how long they stay in the horde leader's service. Through simple restrictions, introducing the horde to any campaign setting is possible without running the risk of upsetting game balance.

Origins: Characters gain horde followers from their native region only. Even if the character does not have a native region, he must choose a territory from which he originates. This restriction suggests the character returns to his homeland to excite his people into a state of military readiness and frenzy. The barbarian character must return to his homeland and spend a month discussing, making speeches and proving himself to his people.

Quantity: At the end of the month, the barbarian gains a number of 1st level barbarians equal to his experience points divided by 500. Therefore, a 15th level barbarian who has 110,000 xp, would generate 220 1st level barbarians. For every 20 barbarians recruited, he gains an additional sub-commander, who functions as a 3rd level barbarian. For every 100 barbarians, he gains an assistant of 5th level. The statistics for the horde barbarians are as follows for humans. In the case of another race, remove the features attributed for human and overlay the features for the new race.

Enraged Horde Barbarian (1st Human Barbarian); CR 1; Medium humanoid; HD 1d12+4; hp 10; Init +1; Spd 40 ft.; AC 13 (Dex +1, Hide +3, Buckler +1, -2 rage); Atk +5 melee (1d8+4 battle-axe), +2 ranged (1d6, short bow); SA Rage 1/day; AL CN; SV Fort +4, Ref +1, Will +3; Str 19, Dex 13, Con 18, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +6, Intimidate +1, Intuit Direction +5, Jump +6, Listen +3, Spot +3, Wilderness Lore +3; Power Attack, Cleave

Possessions: Battle-axe, short bow, 20 arrows, MW hide armour, buckler

Enraged Horde sub-commander (3rd Human Barbarian); CR 3; Medium humanoid; HD 3d12+12; hp 31; Init +1; Spd 40 ft.; AC 13 (Dex +1, +1 hide armour, -2 rage); Atk +9 melee (1d12+6, great axe), +4 ranged (1d6, short bow); SA Rage 1/day, Uncanny Dodge (retains Dex bonus to AC); AL CN; SV Fort +5, Ref +2, Will +4; Str 19, Dex 13, Con 18, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +6, Intimidate +4, Intuit Direction +5, Jump +6, Listen +5, Spot +5, Wilderness Lore +6; Power Attack, Cleave, Weapon Focus (great axe)

Possessions: MW great axe, short bow, 20 arrows, +1 hide armour, 2 potions of cure light wounds

Enraged Horde assistants (5th Human Barbarian); CR 5; Medium humanoid; HD 5d12+20; hp 52; Init +1; Spd 40 ft.; AC 14 (-2 rage, +5 chain shirt +1, Dex +1); Atk +11 melee (1d12+8, great axe), +7 ranged (1d6+5, hand axe); SA Rage 2/day, Uncanny Dodge (retains Dex bonus to AC, can't be flanked); AL CN; SV Fort +6, Ref +2, Will +4; Str 20, Dex 13, Con 18, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +7, Intimidate +7, Intuit Direction +6, Jump +7, Listen +7, Spot +7, Wilderness Lore +8; Power Attack, Cleave, Weapon Focus (great axe)

Possessions: +1 Great Axe, 3 MW Hand axes, +1 chain shirt, 2 potions of cure moderate wounds

Duration: Once the leader finishes assembling his horde, he will begin the long struggle to maintain the increased number followers. It is not enough to feed or pay them bonuses. Looting and plundering are in themselves not enough to keep such a disparate horde of berserkers together. Instead, the horde remains for as long as they maintain their fervour for the mission at hand.

A horde remains cohesive for a number of weeks equal to the barbarian's level. At the end of the period, deserters depart from the hordes ranks, usually very rapidly. The departure reflects the inherently chaotic and necessarily capricious nature of the great and raging warriors. The result of the horde's collapse is inevitable, but a powerful leader may be able to forestall dismemberment of his horde.

For every week beyond the standard allowed duration (number of weeks equal to barbarian levels), the barbarian may make a leadership check against a DC 20 + 2 for every additional week beyond the normal limits. A failed roll signifies the horde disbands entirely. A successful check has variable results depending on the success of the roll. Consult the following table for modifiers for leadership checks to maintain the horde, and the following table to refer to the ration of success to desertion.

Horde integrity modifiers to Leadership rolls*

Situation	Modifier to check
Horde moves around a lot	-1
Frequent losses	-2
Frequent wins	+1
The horde has been routed in the past week	-2
The horde has been routed more time than it has not	-5
The horde leader confers gold equal to at least 5x character level, once per month	+2
As above, but every two weeks	+5
Horde members never paid	-10
Horde leader has great prestige	+2
Horde leader violent and domineering	+1
Horde leader has visual special abilities	+2
Horde leader is a tyrant	+1
Horde leader appears indecisive	-4
The listed bonus for every town raided in the past week	+1
Horde leader killed	Automatic dispersal
For every assistant killed	-2
For every sub-commander killed	-1

*All listed bonuses are cumulative

Rate of Desertion

Degree of success	Percentage loss
A failed roll	100%
Success by 0-5	75%
Success by 6-10	50%
Success by 11-15	25%
Success by 16+	10%

The rate of desertion only comes into effect when the normal amount of time for the horde's existence expires. Sub-commanders and assistants disappear in the same increments as they joined. Therefore, for every 20 deserting barbarians, a sub-commander will depart. For every 100 barbarians, an assistant leaves.

Reconstruction: Once a horde disperses, characters may rebuild a new horde in 4 to 6 months, using the time to re-convince the barbarian

people of the character's homeland to raise arms for the call to battle. Horde leaders may go back to the same communities, if, and only if, the horde disbanded on its own and not if a hostile force destroyed it. In situations where some agency or bad planning destroyed the entire horde, the region from which the horde originates cannot sustain another gathering of barbarians as their numbers are too depleted to muster another army.

Horde Functions and Maintenance

The horde is potentially a highly destructive force, capable of inflicting massive amounts of damage on lives and property of city dwellers, encampments and other locations ripe for the plucking. The horde, while operating as a cohesive unit is almost a living organism, each mind subsumed into a larger idea, a goal established during its formation. However, despite its appearance as a plague against civilisation in the form of a swarm of warriors, this body needs food, and this body demands spoils.

Just as characters with the Leadership feat must find a means to feed and house their followers, so too does a horde leader need to provide these goods and services to his men. The horde leader has two very basic options to provide for his men. The first is to meet the expense with cold, hard coin. The performance of the leader quantitatively affects the number of standard followers generated by the Leadership feat. The horde members however require housing and food equal to 2 sp per day. Sub-commanders require 6 sp, and assistants require 1 gp. These expenses add up very quickly. Regardless of whether the war leader meets



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these costs, the horde will remain unified throughout the normal duration.

If the horde leader is lax in his treatment of the horde, they will most likely desert him at the end of the duration. In the meantime, the horde must find food and construct shelter from the environment through which they travel. Sizeable armies are like locusts devouring and despoiling the land they leave behind. For every 100 men in the horde, they deplete a base 2-mile radius in area of all drinkable water, food resources and supplies. If the land is fertile farmland, the affected radius drops to 1 mile. If the region is a wilderness and uncultivated, the base is 4 miles. The exact effects on the region are entirely at the Games Master's discretion, although below are a few possibilities.

A rampaging army moving through a civilised land will likely generate some unrest and hatred in the native folk. If left to their own devices and the army is relatively cruel, sabotage and terrorism inflicted by the locals is a normal reaction to the intrusion of this unruly force. Another result is, for every week an army spends in one place, they double the amount of environmental damage in radius. An army could despoil a fairly large area if not very mobile. This will ultimately bring the attention of druids and other concerned figures of power potentially to attempt to disperse or destroy the horde.

WAR

The horde's primary function, as established above, is to wage war. They wreak havoc, spread discord and disrupt civilisation. For these reasons, use of the horde can be invaluable to users of the Open Mass Combat System (OMCS), first appearing in *The Quintessential Fighter*. In a smaller scale, barbarian's can use these forces to seize additional land, raze a city or even assault and sack another tribe. This section presents two functional uses for hordes. The first is for use with the OMCS, by demonstrating the effectiveness of a horde versus a standard unit of warriors. The second approach provides a mechanic in which the results of a raid can be determined rapidly to expedite and enhance play.

For players making use of the OMCS, the inclusion of a horde can prove to be a significant improvement over the standard conscripts normally allotted to users of the leadership feat. While further detail into the OMCS is beyond the scope of this product, it is necessary to present the horde barbarian unit types for ease of inclusion into campaigns adopting the aforementioned

rules. Below are two example units for the OMCS for Enraged Followers (as described in the Horde feat) and horde barbarians. The following examples assume units of 80 men and women, all of which are human.

Vignar's Followers

Race: Human **Class:** Warrior (Enraged)
Level: 1
Unit Size: 80
Unit Type: Infantry
Unit Hit Points: 96 (+20% Constitution 14)
Initiative: +4 (Improved Initiative)
Attacks: Longsword +4
Damage: 1d8+2
AC: 14 (chain shirt, large steel shields, rage*)
Abilities: Str 14*, Dex 11, Con 14*, Int 10, Wis 10, Cha 10
Saves: Fort +3, Ref +0, Will +2
Feats: Improved Initiative, Weapon Focus (longsword)

Vignar's Horde

Race: Human **Class:** Barbarian (Enraged)
Level: 1
Unit Size: 80
Unit Type: Infantry
Unit Hit Points: 120 (+40% Constitution 18, +10% Toughness)
Initiative: +1 (Dexterity)
Attacks: Battle-axe +5
Damage: 1d8+4
AC: 13 (Hide, buckler, Dex, rage*)
Abilities: Str 19*, Dex 13, Con 18*, Int 11, Wis 12, Cha 8
Saves: Fort +4, Ref +1, Will +2
Feats: Power Attack, Toughness

RAIDING RULES

Aside from engaging in conflicts with enemies on the open fields of war, hordes regularly strike at villages, towns and other communities. It is through these raids that horde leaders are able to support the heavy demands of a chaotic army. The rewards for these conquests include food, gold, water, horses, weaponry and more. Most of these settlements are relatively unprepared for the sudden appearance of a warhost of rampaging barbarians, hungry and bloodthirsty to a man. Even if they are, to some extent, they usually can offer only minimal resistance. This, of course, is only true in smaller communities, where higher level characters are less likely to dwell. Raiding rules offer a quick and dirty system detailing conflicts between a horde and a town.

Communities of village-size or smaller are prime targets for the depredations inflicted by a horde. This is true for a number of reasons, the first being there are just not enough high-level characters to defend the community properly. The second, lower population numbers are easier to overcome. Lastly, these villages are usually on the edges of civilisation, thus proving to be easy pickings.

If a horde decides to attack a town, the result is usually the same as when two units face each other on the field of war. Several differences occur. For example, towns are non-mobile, and hence cannot move around. Most civilians will lock themselves in their homes, while local militia, mercenaries and Non-Player Characters move out to engage the attackers. Hordes are usually not large enough to assault a sizeable city and hence a foolish assault will almost always end in ruins. These rules are an abstraction; they are designed to achieve fast results. For more protracted conflicts, the OMCS is by far the superior mechanic

A town, for the purpose of raiding rules, has many features, just as units have a number of defining attributes. Each of these sections explores the exact qualities and variables for constructing towns. Following the explanation is a blank town defence sheet and following the description an example town.

Town Defence Sheet

- Name:**
- Size:**
- Population:**
- Resources:**
- AC:**
- Atk:**
- Damage:**
- Notes:**

Size: A town’s size is critical for determining the remaining features. Consult *Core Rulebook II* for details on town size and the larger implications for present non-player characters and resources. The sizes for towns for the use of the raiding rules include the following: Thorpe, Hamlet and Village.

Population: Population of the town serves two functions. First, it describes how many people dwell in the community. Second, it functions as a Hit Point value for the people dwelling there. Damage inflicted on population has three results. One-third of the damage kills the population. Another third captures

the amount, while the final third destroys resources. If the population drops to 0, either through capture or through destruction, the town is destroyed.

Available Resources: Like population, resources have a dual purpose. Essentially, resources represent the inherent value of the town, including such things as coin, gems, jewellery, food, horses and other equipment. The secondary effect is barbarians may choose to inflict resource damage instead of population damage. Double all damage rolled when inflicted against town resources. The barbarians receive the standard amount in gold and equipment. In addition, halve the amount of resource damage again to determine the amount of casualties on the population. If at any time the Resources drops to 0, the town is considered sacked. A town’s total resources (including equipment and materials) is equal to the amount of ready coin the town can normally generate as defined in *Core Rulebook II*.

Armour Class: This number reflects the quality of defences available to the community. A town has a base AC of 5 modified by the presence of the following structures.

AC modifiers for Towns

Structure	AC bonus
Barbican	+1
Bastion	+1
Gatehouse	+1
For every 5 wooden structures	+1
For every 3 stone structures	+1
Wooden wall	+1
Stone wall	+2
Keep	+1
Castle	+2
Tower	+1

Other factors may influence the town’s AC at the Games Master’s discretion. However, for a fairly well defended community, buttressed by significant arcane and divine spell-users and a sizeable military, Games Masters should determine the results of the raid either through the OMCS or through the regular combat system.

Attack and Damage: The town’s defenders are capable of inflicting damage on the barbarian horde stealing away their livelihood, burning their homes and abducting their womenfolk. Defenders receive an attack bonus of +1 for every size category. Thus, thorpes have a +1 attack bonus, +2 for hamlets and so on. These scores are independent of the defenders’



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individual abilities and assume the town defends itself as a whole.

As for damage, towns deal an amount of damage dependent on their size. For every size, the damage die increases by one. Thus, a Thorpe inflicts 1d4 damage, hamlets 1d6, villages 1d8 and so on. For every war engine the town has in its arsenal, the town inflicts an additional +1. Therefore, a village with one catapult has an attack modifier of +3 and inflicts 1d8+1 damage each round on a successful hit.

Town Defence Sheet (Example)

Name: Anytown
Size: Hamlet
Population: 250
Resources: 1,250 gp
AC: 7
Atk: +2
Damage: 1d6+1
Notes: Wooden wall, Tower, 1 ballista

Combat Round

The raiders automatically win initiative, and so they may act first. Each round is an exchange of damage until the raiders withdraw or until the town is either razed or sacked. As these are literally fast and dirty rules, anything requiring more strategy should automatically refer to the OMCS or the standard combat round of the d20 system.

An example of combat is as follows: On the first round, Zoltan's raiders (see above example) strike at night and raids Anytown. They roll to hit the town's AC, which they easily do by rolling a $10+5=15$. They inflict $1d8+4$ points of damage, and they decide to attribute those points to the town's resources. They roll maximum damage and inflict 12 points of damage. The town's resources drop by 24 gold. The barbarians steal 12 gp on the first round, destroy another 12 gp, and kill 6 people in the process reducing the town's population to 244. If the barbarians had opted to attack the population, they would have captured 3 citizens, killed 3 more, and dropped the hamlet's gold by 3.

The town responds by rolling a d20 and adding +2. Their total roll is a 14, which is just enough to hit the



barbarians. They then roll damage, 1d6+1, and inflict only 4 points of damage, barely damaging the horde at all.

Standards

Standards are the banners soldiers use as a rallying point, to recognise commands by the position of a standard and to inspire heroic acts of bravery by its symbolic significance. Most medieval and renaissance settings also use standards to denote houses and significance in the upper echelons of nobility. Barbarians, however, view them as something more than a simple device of war. They represent a sign of divine favour – a symbol made manifest of the gods' will. If a standardbearer falls in combat, the gods may have retracted their blessings. Hence, standards are not just a symbol of might, they sometimes are the core of courage.

Construction of a standard is a simple affair, although many armies employ intricately crafted pieces to reflect wealth and honour. Usually these devices consist of a wooden pole with a cross-section fixed in place, from

which drapes a piece of cloth bearing a symbol of some sorts. In primitive cultures, skulls, hides and even crucified humanoids may hang in place of the banner.

Wielding a standard in combat is difficult as it often requires two hands to hold. Most come equipped with a sharp spike at the bottom to provide stability or to plant the standard into the ground. Setting a standard into the ground requires a standard action provoking an attack of opportunity. These devices rarely carry a magical element and instead rely upon the symbolic significance they represent to the people who fight for its cause. Although lacking in magical powers, characters within 30 feet of a non-magical banner receive a +1 morale bonus to all saves against fear effects by dint of the rallying qualities associated with standards of meaningful purpose.

Despite the value of standards to adventures, the true power of a standard is in its use in battle, especially by hordes. If a banner or standard is present in combat, all combatants within 60 feet receive a +1 morale bonus to attack rolls. In addition, all within line of sight of the standard receive a +1 morale bonus to all saving throws against fear effects. Hordes react differently to these symbols than other parties of adventurers, for the horde leader gathers them for an explicit purpose. The standard functions as a reminder of the purpose and lends a sense of gravitas to the struggle at hand.

Magical Standards

A standard in itself is normally inexpensive (varies depending on the intricacy of the standard) and yet confers a great benefit to hordes and adventurers alike. Whether the symbol expressed is holy, dedicated to an ethos or god, or warmongering, depicting weaponry, distorted faces and other destructive symbols, they all confer the same bonuses. The exception to this is in the instance of enchanted standards. While technically crafting magic items is out of the purview of the typical barbarian, they receive a large benefit from their use, as standards enforce structure and can enhance command if used on an otherwise chaotic army.

Crafting magical standards is a process very similar to crafting staves, but falling under the Craft Wondrous Item feat falling under all the standard rules and guidelines discussed in the *Core Rulebooks I and II*. In addition to the standard spell effects implantable in the standard, these items confer special powers in themselves commonly shared by all magical standards.



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Universal Magical Features for all standards

- † All Saves it makes against damage receive a +3 enhancement bonus to damaging effects
- † These standards all convey the default +1 morale bonus to saving throws against fear.
- † They confer +1 morale bonus to attack rolls when in line of sight of your own standard.
- † Once planted into the ground, it requires a strength check against a DC 10 + the caster level to remove it.
- † All standards lose their magical properties if their bearer drops them, or if captured by the enemy.

Standard of Courage: A *standard of courage* is usually an iron shod staff, mounted with a crossbeam at one end, from which hangs a banner depicting the holy symbol of a deity dedicated to strength or war. Other possibilities include images of weaponry and shields or a helmet perhaps. Most craftsmen further decorate these items with addition symbols of war such as sharp and nasty looking blades, or a shield fixed in its centre. Finally, almost every one has some sort of bird of prey, a falcon or eagle, mounted on the top of the item. This standard retains its magical properties regardless of whether its bearer fixes it to the ground or carries it.

When used in combat, either on the battlefield or in standard melee, the *standard of courage* confers a +4 moral bonus to all allies within line of sight. Furthermore, allies within 60 feet are immune to all fear effects. If this banner happens to fall, all allies within line of sight must make a Will Save against a DC 10 or be panicked.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *remove fear*; *Market Price:* 40,000 gp; *Weight:* 25 lbs

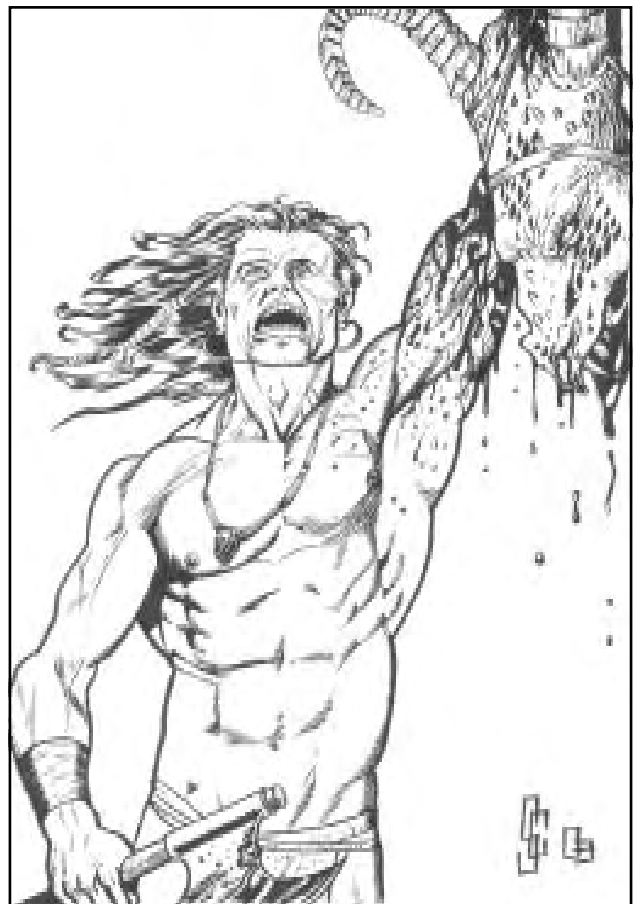
Banner of Arrow Deflection: Most armies use this standard to protect the army's leadership or spell-casters. At a smaller scale, this standard is of paramount value when protecting weak or relatively defenceless companion in an adventuring party. Small and relatively unassuming, it usually depicts the house symbol of the horde leader or in the case of smaller parties, of a tower shield. This banner must be set in order for its magical effects to have benefit.

When the bearer places the sharp point firmly into the ground, a hemisphere of invisible force erects in a 10-foot radius. This barrier is permeable by anything but missile weapons. Thus, it grants damage reduction of 10/+5 to all missile weapons.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *protection from arrows*, *stoneskin*; *Market Price:* 70,500 gp; *Weight:* 10 lbs.

Standard of Discord: A grotesque symbol of change and metamorphosis, this standard is always of clashing colours and usually has some symbol of chaos within or throughout its construction. Always mounted on a hollow pole filled with mercury, it has an unusual weight making it virtually impossible to remove once set. The bearer can either carry this standard or set its point into the ground.

All enemies within 60 feet of this standard must pass a Will save against a DC 10 + the caster level or be confused for 1d4 rounds. Creatures passing this check are immune to its effects for 24 hours. Consult the following table for details on confused behaviour.



Creatures affected by *standard of discord* behave randomly, as indicated on the following table:

1d10 Behaviour

- 1 Wander away for 1 minute (unless prevented)
- 2–6 Do nothing for 1 round
- 7–9 Attack nearest creature for 1 round
- 10 Act normally for 1 round

Except on a result of 1, roll again each round to see what the subject does each round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Behaviour is checked at the beginning of each creature's turn. Any attacked confused creature automatically attacks its attackers on its next turn.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, Enlarge Spell, *confusion*; *Market Price:* 80,000 gp; *Weight:* 50 lbs.

Berserking Banner: Craftsmen always mount this banner on a pike, adorned with the heads of their enemies. Stitched together cloaks of the fallen, embroidered with symbols of war and chaos inspire barbarians to heights of unparalleled lunacy. This standard only functions when fixed into the ground.

All barbarians within 100 feet of this standard receive double the increase to their Strength scores and are in a rage for as long as they are within the area of effect of the standard. Any time this effect ends, either through duration, the falling of the item or leaving the parameters of the area of the spell, they are exhausted and suffer 2d10 points of subdual damage.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *bull's strength*, *endurance*; *Market Price:* 106,000 gp; *Weight:* 25 lbs.

The Unholy Standard: Dedicated to dark and mad gods, the unholy standard is anathema to life and goodness. In every instance, this banner has a suffering victim impaled through the pole. Kept alive through the magical energies of the item, they are compelled to hold a standard constructed from their own flayed skin. Decorated with skulls, symbols and icons devoted to evil the unholy standard is a frightening and dismaying item of significant power.

This is an evil item, so if good characters hold it, they gain one negative level for as long as they bear it. Neutral characters suffer 2d6 points of damage, but may afterwards wield it normally. When planted into the ground, *the unholy standard* sickens all good creatures that fail a Fortitude save against a DC 12 within 300 feet. In addition, this standard has a permanent unhallowed effect emanating from it and may generate *unholy blight* 3 times per day as a 12th cleric.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *unhallow*, *unholy blight*; *Market Price:* 129,600 gp; *Weight:* 150 lbs



*Rise up, bold warriors,
take steel in your strong hands,
the foeman stands below, loudly shouting.
Sound the horn and iron, gather spear and shield;
the day is bright for battle,
and glory for the taking.
Mount up, brave warband,
the battlechief is fearless;
he will win the hero's portion,
and the bards laud his name in song-making.*

-Stephen R. Lawhead, Merlin

FORTIFICATIONS

At some point in a character's career, the need for a home or a base of operations will arise. These characters may clear out a section of land and begin work on shelters in lands they have conquered, seized or granted by a local lord. Barbarians are no different from any other character. They too benefit from the use of stronghold, a place to call home, or a place from which raids may originate. Yet, something differentiates the barbarian and members of his civilisation from others. They rarely construct lasting structures of their own. Instead, they fortify their encampments. They seize building and structures built by others and make them their own. In this chapter are rules defining suitable barbarian fortifications ranging from the simple palisade to temporary strongholds and issues such as labour concerns, time and materials. Also, included in this section is new weaponry for barbarian fortifications.

TERRITORY

The importance of the wilderness and the means with which barbarians can exploit these terrains occupies much attention throughout this book. Nowhere is this truer than in the building of fortifications. Before any stronghold may be constructed, players should consider where it is they would establish their fortification. Each land type affects the planned fortification, such as by providing material discounts, labour shortages or gains, or other impediments associated with the individual terrain. Prior to the construction of the fortification, the player must consider the site of construction. Whatever is the dominate feature of the intended location apply the following modifiers to the construction costs.

Coastal: Coastal locations are often expensive because if on a sandy shore there is a lack of a suitable material for the foundation. On the other hand, in rocky locales, it quickly becomes difficult to locate the proper materials for construction. All associated costs in these locations have a 10% higher cost for all wood constructions, but normal prices for stone if along a rocky shoreline. In the case of rivers and other waterways, transportation of materials is quicker than if carried over land. In these instances, the time factor for gathering the materials drops by 10%.

Cold: Cold regions are largely unsuitable for much work insofar as gathering labourers. As for stone there should be little problem in its acquisition, although depending on how far the temperature drops it can affect the number of wood available. Importing

materials from outside the region can be equally disastrous to any construction goals as travel through frigid wastelands is nearly impossible to those unused to the conditions. Therefore, there is no adjustment to stone costs, but wood, labour and time all suffer an increase of 20%.

Desert: Like cold climates and regions, deserts generally lack the supplies, ease of transportation and have a dearth of labourers available for any protracted work. Considering the hostility of the climate, most individuals dwelling in these regions necessarily assume nomadic cultures and homes. Thus, most settlements and fortifications are mobile such as fences, tents and durable beasts of burden. If the builder intends a more permanent structure, add 20% to all material, labour and time costs.

Forest: These regions are ideal for constructing almost any fortification. The presence of water, game and an abundance of resources make forests an ideal spot for any construction. Reduce all material and labour costs by 20%. However, large forests usually lack an easy method of transportation and much has to be cleared prior to the bringing the materials to the work site. Thus, increase time costs by 10%.

Hills: Hills suffer many of the limitations of forests for their remoteness, but enjoy an acceptable quantity



of resources. Unfortunately, labour suffers for not too many workers dwell in these locations and the remoteness of these locations restricts transportation. All resource costs have a 10% discount, but time and labour increase by 20%.

Marsh: Almost wholly unsuitable for any lasting constructions, fortifications in marshland just do not last. Many sink into the bogs after a few months. The sheer numbers of hostile monsters and humanoids make their defence impractical. Despite these shortcomings, many barbarians seek out these lands for their isolation and sinister appearance. Increase all associated costs (materials, time and labour) by 20%.

Mountains: Mountains are the other extremes to the below sea-level regions of the marshland. They are extremely remote, difficult to transport materials and generally impossible to get labours there and back again. Increase all associated costs by 50%.

Plains: Plains can support any temporary structure. Similar to the desert as many inhabitants choose to dwell in nomadic style communities, there are some barbarians who would build a more lasting monument to their skill at arms and their ability in conquest. All resource costs increase by 10% for want of materials. All time and labour costs are unaffected.

Underground: Dwarves, orcs, dark elves and any number of other Underground dwelling denizens regularly construct cities, fortresses, sentry towers and other structures to defend their lands. There is no stone cost in underground communities, but there is a labour and time component that costs 15% more than normal.

skilled craftsmen are used, they can complete the aforementioned area of stone in four days, or wood in two. So, if a 100 cubic foot structure is to be made of stone in a plains region, constructed by four skilled labourers, it will be finished in 44 days at a cost of 52 gp in labour (this includes the 10% increase imposed by the chosen region).

Other means are available to reduce labour costs. Characters can employ slave labour at the cost of 25-50 gp per slave, but the time component doubles. Overseers can force crews to work double or even triple shifts to reduce the time component although the cost component increases accordingly. If crews are overworked, there is a 50% chance of 1d2 casualties per week. Each death imposes a 5% chance of project desertion, which the Games Master rolls each week. If the project is deserted, all work stops and the character must find a new labour pool. All work times include the acquisition of materials. If the character has another mean to gather the tools and materials (perhaps by magic), the time component drops by 50%.

MATERIALS

Materials are the last key component used in constructing a fortification. There must be a suitable supply of food, water, and construction goods. Finishing materials such as flooring and paint (if used) is entirely up to the Games Master and player to negotiate. Both should use the dungeon dressing section for the *Core Rulebook II* for tips and ideas.

Barbarian characters have little need for such niceties. Fortifications serve a utilitarian purpose. Barbarians use them for defence, to guard property and to horde resources. These characters usually construct quick and dirty walls to stave off the assault of those who would steal from them. In addition, these fortifications may protect to defend shipyards where sea wolves manufacture raiding vessels. Regardless of what lies on the other side of the palisade, they are all relatively similar and easy to construct.

LABOUR AND TIME

Individual labourers, according to the *Core Rulebook II*, cost 1 sp per day, while a craftsman costs 3 sp. For every four unskilled labourers, they can complete one 10 ft x 10 ft x 10ft section of stone in a week or the same amount of area of stone in 4 days. If

Base Construction Costs

Feature	Material Cost	Labour		Time (days)		Structural Points
		Skilled	Unskilled	Skilled	Unskilled	
Building, stone	500 gp	48 sp	28 sp	4 days	7 days	300
Building, wood	100 gp	24 sp	16 sp	2 days	4 days	150
Ditch	-		96 gp	56 gp	80 days	140 days
applicable						
Palisade	100 gp	24 sp	16 sp	2 days	4 days	
150						
Ramparts	100 gp	96 gp	56 gp	80 days	140 days	300

FORTIFICATIONS

Material costs vary depending on the object to be constructed. A forest of spikes is more expensive to construct than a ditch. Likewise, a stone wall is more expensive than a wooden fence. Consult the following table for details such as material cost, time and standard skilled and unskilled labour costs. Apply terrain modifiers to these items.

Building, stone: A stone building is a simple structure of 1000 cubic feet (10 x 10 x 10). For larger structures, divide the total cubic footage by 1000 and multiply the above costs by the result.

Building, wood: A wooden building is a simple structure of 1000 cubic feet. For larger structures, divide the total cubic footage by 1000 and multiply the above costs by the result.

Ditch: A ditch is a trench dug into the ground 100 feet long, 10 feet deep and 20 feet wide.

Palisade: A palisade is a wooden wall constructed of sharpened logs sunk about 3 to 4 feet into the ground. This is the standard mode of defence for most barbarian fortifications. Accompanying this wall is usually a walkway for guards to patrol. The above cost is for a section 100 linear feet long, 10 feet high and 1 foot thick.

Rampart, earth: Ramparts are the foundation upon which labourers construct walls and palisades. Constructed of packed earth and stone, they provide height advantage and an impregnable foundation to stave off attacks at the base. These ramparts are 100 linear feet long, 10 feet high and 10 feet thick at the base. Larger sizes are possible; round up to the next increment of 100 x 10 x 10 for cost.

Watchtower, wood: A wooden watchtower is a square tower 10 feet by 10 feet and 30 feet high. Constructed out of local timber, they usually have an appearance and construction design matching the palisade.

Walls, Stone: A stone wall is a stretch of rocks in which the labourers fill the cracks with sand and mortar. The listed price is for a section of wall 10 feet wide, 10 feet thick by 100 feet long.

UPGRADES

Once the structure is basically established, barbarians may wish to upgrade several aspects of the structures. Such upgrades include arrow slits, plinths and walkways. Below is a list of prices and features for these improvements. Upgrades cannot be constructed by unskilled or slave labour.

Arrow slits: These narrow windows provide nine-tenths cover, but allow a 180° fire axis. See *Core Rulebook I* for details on rules for Cover.

Battlement: This upgrade confers 15 feet of cranellated wall where it protects the defenders from arrows, shot and catapult ammunition. Characters on a battlement have at least one-half cover, but can gain as much as total depending on their positioning. See *Core Rulebook I* for details on rules for Cover.

Murderholes: These are grated holes allowing the fortification's defender the ability to pour oil, boiling water or acid onto the attackers.

Plinth: A plinth, or a splay, is a support mechanism to reinforce towers and walls. Most barbarians do not use these as they do not meet a high enough technology level to support innovations in architecture. However, barbarians of the default level are most certainly able to implement them as they are exceedingly valuable to wall construction. Plinths add 100 structural points per 10 x 10 x 100 foot section of wall.

Windows: Standard windows, they act as points from which defenders can drop objects onto their attackers.

WEAPONRY

More often than not, barbarians are the aggressors, taking the fight to the defenders. In these instances, barbarians will employ any number of tactics to take a town or city to raze and plunder it. Beyond the standard armaments defined in the *Core Rulebook II* are bores, a lighter and more mobile ballista and further details on siege towers. Accompanying these new

Upgrades

Feature	Material Cost	Labour Skilled	Time (days) Skilled	Structural Points
Arrow slits	5 gp	16 sp	+1 day each	Non-applicable
Battlement	50 gp	32 sp	+1 day for every 15 feet	Non-applicable
Murderholes	10 gp	16 sp	+1 day each	Non-applicable
Plinths	300 gp	10 gp	+3 days each	+100
Windows	10 gp	16 sp	+1 day each	Non-applicable

Siege Engines

Item	Cost	Damage	Critical	Range Increment	Crew
Light Ballista	375 gp	2d8	19-20	100	1
Repeating Ballista	800 gp	3d6	x3	120	2
Light Bore	750 gp	1d10	-	-	2
Medium Bore	875 gp	1d12	-	-	6
Heavy Bore	1000 gp	1d20	-	-	8
Mantlet	15 gp	-	-	-	2
Belfry	1000 gp	-	-	-	6

devices are several useful tools for scaling walls and protecting infantry until they can approach the walls to scale.

Light Ballista: A smaller version of its usually fixed cousin, engineers designed the light ballista for mobility and ease of use. Similar to an overlarge crossbow, this weapon comes with a folding tripod, which as a standard action, users can open and position for firing. Like any other ballista, this weapon uses a standard d20 roll plus range modifiers for hit determination, without the individual character's modifiers. This weapon reloads and readies to fire again in two rounds.



Repeating Ballista: An enterprising derro barbarian developed a ballista modelled after the repeating crossbow. Each repeating crossbow has a clip of six javelins designed, of which all six can fire in a single round. Each succeeding shot beyond the first imposes a cumulative -2 penalty for every shot beyond the first.

Like any other ballista, this weapon uses a standard d20 roll plus range modifiers for hit determination, without the individual character's modifiers. Thus, the first shot fires normally, the second fires at a -2, the third at -4 and so on. Installing another clip requires 5 rounds before it may be fired again. On a roll of a 1, the ballista jams and is useless until repaired (Craft (siege weaponry) DC15).

Bores: A bore is a large screw-like device as a ram head used to drill through cracks in ramparts, walls, gates and through any other impediment. Bores inflict no actual damage to opponents; instead, their function is to destroy objects. The crew can push the bores into place at a speed of 10. Considering its slow speed, most bores have a protective shield covering them to protect their crews. Once in place, the crewmembers activate the bore by drawing it back and releasing it to send the drill head slamming into the target. Each round, depending on the size of the bore, the weapon inflicts damage to the structure beyond, ignoring half of the objects hardness and inflicting direct structural damage.

Mantlet: This two-man shield allows archers to close with the enemy by firing through a narrow slit through the centre, while from above a second man may fire. Each character behind the shield receives some degree of cover. The attacker firing through the slit receives nine-tenths cover, while the other receives 50% cover.

Belfry: Known more commonly as the siege tower, the belfry is one of the most famous devices used to overcome walls. Essentially, it is a tower on wheels pushed from within by six strong men. Many times, for faster movement (20 speed instead of 5) up to ten more men can push the belfry into place. Most belfries rise to about forty feet and on the main level, it can hold three archers a side for a total of 12 men. These men have nine-tenths cover. Above them is an enclosed deck roughly 10 foot by 10 foot. Here a drawbridge lowers to access enemy walls. Belfry's, with their drawbridges, have a 10 foot reach and can house a total of 20 men.

FORTIFICATIONS

Ten years, thought the barbarian. Ten years and no closer am I to finding wisdom and courage.

Vignar clutched the axe with his left hand, his right long since ruined for fighting, grasping or any other delicate work since catching the sword. It was with his ruined hand he wiped the sticky mixture of sweat and blood from his face. His chest heaved, he felt the anger leaving him, and his heart slowed its frenetic beating. Eyes clear of the mess, he looked about him. All around lay the dead, stacked like cordwood slaking the thirsty earth craving. His axe slipped an inch toward the ground and he spied it was covered in tufts of hair and bone, and the white knuckled grip was loosening. He sank to his knees, hung his head low, and listened to the raucous cries of carrion bird gorging themselves on the tender organs swelling from the heat of midday. This war was finished and again he remained on the field, alive and alone.

He thought of daughter's white milky eye. He thought of how she had watched him blindly, with disdain and hatred. Her meagre defence on his behalf serve little purpose but to further enrage the chieftain. The shaman simply laughed. Now, ten years later, ten years of searching for the ingredients that make a hero, and here he was, kneeling in the temple of gore.

The chiming of bells interrupted his reverie. He glanced up, his eyes weary and partly concealed by a mass of wounds in various states of healing. He sought the owner of that music... the beautiful sound that calmed him. Yet, for all his efforts in searching, the gently twitching banner dancing in the all too infrequent touch of air was his only reward. Spiral eddies of smoke rose into the air. Scavengers blanketed the field, some human serving some loathsome master, others were animals. Coyotes and ravens, each danced the steps of death. In the distance a fat man, whose jewels he could see reflecting the dying sun reclined on his palanquin directing his mutilated servants in the acquisition of treasure from the fields of war.

Someone approached. The bells sounded again. Vignar caught the sight of a sharp knife carried by a gaunt thief with sallow skin and haunted eyes. The robber did not even moan as Vignar's axe caught him in the middle sending the youth's entrails into the air to rain in sickening droplets of juice, blood and flesh. The bells tinkled. In frustration, he took to his feat and noticed huge empty spots forming in his vision. His eyes were losing their ability to register what he saw. He ran his hand through his hair and felt cold wetness, and shooting pain coursed through his body. As he collapsed, he saw a beautiful woman adorned in intricate chain armour, with a winged helmet. In her hand was a slender sword and at her side were wisps of death. She spoke to Vignar and placed a cooling hand upon his brow.

'Come brave warrior. Come to the lands beyond the rainbow bridge to fight battle for eternity for the all-father's grim pleasure.'

Vignar mumbled, 'I am unworthy... I do not know the truth of wisdom and courage...'

'You are the bearer of both. You showed courage in leaving your people. You showed wisdom by never abandoning your beliefs. You will be rewarded brave hero. Come to Valhalla.'

He closed his eyes and again they opened. Music filled his ears. Ale flowed freely and roasted meats of all types spilled over on platters with eager hands tearing and plucking. All around him sat warriors, like himself, barbarians every one. In this vast hall of merriment, bragging, and boasting, warriors, barbarians and fighters alike dismissed their mortal grudges and embraced each other in the arms of fellowship. Hands clapped his back, words of encouragement and welcome flowed freely. Somewhere a bard composed a song in his honour.

DESIGNER'S NOTES

When thinking of the most iconic character in fantasy, many would suggest mighty wizards, the daring thief or even the illustrious knight astride his steed adorned in gleaming plate barding, with readied lance and pennons snapping. I know some gentlemen who would beg to differ, who make it habit to kick halflings out of their way, snatch a lusty maiden and toss her over their shoulders, steal an artefact of abominable evil and cut through about three armies all before breakfast. Let me introduce them to you. You might know a few, and then again, you may be friends with many. Here is Fafhrd, Conan, Death Dealer, Amalric, Brak, Kull and Sifrid. Do not forget Hiawatha, Lugh, Red Sonja, Bertolak and Cu Chulainn. Then there is Lemminkainen and Hercules. Some might include Odysseus in this bunch but they most certainly must include Jason (just look at Medea!). Of all the heroes of myth and literature, how many of those found have some or many barbaric traits. I would venture to say most of the cool ones do. I wrote this book for the Death Dealers. Players who love to sink their teeth into the skin of their enemies and never let go. This is for players whose sole desire is to find a path through an obstacle by just using their axes. This is no book for quip-sliding rogues or hypocritical clerics lusting after the parties' jewels. No sir, this book is one of destruction, war and above all else, the rage.

So, what does one give a player bent on exploiting the more destructive aspect of Third Edition? Toys. You have to give these guys lots of toys. The concepts section provides players with the tools to get rid of the chaff. It allows players to drop skills or abilities in favour of expanding or highlighting other areas. Included are some of my favourites, such as the abandoned and the devolutionary, which allows the bestial side of barbarism to surface. Of course, I could never forget the sea wolf, which should be a handful for any party.

However, on a more serious note, this book brings gaming to a new level by allowing backgrounds to intrinsically change the basics of the character class. Native cultures based on regional considerations and technology levels allowed character to gain nifty-neato benefits by using weaponry that is more primitive. Heck, the chance to clobber someone with a bone club is rather appealing after a long day of writing.

Many of the concepts and prestige classes reflect the barbarian's knack for chaotic gaming. They buck the system. They tick off the paladin. They send wizards fleeing toward the privies for a change of small clothes. The wizard slayer restores some of the old flavour of First Edition. To be fair and allow equal opportunity haters, there are barbarians who hate psions and clerics about as much as they do wizards. The master of the hunt and the horse nomad underscore the barbarian's symbiotic relationship with the natural world. For the really depraved, I designed the fetish warrior and the scavenger.

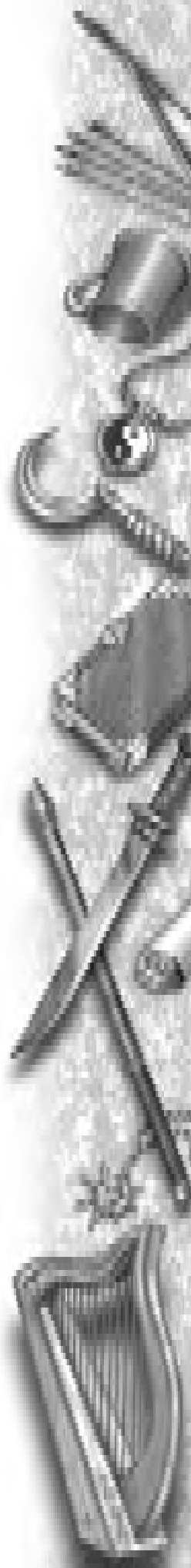
Tricks of the trade and the chapter on survival restore all sorts of cool abilities barbarians can employ to make the most of the natural world. Tricks of the trade functioned on ways barbarians could use existing skills and abilities in new and cool ways. Survival on the other hand, while primarily geared towards this class, it presents some much-needed expansions to the overlooked issue of wilderness adventuring.

Hordes establish barbarians as the leaders of nastiness, by allowing them the ability to ransack towns and pull together capable fighting forces in a matter of relatively little time. Furthermore, their followers are just simply better. I do not think any fighter will laugh when they see this line of warriors on the hill.

Probably my favourite chapter of them all is the tools of the trade chapter. It gave me a chance to highlight what is doable with armour for the benefit of all classes. By introducing a new component to armour, barbarian characters can make the most of what they wear. In addition, the sections on variant materials for weapons and armours hugely expand on the existing weaponry in more ways than imaginable. There is something somewhat cool about having the stats on a suit of peerless full-plate armour.

In all, I am really pleased with the outcome of this book. As this is my second book in the Collector's Series, I feel like I have had a chance to contribute to the canon of gaming. In conclusion, I want to thank Matthew Sprange for taking a chance on a nobody (twice!), my wife and the rest of the Sunday-nighters (both past and present) and finally to a dragon-brother who knows all about this Vignar fellow.

Robert J Schwalb



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The Quintessential Barbarian



CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 CHARACTER CONCEPT _____ REGIONAL CONCEPT _____
 SUBRACE _____ ALIGNMENT _____
 PATRON DEITY / RELIGION _____
 PLACE OF ORIGIN _____ FIGHTING STYLE _____

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

SUB DMG	
HIT DIE	
RAGE/DAY	
DAMAGE REDUCTION	

ARMOUR

◯ = 10 +
 CLASS

ARMOUR

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

MAX RANKS = LVL +3 (2)
 CROSS CLASS ABILITY TOTAL ABILITY RANKS MISC

	CROSS CLASS	KEY ABILITY	TOTAL ABILITY RANKS	MISC
ALCHEMY	Y / N	INT		
ANIMAL EMPATHY	Y / N	CHA		
APPRAISE □	Y / N	INT		
BALANCE □	Y / N	DEX *		
BLUFF □	Y / N	CHA		
CLIMB □	Y / N	STR *		
CONCENTRATION □	Y / N	CON		
CRAFT □ ()	Y / N	INT		
CRAFT □ ()	Y / N	INT		
CRAFT □ ()	Y / N	INT		
DECIPHER SCRIPT	Y / N	INT		
DIPLOMACY □	Y / N	CHA		
DISABLE DEVICE	Y / N	INT		
DISGUISE □	Y / N	CHA		
ESCAPE ARTIST □	Y / N	DEX *		
FORGERY □	Y / N	INT		
GATHER INFORMATION □	Y / N	CHA		
HANDLE ANIMAL	Y / N	CHA		
HEAL □	Y / N	WIS		
HIDE □	Y / N	DEX *		
INNUENDO	Y / N	WIS		
INTIMIDATE □	Y / N	CHA		
INTUIT DIRECTION	Y / N	WIS		
JUMP □	Y / N	STR *		
KNOWLEDGE ()	Y / N	INT		
KNOWLEDGE ()	Y / N	INT		
KNOWLEDGE ()	Y / N	INT		
KNOWLEDGE ()	Y / N	INT		
LISTEN □	Y / N	WIS		
MOVE SILENTLY	Y / N	DEX *		
OPEN LOCK	Y / N	DEX		
PERFORM ()	Y / N	CHA		
PICK POCKET	Y / N	DEX *		
PROFESSION ()	Y / N	WIS		
READ LIPS	Y / N	INT		
RIDE □	Y / N	DEX		
SCRY □	Y / N	INT		
SEARCH □	Y / N	INT		
SENSE MOTIVE □	Y / N	WIS		
SPELLCRAFT	Y / N	INT		
SPOT □	Y / N	WIS		
SWIM □	Y / N	STR □		
TUMBLE	Y / N	DEX *		
USE MAGIC DEVICE	Y / N	CHA		
USE ROPE □	Y / N	DEX		
WILDERNESS LORE □	Y / N	WIS		
	Y / N			

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC
INITIATIVE (DEX)					
MELEE (STR)					
RANGED (DEX)					

AC WHEN FLATFOOTED
 TOUCH ATTACKS
 MISS CHANCE
 MAX DROPPUS
 ARMOUR CHECK PENALTY
 ARCANE SPELL FAILURE
 SPELL RESISTANCE

WEAPON AND ARMOUR PROFICIENCIES

--

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

□ CAN BE USED WITH 0 RANKS. * ARMOUR CHECK PENALTY APPLIES. □ -1 PER 5 LBS OF EQUIPMENT

EQUIPMENT

FEATS

ITEM	LOCATION	WT	ITEM	LOCA
CURRENT LOAD		TOTAL WEIGHT CARRIED		

NAME	EFFECT

CLASS/RACIAL ABILITIES

ABILITY	EFFECT

MOVEMENT / LIFTING

MONEY & GEMS

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x 3)		Day Walk	
Run (x4)		Special	
Load	Weight Carried	Max Dex	Chk Pen Run
Light		-	- -
Medium			+3
-3	x4		

CP -	
SP -	
GP -	
PP -	
GEMS -	

LIFT OVER HEAD
= MAX LOAD

LIFT OFF GROUND
= 2 X MAX LOAD

PUSH OR DRAG
= 5 X

LANGUAGES

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

HEAL RATE PER DAY

REGIONAL BENEFITS

MAGIC ITEMS

WEAPON CONVERSION FOR ARMOUR

MOUNT

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA		
NOTES																

HENCHMEN AND MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA		
NOTES																
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA		
NOTES																

PHYSICAL APPEARANCE SEX SIZE HAIR	AGE	
	HEIGHT	
	WEIGHT	

QUOTE / FAVOURITE SAYING

HORDE

PERSONALITY AND CHARACTER

ENEMIES, ALLIES, PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

TRAINED ANIMALS														
TYPE	HD	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA	TRAINING SLOTS	TRICKS AND ATTITUDES

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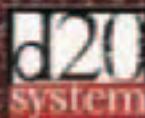
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