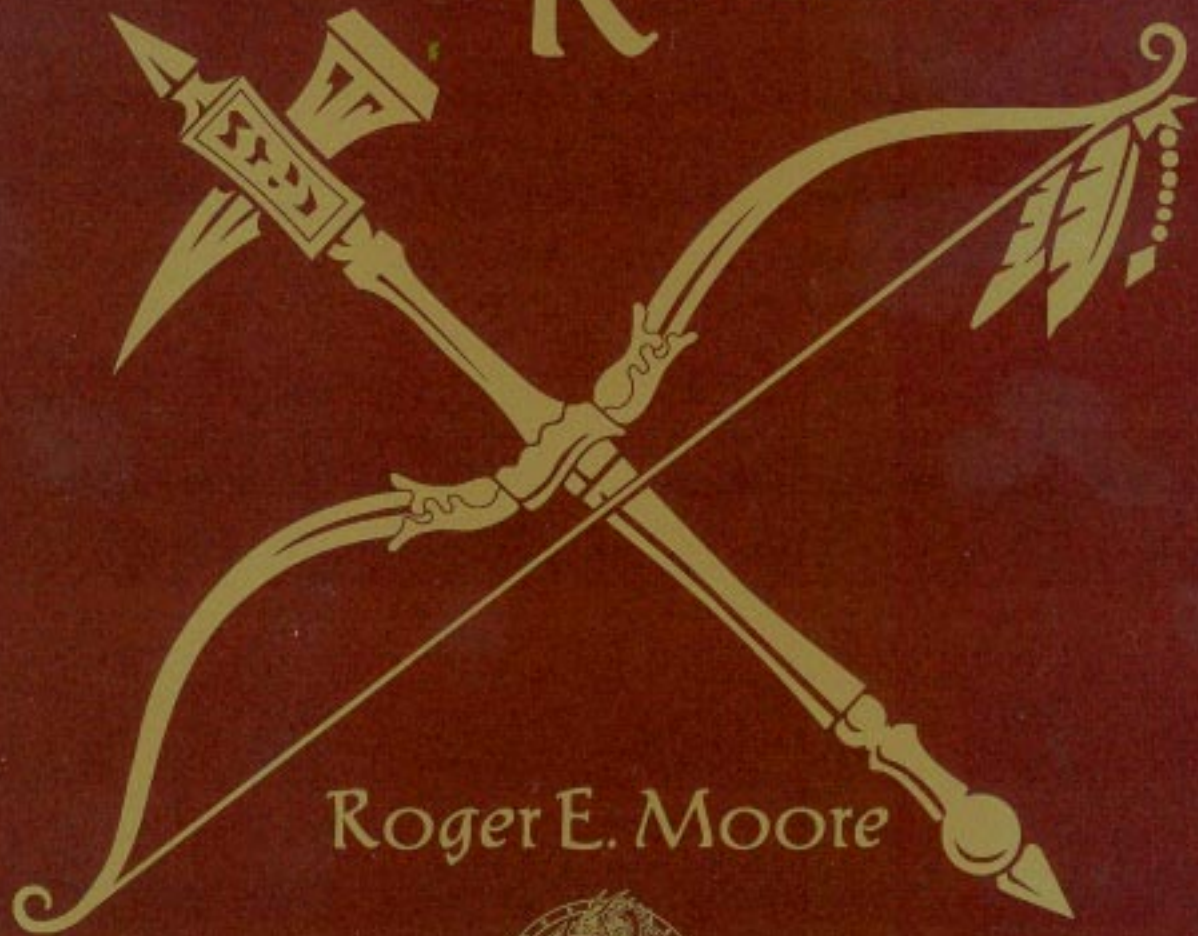


Advanced Dungeons & Dragons®



Accessory

Demihumans of the Realms



Roger E. Moore



Advanced
Dungeons & Dragons®



Demihumans of The Realms

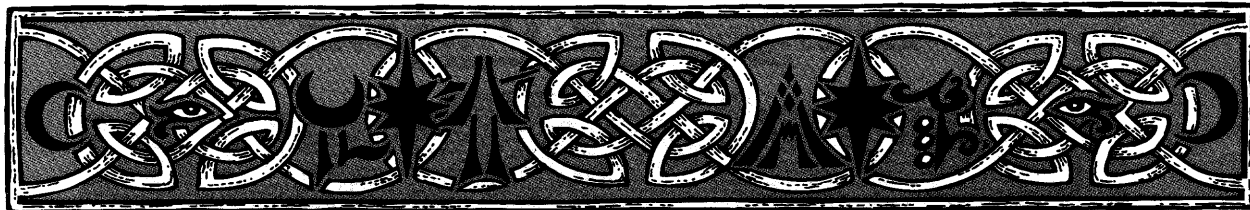
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CONTENTS

Introduction	3
Demihuman Races of Faerûn.....	.5
Using This Book	10
Acrobat, Festival.....	15
Advisor, Imperial Fleet.....	17
Artificer, Gnome.....	19
Barbarian, Arctic Dwarf.....	22
Barbarian, Jungle Dwarf.....	25
Barbarian, Lythari.....	27
Barbarian, Wild Elf.....	29
Beggar, Professional.....	31
Cat Burglar.....	33
Explorer, Winged Elf.....	35
Exile, Gray Dwarf.....	37
Forester.....	40
Giant Killer.....	42
Gladiator, Fugitive Hillsfar.....	45
Hound Master.....	47
Ironsmith, Wandering.....	50
Lorefinder.....	52
Manhunter.....	54
Mariner of Evermeet.....	57
Marshal, Halfling.....	59
Merchant, Sea Elf.....	61
Merchant, Underdark.....	64
Mountebank.....	67
Orcslayer.....	69
Peasant Hero.....	72
Pestkiller.....	74
Prospector.....	77
Runaway, Dambraii.....	79
Scholar.....	81
Scout.....	83
Slave, Fugitive.....	85
Smuggler.....	87
Thug, Waterdeep.....	90
Tunnelrat.....	92
Zurchin.....	95

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*The day shall not be up so soon as I,
To try the fair adventure of tomorrow.*
— William Shakespeare, *King John*

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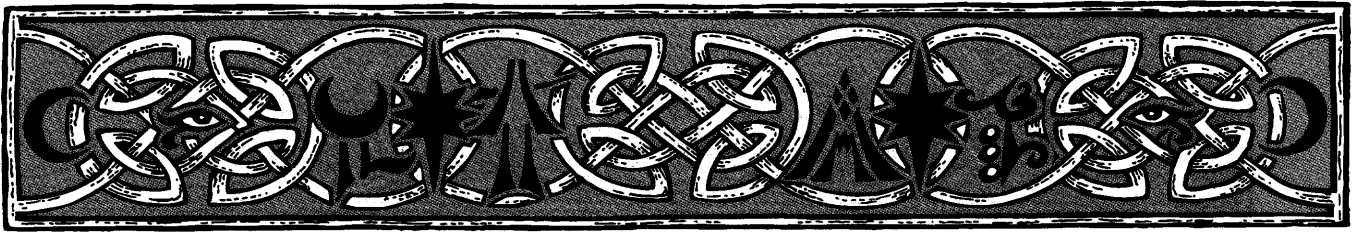
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Introduction

A hero must move.

—Cormyrean proverb

It seem to me that there is a direct relation between the amount of time a person spends traveling and just how much that person truly understands about the world, not to mention the degree of that person's fame and power. With sincerest apologies to my parents, I cannot think of a single worthwhile individual of any sort who never left home.

—Binbollar Clambake, halfling merchant of Luiren

Demihumans of the Realms is similar to two previous FORGOTTEN REALMS® game accessories that described character kits of Faerûn. In these two earlier works, *Wizards and Rogues of the Realms* and *Warriors and Priests of the Realms*, the Warrior, Rogue, and Wizard kits were primarily for human characters and were categorized by geography (Waterdeep, Cormyr, the Dales, Moonsea, etc.). The Priest kits were based upon the deities worshiped, one kit per Faerûnian god but again were primarily for human characters.

This work offers new Warrior (fighter and ranger), Rogue (thief), and Wizard (mage and specialist wizard) kits for Faerûnian demihumans: elves, half-elves, dwarves, gnomes, and halflings. Kits for demihumans from Maztica, Zakhara, or Kara-Tur are not covered.

Demihuman Deities (9585) covers the gods of the demihumans, along with the appropriate Priest kits, so no Priest kits appear here for demihuman clerics or druids. (In the Realms, wild elves as well as any sort of half-elf can become druids.) Religious training, beliefs, and behaviors supersede regional, cultural, and racial characteristics in most cases.

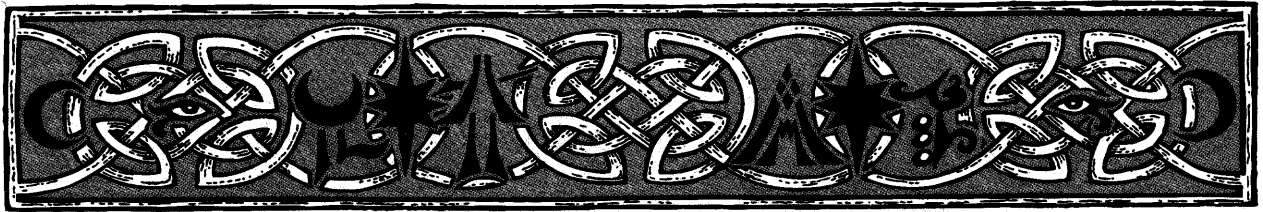
Many character kits allowed for use by demihumans of the Realms are detailed in other works and are not covered here. The reader is encouraged to look for *Wizards and Rogues of the Realms*, *Warriors and Priests of the Realms*, *The Complete Book of Elves*, *Elves of Evermeet*, *The Complete Book of Gnomes & Halflings*, and *The Complete Book of Dwarves* for important examples. In addition, many of the kits appearing in other volumes in the Complete Handbook series and the *PLAYER'S OPTION® Skills & Powers* book are useful for Faerûnian demihumans—for example, elves and half-elves could use many of the kits from *The Complete Ranger's Handbook*, and half-elves could use *The Complete Bard's Handbook*.

The kits presented in this book simultaneously incorporate cultural, racial, and occupational elements. Some are very specialized and can be used by only one race, and by only those individuals likely to be found outside their homelands. Still, these kits fill major functions in the workings of the Realms.

Demihumans of the Realms often do not have greatly differing powers or abilities within each specific occupation. A wayfaring halfling merchant from Luiren is much like a wayfaring halfling merchant from Tethyr, except for particulars of their dress, personalities, beliefs, and cultural habits. The player should look up details to make each character more authentic and add a true personality to a hero with a kit—something game mechanics and guidelines cannot do—for example, what were the hero's family and childhood like? What are his beliefs, goals, and motivations? What does he love, fear, and hate? What does he think of the world?

Some kits here are altered versions of published generic kits. Changes were made to merge very similar kits, tone down overpowered kits, and most importantly to make





them specific to the Realms and give characters reasons to adventure widely. For example, the halfling sheriff from *The Complete Book of Gnomes & Halflings* is good for a halfling homeland campaign, but the halfling marshal herein wanders the whole of Faerûn as part of his job. The pestkiller kit here merges the vermin slayer and pest controller kits from *The Complete Book of Dwarves* and adds new material to boot. And a wide assortment of barbarians and merchants tailored to fit unusual races and their cultures appear to bring more unusual demihumans into regular campaigning.

Proficiencies from many sources were used, their origins noted in parentheses. The option is offered to use either the nonweapon proficiencies system or the secondary skills system, as per the *Player's Handbook (PHB)*. If proficiencies are used, the number of languages normally granted to a character for Intelligence (*PHB*, Table 4) should be taken as bonus nonweapon slots instead.

Minor modifications of previous guidelines regarding kits are used here. The following two points are very important regarding the kits described in this book.

- A multiclassed character may have only one kit, which can be applied to only one of the character's classes. Thus, a fighter/thief may use either a fighter kit or a thief kit but not both. Certain kits may be applied to several different classes; for example, the bandit kit can be used with either the fighter or thief class but not both classes in the same character, as with a halfling fighter/thief.
- A specialist wizard cannot be multiclassed, except in the case of a gnome illusionist. A gnome illusionist can mix his magic use with either the fighter, thief, or cleric class.



Demihuman Races of Faerûn

The following sections set out basic facts on the demihuman types, common and rare, known in the Realms. This material should be used during the process of character generation (*PHB*, chapter 2). Each player can choose a homeland and deity for his character and is not restricted solely to those mentioned here; these are merely the major demihuman homelands and deities of Faerûn. "Initial languages" does not mean that a 1st-level character starts off knowing all of the tongues given; this is the list from which a player can choose spoken languages for his character, given the character's Intelligence (*PHB*, Table 4) or nonweapon proficiencies allotted to language knowledge. The Dungeon Master may add or remove languages from this list, depending on campaign circumstances and the other languages spoken near the character's homeland.

The DM may grant 1-2 bonus nonweapon proficiencies in reading/writing to a character, applied to Common and the character's racial language (Dethek for dwarves and Espruar for elves), but further knowledge of a written language should be paid for in regular proficiency slots. An exception here is for gnome illusionists, who automatically gain knowledge of Ruathlek, the secret magical script of Faerûnian illusionists. Only researchers and very long-lived races know Thorass (Auld Common). Details on these and other Faerûnian languages are found on pages 24-26 in *A Grand Tour of the Realms*, the booklet from the 1993 *FORGOTTEN REALMS* boxed set.

Gold (High, Sunrise) Elf

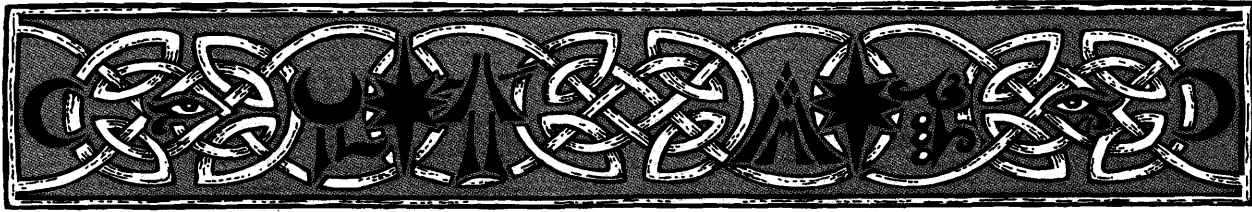
(Ar'Tel'Quessir)

Major Homelands: Evermeet, with a minority in Cormanthor (Elven Court only) and Everseska.

Allowed Classes: cleric, fighter, ranger, mage, diviner, enchanter, thief (very rare).

Multiclass Combinations: fighter/mage, fighter/thief, mage/thief, fighter/mage/thief.

Initial Languages: Elvish, Common, Thorass, Sea Elvish (Evermeet), sylvan creature languages (for example, Centaur, Dryad, Giant Eagle, Pegasus, Satyr, Sprite, Treant, Unicorn), allied demihuman languages (for example, Dwarvish, Gnome, Halfling), Auld Wyrnish, certain dragon tongues (gold, silver, bronze). The languages of evil beings (giants, humanoids, etc.) are very unlikely to be known without good reason.



Major Deities: Corellon Larethian and the Seldarine (*Demihuman Deities; Monster Mythology; Elves of Evermeet*).

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms; Elves of Evermeet; The Complete Book of Elves* (Faerûnian gold elves are much like high elves in appearance and gray elves in personality); *Demihuman Deities*; Elaine Cunningham's novels *Elfshadow, Elfsong, and Silver Shadows*.

Moon (Gray, Silver) Elf

(Teu'Tel'Quessir)

Major Homelands: Evermeet, Evereska (and Halfway Inn), Greycloak Hills (Greyhome), and scattered human cities such as Balduur's Gate, Neverwinter, Silvermoon, Waterdeep, and Gildenglade and Xorhun in Turmish.

Allowed Classes: cleric, fighter, ranger, thief, mage, wizard.

Multiclass Combinations: fighter/mage, fighter/thief, mage/thief, fighter/mage/thief.

Initial Languages: Elvish, Common, Thorass, Sea Elvish (Evermeet), sylvan creature languages (for example, Centaur, Dryad, Giant Eagle, Pegasus, Satyr, Sprite, Treant, Unicorn), allied demihuman languages (for example, Dwarvish, Gnome, Halfling), giant and humanoid tongues spoken near homeland. Dragon and other "monster" languages are very unlikely to be known.

Major Deities: Corellon Larethian and the Seldarine (*Demihuman Deities; Monster Mythology; Elves of Evermeet*).

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms; Elves of Evermeet; The Complete Book of Elves* (Faerûnian moon elves are much like gray elves in appearance and high elves in personality); *Demihuman Deities; Volo's Guide to the Sword Coast* (Evereska, Greycloak Hills, Halfway Inn); Elaine Cunningham's novels *Elfshadow, Elfsong, and Silver Shadows*.

Wild (Forest, Savage, Green, Wood, Sylvan) Elf

(Sy'Tel'Quessir)

Major Homelands: Many old, isolated woodlands, particularly in Cormanthor/Elven Wood (Tangled Trees), Greycloak Hills, Deepingdale (Dalelands), High Forest, Tethyr, Evermeet, and Gildenglade and Xorhun in Turmish.

Allowed Classes: cleric, druid, fighter, ranger, thief, mage, wizard.

Multiclass Combinations: fighter/mage, fighter/thief, mage/thief, fighter/mage/thief.

Initial Languages: Elvish, Common, sylvan creature languages (for example, Centaur, Dryad, Giant Eagle, Pegasus, Satyr, Sprite, Treant, Unicorn), allied demihuman languages (for example, Dwarvish, Gnome, Halfling), giant and humanoid tongues spoken near homeland. Other languages are very unlikely to be known.

Major Deities: Corellon Larethian and the Seldarine (*Demihuman Deities; Monster Mythology; Elves of Evermeet*); also, Rillifane Rallathil, *DRAGON*® Magazine issue 191, page 22+.

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms; Elves of Evermeet; The Complete Book of Elves* (Faerûnian wild elves are much like sylvan elves); *Demihuman Deities; Volo's Guide to the Sword Coast* (Greycloak Hills, Halfway Inn); *Volo's Guide to the Dalelands* (Deepingdale, The High Dale: the Dancing Place); The North boxed set, The Wilderness and The Cities booklets; Elaine Cunningham's novels *Elfshadow, Elfsong, and Silver Shadows*.

Sea (Aquatic, Water) Elf

(Alu'Tel'Quessir)

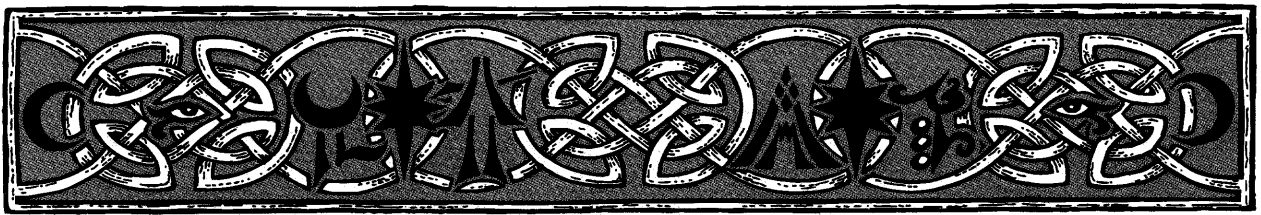
Major Homelands: Many nomadic groups widely scattered through open saltwater seas. The largest settled regions is the Coral Kingdom in the Great Sea (Trackless Sea). A major sea elf city between the Coral Kingdom and Evermeet is called Iumathiashae ("Mother of Oceans"). Many sea elf colonies also lie off the coast of Tethyr. Some sea elves now inhabit the Sea of Fallen Stars.

Many sea elves near Evermeet were once gold or moon elves who were changed into sea elves to escape drowning. They are identical to normal Great Sea elves, but they are the only sea elves able to become mages or specialist wizards.

Allowed Classes: cleric, fighter, mage (Inner Sea or near Evermeet only), specialist wizard (near Evermeet only).

Multiclass Combinations: fighter/mage (near Evermeet only).

Initial Languages: Sea Elvish, Elvish, Common, oceanic languages (for example, Dragon Turtle, Koalinth, Locathah, Merman, Sahuagin, Triton) or "Fallen Stars" tongues (for example, Kuo-Toan, Lizard Man, Locathah, Nymph, Sahuagin, Selkie, Triton). Other languages are very unlikely to be known. Certain sea creatures have languages that cannot be heard or



articulated (for example, Dolphin, Whale), but these creatures might hear and understand sea elf languages.

Major Deities: Deep Sashelas (*Demihuman Deities; Demihuman Deities; Monster Mythology, Elves of Evermeet*).

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms; Elves of Evermeet; The Complete Book of Elves; MONSTROUS MANUAL™* tome, "Elf, Aquatic"; *Demihuman Deities*; Douglas Niles' novel, *The Coral Kingdom*; Elaine Cunningham's novel, *Silver Shadows*.

Dark (Drow, Night) Elf

Major Homelands: Drow inhabit many Underdark regions and hold the following major "undercities": Menzoberranzan (in the North), Eryndlyn (under the High Moor), Sshamath (under the Far Hills), and Llurth Dreier (under the Shaar). Small drow communities lie under Tethyr, Amn, Waterdeep (Undermountain and Skullport), and elsewhere. Good-aligned drow are reported in the North around Silvermoon, in the Dales and Cormanthor, in the Forest of Tethir, in Waterdeep, and elsewhere.

Allowed Classes: cleric, fighter, ranger, thief, mage, specialist wizard (diviner, enchanter).

Multiclass Combinations: fighter/mage, fighter/thief, mage/thief, fighter/mage/thief.

Initial Languages: Drow Elvish, "Silent Speech" (sign language), Undercommon, Common, Underdark languages (for example, Beholder, Dwarvish, Jermlaine, Kuo-Toan, Otyugh, Troglodyte), any humanoid language. Surface languages can be learned from captives or slaves. Orcs are common in the North but are very rarely seen in the South; drow from Llurth Dreier would thus know Goblin but not Orc. Good-aligned drow not born in the Underdark may select languages known to moon elves.

Major Deities: Lolth, Eilistraee, Ghaunadaur, Vhaeraun, and others (*Demihuman Deities; Monster Mythology*, pages 59, 62-64; *Drow of the Underdark*, pages 20-45).

References: *Elves of Evermeet*; 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms; The Complete Book of Elves; MONSTROUS MANUAL* tome, "Elf, Drow"; *The Drow of the Underdark; MENZOBERRANZAN®* boxed set; *Monster Mythology; Demihuman Deities; Heroes' Lorebook* (Drizzt Do'Urden, Liriel Baenre, Qilué Veladorn); R. A. Salvatore's *Icwind Dale* novel trilogy, *Dark Elf* novel trilogy, *The Legacy, Starless Night*, and *Siege of Darkness*; Elaine Cunningham's novel *Daughter of the Drow*.

Half-Elf

(Cha'Tel'Quessir)

Major Homelands: See the following. No half-elves can live on Evermeet, though some can visit there briefly. The information below on the frequency of different types of half-elves is an update of material in *A Grand Tour of the Realms*, page 12, from the 1993 *FORGOTTEN REALMS* boxed set.

- *Half-Gold Elf:* Very rare; a handful live in Cormanthor near the Elven Court.
- *Half-Moon Elf:* Common; individuals are widespread across Faerûn, especially in cosmopolitan places where humans and moon elves meet regularly (for example, Everlund, Neverwinter, Silvermoon, Sundabar, and Waterdeep in the North, and Baldur's Gate and Berdusk in the Sword Coast). The presence of half-moon elves is more a testimony to the wanderlust of moon elves than of humans.
- *Half-Wild Elf:* Uncommon; many appear in Aglarond's Yuirwood and the coastal city of Urve, and some are from Deepingdale, Cormanthor's Tangled Trees community, the Forest of Tethir, Elventree and Elmwood along the southern Moonsea coast, and various forests and small towns in the North (for example, Everlund and Loudwater), the Sword Coast (Baldur's Gate and Daggerford), and Turmish (Gildenglade and Xorhun).
- *Half-Drow Elf:* Varies; nearly 15% of the entire population of small, isolationist Dambrath in the Shining South is of this type, but individuals elsewhere are extremely rare.
- *Half-Sea Elf:* Very rare; most of these come from western shore communities of Waterdeep, the Sword Coast, Tethyr, Amn, Calimshan, the Moonshaes, and Lantan; extremely few are known around the Sea of Fallen Stars.

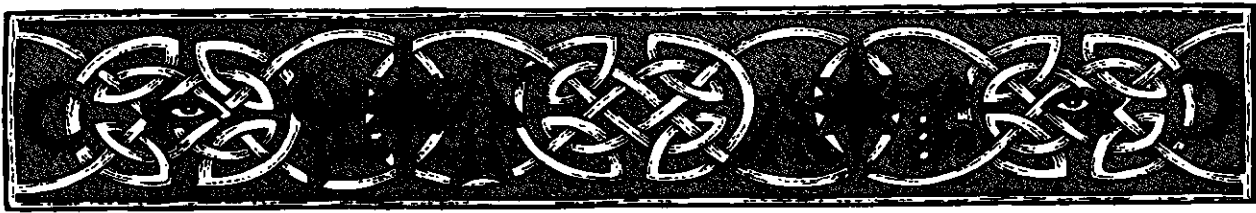
Allowed Classes: cleric, druid, fighter, ranger, thief, bard, mage, wizard.

Multiclass Combinations: fighter/cleric, fighter/thief, fighter/druid, fighter/mage, cleric/ranger, cleric/mage, thief/mage, fighter/mage/cleric, fighter/mage/thief.

Initial Languages: Elvish, Common, and any languages known to the elf and human parents (listed by DM, selected by player per usual rules).

Major Deities: Any possible, particularly the deities worshiped by the elf and human parents.

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms; The Complete Book of Elves; Demihuman Deities; Volo's Guide to the Dalelands* (Deep-



ingdale); *Spellbound* boxed set, Campaign Guide (Yuirwood in Aglarond); The Shining South, "Dambrath."

Lythari (lycanthrope elf, werewolf elf)

(Lythari)

Major Homelands: Known only in Evermeet forests, Forest of Tethir, and the North; extremely rare.

Allowed Classes: cleric, fighter.

Multiclass Combinations: fighter/cleric.

Initial Languages: Elvish, Common, all forms of wolf communication (howls, barks, smell, etc.), and sylvan creature languages (for example, Centaur, Dryad, Giant Eagle, Pegasus, Satyr, Sprite, Treant, Unicorn). No other languages are initially known.

Major Deities: Rillifane Rallathil and other wilderness Seldarine (*Demihuman Deities*; *DRAGON Magazine* issue 191, page 22+; *Monster Mythology*; *Elves of Evermeet*). All references in *Elves of Evermeet* to the worship of Oberon and Titania of the Seelie Court should be disregarded. These gods are not Faerûnian deities.

References: *Elves of Evermeet*.

Winged Elf

(Avariel)

Major Homelands: Known only from Sossal's Mt. Sundabar, east of the Great Glacier; extremely rare.

Allowed Classes: cleric, fighter, mage.

Multiclass Combinations: fighter/cleric, fighter/mage, cleric/mage, fighter/cleric/mage.

Initial Languages: Elvish, Common, "Avian" (all forms of avian communication: cries, songs, posture, etc.). No other languages are initially known.

Major Deities: Aerdrie Faenya (*Demihuman Deities*; *Monster Mythology*).

References: *The Complete Book of Elves*; *MONSTROUS COMPENDIUM® Annual, Volume Two*, "Elf, Winged"; *Elves of Evermeet*. *DRAGON Magazine*, issue 233, "On Wings of Eagles," pages 14-22.

Wildspace (Imperial Fleet) Elf

Major Homelands: A few Imperial Fleet officers, as advisors and observers, are in Evermeet and Evereska, with a minor presence in Cormanthor (Elven Court).

Allowed Classes: cleric, fighter, ranger, thief, mage, wizard.

Multiclass Combinations: fighter/mage, fighter/thief, mage/thief, fighter/mage/thief.

Initial Languages: Elvish (Faerûnian but with much slang, jargon and borrowed words widely used by the Imperial Fleet in Realmspace), Common (Faerûnian), and

other languages common in Realmspace, for example, High Shou, Dwarvish (wildspace), Neogi, Anadian Halfling, Coliar Aarakocra, Coliar Lizard Man, Karpri Sea Elvish, H'Catha Beholder (various tongues), Scro (after Second Unhuman War). Languages spoken in other crystal spheres can be learned at the DM's option, including non-Faerûnian common and demihuman racial tongues.

Major Deities: Corellon Larethian and Seldarine, possibly worshiped as a polyglot faith (see *SPELLJAMMER®: AD&D® Adventures in Space* boxed set, *Concordance of Arcane Space*; *Demihuman Deities*).

References: *SPELLJAMMER: AD&D Adventures in Space* boxed set; *War Captain's Companion* boxed set; *Complete Spacefarer's Handbook*; *Rock of Bral*; *DRAGON Magazine Annual 1*, page 44+, "Campaign Classics."

Shield (Mountain, Northern) Dwarf

Major Homelands: Primarily in the North (Citadel Adbar, Deadsnows, Felbarr (ex-Citadel of Many Arrows), Fireshear, Ironmaster, Mirabar, Mithril Hall, etc.) but scattered across most of Faerûn (for example, Ironfang in Turmish, Galena Mountains in Vaasa and Damara, Glen in Mistedale, mountains in the Shining South). Most major human cities have shield dwarf populations (for example, Silverymoon, Waterdeep). Note the important distinction between the Hidden and Wanderer shield dwarves (*Dwarves Deep*, page 7); shield dwarf characters in this book are all assumed to be Wanderers, as the Hidden so rarely get out.

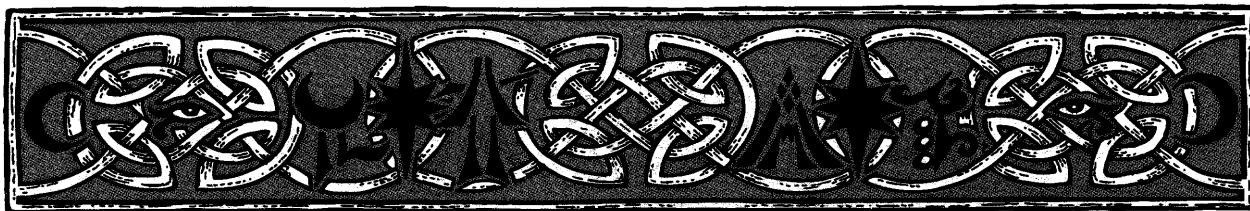
Allowed Classes: cleric, fighter, thief.

Multiclass Combinations: fighter/thief, fighter/cleric.

Initial Languages: Dwarvish, Common, allied demihuman languages (for example, Elvish, Gnome, Halfling), giant and humanoid tongues (especially Orc) spoken near homelands. Dragon and other "monster" languages are very unlikely to be known. However, certain Underdark languages are possible (for example, Undercommon, Drow Elvish, Drow "Silent Speech," Beholder, Jermlaine, Kuo-Toan, Otyugh, Troglodyte).

Major Deities: Moradin's pantheon and local deities (*Demihuman Deities*; *Monster Mythology*, *Dwarves Deep*).

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms*; *MONSTROUS MANUAL* tome, "Dwarf"; *The Complete Book of Dwarves* (shield dwarves are much like mountain dwarves); *Dwarves Deep*; *Demihuman Deities*; *Volo's Guide to the North*; *Volo's Guide to the Dalelands*, "Mistedale: Glen"; *The North* boxed set, *The Wilderness* and *The Cities* booklets.



Gold (Hill, Southern) Dwarf

Major Homelands: Great Rift region.

Allowed Classes: cleric, fighter, thief.

Multiclass Combinations: fighter/cleric, fighter/thief.

Initial Languages: Dwarvish, Common, Gnome, Undercommon, some humanoid tongues (not Orc, but Goblin is okay), and Underdark languages (for example, Drow Elvish, Drow "Silent Speech," Beholder, Jermlaine, Kuo-Toan, Otyugh, Troglodyte).

Major Deities: Moradin's pantheon and local deities (*Demihuman Deities*; *Monster Mythology*, *Dwarves Deep*).

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms*; *MONSTROUS MANUAL* tome, "Dwarf"; *The Complete Book of Dwarves* (gold dwarves are much like hill dwarves); *Dwarves Deep*; *Demihuman Deities*.

Gray (Deep, Duergar) Dwarf

(Duergar)

Major Homelands: Scattered cities in deep regions of the Underdark, particularly common in the ruins of Deep Shanatar (under Calimshan and Tethyr), in the Galena Mountains near Vaasa and Damara, below the North, and in Underspires, a city below Turmish hanging from a rift ceiling. Duergar sometimes raid the surface world at night or on cloudy days.

Allowed Classes: cleric, fighter, thief.

Multiclass Combinations: cleric/fighter, cleric/thief, fighter/thief.

Initial Languages: Dwarvish, Undercommon, Common, and Underdark languages (for example, Drow Elvish, Drow "Silent Speech," Beholder, Jermlaine, Kuo-Toan, Otyugh, Troglodyte).

Major Deities: Laduguer (*Demihuman Deities*; *Monster Mythology*) and Deep Duerra (*Demihuman Deities*; *POLYHEDRON*® *Newszine* issue 110, page 4), a local minor deity.

Major references: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realm*

s; *MONSTROUS MANUAL* tome, "Dwarf: Duergar"; *The Bloodstone Lands*; *Dwarves Deep*; *Demihuman Deities*; *Monster Mythology*; R. A. Salvatore's novel *Streams of Silver*; *POLYHEDRON Newszine* issue 110.

Jungle (Wild Chultan) Dwarf

(dur Authalar)

Major Homelands: Chult's jungles.

Allowed Classes: cleric, fighter.

Multiclass Combinations: fighter/cleric.

Initial Languages: Wild Dwarvish (clicking, trilling speech), Dwarvish, pigeon Common.

Major Deities: Thard Harr (*Demihuman Deities*; *Dwarves Deep*).

Major references: *The Jungles of Chult*; *Dwarves Deep*; *Demihuman Deities*; *MONSTROUS COMPENDIUM Annual, Volume Two*, "Dwarf, Wild." Jungle dwarves are more often called wild dwarves; they are renamed here to avoid confusion with wild elves.

Arctic (Great Glacier) Dwarf

(Innugaalikurit)

Major Homelands: The mountainous central Novularond region of the Great Glacier.

Allowed Classes: fighter, ranger, thief.

Multiclass Combinations: fighter/thief.

Initial Languages: Ulutiun, White Dragon, Frost Giant, Yeti, Selkie, poor Common. Dwarvish and Dethk runes are unknown to arctic dwarves.

Major Deities: None. Arctic dwarves bitterly reject the worship of all deities.

References: *The Great Glacier*; *MONSTROUS COMPENDIUM Annual, Volume Three*, "Dwarf, Arctic." (Note that the racial name is misspelled as "Inugaalikurit" in some places.)

Hairfeet (Luiren) Halfling

Major Homelands: In and around Luiren, scattered throughout the Shining South just south of the Shaar; in the Purple Hills of Tethyr; eastern Amn (where the ancient halfling kingdom of Meiritin lay); and widely scattered in human cities throughout the North (particularly Everlund, Silverymoon, and Waterdeep), the Sword Coast (Baldur's Gate, Berdusk, Secomber), eastern Aglarond, Chessenta, Turmish, and northern Damara (Waukeshire). They prefer temperate plains, hills, or forested regions. North of Luiren, they are quite often found near human communities.

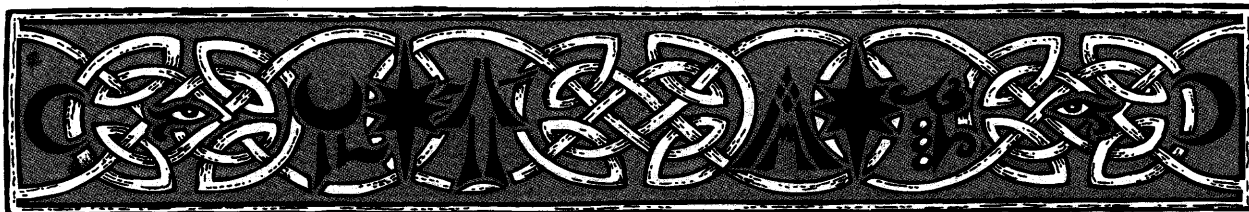
Allowed Classes: cleric, fighter, thief.

Multiclass Combinations: fighter/thief.

Initial Languages: Halfling, Common, allied demihuman languages (for example, Dwarvish, Elvish, Gnome), sylvan creature languages (for example, Brownie, Pixie, Satyr, Sprite). Languages of evil beings (giants, humanoids, etc.) are unlikely to be known.

Major Deities: Yondalla's pantheon (*Demihuman Deities*; *Monster Mythology*).

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms*; *Lands of Intrigue* boxed set,



Books One and Two; *The Shining South*; *Demihuman Deities*.

Stout Halfling

Major Homelands: Any temperate hilly region from Waterdeep south to the Shaar. Stout halfling populations are often mixed in with hairfeet halfling populations.

Allowed Classes: cleric, fighter, thief.

Multiclass Combinations: fighter/thief.

Initial Languages: Halfling, Common, allied demihuman languages (for example, Dwarvish, Elvish, Gnome). Languages of evil beings (giants, humanoids, etc.) are unlikely to be known.

Major Deities: Yondalla's pantheon (*Demihuman Deities*; *Monster Mythology*).

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms*; *Demihuman Deities*.

Tallfellow Halfling

Major Homelands: Cormanthor, southern Damara (Halfling Downs), High Forest, Silverymoon, Waterdeep. Tallfellow halflings prefer temperate forests and are often mixed in with hairfeet halfling societies.

Allowed Classes: cleric, fighter, thief

Multiclass Combinations: fighter/thief

Initial Languages: Halfling, Common, allied demihuman languages (for example, Dwarvish, Elvish, Gnome), sylvan creature languages (for example, Brownie, Pixie, Satyr, Sprite). Languages of evil beings (giants, humanoids, etc.) are unlikely to be known.

Major Deities: Yondalla's pantheon (*Demihuman Deities*; *Monster Mythology*).

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms*; *The Bloodstone Lands*; *Demihuman Deities*.

Rock Gnome

Major Homelands: Widely scattered communities in forests, hills, and rough terrain but becoming more common south of the Savage North. Notable towns and strongholds exist in Tethyr (near the cities of Myratma and Saradush), Amn (Quarrelshigh), Waterdeep, Silverymoon, the Sword Coast (Baldur's Gate, Berdusk, Hardbuckler), Turmish (Xorhun), Moonsea (Melvaunt), Lantan, and the Great Rift (working for gold dwarves as servants).

Allowed Classes: cleric, fighter, thief, specialist wizard (illusionist only).

Multiclass Combinations: cleric/fighter, cleric/thief, cleric/illusionist, fighter/thief, fighter/illusionist, thief/illusionist.

Initial Languages: Gnome, Common, Burrowers' Squeak (common speech of burrowing mammals), allied demihuman languages (for example, Dwarvish, Elvish, Halfling), sylvan creature languages (for example, Brownie, Pixie, Satyr, Sprite). Languages of small evil humanoids (for example, kobolds, goblins) might be known.

Major Deities: Garl Glittergold's pantheon (*Demihuman Deities*; *Monster Mythology*), particularly Garl himself.

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms*; *The Complete Book of Gnomes & Halflings*; *Demihuman Deities*; *Volo's Guide to the Sword Coast* (Hardbuckler); *Lands of Intrigue* boxed set, Books One and Two; *Dwarves Deep*; David Cook's novel *Soldiers of Ice*.

Forest Gnome

Major Homelands: Very widely scattered communities in deep forests. Clusters of villages exist in the Moonwood, the High Forest, the Forest of Tethir, and the Chondalwood. These villages rarely interact with other races, even other gnome communities. An important forest gnome community exists in Myth Dyraalis, but these gnomes almost never interact with the outside world.

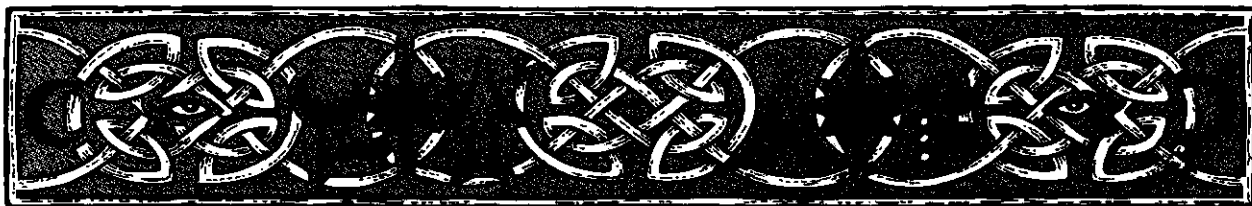
Allowed Classes: cleric, fighter, thief, specialist wizard (illusionist only).

Multiclass Combinations: cleric/fighter, cleric/thief, cleric/illusionist, fighter/thief, fighter/illusionist, thief/illusionist.

Initial Languages: Gnome, Common, Burrowers' Squeak (common speech of burrowing mammals), allied demihuman languages (usually Elvish or Halfling), sylvan creature languages (for example, Brownie, Pixie, Satyr, Sprite). Languages of small evil humanoids (for example, kobolds, goblins) might be known.

Major Deities: Garl Glittergold's pantheon (*Demihuman Deities*; *Monster Mythology*) but particularly Baer-van Wildwanderer.

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms*; *The Complete Book of Gnomes & Halflings*; *Demihuman Deities*; *Lands of Intrigue* boxed set, Book One, "Myth Dyraalis"; *Monster Mythology*, "Gods of the Gnomes: Baeran Wildwanderer."



Deep Gnome

(Svirfneblin)

Major Homelands: Widely scattered cities in the Underdark (for example, Deepearth in the Galena Mountains, in Damara).

Allowed Classes: cleric, fighter, thief, wizard (illusionist).

Multiclass Combinations: cleric/fighter, cleric/thief, cleric/illusionist, fighter/thief, fighter/illusionist, thief/illusionist.

Initial Languages: Deep Gnome, Gnome, Dwarvish, Common, Underdark languages (for example, Undercommon, Beholder, Drow Elvish, Drow "Silent Speech," Jermlaine, Kuo-Toan, Otyugh, Troglodyte).

Major Deities: Callarduran Smoothhands and Garl Glittergold's pantheon (*Demihuman Deities; Monster Mythology*).

References: 1993 *FORGOTTEN REALMS* boxed set, *A Grand Tour of the Realms; The Complete Book of Gnomes & Halflings; Demihuman Deities; The Bloodstone Lands*.

Using This Book

The format for each kit presented in *Demihumans of the Realms* is similar to that for kits given in two earlier *FORGOTTEN REALMS* accessories, *Wizards and Rogues of the Realms* and *Warriors and Priests of the Realms*. An explanation of each entry appears below.

Class Information

Each entry begins with a description of the kit's alternations from the normal base skills of the Warrior, Rogue, or Wizard classes. While a kit still resembles its parent class in many fundamental ways, the kit changes the class sufficiently to develop unique and entertaining characters.

Class Requirements

Most kits can be used with only one specific class. A few kits can be used with two or more classes, though certain aspects of these kits are modified for each class. A kit allowed for a fighter cannot be used for a ranger unless specifically stated; likewise, a kit allowed for a mage cannot be taken for a specialist wizard unless specifically stated.

Unless otherwise noted, a kit can be applied to one of the classes used by a multiclassed character, so long as the class combinations are within the rules for the character race involved. Only one kit is allowed per character.

Thus, a moon-elf fighter/mage could use either the acrobat kit or the forester kit but not both kits together. Multiclassing enormously improves the power of a character using a kit, but multiclassed characters cannot use the optional rules for exceeding level limits (*DUNGEON MASTER® Guide*, Tables 7 and 8).

Racial Requirements

The kits in this book restrict the types of demihuman races that can use them, reflecting the cultural background and basic abilities of each race. Some regions, nations, and cultures of Faerûn are dominated by certain races and completely lack others, which affects the types of races allowed for each kit. (Citadel Adbar has no elves, for instance, and Evermeet has no dwarves, half-elves, or drow.)

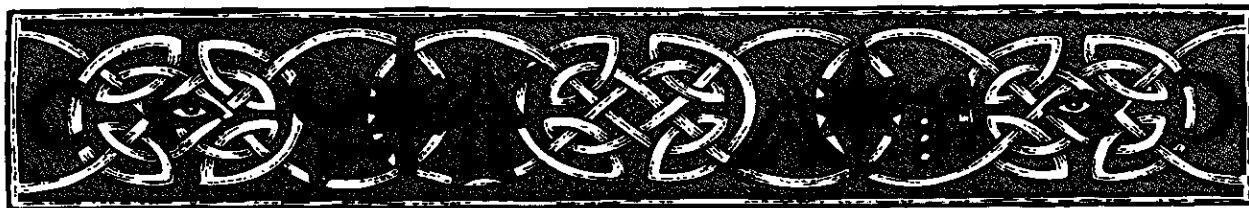
The notation "halfling" indicates that hairfeet, tallfellow, and stout halflings alike may take a kit, unless a parenthetical restriction is given.

Ability Requirements

Some kits require that characters taking them be gifted in one or more mental or physical abilities. A character race's ability-score minimums may be lower than those given for a particular kit, but this simply means that characters of that race with those lower scores cannot take that kit. Nonplayer characters with lower scores certainly exist in kitlike occupations (such as a festival acrobat with a Dexterity of 6, or a Waterdeep thug with an Intelligence of 18). However, these kits represent trained and skilled characters, those most likely to succeed in their chosen work. It might be fun to roleplay a weak barbarian or clumsy acrobat, but these characters should act in those capacities without the benefits granted by the kits given here.

All ability scores other than those given for a kit are assumed to be 6 or above, except for the prime requisite, which must be 9 or better. The ability requirements for certain kits were modified slightly from previously published versions of similar kits; these kits were designed to be specific to Faerûnian characters. Some kits have ability-score maximums that must be met for the kits to be used.

Kits that involve leadership, negotiation, or even working with animals like horses or dogs, often require minimum scores in Wisdom (representing the PC's willpower and self-confidence) as well as Charisma (which applies to animals as well as more intelligent beings). The Wisdom score also represents a character's ability to be devoted to a cause and not be talked out of his principles.



Prime Requisite

This is the most important ability score or scores for heroes using a particular kit. All listed prime requisite scores must be 16 or above in order for a character to gain a 10% bonus to earned experience when using a particular kit, as per the *Player's Handbook*. It may be that a kit has more prime requisite scores than normally given for that kit's class; this serves as a penalty to counterbalance the benefits of that kit.

Alignments

Though alignment is irrelevant to some kits, it is important to others. Some demihuman homelands have strong alignment preferences (Evermeet is devoid of evil elves, for instance), while certain occupations have alignment restrictions (such as the orcslayer). Kit alignment restrictions and preferences are noted here.

Social Rank

Social classes characteristic of most characters taking this kit are given here. The DM should take this rating with a grain of salt and may adjust it for a particular character if circumstances warrant it.

Social status is important in most societies, human or demihuman, as described in the FORGOTTEN REALMS campaign. The rural lower class usually holds the bulk of a kingdom's population: peasants, laborers, beggars, farmers, men-at-arms, criminals, freed slaves, and so forth. The urban middle class comes into being when considerable money from trade enters society, producing craftsmen, tradesmen, merchants, scholars, military officers, and artists. The urban upper class consists of a realm's royalty, nobility, and great landowners.

Demihuman realms rarely fit this mold, however. Luiren, a decentralized halfling realm, has no upper class except for a few wealthy merchant families; most halflings here are lower class with a comfortably large middle class of artisans, bakers, merchants, etc. Gnomes have a similar setup in their communities, though deep gnomes have royalty, too. The gold dwarves of the Great Rift claim to have no lower class, though their hired gnome servants fit this rank; most gold dwarves are wealthy, upper-middle class or above. The miners and rock-haulers of a shield dwarf mining community might be called lower class, but they share so many benefits with their artisan brethren that they are lower-middle class.

As for elves, even nomadic hunter/gatherer wild elves may have nobility. A good case could be made that the wild elves and lythari of Evermeet are lower

class, the moon elves are middle or upper class, and the gold elves are all upper class. However, social background is irrelevant to most elves, who look to the individual first and not his or her surroundings. Class-conscious humans and dwarves have great trouble with this attitude. Only gold elves cling tightly to status awareness, even the lowest of them seeing himself as royalty when compared with any other sort of elf, not to mention any other race.

Hit Die Type

It is very rare for a kit to cause a change in the Hit Dice normally received for the class to which the kit applies. This occurs to reflect a kit's apparent strength or weakness in a character's combat ability or physical toughness. Most kits can be applied to a class used in a multiclass character, so the Hit Dice for any extra classes beyond the one to which a kit is applied must always be considered. The possibility of gaining multiclassed Hit Dice isn't noted here.

Attack as

In most cases, a kit offers the same THAC0 attack table as the parent class. In a few instances, however, a kit carries with it more or less martial training than usual, and a change in attack tables reflects this.

Save as

As above, a kit usually offers the same saving throw table as the parent class. In a minority of cases, this is not so, and any changes to this are explained in the text following the statistics section.

Advance as

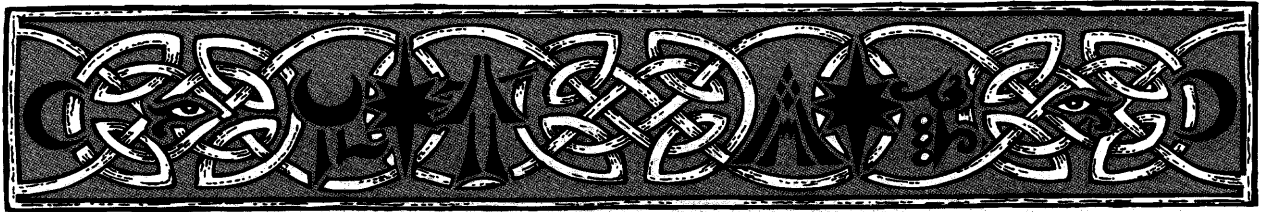
The kits in this volume use the same experience tables as their parent classes. Very powerful kits, however, might slow progression; if this is the case, details are noted here.

Spell Ability?

If a kit's class allows spellcasting, the spellcasting ability is given here. The possibility of gaining spell ability by multiclassing is not considered here.

Exceptional Strength?

Normally, only Warriors in the AD&D® game get Exceptional Strength scores, even if multiclassed. However, halfling fighters do not receive exceptional Strength, as per the *Player's Handbook*; this note is repeated in the text only for the halfling marshal.



Exceptional Constitution?

As a rule, Warriors alone get more than a +2 hit point bonus for high Constitution scores, even if multiclassed. This is spelled out to avoid confusion.

Starting Cash (×10 gp)

Starting wealth varies greatly according to the kit chosen, though many follow the basic rules for their class as per the *Player's Handbook*. The number and type of dice rolled are shown, and this result is multiplied by 10 to get the final figure on gold pieces gained when the character is generated, so that equipment may be purchased. Starting cash does not include regular pay for heroes that are currently employed, such as active-duty soldiers; weekly or monthly pay should be determined by the DM but kept low and reasonable. Some poverty-stricken kits like the professional beggar and peasant hero receive even less gold than normal, as indicated.

Proficiencies

If the optional proficiency rules are being used, the next few entries fill out the details on the number and type of slots gained, including any restrictions on weapon type or nonweapon proficiencies for 1st-level characters at the time they are generated.

Weapon Slots

This is the initial number of weapon proficiency slots available to a character with this kit. Some kits grant bonuses or penalties to the usual number of slots appropriate to a class, and this is so noted.

Initial Weapons

This is the selection of weapons available to a 1st-level character using this kit. Because of the character's race or background, many kits greatly restrict the weapons with which a 1st-level character can be familiar. For example, dwarves (who don't use cavalry in their armies) are highly unlikely to use lances, and jungle-dwarf barbarians (who do not make or use swords in their culture) have no chance to learn to use swords at 1st level. Often, other sorts of weapons may be learned after 1st level, when the character has traveled around in the world.

Some weapon proficiencies are taken from sources other than the *Player's Handbook*. Abbreviations in parentheses are: *CFH* (*Complete Fighter's Handbook*); *CSH* (*Complete Spacefarer's Handbook*).

Even if "Any" is noted, allowing the use of any weapon, a DM can restrict the use of certain weapons in

play if not appropriate to the setting (for example, the arquebus cannot be learned if smoke powder is not available in the campaign).

If "(spec.," appears after a certain weapon, then specialization with that weapon is required, and two weapon proficiency slots must be devoted to it when the character is generated. Some weapon specializations are granted as bonuses, however, leaving the initial slots open for other selections.

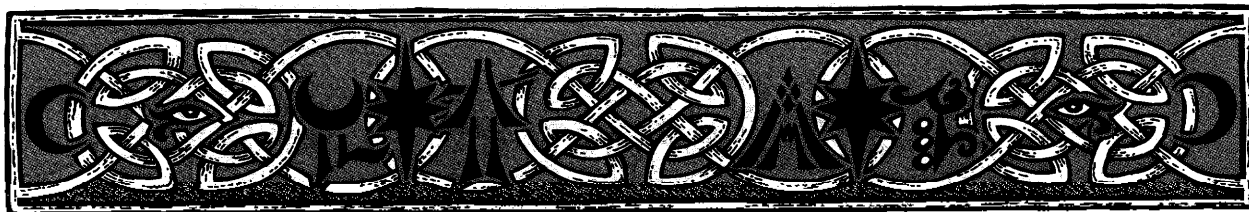
"Standard thief" means any weapon normally allowed to thieves may be learned at 1st level by a character with this kit. "Standard thief" weapons are restricted to the club, dagger, dart, hand crossbow, knife, lasso, quarterstaff, short sword, sling, broad sword, long sword, and short sword.

"Standard wizard" means any weapon normally allowed to mages and specialist wizards may be learned at 1st level by a character with this kit. "Standard wizard" weapons are restricted to the dagger, dart, knife, quarterstaff, and sling.

"Primitive" means all initial weapons selected must be of either wood, stone, or bone, using no metal whatsoever. These weapons are subject to the following modifications compared to metallic weapons of the same type: Bone: 30% cost, 50% weight, -1 damage, -1 to attack roll; Stone: 50% cost, 75% weight, -1 damage, -2 to attack roll; Wood: 10% cost, 50% weight, -2 damage, -3 to attack roll. Damage modifiers apply to missile weapons, with a minimum damage of 1 point. The attack penalty does not apply to missile weapons. Note that some weapons are always assumed to be made from wood (for example, club, quarterstaff) and are not subject to these penalties; weight and damage factors were accounted for in their statistics. Primitive weapons are made using the crude weaponsmithing proficiency (*Complete Ranger's Handbook*).

The size of the demihuman has a dramatic effect on the type of weapon that can be used. For the following races, the given types of weapons cannot be chosen, as they cannot be effectively used by a being of the given average height. (A short arm reach and low weight are assumed for short folk.)

- Dwarf (4 feet tall): long bow, long composite bow, bastard sword, two-handed sword, polearm (all but piercing/thrusting types, like the spear or trident). Broad and long swords may be used two-handed.
- Halfling, gnome, arctic dwarf (3 feet tall): battle axe, long bow, long composite bow, heavy crossbow, footman's flail and mace (horseman versions



allowed), lasso, polearm (all but piercing/thrusting types, like the spear or trident), quarterstaff, sword (all but short). As a rule of thumb, weapons should be size M or S only (except for spears) and weigh less than 10 lbs. Because of their mass, arctic dwarves can use footman's weapons and the battle axe.

Additional WP Slot

A character must advance this many levels to gain an additional weapon proficiency slot.

Additional Weapons

These are the weapons that can be learned beyond 1st level, after the character is active in a game. Some kits place no restrictions on weapons learned after 1st level, while others do because of cultural or racial traits. Gnomes cannot handle polearms, for instance, and Knights of Evermeet will never learn to use a lasso. "Standard thief, and "Standard wizard" mean that any weapon normally allowed to thieves and mages, respectively, may be learned; see "Initial Weapons" for details.

Nonproficiency Penalty

If a character uses a weapon with which he is not familiar, his attack rolls with that weapon suffer. The penalty shown is applied to all such attack rolls.

Nonweapon Slots

This shows the number of nonweapon proficiency slots available to a 1st-level character using this kit. Some kits grant bonuses or penalties to the usual number of slots appropriate to a class.

Additional NWP Slot

This is the number of levels that a character must advance to gain a new nonweapon proficiency slot.

Available Categories

All AD&D game nonweapon proficiencies are divided into categories by class, reflecting the skills usually learned by characters of those classes. Skills from the categories given here are available at the normal cost in slots; skills from outside these categories cost one additional slot, as per the *Player's Handbook* rules. Some kits allow a character to choose from additional categories at the normal (not increased) cost in slots.

Bonus Proficiencies

Most kits grant automatic nonweapon proficiencies at 1st level to characters who are assumed to have had previous experience and training in their line of work. Characters need not allocate nonweapon proficiency slots to receive bonus proficiencies, but they can do so in order to raise the base chance for success at using those skills.

Some proficiencies given here were taken from sources other than the *Player's Handbook*. Abbreviations used are: *CBardH* (*Complete Bard's Handbook*); *CBDw* (*Complete Book of Dwarves*); *CFH* (*Complete Fighter's Handbook*); *CPalH* (*Complete Paladin's Handbook*); *CRH* (*Complete Ranger's Handbook*), *CSH* (*Complete Spacefarer's Handbook*); *CTH* (*Complete Thief's Handbook*); *POSP* (*PLAYER'S OPTION: Skills & Powers*).

Note that some skills are renamed in various AD&D rule books for example, boating (*CRH*) = boat piloting (*POSP*), direction sense = orienteering (*POSP*), dwarf runes (*CBDw*) = reading/writing (Dwarvish/Dethek)). The DM and players should examine the definitions of similar proficiencies and decide on which name to use and whether similar skills can be merged.

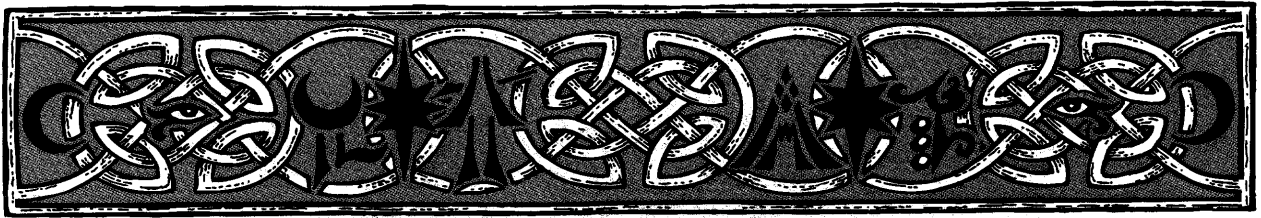
Here, the foraging (*CRH*) proficiency is assumed a part of the survival proficiency. Also, the mountaineering proficiency is allowed to a number of kits involving travel through the Underdark, as this form of aided rock climbing is much the same in either environment.

A maximum of only four bonus nonweapon proficiencies is granted per kit. If the language bonus for Intelligence (*PHB*, Table 4) is used for adding extra proficiencies instead, which this author strongly recommends, it is unnecessary to grant too many proficiencies to a 1st-level character anyway.

Recommended Proficiencies

These are proficiencies that characters using this kit typically find most useful in their careers. It is recommended that characters using this kit acquire some or all of these proficiencies to become most successful at using the kit. Normal proficiency slot costs apply.

Certain proficiencies should be clearly defined by the DM and player to cover specific regions or subjects. In particular, proficiencies involving animals, artistic ability, history, languages, musical instruments, religions, riding, and survival should be tied to specific sorts of animals, artistic skills, areas and time periods, languages, etc., as appropriate to the character's homeland. An Underdark merchant would learn the languages of Underdark beings, recall the history of



certain local Underdark areas, learn to survive in the Underdark environment, work with different Underdark pack animals, and so forth. Distinctions should be reasonable and useful in regular campaign play as DM and players decide.

Secondary Skills

If the secondary skills system is used from the *Player's Handbook*, the character taking the kit automatically acquires one of the skills listed here (player's choice). A six-sided die is then rolled; on a roll of 1, the character gains a second skill. A maximum of two secondary skills can be received in this manner.

Overview

The overview offers a definition and capsule description of the kit, including its abilities, how it fits into a campaign, reasons why demihumans take up this line of work, and places in Faerûn that serve as home to demihumans with this kit.

Description

Each kit has a certain stereotypical look. Particular types of armor, styles of clothing, weapons and tools, ornamentation, levels of cleanliness, and even odors (unwashed? perfumed?) are common among characters using this kit. Characters may vary in appearance from the description given here, as appropriate to the personality being roleplayed, but those who vary greatly from the stereotype may be shunned by their peers and draw unwanted attention; they might even be penalized, as outlined.

Roleplaying

Players are free to generate personalities for their characters as they please, but this section includes an assortment of values, behaviors, goals, priorities, codes of conduct, and other roleplaying suggestions that are considered typical of characters with this kit. Relationships with superiors, peers, subordinates, and other races and realms are mentioned if relevant, as well as likely allies, enemies, and quests. Some variety is reasonable, but playing a character wildly at divergence from the norm can cause problems for the character in play (less experience earned; trouble with peers, subordinates, and superiors; etc.).

FORGOTTEN REALMS products providing important details related to this kit are also mentioned here. These references are valuable to those who wish to roleplay their characters with greater campaign knowledge, game realism, and depth.

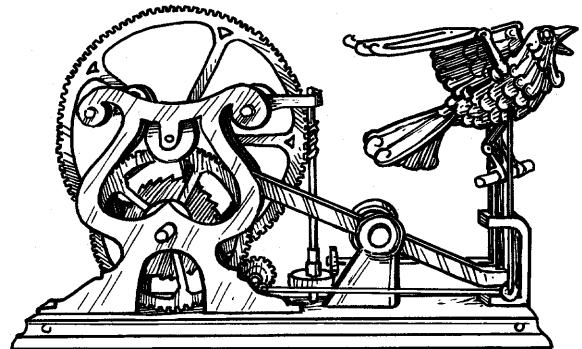
Special Advantages

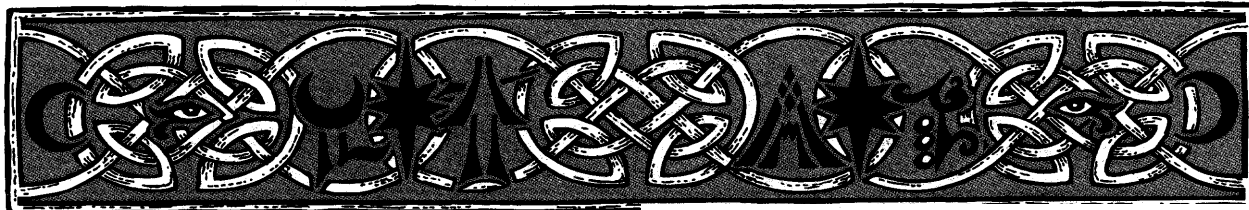
Any special advantages gained from this kit in game statistics, combat abilities, proficiencies and skills, adventuring options, awards, contacts, possessions, and so forth are noted here. Advantages are meant to be specific and have a real effect during game play.

Special Disadvantages

Drawbacks attached to this kit appear here. Some are general, involving roleplaying situations moderated by the DM, while others are specific deficiencies in game statistics, restricted choices of proficiencies, reduced starting money, modifications to NPC reaction modifiers, etc. Note that on the Encounter Reactions table (*DMG*, Table 59), a positive modifier to the die roll leads to a hostile result; a negative modifier leads to a beneficial result.

It has often been said that one of the drawbacks of character kits is the failure of DMs to implement the disadvantages of those kits. This is similar to a DM allowing a paladin character to rob and kill innocent people but still retain his normal paladin powers. A responsible DM is careful to deliberately apply the drawbacks as well as the benefits of a kit in game play. If a kit has special enemies connected to it, those enemies must show up at times and make life difficult for the character. A good player is also mindful of all kit drawbacks and takes them into account when roleplaying a character. The "best" drawbacks are those with straightforward game mechanics attached to them (inability to use certain proficiencies or weapons, restrictions on possessions retained, vulnerability to certain attack forms, etc.). These should be played out fully and aggressively.





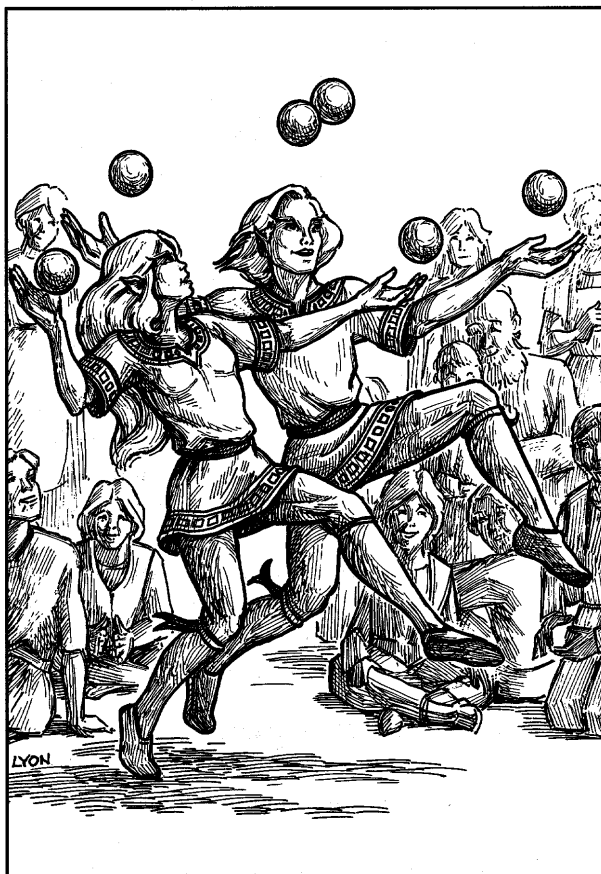
Acrobat, Festival

Class Information

Class Requirements	Thief
Racial Requirements	Elf (moon), half-elf (moon, wild), gnome (forest, rock), halfling
Ability Requirements	Dexterity 14, Strength 12
Prime Requisite	Dexterity, Strength
Alignments	Any but LG
Social Rank	Middle class
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapons Slots	2
Initial Weapons	Standard thief, plus spear, javelin, harpoon, hand axe, warhammer, and ambidexterity (CFH)
Additional WP Slot	4
Additional Weapons	As above
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Juggling, jumping, tightrope walking, tumbling
Recommended Proficiencies:	Alertness (CRH), dancing, disguise, endurance (CTH), fast-talking (CTH), musical instrument, riding (land-based), rope use, ventriloquism
Secondary Skills:	No skill applicable

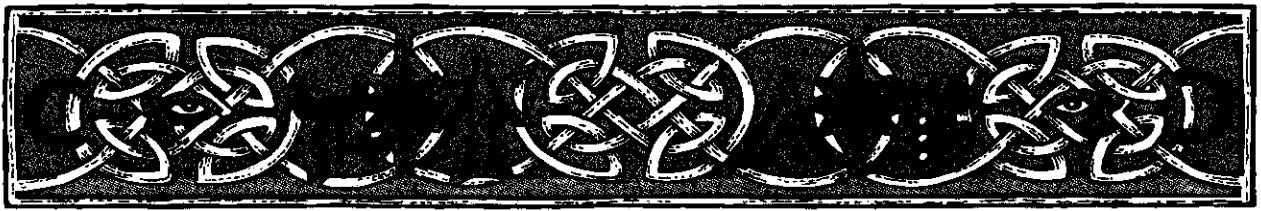


Overview

Faerûn has traveling circuses, annual and regional festivals, and trade fairs that showcase the talents of athletic performers eager to show off their agility for the cheers and coins of the crowds. These performers are called festival acrobats, since they are in great demand during the annual festivals of Midwinter, Greengrass, Midsummer, and Higharvestide (and Shieldmeet every four years).

Some festival acrobats have a hidden life as thieves or adventurers, and between festivals they strike out alone or with others to get rich quickly. These acrobats might be hired for special missions requiring their athletic skills; if the assignment aids their people, the acrobats are all the more enthusiastic.

Demihuman acrobats are found throughout Faerûn, except in hostile areas like Thay or Hillsfar. Most got their start in human-dominated cities, working for way-faring circuses that traveled yearly circuits of various kingdoms. The acrobatic life attracts athletic characters from all over.



Description

Acrobats tend to be graceful, fairly strong, and in good physical condition. For their festival acts, they dress in brightly colored, tight-fitting clothing. At other times, they prefer stylish, comfortable clothes, avoiding capes, robes, etc., which might trip them up. On adventures, they wear dull or dark clothing (though it may still look stylish). Acrobats do not like to encumber themselves and so travel light.

Roleplaying

Most demihumans like the acrobatic life because it makes them enormously popular, especially with humans. Some acrobatic thieves also like their work because it lets them take covert revenge on the upstart humans taking over the Realms.

Acrobats as a whole are proud of their bodies and skills, and so tend to be vain and prone to show off, which is understandable. They relish challenges and feel a thrill when facing danger, a special high that they seem to live for.

Special Advantages

Demihuman acrobats gain a +1 bonus with juggling, jumping, tightrope walking, and tumbling. This bonus increases to +2 if the acrobat is unarmored. Acrobats gain other special bonuses with these proficiencies.

- An acrobat using the juggling proficiency adds his level to his attack roll when attempting to catch a hurled weapon without harm to himself. Missile or hurled weapons too large to catch are instead deflected when using this proficiency.
- An acrobat using the jumping proficiency doubles his level for all jumping calculations. He can use poles up to 20 feet longer than himself, and he can make vaults with a 15-foot run, not dropping the pole if a second proficiency check is made.
- An acrobat who is tightrope walking has only half-normal penalties (drop all fractions; for example, -5 for one-inch surfaces, -2 for two- to six-inch surfaces, and a -2 attack roll penalty). The use of a balancing pole grants a +4 bonus to the check.
- An acrobat using the tumbling proficiency gains the +4 Armor Class bonus during any round in which initiative is won, even if the acrobat attacks later that same round. No proficiency check is required to reduce falling damage, but a successful check doubles the falling distances involved in damage calculations. The spear and quarterstaff can be used for vaulting and can also be hurled as missiles. (A thrown quarter-

staff inflicts 1-3 points of damage when its blunt end hits a victim.) Warhammers, hand axes, javelins, spears, and harpoons are sometimes used in juggling acts along with knives and daggers, and the acrobat can use these as weapons, usually hurling them. An acrobat can hurl twice as many weapons like hand axes, darts, daggers, javelins, and warhammers as normally allowed in a melee round.

Normally, the act of dodging is assumed by adding Dexterity bonuses to Armor Class. However, acrobats can dodge attacks that normally bypass consideration of Armor Class. A saving throw vs. paralyzation, with Dexterity and magical bonuses, allows the acrobat to escape all damage from the attack. However, the dodge replaces all other saving throws against that attack; if the dodge fails, normal damage from the attack is immediately taken. Dodging is not used against missiles, hurled weapons, spells targeting a single individual (the acrobat), or spells having no physical effect to dodge (for example, *hold person*). Applicable attacks include falling, being hit by an object dropped from above, area-effect spells that can be dodged (for example, *fireball*, *lightning bolt*, *web*), and breath weapons.

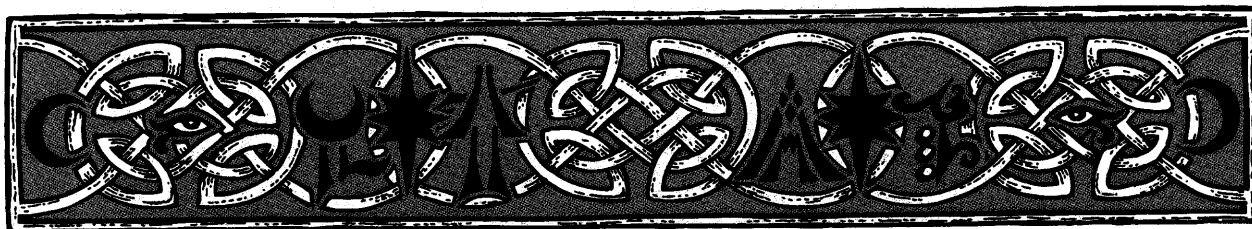
An acrobat can earn a few coins by performing in public, the exact amount to be determined by the DM.

Special Disadvantages

Festival acrobats gain no ability to backstab opponents, and they do not gain followers or read magical writings at 10th level.

When wearing armor better than studded leather, they also suffer a cumulative -1 penalty to tumbling, tightrope walking, and jumping proficiency checks per point of Armor Class over 7. Bonuses to Armor Class from Dexterity or magical devices do not engender this penalty; only the wearing of bulky armor (mundane or magical) does.

Festival acrobats insist on traveling light to best use their talents, never carrying more than would slow their movement rate from its normal level (using weight limits from Table 1 in the *PHB*). If optional rules for encumbrance (*PHB*, chapter 6) are used, an acrobat should always travel with light encumbrance at most. He refuses to wear armor heavier than leather, and he will not carry heavy or cumbersome objects unless caught in a life-or-death emergency in which he must flee or die. Even then, he returns to his old ways the moment temporary safety is reached.



Advisor, Imperial Fleet

Class Information

Class Requirements	Fighter
Racial Requirements	Elf (gold, moon, wild)
Ability Requirements	Charisma 11, Intelligence 11, Strength 11, Wisdom 11
Prime Requisite	Charisma, Strength, Wisdom
Alignments	Any (rarely evil)
Social Rank	Middle or upper class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	5d4 (see below)

Proficiencies

Weapons Slots	4
Initial Weapons	See below
Additional WP Slot	3
Additional Weapons	Any
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Bureaucracy (<i>CPalH</i>), heraldry (space, <i>CSH</i>), spacemanship (<i>CSH</i>), Realmspace lore (new)

Recommended Proficiencies: Appraising, armorer, blacksmithing, bowyer/fletcher, disguise, engineering, gunsmithing (new), observation (*CSH*), signaling (*CSH*), slow respiration (*CSH*), zero-gravity combat (*CSH*), weapon-smithing

Secondary Skills:

Armorer, bowyer/fletcher, navigator (wildspace), sailor (spelljammer), shipwright (spelljammer), trader/barterer, weapon-smith

Overview

The elven Imperial Fleet attempts to stay in contact with groundling elf nations, though such contact is usually distant at best. Sometimes, a junior officer from the Fleet is assigned to study and advise a particular realm. The advisor coordinates groundling-wildspace activity and relations, often adventuring to further the goals of the Fleet.

On Toril, the Imperial Fleet of Realmspace has close ties with Evermeet, which bought spelljammers to aid the Retreat and defend the island. Imperial Fleet advisors on Toril are in most cases actually from Toril itself, having left some years earlier to go into wildspace aboard a spelljamming ship. Now they have returned to their old homeworld, nearly always to Evermeet, Cormanthor, or Evereska, which they use as their centers of operations.

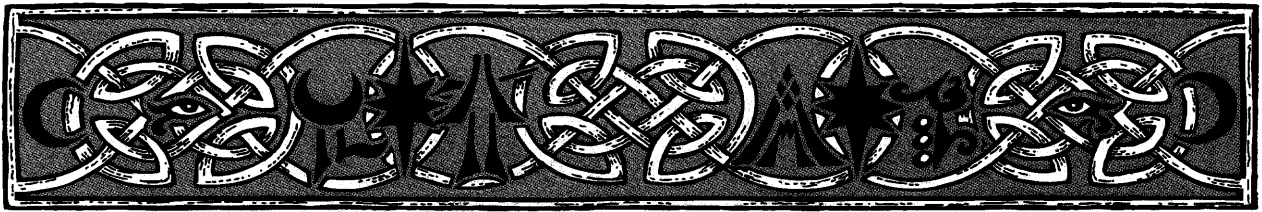
This kit is most useful in a FORGOTTEN REALMS campaign using SPELLJAMMER materials, particularly if SPELLJAMMER adventures into Realmspace occur.

Description

An Imperial Fleet advisor in a groundling court wears his dress uniform and finery: bright elven chain mail, a black cloak and black tabard (showing a colorful butterfly on a starry field), high black boots, Fleet insignia and rank medallions, jewelry, polished weapons, etc. Experienced advisors prefer to keep a low profile and adopt the dress of the local elves if they are anywhere other than a royal court. Some elements of dress and appearance may still betray a wildspace origin (firearms, unusual clothing style or material, odd jewelry, tattoo of stars or comets on face, etc.). Most advisors on Faerûn were once native to this world and so might look like typical gold, moon, or wild elves; however, the DM and player may alter the character's appearance to create an elf coming from another world entirely.

Roleplaying

The Imperial Fleet advisor is a good kit to have if a FORGOTTEN REALMS campaign has elements of the SPELLJAMMER campaign, such as the DUNGEON CRAWL® adventure, *Undermountain: Stardock*.



The advisor's purpose is to ensure the survival of groundling elf nations and peoples, using his knowledge and skills to bring this about. The advisor also serves as a diplomatic liaison between the Imperial Fleet and the rulers of elf-held realms. He can pass along his knowledge of conditions in wildspace and potential threats to groundling elves from the neogi and scro. (This information becomes useful only if the DM is careful to include wildspace threats in his regular campaign.) He might also prepare an elf nation for contact with the Imperial Fleet, and could give advice on setting up a spelljammer way station or trading port to bring in further revenue to the kingdom.

In extreme circumstances, an advisor may lead military operations against enemies of local elves, using all means at his disposal to solve the problem. He must convince elf rulers, however, that he knows what he is doing, and that immediate action is necessary—urging that may fall on deaf ears.

Imperial Fleet advisors in Realmspace have the following assortment of initial weapons: broad swords, long swords, short swords, daggers, long bows, short bows, large weapons (*CSH*), and ambidexterity (*CSH*). They are also familiar with smoke powder firearms and may take proficiency with wheel-lock firearms (called star-wheels in wildspace) as individual weapons or as a group. Use the information on firearms from the *PLAYER'S OPTION®: Combat & Tactics* book, chapter 7. A 1st-level advisor may buy a firearm before the start of play, but it is up to him to find more smoke powder and bullets once he runs out. Any other new weapon may be learned after 1st level.

Special Advantages

An Imperial Fleet advisor starts with a Fleet uniform, including one suit of elven chain mail used by the Imperial Fleet. He also gets a cloak, insignia, dress boots, etc. The advisor then gains the usual starting funds. After spending that, he discards all remaining monies, then gains an extra 100 gp in coins or gems for emergency purposes; this bonus amount cannot be spent before the game starts but can be spent normally during the course of the game thereafter.

The Imperial Fleet advisor can pick up the gunsmithing proficiency, as he is familiar with firearms in wildspace combat. This proficiency is described with the artificer kit. The Imperial Fleet advisor is the only Faerûnian character allowed to gain the following proficiency, which cannot be learned except in wildspace.

Realmspace Lore

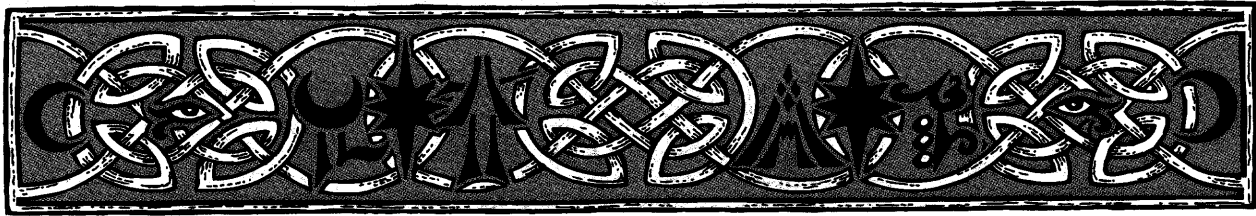
1 slot; General
Intelligence, -2 modifier

This proficiency gives the possessor automatic general knowledge about spelljamming and conditions in wildspace and the Phlogiston. The DM may allow the player to read broad sections of material on spelljamming and crystal spheres from the 1989 *SPELLJAMMER: AD&D Adventures in Space* boxed set, the *War Captain's Companion* accessory, *Lost Ships*, and such entries from the two *MONSTROUS COMPENDIUM SPELLJAMMER Appendices* (MC7 and MC9) as deemed appropriate. An important article on the scro from the *DRAGON Magazine Annual 1* ("Campaign Classics: The Scro," page 44) might also be allowed for the player's use. Further, a proficiency check grants the character special knowledge about Realmspace. A successful check allows use of the Realmspace accessory, *Rock of Bral* (if located in the Tears of Selûne), and so forth. Materials on other crystal spheres cannot be used, and the DM may also disallow certain areas of knowledge that the character would logically not know, such as details on the mind flayers' operations at Glyth, or any elements of an upcoming wildspace adventure.

Special Disadvantages

Once the advisor is dropped off on Toril by an Imperial spelljammer, he is not likely to be picked up again for some time, anywhere from a month to several years. He must work toward the completion of his mission, whatever it is, during this time. He cannot summon assistance from the Fleet, which has an unwritten policy of studiously ignoring requests for assistance from everyone on a planet, even its own officers. Only when the Fleet returns to pick him up at a prearranged site can the advisor make contact with the Fleet again—unless, of course, he gains the use of his own spelljammer in the meanwhile.

Many evil wildspace forces would love to capture an advisor, torture him, gain all his knowledge, then kill him in a nasty way. Neogi, scro, mind flayers, beholders, and other menaces from space might appear in the regular campaign.



Artificer, Gnome

Class Information

Class Requirements	Fighter (no multiclassing)
Racial Requirements	Gnome (rock)
Ability Requirements	Dexterity 11, Intelligence 13, Strength 11
Prime Requisite	Dexterity, Intelligence, Strength
Alignments	Any
Social Rank	Middle class
Hit Die Type	d6 (see below)
Attack as	Warrior (see below)
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	5d4

Proficiencies

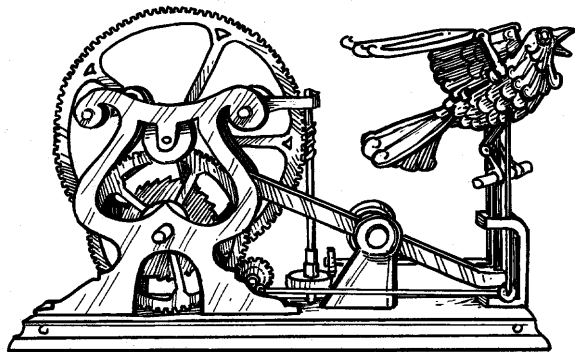
Weapons Slots	3
Initial Weapons	Any, plus one firearm (spec., see below)
Additional WP Slot	3
Additional Weapons	Any (see below)
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Gunsmithing (new), engineering, locksmithing (CTH), reading/writing
Recommended Proficiencies:	Armorer, artistic ability (drafting), blacksmithing, carpentry, navigation, weapon-smithing
Secondary Skills:	Armorer, gunsmith (new skill), engineer or mechanic (new skills), scribe, weaponsmith, woodworker/carpenter

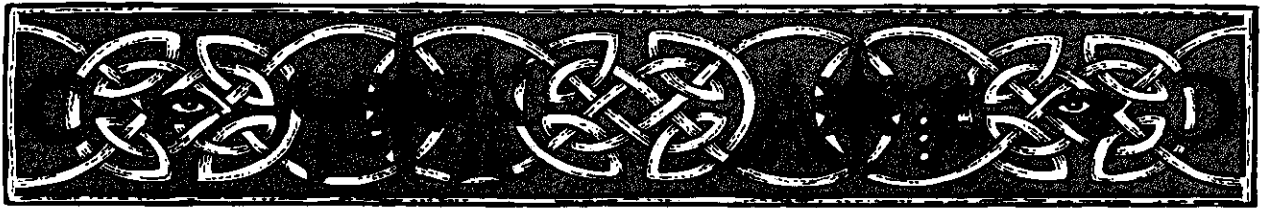
Overview

An artificer is a Faerûnian gnome warrior-inventor who uses mechanics, engineering, and other applied sciences and technologies to solve problems in combat and adventuring. Humans build mechanical devices too, but gnomes can perform very fine, precise tool-working over long periods of time that would try the patience of any other being (one reason that gnomes are good gem cutters). The artificer is a very recent development, known in Faerûn only after the Time of Troubles (1358 DR).

Artificers each specialize with a firearm at 1st level and are able to improve the power of their tools and inventions, including their weapons. Artificers make excellent gunsmiths (an unpopular profession in places like Waterdeep and Cormyr), but they are also renowned makers of toys, clocks, alarm systems, locks, traps, pumps, navigational and surveying instruments, microscopes, telescopes, eyeglasses, writing implements, and anything else up to the size of the average desk. A few artificers go in for larger devices, such as printing presses, complex looms, adding machines, pedal- or wind-powered vehicles, windmills, watermills, steam engines, gliders, and big siege weapons but only as a hobby.

Many artificers hail from Lantan, but scattered communities of them are known across the Realms west of the Sea of Fallen Stars and from Waterdeep on south. Notable groups of artificers appear in Zazesspur and the Purple Hills in Tethyr, and in Hardbuckler on the Sword Coast. Some artificers like to visit gnome clockwork mages in Zakhara to the south, and some rumors hint that crash-landed wildspace tinker gnomes are in Faerûn, too.





Description

An artificer wears any sort of armor but is easily recognized for the profusion of tools he carries with him on hooks and belts or in his pockets. Scraps of paper and writing implements are also present, and the gnome may have reading glasses, a pocket watch with an alarm, a padlock with key, a small abacus, a magnetic compass, a telescope, a pistol firearm, or other advanced nonmagical devices. In the Realms, all gnome artificers worship Gond Wonderbringer; the toothed wheel (gear) symbol of Gond is stamped or engraved on each tool, device, weapon, and piece of armor the artificer owns, and sewn on the front of his clothing for good luck.

Roleplaying

Many people in the Realms believe magic governs all affairs. Artificers have faith that technology (with a little magic on the side) can do the same. Faerûn does not lack for technological development of a medieval nature, but unusual advances are mostly one-of-a-kind and regarded as curios rather than useful projects. Any mechanical device appearing in *Aurora's Whole Realms Catalogue*, for instance, can be made by an artificer, given the proper time and materials. (Nadul DaRoni is a very talented artificer.) However, except for toys and mundane practical items, most complex gadgets never see use. This does not stop an artificer from making them, of course. Artificers are often found with blacksmiths and scholars, who aid them on their projects.

When introducing technology into a fantasy campaign, limits should be set on what can be done to keep the flavor of the campaign. The DM may decide that the most advanced technological invention allowable in the Realms is the steam engine, keeping their advancement about the level reached in the early 1800s. Carried to an extreme, this would allow for the development of steam locomotives and giant steam automobiles or tractors. The DM should handle the situation as he sees fit to keep the campaign sane.

It is tempting to play a Faerûnian gnome artificer like a tinker gnome, but artificers are more sensible, speak more clearly, and create projects on a much smaller scope. They are inordinately proud of their achievements, which do indeed work much of the time and even have many practical benefits (such as killing monsters and protecting treasures). Artificers love to show off their devices to anyone willing to see. The comic element here is strong, but it is worth adding a bit of seriousness to the playing of an artificer.

Special Advantages

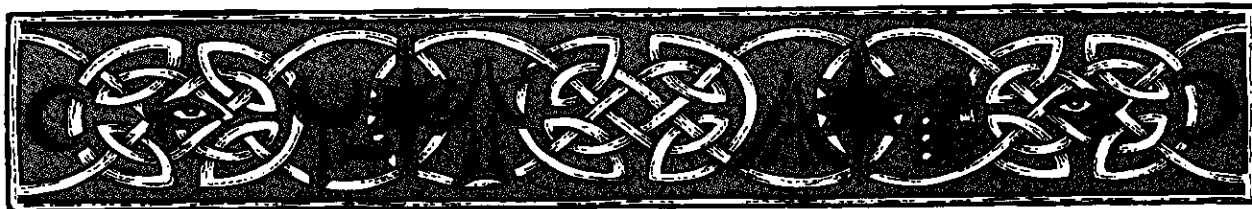
A 1st-level artificer must specialize with either a belt or horse pistol wheel-lock firearm (often called a starwheel), and may also select one other non-firearm weapon that can be used by a gnome-sized being. The artificer begins the game with a small supply of magical smoke powder, enough for 4d6 charges, that the gnome purchased earlier. Obtaining more of it is the gnome's problem, though some temples of Gond and gnome communities sell it or trade it for about 25 gp per charge. Even then, only 2d4 charges are available per source. Smoke powder, if sold, always comes in its two component forms, which must be mixed to be effective (see the description in the *DUNGEON MASTER Guide*).

Specific details on belt pistols and horse pistols are given in *PLAYER'S OPTION: Combat & Tactics*, chapter 7. Through much experimenting, the wheel-lock weapon becomes a snaplock when the artificer reaches 5th level, and the snaplock becomes a matchlock when the artificer reaches 9th level. Though the basic combat statistics for a belt or horse pistol remain the same for each type, the chance for misfiring drops. A blunderbuss pistol can be made at 10th level; a dagger-pistol of the proper sort can be made at 2nd, 6th, and 10th levels.

An artificer has a base 30% chance to pick mechanical locks with the proper tools (the same as thieves' tools). Thieves' tools must be purchased. He gains 5% per level at this talent.

An artificer is capable of creating many technological devices thanks to his interests in many areas of applied science and engineering. The player and DM can work out the details of some of an artificer's technical fiddling; the following are offered as guidelines for specific project interests.

- **Chronometry:** Any mechanical clock (spring-wound, water-powered, or weights-and-pendulum type) made at 1st level either gains (1-3 on 1d6) or loses (4-6 on 1d6) 6d10 minutes per day. For every level of the artificer beyond 1st, reduce the error in minutes by 1d10, and reduce the weight by half. At 7th level, the clock has an error of 1d8 minutes per day, then 1d6 minutes at 8th level, 1d4 minutes at 9th level, 1d2 minutes at 10th level, and 1 minute at 11th level (best possible accuracy). Error direction, gaining time or losing it, is re-rolled at each level. Each clock's weight is 10d4 lbs., reduced by 1 lb. per level. A bell, chime, or other alarm can be added.
- **Locksmithing:** Any lock made becomes more complex, defeating attempts to pick it. For each level of the



artificer making a lock, the lock applies a -5 penalty to a thief's chances of picking it (for example, -25 penalty at 5th level). Also, the artificer gains a +10 bonus to his chance to pick any mechanical lock.

- *Optics*: Any optical telescope or microscope starts off at 10 (if made at 1st level). The device gains another 10 (for every level afterward for example, 50 at 5th level). A simple telescope weighs 1d4+3 lbs. and is 1d3 feet long (possibly collapsible).

Artificers gain the proficiency of gunsmithing.

Gunsmithing

2 slots; Warrior

Intelligence, -3 modifier

This specialized proficiency allows the user to manufacture and repair firearms that use smoke powder. (Smoke powder itself cannot be created with this proficiency.) It takes about 60 days to make a pistol and 90 days to make a rifle; the total cost is one-fifth the sale price (see *PLAYER'S OPTION: Combat & Tactics*, page 126, firearms' costs table). Bullets can be made 100 per day for only 1 sp. Repair times and prices should fit within these limits.

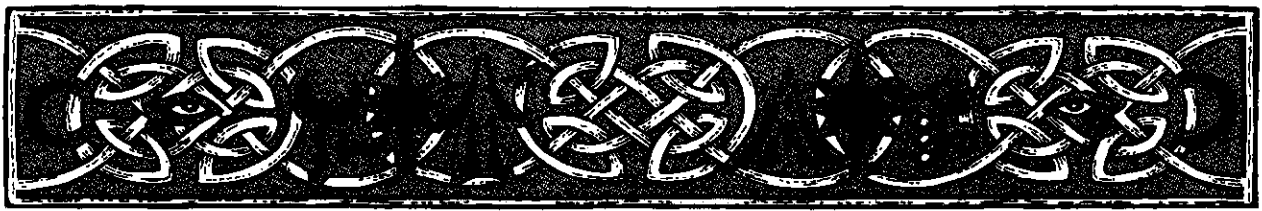
Special Disadvantages

Because he is focused more on inventing things than actually practicing with weapons, an artificer gains proficiency with only two weapons at 1st level; all other weapons are used at a penalty until he gains his next proficiency slot. He starts out with only three weapon proficiency slots, two of which are used for his weapon specialization with a pistol firearm.

An artificer does not use a shield, thinking that a technologically sophisticated offense is the best defense. He also likes to keep one hand free at all times in case he has to grab a tool, and so cannot use a two-weapon fighting style. He refuses to use poisons because he constantly cuts his fingers when messing with mechanical items and would risk death merely by handling venomous substances.

Artificers are by nature fascinated by mechanical devices and objects that can be employed to make mechanical devices. They tend to forget everything else to study and contemplate the possible uses of most things they find. Therefore, a -2 penalty is added to an artificer's surprise checks in the presence of unfamiliar devices or any object that might constitute a working part of a larger machine.





Barbarian, Arctic Dwarf

Class Information

Class Requirements	Fighter, ranger (no multiclassing for latter)
Racial Requirements	Dwarf (arctic)
Ability Requirements	Constitution 15, Strength 15
Prime Requisite	Constitution, Strength
Alignments	Any (most LN; some LG, LE, N)
Social Rank	Lower class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No (see below)
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	None (see below)

Proficiencies

Weapons Slots	4
Initial Weapons	Primitive (see below)
Additional WP Slot	3
Additional Weapons	Any (see below)
Nonproficiency Penalty	-1
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Endurance, hunting or fishing, survival (arctic or mountain), weapon-smithing (crude, <i>CRH</i>)
Recommended Proficiencies:	Appraising, blind-fighting, bowyer/fletcher (eyklak—see below), camouflage (<i>CRH</i>), direction sense, local history, mountaineering, set snares, singing, tracking, weather sense
Secondary Skills:	Bowyer/fletcher (eyklak—see below), fisher, hunter, trader/barterer, trapper/furrier, weapon-smith (primitive)

Overview

The arctic dwarves (Innugaakalikurit, pronounced EE-nu-GA-ka-LEE-ku-rit) of the Great Glacier are among the most reclusive and rare of all dwarven peoples. Because of their long war with local frost giants, however, some arctic dwarves have set off in search of knowledge and devices to give them the upper hand against their enemies. Occasionally, such warriors arrive in the main part of Faerûn and gain great experience and wealth adventuring before they return home to do battle with the giants. Repeat visits to the outside world are possible.

Arctic dwarves originate from the mountainous and frigid central Novularond region of the Great Glacier. There they make their homes in fortified surface villages, many with tunnel complexes beneath them for use when frost giants attack.

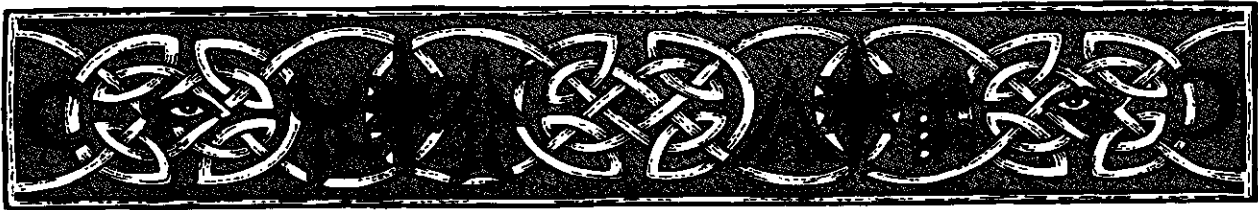
Description

An arctic dwarf stands about 3 feet tall, and looks like a normal dwarf who has been squashed. The male has long, white, curly hair that hangs down to his mid-back, a short white beard, and a narrow, twisting mustache; the female has no facial hair. Their eyes are bright blue, and cheeks are red. The skin of the blocky body is white with a blue tinge, and the dwarf has a pinched face, narrow eyes, stubby legs, thick fingers, and wide, thick-soled "snowshoe" feet that are always bare. Arctic dwarves are immune to cold, and if the arctic dwarf has been sunbathing (as they love to do), he may be sunburnt cherry red from head to toe, though this causes no discomfort. Both sexes wear only short tunics and loincloths of polar bear fur, though scouts and hunters wrap themselves in white furs to serve as armor (AC 8) and snow camouflage. An arctic dwarf has a high gentle voice and can sing well.

Roleplaying

Arctic dwarves are descended from a group of exiled shield dwarves in the Tortured Land, who arrived in Novularond over 2,200 years ago. They adapted to their new land and generally have kept to themselves. However, just over 600 years ago, a group of arctic dwarves were enslaved by frost giants after they were convicted of stealing a catapult from the giant; the descendants of these captives are still slaves of the giants, and this infuriates some of the dwarves. Further information on their homeland can be found in *The Great Glacier*.

Most arctic dwarves lead peaceful lives of hunting, raising children, and sunbathing. Their largest village is Gomwemk, with a population of about 450 adults. The



village is a facade, as all the dwarves here live in tunnels in the ice out of fear of attack by frost giants. A growing number of dwarves here, called the Surfacers, are in favor of moving to the surface again and challenging the frost giants, eventually freeing their enslaved brethren. Arctic dwarves have received little support from other peoples of the Great Glacier, so some have turned to the outside world for assistance, advice, and weapons.

Arctic dwarves are similar in most respects to shield dwarves except as follows. As a rule, arctic dwarves are easy-going and amiable. They are not interested in crafts or mining and spend their recreational time engaged in singing, storytelling, and contact sports like wrestling or boxing. (The growing rage they feel at the frost giants, however, is sure to boil over in the near future.) These dwarves do share a fascination with weapons, and some have large collections of unusual weapons traded to them by (or taken from the frozen bodies of) adventurers.

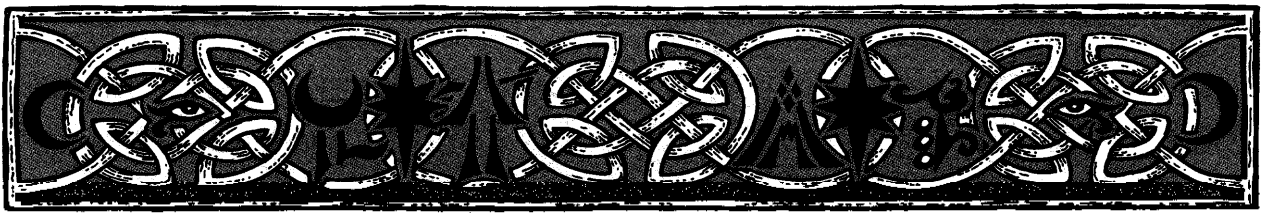
Arctic dwarves are all immune to the ill effects of normal or magical cold, and thus take no damage from sub-zero temperatures, cold-based spells, white dragon's breath, etc. Because of their long isolation, arctic

dwarves gain no bonuses to attack humanoids such as orcs and goblins. These dwarves have infravision to 60 feet in temperate climates, though this improves to 90 feet under arctic conditions because their eyes become far more sensitive at picking up heat sources on the Great Glacier.

All arctic dwarves speak a dialect of Ulutiu, the language of the human tribes of the Great Glacier. Though it has roots in Thorass (Ancient Common) like Common, Ulutiu is not comprehensible to Faerûnians. These dwarves could also know the languages of white dragons, frost giants, yeti, selkies, and a sort of pigeon Common, all initially chosen based on the Intelligence score and available language proficiencies. More languages can be learned later.

Arctic dwarves are similar to shield (mountain) dwarves with regards to aging, saving throw bonuses, resistance to magic, combat abilities vs. giants, and abilities to detect underground phenomena. Initial ability scores are modified by a -1 penalty to Charisma and Dexterity, and a +1 bonus to Strength and Constitution. The minimum/maximum ability scores for arctic





dwarves are: Str 14/18, Dex 3/16, Con 13/18, Int 3/18, Wis 3/18, Cha 3/14. Use the height data for halflings, the weight data for half-elves, and aging data for dwarves in the *PHB*, Tables 10 and 11.

Arctic dwarves can become fighters of unlimited levels, or rangers or thieves of up to 8th level. Only fighters gain weapon specialization. They cannot become paladins, wizards, priests, or bards. Multiclassed fighter/thieves are possible but not ranger/thieves+. Rangers cannot cast priest spells, but they can hide in arctic terrain, rocky terrain, or shadows using their roll for hiding in shadows. All rangers have either yeti, white dragons, or frost giants as their species enemy. Some are regarded by their kind as troublemakers for deliberately seeking out lone frost giants to slay, provoking conflicts.

Arctic dwarves eat fish, caribou, and polar bear meat, and they hunt ice toads and winter wolves for meat and body parts, too. They are accustomed to speaking their minds freely and openly, and enjoy family time, singing, telling stories, and wrestling or boxing. Most are lawful neutral and live in clans. They have a normal movement rate of MV 6.

Special Advantages

An arctic dwarf fighter's skin is toughened by outdoor living. He cannot feel pain from light bludgeoning attacks that do not pierce the skin; he thus takes only half damage (round fractions down to a 1-point minimum) from punching or wrestling. This applies to rangers, too but no other class.

An arctic dwarf fighter gains a +2 bonus to all attack rolls against frost giants. (Rangers gain this bonus, too, unless they select frost giants as their species enemy, in which case they get the standard +4 bonus to attack.) Because they are quite fascinated with weapons, arctic dwarf fighters have only a -1 nonproficiency penalty when using weapons with which they are not familiar; other classes (including rangers) have normal nonproficiency penalties.

The favored weapon of an arctic dwarf is his *eyklak*, a bulky bow with a high-tension pull that fires long, thick, barbed arrows. Treat this as a short bow in all respects, except that the long arrows inflict 1d8 points of damage. The awkward-looking bow is carefully shaped for an arctic dwarf to use, so he has a +2 bonus to attack rolls made with it; other races have a -2 penalty to attack rolls when using it. Fighter specialization with this weapon is very common, as it is so useful in hunting large, dangerous game—and for killing frost giants.

Special Disadvantages

An arctic dwarf does not know how to use a shield. If given the proper training, the dwarf can take a weapon proficiency with the shield (using a small shield or bucklers only) in order to use it properly.

As a barbarian, an arctic dwarf starts out with no Faerûnian money. He may choose up to 10 items other than weapons to take with him on his travels. These items include sacks, dried food rations, capes, fishing gear, rope, and tools (for skinning, sewing, or digging).

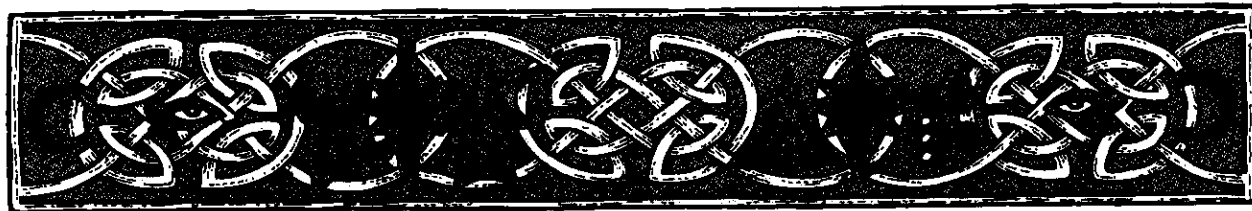
He also gains possession of four primitive but well-made weapons that his tribe normally makes and uses; these are also his initial weapons of proficiency. An arctic dwarf must select initial weapons only from the following: club (wood), mace (footman's, stone head), spear (stone point), stone dagger, *eyklak* (bulky bow), battle axe (stone head). Punching or wrestling may also be selected as weapon proficiencies, requiring no equipment. However, the arctic dwarf may learn new weapon proficiencies as the situation allows.

An arctic dwarf does not speak Common very well. Any communication with him should be played out as slow, halting, and hard to understand. Apply a 50% chance that an NPC does not know what the character is talking about, and a 25% chance if this happens that the NPC thinks the arctic dwarf said something rude, insulting, or in very bad taste. Comic results are also appropriate.

The arctic dwarf's strange appearance produces a +1 modifier to NPC reaction rolls, though no result should become hostile. Onlookers are merely put off by or curious about the dwarf's looks. Frost giants of the Great Glacier, however, always attack arctic dwarves and need not check reaction to them.

An arctic dwarf is not accustomed to warm temperatures. If attacked by heat- or fire-based spells, he suffers +1 extra point of damage per die. He can get around quite well in hot weather but sweats profusely and drinks vast quantities of water and other liquids. Sunburn never affects him, of course.

No metallic armor exists in the Realms that is sized to fit the squat, broad form of an arctic dwarf. If the arctic dwarf manages to gain and wear any sort of metallic armor, he takes a -1 penalty to all attack, damage, saving throw, and proficiency check rolls, as the armor feels so unnatural and strange. This problem lasts for 6d6 days of constant armor use, then disappears as the dwarf finally adjusts to it. The problem does not reappear for that dwarf.



Barbarian, Jungle Dwarf

Class Information

Class Requirements	Fighter
Racial Requirements	Dwarf (jungle)
Ability Requirements	Constitution 15, Strength 15
Prime Requisite	Constitution, Strength
Alignments	Any (most LN; some LG, LE, N)
Social Rank	Lower class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	None

Proficiencies

Weapons Slots	4
Initial Weapons	Blowgun (spec.), plus two others (see below)
Additional WP Slot	3
Additional Weapons	Any (see below)
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Climbing, hunting, set snares, survival (jungle)
Recommended Proficiencies:	Animal lore, appraising, blacksmithing, blind- fighting, carpentry, cam- ouflage (CRH), direc- tion sense, endurance, fire-building, fishing, herbalism, jumping, local history, mining, sig- naling (CRH), tracking, weather sense, weapon- smithing (crude, CRH)

Secondary Skills:

Fisher, hunter, miner,
trader/barterer,
trapper/furrier, weapon-
smith (primitive), wood-
worker/carpenter

Overview

In the steaming jungles of Chult live the wild dwarves, who call themselves *dur Authalar* (The People). Once or twice every decade, a wild dwarf is captured by explorers or slavers and taken unwillingly from the jungle to the assumedly more civilized realms of Faerûn. If the dwarf escapes or is freed, he may want to explore this new land before returning to his homeland—if he decides to return at all. Wild dwarves pride themselves on mastery of their environment, and the hostile lands of Faerûn are a difficult challenge to pass up.

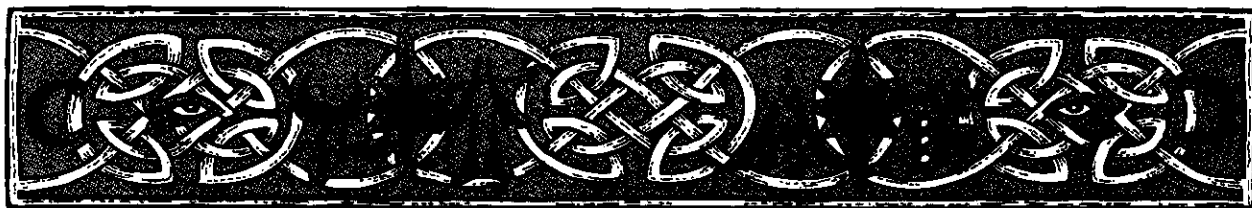
Description

A wild dwarf is 3 feet tall, stout but nimble, and has dark brown skin, dark eyes, and brown or black hair. In the jungle, his body is normally kept covered in animal grease to ward off insects, and colorful tattooing is common and extensive. Beards and hair of both sexes are worn long and braided, the braids often woven together to form crude clothing (as they wear nothing else). A male going to war covers his woven braids with mud to form armor (see below). Both sexes wear bone earrings, bracelets, and necklaces but never wear metal ornaments or armor. Body odor is very unpleasant; this may be a natural defense against jungle insects or carnivores.

Roleplaying

Jungle dwarves live in trees and caves across their land. They see themselves as part of a single family or clan and are polygamous. Drums are used to communicate with distant kinsmen.

Jungle dwarves are similar to shield (mountain) dwarves with regards to aging, saving throw bonuses, resistance to magic, infravision, combat abilities vs. giants, and abilities to detect underground phenomena. An additional +1 bonus vs. poison is added because of their long experience in making and using poisons. Initial ability scores are modified by a -2 penalty to Charisma and a +1 bonus to Constitution. The minimum/maximum ability scores for jungle dwarves are the same as for shield dwarves. On Tables 10 and 11 in the *PHB*, use the height data for halflings, the weight data for gnomes, and aging data for dwarves.



As he has lived in a jungle environment for so long, a jungle dwarf gains a +4 saving throw (or similar modifier to a Constitution check) vs. any debilitating disease or parasitic infestation. Additionally, he takes -1 point per die of damage done by insect swarm spells or nonmagical attacks (from the grease covering their bodies), and the same reduction in damage from heat-related attacks, even magical (from their own personal resistance).

Jungle dwarves can become either fighters, clerics, or fighter/clerics of the usual levels allowed to dwarves. They can climb trees and other surfaces with ease, rolling only during combat or other dangerous situations. A base 80% chance, +2% per level (98% maximum score). All fighters gain weapon specialization with the dart, either from a blowgun or hurled. No other classes are permitted. All jungle-dwarf clerics worship Thard Harr (see *Dwarves Deep*, pages 9 and 25-26); clerics must take herbalism to make hunting poisons for darts.

Further information on the jungles of Chult, useful for roleplaying adventures in that area and making up details about a jungle dwarf's background, can be found in *The Jungles of Chult*.

Special Advantages

The poison that jungle dwarves make and use is applied only to their blowgun darts. These blowguns can fire two darts per round (ranges 1/3/5, or 5/15/25 yards). Each dwarf carries 1d10+6 barbed throwing darts that inflict 1d3/1d2 points of damage. The poison forces the victim to save vs. poison or be slowed for two rounds, then fall asleep for 1d4+2 rounds (slapping does not awaken him). Each dart can be used twice before the venom wears off. Jungle dwarves are immune to the effects of their own venom and get their +1 bonus vs. other poisons.

A jungle dwarf can use the set snares proficiency for creating deadfalls, covered pits, and other sorts of jungle traps. Two outdoor traps can be set per day by a dwarf with this proficiency.

Special Disadvantages

A jungle dwarf does not know how to use a shield. If given the proper training, he must also take one weapon proficiency with the shield (using a small shield or bucklers only) in order to use it properly.

As a barbarian, a jungle dwarf starts out with no Faerûnian money. He may choose up to 10 items other than weapons to take with him on his travels. These items include one packet of dart venom (see above), sacks, a drum, dried food rations, a waterskin or gourd, a

firemaking kit with tinder, tools (for skinning, digging, or sewing), fishing gear, rope, etc. These items can be made of forged iron, wood, bone, leather, or stone.

The dwarf also gains possession of four primitive but well-made weapons that his tribe normally makes and uses; these are also his initial weapons of proficiency. After a jungle dwarf takes the dart as a weapon specialization, he must select other initial weapons only from the following group: hand axe, club (spiked, can be thrown), dagger, knife, spear. These weapons can be made from forged iron, wood, stone, or bone. The jungle dwarf can learn to use new weapons later as the situation allows.

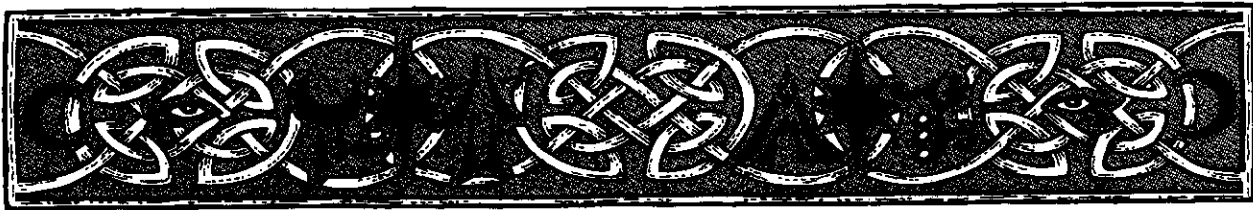
A jungle dwarf does not speak Common very well. Any communication with him should be played out as slow, halting, and hard to understand. Apply a 50% chance that an NPC does not know what the character is talking about, and a 25% chance if this happens that the NPC thinks the jungle dwarf said something rude, insulting, or in very bad taste. Comic results are also appropriate.

The jungle dwarf's strange appearance and body odor produces a +2 modifier to NPC reaction rolls, though no result should become hostile. Onlookers are merely put off by the dwarf's looks and smell.

When first encountered, a jungle dwarf uses only dried mud plastered over his own braided hair for armor (AC 8 until hit for 15 points of damage, then AC 9 until hit for another 15 points of damage). He sees no use in wearing anything else unless the benefits are explained and demonstrated to his satisfaction.

A jungle dwarf is not accustomed to cold temperatures. If attacked by cold- or ice-based spells, he takes +1 extra point of damage per die. He can get around quite well in cold weather in the proper clothing, but this produces its own problems (see following).

No metallic armor exists in the Realms that is sized to fit the squat, broad form of a jungle dwarf. If the jungle dwarf manages to gain and wear any sort of metallic armor or must wear cold-weather clothing like boots, heavy coat, mittens, etc., he takes a -1 penalty to all attack, damage, saving throw, and proficiency check rolls, as the armor or clothing feel so unnatural and strange. This problem lasts for 6d6 days of constant use of the armor or clothing, then disappears as the dwarf finally adjusts to it. The problem does not reappear for that dwarf.



Barbarian, Lythari

Class Information

Class Requirements	Fighter (no multiclassing)
Racial Requirements	Elf (lythari)
Ability Requirements	Constitution 13, Dexterity 13, Strength 13
Prime Requisite	Constitution, Dexterity, Strength
Alignments	Any (most CG; some NG, N, CN)
Social Rank	Lower class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	None (see below)

Proficiencies

Weapons Slots	4
Initial Weapons	See below
Additional WP Slot	3
Additional Weapons	Any
Nonproficiency Penalty	-2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Endurance, hunting, survival (forest), tracking (see below)

Recommended Proficiencies: Animal lore, blind-fighting, bowyer/fletcher, camouflage (CRH), carpentry, direction sense, healing, herbalism, jumping, leatherworking, local history, rope use, running, seamstress/tailor, set snares, swimming, tightrope walking, weapon-smithing, weapon-

Secondary Skills:

smithing (crude, CRH), weather sense, weaving Bowyer/fletcher, hunter, leather worker, tailor/weaver, trapper/furrier, weaponsmith, woodworker/carpenter

Overview

The lythari are elves who possess a rare form of lycanthropy allowing them to change into wolves. However, unlike most werewolves, lythari are good natured and reclusive. Once in a while, a lythari still living on Faerûn has the urge to wander afar, usually in search of others of its kind. Despite its shyness, it may travel with elf adventurers for a time, though it avoids other races.

Most lythari inhabit primeval forests on Evermeet, however, very few lythari exist and they live unnoticed by civilized folk. Some can yet be found in Faerûn, such as in the Forest of Tethir and old forests in the North, where they hunt deer, rabbits, wild boar, and other game.

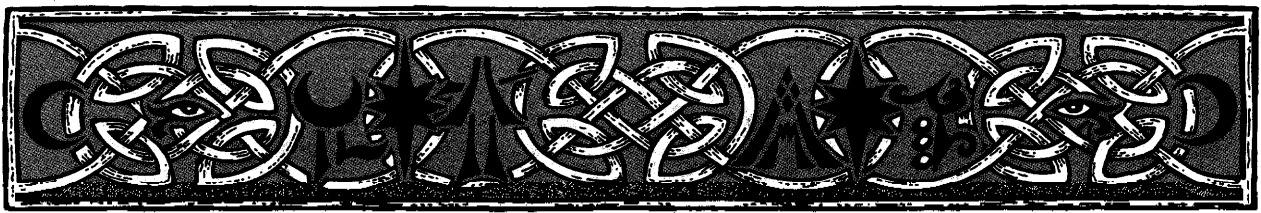
Description

A lythari looks like a very tall and beautiful elf, standing about 6 feet high with very pale skin, long silver hair, and blue or green eyes. Both sexes wear furs, hides, thin leather, and other natural garb, with bone jewelry, feathers, leaves, and similar items for ornamentation; except for their size and coloration, they could be wild elves. In wolf form, a lythari has light gray or silver fur, stands 30 inches high at the shoulder, and weighs its normal weight (see below). In elf form, a lythari wears no armor whatsoever. All lythari are nocturnal and hunt only at night.

Roleplaying

Lythari are very shy, reclusive beings. They are also restless and nomadic, wandering endlessly through their forests, enjoying their lives as hunters.

Lythari characters are generated exactly as normal elves, as per the Player's Handbook, with only minor changes. Lythari characters use the height and weight data for humans, though their limbs and digits are long (PHB, Table 10—the aging data for elves is used on Table 11). Lythari can only become fighters. In either elf or wolf form, a lythari has AC 6 and MV 18 (the elf form seems to run incredibly fast). The elf form uses weapons to fight; the wolf form uses its bite for 2d4 points of damage. Both forms have 60-foot infravision, 90% sleep and



charm resistance, and improved chances to surprise foes but no abilities to detect secret or concealed doors. An additional penalty of -2 is applied to a foe's surprise roll if the lythari is attacking at night, and the foe has no light source or infravision available.

While a lythari can transmit his condition to any other elf in the same way any normal lycanthrope can transmit lycanthropy to other humans, no other demihuman or human is affected in the slightest. Transmission is performed only if the recipient requests it; a lythari in wolf form never bites other elves or half-elves if they can help it. A half-elf must save vs. poison each time he is bitten or else take 1d4 points of extra damage for 1d4 rounds as the lythari influence is cast out of his system.

Brief notes on lythari society (a primitive anarchistic communism) are found in *Elves of Evermeet*.

Special Advantages

As a sort of wererecreature, a lythari can be struck in combat only by silver or enchanted weapons, or by monsters with 4+1 or more Hit Dice. A lythari character has no reaction to wolfsbane or other normal plants used against ordinary lycanthropes but takes extra damage from weapons enchanted to harm lycanthropes.

In wolf form, a lythari has enhanced senses of smell and hearing. He can follow a scent on a trail as if he had the tracking proficiency with a +6 bonus. He also has a +6 bonus to avoid being surprised by anything that has a scent or can make noise. He also gains a bonus equal to his level to saving throws made against illusion/phantasm spells, detecting any illusion for what it truly is. Once he smells a subject, he remembers that subject's scent for life; he can identify any number of individuals of any race or species by their body odor. The DM may allow the wolf character to learn details on what a subject has eaten, who he has touched, etc., to also be detectable with a tracking check at +4 on the roll. Most lythari proficiencies not requiring the use of hands can be used in wolf form, too.

Special Disadvantages

A lythari is a carnivore and never eats plant matter of any sort except for herbal medicines. If forced to live without fresh meat, a lythari loses 1-4 hit points per day; the moment the lythari falls below one-half his usual hit point total, he must make a system shock roll or pass into a coma, from which he dies in 3d8 hours unless given ground meat and water to swallow, or unless given a heal spell. Resuming a full-meat diet allows recovery at

a rate of 3d4 hit points per day. Cure wounds spells do not allow for recovery of hit points lost in this way. A lythari can eat cooked meat but hates the taste.

A lythari must take on his wolf form during the three days of the full moon every month. The DM should plot out these times in the campaign so the lythari follows Selûne's cycle. The lythari has no choice in this matter but no objection to it.

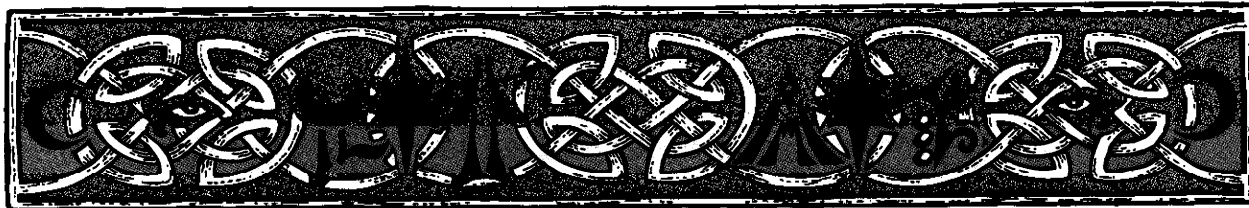
As a barbarian, a lythari starts out with no Faerûnian money. He may choose up to 10 items other than weapons to take with him on his travels. These items include sacks, dried meat, a waterskin, tools (for skinning, digging, or sewing), fishing gear, rope, etc. These items can be made of steel, wood, bone, leather, stone, or other materials; many are gained from trading with other elves.

The lythari also gains possession of four weapons that his people normally make and use; these are also his initial weapons of proficiency. The lythari must select initial weapons only from the following: hand axe, bow (any but crossbow), club, dagger, dart, javelin, knife, sling, spear, sword (any). These weapons are very similar to those used by wild elves in form and make. The lythari can learn to use new weapons later as the situation allows.

Discovery that the lythari "elf" takes on wolf form produces immediate, dangerous reactions from most non-elf NPCs, who hate and fear werewolves. A +6 modifier is applied to NPC reaction rolls, and immediate flight or attack is possible.

Lythari never sport any armor, and they don't use shields. Wearing any sort of armor when attempting to change into wolf form can injure the lythari during the transformation. If this situation happens anyway, take the base Armor Class of the armor worn (excluding all bonuses for magical armor and other devices) and subtract this from 10; the result is the damage in hit points taken from crushing and constriction. Double this damage if the armor is magical, as magical armor (ironically) affects a lythari just as a silver or enchanted weapon can; more injuries result. Then, the DM must roll 1d20; if the result is equal to or less than the damage taken, the lythari is entangled by or trapped in the armor. Thus, a suit of plate mail armor +3 (base AC 3) causes 7 points of damage; if a 7 or less is rolled on 1d20, the lythari is also stuck.

When changing into wolf form, the wise lythari first removes his clothing, carefully placing it and all other possessions in a secure place. Returning to this spot is easy for the lythari in wolf form, thanks to his olfactory sense, but it does make the lythari's possessions vulnerable to theft.



Barbarian, Wild Elf

Class Information

Class Requirements	Fighter, ranger (no multiclassing for latter)
Racial Requirements	Elf (wild), half-elf (wild)
Ability Requirements	Constitution 11, Dexterity 11, Strength 13
Prime Requisite	Dexterity, Strength
Alignments	Any (most CG; some NG, N, CN)
Social Rank	Lower class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter or ranger
Spell Ability?	No (Yes for high-level rangers)
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	None

Proficiencies

Weapons Slots	4
Initial Weapons	Long bow or short bow (spec.), plus two others (see below)
Additional WP Slot	3
Additional Weapons	See below
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Animal lore, endurance, fishing or hunting, survival (forest)
Recommended Proficiencies:	Animal handling, animal lore, animal training, appraising, boating (CRH), blind-fighting, bowyer/fletcher, camouflage (CRH), carpentry, direction sense, fire-building, healing, herbalism, jumping, leatherworking, local history, rope use,

Secondary Skills:

running, seamstress/tailor, set snares, swimming, tightrope walking, tracking, weaponsmithing (crude, CRH), weather sense, weaving
 Armorer, bowyer/fletcher, fisher, forester, hunter, leather worker, scribe, tailor/weaver, trapper/furrier, weaponsmith, woodworker/carpenter

Overview

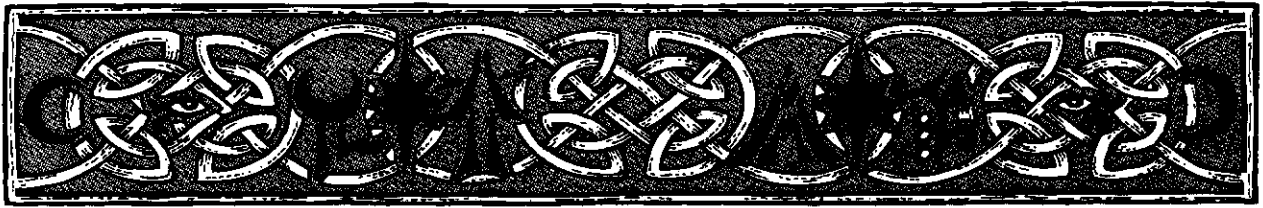
Wild elves, who call themselves *Sy'Tel'Quessir*, have the least organization and most primitive culture of any of the elven subraces of the Realms. While they are not complete savages, they tend to be nomadic hunters and gatherers, having little interaction with other peoples and staying close to their beloved temperate and subarctic forests. Many wild elves can read and write, but their oral traditions are far more extensive than their written works, which rarely survive long in the wilderness. Some wild elves travel extensively through their forests in their constant search for food and shelter, and they may take on adventures during this time.

Wild elf barbarians are found on Evermeet and in Cormanthor, the Forest of Tethir, the Greycloak Hills, and many other old forested regions of Faerûn. They are the most common types of elves on the mainland since the Retreat, except for Evereska moon elves. Wild elves were formerly known from the Chondalwood, in the Vilhon Reach, but those appear to have all gone to Evermeet. Many half-wild elves of the Yuirwood, in Aglarond, and some in Cormanthor use this barbarian kit.

Not all wild elves should use this kit, as some are more civilized and have established permanent homes and even cities, though always in heavily wooded areas. This is true in places with much contact with humans, such as Deepingdale and parts of the Forest of Tethir, in Tethyr. Many wild elves of the High Forest are secretly attempting to set up a kingdom there, called New Eaerlann, and these elves would not use this kit.

Description

A wild elf of Faerûn stands about human height (5 feet 6 inches or so), with coppery skin with tinctures of green. Hair color is usually brown or black, with occasional reds and blondes; the eyes are green, brown, or hazel.



Clothing in warm, temperate forests is kept to a minimum, down to loincloths, sandals or moccasins, and assorted decorative touches like earrings and arm bands. Tattooing is widely practiced. In cool weather, wild elves wear light leather clothing like buckskin, expertly stitched, and high, fur-lined boots. Hair decorations include feathers, leather bands, berries, and so forth. Leather armor is the only armor that wild elf barbarians willingly use. Wild elf barbarians use horses only rarely, if at all, though more civilized wild elves do so more often.

Roleplaying

A wild elf barbarian wants most to simply be left alone. He is in tune with the forest, engaged in a simple struggle for survival that he believes is all that the elven gods intended for him. Hunting, gathering, eating, sleeping—this is what makes life worthwhile for him, and he gains wisdom from living so close to the land and so much at the mercy of nature. Contact with other peoples interferes with his appreciation of the forest and can anger him greatly. Wild elf barbarians are emotional beings, not rational ones.

Certain elements of civilization intrude on this life, but the wild elf accepts them grudgingly. He may be a nomad, but small communities of settled wild elves that he visits may have forges for blacksmithing, stockades of domestic animals, and trading posts with links to the outside world. He does not fully approve of this, but he understands it is the only way to create and maintain the iron weapons he uses.

While a barbarian fighter has few other worries, the barbarian ranger is responsible for the safety of his people. He selects the creatures he views as most dangerous to his people, then attacks them with a vengeance in a never-ending war.

Special Advantages

All proficiencies that a wild elf barbarian takes are oriented toward life in the forest. The bonus proficiencies he receives each include an additional +1 bonus on their checks when used in any forest, and a +2 bonus when used in his home forest.

A wild elf barbarian may use animal lore to understand the actions of wild birds and mammals as if he were able to talk with them. If a proficiency check is made with a -4 penalty, he learns something from the creature, if anything is there to be learned. The wild elf can communicate to some extent with the creature and can use his Charisma score to influence the creature's reaction, if the creature's Intelligence score is 1-4.

In his home forest, a wild elf has a +6 bonus to avoid being surprised, even if asleep. In other forests, this bonus

falls to +2. In his own forest, he can creep up on intruders so carefully as to add another -2 penalty to their chances to be surprised, cumulative with the normal elf chances for this.

A wild elf barbarian may fire his bow without penalty while traveling at MV 6. Trick shots and called shots are possible. The normal elf bonus of +1 to attack rolls with a bow is added to all other bonuses. Attack options with the bow are in *The Complete Fighter's Handbook*, *The Complete Book of Elves*, and *PLAYER'S OPTION: Combat & Tactics*.

Special Disadvantages

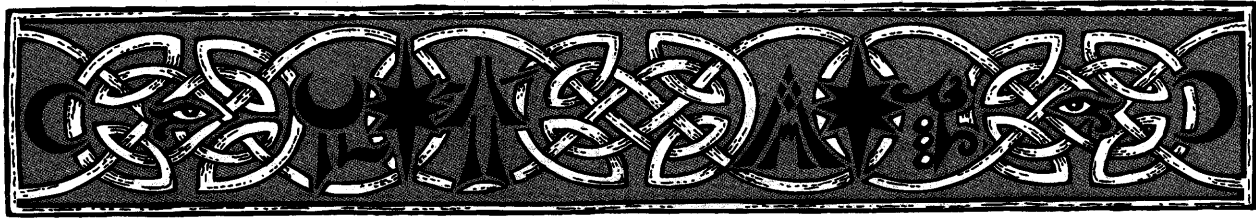
As a barbarian, a wild elf starts out with no Faerûnian money. He may choose up to 10 items other than weapons to take with him on his travels. These items include leather armor, sacks, dried meat, a waterskin, tools (for skinning, digging, or sewing), fishing gear, rope, etc. These items can be made of steel, wood, bone, leather, stone, etc; many are gained from trade with other elves.

The wild elf barbarian also gains possession of three weapons that his people normally make and use; these are also his initial weapons of proficiency, one being a bow, with which he must specialize. He must select his other initial weapons only from the following: hand axe, club, dagger, dart, javelin, knife, sling, spear, sword (any). The wild elf can learn to use new weapons later on but diverges from the previous list only for very good reasons. Nothing could convince him to learn to use a siege weapon or a firearm, but he might learn to use a pike if fighting dangerous monsters at a distance.

Wild elf barbarians do not trust or like humanity, and they aren't crazy about dwarves. NPC humans and dwarves have an immediate negative reaction to all wild elves unless these NPCs come from areas known to be friendly with the forest folk (for example, Deepingdale). Humans and dwarves apply a +2 modifier to all reactions checked on Table 59 of the *DMG*; hostile reactions are possible.

Wild elf barbarians have a particular aversion to the Underdark, oceans (surface or undersea), cities and towns, deserts, wildspace, other planes, and arctic conditions. On any adventure in these regions, a wild elf barbarian takes a -2 penalty to all proficiency checks and saving throws, as a result of feeling oppressed by the lack of a true forested wilderness. This penalty is permanent. (Even lythari are more flexible about their living conditions, so long as they get meat.) Wild elf barbarians tolerate grasslands, swamps, subarctic conifer forests, and tropical jungles well enough to avoid this dramatic penalty, however.

Finally, wild elf barbarians have no abilities to detect secret or concealed doors, as they are never around them in the wild.



Beggar, Professional

Class Information

Class Requirements	Thief (no multiclassing)
Racial Requirements	Half-elf (moon, wild), dwarf (shield), gnome (forest, rock), halfling
Ability Requirements	Charisma 9, Dexterity 9
Prime Requisite	Charisma, Dexterity
Alignments	Any nonlawful
Social Rank	Lower class
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash	3d4 gp (see below)

Proficiencies

Weapons Slots	2
Initial Weapons	Club, dagger, dart, knife, quarterstaff, sling
Additional WP Slot	4
Additional Weapons	Standard thief (see below)
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Begging (CTH), disguise, information gathering (CTH), survival (urban)
Recommended Proficiencies:	Alertness (CRH), appraising, endurance (CTH), fast-talking (CTH), forgery, gaming, musical instrument, observation (CTH), seamstress/tailor, singing, trailing (CTH)
Secondary Skills:	No skill applicable

Overview

Demihuman beggars began their "careers" cursed by prejudice or misfortune. Some, however, earn extra money on the streets by selling information, running errands or messages, picking pockets, and serving as look-outs for other thieves. They are superb con artists, often able-bodied but capable of faking any sort of injury or affliction to play on the sympathies of passers-by. They twist their poverty into a minor source of wealth and power in the urban realms of mankind. A few beggars are spies for foreign demihuman powers. Demihuman beggars are seen in human-dominated cities from Waterdeep south to Calimshan, and in many cities around the Sea of Fallen Stars.

Description

A demihuman beggar has filthy hair, dirty skin, ragged clothing, a wooden bowl for alms, and possibly a battered musical instrument for playing to a crowd. The beggar might have bandages, appear to be maimed, or show symptoms of disease. He is an expert at faking injury and disease, but some of his disabilities could be quite real. Weapons are always disguised or hidden.

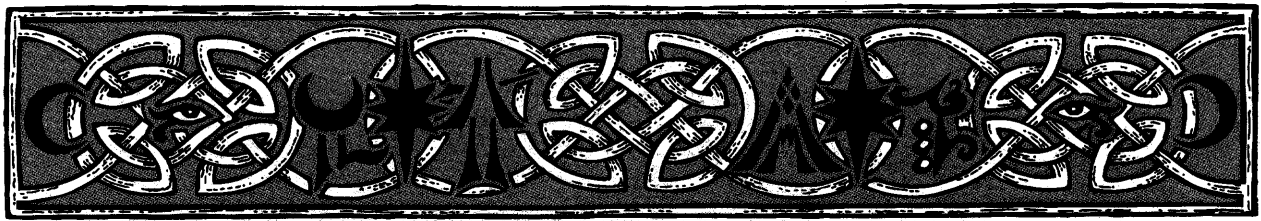
Roleplaying

Finding any advantage to being homeless, poor, and despised by society is quite a trick. A demihuman who is a professional beggar, however, desires this sort of life because of the anonymity and special contacts it provides which allow him to take advantage of the upper classes (and often, the humans) he hates. The professional beggar is a parasite. He works with many elements in a city's underworld, begging for coins and food while dealing in information with thieves, smugglers, thugs, spies, or assassins.

Sometimes a beggar leads a double life, sneaking out of a city to go adventuring with others and seek his fortune. Often, the beggar-adventurer quickly spends whatever riches he gains and returns to his old city, again a beggar—until he next goes out on a quest for wealth..

Special Advantages

A beggar gains an exceptional knowledge of the city in which he lives. He knows of passages through sewers and alleyways, abandoned rooms, and other escape routes and hiding places. If a beggar is being pursued but manages to elude his pursuers for only one round, he has an 8% chance per level of completely evading pursuit by seeming to vanish into thin air. He is not visible to any



form of magical *true seeing* as he is hidden behind other objects and possibly moving farther away with every second. Unless extraordinary magic is used (DM's option), he cannot be found until he decides to come out again. The maximum chance to hide in this manner is 96%.

If a beggar must flee but cannot evade pursuers in this manner, he can attempt to make a Dexterity check on 1d100, subtracting his level from the roll to better his chances for success. Success means he outruns his pursuers in an incredible burst of speed.

Pickpocketing is so important a survival skill that the beggar gains a +15 bonus to his chances to use this talent. This skill is used to filch food from street vendors, palm coins found on the pavement, or perform minor sleight of hand tricks for passers-by.

When the disguise proficiency is used to mimic an injury or affliction but not to disguise his actual identity, the beggar gains a +2 bonus on the proficiency check.

The beggar's survival skill lies in urban areas. He is so good at this skill that he can successfully find food, shelter, and clothing for himself without making a proficiency check under normal city conditions. He raids garbage and sleeps in hidden spots, managing to stay alive with the barest necessities. During wartime, natural disasters, extreme heat or cold, major civil disorders, and so forth, a check must be made daily to thrive; if it is failed, the beggar is hungry, thirsty, or cold.

If the beggar normally appears to be carrying no weapon but has one or more concealed weapons on his person, he gains a +2 bonus to his first initiative roll if threatened or attacked. This happens as he pretends to cower or turn to flee, instead pulling out a weapon and confronting his attacker.

Special Disadvantages

The first disadvantage of being a demihuman beggar concerns the money initially gained (3d4 gp). More funds might come later from other helpful characters, but the beggar starts out at rock bottom.

Initial weapons are restricted to those that cost a small amount, are simple to make or find, and are easy to hide or conceal (for example, a quarterstaff or club can be used as a walking stick, splint, or blind-man's stick). Out of the normal thieves' weapons, this excludes short bows, swords, and hand crossbows. Lassos have little place in a city and are also excluded. At higher levels, a beggar can learn to use these excluded weapons—but if he is seen using them, word spreads rapidly and he draws great suspicion that he is an assassin, spy, or thief.

A beggar cannot have the reading/writing proficiency at 1st level, though this may be gained normally later on. No points can be allocated to his read languages thieving skill at 1st level, but these can be added later, too. Because opening locks and finding/removing traps involve specialized training, the beggar takes a -10 penalty on these abilities.

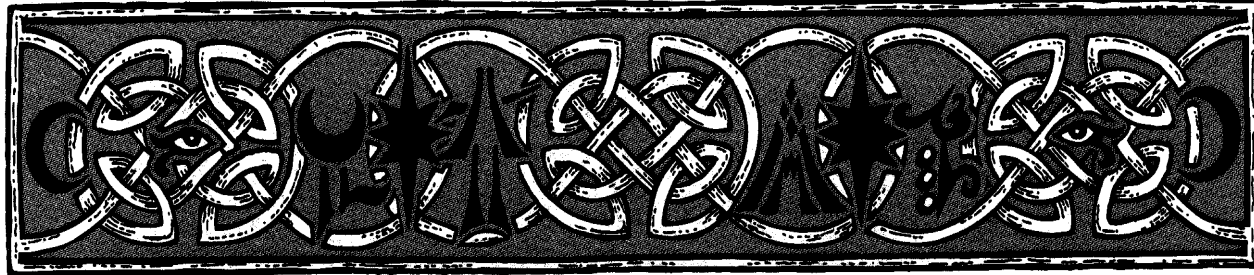
While the character is being generated, the player of a demihuman beggar must make a Constitution check on 1d20. Failure indicates the beggar has an actual affliction of a serious nature: a missing limb, a damaged sense, scars from a disease, a pronounced stutter, etc. The player must select the affliction, which should have an actual penalty in game terms (for example, reduced movement, loss of Charisma or other ability score, penalty to surprise or initiative checks, or penalty to rolls for saving throws, attacks, damage, proficiency checks, etc.).

Some of a beggar's proficiencies rely on his looks and perceived social station: begging, fast-talking, information gathering, and trailing. If a beggar dresses and looks better than a pauper, these proficiencies suffer a cumulative -1 penalty per week that the beggar seems "better off," to a maximum penalty of -8. This keeps the beggar from plowing his gains from adventuring in bettering his lifestyle in public. If the beggar returns to looking awful again, the penalty freezes and begins to improve by 1 point each week thereafter until normal proficiency checks can again be made.

Additionally, if at any time a beggar appears in any sort of armor in public, the above proficiency checks immediately drop by -8. He also draws all suspicion normally gained by using a banned weapon. No one treats him as a real beggar if both armor and weapons are displayed.

A demihuman beggar receives reactions of pity and disgust on a daily basis from all around him. This equals a +2 modification to rolled NPC reactions using Table 59 in the *DMG*, though a hostile reaction is not reached unless the beggar attacks or the NPC hates beggars anyway. Only other Rogues treat a beggar without a negative reaction.

Finally, a demihuman beggar who reaches 10th level gains as followers only other beggars, though the beggar in charge can certainly set up a thieves' guild in this manner. The demihuman beggar gains the ability to read magical or clerical scrolls at 10th level only if he has devoted a reading/writing proficiency to any language, and only if he has also raised his read language thief skill to 50% or more.



Cat Burglar

Class Information

Class Requirements	Thief
Racial Requirements	Elf (moon, wild), half-elf (moon, wild), dwarf (gold, shield), gnome (forest, rock), halfling
Ability Requirements	Dexterity 13, Intelligence 13, Strength 11
Prime Requisite	Dexterity, Intelligence
Alignments	Any nonlawful
Social Rank	Middle class
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (×10 gp)	2d6

Proficiencies

Weapons Slots	1
Initial Weapons	Dagger
Additional WP Slot	4
Additional Weapons	Standard thief
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Appraising, alertness (CRH), looting (CTH), rope use

Recommended Proficiencies: Artistic ability, disguise, information gathering (CTH), gaming, gem cutting, herbalism, jumping, languages (modern), mountaineering, observation (CTH), reading lips, swimming, tightrope walking, tumbling

Secondary Skills: Gambler, jeweler, limner/painter, scribe

Overview

A cat burglar is a highly sophisticated thief with great experience at breaking into “secure” buildings, bypassing locks and traps, passing sentries undetected, stealing the most valuable loot, then escaping as quietly as he got in. The demihuman cat burglar is often a renegade with an elitist attitude, snubbing thieves’ guilds or offering them minimal attention. However, he is sometimes hired by (or forced into serving) powerful demihuman patrons such as nobles, so that his skills benefit governments like Evermeet, Evereska, Citadel Adbar, Eartheart, etc. A demihuman cat burglar may have reasons of his own to recover treasures from evil forces and turn them over to his people—or keep them for himself.

Demihuman cat burglars usually get their start in major cities, invariably human ones. Waterdeep, Silvermoon, Baldur’s Gate, Suzail, Athkatla—the list of cities of origin goes on and on. They may travel from city to city to avoid capture but love the urban life and all its sophistication and riches.

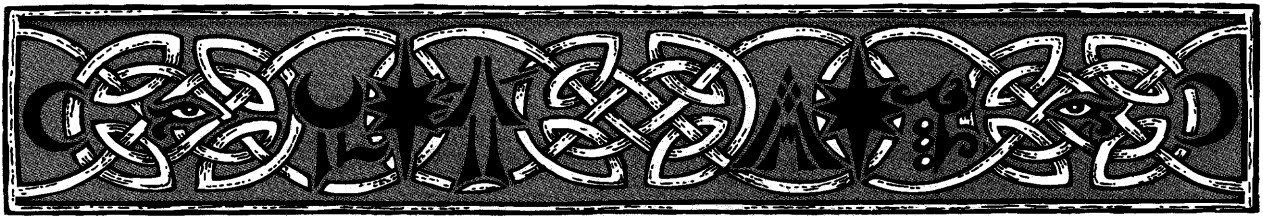
Description

A demihuman cat burglar has strong tastes for finery and discretion, not wishing to appear gaudy or craving attention but still showing sophistication. Clothing is of fine quality but subdued in tone, simple and elegant, yet very stylish. Weapons and tools are cleverly hidden on the burglar’s person. The burglar can be mistaken for a well-to-do merchant or minor noble on the street. “Working clothes” are usually tight, dark or camouflage-patterned. The burglar takes pains to travel unencumbered and thus move freely and quickly when he needs to.

Roleplaying

The cat burglar is a specialist, focusing all of his thief skill points into only a few areas. He is called a cat burglar because of his great silence and climbing ability. Lacking the pick pockets and read languages skills (see below) allows the cat burglar to boost his remaining skills with extraordinary speed, as he still receives the normal supply of thief’s skill points.

A cat burglar is a natural for a double life: a quiet, passive, ineffectual-seeming person by day, and the master of stealth by night. He values perfection in a job and picks over details to make sure everything comes out just right. A demihuman cat burglar is often interested in acquiring (stealing is too crude a word) magical and valuable items that once belonged to his people. Many of these items are now in the hands of humans. As a result,



theft becomes a sort of grand strategic game played out with the cat burglar on one side and humanity on the other. If the cat burglar loses, he is caught and forgotten. But if he wins . . . who knows what will happen? The cat burglar plays the game to find out.

Some cat burglars are secretly sponsored by demihuman governments, particularly Evermeet, in order to recover certain important items that will either assist the Retreat, keep Evermeet secure, or be used in warfare or assassination against Evermeet's rulers or people. Dwarf burglars are well employed retrieving treasures stolen from lost dwarven cities and citadels. Halflings and gnomes work for themselves, like most dwarf and elf cat burglars.

Cat burglars favor small, useful gadgets and tools, such as those described in chapter 5 of *The Complete Thief's Handbook*. Many cat burglars get the itch to invent new useful items themselves, often one-use devices for special missions.

One set of devices that cat burglars rarely use is weaponry. Fighting shows a lack of planning and finesse; the best burglars never need to fight at all. They strive to take no life without cause on a mission, though they do so if they feel they have no choice. As a result, they seem to be entirely without prejudice toward any race or social class.

Special Advantages

The cat burglar's primary weapon is his mind. During each level, a cat burglar may attempt to invent a minor nonmagical and nonlethal device or aid to assist him in his exploits. The invented aid should roughly mimic the effects of a 1st- or 2nd-level wizard or priest spell (it cannot be more powerful than this). The exact details of this device are left up to the player and DM; this should be an excellent opportunity to creatively develop new areas of the game. Possible devices could include suction cups for the hands and knees, allowing the thief to climb perfectly smooth surfaces and even ceilings (*spider climb*), a minor drug causing drowsiness when inhaled by one person (sleep), a chemical that makes copper temporarily look like gold (*fools' gold*), a parachute (*feather fall*), a steel clamp that can jam a door shut for a brief time (*wizard lock*), and a slippery oil that can be put into eggshell "grenades" and thrown to hinder pursuit (*grease*). Only the cat burglar knows the secret of perfecting each device, and he never reveals his secrets.

Like the proverbial cat, a cat burglar can be said to have nine lives. Once per day, a cat burglar can apply his

level as a die-roll modifier to a single roll, be it an attack roll, saving throw, proficiency check, ability check, or whatever. The player must designate the roll to which the bonus is applied before the roll is made. He does not have to apply this modifier to any roll during a day, but he cannot save an "unused" application from one day to the next. It is wise to save this bonus only for life-threatening situations in which failure means death.

Special Disadvantages

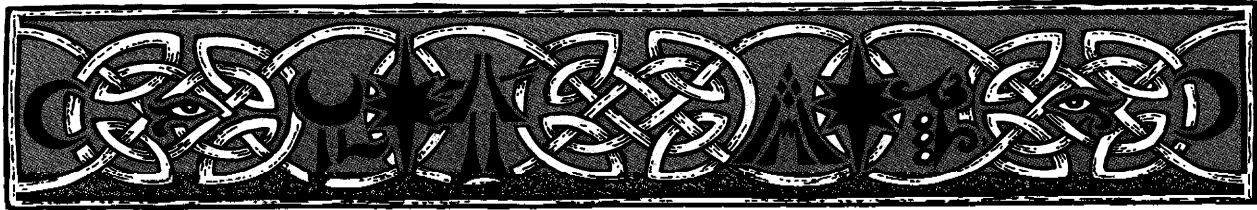
If wearing armor better than studded leather, the cat burglar suffers a cumulative -1 penalty to tumbling, tightrope walking, and jumping proficiency checks per point of Armor Class over 7. Bonuses to Armor Class from Dexterity or magical devices do not engender this penalty; only the wearing of bulky armor (mundane or magical) does this.

A cat burglar receives only one weapon proficiency slot at 1st level, which must be taken with a dagger. A cat burglar may gain followers upon reaching 10th level, but he cannot use magical or clerical scrolls.

Cat burglars insist on traveling light to best use their talents. They do not carry more weight (as shown on Table 1, *PHB*) than would slow down their normal movement rate. If the optional rules for encumbrance (*PHB*, chapter 6) are used, a cat burglar always travels with light encumbrance at most. They avoid carrying heavy, cumbersome loads unless caught in a life-or-death emergency in which they must immediately escape or die. (They abandon treasure but can save companions by carrying them.) They go back to their usual habits once temporary safety has been reached.

Because they disdain "lowly" forms of getting rich, cat burglars refuse to learn to pick pockets, considering it beneath themselves. They have no score in this area. Cat burglars are also uninterested in learning and reading new languages, having so little time for it in their lives. They can read and write Common and their racial language; that is quite enough, they say. Learning a reading/writing skill can come only after 1st level.

A cat burglar is regarded with a degree of respect and awe by law enforcement officials, who admire the burglar's finesse and reputation. But this also means they try to ensure that if the burglar is captured, he never escapes. They may treat him quite well, but he is chained and watched every moment, and his prison cell is unusually secure. The DM should administer this outcome to make it very hard for a captured cat burglar to ever escape, even with outside aid.



Explorer, Winged Elf

Class Information

Class Requirements	Fighter
Racial Requirements	Elf (winged)
Ability Requirements	Charisma 13, Constitution 13, Dexterity 11, Intelligence 13, Strength 13, Wisdom 11
Prime Requisite	Charisma, Intelligence, Strength
Alignments	Any (most CG; some NG, N, CN)
Social Rank	Middle class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	5d4

Proficiencies

Weapons Slots	4
Initial Weapons	Any (see below)
Additional WP Slot	3
Additional Weapons	Any (see below)
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Endurance, jumping, hunting, weather sense
Recommended Proficiencies:	Animal lore, animal training, artistic ability, blacksmithing, bowyer/fletcher, carpentry, cartography (CRH), direction sense, fire-building, healing, herbalism, leatherworking, local history, mountaineering, religion, rope use, running, seamstress/tailor, set snares,

Secondary Skills:

survival, tracking, weaponsmithing (glass), weaving
Bowyer/fletcher, hunter, leather worker, limner/painter, scribe, tailor/weaver, weaponsmith (glass), woodworker/carpenter

Overview

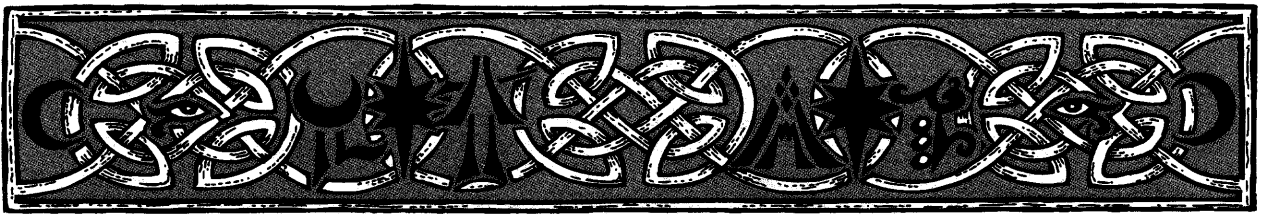
Recently, a new elf subrace was discovered in Faerûn: the avariel, a winged people only known from a single colony of several hundred individuals that was recently discovered in Sossal, on Mount Sundabar east of the Great Glacier. After contact was made with them by officials from Evermeet, some avariel chose to explore beyond the confines of their realm above the clouds, meeting with other peoples as semi-official diplomats and testing the waters for future trade and alliances. A good bit of adventuring naturally came in the deal.

Description

Thanks to their huge, soft wings, avariel cannot be mistaken for any other folk in Faerûn. Wings, which spring from the shoulder blades and have spans of 12-18 feet, are usually white but may also be gray, maroon, brown, black, speckled, or striped. Skin, hair, and eye color are much the same as for moon or gold elves, in every combination and with white or black hair predominating. Their eyes are slightly larger than normal. Avariel stand about 5 feet 9 inches tall on average, with thin, graceful limbs and chiseled, angular facial features. They appear more delicate than other elves despite their height. Togas and other light, wraparound garments are preferred. They use no armor except for rare magical devices, relying on dexterity and ranged attacks to escape harm. Weapons are made from glass or obsidian.

Roleplaying

An avariel is generated as per the usual Player's Handbook rules for elf characters, with the following changes: To the initially generated ability scores are added a +1 bonus to Intelligence, a +2 bonus to Dexterity, and a -2 penalty to Constitution. The normal elf resistances to sleep and charm spells, 90-foot infravision, bonuses to surprise opponents, and ability to detect secret and concealed doors are retained. In addition, the avariel has superb vision allowing her to notice distant objects as if



they were 100 times closer (as per *eyes of the eagle*); this gives her a +2 bonus to avoid being surprised by visible opponents outdoors when she is flying. She walks at MV 9 and flies at MV 18 (maneuverability class C). If she carries more than light encumbrance, her maneuverability class falls to D; if she carries more than her own body weight, her wings cannot support her and she must walk. Flight is painful for an avariel. After each hour of flying, a Constitution check is made on 1d20; failure means the avariel must land and cannot fly again for 30 turns for every two hours spent in flight prior to the landing.

On Tables 10 and 11 in the *PHB*, an avariel uses the height and weight data for humans (though she is thin and light, her wings add the extra weight) but uses ages as a gnome. An avariel automatically has the jumping proficiency. Further information appears in the Introduction of this book.

A winged elf never wears metallic armor or uses a shield, as this weighs her down too much to fly. Leather armor is used instead. Magical devices lowering Armor Class must be small, light in weight, and not able to interfere with the wings (rings, belts, bracers, and necklaces are okay but not cloaks, robes, etc.). Only open-faced helmets are used.

Similarly, the avariel cannot use heavy, long weapons in flight, as these risk striking her wings and are too clumsy to operate properly. As a rule of thumb, any weapon of size L and weighing over 10 lbs. would not appeal to her, unless it was a piercing/thrusting weapon like a spear or trident. The avariel uses large weapons only when on the ground and her wings are folded safely behind her. Flails, whips, and similar flexible weapons are not used because of the risk of damaging her wings. An avariel gains a +1 bonus to attack rolls when using the bola, lasso, broad sword, long sword, or short sword, as these are their favorite weapons.

Long and short bows are used, but one fired in flight takes a -2 penalty to the attack roll. An avariel does not gain a +1 bonus to attack rolls with long and short bows as do other sorts of elves. An avariel can learn to use almost any weapon, but those commonly used in massed ground formations, such as polearms or pikes, are not to their taste.

Avariel do not work with iron or forges, fearing for their wings. They do know how to work glass into very durable weapons using additives to strengthen the glass when melted in a furnace. (Working the molten glass is done at a distance from the furnace using long rods on which tools are mounted.) Avariel swords and bola balls

are made from heavy glass. If a natural attack roll of 1 is made, a 1d6 roll of 1-3 indicates the weapon has shattered when striking the opponent; only half damage is delivered by the blow.

If a winged elf loses over 50% of her hit points in combat or to illness, she becomes too weak to fly. She immediately glides down to the ground and continues the fight from there. If she loses over 75% of her hit points in flight, however, she falls, unable to slow her descent, and suffers falling damage. The feathers of an avariel's wings are flammable, so a *fireball* or other area-effect fiery spell is feared by them. No avariel trusts a fire-using wizard.

A winged elf is susceptible to claustrophobia in an enclosed space like a house, cave, or dungeon. In a closed space, an avariel makes a Wisdom check once per day, starting 1-4 hours after confinement. Failure results in temporary insanity; the insane avariel tries to attack everyone around her (1-2 on 1d6), goes catatonic and curls into a ball (3-4 on 1d6), or attempts to escape by any means possible (5-6 on 1d6). This insanity lasts until the avariel reaches open air. If more than four Wisdom checks are failed, the insanity becomes permanent unless cured by a *heal* spell. The spell *remove fear*, if applied after temporary insanity has struck, allows a new Wisdom check with a -4 modifier. The *cloak of bravery* spell, if applied before entering an enclosed space, also applies its saving throw bonus as a negative modifier to Wisdom checks for insanity.

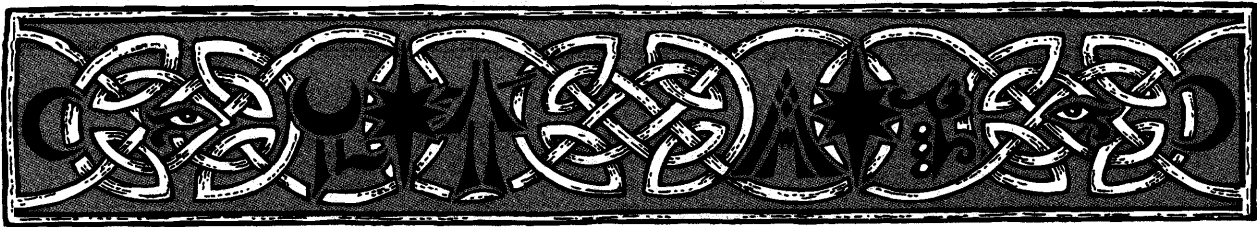
The avariel of Mt. Sundabar belong to a "warrior/thinker" society, as described in *The Complete Book of Elves* and *MONSTROUS COMPENDIUM Annual, Volume Two*. Either of these sources should be studied for further information on avariel life.

Special Advantages

The benefits of being an avariel are detailed above. Avariel explorers gain no other benefits.

Special Disadvantages

Winged elves have been known to the Red Wizards of Thay for several decades. These wizards and their agents now hunt avariel for their wings, which are used to make potions of flying and *wings of flying*. Some giants in Sossal and on the Great Glacier also hunt avariel for their wings, but the giants use the wings for decorating their helmets. Avariels are in danger of being hunted into extinction.



Exile, Gray Dwarf

Class Information

Class Requirements	Thief
Racial Requirements	Dwarf (gray)
Ability Requirements	Dexterity 9, Wisdom 10 or less
Prime Requisite	Dexterity
Alignments	Any nonlawful (rarely good)
Social Rank	Lower class
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapons Slots	2
Initial Weapons	Footman's pick, warhammer, and standard thief weapons
Additional WP Slot	4
Additional Weapons	As above
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Blind-fighting, endurance (CTH), fungi recognition (CBDw), survival (Underdark, CTH)

Recommended Proficiencies: Animal lore, appraising, blacksmithing, direction sense, fire-building, herbalism, hunting (CTH), intimidation, languages (modern), leatherworking, mining, mountaineering, religion, set snares, stonemasonry, weapon-smithing (crude, CRH)

Secondary Skills:

Hunter, leather worker, mason, miner, trader/barterer, trapper/furrier, weapon-smith

Overview

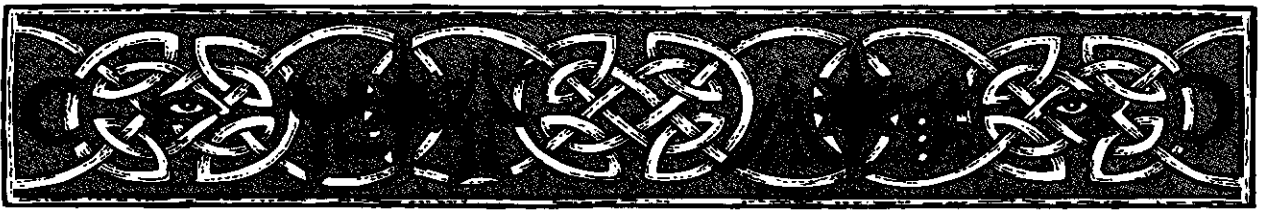
Usually, the only gray dwarf met on the surface of Faerûn is a desperate one, as duergar loathe the sunlit realm. Unlike some Underdark races, gray dwarves have no urge to conquer the surface world. They wish to destroy their enemies on the surface, of course, but they plan to conquer and rule only the Underdark, leaving the surface alone otherwise.

However, some duergar do not fit into their grim, bleak, regimented society. They hold the wrong political beliefs, take up the wrong religion, and perform the wrong deeds (usually theft). Those renegade duergar who are not immediately executed are exiled from their people on penalty of death, with the understanding that any other duergar may later hunt them down, slay them, and return with their heads for a special bounty. Exiled duergar often come to the surface to hide alone in shallow wilderness caves, where their gray brethren are unlikely to follow. There the exiles survive as best they can. A few become adventurers, but they risk much in doing so, as duergar are hated by many surface-dwelling folk.

Exiled duergar could appear almost anywhere in the less inhabited regions of the Underdark, away from major communities of any race. Very few ever go up to the surface, as sunlight harms their vision and abilities so greatly, but those that do are found near any entryway into the Underdark, even in Waterdeep (thanks to Skullport and Undermountain).

Description

Exiled gray dwarves stand about 4 feet tall and possess an evil, starved visage. Faerûnian duergar, males and females, are bald; females have no facial hair, but males grow long beards that are often combed or braided in clan styles. Skin and hair color range from medium to dark gray. Clothing is drab, in black and dark shades of maroon, gray, and brown. Metal surfaces are kept dull, and jewelry is dimmed by a light wash of dark dye or paint. Leather made from subterranean beasts is widely used. Duergar eyes glow faintly red, a result of their powerful infravision. Many duergar wear medallions or insignia showing clan identity, but exiles have no such regalia. The faces and arms of exiles are covered with



tattooed yellow Dethek (Dwarvish) runes identifying them as criminal outcasts under sentence of death. Their clothing, armor, weapons, and other equipment are in poor condition, scavenged from corpses or trash piles in the Underdark. (Exiled duergar are stripped of all possessions when cast out.) But even an exiled duergar is proud in his rage and ruin.

Roleplaying

A duergar exile does anything to stay alive and regain some of his lost power. He could become a menial laborer, grave digger, miner, mason, or other mundane occupation in a human-dominated area, or he could work on his own as an assassin, thief, Underdark guide or adventurer. This assumes that other elves and dwarves in the party do not kill him out of hand first. Only humans, halflings, and gnomes are likely to give a duergar a chance to join them in exploring the world and getting rich.

A gray dwarf character is generated like any other dwarf as per *Player's Handbook* rules, with the following changes: A +1 bonus to Constitution and a -2 penalty

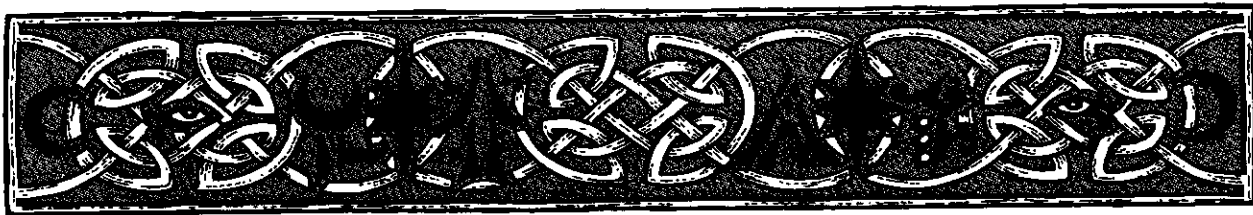
to Charisma scores are applied to initial ability scores. Ability score maximums and minimums are the same as for normal dwarves.

A gray dwarf is immune to paralysis and poison, so many use poisons in combat without fear. They are also immune to all illusion/phantasm spells, seeing them for what they are. Constitution bonuses vs. attacks from wands, staves, rods, and spells are normal. Duergar move so quietly in leather or studded leather armor that a -2 penalty is applied to opponents' surprise rolls if the duergar are 90 feet ahead of other beings. Duergar are themselves hard to startle, taking a +2 bonus on their own rolls to avoid surprise.

Duergar normally possess magical powers of enlargement and invisibility, as per the *MONSTROUS MANUAL* tome, but these powers are cancelled for exiles (see below). A different system for using these powers appears in *The Complete Book of Dwarves*.

Magical items have the same 20% chance for malfunctioning as for other dwarves. Infravision is 120 feet in darkness; if bright lights or major heat sources are present, the infravision ceases. Dwarven abilities to de-





tect underground phenomena are unchanged. On Tables 10 and 11 in the *PHB*, the height and aging data for dwarves is used with the weight data for halfeves, as duergar are thinner than normal dwarves. Initial language choices and classes are given in this book's introduction.

Daylight and *continual light* spells affect a duergar as follows: His infravision and enhanced ability to gain surprise are negated, his Dexterity is reduced by 2, his attacks take a -2 penalty on the rolls, and opponents' saving throws vs. the duergar's attacks are at +2. If opponents are brightly lit but the duergar is in darkness, his surprise bonus and Dexterity score are unaffected, but his attacks are at -1 on the roll and opponents gain a +1 bonus to saving throws against his attacks; infravision is lost. Light from torches, lanterns, bonfires, magical weapons, and *light* or *faerie fire* spells do not adversely affect the duergar.

Because they have not fought with humanoids to the extent that surface dwarves have, gray dwarves gain no attack bonuses against orcs, goblins, etc. Giant-type beings in the Underdark of Faerûn still take a -4 penalty to attacks against them, as trolls, ogres, stone giants, and the like exist underground.

A gray dwarf exile's religious beliefs are not necessarily good or evil. A few have repented their ways and taken up worship of Moradin All-Father, but an equal number have gone with Abbathor, god of greed. Some have stayed true to their old duergar gods. There is no consensus on post-exile deities.

Special Advantages

Few advantages are gained by being a gray dwarf exile, though it does pose many interesting challenges in roleplaying.

In addition to thieves' weapons, a gray dwarf exile has the additional options of using the footman's pick and warhammer, which are widely used in duergar warfare because of their additional use as mining tools.

Because the AD&D 1st Edition game's version of the duergar had them as psionic, anyone with *The Complete Book of Psionics* can have a gray dwarf exile gain a wild talent, as per the rules in that book on pages 19-21. At the DM's option, the roll to gain the wild talent is skipped and the character receives a randomly generated wild talent, the existence of which is known to no one but the character. Perhaps the existence of this secret talent had something to do with the gray dwarf's exile in the first place.

Special Disadvantages

As a part of the exiling process, a duergar is forced to undergo a magical ritual conducted by a duergar priest that permanently removes the normal duergar powers of enlargement and invisibility. This makes it easier for the exile to be found later and destroyed. The yellow tattoos are also permanent; as they scar the skin, their outlines can be seen through most facial makeup, whether ashes are rubbed on the skin or sophisticated disguise paints are applied.

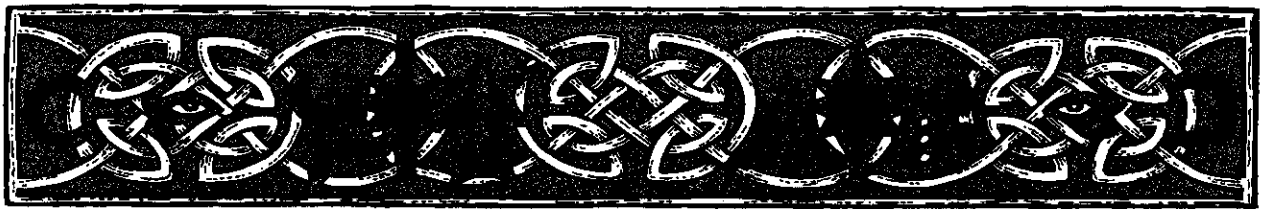
The negative effects of sunlight on a duergar are given above. A gray dwarf exile on the surface copes best by simply becoming nocturnal, hiding from the sun to sleep in the daytime.

Duergar are not as well known as drow elves, and so are not widely reviled in the Realms by humans, halflings, and surface gnomes. However, shield and gold dwarves and deep gnomes know enough about duergar to recognize them as dangerous enemies, and gold, moon, and wild elves still tell tales of how duergar joined forces with the drow to destroy the Elven Court centuries ago. (The dwarves remember this event in their tales and legends, too.) A duergar cannot expect sympathy from races who suffered so much from drow and duergar treachery. Apply a +8 modifier (toward hostile results) to NPC reaction rolls from these races toward a duergar, and a +4 modifier from humans, halflings, and surface gnomes.

An exiled duergar cannot expect any sympathy from his own people either. Other duergar won't even check reaction to him, attacking instantly if they recognize the offender. Drow capture exiles as slaves and for hideous private amusements. Mind flayers snare them for well-known purposes that need no further detailing here.

Because he is immune to poisons, an exiled gray dwarf often uses them regularly for hunting. Many beings have extremely negative reactions to individuals using poison, and the duergar might poison an ally by accident as he never gives his own safety around poison a second thought.

An gray dwarf exile is often characterized by his bad judgment (hence, the low Wisdom score). Wise duergar keep their personal opinions to themselves and are careful to cover up their community misdeeds. Exiles obviously weren't that wise, and so they got caught. A Wisdom score below 9 should affect roleplaying, as the gray dwarf's willpower is not very good.



Forester

Class Information

Class Requirements	Fighter
Racial Requirements	Elf (gold, moon, wild), half-elf (gold, moon, wild), gnome (forest, rock), halfling (hairfeet, tallfellow)
Ability Requirements	Constitution 11, Strength 11
Prime Requisite	Strength
Alignments	Any (rarely evil)
Social Rank	Lower class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	5d4

Proficiencies

Weapons Slots	4
Initial Weapons	Any bow or sling (spec.), plus any two others
Additional WP Slot	3
Additional Weapons	Any
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Bowyer/fletcher, hunting, survival (forest), tracking

Recommended Proficiencies: Agriculture, animal handling, animal lore, animal training, armorer, artistic ability (woodcarving), blacksmithing, bowyer/fletcher, camouflage (CRH), carpentry, cooking, direction sense, endurance, fire-building, fishing, jumping,

leatherworking, riding (land-based), rope use, set snares, tumbling, weaponsmithing, weaponsmithing (crude, CRH), weather sense

Secondary Skills: Armorer, bowyer/fletcher, farmer, forester, groom, hunter, leatherworker, teamster/freighter, trapper/furrier, weaponsmith, woodworker/carpenter

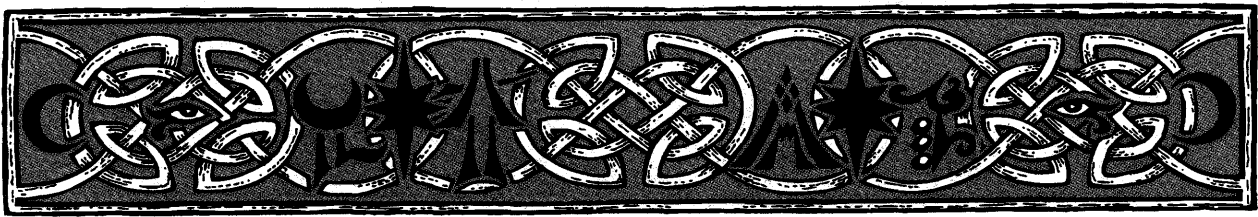
Overview

Many old, mighty forests have shrunk greatly over the centuries from the depredations of monsters and battle magic. Human civilization's hunger for lumber and wood products is also relentless. Many trees are cut or burned by settlers to clear the land for farming, by shield dwarves creating surface mines, or by humanoids attempting to destroy demihuman foes. As a result, demihuman foresters are not uncommon now and possess strong combat abilities. Foresters negotiate with loggers on the taking of reasonable amounts of wood from forests but in extreme cases lead military actions to stop extensive woodcutting, fire-setting, game-taking, and so forth.

All of the places named as gold, moon, or wild elf homelands are sure to have elf foresters. Half-wild elf foresters are known in Deepingdale, parts of Cormanthor, and the Yuirwood in Aglarond. Halfling foresters appear around Luiren and Tethyr. Gnome foresters are rarely seen except in deep old forests undisturbed by human or demihuman civilization. A few rock gnomes become foresters if necessary to defend their forest surrounded homes.

Description

A forester relies on stealth to move through the woods unseen and unheard. Clothing is chosen for comfort. He usually wears gray, green, or brown clothing when traveling in a summer forest; reds and browns in autumn, and white and gray clothing is worn when it snows (a cloak and gloves are usually worn in cooler weather). His armor is usually leather if combat is not anticipated, enabling him to move and hunt quietly. Armor more encumbering than chain mail is rarely worn, even during wartime. Foresters rarely bathe, except by accident, and their clothing, boots, and armor are often dirty but well maintained.



Roleplaying

A forester's first priority is to protect and care for his chosen woodland. He is no enemy of civilization, but he certainly wishes to see his woods preserved for all time. Game animals, fruits, and wood can be taken from the area by those the forester feels can be trusted to protect the forest and share his love for it.

A forester can have many allies, though each has different priorities and goals. Elves and other sylvan peoples are not always reliable but love the forest with a great passion; they might wish the forest to be their own domain, however, shared with no one else. Druids care for forests but might not wish civilization to approach anywhere near "their" woods. Rangers are most interested in destroying the wilderness enemies of civilization, clearing a forest of evil humanoids, dragons, and giants. Halflings and gnomes love the woods but are often isolationists and refuse to help out if a problem does not immediately concern them. Scouts love the woods but aren't concerned about poaching or overcutting trees; they are spying on enemy forces.

The enemies of demihuman foresters are well-known ones. Red dragons, illegal loggers and poachers, humanoids, and giants deliberately destroy forests and their inhabitants. Groups who declare war on elf kingdoms, like the Zhentarim and evil drow, may ruin forests as part of their strategy. Natural disasters like lightning-created forest fires, volcanoes, great storms, and floods are a serious problem, but the forester is more likely to accept damage from natural sources than monstrous ones.

A forester can purchase useful items from *The Complete Thief's Handbook*, chapter 5. In particular, a forester may wish for a set of silenced elven chain mail armor, each link being wrapped in light leather or cloth. This is very expensive (750+ gp), grants unwanted penalties, and also rusts and corrodes, becoming useless in five years; nonetheless, it is the best quiet armor available.

Special Advantages

A forester gains a +1 bonus on all proficiency checks with the bowyer/fletcher, hunting, survival (forest), and tracking proficiencies. He can hide in natural terrain with a base chance of success of 20%, plus 5% per level (95% maximum success; racial and Dexterity bonuses applicable as for thieves hiding in shadows) and can move silently at half-normal speed through natural terrain with the same base and cumulative chances (racial and Dexterity bonuses applicable as for thieves moving silently). The forester can move through tangled under-

growth at two-thirds normal speed and gains a +2 bonus to save vs. entangle spells.

A forester learns to cover his tracks in any terrain. When doing so, he moves at half-speed but applies his level as a negative modifier to anyone's attempt to track him using the tracking proficiency. He can cover the tracks of other people and beings with him, but for each person whose tracks are being covered, a +1 bonus is given to the tracker's proficiency check. A mount or pack animal, being heavy and four-legged, grants a +2 bonus to the tracking proficiency. The forester can simply cover his own tracks, of course.

A forester is such a superb hunter that he can find food for others, by hunting or gathering, in addition to himself. Each day, a forester can find food and drink for as many extra people as he has levels if he successfully makes his hunting proficiency check.

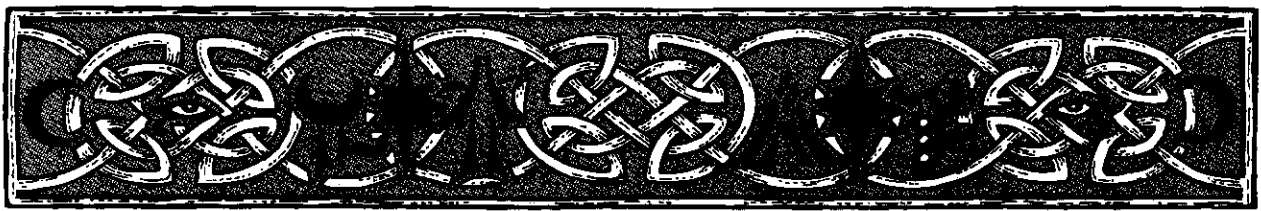
Special Disadvantages

The use of metallic armor (anything better than studded leather) is frowned on by foresters, as it is hard to prevent rusting and makes enough noise to spoil most attempts to move silently through the forest (apply a flat -60 penalty to percentile rolls to move silently, or use Table 38 in *The Complete Thief's Handbook*). Heavy armor also spoils acrobatic proficiencies (same book, Table 37). Shields are not used as they are very encumbering.

Foresters intensely dislike the Underdark, oceans (surface or undersea), cities and towns, deserts, wildspace, other planes, and arctic wastes. On any adventure in these regions, a forester takes a -1 penalty to all proficiency checks and saving throws, as a result of feeling oppressed by the lack of a true forested wilderness. This penalty cannot be removed. (Even scouts and rangers are more flexible about their living conditions.) Foresters tolerate grasslands, swamps, forested hills, subarctic conifer forests, and tropical jungles well enough to avoid this penalty.

Any elf or half-elf forester has no abilities to detect secret or concealed doors, as he is never around these structures in the wilderness. A gnome or halfling forester loses all abilities to detect underground phenomena. No forester gains followers upon reaching 9th level as a fighter.

A forester is out of touch with civilization for long periods of time. Important news can miss him, and no one knows for sure how to reach him. Being a forester produces a -2 reaction from urban-dwelling and upper-class folk for his lack of social graces, though peasants, scouts, rangers, and many wild elves enjoy the forester's company.



Giant Killer

Class Information

Class Requirements	Fighter
Racial Requirements	Elf (gold, moon, wild), half-elf (gold, moon, wild), dwarf (gold, shield)
Ability Requirements	Charisma 13, Dexterity 13, Strength 13
Prime Requisite	Strength
Alignments	Any
Social Rank	Any class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	5d4

Proficiencies

Weapons Slots	4
Initial Weapons	Two-handed sword or battle axe, throwing hammer or hand axe (spec. in one of these four) plus others; no missile weapons

Additional WP Slot	3
Additional Weapons	Any (no missile weapons)
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Ancient history (Faerûnian giants), endurance, languages (giant), tracking

Recommended Proficiencies: Alertness (CRH), animal handling, armorer, blacksmithing, blind-fighting, bowyer/fletcher, camouflage (CRH), direction sense, fire-building, fishing, hunting,

jumping, local history, mountaineering, riding (land-based), rope use, running, signaling (CRH), survival, tumbling, weaponsmithing, weather sense

Secondary Skills:

Armorer, forester, groom, hunter, weapon-smith

Overview

Humanoid hordes have long plagued many regions of Faerûn, which led to the creation of rangers to defend elven homelands. Special tactics have also been devised over the centuries to deal with the largest foes, such as giants, ogres, trolls, and other giant-kin; these tactics were best developed by shield dwarves but have been taught to warriors of other races as well. Giant killers are especially valuable as true giants often unite and lead huge bands of smaller humanoids; destroying the leader may cause their surviving armies to either be dispersed or fight among themselves.

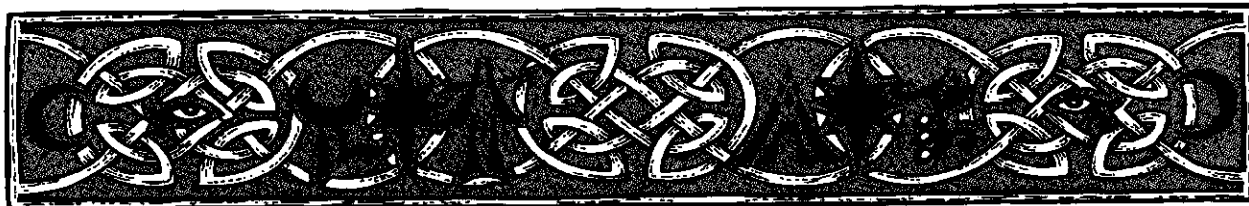
Giant killers come from all over Faerûn, but most begin their careers in the North, where giants are most often sighted these days. Giant killers may travel widely, following rumors to destroy any evil giants in existence. Dwarf giant killers outnumber elf ones many times over.

Description

A giant killer travels heavily armored in the outdoors, riding a powerful steed and unconcerned if anyone hears his approach. Regardless of his race and size, the giant killer is a being of mythic status rivaled only by dragon slayers, and he knows it. He often wears clothing that seems larger than normal for him: thick belts, high boots, huge gloves, oversized helmet, jewelry, and rings. Old legends lead the giant slayer to seek magical girdles and *gauntlets of strength*, then combine their power with throwing hammers or axes. Two-handed axes or swords are widely used for their damage-causing potential (elves typically use swords, and dwarves use axes). A large band of fellow adventurers or henchmen is needed if the giant has many humanoid followers.

Roleplaying

A giant killer is a being of legend, a violent warrior driven to prove himself by destroying giants. He has a wide aggressive streak, often with a bad temper. A giant killer



grudgingly accepts aid from others but insists on leading any attack on giants, whom he hates with a single-minded fury. Being denied this “right” to kill a giant causes the giant killer to turn his anger on those who “cheated” him of combat.

All the awards and medals a giant killer wins for his actions bring no relief from his compulsion to destroy the giant race, for this kit is founded more on a compulsion than a real need. (Rangers could deal with giants quite readily.) The giant killer looks confident and self-assured, but he fears failure or looking foolish, and he cannot rid himself of this or discuss it with anyone. Most giant killers lost loved ones to giant attacks, but they are driven by far more than mere revenge, and they achieve renown from their pride and terrible inner conflicts.

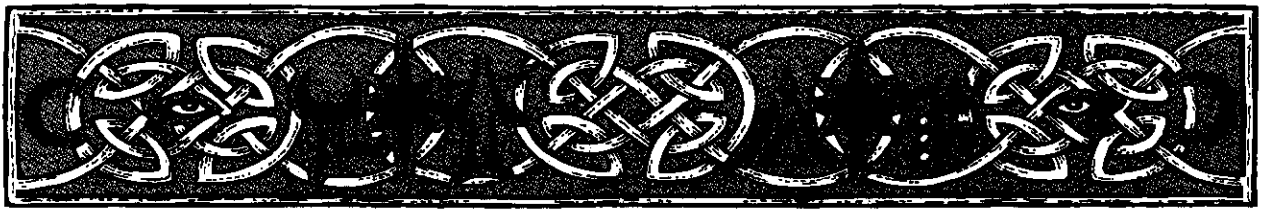
The giant killer must choose a two-handed slashing weapon at 1st level, such as the battle axe, bastard sword, or two-handed sword. This is the weapon with which the giant killer does exceptional amounts of damage to his foes. Bows, slings, and crossbows are seen as cowardly and are never used, though any hand-hurled weapon is acceptable to contribute to close-range com-

bat. (Hammers and axes are much preferred.) The giant killer thrives on the emotional high of battle and risking his life to destroy his perceived enemy.

Special Advantages

A giant killer carefully studies the bodies of his giant enemies to determine how best to kill them. As a result, he receives a +1 bonus per level to all damage rolls against giants, giant-kin, ogres, trolls, and related beings. The damage bonus (and those bonuses for Strength, Dexterity, and magic) applies to hurled weapons, too. From his studies of ancient giant history in the Realms, he knows in general the special abilities that certain giant types have (fire giants are immune to heat, frost giants are immune to cold, etc.), and so can tailor his attacks to fit appropriate types of giants.

Use of this ancient history proficiency allows the player access to much of the information in the FORGOTTEN REALMS *Giantcraft* accessory. The DM should decide which parts the giant killer knows without making a proficiency check, and which he needs a proficiency check to recall. Some parts of the book might be



kept secret from the giant killer, but, again, this is up to the DM.

A giant killer can make called shots with his hurled weapons in order to achieve special effects. From long practice and because his targets are so large, the giant killer suffers no initiative penalty (normally a +1) and takes only a -2 penalty to the attack roll (normally a -4). Possible results follow.

- A called shot against a hand causes a giant to drop whatever he holds in that hand. A second called shot against that same hand within 1 turn causes the giant to be unable to use that hand for a full day afterward. If the hand was the giant's usual weapon hand, he makes attacks with his other hand at a -2 penalty on the attack roll.
- A called shot against a foot causes a giant to fall, taking 1d6 points of damage for every full 10 feet the giant is tall. A second called shot against that same foot within 1 turn causes the giant to be unable to walk for a full day afterward, forcing it to crawl, hop, or limp at one-third normal speed.
- A called shot to a giant's head has a percentage chance per point of damage done of stunning the giant for 1d2 rounds afterward.
- A called shot against an unarmored part of the giant's body ignores armor considerations, if any.

Called shots against a giant's weapon rarely have any useful effect, and giant killers know this by using common sense.

A giant must take a -1 penalty to all attack rolls it makes per five levels of the giant killer, as the latter knows many special defensive techniques against these bigger folk. This modifier is cumulative with normal

penalties for a giant to hit a dwarf (if the attacker is a dwarf) and with modifiers for the tumbling proficiency, if this is used.

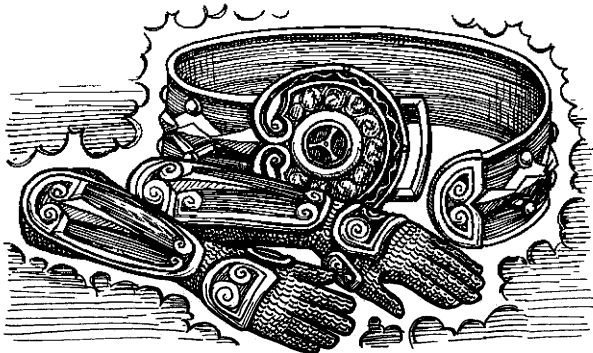
Because he trains himself so rigorously for battle, a giant killer gains 1d8+2 hit points per level instead of 1d10. This increases his hit-point average but keeps his maximum-possible hit-point total the same as for other fighters. Thus, an 8th-level giant killer has 8d8+16 hit points, plus whatever bonus hit points are granted for exceptional Constitution.

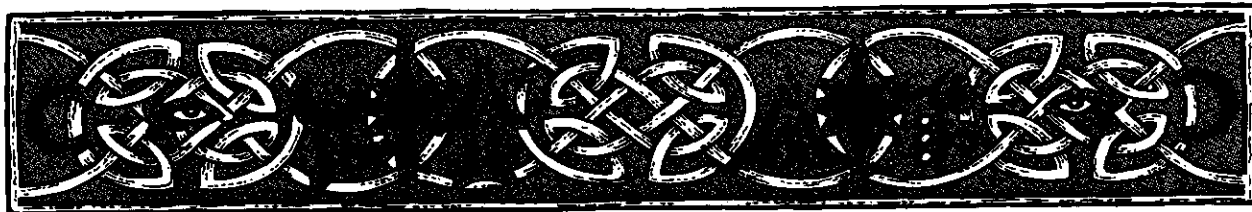
Special Disadvantages

In order to gain a new experience level, the giant killer must personally fight and slay at least one giant, gant-kin, ogre, troll, or the like per level he currently has. No other assistance in killing the giant can be had; if any direct help is gained, wanted or unwanted, the giant's death does not count toward the necessary total. Furthermore, the giants slain cannot each have fewer total Hit Dice than the giant slayer has levels. Thus, a giant killer must kill three giants by himself during the time he is 3rd level before he is allowed to train up to 4th level. If he gains sufficient experience to reach a new level but has not killed his allotment of giants, the giant killer takes a -2 penalty on all attack rolls, saving throws, and proficiency checks until such time as he has killed the required number of giants. The wise giant killer can be selective about his giants, of course, picking ogres at low levels and so forth.

Not all giants are evil, but all giants hate giant killers regardless of alignment considerations. A widely known giant killer can become the target of varied assassination attempts and plot hatched by giants who have heard of his reputation. Giants often have many helpers, and these can be brought in to take out the giant killer before he finds more giants. Good-aligned giants might be strongly defended by good humans and demihumans, and the giant killer might be forced to pick on other targets. Good-aligned giant killers do not attack good-aligned giants unless the latter become a problem.

Because a giant killer has such a big ego and presents himself so aggressively, he is often targeted by local bullies and toughs for harassment. This kind of reaction is almost as common as adoration. A giant killer should be on guard against this.





GLADIATOR, FUGITIVE HILLSFAR

Class Information

Class Requirements	Fighter (no multiclassing)
Racial Requirements	Elf (gold, moon, wild), half-elf (gold, moon, wild), dwarf (gold, shield), gnome (forest, rock), halfling
Ability Requirements	Constitution 11, Dexterity 11, Strength 11
Prime Requisite	Constitution, Dexterity, Strength
Alignments	Any (rarely lawful)
Social Rank	Lower class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	None (see below)

Proficiencies

Weapons Slots	5
Initial Weapons	Any except missile weapons (two must be exotic)
Additional WP Slot	3
Additional Weapons	Any
Nonproficiency Penalty	-1
Nonweapon Slots	2 (see below)
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	None
Recommended Proficiencies:	Blind-fighting, endurance, gaming, healing, jumping, local history (Hillsfar), tumbling; possibly one minor General skill gained prior to capture (agriculture,

brewing, cobbling, cooking, fire-building, fishing, pottery, swimming, weaving, etc.)

Secondary Skills:

Any reasonable skill or none (prior to capture)

Overview

One notorious human city on the Moonsea, Hillsfar, has racist policies that promote the destruction of nonhumans. Any nonhumans captured by the city's army, the Red Plumes, are brought to Hillsfar to the Hillsfar Arena, where they are forced to fight to the death against various monsters and each other. Some demihuman gladiators manage to survive multiple combats in the arena and eventually escape by overcoming or tricking their guards. A faction of human and demihuman wizards also rescues a few gladiatorial slaves every year as well. Demihuman gladiators from Hillsfar are often motivated to get as far from that city as possible, though some return in hopes of overthrowing its evil rulers.

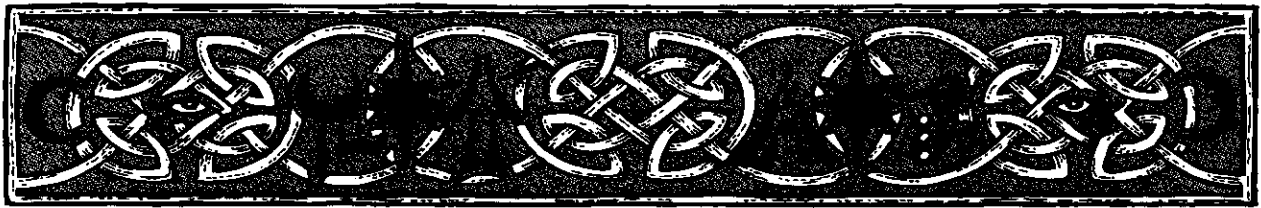
Though most escaped gladiators in the Realms fled from Hillsfar, others have fled gladiatorial enslavement in Calimshan, Thay, or the Vilhon Reach. Their homelands of old are usually in the Moonsea area or near Thay, but many former gladiators avoid going home out of guilt for having been forced to slay good people, members of their own race, or even their own family and friends.

Description

When he finally escapes from the Hillsfar dungeons beneath the city arena, the demihuman gladiator has nothing more with him than a single weapon and ragged clothing. One in three is given a few more items by rescuers or other kind beings; in this case, he might have leather armor, a crude shield, a change of clothing, and a sack. He is tired, dirty, and determined to never be enslaved again.

Roleplaying

Anyone playing an escaped Hillsfar gladiator should carefully read the Moonsea accessory's *Player's Guide* (pages 4-6) and *Reference Guide* (pages 5-10). This offers much information on the city and its Arena, all suitable for roleplaying. Some material on Hillsfar might not be known to gladiators, who aren't allowed to see the whole city; the DM and player should discuss what can be known by the character. A local history (Hillsfar)



proficiency allows for considerable knowledge of the city, undoubtedly gained from rumors and conversations with trainers and slavers.

It is very unlikely that a demihuman who was once a Hillsfar gladiator speaks of his experiences or even reveals his actual past to others, even close friends and family members. The guilt and rage he feels at his abuse may drive him to wander the Realms far from his old home, leaving his family to believe that he died in Hillsfar (unless they later hear of his escape).

If the gladiator ever encounters elements of Hillsfar's Red Plumes (and many ex-gladiators deliberately hunt the Red Plumes down for such a confrontation), the character makes a Wisdom check on 1d20 upon sighting the Red Plumes. A modifier of -2 is applied to the roll for every level of experience the gladiator has; no spells have any effect on this roll. If the check fails, the gladiator cannot conquer his old fears of the powerful Red Plumes, and takes a -2 penalty to all attack and damage rolls against them in this encounter. Subsequent encounters with the Red Plumes are at normal odds, without penalties. However, if the Wisdom check succeeds, he is seized with a near-berserk hatred of the Red Plumes and gains a +4 bonus to attack and damage rolls against them in this first encounter, fighting as if hastened by magic (though he is not magically aged). In all subsequent encounters with the Red Plumes or any Hillsfar city official or human citizen, a +2 bonus to attack and damage rolls is gained.

If the DM and players have access to *The Complete Gladiator's Handbook* for the DARK SUN® campaign setting, they may wish to adopt new abilities, proficiencies, advantages, and disadvantages from that material for use with this kit, as appropriate.

Special Advantages

An escaped gladiator enters a campaign at 1st level with $2d4 \times 100$ XPs already earned in gladiatorial combat. These previous battles are not played out; the player may invent details of these battles within reason when describing the character's past.

Gladiatorial sports draw huge numbers of spectators who want their money's worth in wild, unusual combat. As a result, the escaped demihuman gladiator has one more weapon proficiency slot than usual, to be used only in gaining specialization with one of the first four weapons the gladiator chooses to use. Hillsfar Arena managers worked out a system in which a demihuman gladiator must learn two melee weapons normally used

by his people (long sword and short sword for an elf, for example, and a battle axe and hammer for a dwarf). The other two weapons chosen, however, must be very exotic and unexpected: cestus, whip, net, trident, chain, odd polearm, lasso, mancatcher, Oriental weapon, etc. No long-range missile weapons can be used, as too often these wind up killing a spectator in the crowd (if not an Arena manager!). Hurling weapons are permitted, except for javelins. In addition, special combat proficiencies and options from *The Complete Fighter's Handbook* or *PLAYER'S OPTION: Combat & Tactics* can be introduced, such as martial arts, two-weapon fighting, and so forth. Shield use is allowed in the Arena and need not be taken as a separate proficiency. From his wide experience with weapons in the Arena, the escaped gladiator has only a -1 penalty on attack rolls with nonproficient weapons.

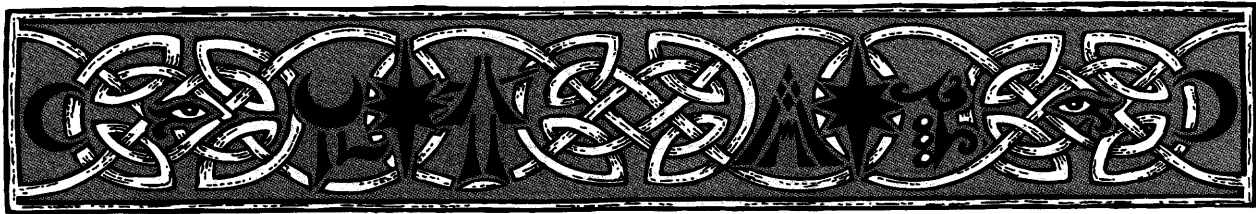
Special Disadvantages

Because a demihuman Hillsfar gladiator was forced into this life, the character has trouble at first using weapons in actual battle. While the character is still 1st level, he makes all attacks with a -1 on damage dice (1 point damage minimum), as he hates fighting anything and was also trained to pull his punches to prolong combat for the crowds. This penalty disappears from 2nd level onward.

No missile weapons are known to 1st-level escaped gladiators, because gladiators in Hillsfar are never given the chance to use them. Thrown weapons like spears, warhammers, javelins, clubs, and hand axes are often used, however.

A gladiator starts with a limited repertoire of non-weapon proficiencies. Regardless of the gladiator's Intelligence score, he starts the game with only two proficiency slots and can gain no more at 1st level. (Skill training is very rare among gladiatorial slaves in Hillsfar.)

Hillsfar gladiatorial slaves are commonly branded on the arm to show their status and mark them in the unlikely case they escape. Demihuman gladiators with high Charisma scores are often widely known to everyone in Hillsfar and visitors from other evil cities around the Moonsea, famed for their "exploits" in battle. They are easily recognized for years after they escape unless they are disguised. Gladiators who escape are likely to be hunted for a long time by evil thugs, bounty hunters, and assassins hired by Hillsfar's rulers.



Hound Master

Class Information

Class Requirements	Fighter, ranger (elf or half-elf only)
Racial Requirements	Elf (moon, wild), half-elf (moon, wild), dwarf (gold, shield), gnome, (forest, rock), halfling
Ability Requirements	Charisma 11, Intelligence 9, Strength 9, Wisdom 11
Prime Requisite	Charisma, Strength, Wisdom
Alignments	Any
Social Rank	Lower class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No (Yes for high-level rangers)
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	5d4

Proficiencies

Weapons Slots	4
Initial Weapons	Dagger or knife, whip, missile and melee weapons
Additional WP Slot	3
Additional Weapons	Any
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Animal training, appraising (dogs), hunting, tracking

Recommended Proficiencies: Animal handling, animal lore, blacksmithing, direction sense, endurance, fire-building, fishing, gaming, herbalism, languages (sign), leatherworking, riding (land-based), rope use,

running, set snares, survival, swimming, veterinary healing (CRH), weather sense
Forester, groom, hunter, trapper/furrier

Secondary Skills:

Overview

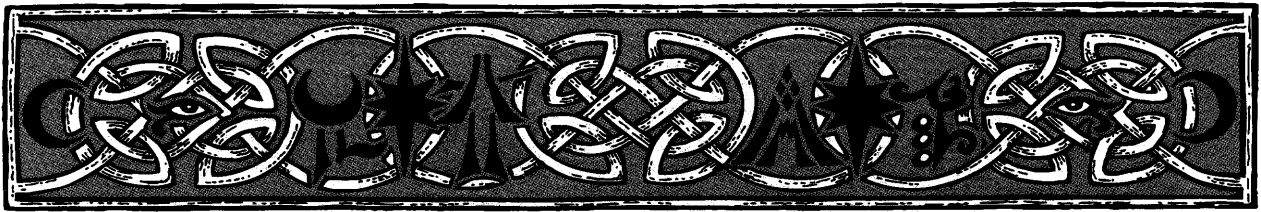
A human's best friend is also a demihuman's best friend. The elves have elven dogs (cooshees), the halflings have hunting and guard dogs, and dwarves sometimes capture wolf cubs and raise them. Some warriors of these races devote their lives to breeding, raising, and training canine packs that track down intruders, bandits, humanoids, or escaped prisoners; patrol regional boundaries; guard special buildings or people; sniff out illegal or dangerous cargoes; and scout wilderness lands for enemy forces. A common love of dogs led some trainers to informally share their knowledge over the centuries, leading to the development of experienced hound masters.

Hound masters come from every homeland of the demihuman types allowed to take this kit. They tend to be rural characters and love the wilderness.

Mention is reluctantly made here of the rock gnomes of Saradush, Tethyr, who use tame giant weasels exactly as other races use dogs. No one has grown accustomed to calling them "weasel masters," however, and their control over their bloodsucking companions is doubted by all. Mention is not made of the tinker gnomes from wilderness who are said to have imported giant space hamsters to an unrevealed location and now claim to be "hamster masters" — no, they will not be mentioned at all.

Description

Hound masters use similar methods of training and commanding their charges, and so have much in common despite racial and cultural differences. At home, hound masters do not wear armor around their dogs, instead choosing rustic, serviceable clothing that the hounds are accustomed to smelling. Dull, natural colors (maroon, brown, dark green, gray) are most common. On a mission, a human, elf, or half-elf hound master is often mounted on a light horse; dwarves and halflings ride ponies. Medium armor (up to chain mail) is worn so as not to encumber the mount. Thick gloves offer protection from dog bites when dragging dogs off their prey. Hounds are allowed to run free if in full pursuit but kept leashed if the hound master must travel on foot.



Roleplaying

Of the first four weapons chosen, one must be a dagger or knife used to cut leashes, free dogs from briars, fight in close quarters, and so forth. A whip is used to control the dogs when they are too stirred up to obey orders; merely cracking the whip over their heads provokes a moral check on their part, and this can be done twice a round if necessary. Actually hitting the dogs with the whip is bad, as the dogs fight back and could be seriously injured. A hand-to-hand weapon such as a sword or axe is also chosen (with which to kill prey), along with some form of missile weapon (crossbow, bow, sling, etc.) for hunting and self-defense.

Dogs are usually trained to attack their prey and kill it, unless the prey escapes up a tree or into a cave. If possible, a hound master trains his dogs to chase but not attack certain types of unkillable prey, like trolls or lycanthropes. Some dogs are trained to hunt silently, not barking to alert their prey until they actually see it. Many hounds respond to sign language or coded horn blasts. If prey is anticipated to be very dangerous, light armor can be placed on the dogs to give them AC 6 or AC 5. Some canines are trained as pack animals for very light loads, but none are trained as mounts, even by small races.

Most hound masters work with war dogs, but cooshees (elven dogs), wolves, and even giant weasels are also trained in exactly this manner, as noted earlier. Some evil hound masters have great luck with worgs, but coyotes, dingoes, and dire wolves can be trained if available. (Whatever is said about dogs or hounds here also applies to these related species, including the giant weasels.) Canines that cannot be trained in this way include species whose Intelligence exceeds the "low" rating, have magical powers, or are wholly evil in nature: blink dogs, winter wolves, death dogs, shadow mastiffs, moon dogs, etc. Small canines like jackals and foxes are unsuitable because of their size and nature.

Special Advantages

A hound master is so skilled at training dogs that he gains the animal training proficiency with an automatic +1 bonus, but this skill can be used only with one of the allowable creatures named above. A hound master who trains wolves cannot use his skills on war dogs, as the two species have very different behaviors and responses to training. If a second animal training proficiency is taken later, it does not have this +1 bonus.

The initial animal training proficiency, with bonus, allows the hound master to train up to four animals at

once, with an additional animal added with every new slot given this proficiency. Each slot added to this proficiency (including the initial bonus) reduces by one week the time needed to train the animals, down to a minimum training time of two weeks. Each slot added also increases by one the total number of tasks that can be taught. Thus, an elf hound master at 1st level could train four cooshees at once, teaching them a task in 2d6-1 weeks with the potential to teach each of them a total of 2d4+1 tasks.

If wild animals like wolves, worgs, or giant weasels are being trained, the hound (or weasel) master gains a +4 bonus to tame them if the animals were from a litter of a mother that the hound master has trained himself. When working with such animals, the hound master's commands are obeyed on a roll of 1-19 on 1d20, and are ignored on a 20.

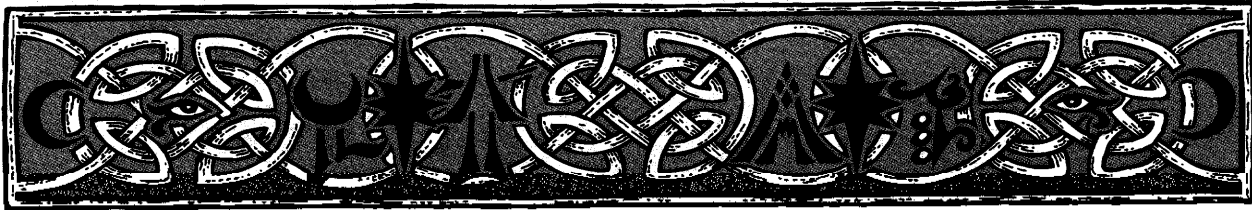
A hound master can teach his charges to respond to commands in foreign languages or even sign language, coded light signals, horns, etc. The hound master must first have proficiency in either the language to be used, signaling, music instrument, or other appropriate talent.

A hound master can appraise the value and condition of the specific type of animal he is training. With the appraising proficiency, he can tell an animal's health with great exactness. (For game purposes, he knows how many hit points it has.) If he has the blacksmithing and leatherworking proficiencies, he can make leather armor with metal plates, or spiked collars for his hounds.

Hounds make no morale checks if defending their master from attack and, because of their senses, hounds are able to tell instantly if their master is afraid or feels threatened. If the master is attacked, the hounds gain a +4 saving throw vs. magical fear or enchantment/charm spells.

A hound master with herbalism or veterinary healing proficiencies improves the health of his dogs over time. With every level he gains and with every slot devoted to either of these two proficiencies, each of his trained hounds permanently gains one extra hit point, up to the normal maximum allowed for that species (for example, 24 hit points for a wolf).

A trained hound, wolf, or other relevant species has a +6 bonus to avoid being surprised by anything that makes noise or gives off an odor, and tracks as if using the tracking proficiency with a -6 modifier on the die roll and an assumed Wisdom of 12.



Special Disadvantages

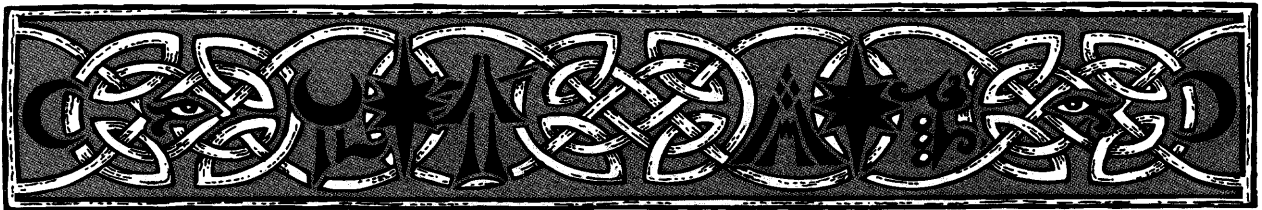
A hound master's armor must be light enough to allow his mount the fastest possible movement, necessary when the hounds are in full chase after their quarry. This could be a disadvantage if the hound master suddenly faces a monster his hounds have cornered. The hound master uses no shield larger than a buckler or small shield, as he often holds his dogs' leashes in his shield hand, too.

If the hound master's dogs are killed or injured in an encounter, he must train a new group of dogs. It is recommended that a hound master have plenty of dogs on hand at home, cared for at all times by his family or trusted hirelings. He should consider armoring his hounds and should always use them wisely in battle, calling them off if the prey is too dangerous.

The death of a hound is very traumatic for a hound master, who loves his charges greatly. For 2d4 days after the death of one of his dogs, a hound master takes a -1 penalty to attack rolls and saving throws. An additional penalty of +1 days and -1 to attack and saving-throw rolls is applied for every hound beyond the first that is killed in the same encounter. However, if the hound

master finds the being that killed his beloved canines, these penalties cease and he gains instead a +2 bonus to attack and damage rolls against the killer, bonuses that last until the killer is dead.

Caring for his animals is an important part of a hound master's daily rituals. Working dogs need quality food (scraps will not be sufficient), plenty of fresh water, grooming, and daily training. Establishing and maintaining ownership of (and dominance over) a hound means providing for it; hounds that are forced to fend for themselves soon learn that they need no master and become increasingly difficult to control. Therefore, unless a hound master carries a food supply for his animals (or if he runs out of food and the hounds have to hunt for their supper for more than three days), the hounds become eligible to make morale checks when their owner is threatened. Furthermore, characters who do not interact with ("train") their hounds on a daily basis—those who simply treat them as equipment, to be used when convenient—may (at the DM's option) be called upon to make animal training proficiency rolls during any occasion in which above-average control is needed.



Ironsmith, Wandering

survival, weaponsmith,
weather sense
Armorer, miner,
weaponsmith

Secondary Skills:

Class Information

Class Requirements	Fighter
Racial Requirements	Dwarf (shield), gnome (rock)
Ability Requirements	Constitution 11, Dexterity 11, Strength 13
Prime Requisite	Strength
Alignments	Any
Social Rank	Lower to middle class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	5d4

Proficiencies

Weapons Slots	4
Initial Weapons	Warhammer (spec.), plus any two others
Additional WP Slot	3
Additional Weapons	Any
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Blacksmithing, disguise (female shield dwarves only, see below), endurance, fire-building, languages (racial tongue, male shield dwarves only)
Recommended Proficiencies:	Animal handling, appraising, armorer, artistic ability, cooking, direction sense, endurance, etiquette, fishing, gaming, hunting, leatherworking, mining, mountaineering, riding (land-based), rope use, singing,

Overview

Dwarves are widely reputed to be the finest smiths in the Realms, and wandering ironsmiths contribute to this reputation. Every civilized community in the Realms has a need for a general handyman, forge-worker, and tool-maker. Shield dwarves and rock gnomes do best at this occupation, earning money and seeing the world. Shield dwarves are often secretly motivated to look for mates of any human or demihuman race as they go wandering, hoping to earn enough money to establish a permanent shop and build a home. However, the wayfaring life appeals to some shield dwarves so much that they never settle down, even if they marry, and they continue traveling with their families and belongings in a mule-drawn wagon or the like. Rock gnomes are content to wander without the pressure to start a family. Adventuring as a sideline is always attractive to an ironsmith of any race, for the money it brings.

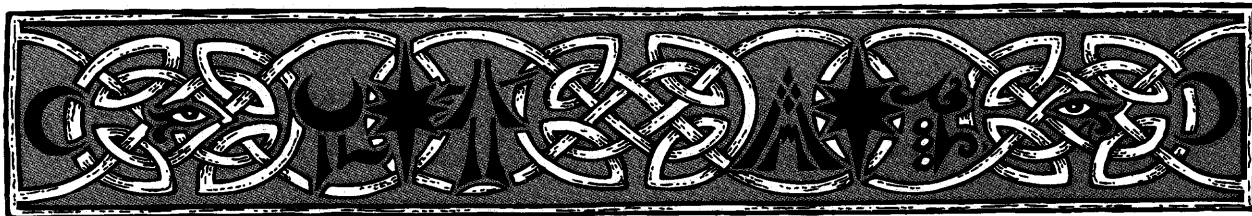
Shield dwarf ironsmiths are most often seen in the North, but they roam everywhere in the Realms and even in the Underdark. Rock gnome ironsmiths are seen mostly in Tethyr following the Reclamation.

Description

A wandering ironsmith travels on foot unless he can afford a cart and donkey to haul large tools such as an anvil. He is usually encumbered with his belongings, as his workshop is wherever he happens to be. A leather apron and thick gloves and boots make up his working attire. A shield dwarf wears the usual furs, heavy armor, and horned helm common to Wanderer dwarves; a gnome's outfit likely has brighter colors and a merrier look. Weapons are openly shown except for a knife or two hidden away for emergencies.

Roleplaying

One of the unspoken agendas of a male Wanderer shield dwarf, such as an ironsmith, is to get married to any female dwarf, human, halfling, gnome, or other kind-hearted being who will have him, then have lots of Children. (Details on this situation appear in *Dwarves Deep*, page 7.) As a result, a Wanderer shield dwarf can be very forward in his dealings with females of any human or demihuman type—the more attractive the female, the



more determined (though generally polite) the advances. This can be very trying for female characters, but in the Realms some of this annoyance is muted by the knowledge that the shield dwarves are, after all, threatened with real extinction if they cannot increase their numbers.

Conversely, one of the unspoken agendas of a female Wanderer shield dwarf, such as an ironsmith, is to not get married right away, instead having a chance to see the world without a lot of desperately earnest male shield dwarves following them around asking for their hand in marriage. Female shield dwarves who travel frequently become experts at disguising themselves like male shield dwarves in every way imaginable, from deep voice and braided beard to fluent cursing and mad attacks against orcs. Female shield dwarves even mimic the interest male dwarves show in other females, but only if other male shield dwarves are around; otherwise, they relax and enjoy themselves.

Wanderer shield dwarves are a tolerant, easy-going lot, though gruff at times. They go out of their way to cultivate friendships with other races, believing the salvation of the shield dwarves lies in joining forces with other folk against their common enemies: humanoids, drow, giants, Zhentarim, etc.

An ironsmith with the artistic ability proficiency usually takes up engraving, decorating the weapons and tools he makes with marvelous scenes and monsters. The better the artistic ability, the more gold he can command for his creations and the more likely they will be sought by collectors.

Special Advantages

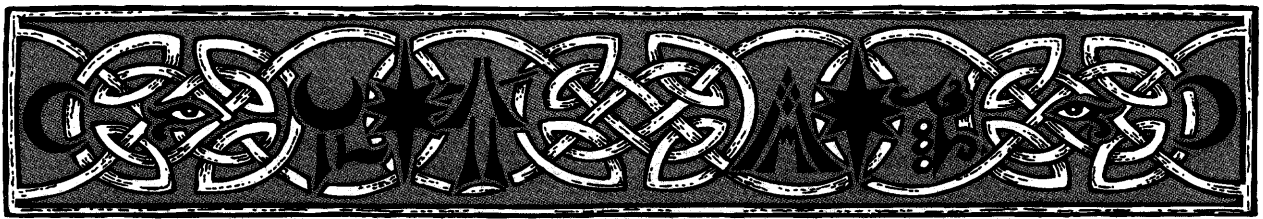
The ironsmith uses his warhammer so often that he gains it as a weapon of specialization. He is also able to add half his level (round fractions up) as bonus points to either his attack roll, damage roll, or even both. Points may be redistributed from round to round in a melee. Thus, a 7th-level ironsmith has 4 bonus points and can strike one foe at the start of a battle with a bonus of +2 on the attack roll and +2 to the damage roll. Then, he can put all 4 points into the damage roll on each of the two attacks he makes in the next round (as he gets 3/2 attacks at 7th level). These bonus points are in addition to normal bonuses for Strength, specialization, magic (if the hammer is magical), and (if the hammer is hurled) Dexterity.



Special Disadvantages

Gold dwarves and Hidden shield dwarves have a special aversion to Wanderer shield dwarves such as ironsmiths, thinking they go out of their way to contaminate themselves with human ways. This is not particularly true, as shield dwarves are usually very proud of their heritage, but you can't tell that to a gold dwarf or one of the Hidden. Apply a +3 modifier to an NPC reaction roll involving gold dwarves or Hidden shield dwarves vs. a Wanderer shield dwarf. Gold dwarves have no negative feelings about gnome ironsmiths, aside from an obnoxiously paternalistic air.

Aside from this (and the problems males have with dating), ironsmiths have no drawbacks in play. They are widely respected for their skills and can find good-paying work in hundreds of places, not to mention very tempting adventuring offers.



Lorefinder

Class Information

Class Requirements	Thief
Racial Requirements	Dwarf (shield), gnome (rock, deep), halfling
Ability Requirements	Dexterity 11, Intelligence 13
Prime Requisite	Dexterity, Intelligence
Alignments	Any (rarely evil)
Social Rank	Lower to middle class
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapons Slots	2
Initial Weapons	Footman's or horseman's pick, warhammer, and standard thief weapons
Additional WP Slot	4
Additional Weapons	As above
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Ancient history, appraising, local history, reading/writing (ancient or modern language)
Recommended Proficiencies:	Artistic ability (drafting), engineering, languages (ancient or modern), local history, mining, mountaineering, rope use, stonemasonry
Secondary Skills:	Limner/painter, mason, miner, scribe

Overview

A peculiar occupation has arisen among shield dwarves in the last thousand years: that of a sort of archaeologist, or a lorefinder. The first lorefinders are said to have been sent

out from Citadel Adbar to locate magical orc-slaying weapons that were lost when Delzoun fell; since then, formal (but secret) organizations of lorefinders have sprung up in dwarf-held realms to locate ancient dwarven holdings, enter them, and recover lost magical knowledge and devices, historical records, religious objects, and so forth. Large piles of coins are generally ignored or marked for later retrieval by heavily adventurers. Lorefinders also evaluate old holdings for recolonization, though such hopes may be unrealistic. "Lorefinding" was recently picked up by rock gnomes, deep gnomes, and halflings, too.

Shield dwarf lorefinders are most common in western Faerûn, where they delve into lost kingdoms such as Amarindar, Besilmer, Delzoun, the Fallen Kingdom, Gharaghaur (Mirabar), Ironstar, Oghrann, and Shanatar. Elsewhere, dwarf lorefinders explore the lost halls of Dareth and Sarphil. (Details on these locales appear in *Dwarves Deep*, pages 52-62.) Dwarf lorefinders are usually trained and sent out from Citadel Adbar, Ironmaster, and even private dwarf-led groups in Waterdeep.

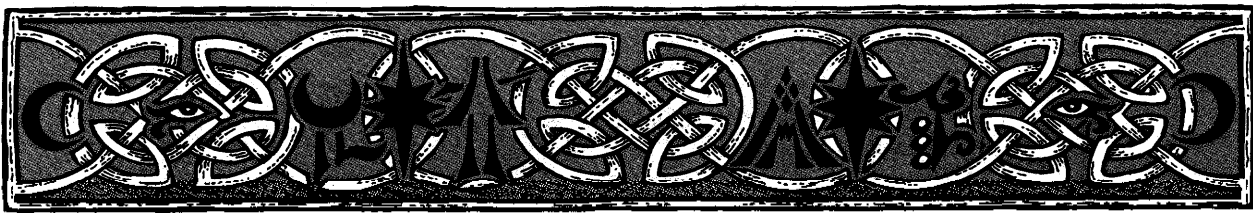
Halfling lorefinders (taught by a halfling spy who once worked at Ironmaster) come only from Amn and Tethyr. They frequently travel to eastern Amn to explore the ruins of an ancient halfling kingdom, Meiritin. Tethyrian rock gnomes got the idea for "lorefinding" from the halflings, and some gnomes now investigate abandoned settlements and dwellings of their ancestors in the North, the Sword Coast, the Vilhon Reach, Tethyr, and Amn. Millennia ago, many gnomes were slaves of the magic-rich empire of Netheril (now the Great Desert of Anauroch). The gnomes were freed about 37 centuries ago and scattered to the west and south, possibly taking Netherese magic with them. Some rock gnomes and deep gnomes wish to recover this magic to strengthen their race's position.

Description

A lorefinder looks like a miner or prospector, wearing light armor and carrying fair amounts of weapons, rope, and other dungeoneering equipment on his back and belts when on a mission. Under the filth and grime picked up from his exploration of ancient ruins, the lorefinder betrays a lively intelligence by carrying books, papers, writing instruments, and packing material for storing treasures he recovers. His digging tools double as weapons, and he is ever alert for attacks even while he copies down inscriptions for later study.

Roleplaying

A lorefinder does not consider himself a thief or criminal of any sort. The ancient ruins he explores, as far as he is



concerned, are still entirely the property of his people, and everyone else present is a trespasser. All items he takes from the ruins are displayed to his patron and other officials of his homeland, revealing the lost glories of their kind. The lorefinder is allowed to keep much of what he takes from old ruins, even magical weapons and devices, though some items (at the DM's option) are taken for government or religious use, with the lorefinder receiving full credit and a special bounty for the items' recovery. The bounty could be in gold, gems, fine weapons and armor, or minor magical items (potions are usually offered).

The DM and a lorefinder's player must develop a list of things that the lorefinder is banned from doing. Dwarves do not loot the tombs of their ancestors or other dwarves; it is regarded as an unholy crime to do so. Holy religious items should be carefully stored if taken out of a ruin, but unholy shrines and items must be destroyed. No unnecessary damage must be done to a ruin, no matter what state it is currently in. Defilers, tomb robbers, humanoids, and others who have no business being in the tomb must be slain or driven out. Certain items should be left alone and not taken out of the ruin, such as large thrones, altars, forges, etc. Offerings should be made at any undefiled shrine sacred to the lorefinder's people, and the shrine cleaned and polished if it is to stay behind.

Any lorefinder who violates his list of banned deeds receives a curse from a deity of his people: For every day afterwards, he takes a cumulative -1 to all saving throws, proficiency checks, and ability checks. To remove this curse, the lorefinder must receive an *atonement* spell from a priest of his people, then perform a quest to recover a valuable item of old or clear out a lost stronghold. After this, the lorefinder can go back to lorefinding again without penalty.

Special Advantages

A pick (either a footman's or horseman's sort) is required, as it serves as a digging tool as well as a weapon. Lorefinders gain a +1 bonus to attack and damage rolls with this weapon from long use of it.

Lorefinders have a base read languages score of 20% instead of 0. All other thieving ability scores are treated normally; except for picking pockets (see below).

From careful training in looking for magical writings and traps, lorefinders gain a +4 bonus to save against the effects of any magical writings, symbols, runes, glyphs, or the like. If the trapped words do not allow for a saving throw (for example, *explosive runes*, *sepia snake sigil*), the lorefinder gains a saving throw of the appropriate sort with only those bonuses granted by magical protection rings, cloaks, etc.



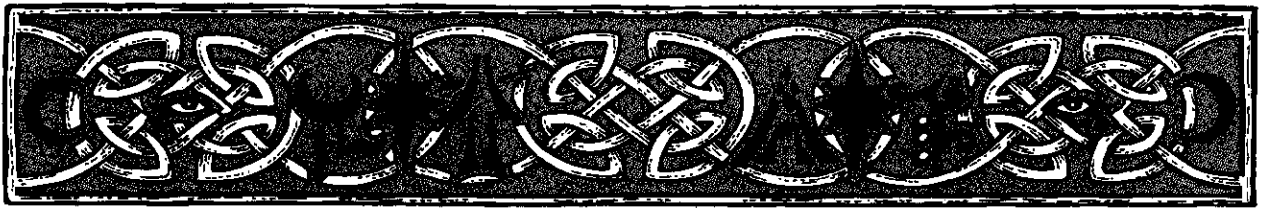
A lorefinder of 10th level can read and use magic or clerical scrolls with only a 15% chance of having the spell misfire.

Special Disadvantages

Lorefinders have a "pick pockets" ability, but they do not use it to pick pockets or cut purses. Instead, they use this skill to palm small, interesting items when no one else is looking, to prevent other races from picking up important finds first. Still, this isn't a highly used skill, and at most only 5 points may be added to it per level.

Lorefinders cannot gain followers upon reaching 10th level, but they can gain henchmen normally.

Considering the nature of some ruins that dwarf lorefinders want to explore, they are not very well armored or armed for fighting off the monsters lurking therein. Lorefinders have long taken to traveling in large groups while they carry out their investigations. This helps, but magical traps abound in old tombs and strongholds. Halflings exploring ancient Meiritin have had an easier time, though the recent war with the "Sythillisian Empire" made travel in that end of Amn hazardous. Gnomes searching for lost Netherese magic have had the worst time, uncovering horrors thought lost ages ago.



Manhunter

Class Information

Class Requirements	Thief
Racial Requirements	Elf (moon, wild, drow), half-elf (moon, wild, drow), dwarf (gold, shield)
Ability Requirements	Dexterity 13, Intelligence 13, Strength 11
Prime Requisite	Dexterity, Intelligence, Strength
Alignments	Any
Social Rank	Middle class
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (×10 gp)	2d6

Proficiencies

Weapons Slots	3
Initial Weapons	Any one-handed weapons, plus net, any bow, any crossbow, blowgun, or standard thief weapon
Additional WP Slot	4
Additional Weapons	Standard thief
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue, Warrior
Bonus Proficiencies:	Disguise, information gathering (CTH), tracking (CTH), trailing (CTH)
Recommended Proficiencies:	Alertness (CRH), animal handling, animal noise (CTH), animal training, appraising, blacksmithing, blind-fighting, boating (CRH), camouflage (CRH), direction sense, endurance (CTH), fast-talking (CTH), fire-build-

ing, gaming, herbalism (CTH), heraldry, hunting (CTH), intimidation (CTH), juggling, jumping, languages (modem), local history, looting (CTH), mountaineering, observation (CTH), reading lips, riding (land-based), rope use, running, set snares, survival (CTH), tumbling, voice mimicry (CTH)

Secondary Skills: Armorer, gambler, groom, hunter, trapper/furrier, weapon-smith

Overview

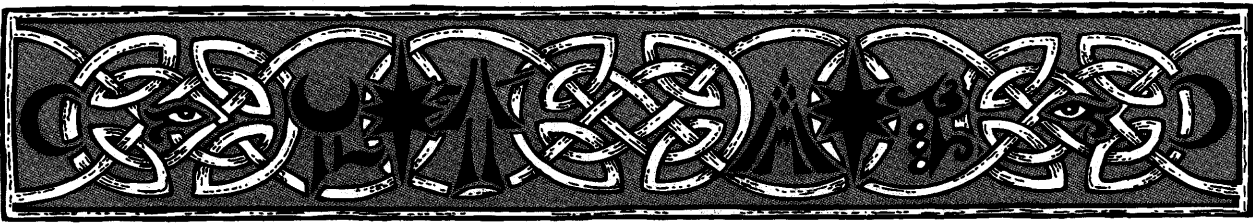
A manhunter is often known as a huntsman to elves, a bounty hunter to dwarves, an investigator to gnomes, and a "problem fixer" to halflings. The manhunter is a mercenary justice bringer hired to track down and capture people accused of serious crimes, usually committed against demihumans. Prisoners are returned for trial and punishment.

As the kit name implies, humans are usually the subjects being sought, but others hunted could include renegade nobles, traders, or criminals of any race. The manhunter must himself be convinced of the truth of the charges made against his victim, so he must think like a detective and assemble sufficient evidence while on the hunt to prove the victim's guilt before taking action against him. A manhunter does not act against a subject if there is considerable doubt in his mind as to that person's actual guilt. In extreme cases, the manhunter functions as an assassin, but other punishments may be meted out to the victim if warranted.

Elf manhunters rarely hail from Evermeet but often originate from Evereska (moon elf) or the Tangled Trees in Cormanthor (wild elf). Shield dwarf manhunters originate from any clan stronghold; gold dwarves come from the Great Rift. Half-sea elves, drow, and half-drow come from anywhere in Faerûn the DM determines to be logical.

Description

A manhunter has no special appearance, as he is most effective when he confronts his quarry by surprise. He



cultivates a “gray” look: very low key, no flash, every bit a normal part of the world that no one would look at twice. Typical disguises include a dock worker, farmer, town guard, street vendor, errand runner, shopkeeper, beggar, and bureaucrat. Some manhunters remain in one disguise or another without rest.

Roleplaying

The manhunter can be played as something other than what he is. With the disguise proficiency in use, he could be any sort of adventurer within the bounds of reason. Completion of the mission he takes on is paramount; the DM can tailor any adventure for a group of other characters to fit the manhunter’s needs by adding in a secret mission for the manhunter to catch an NPC known to be in the area of the adventure (even in a dungeon).

The manhunter label covers many possible roles, and he can be played in many ways: investigator, detective, bounty hunter, avenger, vigilante, assassin, spy, etc. His borderline-criminal status is important; he is not an authorized law enforcer, and dealings with him are never to be admitted openly.

The manhunter, unlike the cat burglar, must retrieve or deal with a person, not an object. He can even be used to free hostages and punish the hostage takers. He merely loves to hunt thinking beings. He is largely an urban sort but is flexible. He can work in many environments and with many people and groups, from governments to private citizens, from military forces to merchant guilds.

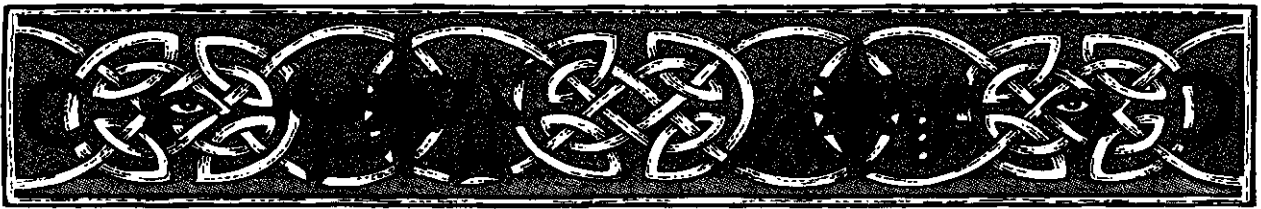
The manhunter is different from an assassin as he has principles and is not completely profit driven. If the manhunter becomes convinced of his assigned victim’s innocence, he should consider returning with the victim anyway to accuse those who hired him of deceit, all to be determined later in court. If the victim might be killed on sight upon his return, the manhunter might return alone to sort things out with those who hired him.

Technological and magical devices aiding the capture of victims are often used. Unlike the cat burglar, the manhunter has no time to invent things; he just uses objects as he finds them.

Special Advantages

The manhunter at 1st level may choose his three weapon proficiencies from a broad selection including one-handed melee weapons (long sword, footman’s mace, hand axe, morning star, etc.); any sort of bow or cross-bow; the blowgun; the net; and any sort of standard





thief's weapon. Some manhunters choose a trademark weapon they prefer over all others, though others avoid doing this to prevent identifying themselves to potential victims. Each weapon costs only 1 slot. Weapons chosen after 1st level are standard thief weapons.

The manhunter has the backstabbing ability of normal thieves but also has the option to use his attack to knock his victim unconscious with a sharp blow to the back of the head. If he successfully gains surprise over a victim and attacks from behind, the manhunter can strike at his victim's head with a blunt weapon like a club, sword or dagger hilt, or butt of a hafted weapon like a hand axe. Because he strikes only a glancing blow to avoid killing his victim, such an attack does only 1d4 points of damage, which is then multiplied by his backstabbing factor, then added to his Strength bonuses on top of that. He uses this attack only if the victim is not wearing a helmet. (Helmets make noise when struck and provide too much protection.) An unarmored head is AC 10, though bonuses for protective devices may apply. (The victim's Dexterity and shield bonuses do not count, of course.) If he hits, multiply the total damage done by 7 to get the percent chance he knocks the victim unconscious. A 95% knockout chance is the highest score possible. Thus, 3 points of damage done by a 9th-level manhunter of Strength 16 turns into $(3 \times 4) + 1 = 13$ points of knockout damage, which is a $(13 \times 7) = 91\%$ chance of knocking his victim out cold. The manhunter must then have one hand free to immediately make an attack roll (+4 bonus) to grab his falling victim, if he so chooses.

This knockout attack works only against normal humans, demihumans, or humanoid beings between halfling and ogre size. Creatures smaller than halflings cannot be hit in the right spot to knock them out. Creatures larger than ogres are too big to knock out properly. Certain beings like trolls and doppelgangers cannot be knocked out at all, having no vulnerable spots, and undead, golems, etc. cannot be knocked out as they are not alive. Only the original 1d4 points of damage (unmultiplied), plus the manhunter's Strength bonuses, is done as real damage to the victim. The rest of the "damage" is merely part of a knockout calculation. It is possible to accidentally kill a very low-level victim with this attack, but those are the breaks—so to speak.

The manhunter gains bonuses to his disguise and tracking proficiencies based on his level. From levels 5-8, the manhunter gains a +1 bonus to use these proficiencies; from levels 9-12, +2; from levels 13-16, +3, etc.

The manhunter also gains the knowledge to identify

poisons. His chance of successfully identifying a poison's effects (only by examining and brief testing, never testing it on himself or anyone else) is equal to his level (5%, plus his Intelligence, and with a +10 modifier for every slot used on herbalism. Thus, a 4th-level manhunter with an Intelligence of 13 but no herbalism slots has a $(4 \times 5) + 13 = 33\%$ chance to identify a particular poison. The manhunter does not make poisons or antidotes himself, but he can use nonlethal poisons if they assist in capturing a suspect.

Special Disadvantages

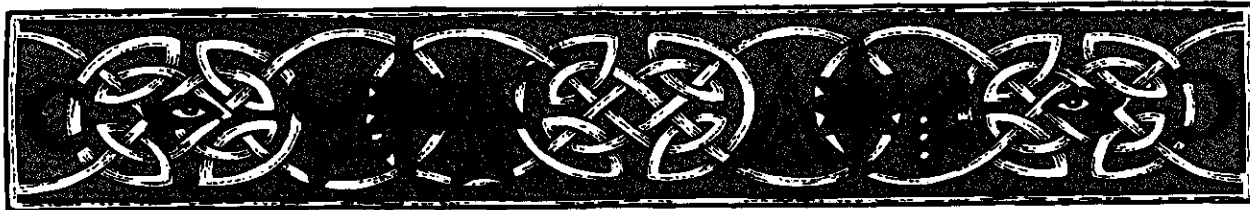
A manhunter is regarded as a necessary evil, a way of righting wrongs when other routes have failed to provide satisfaction for an injured party. He is feared and hated by humans, who have a +6 modifier on NPC reaction rolls (toward "hostile") if a manhunter is discovered among them. A manhunter known to have kidnapped and spirited away humans from the jurisdiction of a human realm, even if the charges against the victim warranted such drastic moves, would be regarded very badly by law enforcement and government officials of the kingdom that the captured human called home. Non-evil demihumans have a +3 reaction modifier if they ever discover one, but they would never attack the manhunter if they were not attacked first.

A manhunter often uses paralytic or sleep poisons, which is dangerous not only to himself and his victims but carries stiff penalties in many lands, thanks to popular fears of assassins.

At 10th level, a manhunter gains no followers. He is essentially a loner who may work with allies but not with underlings he doesn't trust. He does not gain an ability to read magical or clerical scrolls, either. A manhunter has little time for reading unless it directly relates to his job; he prefers talking and watching in order to gain information.

The manhunter is also not interested in picking pockets for cash. Thus, the read languages and pick pockets skills are discarded for this kit. All points normally gained for each level are still received, however, which leads to higher scores overall in the remaining thieving skills.

To be able to move quickly, a manhunter never travels with more than light encumbrance (see Table 1, *PHB*, or optional rules in *PHB*, chapter 6). He uses or wears nothing that might slow him down if he needs to chase someone or flee attack.



Mariner of Evermeet

Class Information

Class Requirements	Fighter
Racial Requirements	Elf (gold, moon, sea), half-elf (gold, moon, sea)
Ability Requirements	Constitution 11, Dex- terity 9, Strength 9
Prime Requisite Alignments	Constitution, Strength Any non-evil (rarely lawful)
Social Rank	Middle class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (×10 gp)	5d4

Proficiencies

Weapons Slots	4
Initial Weapons	Any (see below)
Additional WP Slot	3
Additional Weapons	Any (see below)
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Languages (Sea Elvish), navigation, seamanship, swimming

Recommended Proficiencies: Appraising, artistic ability, astronomy (*POSP*), astrology, boat piloting (*POSP*), bowyer/fletcher, cartography (*CRH*), deep diving (*POSP*), direction sense, engineer (naval), fishing, gaming, heraldry (naval), riding (sea-based, *CRH*), rope use, seamstress/tailor (for

Secondary Skills:

sails), signaling (*CRH*), tightrope walking, tumbling, weather sense
Armorer,
bowyer/fletcher, fisher,
limner/painter, naviga-
tor, sailor, shipwright,
trader/barterer

Overview

Almost the only Faerûnian demihumans with any tradition of seamanship are the elf mariners who hail from Evermeet. Many are sailors in the armed navy of Evermeet, but others operate merchant ships and some simply like exploring the world on their own. Seafaring elves from Evermeet are subject to being drafted to support Evermeet's defense in times of great emergency, and they willingly pursue and attack pirate ships, such as those from the Nelanther. Certain half-elves who are Sha'Quessir ("elf friends") may operate ships that serve in defense of Evermeet or otherwise support the island nation.

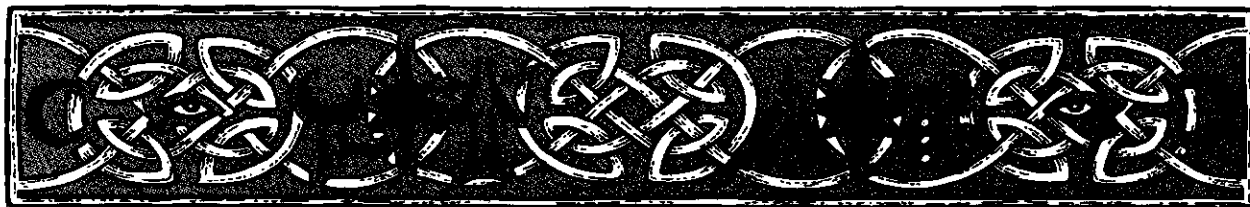
Elf mariners generally come from families on Evermeet, operating their ships out of a coastal city there or from the small island of Sumbrar (see *Elves of Evermeet*, chapter 2). Some elf merchant mariners prefer to operate out of Faerûnian coastal cities like Waterdeep, Baldur's Gate, Neverwinter, or Zazesspur, shipping goods to and from Evermeet.

Description

Aboard ship, elf mariners typically dress light, wearing no armor unless combat is anticipated. Loose shirts, baggy trousers, high boots, headbands or head coverings, and work gloves are the standard, in a variety of bright colors and styles. Small bits of jewelry (a ring, necklace, bracelet, etc.) are common, as are tattoos on any theme. Some sailors do wear armor, just in case, usually regular leather or elven chain mail, which allow for swimming. Weapons are stored away except for daggers or knives, used in regular work. In battle, everyone dons leather or elven chain armor, helmets, and (optionally) small shields, arming themselves from the ship's armory.

Roleplaying

Much material on seafaring and the skills of sailors, pirates, ships, and elf navies appears in *Pirates of the Fallen Stars* (chapters 2, 6, and 7), *Elves of Evermeet* ("Navy," pages 85-86), and *The Complete Thief's Handbook*



("Buccaneer," pages 31-33). Much said about piracy applies to sailing in general.

One element that needs careful consideration in a seafaring campaign is the ship. Deck plans, diagrams, drawings, and other materials would help everyone visualize their working environment on a ship; standard ship types of the Realms are in chapter 6 of *Pirates of the Fallen Stars*. The crew should be considered, too, unless the DM forgets that a ship needs a navigator.

Mariners of Evermeet may learn to use any weapon, but they typically focus only on weapons that can be used or found aboard ship (where space can be tight). Favored weapons include the belaying pin (CFH), gaff/hook (CFH), cutlass, trident, harpoon, javelin, lasso (to catch the pier at docks), and polearms and pikes (the latter two used in boarding actions to attack crewmen on other ships). Bows, crossbows, one-handed swords, knives, daggers, and axes are also used. Some mariners take proficiencies in the large weapons often used on ships: the ballista, light and heavy catapult, and fire projector (*Pirates of the Fallen Stars*, pages 100-101).

Special Advantages

An elf mariner of Evermeet gains a remarkable ability to climb ropes (like a ship's rigging), though this skill does not translate into bonuses to climb any other surface. He has a base 70% chance to climb ropes, to which are added his Strength and Dexterity scores as a bonus. This skill is rolled only when the rope climbing occurs during battle, while on the high seas, or under other unstable or tense conditions. (Under peaceful conditions, a roll is not needed.) A bonus of +15 is added if a rope ladder or the like is used. This skill cannot exceed 95%. If the roll is failed, the character may attempt either a Strength check or a Dexterity check on 1d20; if this fails, the character falls. If *The Complete Thief's Handbook* is available, the mariner also gets to use the "Learning the Ropes" rules, on pages 32-33, while non-sailor characters do not.

An elf mariner of Evermeet gains a -1 modifier to his seamanship and swimming proficiency checks because of his exceptional training.

Special Disadvantages

Several practical considerations affect life as an elf sailor at sea. Bowstrings must be kept dry in order to work effectively, and iron and steel weapons and armor must be carefully stored and oiled to avoid rusting and

salt corrosion. Armor is not worn except by a few shipboard marines unless the ship is known to be heading into a combat situation. Anyone whose character falls into the sea while wearing armor must read the *Player's Handbook* rules on getting out of armor to avoid drowning. Armor also restricts climbing abilities (see PHB, Table 66, or *The Complete Thief's Handbook*, Table 38, then apply penalties to statistics in PHB, Table 65).

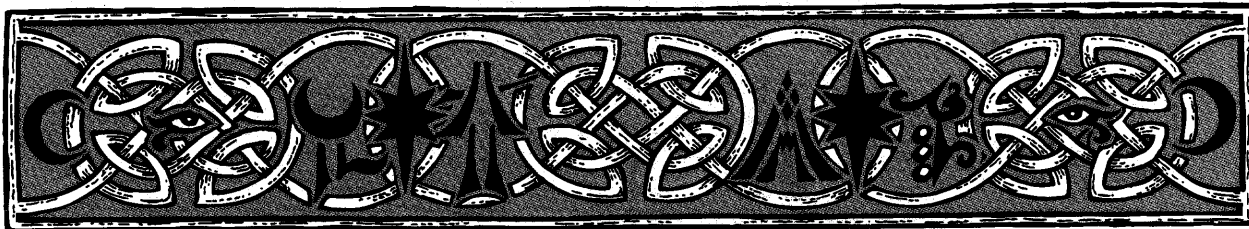
The ocean is a notorious place to be attacked by surprise by creatures like dragon turtles, kraken, sea serpents, and other monsters that simply come up from beneath a ship. Magic and watchfulness are required to prevent this from happening, though some ships are also escorted by sea elves on oceanic mounts or by dolphins, who can leap out of the water to warn of an attack from below.

The mariners of Evermeet have dedicated foes, most importantly the sahuagin of the Great Sea, who hate elves and sea elves with a wild fury. Aside from the usual list of suspects (Red Wizards of Thay, Cult of the Dragon, Zhentarim, etc.), the Council of Six in Amn dislikes the idea that elf ships sail where they want. So far, Amnian ships enforcing a blockade on Faerûnian trade with Maztica have avoided attacking Evermeet naval craft found in Maztican waters. An "incident" is sure to occur before long, in which Amnians test the defenses and resolve of the elven navy of Evermeet. Only a crushing response makes the Amnians decline from ever doing it again.

Perhaps the most important consideration here is that if the queen of Evermeet, a high mage, or any other important official feels that the mariner must undertake a dangerous mission to defend Evermeet, the mariner must get on the problem right away. To run from the problem will have the mariner branded as a deserter or traitor, with certain imprisonment and seizure of possessions to follow.

Dambraii Pirates & Sailors

One other group of demihumans in the Realms engages in naval piracy, exploration, and trade: the half-drow of Dambrath. Use character generation information on the Dambraii from the Dambraii runaway kit herein, mixed with the buccaneer kit from *The Complete Thief's Handbook*, the mariner from *PLAYER'S OPTION: Skills & Powers*, or the pirate generation section in *Pirates of the Fallen Stars*.



Marshal, Halfling

Class Information

Class Requirements	Fighter (no multiclassing)
Racial Requirements	Halfling
Ability Requirements	Charisma 11, Intelligence 11, Strength 11, Wisdom 11
Prime Requisite Alignments	Intelligence, Strength LG, NG, LN, N; rarely LE
Social Rank	Middle class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	No (halflings)
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	5d4

Proficiencies

Weapons Slots	4
Initial Weapons	Any (see below)
Additional WP Slot	3
Additional Weapons	Any (see below)
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Alertness (CRH), law (CPalH), observation (CTH), tracking

Recommended Proficiencies: Animal handling, appraising, armorer, blacksmithing, bowyer/fletcher, camouflage (CRH), etiquette, heraldry, hunting, information gathering (CTH), local history, languages (modem), mountaineering, reading lips, rope use, set snares, trailing (CTH), weapon-smithing

Secondary Skills:

Armorer, bowyer/fletcher, forester, groom, hunter, trapper/furrier, weapon-smith

Overview

Most halfling law officers in Faerûn are called sheriffs, though in Tethyr some are called magistrates and in Luiren all are called warders. Many adventurer and mercenary halflings retire every year to their homelands but still feel a need to roam the Realms, stir up trouble, and accomplish something useful while doing it. Some eventually become marshals, also known as deputy-rangers or road sheriffs: law enforcers given authority by local officials to wander afar in search of those who commit crimes against their halfling communities. Marshals are usually regarded with considerable doubt, concern, and mistrust by their less aggressive brethren, but the marshals do not care what others think of them. They relish their work and the excitement it brings.

Only large halfling communities have a need for halfling marshals. At this time, only Luiren, Tethyr's Purple Hills (County Vintor), and halfling communities near Esmeltaran in eastern Amn have marshals or similar far-ranging law officials.

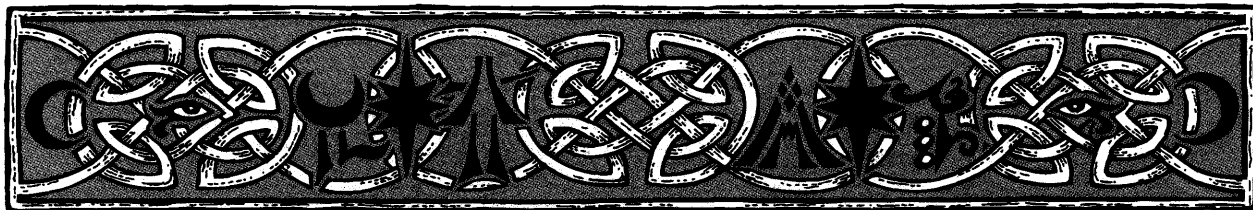
A major difference between the halfling marshal and the manhunter is that the marshal knows the law and acts under proper authority, points that are not necessarily true of the manhunter.

Description

Halfling sheriffs have no designated uniforms. In Luiren, most wear a brown cap with a bird feather in it. By custom, in the Purple Hills of Tethyr, the cap is dyed purple, and in Amn it is dyed yellow (for gold). Marshals, however, rarely even bother with the little caps, wearing anything they like regardless of local custom, propriety, or regulations. (This is not a chaotic trait, as halfling culture regards insignia as unimportant.) Marshals are at least mindful to bathe often. Small weapons are kept hidden, though a bow or sword is often displayed. Marshals carry no papers for identification, as the only identification they feel they need is recognition by the officials or sheriffs who hired them, when the marshals return with their prey in tow.

Roleplaying

It would be perfectly correct to borrow the Canadian Mounties' slogan for halfling marshals, as they always



strive to get their man—or whatever sort of being it is they are hunting. A single-mindedness about this goal is required. Marshals work well with many sorts of beings so long as this goal is followed, and they don't mind gathering up willing allies to set off in search of criminals. (Halfling law is very loose in matters of organizing a posse, so long as helpers do not expect to be paid.)

While halfling marshals are not particular about their physical appearance, they are very particular about giving a good account of themselves and serving the greater needs and interests of their homelands. In this, they are as dangerous and dogged as manhunters. Indeed, they have no qualms about killing their quarry if there is no other way to bring a being back for justice. Still, they make every effort to capture a being alive for a proper trial.

As fighters, halfling marshals can use any sort of weapon in theory. Their height, however, restricts their use of large weapons. Further, many marshals use certain rules of thumb in selecting their weapons. Among the initial choices, at least one missile weapon (short bow, short composite bow, or the sling) is typically selected, and at least one hand-to-hand weapon of a small, easily concealed size (for example, dagger or knife) is also picked. Favored "general purpose" weapons include the hand axe, short sword, club (easy to replace), horseman's mace (like the club, it leaves bruises without messy open wounds), and hammer (doubles as tool). The weapon most commonly taken with specialization is the sling, because the halfling already gets a +1 bonus with any thrown weapon and sling.

Finally, a halfling marshal may choose a weapon proficiency bonus in punching or wrestling if desired, and he may freely use sapping (knockout) attacks with blunt weapons, as outlined in *The Complete Fighter's Handbook* or the *PLAYER'S OPTION: Combat & Tactics* book. Called shots are commonly used with missile weapons, using the detailed system in either of the two sources cited above.

Special Advantages

A halfling marshal has the usual halfling talents with thrown weapons and slings, infravision, surprising opponents, and detecting underground phenomena. He can also hide in natural terrain if wearing any clothing lacking bright colors or shiny metal, with a base chance of success of 20% plus 5% per level (no other bonuses applicable).

A marshal gains no modifier to the reaction rolls of NPC halflings. They love him for catching criminals, but his dangerous and unpredictable ways make them a bit afraid of him, too. The marshal does get a -4 modifier (toward "friendly") to reactions from halfling sheriffs.

A marshal gets a predetermined reward for every wanted outlaw he brings to justice, alive or dead. The rewards for living prisoners are higher than those for dead ones, but both are substantial, nonetheless. Rewards of about 1,000 gp per level of the wanted criminal are suggested but can be modified to suit the circumstances.

A halfling marshal is very aware of his perceived shortcomings in the eyes of bigger races regarding his height. His experience in dealing with criminals and deceitful practices have made him very cynical and cautious, and he dislikes being taken advantage of. This has led to the development of three powers.

First, the halfling marshal has a 5% chance per level of knowing if someone is telling him a lie. To this base score is added his magical defensive adjustment based on Wisdom, so a marshal with 16 Wisdom has a 7% chance per level of detecting a lie. The maximum possible score for this ability is 95%. This ability can be used once per round, with failure indicating that the marshal does not know the truth from a lie (though he can still figure it out with detective work). This is an instinctive talent, not a magical one. If *undetected lie* is used, the marshal can be fooled but still has his detective work to back him up.

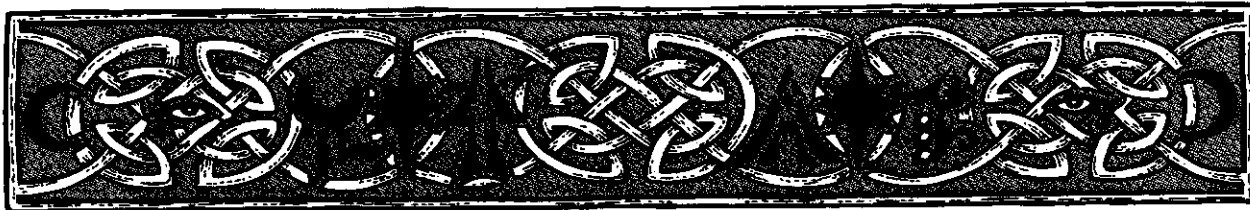
Second, the marshal has an improved chance to detect any pickpocketing attempt against him. Double his effective level when calculating a thief's chances of getting caught picking the marshal's pocket, attempting to palm an item in front of the marshal, or making any other use of this ability.

Third, the marshal gains a +2 bonus to avoid being surprised from his great caution. This applies against all ambushes, backstabbing attempts, and other surprise attacks, and is cumulative with the alertness proficiency bonus.

Special Disadvantages

A halfling marshal is always "on call." He is expected to respond to emergencies day and night, tracking down extremely dangerous individuals. (The marshals don't see this as a disadvantage.) It is rare that a marshal takes time off to explore dungeons, loot treasures, or kill monsters, but a person he is seeking might be hiding in a dungeon, and if a party is going there, fine.

Halflings do not get exceptional Strength ratings and are gravely restricted as to the type of weaponry they can use because of their size. Marshals gain the hatred (if not the derision) of all criminal groups, and many bigger folk like humans, elves, and dwarves feel that halflings have no business acting tough when they are so ridiculously short. Marshals shrug this attitude off and focus on doing their duty and catching criminals that the bigger folk cannot.



Merchant, Sea Elf

Class Information

Class Requirements	Fighter
Racial Requirements	Elf (sea), half-elf (sea)
Ability Requirements	Charisma 11, Constitution 9, Intelligence 11, Strength 9
Prime Requisite	Charisma, Intelligence, Strength
Alignments	Any (most CG; some NG, N, CN)
Social Rank	Middle class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	5d4 (see below)

Proficiencies

Weapons Slots	3
Initial Weapons	See below
Additional WP Slot	3
Additional Weapons	See below
Nonproficiency Penalty	- 2
Nonweapon Slots	4
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Appraising, languages (modem), swimming (see below), weather sense

Recommended Proficiencies: Animal handling (oceanic), boat piloting (*POSP*), cartography (*CRH*), deep diving (*POSP*), direction sense, fishing, gem cutting, hunting (oceanic), leatherworking (sea creatures), local history, navigation, reading/writing, riding (sea-based,

Secondary Skills:

CRH), weaponsmithing (sea weapons)
 Fisher (oceanic), hunter (oceanic), jeweler, leather worker (sea creatures), navigator, scribe, trader/barterer, weaponsmith (sea weapons)

Overview

A great many sea elves live in the Great Sea, from the western shores of Faerûn to the eastern coast of Maztica, and as far south as Zakhara and beyond. They are most numerous around Evermeet at their city of Iumathiashae, though many colonies and nomadic tribes of them can be found close to other coastal regions and islands. While they avoid drawing too near human seaports, they are less cautious around small shore villages and wilderness areas, coming ashore out of curiosity.

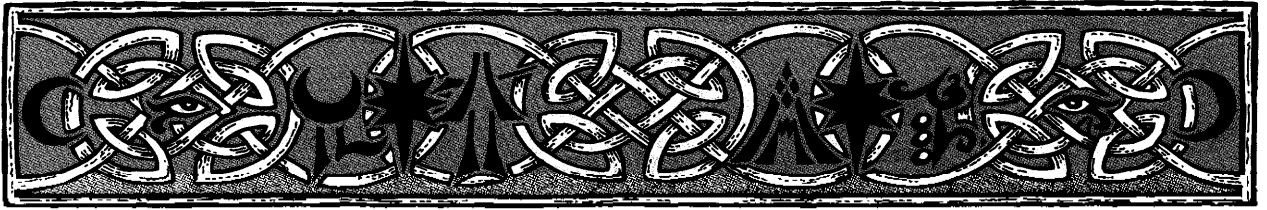
Sea elves of the Great Sea carry on much trade with the elves of Evermeet, but they also trade with shore communities along the Sword Coast, Amn, and Tethyr. Warriors among the sea elves handle merchant traffic, as they do not trust non-elves and have fought many wars with pirates and evil folk from both sea and shore for their wealth. Half-sea elves are also found as merchants, sometimes working with parents who share the same occupation.

It was noted earlier that many sea elves near Evermeet were once gold or moon elves, who were changed into sea elves to escape drowning. They are identical to normal Great Sea elves, but they are the only sea elves able to become mages or wizards. (Many are multiclassed merchant/mages.)

A great many sea elves live in the Sea of Fallen Stars. Most migrated through undersea gates from the Great Sea before 1350 D.R., escaping predators. To see a sea elf in this area is still a rare thing, but few humans have missed them.

Description

A Faerûnian sea elf is quite tall, standing about 6 feet or more on land. He has long thin limbs with strong swimming muscles, fingers and toes twice human length with thick webbing between them, gills slits along the collarbone and ribcage (with which they can breathe water), and tough skin giving them some resistance to cold temperatures down to about freezing. Hair is usually stringy and thick, cut short for warriors but worn long



for royalty and those who are not expected to fight regularly. Clothing is not often used underwater, but when it is (or when the sea elf is venturing ashore and wishes to appease local customs) the clothing is woven from various undersea plants of green, black, and brown. Because saltwater is so corrosive, few metals are used even as jewelry, with the exception of gold. Tools, weapons, and armor are all made from coral, shells, bones, stone, and similar undersea materials.

Great Sea aquatic elves have skin in radiant shades of deep green with irregular, thin brown stripes and patches. Fallen Star sea elves have skin in many shades of blue, with white patches and stripes. It has been learned that these two types of elves are actually identical, save for their skin and hair color. Hair and eye colors come in every shade seen among gold, moon, or wild elves.

A half-sea elf looks like a normal half-elf. His hair and skin are like his human parent's, though with a light blue or light green tint. Gills are present for water breathing, and finger and toe webbing are common. The swimming proficiency is granted as an automatic bonus,

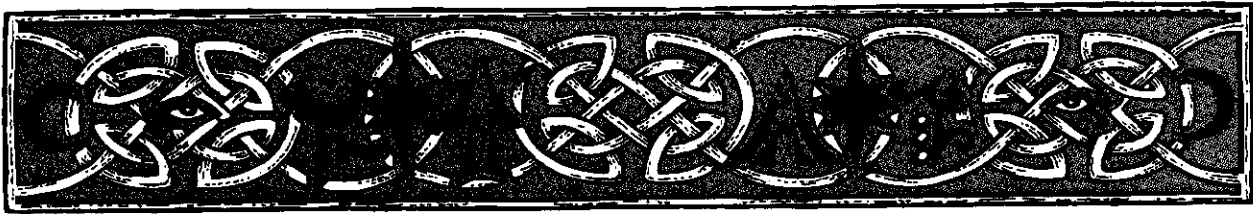
improved as if four total slots had been allocated for it (swimming speed MV 9). All other abilities are as per normal half-elves; a half-sea elf can stay out of water indefinitely if he is able to breathe water for 10 minutes every day, to keep his gills moist. Otherwise, he takes 1 point of damage every day until he breathes water again; *cure wounds* spells help heal him.

A sea elf merchant looks and dresses like any other of his kind, though with extra pouches and belts for his money and trade items.

Roleplaying

To generate a sea elf character, follow normal procedures for creating an elf character. The bonus to Dexterity and penalty to Constitution are kept, as is the 90% resistance to *sleep* and *charm* spells. However, the penalty to surprise rolls of opponents becomes -5 and applies only underwater when swimming quietly through seaweed. A sea elf does not have infravision, instead being able to magically see and hear underwater up to 360 feet, detecting currents and movements underwater. His skin colors allow him to hide in seaweed, his usual home.





A sea elf naturally has the swimming proficiency but at a stunning level of proficiency and without risk of drowning. Normal swimming speed is MV 15 (land speed is MV 9), which can be maintained for as many hours as the sea elf has Constitution points. One point of Constitution is lost for every hour thereafter, but this loss can be fully regained by resting for one hour for every hour spent swimming. (Thus, a sea elf with a Constitution of 12 who swam for 14 hours would have to rest for 14 hours; if he had swum only 9 hours, he would not have had to rest.) Swimming speed can be doubled to MV 30 if a Strength check is made on 1d20 at half the Strength score (round fractions down). This can be kept up for as many rounds as the half-Strength check can be made, but once the check is failed cannot be tried again until after as many hours are spent resting or moving at normal speed as were spent sprinting. Movement through seaweed is at normal speed.

Because his abilities with weapons are so limited by living underwater, the sea elf gains no bonuses to attacks with bows or swords. However, he gains a +1 bonus to attack rolls made with spears or tridents. A sea elf also cannot detect secret or concealed doors, as these are rare underwater.

A sea elf has gills but can survive out of the water for a few days by breathing air. He can walk about on land at MV 9 for a number of days equal to his initial Constitution score, though with increasing pain. He is fine for the first two days, but for every days' time after that, his six ability scores fall by 1 point (affecting his proficiency checks). These reductions are cumulative. If the Strength, Dexterity, or Constitution score reaches 0 (zero), the sea elf dies. If the elf is immersed in fresh water, this loss ceases but is not healed; thus, if a sea elf can take a full bath every day or two out of the water, he suffers no losses at all. If immersed in salt water, the elf is fully healed of all ability score losses in 15 rounds; a *heal* spell does this at once.

Material on the classes and languages possible for Faerûnian sea elves, plus their homelands, is given in the Introduction to this book.

Only man-sized, hand-held piercing weapons that are thrust (as opposed to those fired like arrows or swung like picks) can be easily used underwater. These include the dagger, knife, military fork, short sword, spear, and trident. Thrown weapons (except for nets) fall short, and bludgeoning or slashing weapons lose too much momentum to be useful. The only missile weapon that works underwater is a special crossbow identical to the

light crossbow but with one-third the range. The initial selection of weapons used by a sea elf merchant must come from this allowed list, though later selections can include land-based weapons. (Details on net combat appear in the *MONSTROUS MANUAL* tome, under "Elf, Aquatic.")

The hippocampus and sea horse are favorite mounts of sea elves. These creatures can be trained like any land-based horse to avoid panicking in combat, when blood is in the water, or when facing sharks or monsters.

A sea elf merchant wishes to set up markets for the enormous variety of goods available under the sea (fish, crustaceans, pearls, coral, exotic creatures, items from shipwrecks, etc). In return, the sea elf hopes to obtain items that cannot be found or manufactured underwater, particularly weapons to combat the many enemies of the sea elves. Technical and magical knowledge are also greatly sought, and magical items useful to sea elves are at a premium.

Special Advantages

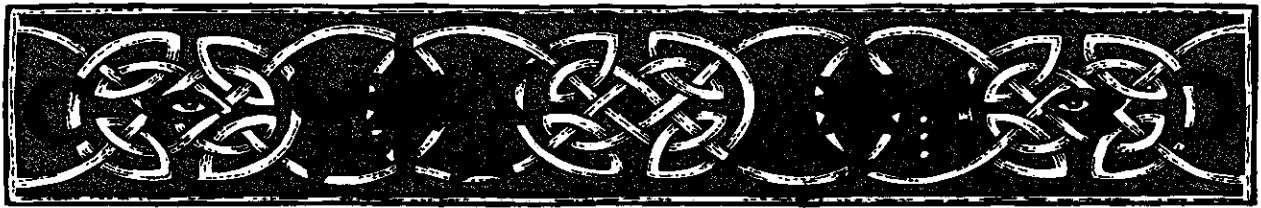
The advantages of being a sea elf are fairly plain in an oceanic campaign. A merchant offering the bounty of the sea also receives positive reactions from coastal traders acting as go-betweens from the sea elf to inland marketplaces and buyers, depending on what is offered. A modifier of -2 to the reaction rolls of land merchants and dealers is suggested, leading to positive responses.

Special Disadvantages

The many disadvantages of being a sea elf are as plain as the advantages. An inland campaign is a poor place for a sea elf character of any sort.

A sea elf not only looks a bit strange (the gills do it), but after the first day out of the water also smells "fishy" because of drying oils in his skin. Washing in fresh water removes the odor for one day. The smell is slightly unpleasant but tolerable; creatures like dogs and minotaurs who track by scent easily follow it (+20% to tracking chances). All surface races except for other (non-drow) elves apply a +2 modifier to NPC reaction rolls when encountering a sea elf in an aromatic condition.

Aside from a merchant's usual worry about thieves, all enemies of the sea elves must be considered, particularly the sahuagin. Rival seagoing merchants, such as from Amn, might cause problems for a successful sea elf merchant, too.



Merchant, Underdark

Class Information

Class Requirements	Thief
Racial Requirements	Elf (drow), half-elf (drow), dwarf (gold, shield, gray), gnome (rock, deep), halfling (stout)
Ability Requirements	Charisma 11, Dexterity 9, Intelligence 11, Wisdom 9
Prime Requisite	Charisma, Intelligence
Alignments	Any (most NG, LN, N, CN, NE)
Social Rank	Middle class
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (×10 gp)	2d6 (see below)

Proficiencies

Weapons Slots	1
Initial Weapons	Standard thief
Additional WP Slot	4
Additional Weapons	Standard thief
Nonproficiency Penalty	-3
Nonweapon Slots	4
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Appraising, languages (modem), mountaineering, reading/writing

Recommended Proficiencies: Animal handling, armorer, artistic ability, blacksmithing, bowyer/fletcher, cartography (CRH), direction sense, fast-talking (CTH), gem cutting, hunting (CTH), leatherworking, local

Secondary Skills:

history, mining, seamstress/tailor, set snares, stonemasonry, weapon-smithing, weather sense, weaving
 Armorer,
 bowyer/fletcher, groom, hunter, jeweler, leather worker, limner/painter, mason, miner, scribe, tailor/weaver, teamster/freighter, trader/barterer, trapper/furrier, weapon-smith

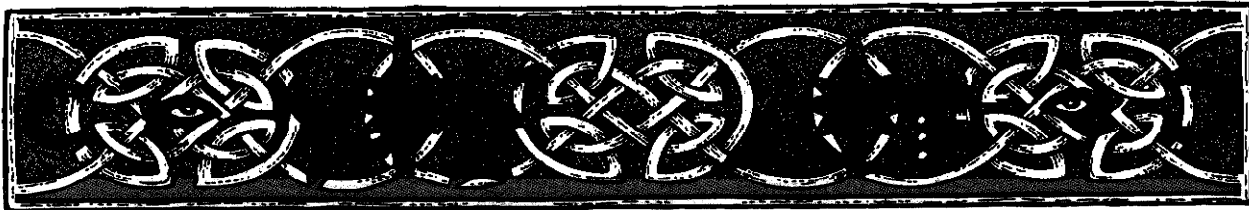
Overview

Shield and gold dwarves are active traders in the Underdark, with deep gnomes not far behind. Gray dwarves and drow are often seen as traders, too, though they are not trusted. Very few rock gnomes and stout halflings also trade in the Underdark. Trade goods include special varieties of fungi or Underdark delicacies; rare minerals, metals, and gems; magical potions and scrolls; antidotes to various poisons; bones and hides of rare monsters; and fine weapons.

Underdark merchants of nearly every race are found in Waterdeep. Shield and gold dwarves send trading missions into the Underdark from within their holdings across the Realms. This is the case in Glen in Mistedale, a shield dwarf agricultural and trade community that has an underground elevator disguised as a mine called the Deep Mine. Dwarf merchants from Glen travel an underground passage called the Long Road that eventually reaches the Great Rift of the gold dwarves, passing under the Sea of Fallen Stars. (For details, see *Volo's Guide to the Dalelands*.) Of course, drow, deep gnomes, and gray dwarves trade from their many buried cities, though the locations of these are not certain.

Description

Underdark merchants of any race avoid displays of jewelry or valuables to avoid attracting impulsive thieves. Armor and weapons are worn openly, as the lack of trust among peoples and common dangers facing all in the Underdark make an unarmed, unarmored merchant appear foolish, weak, and virtually begging for trouble. Strange pack animals such as giant lizards may be used, and medallions, papers, or magical effects may be uti-



lized as passports to allow travel through normally dangerous but patrolled areas. Clothing (especially footwear) should be durable and comfortable for rough travel; bright colors and smart styles are discouraged in favor of a dull, practical, combat-ready appearance.

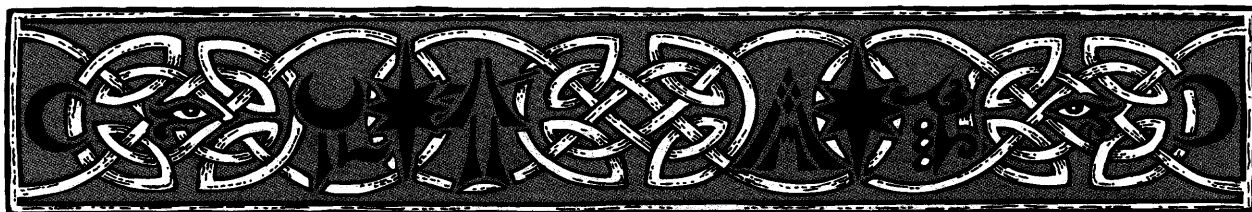
Roleplaying

Underdark merchants are nearly always members of long-established mercantile guilds or groups. They rarely set out over unexplored territory; instead, they travel long-established routes in the Underdark with heavily armed caravans that wind their way over hundreds of miles of Underdark "wilderness." Caravans often take on independent merchants willing to arm and armor themselves and defend the caravan as a whole. These merchants come from the surface and Underdark worlds alike, from good and evil realms, but all are pledged to neutrality for the duration of the journey. Trade, and the wealth it brings, would never survive without this pledge.

The DM is responsible for designing the details on such caravans and their routes, but the player should de-

termine what trade goods (excluding perishables) his Underdark merchant sells. The Underdark merchant's business is to take orders for goods made by his people, nation, or company; the goods are delivered on the next caravan passing through after the merchant reaches the surface (The merchant must accompany the goods he delivers, a usual trade condition Underdark communities make. Underdark people hate to be cheated and won't deal with anyone who won't back up his goods with his own life.) The Underdark merchant must have fine samples of all his goods and his own armor and weapons, or else the caravan does not accept him. A large up-front payment must be made to the caravan organizers, who provide armed guards and food for the long journey; the payment is made by the backers of the Underdark merchant, who also gives the merchant a flat fee for successful returns and bonuses for big orders. (The DM must determine the amounts involved, but they should be substantial.)

An Underdark merchant's main goal is to stay alive as his caravan is assaulted by nightmarish monsters all across the Underdark. He is threatened with death by



enraged clients (mind flayers, beholders, duergar, drow, etc.) who think the merchant cheated them or has goods so shoddy that he must think they are stupid. He is also occasionally (unlawfully) attacked by one faction or the other of other merchants on the trip who think he is going to run them out of business. The DM can devise other problems as necessary.

Special Advantages

Practically the only benefit of being an Underdark merchant is that his status as a merchant (usually) keeps him from immediately being assaulted, kidnapped, tortured, slain, and/or eaten by most Underdark inhabitants. A merchant is given several special items to indicate that he is to receive safe passage through the Underdark; these are items recognized by most major underground civilizations and communities. These items include glowing arm bands, colored helmets with runes on them, tabards with yellow circles on them (for gold coins), etc. Luminescent items work best to prevent attacks from a distance.

The large payment for completing a trip is also a benefit, and the merchant gets to keep whatever items he purchases for himself or loots from those who attacked him or the caravan.

Special Disadvantages

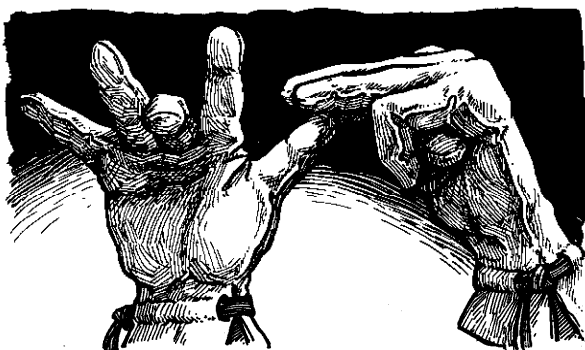
The Underdark is an extremely dangerous area for a wealthy merchant to journey across. As important and

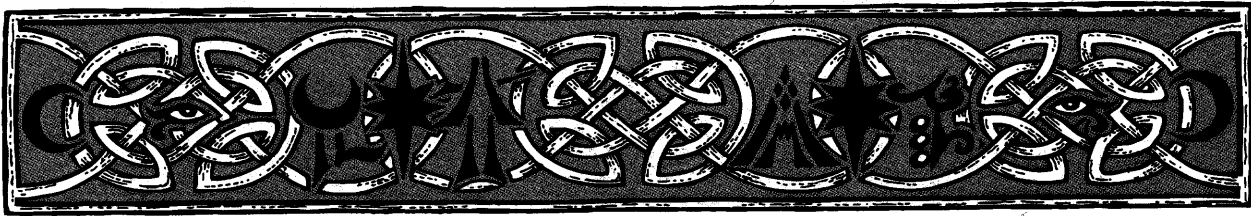
respected as the position of merchant is, Underdark merchants are killed every year by natural disasters, monster attacks, and overeager soldiers mistaking merchant groups for attacking war parties. Outlaws, renegades, thieves, and other criminals have no concerns about attacking merchants, and even "trustworthy" evil beings are known to disregard their promises of safe passage if an overriding concern is present. For instance, a drow government might knowingly allow an Underdark merchant to wander into an ambush by wererats just to give them an excuse to destroy and loot a wererat colony with whom they have a peace treaty; they can always blame the attack on the wererats and perhaps even gain the support of other merchants eager to see their comrade avenged.

An Underdark merchant who appears unarmed and unarmored provokes a +6 modifier (toward hostility) to NPC reaction rolls. NPCs seem very friendly but attack at the first opportunity. Anyone in the Underdark who openly displays wealth in the form of jewelry or rich clothing is also felt to be begging for numerous visits by thieves and killers.

A certain amount of cheating is expected and accepted in Underdark dealings; complete honesty is cause for suspicion. A merchant known to cheat (just a little) some or all of his customers is regarded with no modifier to NPC reaction rolls in the Underdark. The merchant can cut a shipment's promised weight by 10%, or deliver 98 bars of silver instead of 100, and still get off scot-free. But a major scam, such as taking all the money and delivering nothing, is as bad as treason.

If the merchant is caught by those he grossly cheated, he is held for ransom, which is expected to be paid by other local traveling merchants who wish to also avoid being held for ransom or imprisoned on suspicion of cheating the injured party, too. The captive merchant might be tortured or starved a little in the meanwhile, just to make the point clearer. Once the ransomed Underdark merchant has been freed, however, the ransoming merchants might wish to speak with him personally about their own losses, thanks to his behavior, and the Underdark merchant's fate is certain to be far worse than it was while he was merely a prisoner of the drow.





Mountebank

Class Information

Class Requirements	Thief
Racial Requirements	Half-elf (moon), halfling
Ability Requirements	Charisma 13, Dexterity 9, Intelligence 13
Prime Requisite	Charisma, Dexterity, Intelligence
Alignments	Any nonlawful
Social Rank	Middle class
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (×10 gp)	2d6

Proficiencies

Weapons Slots	2
Initial Weapons	Standard thief
Additional WP Slot	4
Additional Weapons	Standard thief
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Crowd working (<i>CBardH</i>), disguise, fast-talking (<i>CTH</i>), gaming

Recommended Proficiencies: Acting (*CBardH*), alertness (*CRH*), appraising, artistic ability, dancing, etiquette, forgery, fortunetelling (*CTH*), herbalism (*CTH*), local history, languages (modern), observation (*CTH*), singing, ventriloquism

Secondary Skills: Gambler, scribe, trader/barterer

Overview

The halflings of Faerûn are fond of money and trickery, and some have carried the trade of mountebank to an ex-

treme. Halfling mountebanks constantly swindle other races (humans in particular) out of their money using the most incredible scams imaginable, even creating fake religious cults to gather donations. Mountebanks are likeable and friendly, and their confidence schemes are colorful and entertaining. Still, as each sting plays out and collapses, the mountebank must stay on the move or face the wrath of his victims. Some mountebanks specialize in pulling scams on other criminals, which is an especially dangerous profession. Half-moon elf mountebanks are also noted for their clever schemes.

Most halfling mountebanks come from Luiren, whose people have long had a reputation for taking advantage of humans. Most of the rest are known from Tethyr's Purple Hills and Amn. Half-elf mountebanks come from any place in the Realms.

Description

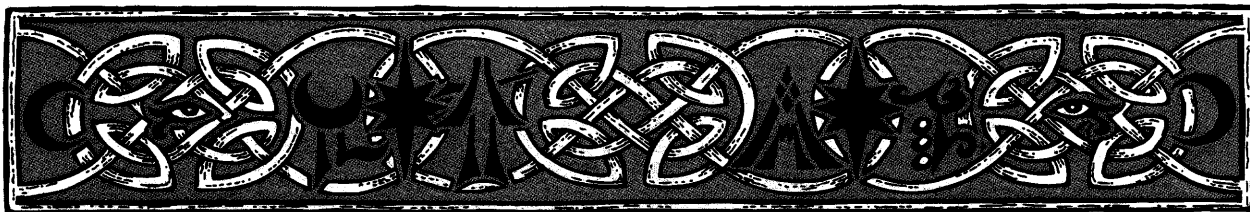
Mountebanks vary widely in appearance, depending on the particular scam each is preparing to pull. Any disguise is possible, from wealthy merchant to traveling mystic to sole survivor of a spelljamming crash or oceanic shipwreck. Disguises are carefully researched for days or weeks before a scam is pulled, and they are often precise down to the last detail. A smart mountebank, however, always wears footwear allowing for a rapid escape if attacked. (Halflings need not worry about this as they go barefoot, of course, but they do make sure their clothing allows for rapid movement.)

Roleplaying

This kit should promote a great deal of "creative synergy" between the player and DM, as the player must think of new and different schemes for his character to execute, and the DM must think up ways for those schemes to run aground. A player with a quick wit should do well with this kit.

As a rule, mountebanks are charismatic and personable but have a hidden agenda to make themselves rich by deception. They rob others by spinning webs of half-truths, outright lies, and forgery, getting others to hand over their money freely and willingly. This life is not for anyone with a soft heart and troubled conscience. Still, there are mountebanks who donate some of their "earnings" to charity or special causes. The majority of their money is used for their own comfort, of course, or in whatever schemes they have hatched to better their lots in life.

Though mountebanks have no particular restriction on weapons, they generally keep some small, easily hidden



weapons on their persons at all times. Weapons not normally used by thieves may be worn or carried as props to support a particular disguise. However, mountebanks regard the use of weapons as truly a last, desperate resort ("I am not a barbarian," one charlatan sniffed when asked by arresting guardsmen if he carried any weapons), and they always attempt to talk their way out of trouble unless fight or flight are the only obvious alternatives. Many surrender in the face of greater strength but call upon forged documents or disguised allies to have themselves released—perhaps bilking their captors before they go.

Herbalism comes in handy when preparing quack medicines or potions for sale to the gullible. Forgers can specialize in currency, coin or paper, but the penalty for counterfeiting is often death. Fortunetelling is a fairly common scam with minor penalties, but experienced mountebanks think it is beneath them and often discard fortunetelling in favor of more elaborate schemes. Mountebanks who become professional gamblers do not always cheat, as their gaming skills can be exceptional, but only a fool would trust them.

Mountebanks do not often go adventuring, but their social graces and abilities at deception and disguise make them helpful in certain endeavors. Any group that a mountebank travels with, however, would do well to monitor his or her activities at all times, and be wary of any group plans the mountebank hatches.

Special Advantages

A mountebank who takes a minimum of one month to plan out a scheme, then makes an Intelligence check on 1d20, gains a +1 bonus to any disguise checks for his primary disguise in the scheme.

A mountebank is so skilled at lying that he adds a +1 bonus to his saving throw for every four levels of experience he has, when confronted with a *detect lie* spell. Thus, a 9th-level mountebank has a +3 bonus to his saving throw vs. *detect lie*.

Corrupting games of chance is the mountebank's forte. Because the mechanics of such games vary so widely, the DM must develop his own systems for adding bonuses to a mountebank's chances to win a game by cheating, while reducing his chances to be caught at it. The simplest system is to use the one suggested with the gaming proficiency description in the *Player's Handbook*: Have two players make their characters' gaming checks, with the best score winning. To cheat, a person need only add a +1 bonus to his ability score (Charisma) when making the check; he is caught on a roll of 17-20. A mountebank

gains a +1 bonus to his ability score every four levels when making gaming checks but also reduces his chances to be caught by one step every four levels. Thus, a 9th-level mountebank who cheats gains a +3 bonus to his ability score, and he is caught only on a roll of 20. From 13th level onward, a mountebank who rolls a 20 while cheating at a game still avoids being caught only if he can make an Intelligence check (without bonuses) on 4d6.

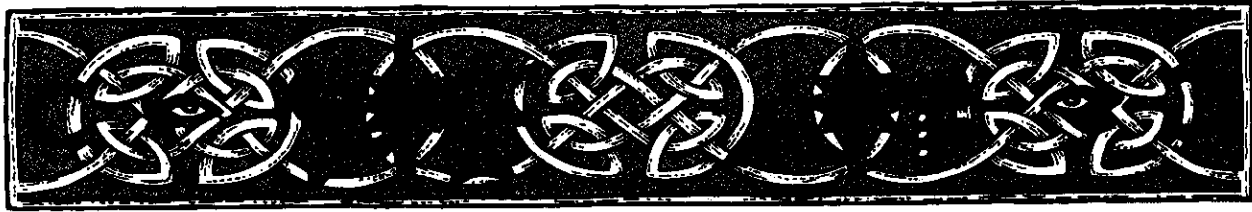
Finally, a mountebank excels at smoothtalking his way out of trouble. If confronted by hostile opponents and battle has not yet been joined, the mountebank can step forward and talk to the angry people before him in an attempt to defuse the situation. All hostile beings within 30 feet of the mountebank are subject to smoothtalking, but the mountebank must speak to them in a language they can hear and understand. A group Wisdom check is rolled on 1d20, based on the highest Wisdom score among those confronting the mountebank. The check receives a positive modifier equal to the mountebank's Charisma reaction adjustment (*PHB*, Table 6) plus his level. If the Wisdom check is failed, the hostile mob is calmed—but only for 4d4 rounds. Anyone with the mountebank must say and do nothing during the time he is smoothtalking, or the effect is lost. The mountebank and his associates can use this time to leave. (They should run out of sight of their opponents, who return to their initial reaction the moment the smoothtalking wears off.) The second time this power is used on any being, the Wisdom check is left unmodified. This power does not work a third time on the same being.

Special Disadvantages

So much of a mountebank's life depends on deception that even his most trusted associates do not trust him very far. Apply a +3 modifier to all reaction rolls from NPCs who know the mountebank's true nature but have not themselves been cheated by him. A hostile attack is possible from someone who thinks the mountebank has become too corrupt.

As noted earlier, a mountebank is forced to keep moving from place to place to avoid arrest or assault for his schemes. While he might not face death for his crimes, he could be fined, whipped, imprisoned, maimed, enslaved, or even placed under *charm* or *geas* to perform public services.

At 10th level, a mountebank can read and use magical or clerical scrolls but cannot gain followers of any sort; as no one trusts him for very long. A mountebank prefers to cheat people rather than murder them and cannot perform backstabbing attacks as can a normal thief.



Orcslayer

Class Information

Class Requirements	Fighter (no multiclassing)
Racial Requirements	Dwarf (shield)
Ability Requirements	Constitution 13, Dexterity 11, Strength 15; maximum Intelligence 10 and maximum Wisdom 10
Prime Requisite	Constitution, Strength
Alignments	Any nonlawful
Social Rank	Lower class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	5d4

Proficiencies

Weapons Slots	4
Initial Weapons	Battle axe (spec.), either hand axe or warhammer, and any one other except a missile weapon
Additional WP Slot	3
Additional Weapons	Any except missile weapons
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Singing
Recommended Proficiencies:	Leatherworking
Secondary Skills:	No skill applicable

Overview

An orcslayer is a Faerûnian shield dwarf berserker or battlerager. Filled with unspeakable rage at the depredations of orcs and other humanoids against the beleaguered northern dwarves (and probably having lost most or all of his family in such battles), the orcslayer devotes himself to a dwarven god of battle and becomes a mad killing machine. Employed on battlefields against hu-

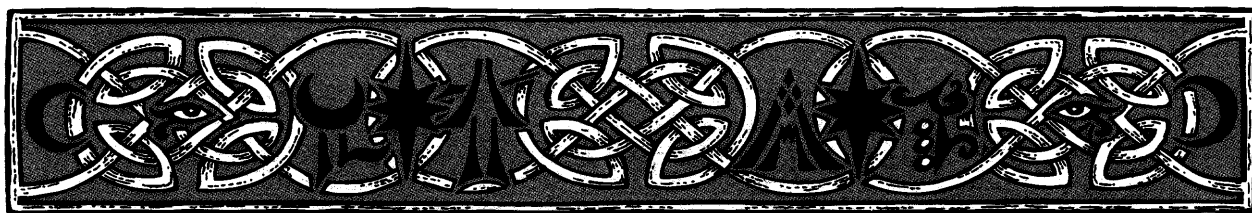


manoid hordes, the orcslayer often leaves dozens, if not hundreds, of dead behind him before he himself is slain. Some orcslayers, rejected by their home communities, go adventuring with anyone who will have them—but they are difficult and unskilled companions at best, single-minded in their hatred of humanoids.

Shield dwarf orcslayers are seen across the North in any stronghold that has fought humanoids in the last decade. Orcslayers are segregated from the rest of dwarven society in their own halls and dwellings, as they are violent, impulsive, and prone to alcoholism and bizarre behavior. They are ruthlessly used by dwarf generals for their shock power against attacking armies, though they are also pitied. Death for them, some believe, is only a kindness.

Description

An orcslayer usually wears only handmade leather armor and ragged clothing. An orcslayer who lost loved ones to humanoids always leaves his beard unbraided and uncombed. Personal hygiene is poor, and the orcslayer may drink heavily during peacetime. The orcslayer may have



the symbol of his deity (a dwarf war god) painted on his forehead in ashes and blood before battle. While on adventures or in battle, however, the orcslayer is sober, grim, and tense. When enraged, he chants his clan or holy war song as he attacks. Thereafter, in his fury, his face becomes distorted, his eyes bulge out, and he screams his war chant while flinging himself into the midst of the enemy to kill as many as possible.

Roleplaying

The sole specialty of an orcslayer is his ability to enter Orcslayer Rage, a berserk state akin to the Killing Rage of battlerager dwarves (as per *The Complete Book of Dwarves*). At any time the orcslayer wishes to enter the Orcslayer Rage (and he is never required to do so, even if insulted), the orcslayer sings his Dwarvish war song at the top of his lungs while performing any activity—standing, walking or running, attacking, etc. After 2+1d4 rounds of singing, he abruptly enters the Orcslayer Rage. The rage last until the orcslayer is killed or magically restrained, or 1d4 rounds after all potential targets in sight are slain. (Until then, he hacks at all the bodies around him.) The word “targets” is used because an enraged orcslayer can barely tell friends from foes. He continues singing while fighting. A magical *silence* spell or power can prevent the Orcslayer Rage from occurring at the start, but the dwarf attacks the person responsible for casting the spell, if he can tell who it was. If not, he attacks anyone who gets in his way. Silence cannot stop the Orcslayer Rage once it has begun, even if the dwarf fights and “sings” silently.

The orcslayer always takes weapon specialization with a two-handed battle axe, then selects either a hand axe or warhammer for use as a thrown weapon in combat. He can carry up to two of these into combat on his belt, getting rid of them first before actual battle is joined. Only missile weapons are not selected as other proficiency slots are filled, as these are regarded as cowardly. Any one allowed weapon can be used during Orcslayer Rage.

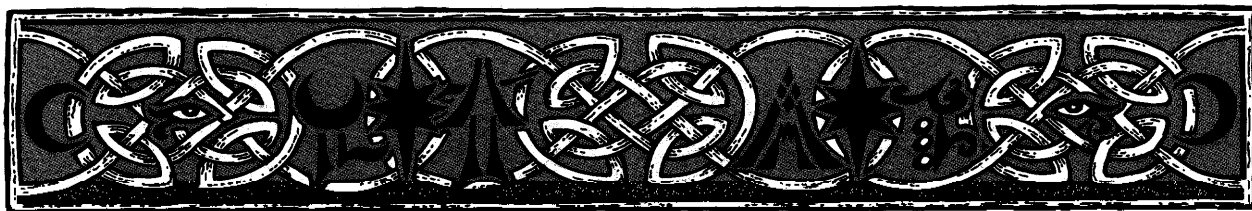
Magical weapons can be used, but only magical leather armor can be worn. Orcslayers make their own armor from the hides of dead beasts or suitable monsters but do accept magical leather; their beliefs do not allow them to wear any other sort of armor, nor wear any jewelry, rings, etc. (They believe they gain the strength of great animals or monsters from their deity.) They refuse to wear anything that might be a magical

protective item, even “trophy” jewelry like rings from their victims, as using such things is cowardly.

The orcslayer’s song, even before he enters his rage, demoralizes all beings (friends or foes) within 60 feet of the orcslayer. This also affects beings who cannot understand Dwarvish. A penalty of -2 is applied to all NPC morale checks within 60 feet of the orcslayer, dropping to -4 once the orcslayer enters his Orcslayer Rage, until the rage ends.

Orcslayer Rage grants the following effects, both helpful and harmful.

- He gains twice his usual melee attacks per round. This means an orcslayer of levels 1-6 gains two attacks per round, one of levels 7-12 gains 3 attacks per round, and one of levels 13+ gains 4 attacks per round. The orcslayer may turn to strike anyone within range of him, even those behind him.
- The orcslayer may throw weapons in a round but cannot also make hand-to-hand attacks in that same round. If the orcslayer throws weapons, he may throw twice the usual number of weapons of a particular type. An orcslayer often enters combat with two hammers or hand axes as well as his main weapon, the former ready to be hurled in a single round before he joins hand-to-hand combat.
- He gains a +1 bonus to attack rolls, added to his bonuses for weapon specialization, Strength, magical power of his weapons, and bonuses against humanoids. Thrown weapons gain these bonuses, too, along with bonuses for Dexterity.
- He gains a +3 bonus to damage rolls, added to his bonuses for weapon specialization, Strength, and magical power of his weapons.
- The orcslayer gains a +2 bonus to hit points per Hit Die he has, even beyond his maximum hit points. Damage done to the orcslayer during melee is taken from his actual hit points first; when these are gone, damage is taken from the bonus hit points. These points vanish when Orcslayer Rage ends, so it is possible for the orcslayer to die instantly when the rage ends if only bonus hit points were left to him.
- Opponents cannot attack him from behind with better than a +2 bonus to the attack roll, as he is so hyperactive. No backstabbing attack by thieves is possible, even by surprise. If tripped or knocked down, the enraged orcslayer is on his feet in seconds, so he cannot be attacked while prone.
- Two attacks per level per round can be made against



opponents having less than 1 Hit Dice or level (kobolds, goblins, 0-level humans, etc.). This reflects the poor combat abilities of the latter, and it stops any attempt to gang-rush and overbear the orcslayer by smaller humanoids coming at him from every direction possible.

He is immune to KO (knockout) results from unarmed combat rules or sapping, and takes half damage (round down, 1 point minimum damage) from bare hand or foot attacks, even martial arts.

The orcslayer gains full immunity to all enchantment/charm wizard spells and all charm sphere priest spells targeted at him personally while he is enraged. He also gains a +4 bonus to saving throws against any spell or power causing blindness, except *darkness* spells. If blinded, he still attacks wildly around him for 1d4 rounds (-4 penalty to hit a foe). The orcslayer keeps his infravision and so can attack heat-emitting foes in normal darkness.

- The effects, positive and negative, of all necromantic wizard or priest spells directed at him during his rage are delayed until the rage ends. This includes beneficial spells like *cure light wounds* and harmful spells like *finger of death*.
- The orcslayer is immune to all forms of psionic attack or control in his rage. He can never have psionic powers himself.
- The orcslayer's player does not keep track of the character's hit points during the rage; the DM does this. The player is told simply that the orcslayer feels no pain, only great enjoyment of his deeds. The player only finds out how low the orcslayer's hit points are if the orcslayer is killed.
- The orcslayer cannot take cover from missile or magical attacks. He moves only to attack a foe.
- The orcslayer must fight every melee round until all opponents are killed. Any enemy within range of his weapon can be attacked; if none are in range or he kills an opponent, he moves to the next closest opponent he sees, then attacks.
- An orcslayer must make an Intelligence check on 1d20 to avoid attacking any known ally within 10 feet of him during combat. A check is made whenever an ally becomes the closest living being to the orcslayer; as long as foes are closer, no check need be made. Failure means the orcslayer must attack the ally.
- When the rage ends, an orcslayer is exhausted and makes all attack, saving throw, ability check, and

proficiency check die rolls at a -2 penalty. His Strength and Dexterity scores also drop by 2 points each. This exhaustion lasts for 10d6 rounds. All delayed effects noted above take effect at once when the rage ends.

- An orcslayer's Armor Class is determined by his leather armor (which can be magical) and his Dexterity score only.

Special Advantages

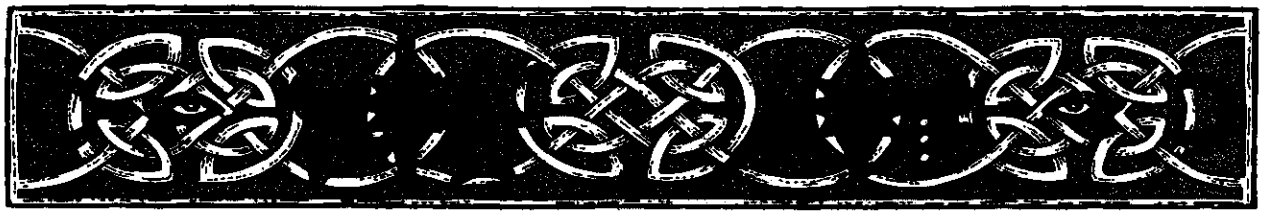
The benefits of Orcslayer Rage are given above. This kit offers no other benefits aside from a reputation.

Special Disadvantages

See details on the Orcslayer Rage for drawbacks that this kit presents. An orcslayer never uses a shield, missile weapon, or poison of any sort. He never uses a magical item to cast a spell. All of his previous proficiencies have been forgotten and cast aside. He lives only to kill his enemies.

An orcslayer is an obvious liability as well as an asset, and other dwarves are quick to withdraw if an orcslayer seems to be losing his temper. Pride is less important than not triggering the orcslayer's anger. Apply a +3 modifier to NPC reaction rolls from other dwarves who encounter a dwarf they recognize to be an orcslayer; the dwarves do not attack if a "hostile" result is gained but instead retreat and go elsewhere. Other races may initially think an orcslayer is a great asset to have around, but within one day of spending any time with an orcslayer they think very differently, applying a +4 modifier to their reactions (but, sadly without realizing they should avoid antagonizing him at all costs).

Roleplaying this character is difficult, as a player character should always avoid attacking other player characters. It is a tricky balance to work with others but be crude, short-tempered, a heavy drinker, and potentially violent. However, passive or friendly characters who never seem to take offense should be able to stay near an orcslayer for long periods of time, even being recognized as a friend by the orcslayer (adding DM-determined bonuses to the Intelligence check required to recognize an ally during Orcslayer Rage). Because going into Orcslayer Rage is voluntary, the character need never attack his own allies if he doesn't want to, which makes this kit more viable than other "berserker" kits.



Peasant Hero

Class Information

Class Requirements	Fighter (no multiclassing)
Racial Requirements	Half-elf (moon, wild), gnome (forest, rock), halfling
Ability Requirements	Constitution 9, Strength 9
Prime Requisite	Strength
Alignments	Any
Social Rank	Lower class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash	2d6 gp (see below)

Proficiencies

Weapons Slots	3
Initial Weapons	See below
Additional WP Slot	3
Additional Weapons	Any
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General (gain Warrior category after 1st level)
Bonus Proficiencies:	Agriculture or fishing, animal handling or weather sense, fire-building, local history
Recommended Proficiencies:	Animal lore, baking, blacksmithing, brewing, carpentry, cobbling, dancing, fishing, hunting, leatherworking, musical instrument, riding (land-based), rope use, seamstress/tailor, set snares, stonemasonry, weaving

Secondary Skills:

Farmer, fisher, forester, groom, hunter, leather worker, mason, tailor/weaver, trapper/furrier, woodworker/carpenter

Overview

Peasants are uncommon among demihumans in the Realms, most of these being small-time farmers or herders living in human-dominated realms. Peasants are lower-class citizens who are tied to their lands for life, though many halflings say this suits them fine, so long as they are treated well by their lords. Peasants are generally poor warriors at best, but once in a while a peasant hero arises during times of war and disaster. Tethyr's Interregnum and Reclamation, Amn's war with the "Sythillisian Empire," Cormyr's stand against the Tuigan Horde, Thayan intrigues against the Dales and Aglarond, and occasional giant and humanoid attacks against Luiren have brought out heroic qualities in half-elves and the Small Folk.

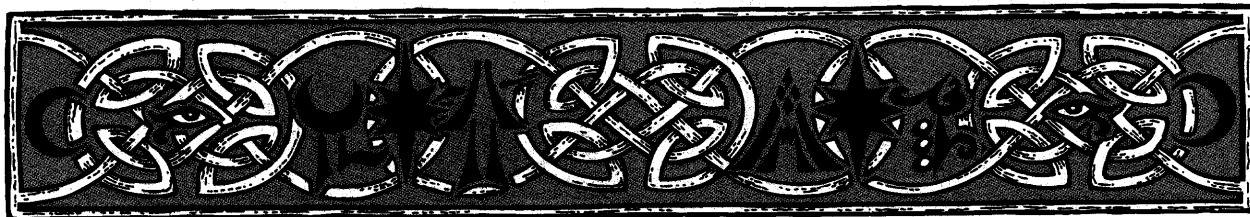
Description

A demihuman peasant wears dirty but durable clothing, often supplemented by cloth wrappings in place of gloves and shoes. He is constantly filthy, has poor hygiene, and works with callused, weather-beaten hands. He never wears armor while working unless he knows of a local threat: giant beetles, giant ants, ankhegs, wild dogs, or other predators. Any armor he has is roughly made from leather or hides. Weapons often double as tools (see below). A peasant hero looks the same as a normal peasant, though he is usually larger, faster, or stronger than the norm, making great deeds easier.

Half-wild elves near the Yuirwood in Aglarond and in Deepingdale could easily take this kit, as many have human attitudes and farming lifestyles. Some rock gnomes in Tethyr are peasant herders of sheep and goats, and forest gnomes almost always lead farming and gathering lifestyles. Halflings in many places (for example, Luiren, Amn, Tethyr, Cormyr, Turmish) have small, lower-class farms where they raise crops and livestock.

Roleplaying

A peasant hero could be a farmer, shepherd, hunter, fisher, or minor craftsman. Until he became a hero, his main priority in life was to get through it day by day. Everyone can claim to be his master except for beggars or convicts, and the peasant hero has no polite skills such as etiquette, heraldry, or foreign languages. The episode leading a peasant to become a hero can be played out at the start of the campaign, or else assumed to have occurred in the recent past



(all made up by the player with the DM's final approval).

Weapons typical of Faerûnian peasants, human and demihuman alike, include the club, dagger, footman's flail, footman's pick, hand axe, knife, long bow, machete (slashing short sword), military fork, quarterstaff, short bow, short sword, sling, spear, and warhammer. Some of these weapons are derived from tools and may be used as such—the flail to beat grain, the pick to dig, the axe to chop wood, the bows and sling to hunt game, the military fork to lift hay, the staff to walk with, and the warhammer to pound things. Weapons that the DM deems are not used by peasants of a particular region (for example, horseman's weapons, lances, long pikes, most polearms, large swords) cannot be chosen at 1st level but might be learned at higher levels if circumstances allow. Peasant heroes can also pick punching or wrestling as weapon proficiencies.

Special Advantages

There are few advantages to being a demihuman peasant. However, a peasant hero who remembers his old homeland and neighbors, even the ones who weren't always kind to him, gains a -2 reaction modifier (toward "friendly") from NPC countrymen. If he is famous and daring enough (DM's option), the reaction bonus can go to -4, and he is given free food and shelter for a limited time in any home in his old community. Bad neighbors have a way of treating a now-famous local hero as their favorite person of all time.

Special Disadvantages

The weapon restrictions and fewer weapon slots, lack of polite skills, and tiny starting funds are important restrictions. Beyond these, a peasant hero starts out with only General category proficiencies. He receives proficiencies from the Warrior category only with higher levels, when he has traveled more of the world. He also cannot perform any special combat maneuvers, such as called shots, disarming foes, mounted combat, sapping (knockout blows), two-weapon styles, martial arts, or unarmed combat except punching and wrestling. These can be used only after he has reached 4th level, if they are widely permitted in a campaign without prior training.

When purchasing items at the start of the game, the peasant hero may buy one item costing a maximum of 15 gp, and the rest of the items purchased must cost 10 gp or less. After all his purchases are made, he discards all monies except for 1d6 gp. It is assumed that all the other items he carries were actually heirlooms, given or loaned to him by neighbors or family, or found (possibly on corpses on a battlefield). If items are determined by the DM to have been loaned, the peasant is responsible for returning them un-

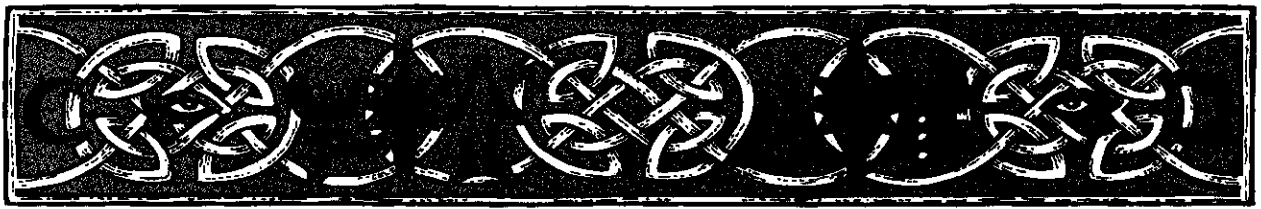


damaged or buying them when he has the money available. This is also true if the peasant's equipment were loaned from a community pool or other local patron.

A peasant hero is often sought out by his home community for help when danger strikes. If he refuses to answer, the folks at home regard him with a +2 modifier to all NPC reaction rolls, thinking badly of him until he solves the community's problem.

If the peasant strikes it rich while adventuring, many of his friends and neighbors may be after him to share the wealth. Some may bring false (or true!) charges against him, asking payment for past misdeeds. Others plead blood ties for loans or gifts. Beggars are after him at all hours.

A peasant may also have an oath of loyalty to a liege, the usual thing in medieval feudalism and several Faerûnian countries like Tethyr. (This is not true in anarchistic Luiren, of course.) If a peasant proves himself a fighter and hasn't been rebelling against his liege, he may be commanded by his liege to join the army, fulfil a quest, or take on other responsibilities after being suitably rewarded for his earlier brave actions. If the peasant refuses, he could face arrest and other trouble.



Pestkiller

Class Information

Class Requirements	Thief
Racial Requirements	Dwarf (shield), gnome (rock), halfling (hair-feet, stout)
Ability Requirements	Constitution 13, Dexterity 13, Strength 9
Prime Requisite	Dexterity
Alignments	Any
Social Rank	Lower class
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapons Slots	2
Initial Weapons	Standard thief, plus hand axe, blowgun, short bow, warhammer
Additional WP Slot	4
Additional Weapons	As above
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Animal lore, blacksmithing, herbalism (CTH), pest control (CBDw)

Recommended Proficiencies: Alertness (CRH), animal noise (CTH), blind-fighting, fire-building, fungi recognition (CBDw), gaming, hunting (CTH), observation (CTH), set snares, slow respiration (CBDw), survival (CTH), tracking (CTH)

Secondary Skills: Hunter, trapper/furrier

Overview

Pestkillers have been employed in large cities across Faerûn for centuries, though they rarely attract any attention until they are needed to deal with a huge outbreak of rats or other vermin. Pestkillers are usually well employed, if under rough conditions, and have no interest in adventuring. However, some get caught up in the excitement of the adventuring life and moonlight as helpers with adventuring groups heading into vermin-filled dungeons, or else act as guides for groups heading into subterranean areas under the city in which they live. Few people are aware of (or have any respect for) the vast knowledge that pestkillers have of the myriad passages beneath their cities, or their detailed knowledge of the habits of their foes and how those foes can be ultimately destroyed.

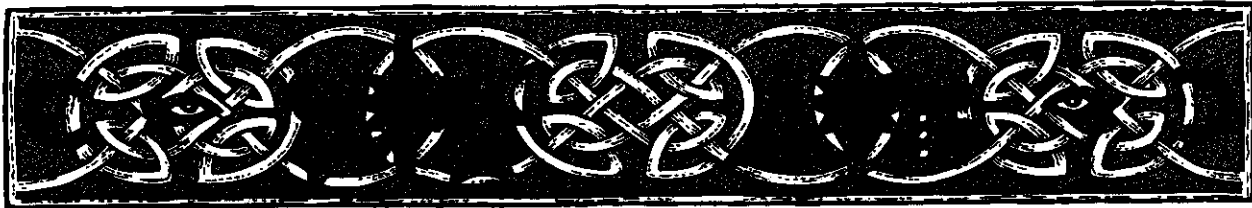
Pestkillers are employed from Neverwinter to Calimport and beyond, and in cities along the Sea of Fallen Stars, as such cities pick up thousands of vermin from ships. Dwarf and gnome strongholds get vermin from the Underdark or in their food stores or trade goods. Pestkilling is not a seasonal job; it continues throughout the year.

Description

A pestkiller wears light armor to retain freedom of movement. He has a filthy, smelly, ragged appearance, but he is careful to tuck in all straps or loose objects that could get caught on projections while crawling through narrow passages. (This is the reason that pestkillers do not wear belts with weapons and pouches on the outside of their clothing.) Shield dwarf pestkillers often trim their beards very short, giving them very low status in the eyes of their own kind. Clothing is dirty but made of durable material, with extra padding in the elbows and knees (for crawling). Gloves or hand wrappings are common; boots are required. If armor is worn, a loose tunic is often worn over it to prevent snagging and muffle noise. A thick leather helmet is tied down over the head, sometimes with a metal plate in it to protect the head from attacks in a crawlspace.

Roleplaying

The pestkiller is an interesting character: a little-known, dirty, and gritty explorer of urban dungeons and destroyer of unwanted vermin. He has quite likely seen astonishing and horrifying sights no one else would even dream of (especially not taking place right below the city streets). His normal priorities on any mission are to



identify a pest, then eliminate it. He can develop a peculiar empathy and understanding of a particular pest after studying it, but this does not keep him from destroying it. Most pestkillers are loners, but they welcome companions for a short time. (Given the foul body odor and diseases most pestkillers have, few people ever want to be close to them for long.)

Special Advantages

Typical vermin that pestkillers face include rats (all), bats (all), snakes and small lizards (all), spiders and scorpions (all), insects (all, from ants to wasps), centipedes and millipedes (all), weasels and giant weasels, rot grubs, carrion crawlers, jermlaine, mites, kobolds, and every sort of fungus, slime, mold, ooze, jelly, pudding, or other amoeboid monster imaginable to the DM.

The four bonus proficiencies a pestkiller has combine to give him several special abilities.

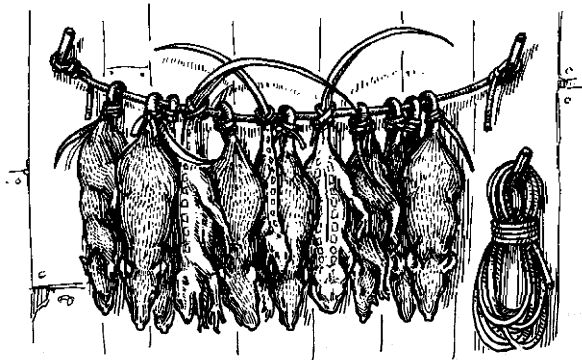
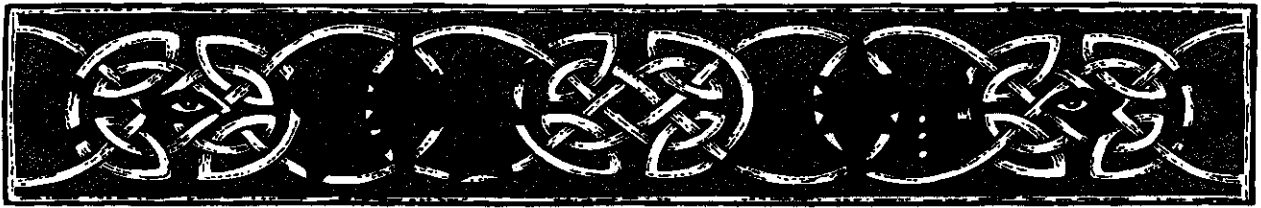
First, he can manufacture pest traps, each designed to capture or kill a particular pest of size S or smaller, and with an Intelligence of 4 or less. It takes one day and costs 1d4 gp to make a special trap and bait it with substances

attractive to the specific pest for which it was designed. Only the pestkiller can properly place and arm the trap. Once set, a trap can catch up to two creatures of size S, or eight creatures of size T (tiny), either holding them securely, doing damage to them on capture (in hopes of killing them), or poisoning them. Damage done on capture equals 1 point per level of the trap maker. A successful herbalism check, followed by a successful pest control check, allows a poison to be made that causes its targeted creature to save vs. poison on contact, or die. Other beings handling the poison take only 1 point of damage per round for 1d4 rounds or until the poison is washed off.

A pestkiller must first be able to study live specimens of the creature he is building traps against. If only dead specimens are available, his traps have a 50% chance of not working when used. Any pestkiller using this ability in a city or stronghold slowly causes the decline and extinction of the species he is attacking. The DM must determine how the encounter tables shift over time, but change surely occurs.

Second, the pestkiller makes himself resistant to the poisons and venoms used by vermin. Over time, his





studies of vermin grant him bonuses to saving throws vs. any monster or animal venom; he gets a +1 bonus at levels 4-6, a +2 at 7-9, a +3 at 10-12, etc. He is not more resistant to manufactured poisons, such as those used by assassins but would gain the bonus against poisonous snakes, insects, spiders, reptiles, monsters, etc.

Third, the pestkiller can manufacture traps like wire snares and bear traps that catch prey of size S or M, doing damage while holding the prey in one spot. It takes 1d3 days and costs 10 gp to make such a trap. The trap is concealed and chained or spiked to the floor. A detect/remove traps roll by a thief locates and disarms it. Any human, demihuman, or humanoid caught in such a trap can free himself only by making a bend bars/lift gates Strength check; monsters have a percentage chance equal to their Hit Dice of freeing themselves. Only one such check can be made for a victim. A victim takes 1d4 points of damage per two levels of the pestkiller when the trap is sprung.

Fourth, the pestkiller can make a poison powder good against a particular type of vermin if he can study a live specimen, then make an herbalism check and pest control check at a +2 modifier (toward failure) on the roll. The process of making this poison takes 3d4 days and costs 10d10 gp in supplies, easily gathered in any large city. This poison powder is good against non-manlike "cleanup crew" monsters the DM allows, from rot grubs to green slime. The powder made covers an area 10 feet by 10 feet if used all at once (killing any appropriate monster if it fails a saving throw vs. poison or death), or it can be used against 10 creatures of the appropriate type.

Because of long exposure to filthy environments and their acquisition of resistance to many common infections, pestkillers have a +4 bonus to all saving throws against nonmagical diseases or parasites. No special resistance to magical diseases is so gained.

Special Disadvantages

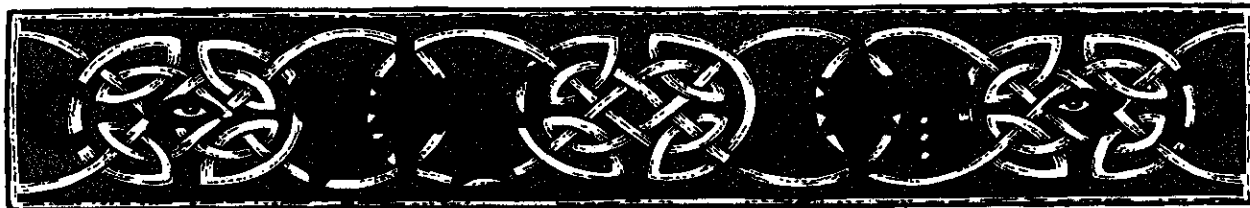
A pestkiller has no ability to pick pockets, open locks, or read languages, though all other thieving abilities function normally. No points are lost for distribution each level, however, so the remaining skills may increase more rapidly than usual.

Though pestkillers are resistant to diseases and parasites, they are also carriers of the same, and their companions should use great caution around them. (A cure disease spell, fresh clothing, and a bath before adventuring are highly recommended.) Unless a pestkiller is magically cured of all diseases, anyone coming within 5 feet of him has a 10% noncumulative chance per day of catching a normal but highly infectious disease or parasite; this chance jumps to 50% if the pestkiller is physically touched, the chance rolled per touch, and jumps to 99% if the person has an open wound. (Obviously, anyone fighting the pestkiller is in serious trouble.) If the DM has no infectious disease statistics handy with which to plague the characters, the example of the debilitating illness produced by the *cause disease* spell (in the *Player's Handbook*, with the description of the spell *cure disease*) should prove enlightening.

A pestkiller has no ability to pick pockets or read languages, as noted earlier. He gains no followers upon reaching 10th level, and he cannot use magical or clerical scrolls at that time. He can use the damage multiplier for backstabbing, though, from fighting small humanoids.

Because he spends so much time fighting little creatures, the pestkiller is not very good at fighting giants. Dwarf and gnome pestkillers place only a -2 penalty to the attack rolls of giant-class foes.

A pestkiller—not to put too fine a point on it—looks bad and smells far worse. He knows it, but his job is like that, and he doesn't care much about cleanliness. Apply a +2 modifier to NPC reaction rolls, to exclude anyone attacking him just because he smells bad. (If he transmits disease and everyone knows this, no one wants to touch him anyway.) Shield dwarves with short beards take a +3 modifier to reactions from all other surface dwarves.



Prospector

Class Information

Class Requirements	Fighter
Racial Requirements	Dwarf (gold, shield), gnome (rock, deep), halfling (stout)
Ability Requirements	Constitution 11, Intelligence 11, Strength 11
Prime Requisite	Intelligence, Strength
Alignments	Any
Social Rank	Middle class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	5d4

Proficiencies

Weapons Slots	4
Initial Weapons	Footman's pick, warhammer, and any two others
Additional WP Slot	3
Additional Weapons	Any
Nonproficiency Penalty	- 2
Nonweapon Slots	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies:	Appraising, mining, mountaineering, stonemasonry

Recommended Proficiencies: Alertness, animal handling, blacksmithing, direction sense, endurance, fire-building, gem cutting, local history, rope use, singing, slow respiration (CBDw), smelting (CBDw), survival, weather sense

Secondary Skills: Jeweler, mason, miner



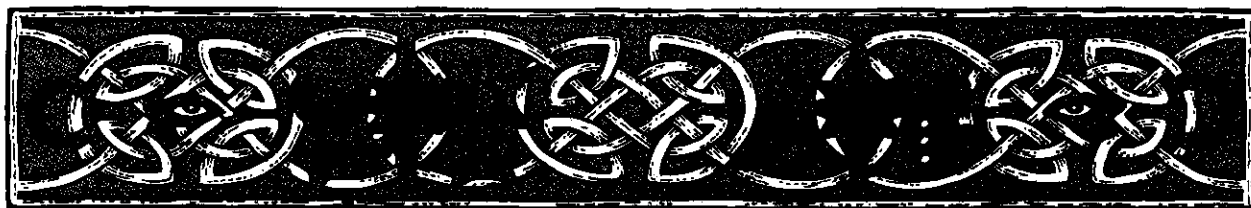
Overview

Mining is an extremely important occupation anywhere in the Realms, though most miners are not the adventuring type. Prospectors, however, must wander widely and rely heavily on their wits and good luck to find a worthwhile lode for their home strongholds to exploit. This combination makes prospectors reasonably good adventurers, especially if they believe an adventure will make them rich. Some prospectors receive bonuses and fame for discovering huge strikes, but some become heroes in ways they had never imagined when they set out.

Shield dwarf prospectors are found nearly everywhere in rough, hilly, or mountainous terrain; their homes could be any shield dwarf stronghold. Gold dwarves appear only in the Shining South but are similarly widespread there. Gnomes are rare, mostly seen in Tethyr, Amn, and the Sword Coast (having wandered out of Tethyr). Deep gnome prospectors, like all the above races, can be found in the Underdark. Stout halfling prospectors are found on the surface or in shallow Underdark regions, in any region where stouts are normally found.

Description

A prospector has likely done mining before but now travels frequently on the surface world, looking for new sources of mineral wealth. He often wears a wide-brimmed hat to prevent sunburn on his face, but his skin is sure to be dark from sun exposure. The prospector also carries an assortment of hammers, chisels, and picks, with some equipment (perhaps even alchemical supplies) to test mined samples, to determine their type, quality, purity, and other characteristics. A prospector is always dirty, has callused hands and a weatherworn look, and wears old, durable clothing. A mule, goat, or other short pack animal is often used to carry tools and samples in its saddlebags. The prospector is also well armed in case he is attacked by thieves or bandits.



Roleplaying

The shield dwarf prospector is not looking for marriage like the wandering ironsmith. He is more a solitary type who loves his work and loves wandering wherever his job takes him. This is very much the attitude that any demihuman prospector takes. Because his work is so important to the economics of many nations and races, he is in great demand; a skilled prospector can find numerous offers of employment, temporary and permanent, without trying very hard.

A prospector is most likely to go adventuring in Underdark, hilly, or mountainous regions. He functions very well as a fighter, though the temptation to examine local geology during rest periods is very strong.

Special Advantages

The footman's pick and warhammer are often used as digging tools (the hammer used with a chisel). Their constant employment grants the prospector a +1 bonus to attack rolls with these weapons. If he specializes with one of these two weapons, the +1 bonus is added to his specialization bonus.

A prospector knows far more about mining than the average miner. He receives a +2 bonus on all mining proficiency checks, representing an enormous knowledge of mining, geology, and related topics. A successful check should allow the player to receive any information the DM has on the geology in an area studied (evidence of volcanoes, earthquakes, floods, oil or coal reserves, valuable metals or gems, etc.) or on valuable gems and metal ores (adamantite, mithral, special gems of the Realms, etc.). He can also tell who dug out an existing mine (dwarves, orcs, stone giants, humans, etc.), if beings from the Elemental Plane of Earth are or have been present, and which monsters bored tunnels in solid rock (denzelians, horgar, osquips, thoqqua, purple worms, etc.).

In order to help him identify real and fantasy metals, gems, ores, and minerals, the prospector can buy a testing kit from an alchemist or miners' group for about 75 gp. The mining samples testing kit consists of items like pieces of glass and ceramic tile, small vials of acid, several small tools (pliers, hammer, chisel, or hand vice), glass or crystal magnifying lenses, a sharp diamond fragment mounted on a metal rod, candles, flint and tinder, copper wire, etc., forming a fairly complete if primitive geology laboratory. Use of this kit grants another +1 bonus to mining proficiency checks. The kit weighs only 10 lbs. and comes in a leather bag.

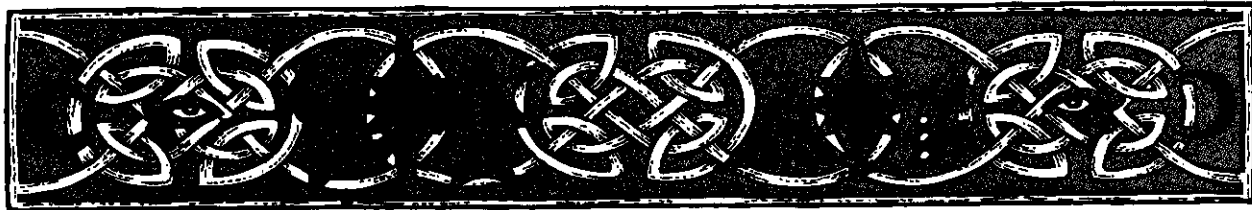
Moreover, the prospector has exceptionally acute senses for detecting underground phenomena. All rolls for detecting grade or slope, new construction, sliding walls or rooms, stonework traps and pits, and depth underground are successfully made on rolls of 1-7 on 1d8. The prospector was himself once a miner, with vast knowledge of mines and the stonework in them.

A prospector gains several peculiar abilities from his knowledge. He adds a bonus equal to his level to his saving throw to detect *fool's gold*. All other modifiers to the saving throw apply as per the spell description in the *Player's Handbook*. He can also identify small, monstrous creatures that imitate coins or jewels. His base chance equals his Intelligence (5%, plus a bonus equal to his level). A 7th-level prospector with an Intelligence of 13 has a $(13 \div 5) + 7 = 72\%$ chance to identify creatures like the bloodring, goldbug, or lock lurker, from the *MONSTROUS COMPENDIUM Annual, Volume One*. He need only look at the object one round and make his roll, without handling the object.

Special Disadvantages

The knowledge a prospector has about the location of potentially vast strikes of valuable metals, minerals, and gemstones makes him the target of numerous potential foes: brigands, claim jumpers, duergar, orcs, human miners, gem thieves, and more. The Zhentarim, Shadow Thieves, and Red Wizards of Thay think nothing of kidnapping a prospector, torturing him, and questioning him with magic and truth drugs for his secrets. A wise prospector never goes out without a heavily armed escort. If he plans to prospect a dangerous area, he may consider ways to disguise or hide what he is actually doing.

A prospector tends to be very absorbed in his work. Among dwarves and gnomes, this is accepted as normal, and his work is heartily approved of and well rewarded. (Apply a -2 modifier to NPC reaction rolls, toward the friendly end of the scale.) Humans and halflings have a neutral reaction to them, unless greed is involved. Among elves and half-elves, however, the prospector gains a +2 modifier toward more hostile NPC reaction rolls, as he is regarded with grave suspicion: Is he planning to have more dwarves show up and dig a huge mine right in the middle of the forest? Elves often drive off prospectors they find near their beloved realms.



Runaway Dambrai

Class Information

Class Requirements	Mage or specialist wizard
Racial Requirements	Half-elf (drow)
Ability Requirements	All scores except Wisdom must be 9 or better
Prime Requisite	Intelligence, Strength
Alignments	Any
Social Rank	Upper class (in Dambrath only)
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Mage or specialist wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (×10 gp)	1d4+1

Proficiencies

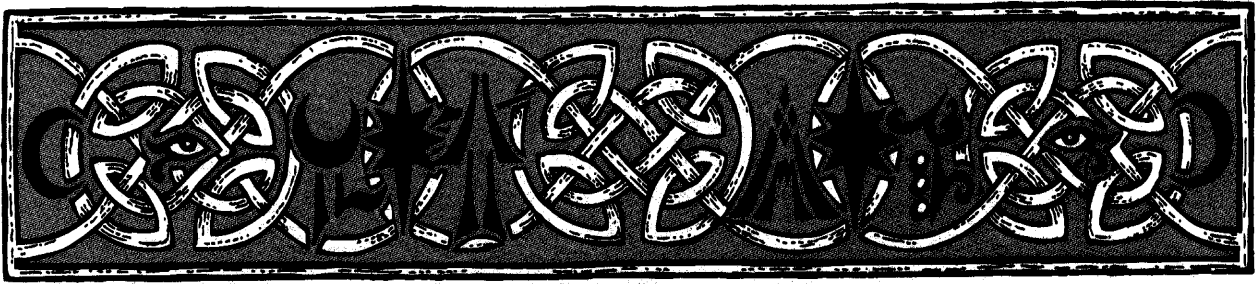
Weapons Slots	1
Initial Weapons	Standard wizard
Additional WP Slot	6
Additional Weapons	Standard wizard
Nonproficiency Penalty	- 5
Nonweapon Slots	4
Additional NWP Slot	3
Available Categories	General, Wizard
Bonus Proficiencies:	Animal handling, appraising (horses), riding (land-based), spellcraft
Recommended Proficiencies:	Appraising (other), artistic ability, boat piloting (<i>POSP</i>), deep diving (<i>POSP</i>), fishing, gaming, navigation, religion, seamanship, swimming, veterinary healing (<i>CRH</i>)
Secondary Skills:	Gambler, groom, limner/painter, sailor, scribe, trader/barterer



Overview

Dambrath is an isolated kingdom in the Shining South whose southern border meets the Great Sea. Dambrath is governed by an evil matriarchy of half-drow who worship Loviatar and Lolth. The half-drow upper class is called the Crintri ("noble ones"). Crintri nobles form 10% of Dambrath's population, governing a middle class of half-drow, dwarf and halfling merchants and workers, and humanoid guards (20%). Human peasants (70%) are called Shebali ("lower ones," actually Arkaiun barbarians); male humans are especially oppressed. Any elf or half-elf, save one with drow blood, is killed on sight.

Now and then, a Crintri female is involved in a disastrous love affair that involves elements of treason, criminal activity, social disapproval, or just plain bad luck. As a result, she is so distraught (or is hunted so intensely) that she gets on her horse and simply flees the country. This is no small matter, as all Dambrai know that drow and half-drow are hated everywhere else in the Realms by most people. Very few runaway Dambrai are seen in Faerûn, but some do manage to find new lives as adventurers.



Dambraii runaways are usually encountered on the Shaar or Eastern Shaar, or in lands bordering this region. They cannot return to Dambrath without facing severe humiliation at the very least, or imprisonment, torture, and death at worst. They are far more likely to live in wilderness areas than in any urban setting, with the exception of Luiren or possibly a gold dwarf town near the Great Rift.

Description

A Dambraii runaway has typical half-drow features: dark gray skin, rough white hair, pointed ears, and eyes of an elf or human color. As she likely fled Dambrath in haste, she would have few possessions and probably only one suit of clothes, one suit of armor, a few weapons, and whatever else she could throw on her horse before escaping. The look of Dambraii clothing and armor is distinctive and known throughout the Shining South and the Shaar, leading to the runaway's instant identification even if her half-drow features were concealed.

Roleplaying

Much has been written over the years about the difficulty of being half-elf—typical characters of this kind are often welcome in neither human nor elf culture, they are frequently bitter and lonely, and so forth. In the case of the Dambraii, this treatment and the resultant feelings are usually magnified significantly.

Anyone roleplaying a Dambraii runaway should get a copy of *The Shining South* and carefully study the material on Dambrath and its society. Piracy, horse breeding, magic use, and trade are important elements in many areas of Dambraii daily life. The player should develop a detailed account of the circumstances under which the character fled Dambrath, and why she cannot now return there. This description should supply any clever DM with excellent adventure hooks for future scenarios, and it should also give the character powerful personality traits, goals, and motivations.

It is unlikely that a DM will make life easy for a drow or half-drow roaming Faerûn, so the player should consider ways to disguise the Crintri's appearance in public or keep her hidden from hostile eyes. Even getting into the initial good graces of other adventurers can be tricky and should be carefully negotiated. Staying alive is a challenge in itself for most of the character's life.

A few good-aligned Dambraii are worshipers of Eilistraee, who is very unpopular in Dambrath. The worship of Eilistraee benefits a Dambraii runaway greatly, as most

surface-dwelling drow follow this goddess and welcome new worshipers. Getting to those worshipers, however, is the real trick. More information on Eilistraee and her worship appears in *Drow of the Underdark*.

Only female Crintri or drow are allowed to become spellcasters in Dambrath. Runaways can be multiclassed like any half-elves, but they cannot be priests in any way. Fighters (including multiclassed ones) are trained with the short bow, lasso, and long sword, all used from horseback as well as on the ground. Many Dambraii fighters are experienced sailors (merchants or pirates) and hunters. Pearl diving is common in places along the coast.

Special Advantages

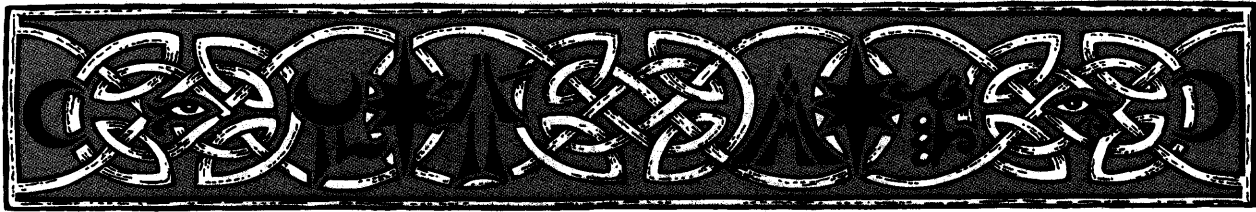
A Dambraii runaway is a superb rider and judge of horseflesh. She gains a -1 modifier to checks when using the animal handling or riding (land-based) proficiency with any horse, and a -2 modifier if the horse was raised and trained in Dambrath.

The appraising proficiency is taken for horses. The runaway evaluates horses so well that she can accurately tell how many hit points any horse she examines has. A Dambraii runaway starts the game with a light war horse with maximum hit points.

At the DM's option, a Crintri spellcaster can have 1d3 unusual 1st-level spells in her starting spellbook of 1d4+3 spells (magic learned from drow ancestors or foreign lands). Such spells should be given out by the DM only. Possible sources include *Drow of the Underdark*, *The Wizard's Spell Compendium*, and materials for the AL-QADIM® campaign (since Zakhara is not far from Dambrath, and Dambraii ships trade with that land).

Special Disadvantages

The worst disadvantage a Dambraii runaway has is that she is a half-drow and subject to intense prejudice across most of Faerûn. She may also be hunted by assassins, bounty hunters, or thieves hired by enemies in her homeland, depending on the exact reason why she fled the country. NPC reaction rolls are normally made with a +8 bonus toward a hostile reaction, except by the gold dwarves of the Great Rift and the halflings of Luiren, whose people are actually treated quite well in Dambrath. These two races have only a +2 bonus toward a hostile reaction; they dislike Crintri for their arrogance, cruelty, and evil nature but are willing to put up with them for the sake of making a profit.



Scholar

Class Information

Class Requirements	Mage or specialist wizard (no multiclassing)
Racial Requirements	Elf (gold, moon, wild), half-elf (gold, moon, wild), gnome (forest, rock)
Ability Requirements	Intelligence 13, Wisdom 11
Prime Requisite	Intelligence, Wisdom
Alignments	Any
Social Rank	Middle class
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Mage
Spell Ability?	Mage
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (×10 gp)	1d4+1

Proficiencies

Weapons Slots	1
Initial Weapons	Standard wizard
Additional WP Slot	None
Additional Weapons	None
Nonproficiency Penalty	-5
Nonweapon Slots	6
Additional NWP Slot	3
Available Categories	General, Wizard
Bonus Proficiencies:	Local history, reading/writing (3)

Recommended Proficiencies:	Ancient history, artistic ability, astrology, astronomy (<i>POSP</i>), bureaucracy (<i>CPalH</i>), cartography (<i>CRH</i>), engineering, etiquette, healing, heraldry, herbalism, languages (ancient or modern), law (<i>CPalH</i>), musical instrument, navigation, oratory (<i>CPalH</i>), poetry (<i>CPalH</i>), religion, spellcraft
Secondary Skills:	Limner/painter, scribe



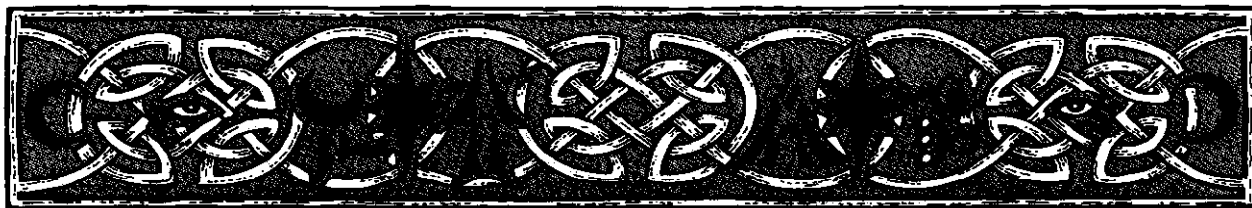
Overview

Elf and half-elf scholars are among the most learned and knowledgeable people in the Realms, having a wealth of information hidden in their minds and libraries. Certain gnome illusionists also become known for their scholarship. The most popular topics studied by these sages are history (of which the Realms has an overabundance), magic (of which some say the Realms also has an overabundance, but no one in the Realms is complaining, except for those who don't have it), and other planes and worlds (as the Realms certainly has an abundance of gates). A scholar is a terrible fighter but a marvelous source of new adventures, clever ideas, and all-around reference material for surviving nearly any situation.

Demihuman scholars come only from the largest cities in their homelands, or in any town with a major library, museum, school, college, observatory, or other academic community. Human cities with cosmopolitan airs, such as Silverymoon or Waterdeep, have demihuman scholars, and the great citadel-library at Candlekeep, on the Sword Coast, has many demihuman scholars on its grounds.

Description

A scholar has no use for armor but wears magical rings, bracers, cloaks, and the like that provide protection. Not all scholars have a "bookish" look, but reading glasses or a hand-held magnifying glass carried in a pocket are not uncommon. Clothing is often slightly askew and out of fashion, the sleeves worn around the elbows from resting them on library tabletops. The scholar's appearance may be a bit messy and unkempt, and his eyes may have a vacant or absentminded look. His hands are smooth and ink-stained, unused to hard labor. Paper scraps, scrolls, and writing implements usually protrude from belts, pouches, and pockets.



Roleplaying

The scholar is a good choice for a comic character, a nerdish wimp who nonetheless knows just what the rest of the party needs to know at the right moment (or so it is hoped, for the scholar's sake). He can also be a very serious character, someone able to give direction during major quests for ancient knowledge. A scholar is most likely to be a diviner if an elf or half-elf.

A scholar is not a fighter. Any campaign that includes a scholar character must allow for periods during which a scholar can search local libraries or question local sages, students, or spellcasters. Old tomes in forgotten languages like Thorass, peculiar clues requiring thought to resolve, and scientific puzzles of importance to an adventure must be present for the scholar to have a use. The DM should include special notes for any scholar doing research before or during an adventure detailing information that only he is able to discover.

A scholar should get along well with any intellectual sort of character, such as a bard, wizard, sage, or even artificer—unless they disagree over some important point of fact or opinion.

Special Advantages

A scholar starts off with a great many proficiency slots (not even counting those from his Intelligence score). In addition, he gains a +1 bonus to all Intelligence and Wisdom checks and all proficiency checks based on those abilities.

Under a scholar's close supervision, any character can temporarily gain any proficiency the scholar has, using the student character's ability scores for success. The time required for this compacted teaching equals as many days as 20, minus the student's Intelligence score (1 day minimum). This temporary proficiency is a result of the scholar's extraordinary ability to teach. The proficiency is forgotten after a number of days equal to the student's Intelligence score. Only one temporary proficiency may be held by any character at any time; if another temporary proficiency is taught, the older one is promptly forgotten.

A scholar gains a negative modifier (toward "friendly") to reaction rolls from any NPC who is a part of a town's intellectual community (wizard, priest, sage, teacher, author, or student). This is due to the scholar character's reputation. The negative modifier equals the scholar's level divided by 2, rounded down. Thus, a 7th-level scholar causes a -3 modifier to be placed on other scholars' reactions to him because of his renown in academic work.

A scholar knows a lot about how to use a library properly to gain information, even if the library is completely unorganized. In any circumstance in which a certain critical piece of information can be found if searched for in a library or any other collection of books and scrolls, the scholar can find that item in half the time anyone else can find it. This ability varies according to circumstance but should be played up when possible.

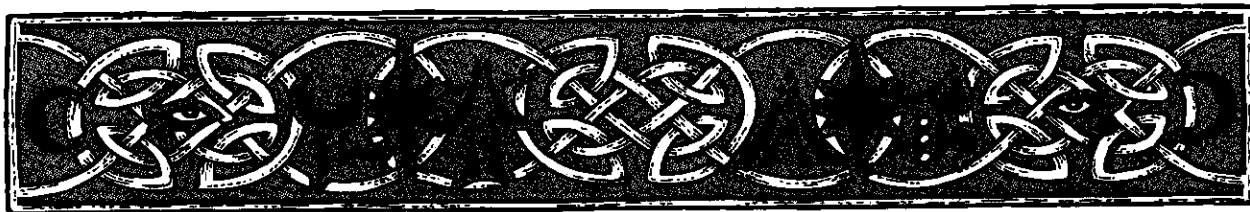
When handling any magical book, libram, tome, scroll, or other magical writing such as those detailed in the *DUNGEON MASTER Guide* or *Player's Handbook*, the scholar gains a +4 to any saving throw required to escape the writing's negative effects, if any. If no saving throw is normally allowed, the scholar receives one but without the +4 bonus. This power applies to anything from handling a page with explosive runes on it (to which the scholar would get a saving throw vs. spell that is not usually given) to reading a *libram of ineffable damnation* (to which a scholar would also get a bonus saving throw vs. spell). A scholar has a percentage chance equal to three times his level of identifying magical writing on the spot without triggering its baneful effects. Thus, a 5th-level scholar seeing a *glyph of warding* or *vacuous grimoire* has a 15% chance to identify it right off, without setting off its negative effects. The scholar must be within 10 feet of an object to identify it.

Finally, a scholar is widely read enough to have the same 5%-per-level ability that a bard has to know the history, purpose, and legends surrounding any single magical item he can examine closely (without touching) for 1d4 hours. The maximum possible score for this ability is 95%.

Special Disadvantages

A scholar is very weak when it comes to combat. Only one weapon slot is available at 1st level, as usual, but no other is gained later. This is the only weapon with which the scholar ever has proficiency. Worse, the first combat blow a scholar strikes every day must be taken with a -1 to the attack roll, and all combat is entered with a -1 to surprise and initiative rolls. No special combat maneuvers (such as called shots) ever succeed.

A scholar draws a +1 modifier to all NPC reaction rolls (toward the hostile, but no fighting results) from those in his society who are not scholars, wizards, sages, or priests, as his work is seen as useless to daily concerns. If the character selects etiquette as a proficiency, this damaging modifier vanishes. At any rate, bullies and thugs love to pick on scholars, especially if the thugs are human and the scholar is not.



Scout

Class Information

Class Requirements	Thief
Racial Requirements	Elf (moon, wild), half-elf (moon, wild), dwarf (gold, shield), gnome (forest, rock), halfling
Ability Requirements	Constitution 13, Dexterity 11, Intelligence 13
Prime Requisite	Constitution, Dexterity
Alignments	Any
Social Rank	Lower to middle class
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (*10 gp)	2d6

Proficiencies

Weapons Slots	2
Initial Weapons	Standard thief, plus long bow or short bow
Additional WP Slot	4
Additional Weapons	As above
Nonproficiency Penalty	- 3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Direction sense, set snares, survival (CTH), tracking (CTH)

Recommended Proficiencies: Alertness (CRH), animal handling, animal training, animal lore (wilderness), animal noise (CTH), artistic ability (woodcarving), blacksmithing, boating (CRH), bowyer/fletcher, camouflage (CRH), fire-building, fishing, heraldry, herbalism (CTH), hunting (CTH), leatherworking, moun-

taineering, observation (CTH), riding (land-based), rope use, signaling (CRH), swimming, weaponsmithing (crude, CRH), weather sense
Bowyer/fletcher, fisher, forester, groom, hunter, trapper/furrier

Secondary Skills:

Overview

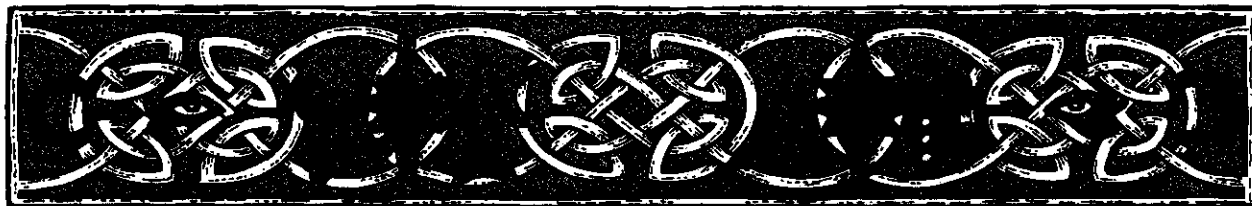
Scouting is a common occupation seen among the demihumans of Faerûn, as they must live with so many threats across the surface world. A scout is proficient in wilderness survival, stealth, and spycraft, always hunting for signs of the intentions of his people's enemies. Scouts are not restricted to exploring regions immediately around their homeland; they may wander to check out distant threats or be attached to an army command to probe territory into which the army will shortly travel.

Wild elves make great use of scouts throughout Faerûn, as many have not heeded the Retreat and still remain in their forests, surrounded by foes. For example, wild elf and half-wild elf scouts are found in Deepingdale, where they watch for agents of the Zhentarim, poachers, or slavers. Moon elf scouts are common in Evereska and the Greycloak Hills, looking for Zhentarim, orcs, or treasure hunters. Shield dwarf scouts are common around their many communities, especially in the orc-infested North. Gold dwarves watch the region around the Great Rift. Halfling scouts are common around Luiren and the Purple Hills of Tethyr. Gnome scouts are found near their few scattered towns, especially in Tethyr. Some demihuman scouts work for the Shadow Thieves, gathering news on merchant traffic.

It is worthwhile to compare the scout to the forester, who is largely concerned with the security of the woods he knows so well and rarely ventures beyond them; to the explorer, who travels enormous distances in search of new lands but not necessarily new enemies; and to the true spy, who restricts most of his intelligence gathering to urban areas and often moves openly among those on whom he spies.

Description

A scout looks not unlike any forester or woodsman, though his dull, natural-colored clothing is difficult to pick out from a background of trees, leaves, grass, and rocks. In the Greycloak Hills, each elf scout commonly



wears a gray cloak, giving the region its name. The scout dresses to avoid being seen or heard, changing clothing colors in fall and winter to maintain the camouflage. Bright metal is deliberately tarnished or painted a dull color to prevent gleaming; a thick tunic might be worn over metal armor to muffle its noise. Leather armor or elven chain mail is used if long combat is not anticipated, to enable the scout to move quickly and quietly. A scout is nearly always dirty but seems quite at home with it. A horse or other mount may be used, but it is trained to remain silent and could be tethered several miles from the point a scout plans to explore for signs of an enemy.

Roleplaying

A scout is highly independent but still takes orders from a higher authority, the person most interested in his scouting reports. He can work well with groups, but his activities are best performed while he is alone or some distance from his associates. The best orders for a scout are those detailing what is to be learned or gained but not how it is to be done; a scout likes great freedom to work out the means to any end, as he might not have the ethical restrictions of a ranger.

A number of the scout's skills can easily be used as sabotage talents. Indeed, a scout could be employed solely to disrupt and destroy an enemy's operations to the greatest possible extent, working with foresters, rangers, woodsmen, barbarians, soldiers, and other outdoor types.

Special Advantages

The four initial bonus proficiencies of a scout each operate with a +1 bonus to their checks when used in any region the player defines for the scout's survival proficiency. This is assumed to be the scout's best scouting terrain; it could be temperate forests for elves and forest gnomes, grasslands and plains for halflings, hills for rock gnomes, mountains for dwarves, or whatever is appropriate for the campaign.

A scout can learn to use a long bow or short bow in addition to the usual weapons. The bow is used for hunting and attacking enemies silently.

A scout in leather or no armor has a +4 bonus to rolls to avoid surprise in any wilderness environment in which he has a survival proficiency. He can detect ambushes and encounters in time to take evasive action or conduct his own ambush.

The set snares proficiency is used to construct man traps to catch or harm enemy forces, from pixie up to

ogre size. If the snare is constructed to injure or kill, and the proficiency check is made at -4 or better on the die when the snare is set, the man trap inflicts 1d4 points of bludgeoning, piercing, or slashing damage (player's choice) per two levels of the trap setter to any appropriately sized victim it catches. This is a favored sabotage trick used by all scouts.

The pick pockets thieving skill is replaced by the find/remove snares skill. This skill functions exactly like the find/remove traps proficiency in all respects (including racial, armor, and Dexterity bonuses) but is useful only for detecting and negating pits, snares, deadfalls, and similar outdoor traps.

A scout learns to cover his tracks in any terrain. When doing so, he moves at half speed but applies his level as a negative modifier to anyone's attempt to track him using the tracking proficiency. He can cover the tracks of other people and beings with him, but for each person whose tracks are being covered, a +1 bonus is given to the tracker's proficiency check. A mount or pack animal, being heavy and four-legged, grants a +2 bonus to the tracking proficiency. The scout can simply cover his own tracks, of course.

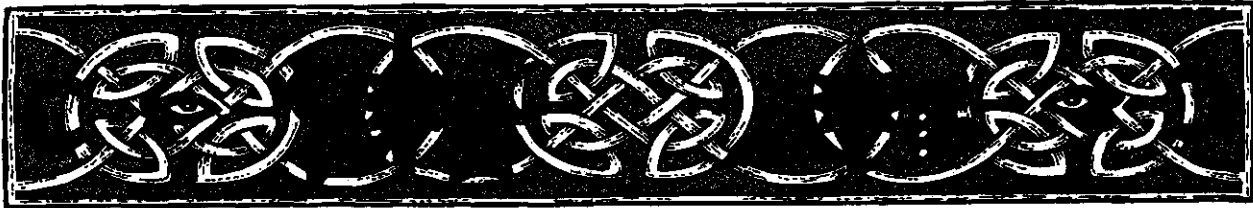
Special Disadvantages

No read languages thieving skill is possessed by a scout. No thief skill points are lost, however, and they may be distributed to other skills.

Any wilderness proficiency that can theoretically be used in an urban, Underdark, wildspace, or undersea environment functions with a +4 penalty to its proficiency check when used by a scout, as he is so unused to these regions. Thus, a scout would have great trouble setting snares in the Underdark for lack of knowledge, experience, materials, etc.

A scout does not allow himself to become encumbered, always wishing to move at the greatest possible speed in case he has to escape pursuit. He does not exceed the maximum limits on weight carried (*PHB*, Table 1) or always has light encumbrance if using the optional encumbrance rules in the *Player's Handbook*. Leather armor offers the best chances for performing his wilderness spying skills but should be supplemented when possible with magical devices offering further protection (rings, cloaks, etc.).

A scout who reaches 10th level does not gain any followers, and he cannot use magical or clerical scrolls. Backstabbing is permitted.



Slave, Fugitive

Class Information

Class Requirements	Fighter (no multiclassing)
Racial Requirements	Elf (gold, moon, wild, drow), half-elf (gold, moon, wild, drow), dwarf (gold, shield), gnome (forest, rock), halfling
Ability Requirements	Strength 9
Prime Requisite	Strength
Alignments	Any (rarely lawful, often chaotic)
Social Rank	Lower class
Hit Die Type	d10
Attack as	Warrior
Save as	Warrior
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (×10 gp)	See below

Proficiencies

Weapons Slots	1
Initial Weapons	See below
Additional WP Slot	3
Additional Weapons	Any
Nonproficiency Penalty	See below
Nonweapon Slots	4
Additional NWP Slot	3
Available Categories	General (gain Warrior category after 1st level)
Bonus Proficiencies:	None
Recommended Proficiencies:	Agriculture, animal handling, artistic ability, brewing, carpentry, cooking, etiquette, fishing, leatherworking, mining, running, seamstress/tailor, singing, stonemasonry, survival, swimming, weaving
Secondary Skills:	Farmer, fisher, groom, leather worker,

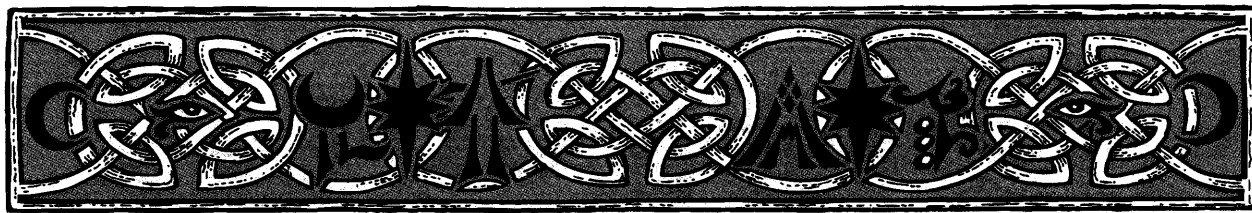


limner/painter, mason, miner, tailor/weaver, woodworker/carpenter

Overview

Thay is the nation most infamous in these days for its practice of slavery, though the slave trade is known to exist in Calimshan, Amn, the Vilhon Reach (Chessenta, Thesk), the Moonsea (Hillsfar, Melvaunt), the Pirate Isles of the Sea of Fallen Stars, Mulhorand, the Underdark, and other countries, often secretly. Some demihumans are captured and enslaved every year, and every year some demihumans escape their torment, entering the free areas of the Realms with few skills or possessions except a terrible desire to forevermore be free.

Fugitive slaves appear in any area adjacent to a realm that permits slavery. The former slave might have been recently captured and thus able to return home, or he might have been born among slaves and thus have no outside homeland.



Description

Thayan slaves are generally forbidden to cut their hair, use weapons, wear elaborate or expensive clothing, or own anything at all; whatever they have can be taken away from them in a second. They normally appear downcast and passive, rarely looking up at their supervisors or owners. An ex-slave is likely to have only rags for clothing, a single weapon, and (if lucky) a sack with food, tools, and other minor items. A fugitive slave might cut his hair, buying and wearing the brightest and best clothing possible to show off his new freedom, or he might conceal his identity and live a low-key life to avoid attracting any unwanted attention.

Roleplaying

Thayan society and its conditions of slavery are best described in the *Spellbound* boxed set's *Campaign Guide*. This material should be studied by anyone running a fugitive slave character, unless the ex-slave is escaping from some other realm. Knowledge of the slave's former masters and "home" is critical to good roleplaying and developing good adventures.

A fugitive slave's first priority is to keep his freedom. This may mean flight and hiding in disguise for life, or it may mean hunting down and killing everyone who would imprison him again. He is willing to gain new friends and allies but is always wary in case one decides to turn him over to his former owner again for any reward offered.

A newly freed slave is not likely to have any ability to read or write, nor any hands-on knowledge of how to save money, conduct a business, buy items at a shop, etc., as he was never given the chance to learn this earlier in life. He may be confused and frustrated by his attempts to fit in, and he might be very intimidated by spellcasters if (as in Thay) these beings were his former masters. Experience is the best teacher here, and by 3rd level any former slave is able to blend in nicely with his adopted society.

A demihuman born into slavery might have no knowledge of his racial language or culture. Once free, he might place a priority on learning the ways of his people so he, too, can be a part of them.

Special Advantages

While there are no advantages at all to being a slave (aside from not being dead), fugitive slaves have certain special abilities granted them by virtue of their incredible desire to remain free.

A fugitive slave starts with a +4 bonus to all saving throws vs. wizards' enchantment/charm spells and priests' charm sphere spells, as a measure of his self-will and determination to be uncontrolled.

From his years of grueling enslavement, work, and punishment, a fugitive slave has a better chance to resist pain and stress. Treat his Constitution as being 3 points higher than it actually is when rolling his system shock percentage. Treat his Strength as 3 points higher than it is when determining how much weight he can carry before he slows down (*PHB*, Table 1, or the optional encumbrance system).

If placed under any form of *charm* spell, a fugitive slave makes new saving throws against the spell as if his Intelligence was 3 points higher, shortening the time between checks. He gains his +4 bonus vs. enchantment/charm spells on new rolls.

Once per day, a fugitive slave may summon all his willpower and channel it into a sudden burst of energy that raises his Strength by 3 points for as many rounds as he has levels. This may occur during combat, when attempting to bend bars or lift gates, or under any other circumstance when strength is needed.

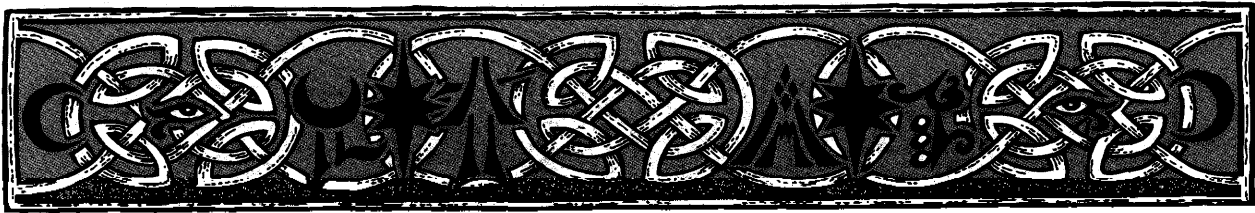
A fugitive slave can survive on a minimum of food and water each day, half the amount anyone else of his race uses. He quickly develops better eating habits but in emergencies survives with little food.

Special Disadvantages

Fugitive slaves had little opportunity to learn the use of any sort of weapon before 1st level. Weapons training and practice must be performed in secret, or else achieved by using a normal tool as a weapon. The DM should evaluate the ex-slave's weapon choice with regard to his work as a slave. A farm slave might learn to use a dagger or knife (for killing and preparing livestock), footman's flail (as a threshing flail), footman's pick (digging tool), hand axe (wood-chopping tool), military fork (as a hay fork), or warhammer. Some weapons could have been used to control other slaves (for example, club, quarterstaff, whip) if the fugitive slave was himself used as a minor overseer. Weapons a slave could not have learned early on include horseman's weapons, lances, pikes, most polearms, large swords, and other military devices. Any weapon can be chosen later as circumstances allow, once the slave has escaped.

As a result, ex-slaves cannot use weapon specialization at 1st level. They also gain a -4 nonproficiency penalty on attack rolls with unfamiliar weapons at 1st level, a -3 on attack rolls at 2nd level, and a -2 penalty from 3rd level on.

A runaway slave may be hunted by his former owner with the aid of bounty hunters, assassins, and other rogues. This hunting can go on for years, until his former owner and anyone else with an interest in him dies. The punishment for escaping slavery is nearly always death.



Smuggler

Class Information

Class Requirements	Thief
Racial Requirements	Elf (moon, wild), half-elf (moon, wild), dwarf (gold, shield), gnome (rock), halfling
Ability Requirements	Dexterity 9, Intelligence 11
Prime Requisite	Dexterity, Intelligence
Alignments	Any but LG
Social Rank	Middle class
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (×10 gp)	2d6

Proficiencies

Weapons Slots	2
Initial Weapons	Standard thief
Additional WP Slot	4
Additional Weapons	Standard thief
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Alertness (CRH), appraising, information gathering (CTH), local history,

Recommended Proficiencies: Ancient history, animal handling, animal training, animal noise (CTH), artistic ability, blacksmithing, boating (CRH), camouflage (CRH), direction sense, disguise, etiquette, fast-talking (CTH), forgery, gem cutting, languages (modem), navigation (CTH), observation (CTH), reading/writing,

riding (land-based), rope use, seamanship, signaling (CRH), swimming, weaponsmithing, weather sense

Secondary Skills:

Armorer, groom, jeweler, limner/painter, navigator, sailor, scribe, teamster/freighter, trader/barterer, weaponsmith

Overview

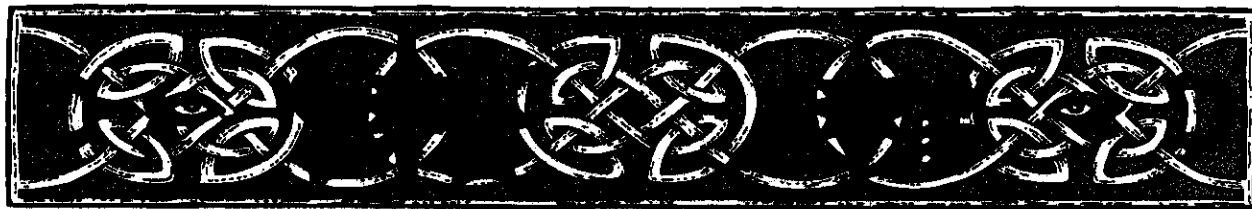
A demihuman smuggler is in a unique position. As a transporter of banned items or illegally imported or exported goods, the smuggler is the gateway into the human and demihuman black markets for sellers and buyers across the world, making theft profitable for all. Demihuman smugglers come from all over, but they are unlikely to live in their old homelands now if they angered legal authorities with their deeds. Many expatriate smugglers have thriving, if secret, businesses in western seaports like Waterdeep, Baldur's Gate, Athkatla, Murrann, Zazesspur, Myratma, and Calimport, or in cities bordering the Sea of Fallen Stars. Pirate groups, particularly those in the Sea of Fallen Stars, usually have many smugglers among them, each specialized in transporting a particular assortment of items.

Description

A demihuman smuggler gives off the appearance of being a normal merchant or tradesman in all ways, and in fact may have a legitimate trade he practices part-time. This facade must be maintained to keep suspicion away from smuggling operations; an actual disguise is not required, only the proper dress, tools, and place of business. The smuggler takes pains to be noticed but not looked at with suspicion or recognized for what he secretly is. Contraband is always kept hidden, either on the smuggler's person, in his dwelling, or in his means of transportation.

Roleplaying

Research into FORGOTTEN REALMS accessories reveals a wealth of items that fall into the smuggler's sphere of interest: rare magical items from Evermeet or Evereska, smoke powder (banned in Waterdeep and Cormyr), assassins' poisons and natural venoms, treasures looted from royal tombs in Tethyr, bones dug from graves for



necromancers' study, weapons and armor for revolutionaries, "cheese" from Luiren, spell components for outlaw mages, tobacco from Maztica (tightly controlled by Amn), spellbooks owned by Thayan sorcerers, holy items stolen from Kara-Tur or Zakhara, gems taken from dwarf strongholds, and magical devices for use against certain dangerous beings or groups.

It is clear that a smuggler can be a boon for either good or evil, depending on what is being trafficked and who is buying it. Much needed items seized elsewhere can be donated for a homeland's use. The export and import taxes of cruel realms can be evaded. But dangerous items can also be sold to wicked forces if one is foolish enough to do it.

A neutral smuggler is an interesting challenge to play, weighing the benefits and consequences of each mission to ensure that Good forces don't become so strong and wise as to capture him and shut down his operations, and Evil forces don't steal from or kill him. Playing out the transportation of smuggled goods to or from hostile lands can put great tension into the game, not to mention just dealing with some of the sellers and buyers involved in black-market trade.

The DM must create many NPC contacts for the smuggler to meet in order to perform some actual smuggling. The smuggler is asked to pick up a shipment from a fence, then must secretly take the goods to the buyer, whom he must locate using his own knowledge or instructions from the seller. The smuggler often receives half his pay from the seller, with the other half, plus a possible bonus or knife in the back, from the buyer. Mission payment can be negotiated in most cases. The smuggler can even serve as group leader for these missions, with his adventuring allies acting as guards for the shipment (but being paid only by the smuggler).

Mounts, pack animals, and vehicles (carts, boats, or passage on ships) must be purchased by the smuggler using his initial payment. He would be wise to acquire magical devices such as *bags of holding*, *portable holes*, *dust of disappearance*, and any other items allowing concealment. The player is encouraged to think up new tricks to allow his smuggler to ship goods undetected, perhaps looking up a little history on the topic in the library (chapter 5 in *The Complete Thief's Handbook* is a good place to start). This is an opportunity for "creative interplay" between an inventive player and DM.

Special Advantages

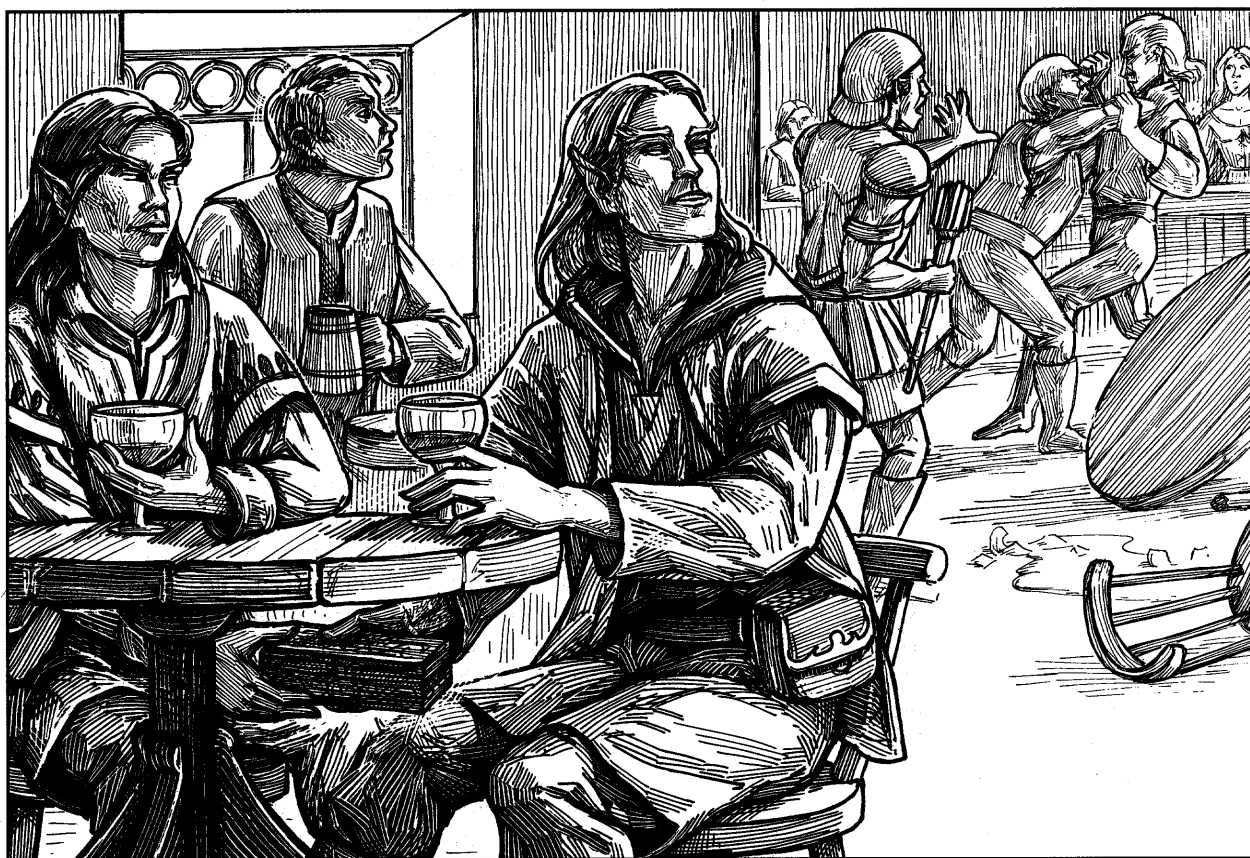
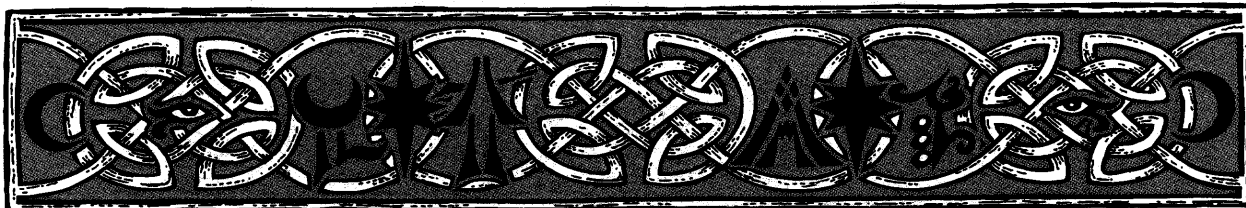
A smuggler learns to cover his tracks in any terrain. When doing so, he moves at half speed but applies his level as a negative modifier to anyone's attempt to track him using the tracking proficiency. He can cover the tracks of other people and beings with him, but for each person whose tracks are being covered, a +1 bonus is given to the tracker's proficiency check. A mount or pack animal, being heavy and four-legged, grants a +2 bonus to the tracking proficiency. The smuggler can simply cover his own tracks, of course.

From long practice, a smuggler can hide several small items on his person that are not found by anyone making a general search of him. If he is wearing voluminous clothing, as many items as his level, each item the size of a ring or coin, may be hidden on him. If wearing normal clothing, as many items as half his level, fractions rounded up, may be concealed. If strip-searched, as many items as one-quarter his level (fractions rounded up) may still be hidden. In order to find each item, a searcher must make an Intelligence check on 1d20 with a modifier equal to the smuggler's level added to the roll, thus harming chances for finding the items.

For every level he has, a smuggler gains 1d4 contacts: fences selling illegal goods, corrupt guards willing to sell government equipment, wealthy nobles looking for a variety of items, thieves' guild contacts, or representatives of legitimate merchant guilds with shady interests. Each contact should be developed by the DM as desired but should be someone able to work with the smuggler for at least a few months, if not much longer (barring untimely "accidents").

A smuggler hears about many secret routes and ways through the wilderness between cities, to avoid guards and possible bandit ambushes. As the DM rolls for encounters for a smuggler's party on an overland route, any encounter with a patrol, guardsmen, bandit group, or other collection of relatively civilized humans, elves, dwarves, etc. (excluding real monsters) must be re-rolled if the smuggler can make an Intelligence check on 4d6, with the smuggler's level applied as a negative modifier to improve the chances. When re-rolled, an encounter has a 75% chance to be nothing at all; the second encounter generated cannot be voided and must be used.

A smuggler has a +2 bonus to his appraising score when evaluating items of special interest to him. One such item is generated by the player for the smuggler



per level. Thus, a 3rd-level smuggler has three specific items for which he gains this bonus. Examples include: tobacco from Maztica, rare Amnian gems, smoke powder, paper paintings from Shou Lung, religious wood statuettes from temples in Mulhorand, or burial jewels from dwarven tombs in the North. The player should choose these items based on what his character has seen and studied. Items chosen should not be vague, such as "stuff from Thay" or "Underdark valuables"; "spellbooks belonging to Thayan Red Wizards" or "drow-made religious items sacred to Lolth" are perfect.

A helpful -1 modifier is added to reaction rolls of NPCs in any area in which a smuggler has taken a local history proficiency, as he can use this information to flatter the locals and gain their trust.

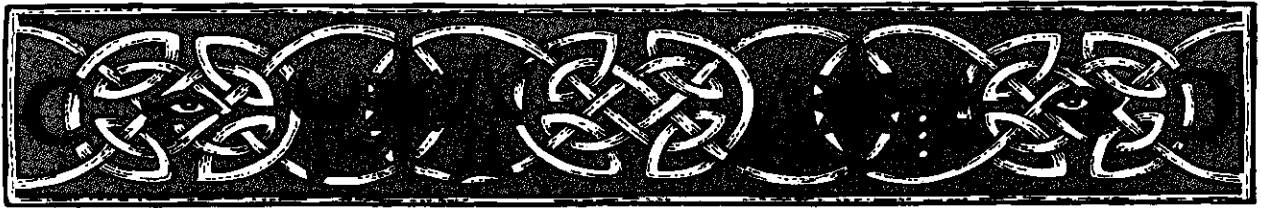
Special Disadvantages

The most obvious problem for a smuggler is avoiding capture and prosecution for violating the law. Penalties can range from fines to imprisonment, maiming, torture, or death, depending on the nation and the

smuggled item. The DM should consult accessories detailing various nations of Faerûn and note any applicable punishments for importing or exporting certain goods. The Council of Six in Amn, for instance, privately tortures and slays any smuggler captured in the act of taking goods out of Maztica, as Amn has laid claim to its riches. Tethyr and dwarf realms also have standing death sentences against anyone convicted of royal tomb-robbing or knowingly selling items stolen from royal tombs.

Another problem is the nature of some of the smuggled goods. Poisons and explosives must plainly be handled with great care. Stolen magical writings may have magical traps and destructive runes placed upon them to prevent their use.

Because they rely so little on it, smugglers are poor at pickpocketing. Their normal base score in this area starts at 0% (zero), and a maximum of only 5 points can be added to this skill at each level. Some smugglers use pickpocketing to filch an interesting item they see, in hopes of selling it later, but this is very uncommon.



Thug, Waterdeep

Class Information

Class Requirements	Thief (no multiclassing)
Racial Requirements	Half-elf (moon, drow), dwarf (shield, gray)
Ability Requirements	Dexterity 9, Constitution 11, Strength 13; maximum Intelligence 12
Prime Requisite	Dexterity, Strength
Alignments	Any non-good
Social Rank	Lower class
Hit Die Type	d6
Attack as	Rogue (see below)
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (×10 gp)	2d4

Proficiencies

Weapons Slots	3
Initial Weapons	Standard thief, plus a one-handed non-thief melee weapon (see below)
Additional WP Slot	4
Additional Weapons	Standard thief
Nonproficiency Penalty	3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Alertness (<i>CRH</i>), intimidation (<i>CTH</i>), local history
Recommended Proficiencies:	Animal handling, blacksmithing, endurance (<i>CTH</i>), gaming, looting (<i>CTH</i>), mining, stonemasonry, trailing (<i>CTH</i>), weaponsmithing
Secondary Skills:	Gambler, groom, mason, miner, teamster/freighter, weaponsmith

Overview

Demihuman thugs are rare. Demihuman criminals tend to be fairly intelligent and indirect in their actions, using cleverness, stealth, and subterfuge against their victims. In short, they have style. Thugs—thieves who rely on brute force—lack all these qualities. Large coastal cities have long known the presence of a few dwarven and half-elven thugs employed by criminal gangs, unprincipled merchant guilds, and seaport authorities. Thugs enforce protection rackets, hijack shipments, serve as bodyguards, provide backup muscle on heists, and intimidate victims and law enforcers alike. A thug is a violent, frightening figure, nearly always male and heavily armed. In some cities, highly paid thugs are unofficially used to keep order in lawless or rebellious neighborhoods, though they are corrupt “peacekeepers” at best.

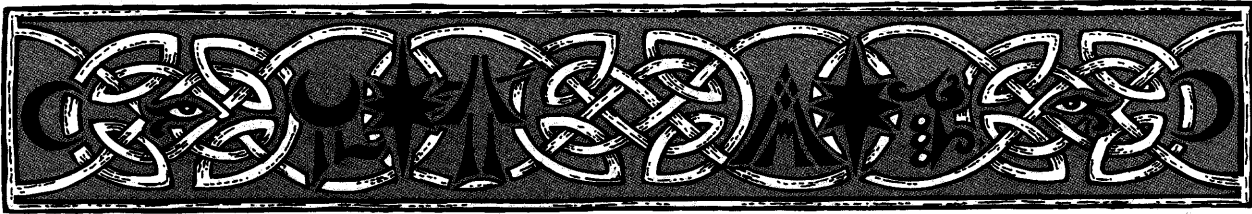
Waterdeep was long notorious among many demihumans for its “humanized” thugs until the Shadow Thieves were driven out of the city decades ago. However, demihuman thugs are still a feature of life here, operating as independent muscle for any patrons when not holding down regular jobs (blacksmith, mason, or teamster). Some unknowing thugs work for agents of the Shadow Thieves even now, or for the Xanathar Thieves’ Guild. Outcast half-drow elf and gray dwarf thugs make their living in Skullport, beneath Waterdeep in the maze of Undermountain. Other demihuman thugs make their living in seaports along the Sword Coast and in Amn and Tethyr, with loose ties to the Shadow Thieves. Still others are found elsewhere in the Realms in cities with serious crime problems.

Description

A demihuman thug is usually unkempt and unwashed far beyond the norm for his kind, seedy and suspicious in behavior and physically powerful in appearance. Armor and clothing may show off arm musculature, and bits of stolen jewelry (rings, necklaces, bracelets) may be displayed. At least one and sometimes many weapons are in evidence; if an unusual weapon is used, it is displayed. Other smaller weapons are kept hidden on the thug’s person. Criminal gang insignia, tattoos, scars, bruises, and rude language are characteristic. In particular, armor, weapons, and other possessions are human made and rarely of good quality.

Roleplaying

A demihuman thug is surely an outcast from his people and homeland, possibly wanted there or elsewhere for past crimes. A thug is unimaginative and brutish, unconcerned with larger issues of morality so long as he is well paid and gets to scare people. A thug on an adventure would function



as a part-time fighter with mediocre thief skills; still, some groups aren't choosy about their companions.

It is easy to add more depth to this picture. A thug might have grave anxieties and doubts about his abilities and feel he constantly needs to prove himself. He could have a rough sense of honor and fight worthy opponents fairly, proving himself loyal to a strong leader. He might vent his rage on evil beings or groups that harmed him in the past, buying drinks for friends using the money he loots from his foes (a crude sort of Robin Hood). He could be rather charming for a brutal outlaw, or he could be played with a comic touch as a dull-witted goon with overdone, stereotyped mannerisms.

Special Advantages

A Waterdeep thug gains a bonus weapon proficiency slot at 1st level, and he has the option then to learn a weapon not normally allowed to thieves. This non-thief weapon must be a one-handed melee weapon such as a footman's weapon, hand axe, morning star, scourge, warhammer, or whip. The weapon costs only 1 proficiency slot to learn. No other non-thief weapon can be learned at higher levels. At the DM's option, the thug can instead learn to use an unusual weapon from *The Complete Fighter's Handbook* such as the cestus, chain, gaff/hook, net, shuriken, or stiletto.

He can also choose at any time from three new weapon proficiencies detailed in *The Complete Fighter's Handbook*: ambidexterity, punching, and wrestling. Each costs 1 slot for the thug if chosen. A Waterdeep thug gains a +1 bonus on combat attack rolls, whether with hand-to-hand weapons or fists; this bonus does not apply to missile weapons.

When rolling for hit points, a Waterdeep thug rolls 1d4+2 points per level instead of 1d6. At 3rd level, therefore, the thug would roll 3d4+12 hit points, plus normal bonus hit points for high Constitution scores (+1 or +2 per Hit Die). The upper range for hit points is the same as for normal thieves, but the thug has a higher average hit-point total, allowing him to withstand melee combat.

If the DM permits, a thug can don heavier armor than normally allowed to thieves. However, this armor imposes severe penalties on thieving skills. Use Table 38 in *The Complete Thief's Handbook* for full penalty information. If this option is used, the thug should gain only 20 points per level after 1st to distribute to his thieving skills, allotting 15 points at most to any one skill.

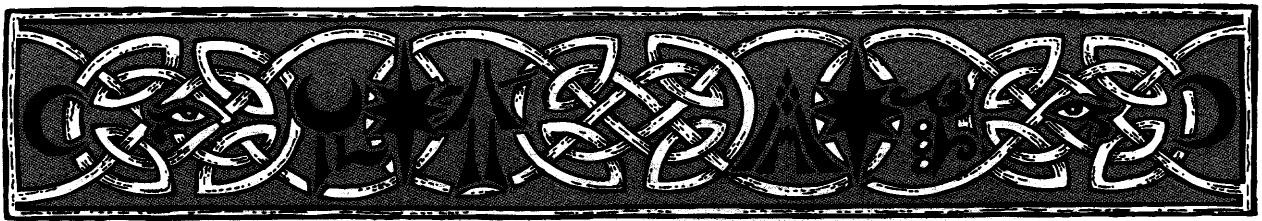
If the local history proficiency is taken for the city the thug inhabits, a successful proficiency check grants the thug knowledge of local escape routes and hiding places he can use to evade capture. This check won't work for any other city but his home.



Special Disadvantages

Though the Waterdeep thug is very good at combat compared to other thieves, he is worse at using normal thieving skills as he relies more on taking wealth from others by force instead of by stealth. As a result, the thug gains only 40 points to distribute among his thief skills at 1st level (not counting racial and dexterity factors) but can put up to 30 of those points in a single skill if desired. Additional points are received with each level as normal. A thug has no ability to read languages, however. He cannot use magical or clerical scrolls when he reaches 10th level. He can learn to read or write only Common, but he cannot take this as a bonus proficiency (he must use proficiency slots).

Demihuman thugs are obviously far out of their racial/cultural environment and have taken up many human mannerisms, speech patterns, and allies. Other demihuman NPCs of the same race as the thug automatically gain a +4 modifier to their reaction rolls, creating hostile responses. These NPCs regard the thug as a racial traitor or lowlife scum, charges that each bear an element of truth.



TUNNELRAT

Class Information

Class Requirements	Thief
Racial Requirements	Dwarf (gold, shield, gray), gnome (rock, deep), halfling (hairfeet, stout)
Ability Requirements	Constitution 9, Dexterity 9, Strength 9
Prime Requisite	Dexterity
Alignments	Any
Social Rank	Lower class
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (×10 gp)	2d6

Proficiencies

Weapons Slots	2
Initial Weapons	Dagger, dart, hand crossbow, knife, short sword, punching, wrestling
Additional WP Slot	4
Additional Weapons	Standard thief, excluding quarterstaff, including punching and wrestling
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Blind-fighting, tracking, mountaineering, slow respiration (<i>CBDw</i>)
Recommended Proficiencies:	Animal lore, blacksmithing, fire-building, hunting (<i>CTH</i>), languages (modem), leatherworking, mining, rope use, swimming
Secondary Skills:	Hunter, miner

Overview

Tunnelrats are small folk who are able to negotiate narrow tunnels and cramped chambers in the Underdark, making themselves extremely important to the defense of their home cities, strongholds, and mines. They are guides to the Underdark, scouts and spies for military groups, and explorers seeking new passages and riches through the endless labyrinth beneath the lands of Faerûn. Short demihumans with infravision make the best tunnelrats.

Tunnelrats first appeared among dwarf strongholds millennia ago but now are seen in many human-dominated cities with sewer systems or infestations of tunnel-building osquips, giant weasels, and giant rats. (Water-deep comes to mind, as it has Undermountain beneath it.) The besieged rock gnome mining town of Quarrelshigh in Amn has many fine tunnelrats, and rock gnomes working for the gold dwarves in the Great Rift also have fine reputations. Deep gnomes, stout halflings, and outcast gray dwarves are seen as tunnelrats, too.

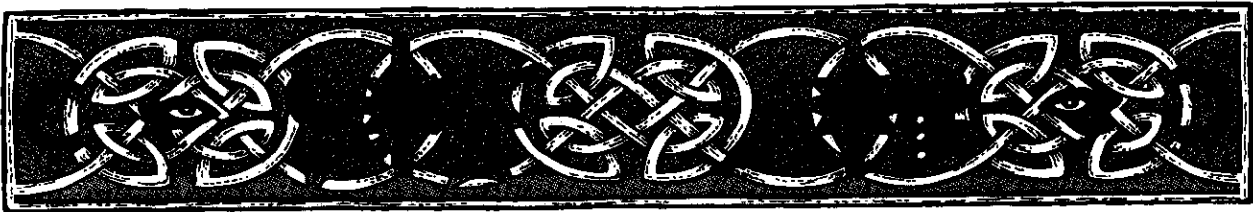
Description

The average tunnelrat closely resembles the pestkiller at first glance, though the latter smells much worse. A tunnelrat on patrol wears thick, tough clothing over leather armor. All loose straps, belts, and cords are tucked in so they don't snag on projections if the tunnelrat must crawl through a narrow opening. Beards are tucked away or covered by a special cloth. Dirt and mud are common features, along with minor injuries sustained by crawling about on hands and knees, or squeezing through thin passages. Gloves, boots, and padded elbow and knee joints in clothing are common. A thick leather helmet with metal plates sewn inside (AC 4 head) is often worn for protection.

Roleplaying

Tunnelrats usually have a standard work assignment if employed by a city, mine, or stronghold, patrolling various tunnels below the city to ensure they are free of monsters, pests, and enemies. Pestkillers often assist tunnelrats in this work; the two groups get along famously. Some tunnelrats work freelance or explore caves and tunnels on their own, conducting their own private wars against Underdark denizens.

The first weapons learned by a tunnelrat are those thieves' weapons useful in tight quarters in close combat, primarily piercing/thrusting weapons. The dart can be hurled with a flip of the wrist. After 1st level, a tunnelrat



can learn standard thief weapons with the exception of the quarterstaff and sling, which cannot be used in close combat. The lasso can be used to bridge chasms if space permits the tunnelrat to make a rope toss.

Tunnelrats are very aggressive and harshly practical, which is an adventurer's way of saying they generally take no prisoners. They cannot afford to do so in the cramped tunnels in which they fight; only a dead enemy does not try to kill you as you squeeze past him. Surrender means a swift death to any side in a tunnel conflict. It's fight or flight, nothing else.

Special Advantages

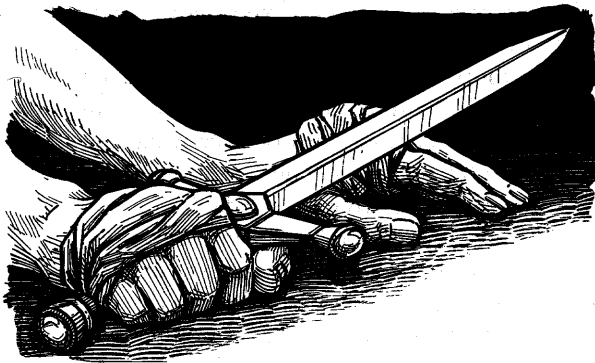
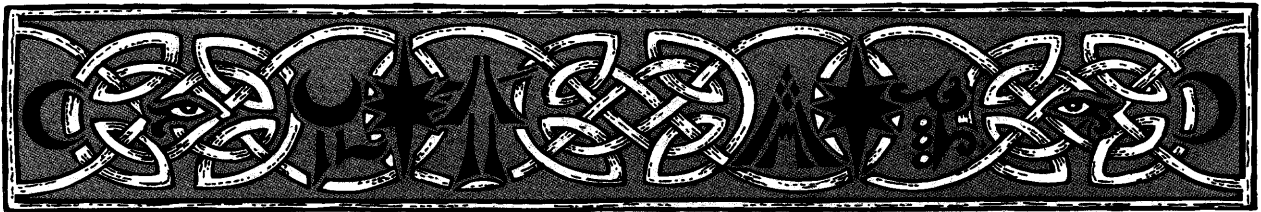
A tunnelrat takes no penalties in combat conducted in areas as small as 2 feet across so long as he uses stabbing, piercing hand-held weapons (dagger, knife, and short sword). He even gains a +2 bonus to attack rolls with these weapons, if chosen. He can fling darts for full effect with only 1 foot of throwing space in front of him or to one side. He also gains a +2 bonus to punching or wrestling attack rolls in these confined spaces, if either of those are chosen as weapon proficiencies.

He can crawl on hands and knees at the same movement rate as he can normally walk, but he does so only through tunnels he is familiar with; movement is reduced to MV 3 when checking for traps, dangerous fungi, ambushes, or monsters. Belly crawling at a rate of MV 1, with full abilities to check for traps, can be done through tunnels only 18 inches wide. (A tunnelrat does not let himself get fat.) Those who aren't tunnelrats move at half the above rates at best, and take a -2 penalty on attack and damage rolls in the spaces described. Silent movement is possible even when belly crawling at normal speed. A visible light source must be present in order to check for traps, or monsters.

A tunnelrat knows the chattering language of local burrowing mammals normally known only to surface gnomes. He can use this language and his own Charisma scores to encourage burrowers to flee, aid him, or leave him alone.

From long practice, a tunnelrat is so skilled at hiding against underground terrain that, when not moving, he imposes a -4 penalty on their opponents' surprise rolls. This bonus is effective only against opponents who do





not have infravision. However, the tunnelrat has learned to lie so still that he can cool his body temperature and thus even fool creatures with infravision a bit; against infravision users, the surprise penalty is -2. It takes a full hour for this body cooling to take effect, making it useful only for planned ambushes. A tunnelrat can lie perfectly still for as many hours as he has Constitution points, and he can hold his breath for up to half his Constitution points in rounds if able to prepare himself for one turn beforehand.

A tunnelrat gains bonuses to detect certain underground phenomena usually noticed by dwarves and gnomes. A light source is required. These bonuses are gained only in tunnels at most 5 feet wide, if the tunnelrat is deliberately searching for these bits of information for one round. Regardless of the tunnelrat's race, he can detect sloping passages; new tunnel construction; sliding/shifting passages; stonework traps, deadfalls, and pits; unsafe walls, ceilings, and floors; approximate depth underground; and approximate direction underground on a roll of 1-7 on 1d8. He also gains a +4 to his surprise roll against any underground plant or animal having an Intelligence from 0 to 4 (non- to semi-), detecting it ahead of time by sight, sound, or smell. A light is not required for this talent to work. (Unintelligent creatures do not know how to conceal their presence.)

A tunnelrat is immune to normal attacks of claustrophobia, as he is so accustomed to small, tight spaces. The tunnelrat gains a +6 bonus to saving throws against any magical attack or disease attempting to induce claustrophobia. He also gains a normal +2 bonus vs. magical fear-based attacks.

Special Disadvantages

A tunnelrat normally has no ability to use the thief's read languages skill, as he never practices it in his

work. He can gain the reading/writing proficiency as per the usual rules, but all thief skill points must be allocated to other thieving skills.

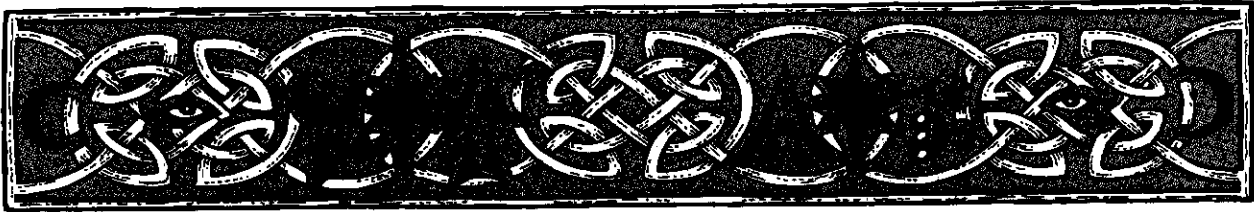
A tunnelrat is prone to develop agoraphobia, the fear of large, open spaces. With every level the tunnelrat gains, there is a cumulative 5% chance that this condition appears; the DM must roll for this chance. Once this condition appears, a special roll must be made each time the character finds himself under an open sky or in an enormous chamber. The character's player must roll a Wisdom check on 1d20, with the tunnelrat's level as a positive modifier to the roll. (In other words, the condition worsens as the character gets better at his job.) A roll greater than the tunnelrat's Wisdom score means the character is suddenly paralyzed with fear and stops dead or falls down, no matter what else is happening at the time.

Remove fear eliminates the immediate symptoms of agoraphobia if the character makes a new Wisdom check with a -4 modifier to the die roll. However, the tunnelrat's level is applied as a bonus to the Wisdom check, which may eventually negate the -4 modifier and reduce the effectiveness of the spell. The condition reappears as soon as the character goes out of doors again, with another Wisdom check required. *Remove fear* and *cloak of bravery*, if cast on the tunnelrat before he goes outdoors, function normally and apply their bonuses as negative modifiers (+4 becomes -4) to aid the Wisdom check. *Heal* removes agoraphobia permanently but only if cast on the tunnelrat after the condition has appeared; the condition never appears again.

Weapon restrictions on a tunnelrat are detailed above. The nature of their work prevents their using many sorts of large items, and fighting in tight quarters when escape is difficult or impossible is extremely dangerous.

Upper-class individuals regard a tunnelrat with disdain unless the character performs some widely regarded heroic act. A +1 modifier to upper-class NPCs' reaction rolls to a tunnelrat, leading to negative reactions, is applied normally.

A tunnelrat does not gain followers upon reaching 10th level, nor does he gain the ability to read and use magical or clerical scrolls. He does retain his ability to backstab opponents, however.



Zurchin

Class Information

Class Requirements	Thief
Racial Requirements	Halfling (hairfeet, tallfellow)
Ability Requirements	Charisma 11, Dexterity 9
Prime Requisite	Charisma, Dexterity
Alignments	Any but LG
Social Rank	Lower class (may fake higher)
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Thief
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (×10 gp)	2d6

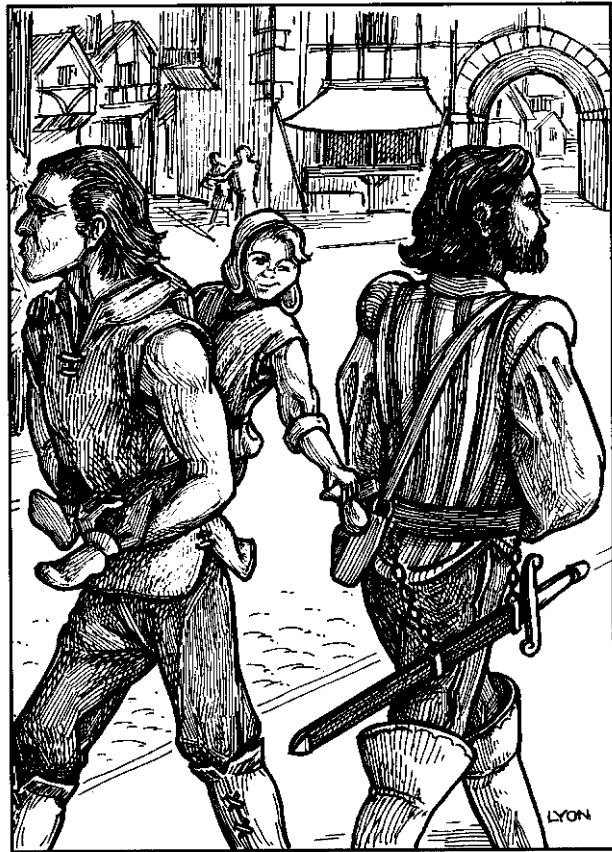
Proficiencies

Weapons Slots	2
Initial Weapons	Club, dagger, dart, knife, sling (see below)
Additional WP Slot	4
Additional Weapons	As above
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional NWP Slot	4
Available Categories	General, Rogue
Bonus Proficiencies:	Appraising, disguise, gaming, local history

Recommended Proficiencies:	Blind-fighting, cooking, etiquette, forgery, juggling, jumping, languages (modern), musical instrument, reading lips, rope use, singing, tumbling, ventriloquism
Secondary Skills:	No skill applicable except possibly gambling

Overview

"Zurchin" is short for "Zazesspur urchin," after the city where this practice has become best known, thanks to halflings from the neighboring Purple Hills. Zurchins are specialized urban thieves, all halflings, who disguise themselves as human or elven children. Zurchins are accomplished at

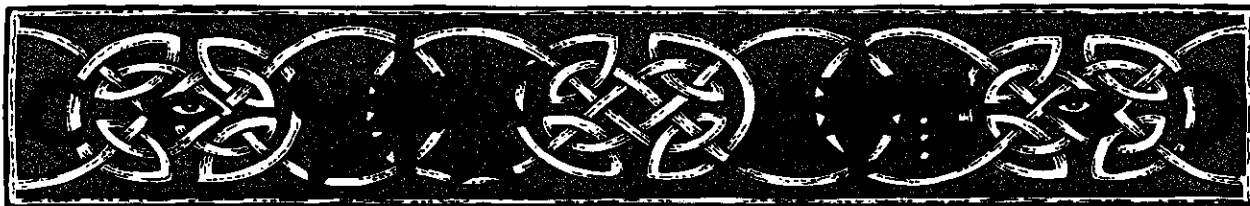


blending in with local crowds, looking every bit like adolescent youths from every level of society and ward in the city. They use their disguises to enter numerous homes and businesses, casing them for other thieves or for their own attention later. Zurchins often escape suspicion for the sophisticated crimes they commit, as no one ever suspects a child.

Zurchins are known to exist in numerous large human dominated cities across the Realms. Because zurchins' disguises are so effective and they do not work in large groups, most cities do not know they have a "zurchin problem." Zurchins have been found in Waterdeep, Baldur's Gate, Myratma, Suzail, Raven's Bluff, and even in racist Hillsfar, where they go after slave-taking human soldiers (the Red Plumes) with a vengeance. Large cities give zurchins great freedom, as no one keeps track of where street children go or who they belong to. High local merchant traffic by land or sea also gives a wide selection of goods to steal, as well as allowing the zurchin to blend in as a visitor.

Description

A zurchin looks every bit like a normal human, elf, or half-elf child, ranging in age from 6 to 10. The zurchin appears



to have no weapons, because they are either carefully hidden or disguised to look like toys or minor tools. A zurchin usually keeps many sets of clothing, shoes, and makeup to take on different identities, combined with wigs, haircuts, hair dyes, and materials to fake injuries or change skin color slightly. Body hair (especially on the feet) is carefully shaved, and normal footwear is worn. Changes in voice are continually practiced. Tallfellow halflings best mimic elf and half-elf children, as well as tall, lean, older human children; hairfeet halflings do best mimicking younger kids with "baby fat."

Roleplaying

A zurchin usually gets her start in life by playing on a natural but normally irritating resemblance to a human or elf child, causing larger folk to treat the halfling in a patronizing manner. Many peasant halflings migrate to human cities in search of work but are not treated with respect and remain unemployed. Theft is the best answer to starvation and poverty, and halflings who can pass as children soon take up the zurchin life.

Zurchins habitually study real children around them for tips on bettering their disguises. Skilled zurchins know all the local kids' games and interests, and often know a lot about the children's home lives plus any family or business secrets. Zurchins come to empathize greatly with children and sometimes find themselves using their powers, tools, and skills to help real children out of bad situations. Zurchins pose a special danger to those engaged in child kidnapping or slavery, who may seize an armed zurchin by mistake and suffer the consequences. Still, zurchins are thieves, and whatever information they learn is put to use in relieving bigger folk of their valuables. A "good deed" done by an zurchin could be done purely out of self-defense or other, less pure motives.

Some zurchins have allowed themselves to be adopted by wealthy but unknowing parents, living in guaranteed comfort for a few years until their lack of growth becomes obvious. They have even allowed themselves to be placed in orphanages, from which they secretly continue their careers as thieves. Others have served as spies for foreign powers, keeping tabs on political or military activities in their city.

Special Advantages

One advantage that zurchins have is that physically, with no makeup at all, they are naturally identical to real children of humans or elves. This look is reinforced greatly by using professional disguise techniques to gain childlike speech patterns, dress, behaviors, mannerisms,

and interests. A +4 bonus is applied to the disguise proficiency check when the zurchin takes on a child persona.

Further, zurchins gain a +15 bonus to their pickpocketing ability. They are so good at it that victims only notice the attempt if a score is rolled on 1d100 that is equal to or greater than twice the victim's level subtracted from 100 (for example, a score of 74 or better for a 13th-level victim).

Early on, a zurchin learns a special form of combat: trip ping. When hiding in shadows within 5 feet of a running humanoid, the zurchin can adroitly stick out a foot and, with a successful attack roll vs. the victim's legs (no shield bonus, +2 from surprise, possibly unarmored), cause the victim to fall prone and take 1 point of damage. The prone victim can be attacked by the zurchin at the end of the same round with a +4 bonus to the attack roll.

A zurchin is very good at throwing rocks at opponents from constant practice. A good throwing rock does 1d3/1d2 damage (S/M/L range = 10/20/30 yards), and rocks or like items are plentiful in most areas. A zurchin gains a +2 bonus on attack rolls with rocks and can throw 3 per round.

If the local history proficiency is taken for the city the zurchin inhabits, a successful proficiency check grants her knowledge of local escape routes and hiding places she can use to evade capture. This check won't work for any other city but her home.

Special Disadvantages

Zurchins have no ability to backstab, and they do not gain followers when they reach 10th level. (Who wants to work for a kid?) Criminal elements that prey on children are also a frequent hazard.

The worst problem a zurchin faces is having to pose as a child. As a result, no armor can normally be worn, no weapons can be displayed, magic and valuables must be hidden, and a constant act must be put up that cannot fail at any moment. Even going on an adventure can be a problem, as NPCs never regard the zurchin as a leader or take her advice seriously. If discovered to be a halfling, the zurchin might face imprisonment or exile with facial tattooing, branding, or the like to permanently identify her as not being a human or elf child but a criminal imposter.

The weapons used by a zurchin are limited to only those that can be hidden or disguised as nonlethal, unremarkable items. A club can be a thick stick the zurchin drags along, poking at things, or a brightly painted but broken pole from an abandoned building. A sling could be a belt or even just what it seems: a child's sling, with which the zurchin is often seen skipping stones on a lake.

Advanced Dungeons & Dragons



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