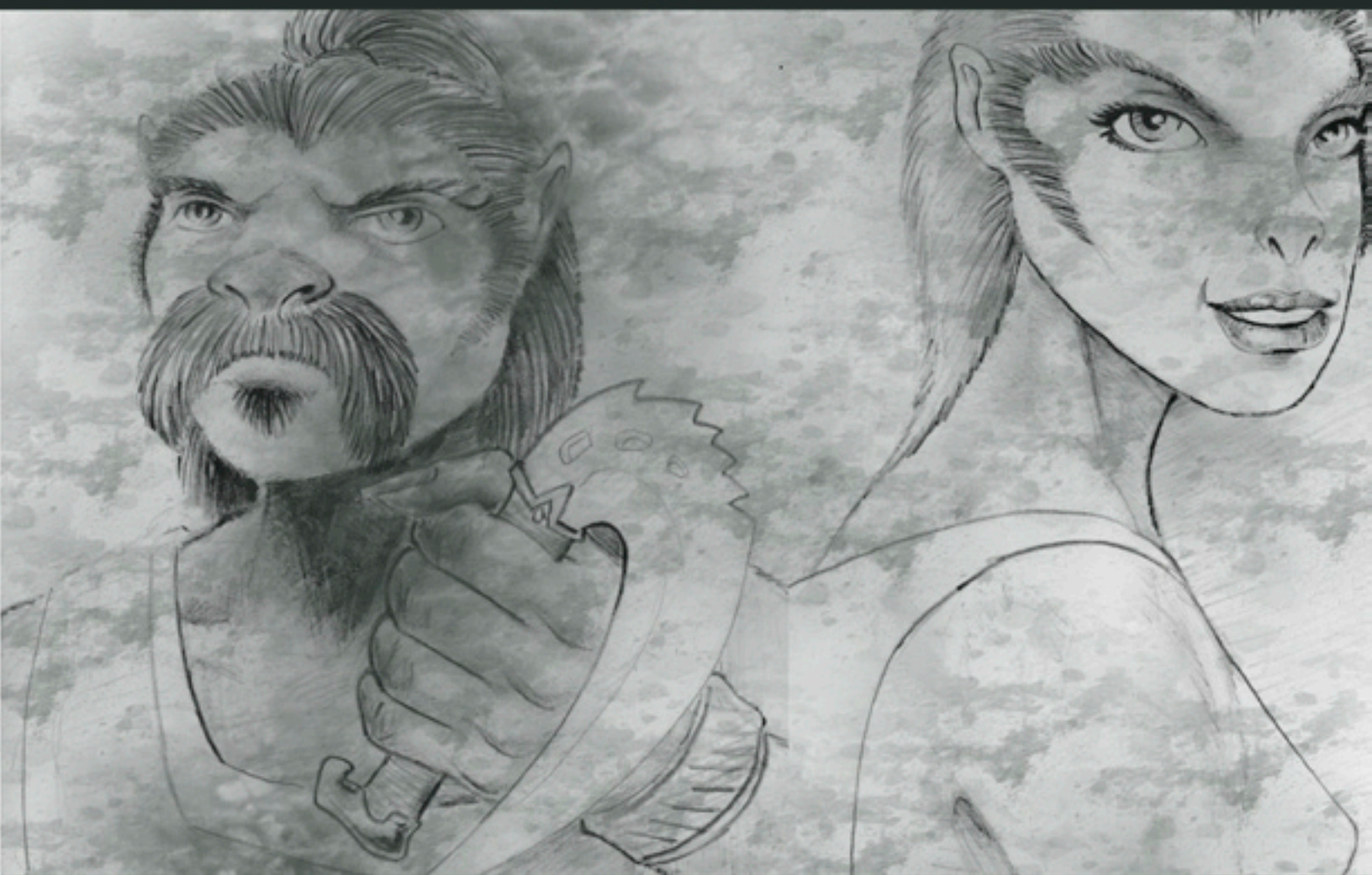


Races of Twilight

The Igrins



by Michael Thompson

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Races of Twilight

Races of Twilight The Lutrins

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INTRODUCTION

Welcome to *Races of Twilight: Lutrins*, the second in a series of d20 race supplements from Silven Publishing utilizing the 3.5 rules set. Not simply a collection of elf and dwarf variants, the *Races of Twilight* series provides detailed information on unique and original player-character races that can be incorporated into any fantasy campaign. While intended for the experienced gamer who enjoys deep characterization and role-playing over one-dimensional heroics and “roll-playing,” *Races of Twilight* can be used by anyone who likes unusual characters.

Why is it called *Races of Twilight*? Each of the races presented are in some way approaching the final phase of their cultural, political, or physiological development and are slowly fading from the world. Some have fallen into decadence and apathy for the rest of the world; others have lost their dominance and position in a world of multiracial empires; still others have been crushed by disease, overpopulation, or magical travails. Whether each race dies and is forgotten or overcomes its difficulties and thrives is in the hands of players and DMs.

While each book provides numerous details on a new playable race, plenty of room is left for DMs to develop a unique background and role for that race in his or her campaign world.

This book presents the lutrins, a race of marine-loving humanoids that struggle to find meaning after the loss of their god. Once a powerful and noble race, their society has collapsed as their faith was shattered.

Chapter one provides an overview of the lutrins, describing their history, appearance, personality, and general philosophy. It also provides the game mechanics for creating a lutrin character.

Chapter two describes lutrin society including their life cycle to the details of their communities.

Chapter three goes into depth about the lutrin religion and provides information on their entropic philosophy.

Chapter four explains how the lutrin work within the structure of the core PC and NPC classes, and introduces a new core class, the entropist.

Chapter five lists a number of new feats available to lutrin characters.

Chapter six details three new prestige classes including aquarians, lutrin redeemers, and madcaps.

Chapter seven ends the book with a listing of weapons and equipment both magical and mundane that are commonly created and used by the lutrins.

Enter now into the realm of the races of twilight!

CHAPTER 1: OVERVIEW

“Adventure? There’s plenty of adventure for the young, to be sure. Sooner or later though, you’ve got to come home and face the fact that the lutrins have no place in this world. Not anymore, now that Otravos is dead. I say leave home when you’re young, see the world, and burn off that useless energy. Then come home, find yourself a good wife, and do what you can for your family while there’s still time. We’re no good for the world anymore. If you want change, build a better fishing boat.”

— Colvin Deepswimmer, lutrin net maker

“Adventure? Sure! I always say if it feels good, do it. Live for today, you could be dead tomorrow!”

— Mera Longslider, lutrin madcap

“Adventuring is for fools. I do what I must for the betterment of my people. We have lost our way, in part due to the actions of other races. I do what I must to show Otravos we are ready for his renewed blessings. I have a higher calling than mere adventure.”

— Helva of the Mace, lutrin redeemer

Long ago, the world was in chaos. The young races ran wild over the earth, making war with each other and laying waste to the land. Otravos, a god of order, was astounded that his fellow deities did not impose laws to control their wayward children. He was determined to end the madness of the time, and since none of the humanoid currently in existence took interest in his divine portfolio, he decided to start from scratch with a new race.

Otravos took a small marine species and reshaped it, molding it into an upright, intelligent humanoid race that could compete against the other sentient creatures that walked the land. With his divine guidance, Otravos set about teaching his new children how to live and thrive in an orderly, lawful society. With his careful and detailed instruction, the lutrins eventually developed a complex and prosperous culture based on respect for all living things and for the word of the law. Over the course of centuries, they moved from a simple society of fishers living in small towns to a vast mercantile empire that spanned over a thousand miles of land and sea. Otravos observed the progress of his chosen people from his mountain home high on an island above the largest city in the world, the lutrin capital of Mercar.

Every facet of lutrin life was directed by the laws and teachings of Otravos. An elaborate hierarchy of political and religious leaders ruled every lutrin community. Lines of power and influence could be traced from the head of the smallest hamlet to the High Councilor and Grand Triune of Mercar. The lutrin people were content and trusted in the guidance of their god; how else could a simple people go on to lead the world? In their travels several other races had turned to the lutrins for leadership and legal advice, as the lutrins seemed to be successful in every endeavor they undertook. In time, the lutrins became complacent in their dealings with other races, feeling that their god could guide them past any obstacle.

About one thousand years ago, the lutrins encountered a barbarian society of humans called the Vettir who were migrating from the

frozen north. Unlike the other creatures they had met, these humans were not interested in trade or exchange of ideas; they wanted power and wealth. A war between the lutrins and the barbarians broke out, and despite initial losses the lutrins were sure Otravos would bring them victory. The Vettir worshiped Vonkar, a war god, and their priests cursed the lutrins and swore their god would destroy Otravos. The lutrins ignored these idle threats, of course. But then the unthinkable happened.

The citizens of Mercar had always felt the periodic rumblings of the earth but thought nothing of it. One bright spring morning, however, those rumblings turned into catastrophic quakes, and the mountain in which Otravos lived exploded with volcanic fury. Hot lava flowed down the mountainside and poisonous black ash filled the sky. By the end of the day, the grand city of Mercar was completely destroyed, and over 10,000 lutrins were entombed under many feet of hardening magma rock and ash. Otravos was silent.

It took little time for the clerics of Otravos to realize that the connection to their god had been severed; they could no longer cast the divine spells that had made them so powerful in the past. Panic turned to chaos and the Vettir hordes easily broke through the lutrin army lines and laid waste to the countryside. In shock and horror, the lutrin people fled in all directions, taking to the sea and rivers in any craft available. They were unsure what could have happened or how they could have failed. Had Vonkar killed Otravos? Had they been abandoned by their god? These questions remain unanswered, for their island home of Mercar was destroyed, and none dared approach the volcano that still spewed hot ash into the air.

Weeks turned to months and months to years. The Vettir and other nations took advantage of the lutrin fall and overran their cities, conquering the urbanites and driving the rural folk farther into the unknown lands and uncharted seas. Friendly nations did what they could for the refugees, but even they seemed to turn a blind eye to the great spiritual loss the lutrins felt. In the end, lutrin society had completely collapsed; their glorious empire was a thing of the past.

Today, the lutrins are once again a simple people. They have no established communities larger than a township and gain most of their resources from the rivers and seas. They are broken in spirit and search for meaning in their lives. Some ultimately give in to their depression and live meaningless lives of toil. Others disregard the existing social order and live for excitement and adventure. A small few still believe that Otravos lives and will one day return to bring law and order back into their fragmented lives, and keep this hope in their hearts to strengthen their resolve to remember the old ways.

Overall, however, they are a people that believe that certain death is coming for them. Otravos, whether dead or lost, has abandoned them to grim fate. Chaos and doom are the only certainties in life. After all, how can the lutrins go on without god-imposed order?

Physical Description

Lutrins have slim, graceful bodies and stand four to four and a half feet tall. Their bodies are covered by short, velvety fur that varies in color from black to red to light brown. Their feet are webbed for swimming. They possess tails that reach a length of two feet. Their heads are snouted with diamond-shaped noses. Adult male lutrins tend to have bushy mustaches.

Lutrins wear loose fitting clothing that often looks disorderly upon them. Many of the younger lutrins have taken to wearing gaudy, multi-colored tunics. When on the water, either swimming or in a boat, they are almost always barefoot, but otherwise commonly wear sandals.

Personality

Some sages have described the lutrins as a race in an emotional war with itself. No two lutrins are exactly alike, but all share a common manic-depressive attitude that has not been tempered over the generations since the loss of Otravos. On any given day a lutrin might appear happy and extremely energetic, and on another day the same lutrin could be glum and lethargic. One gets a sense that the lutrins are looking for someone or something to give them direction and purpose in their lives. Since the fall of their society, sadly, they have not found it.

Part of the problem with the race in the current day is the lutrins' disregard for the authority and rules of other races, which they find insignificant. Since Otravos was the one true 'Voice of Law,' and he and his teachings are gone, lutrins believe that any law placed on them today has no real meaning or value. They enjoy living life the way they want to live it, not by the morals and values imposed by some other society or individual. Only the most basic rules of law introduced to them by Otravos—laws against murder, rape, and mass destruction—remain as core structures in their lives.

While rarely taking a lead role in a rebellion or insurgency, lutrins are sure to be found amongst any group of malcontents or freedom fighters.

Relations

Lutrins tend to look at every creature as an individual, not as part of a race, and judge each on their own merits. However, they do have inclinations towards certain races more than others. Most dwarves, for instance, are too rigid in their ways for a lutrin's liking. On the other hand, lutrins often enjoy the company of elves, who also believe in freedom and self-expression. Halflings can be found traveling in the company of lutrins along river trade routes, as both races tend to enjoy being with the other. Gnomes are an odd lot, but lutrins have no general dislike for them. Humans are often looked at with suspicion; even after a thousand years, the stories of the destruction of lutrin society by humans leaves a bad feeling in their minds.

Alignment

Lutrins are almost always chaotic, a drastic change from their strictly lawful society in the distant past. Morally, however, they still run the gamut of good, evil, and neutral. While they understand a need for some structure in their lives, few lutrins can tolerate more than the structure set forth by their own town elders. Even within lutrin communities, the only real laws are restrictions on killing, theft, and other serious crimes against the community. The general philosophy is, 'what a person does with their own life is their own business, as long as it doesn't interfere with the happiness of others.'

A few lawful lutrins that believe that even though Otravos is gone from their lives, his teachings should still be followed still exist in every village and town. It is these lutrins that take to leadership roles in their communities, despite the ridicule they may face for abiding by the old laws.

Role-playing a Lutrin Character

Lutrin characters can be a fun and interesting choice for players. Although they have had a difficult past and may seem to be rather dysfunctional, that does not mean lutrins need to be played as if they were mental patients!

Almost all lutrins are chaotic, so players looking to be paladins should seek other options (although a lawful prestige class, the lutrin redeemer, is a possibility). However, players looking to portray the role of swashbuckler, thrill-seeking rogue, or sorcerous explorer need look no further than the lutrins as a character race. Lutrin characters often have a devil-may-care attitude that is well suited to the adventuring life. For more details concerning individual classes as lutrins, see Chapter 4.

Players should remember the emotional conflict of every lutrin. While a lutrin may play the happy daredevil most of the time, there should be points during play where their sense of doomed fate takes hold. Consider choosing some type of event or display that will trigger the melancholy. Maybe the sight of parishioners attending holy day services sets off unwanted memories of the tales of lost Otravos. Walking by a gallows could remind the character that he is doomed to die one day. Even the successful completion of an adventure could lead to a long period of depression, as reaching his goals leaves the lutrin character feeling empty and without direction.

The depressive episodes do not require any special game mechanics. These are role-playing opportunities that players are encouraged to take advantage of.

Lutrin Lands

Lutrins have a deep-rooted love of water, and thus their communities are exclusively built near oceans, lakes, and waterways. Their communities are always small (no larger than a small town), and they take only what they need from the surrounding lands.

Since the loss of Otravos, the old cities of the lutrins have all been abandoned, although most have been reoccupied by other humanoid races (and sometimes monsters). The ruins of Mercar and the volcano island on which Otravos dwelled are forbidden by lutrin tradition. Legends say that the spirits of the dead haunt the island and destroy any who would dare set foot on that doomed, desecrated land.

There are at least two small lutrin "sea towns" created by connecting numerous rowboats, fishing boats, keelboats and rafts. One sea town is based in the great lake Vingeroth over the submerged ruins of an ancient city; the town prospers on the relics and treasures recovered by divers. The second travels up and down the coast on a migratory route, stopping at fishing banks and undersea ruins for sustenance and profit.

No lutrin claims political ownership of an area of land. They are content to live under the dominion of other races, provided their freedoms are not too greatly restricted. Strict, lawful governments that annex lutrin communities often find themselves dealing with rebellion in a very short time.

Religion

The lutrins were a deeply religious people that followed the teachings of their god Otravos in every aspect of their lives. His loss shook the

race to its core and destroyed its entire culture. Today few lutrins follow religion anymore, instead being consumed by a sense of loss.

However, some have turned their misery into a sort of new hope. Lutrin philosopher clerics known as entropists wander from town to town preaching a wild dogma of hedonism and disregard for the future. Some entropists' belief in entropy can become strong enough in some that they are able to manifest divine spell powers.

Language

Lutrins have their own language, Lutrin, and write in the Common script. Before the fall of their society, the lutrins actually spoke two languages, referred to as High Lutrin and Low Lutrin. High Lutrin was used in religious ceremonies, formal speech, and written historical and business texts. Low lutrin was the common language of the people for everyday use. Since the time of the fall of Otravos, the beauty of High Lutrin has been lost, and Low Lutrin is now simply Lutrin, the single language of the people. Written texts in High Lutrin still exist, but the detail and care put into ancient books is gone. Today only wizards and scholars are capable of deciphering the old texts.

Names

Lutrin names are simple, usually consisting of just two syllables. Family names are uncommon. Most communities have settled on giving the child a birth name, and then letting the child choose its own surname at adulthood. Whatever the youth chooses is good enough for the family and community.

Male Names: Bertram, Colvin, Emmet, Demma.

Female Names: Helva, Keerin, Mera, Sumiss.

Family Names: Deepswimmer, Demmaskin, Knifestriker.

Adventurers

All lutrins have a wanderlust that they answer at some point in their lives, usually at the onset of adulthood. Some do it for the thrills, some to find purpose, others because they have a death wish. Whatever the reason, lutrins take to adventuring with great vigor. It is common for lutrins to return to their home communities after several years of adventuring to marry and raise children. Even after retiring from the adventuring life, lutrins are always looking for opportunities to change the steady patterns of town life.

LUTRIN RACIAL TRAITS

+2 Dexterity, -2 Wisdom. Lutrins are extremely flexible and agile, but tend to be rash and foolhardy when making decisions.

Medium: As Medium creatures, lutrins have no special bonuses or penalties due to their size.

Lutrin base land speed and swim speed is 30 feet. They are equally capable on both land and sea.

Lutrins can hold their breath for a number of rounds equal to three times their Constitution score.

Low-light vision: A lutrin can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Sea cunning: Lutrins have the uncanny ability to know details of any aquatic terrain. They can intuit approximate water depth; their own depth and orientation (which way is up) underwater; water temperature; and the approximate speed of any current. They gain a +4 racial bonus to any search checks made to find secret or hidden objects

on the bottom of the sea. When underwater, they automatically sense any water hazards within 100 feet of their position (i.e., whirlpools, rapids, steam vents, waterfalls, extreme temperature shifts, etc.) +2 racial bonus on Swim checks and Survival checks when made in aquatic terrain. Lutrins are as comfortable in the water as they are on the land.

Weapon Familiarity: A lutrin may treat cravaks (lutrin fighting daggers) and hooked glaives as martial weapons. (See chapter seven for weapon descriptions.)

Automatic Languages: Common and Lutrin. Bonus Languages: Any (other than secret languages, such as druidic), including High Lutrin.

Class Restrictions: A lutrin player character may not take levels in the cleric or paladin classes. However, two new divine class options, the entropist and the lutrin redeemer, are available to lutrins. (see chapter four and six for more information).

Preferred Class: Rogue. A multiclass lutrin's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

Level Equivalent: +0

CHAPTER 2: LUTRIN SOCIETY

Life Cycle of a Lutrin

Like all races, lutrins go through developmental phases from birth to death. These phases of life are broadly categorized below.

Gestation

Like other mammalian races, lutrins reproduce sexually. The fetus is carried within its mother's womb for 8 months before birth. Lutrins are born individually, although twins and even triplets are not unheard of. Lutrins usually mate for life, and both parents take responsibility for raising a child. As a tradition that dates back before lutrins can remember, children are delivered in birthing pools that are found in every community. The young lutrin's association with water grows ever stronger as he ages, and he learns to live on the land and in the sea with equal ability.

Youth

Lutrin young are a precocious lot. They are playful and mischievous, and often travel in "trouble packs" from place to place looking for fun. This "fun" is often described by adults as vandalism, fighting, and foolhardy stunts. More often than not, the antics of the trouble packs are accepted by adults because stopping them would only end up making the youths into ticking time bombs of mischief. In groups the children can be monitored and moderately controlled, individually they could cause untold havoc on the town and their parents.

Adult lutrins provide formal education and teach the history of the lutrin people. Much of the learning they receive is by oral tradition and hands-on experience. While apprenticeships to a tradesperson will

take many years to complete for the young lutrin, the basic education and historical learning will last only three or four years.

The constant tales of loss and despair eventually become ingrained into all lutrin minds. The recurring fits of depression the young see in all of their elders also affects their developing young minds, helping to reinforce the racial despair that has never left the lutrin people since their great loss.

Adulthood

Somewhere between the ages of 15 and 25, every lutrin leaves her home to see the world and satisfy her curiosity. Some never return, either due to a love of the road or inevitable death. Others return and settle down in their hometowns, recounting the tales of their adventures, their successes, and their failures. With the wanderlust considered appeased, most lutrins will find a mate, take to a career, and raise a family.

Lutrin adults are plagued by chronic bouts of depression. They can come on at any time, and no real pattern to the depressions exists. Each lutrin may have different "trigger events" that bring on the depression, and some have no triggering events at all. As they get older they come to accept the black periods and work around them as best they can.

Old Age

Old age seems like a fable to young lutrins; as their lives are filled with risk it is a wonder any live past age 30. Those that achieve old age are considered town leaders and take a position in the town government called the 'Body of the Wise.' Most do not want this position and hate the responsibility, but since the town leadership rarely meets except to

Table 2.1 Random Starting Ages

Base Age	Barbarian, Rogue, Sorcerer	Bard, Fighter, Ranger	Druid, Monk, Wizard
14 years	+1d4	+1d6	+1d10

Table 2.2 Aging Effects

Adulthood	Middle Age ¹	Old ²	Venerable ³	Maximum Age
15 years	30 years	45 years	60 years	+2d10

1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

2 At old age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

3 At venerable age, -3 to Str, Dex, and Con, +1 to Int, Wis, and Cha

Table 2.3 Random Height and Weight

Base Height	Height Modifier	Base Weight	Weight Modifier
3' 11"	+2d6	75 lbs.	x (1d6) lbs.

pass judgment on crimes or to make trade deals with merchants, it is not a demanding role. Those that are still able tend to continue to work into old age. Those that retire keep busy with various hobbies. A select few decide to finish their lives out on the road and leave their homes, never to be seen again.

Death

Death to the lutrins is not something to be feared; it is an inevitable part of life that is constantly in the back of their minds. Survivors will grieve the passing of their friends and family because without Otravos, they believe the souls of dead lutrins are doomed to wander the earth with no hope for final rest. It is a bleak outlook that darkens the mind of every lutrin.

Life in a Lutrin Community

With all the feelings of misery and despair, one might think that living in a lutrin town is a horribly depressing affair. In fact, most of the time things are quite pleasant. Every lutrin goes through bouts of depression, but while some are in black moods many others will be happy and content, going about their daily business. Lutrin towns have all the amenities of other humanoid communities, including taverns, marketplaces, and meeting halls. The only noticeably missing structure is a church or temple.

Commerce in lutrin towns revolves around waterways. The most common professions are fisher, boater, ship maker, rope maker, and fishmonger. Chandlers (candle, lamp, and torch makers), leather workers, and salters also do well in lutrin towns. Most other common medieval jobs can be found in these communities to varying degrees.

On the sea, lutrins are expert seafarers. Along with standard fishing boats, merchant lutrins ply the waves in keelboats, and adventurers looking to traverse greater distances utilize sailing ships. Most lutrins cannot afford the large merchant and sailing ships, however, thus outside of fishing boats the most common vessel is a rowboat. Makeshift rafts built from several rowboats often serve as staging areas for undersea explorations.

The political structure of lutrin towns is very disorganized. A group called the 'Body of the Wise,' composed of the eldest members of the community, serves to issue rulings on civil and criminal matters, but for the most part they do not interfere with the actions of lutrin citizens. As long as visitors are not violent, rowdy, or criminal they are free to do as they wish when in town. The members of the Body generally do not care for the duties their age has bestowed on them, and usually will do as little as possible regarding their obligations.

The defense of the town is by way of a common militia. Every able-bodied lutrin is expected to take up arms and defend the town if necessary. Leadership in battle is ostensibly by the Body of the Wise, but the reality is that those with any experience in combat generally take on the roles of sergeants and captains. In lieu of powerful fighters, wizards and sorcerers will take the lead role in defending the community. It is a sad comment on the chaotic state of lutrin society that towns that are attacked almost universally end up falling to the enemy, thanks to the disorganization of the militia and lack of central control.



CHAPTER 3: RELIGION AND GODS

A thousand years ago, the lutrins were a monotheistic and unified race, living under the teachings of their god and creator Otravos. With his apparent death and the destruction of their capital city, the lutrins are a despondent people with little faith left in them. There are some, however, that have turned to a new way, the way of entropy. This philosophy and its role in the game are detailed below.

ENTROPY

Symbol: A 5-tailed spiral

Alignment: Any

Domains: Chaos, Destruction, Luck

Favored Weapon: Any simple weapon, selected when the character gains his first entropist level

Restriction: Spellcasters that believe in entropy can never prepare or cast spells with the lawful descriptor

In the centuries following the loss of their god Otravos, many lutrins developed a belief system around the concept of entropy. All things, even the gods, are spiraling chaotically towards their ultimate destruction. Entropic decay has been ongoing since the beginning of time and will not end until all things are dead and gone. Since Otravos has already succumbed to entropy, it stands to reason that the lutrins—and the rest of the world—will soon be following.

Practitioners of entropy, called entropists, are more like wandering philosophers than traditional priests. They travel from town to town, speaking in marketplaces, town squares, town halls or wherever their voices will be heard. They warn of the dangers of complacency and static society and sing the praises of freedom and revolution. In the face of time, they say, cities and people are no more lasting than dust in the winds of chaos. Underlying all of their preaching is a melancholy realization that society is doomed and we are all going to die. To summarize their teachings, entropists believe we should live life to its fullest today, for tomorrow we die. Political and religious leaders see the lutrin entropists as troublemakers and rabble-rousers, but many young people like the sound of living free and loving life over a dreary existence of work and servitude.

There are no temples for worship or monasteries for study and contemplation. Students are chosen by existing entropists, and the selection process and criteria for training vary from entropist to entropist. Students follow their masters and learn all they can for many months (or even years) before breaking away and setting out on their own path. For complete details of the new entropist core class, please read the entry in chapter four.

Changing the Lutrin Belief System

The lutrin belief system will probably be unique for many players and DMs, since the religiously inclined of their race follow a philosophy rather than a deity. DMs should not feel restricted to the belief system portrayed herein. For example, some lutrins may have decided to follow the gods of another race, or perhaps they are simply atheistic now and no lutrin character may opt to gain levels as a cleric or paladin.

Unless you are using a completely new background for the lutrins, it is essential to their racial character that you maintain the loss of their primary deity in their history. It is the defining event in their race's development and should not be disregarded without serious consideration.

CHAPTER 4: LUTRINS AND THE CORE CLASSES

While lutrins favor the rogue class, they are adept in many roles. The descriptions below provide insight to players and DMs when choosing a class for a lutrin character. Ultimately the availability of any class in a campaign will be determined by the DM.

Adept

With no god to call their own, the lutrins have mostly turned away from religion. Some have started following the path of entropy (see chapter three for a description of the entropy philosophy and the end of this chapter for the entropist core class), and those incapable of achieving the power of an entropist become an adept. The lutrin adept is similar to an adept of any other race or god, except he must be of chaotic alignment and cannot cast any spell with the lawful descriptor.

Aristocrat

There are no longer any aristocrats in lutrin society. Each town is independent of all others, and leadership is by the eldest members of the community.

Barbarian

After the loss of Otravos the lutrin people scattered in all directions. Some fell far from the ordered society that once dominated their world and became simple hunter-gatherers. Barbarian lutrins are a rare sight, but they do leave their tribes on occasion to see the world. They are no less dangerous for their rarity and size than barbarians of the larger races.

Bard

Lutrins have a rich cultural history of music, poetry and dance, although the style of such things has turned to the extremes of wantonness. Lutrin bards travel across the world spreading both the melancholy stories of their people's past and the unruly music of their uncertain future. Despite the race's obsession with its own doom, lutrin bards can be quite manic and happy in crowds. Dwarves particularly enjoy their company at grand beer fests, where they are able to both calm down unruly party-goers and incite raucous dancing and singing.

New Familiars

Wizards and sorcerers commonly use two types of animals for familiars: otters and seagulls.

Otters grant a +3 bonus to Swim checks whenever it is within 1 mile of its master. Use the stats for a weasel from the MM for an otter, but substitute the Swim skill for the Climb skill.

Seagulls grant a +3 bonus to Survival checks in aquatic terrain or on the shores of any body of water. Use the stats for a raven from the MM for a seagull.

Cleric

With the loss of their god Otravos, there are no true lutrin clerics in the modern day. A new type of philosopher cleric, called an entropist, is all that exists as a holy option for lutrins. Details on the philosophy of entropy are in chapter three of this book, and the entropist core class is described at the end of this chapter.

Commoner

The vast majority of NPC lutrins fall into this category. Lutrin commoners are farmers, merchants, beggars, and all of the other sundry people one would find in a typical settlement.

Druid

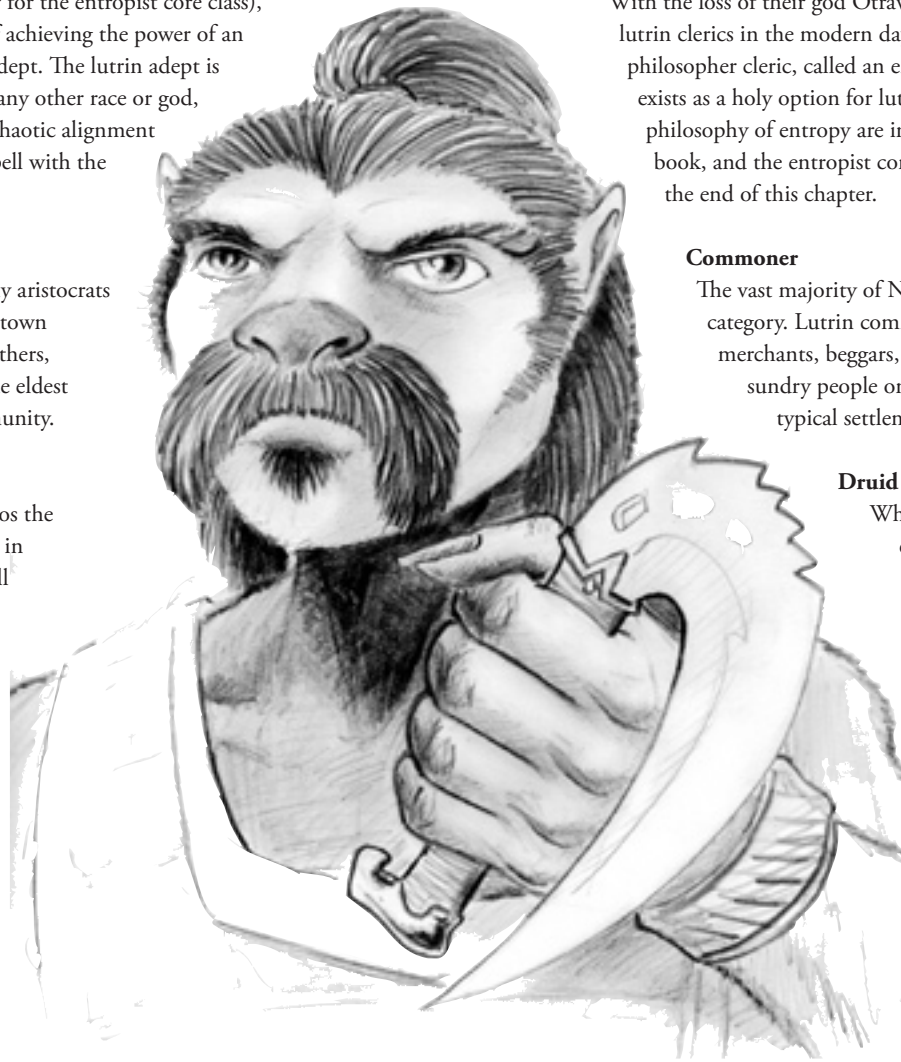
While most lutrins have either turned their backs on religion or turned to the entropic belief system, some have come to revere nature and follow the druidic traditions. This is an uncommon but not rare choice for player characters. Lutrin druids focus more on oceans, lakes and rivers than on forests, mountains and plains.

Expert

Lutrin experts exist in almost every lutrin town. They fulfill the roles of masters at their given profession, and as such are elevated above the role of commoner.

Fighter

The fighter class is a common choice for lutrin player characters. The favored weapon of any lutrin warrior is the cravak, an unusually curved fighting dagger, but other common choices are the shortspear, short sword, bows of all kinds, and the mace. Lutrin fighters tend to enter combat with a noticeable disregard for their personal safety, although they will not so easily abandon their friends or put them in precarious situations.



Monk

Monks are a rarity among lutrins. A select few lutrins are able to dedicate themselves to the orderly, disciplined life required to master the arts of the monk class. Those that succeed make formidable adversaries. A lutrin monk is the bane of a lutrin bard's existence, for she will often try to convince the bard to forgo the undisciplined ways of the rowdy musician and lead a life of moderation. (These lectures are often followed by a loud raspberry from the bard.)

Paladin

With the loss of their god, the lutrins can no longer become paladins. (NOTE: Your DM may decide to allow lutrins to worship non-lutrin gods, and therefore allow a paladin. You should discuss this possibility with your DM.) A rare few lutrins still believe in the power of Otravos, and these may go on to become lutrin redeemers. See Chapter Six: Prestige Classes for more information.

Ranger

Lutrin rangers patrol the shores of lakes and rivers or wander the beaches of the ocean to defend their territory from danger. Lutrin rangers favor bows for ranged combat. When fighting with two weapons, most lutrin rangers prefer to use a combination of short sword and cravak (see chapter seven for weapon description).

Rogue

Rogue is the favored class for lutrin player characters. The wide array of skills the class offers suit the range of interests that many lutrins pursue. Lutrin rogues are often believers in the entropic philosophy, and therefore they have no problems when it comes to some of the more criminal activities they are capable of partaking in. That is not to say all lutrin rogues are thieves; many are scouts, explorers, or even revolutionaries and freedom fighters. The rogue class has a lot to offer aspiring lutrin youth.

Sorcerer

Of the arcane spellcasting classes, sorcerer is more common among lutrins. Possessing innate magical powers gives a lutrin a greater sense of control over his surroundings, and those that can bend arcane power to their will take to the class with great zeal.

Warrior

The bulk of defenders for any lutrin community is its warriors. They are not formally organized, preferring to act as militias with a few volunteer officers.

Wizard

The wizard class is an uncommon one among the lutrins. Most simply do not have the patience to spend years apprenticing and studying tomes of mysterious knowledge in order to manipulate arcane energy. Those that are capable of ordering their life enough to master the arts can become powerful mages with time and practice.

CHAPTER 5: FEATS

The following new feats can be used in any campaign using the lutrin race. Racial feats require the character to be of the listed race in order to acquire them.

AQUATIC BLINDSIGHT [GENERAL]

You can sense vibrations in the water near you, allowing you to “see” in murky or turbulent water.

Benefit: The character gains the tremorsense ability to a range of 30 feet whenever completely submerged, and only allows the character to detect creatures or objects that are in the same body of water.

DEEP DIVER [GENERAL]

You are capable of holding your breath far longer than usual, allowing you to swim to deeper depths for longer periods of time.

Prerequisites: Con 13, Endurance.

Benefit: You can hold your breath for a number of rounds equal to three times your Constitution score. If you may already do so because of a racial trait, increase the multiplier to four times your Constitution score.

Normal: A character can hold her breath for a number of rounds equal to twice her Constitution score. A lutrin can hold her breath for a number of rounds equal to three times her Constitution score.

FREE SPIRIT [GENERAL]

Your will do whatever you feel like makes you resistant to mind controlling influences.

Benefit: You receive a +2 bonus to all saving throws to resist enchantment spells and spell-like effects.

GREATER SWIMMER [GENERAL]

You are unsurpassed in your swimming ability.

Prerequisites: Swimmer.

Benefit: Your swimming movement rate is increased by +10 feet per round, and you receive a +4 competence bonus to all Swim checks. You may take 10 on Swim checks in stormy water, even if stress or distraction would normally prevent you from doing so. Penalties from encumbrance and armor still apply.

Normal: You cannot take 10 on Swim checks in stormy water, even if you aren't otherwise being threatened or distracted.

Special: The increased movement rate and bonus to Swim checks from this feat do not stack with those granted by Swimmer. The character's improved swimming movement rate can never exceed his ground movement rate due to this feat.

Creatures with the aquatic subtype do not gain +10 feet to their movement rate from this feat.

GREATER KARMA WHEEL [GENERAL]

Your control over the ebb and flow of chaos is impressive.

Prerequisites: Character level 7th, Karma Wheel.

Benefit: Once per day, you can influence your personal karma, providing you with a +2 luck bonus to all attack rolls, saving throws, and skill or ability checks for one hour. At the end of the hour of good fortune, you suffer a -2 luck penalty to all attack rolls, saving throws, and skill or ability checks for one hour.

Special: The bonus and penalty from this feat do not stack with those provided by the Karma Wheel feat.

IMPROVED UNDERWATER BLINDSIGHT [GENERAL]

Prerequisites: Underwater Blindsight.

Benefit: The range of your tremorsense increases to 60 feet. The tremorsense only works when completely submerged, and only allows the character to detect creatures or objects that are in the same body of water.

KARMA WHEEL [GENERAL]

You possess a degree of control over the ebb and flow of chaos.

Prerequisites: Character level 3rd.

Benefit: Once per day, you can influence your personal karma, providing you with a +1 luck bonus to all attack rolls, saving throws, and skill or ability checks for one hour. At the end of the hour of good fortune, you suffer a -1 luck penalty to all attack rolls, saving throws, and skill or ability checks for one hour.

PACK MULE OF THE SEAS [GENERAL]

You are a powerful swimmer that can carry heavy loads with less trouble.

Prerequisites: Str 13, Endurance.

Benefit: Swim checks are subject to the normal armor check penalty and encumbrance penalty.

Normal: Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

PREHENSILE TAIL [LUTRIN]

Your tail is unusually dexterous and can grasp small items.

Benefit: Your tail is flexible enough to grasp items of small size or less. Carrying capacity is limited to items of 5 pounds or less. While you might be able to hold a small weapon with your tail, you are incapable of actually making attacks with it.

Special: This feat can only be selected by 1st-level lutrin characters.

SWIMMER [GENERAL]

You are a superior swimmer and can move faster in the water.

Benefit: Your swimming movement rate is increased by +5 feet per round, and you receive a +2 competence bonus to all Swim checks. Penalties from encumbrance and armor still apply.

Special: Your improved swimming movement rate can never exceed your ground movement rate due to this feat.

Creatures with the aquatic subtype do not gain +10 feet to their movement rate from this feat.

CHAPTER 6: Prestige Classes

ENTROPIST

Several hundred years after the loss of Otravos, the lutrins had become a godless people with no faith in anything larger than themselves. While druids were still capable of generating divine spell power from nature, most lutrins did not take this as a sign of divine essence. Even the existence of clerics from other races did not impress them, but instead made them feel even smaller and weaker by comparison. Their world was one of suffering punctuated by chaotic bursts of violence or excitement. But from this melancholy came the spark of a new beginning—the entropic philosophy.

The philosophers that came to be known as entropists were able to focus their beliefs to the point where they could tap into the “entropic energy” of the universe, and thus they were able to cast divine spells for the first time since Otravos disappeared.

Instead of praying for spells, they take time to focus their mind on the various aspects that entropy and chaos can manifest, and thereby form in their minds the means of converting those thoughts into divine spell power.

The entropist class is not restricted to the lutrin race, but non-lutrins are very rarely chosen by entropists as apprentices.

Alignment: An entropist must always be of chaotic alignment, but may otherwise be good, evil, or neutral.

Hit Die: d8

Class Skills

The entropist’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Perform (oratory) (Cha), Profession (Wis), and Spellcraft (Int).
Skill Points at 1st Level: (2 + Int modifier) x 4.
Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Entropists are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

Aura of Chaos: The power of an entropist’s aura of chaos (see the *detect chaos* spell in the *PH*) is equal to his entropist level.

Spells: An entropist casts divine spells that are drawn from the cleric spell list. An entropist must choose and prepare her spells in advance. Entropists cannot cast spells with the Lawful descriptor.

To prepare or cast a spell, an entropist must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an entropist’s spell is 10 + the spell level + the entropist’s Wisdom modifier. Like other spellcasters, an entropist can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 4.1: The Entropist. In addition,

Preparing Divine Spells

Normally, a divine spellcaster must choose a particular part of the day to pray and prepare spells. Entropists instead choose a different time of day or night to prepare spells every 24 hours. Since it would be difficult for both player and DM to keep track of daily changes in preparation periods, the player should tell the DM which part of the day his cleric will prepare spells at the beginning of every game session. All other rules for spell selection and preparation remain the same.

Of course, there is no reason why the preparation time cannot change on a more regular basis. If everyone finds it acceptable, the player may determine a new preparation time every day, every other day, or every week. The only strict rule is that the preparation periods must be at least 24 hours apart.

she receives bonus spells per day if she has a high Wisdom score. An entropist also gets one domain spell of each spell level she can cast, starting at 1st level. When an entropist prepares a spell in a domain spell slot, it must come from one of his two domains (see Philosophy: Entropy in chapter three).

Entropists meditate for their spells. Each entropist must choose a time at which she must spend 1 hour each day in quiet contemplation to regain her daily allotment of spells. Time spent resting has no effect on whether an entropist can prepare spells. An entropist may prepare and cast any spell on the entropist spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Ears of the Young: Speeches with the themes of rebellion, freedom, and self expression strike a common chord in the hearts of the young. Beginning at 1st level, the entropist receives a +1 class bonus per level to any Diplomacy check made to influence the attitudes of young humanoids (any NPC that has not achieved adult age).

Entropic Touch (Sp): At 1st level, the entropist’s touch can destroy the bonds that hold objects together. This power duplicates the effects of the *shatter* spell, except that the range is limited to touch. Caster level is equal to the entropist’s class level. Entropic touch can be used a number of times per day equal to the half the entropist’s class level, with a minimum of one use per day.

Reversal of Fortune (Su): Beginning at 2nd level, the entropist can change the tide of combat by altering probabilities around him. The entropist may select one opponent within (class level x 5) feet of her person and either reduce the target’s base attack bonus by her class level or decrease the target’s Armor Class by her class level. The target is entitled to a Wisdom save (DC equals 10 + half the entropist’s class level + Wisdom modifier) to negate the effect. The effect lasts a number of rounds equal to half the entropist’s class level, and only one target can be effected at a time. This ability can be used once per day, and the entropist is granted an additional use per day at every three levels (2 times/day at 5th level, 3 times/day at 8th level, etc.).

Twist of Fate (Ex): Once per day starting at 3rd level, an entropist can select to re-roll any attack roll, saving throw, or skill/ability check. The player must inform the DM that she will be re-rolling before the result of the first roll is known, and she must accept the second roll regardless of outcome. This ability can also be used to re-roll a critical threat

Table 7.1 The Entropist

Class Level	BaB	Fort Save	Ref Save	Will Save	Special	Spells Per Day ¹										
						0	1	2	3	4	5	6	7	8	9	
1	+0	+2	+0	+2	Ears of the young, entropic touch	3	1+1	—	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3	Reversal of fortune (1/day)	4	2+1	—	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3	Twist of fate (1/day)	4	2+1	1+1	—	—	—	—	—	—	—	—
4	+3	+4	+1	+4		4	3+1	2+1	—	—	—	—	—	—	—	—
5	+3	+4	+1	+4	Reversal of fortune (2/day)	5	3+1	2+1	1+1	—	—	—	—	—	—	—
6	+4	+5	+2	+5		5	3+1	3+1	2+1	—	—	—	—	—	—	—
7	+5	+5	+2	+5	Twist of fate (2/day)	5	4+1	3+1	2+1	1+1	—	—	—	—	—	—
8	+6/+1	+6	+2	+6	Reversal of fortune (3/day)	6	4+1	3+1	3+1	2+1	—	—	—	—	—	—
9	+6/+1	+6	+3	+6		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—
10	+7/+2	+7	+3	+7	Weapon of anarchy	6	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—
11	+8/+3	+7	+3	+7	Reversal of fortune (4/day), twist of fate (3/day)	6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—
12	+9/+4	+8	+4	+8		6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—
13	+9/+4	+8	+4	+8		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
14	+10/+5	+9	+4	+9	Reversal of fortune (5/day)	6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
15	+11/+6	+9	+5	+9	Twist of fate (4/day), entropic word	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
16	+12/+7	+10	+5	+10		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
17	+12/+7	+10	+5	+10	Reversal of fortune (6/day)	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
18	+13/+8	+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
19	+14/+9	+11	+6	+11	Twist of fate (5/day)	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	—
20	+14/+10/+5	+12	+6	+12	Reversal of fortune (7/day)	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1	4+1

In addition to the stated number of spells per day for 1st- through 5th-level spells, an entropist gets a domain spell for each spell level, starting at 1st.

The “+1” in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the entropist may receive for having a high Wisdom score.

check. The entropist may use the twist of fate ability an additional time per day every 4 levels thereafter (2 times at 7th level, 3 times at 11th level, 4 times at 15th level, and 5 times at 19th level).

Weapon of Anarchy (Su): At 10th level, the entropist is capable of empowering her weapons with entropic energy. By concentrating on a single weapon as a full round action, she can temporarily turn it into an *anarchic* weapon. It deals an extra 2d6 points of damage against all creatures of lawful alignment, and ignores damage reduction that is countered by chaotic weapons. Melee weapons remain charged for a number of rounds equal to the entropist's class level. Missile weapons (arrows, stones, etc.) lose their charge after they have been fired, regardless of the success of the attack or after a number of rounds have passed equal to the entropist's class level. Ranged weapons so empowered (bows, slings, etc) keep the entropic charge as melee weapons. This ability can be used once per day.

Natural weapons are considered a single weapon for the purposes of this ability.

Entropic Word (Sp): At 10th level, the entropist has completely mastered her worldview and can bring doom with a single word. This ability duplicates the effects of the *word of chaos* spell, using the entropist's character level (not class level) as his caster level. The entropic word can be used once per day.

Ex-Entropists: An entropist who changes from chaotic alignment loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. She cannot thereafter gain levels as a entropist until she atones (see the *atonement* spell description).

LUTRIN REDEEMER

While most lutrins believe that Otravos was destroyed in the divine battle with a war god, some believe he abandoned them due to their unwillingness to act on their own and/or because of their air of superiority over other races. These rare lutrins look on their people with scorn for allowing their society to devolve to a state of near anarchy. They believe that Otravos will return to them if only they can prove the lutrins are a worthy race that can master itself and bring order to those willing to listen. These individuals call themselves redeemers, and the task they set for themselves is enormous in scope.

Redeemers travel from one lutrin town to the next proclaiming their beliefs and trying to bring laws and unifying values to the community. They are almost universally laughed at and ignored at first, but eventually a practiced redeemer may change the hearts and minds of his people.

In the greater world, lutrin redeemers are admired members of society for their work to improve the lives of all races through ordered, harmonious industry. Merchants seek them out for their negotiating abilities, and political leaders might hire them as judges. Paladins and good clerics of all races consider lutrin redeemers model citizens and paragons of virtue.

Some exceptions exist, of course. Evil redeemers believe that Otravos will only return if he sees that the lutrins can stand on their own and control the rest of the world with an iron fist. They will go to any lengths to prove the superiority of the lutrins over all other races, and are cruel in their mastery of the weak.

Regardless of alignment, lutrin redeemers always have three specific goals in mind: restore law and order to chaotic lands, elevate the lutrin race above all others, and prove to Otravos that the lutrins remember his divine teachings and can follow them of their own accord.

Entropists are the mortal enemies of lutrin redeemers, whom they see as harbingers of doom for the lutrin race.

Lutrins of any class can potentially become a redeemer, and there is no one class that is more prevalent than another.

Table 6.1: The Lutrin Redeemer

Class Level	BaB	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Aura of law, warded from chaos, truth seeker
2	+1	+3	+0	+3	Detect chaos, smite chaos 1/day
3	+2	+3	+1	+3	Inspire lutrin pride
4	+3	+4	+1	+4	Mark of justice
5	+3	+4	+1	+4	Lutrin defender, smite chaos 2/day
6	+4	+5	+2	+5	Weapon of law
7	+5	+5	+2	+5	Inspire lutrin greatness
8	+6/+1	+6	+2	+6	Smite chaos 3/day
9	+6/+1	+6	+3	+6	Wrath of Otravos
10	+7/+2	+7	+3	+7	Paragon of Otravos

Hit Die: d6

Requirements

To qualify to become a redeemer, a character must fulfill all the following criteria.

Race: Lutrin.

Alignment: Any lawful.

Base Attack Bonus: +3.

Skills: Bluff 4 ranks, Diplomacy 5 ranks, Intimidate 5 ranks, Knowledge (religion) 5 ranks.

Feats: Leadership and either Negotiator or Persuasive.

Class Skills

The lutrin redeemer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the lutrin redeemer prestige class.

Weapon and Armor Proficiency: Lutrin redeemers gain no additional weapon or armor proficiency.

Aura of Law (Ex): The power of a redeemer's aura of law (see the *detect law* spell in the *PH*) is equal to his redeemer level.

Warded from Chaos (Su): Beginning at 1st level, the lutrin redeemer receives a +2 resistance bonus on all saves against attacks made or effects created by chaotic creatures.

Truth Seeker (Sp): In order to make judgments and decisions properly, the redeemer needs to know he is getting correct and truthful information from others. At 1st level, the redeemer can create a *zone of truth* emanating from his person. This spell-like ability otherwise duplicates the spell as if cast by a cleric of the redeemer's character level.

Detect Chaos (Sp): At will, the lutrin redeemer can use *detect chaos*, as the spell.

Smite Chaos (Su): Redeemers dedicate their lives to order and the rule of law. Once per day at 2nd level, a lutrin redeemer may attempt to smite an opponent of chaotic alignment with one normal attack. He adds his Wisdom bonus (if any) to the attack roll and deals 1 extra point of damage per class level. The lutrin redeemer can smite with a melee or ranged attack, though the target of a ranged smite must be within 30 feet. The redeemer can use the smite ability twice per day at 5th level and three times per day at 8th level. If the redeemer accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

Inspire Lutrin Pride (Ex): At 3rd level, the lutrin redeemer becomes an inspirational idol to his people. All lutrins within 30 feet of the redeemer receive a +2 morale bonus on any skill checks and saving throws they make. The lutrin redeemer receives a +2 racial bonus on any Bluff, Diplomacy, and Intimidate checks when dealing with other lutrins.

Mark of Justice (Sp): At 4th level, the lutrin redeemer has the ability to pass judgment on lawbreakers and punish any future misdeeds. Once per day, the redeemer can create a *mark of justice* on a lawbreaker, as per the spell.

Lutrin Defender (Ex): A 5th-level lutrin redeemer becomes a staunch defender of the lives of his people. He gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to his character level (maximum 20) whenever he is protecting one or more lutrins.

Weapon of Law (Su): At 6th level, the lutrin redeemer is capable of empowering his weapons with axiomatic energy. By concentrating on a single weapon as a full round action, he can temporarily turn it into an *axiomatic* weapon. It deals an extra 2d6 points of damage against all creatures of chaotic alignment, and ignores damage reduction that is countered by lawful weapons. Melee weapons remain charged for a number of rounds equal to the redeemer's class level. Missile weapons

(arrows, stones, etc.) lose their charge after they have been fired, regardless of the success of the attack, or after a number of rounds have passed equal to the redeemer's class level. Ranged weapons so empowered (bows, slings, etc) keep the axiomatic charge as melee weapons. This ability can be used once per day. Natural weapons are considered a single weapon for the purposes of this ability.

Inspire Lutrin Greatness (Ex): At 7th level, the lutrin redeemer has transformed from inspirational idol to legendary icon, reigniting the memory of eminence in the hearts of his people. All lutrins within 60 feet of the lutrin redeemer receive a +4 morale bonus on any skill checks and saving throws they make. The lutrin redeemer receives a +4 racial bonus on any Bluff, Diplomacy, and Intimidate checks when dealing with other lutrins.

Wrath of Otravos (Sp): A 9th-level lutrin redeemer's absolute belief in his cause allows him to use this spell-like ability against non-lawful opponents, which duplicates the effects of the *dictum* spell at the redeemer's character level.

Paragon of Otravos (Sp): At 10th level, the lutrin redeemer has established himself as an embodiment of all that was great and just in the lutrin people of yore. Once per day, he may surround himself in a *shield of law* that duplicates that spells effects at the redeemer's character level.

MADCAP

If any person could be said to have a death wish, the madcap certainly fits the description. These wild men and women dash headlong into danger without a care, looking death in the face with a wink and a smile. They are fearless and impulsive in any crisis situation, but bored and disinterested whenever life and limb are not in jeopardy.

Madcaps can come from all races, but lutrins are the greatest source of fool fodder. Young lutrins who were most problematic in their "trouble pack" days seek to push themselves to the brink of death and back. Unfortunately, since they are often in the company of others who prefer not to die horrible, painful deaths, they often end up becoming a nuisance to any adventuring party.

While characters of any class could potentially become a madcap, rogues and fighters are the most common types found among their numbers. Arcane spellcasters rarely choose this prestige class due to the requirements of entry.

Hit Die: d6

Requirements

To qualify to become a madcap, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Balance 6 ranks, Climb 6 ranks, Swim 6 ranks.

Feats: Lightning Reflexes, Skill Focus (Balance, Climb, Ride, or Swim), and any one of the following: Acrobatic, Agile, or Athletic.

Special: Must have faced an extremely dangerous situation alone and survived, be it an overwhelming force of enemies or a deadly obstacle.

In game terms, the character, on her own, must overcome a danger with a Challenge Rating two or more levels higher than her character level.

Table 6.2: The Madcap

Class Level	BaB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Fearless, fortune favors the bold, reflex bonus +1
2	+1	+0	+3	+0	Hard to kill, fortitude bonus +1
3	+2	+1	+3	+1	Reckless attack, reflex bonus +2
4	+3	+1	+4	+1	Unnerving foolhardiness, fortitude bonus +2
5	+3	+1	+4	+1	Cheat death, reflex bonus +3

Class Skills

The madcap's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Jump (Str), Ride (Dex), Profession (Wis), Survival (Wis), and Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Madcaps gain no additional weapon or armor proficiency.

Fearless: A 1st-level madcap is immune to fear effects (magical or otherwise).

Fortune Favors the Bold (Ex): Beginning at 1st level, the madcap receives a +2 class bonus on any Balance, Climb, or Jump checks made to overcome traps or obstacles that could cause her harm.

Reflex Bonus: At 1st level, the madcap gains a +1 class bonus to all Reflex saves. This bonus increases to +2 at 3rd level and +3 at 5th level.

Hard to Kill: At 2nd level, the madcap gains the Diehard feat for free, even if she does not meet the requirements for that feat.

Fortitude Bonus: At 2nd level, the madcap gains a +1 class bonus to Fortitude saves. This bonus increases to +2 at 4th level.

Reckless Attack (Ex): Madcaps enter combat with an amazing disregard for personal safety. Every combat round the madcap may add her Dexterity modifier to her attack rolls, but in so doing she loses her Dexterity bonus to Armor Class.

The player must declare she is making a reckless attack before she makes her attack roll each round. Reckless attack can only be applied to melee attacks.

Unnerving Foolhardiness: At 4th level, the madcap's fighting style and disregard for personal safety can unnerve enemies. All enemies in melee combat with the madcap must make a Will save (DC 10 + character level + Cha modifier) or act as if shaken when making rolls related to the madcap only. Using this ability is inherent in the madcap and does not require any action on her part. If an enemy makes a successful saving throw he is immune to this ability for a full day.

Cheat Death (Ex): At 5th level, the madcap faces down the most deadly situations with a smile. Three times per day, if the madcap must make a skill check, ability check, or saving throw to avoid a high-risk situation, she may instead declare that she is cheating death. This is the equivalent of rolling a natural 20. The ability cannot be used against an effect that allows no saving throw. The DM is the ultimate arbiter of what determines a high-risk situation, but they can include leaping over a deep chasm, avoiding the full damaging effects of a dragon's breath, or smashing down the door to a room whose spiked ceiling is descending on the trapped madcap.

SEA DOG

Lutrins take to the water like they were born to it. A few choose to actually make this idea a reality, and spend most of their life on or in the sea. From the devotion of these few came the sea dogs, hybrids of land and sea. They are explorers of the mysteries of the underwater world, be it strange life forms or lost ruins. Sea dogs are a hardy lot, and they eventually develop bodies more suited to keeping them under the surface longer than any land dweller could imagine.

While there is no racial restriction as to who may become a sea dog, almost all members of this prestige class are lutrins.

Table 6.3: The Sea Dog

Class Level	BaB	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Sea dog trait
2	+1	+3	+3	+0	Water breathing
3	+2	+3	+3	+1	Sea dog trait
4	+3	+4	+4	+1	Water freedom 1/day
5	+3	+4	+4	+1	Sea dog trait
6	+4	+5	+5	+2	
7	+5	+5	+5	+2	Sea dog trait
8	+6/+1	+6	+6	+2	Water freedom 2/day
9	+6/+1	+6	+6	+3	Sea dog trait
10	+7/+2	+7	+7	+3	Evolved body

Rangers and rogues are most likely to specialize as sea dogs, although fighters that spend a great deal of time at sea may also gain advantage from this class. Druids that focus on protecting waterways and bodies of water might select this class to enhance their abilities in watery

terrain. Barbarians seldom choose to become sea dogs, since they usually look at waterways as obstacles rather than opportunities. Characters of other classes rarely select to become sea dogs.

Hit Die: d6

Requirements

To qualify to become a sea dog, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Swim 8 ranks, Survival 5 ranks.

Feats: Endurance, Swimmer.

Class Skills

The sea dog's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Profession (Wis), Search (Int), Spot (Wis), Swim (Str), Survival (Wis), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Sea dogs are proficient with daggers, longswords, nets, shortswords, short swords and tridents. They gain no additional armor or shield proficiency.

Aquarian Traits: Each time a sea dog is eligible for a sea dog trait, he may select one from the list below.

Adept Fisher (Ex): When traveling in aquatic terrain, the sea dog automatically catches enough fish to feed himself for one day, plus one additional person for every two class levels he has. The sea dog must still seek out potable water to drink as normal.

Blindsight (Ex): The sea dog can locate creatures underwater within a 30-foot radius. This ability only works when the sea dog is underwater.

Charm Sea Life (Sp): This ability works exactly like the *charm person* or *animal* spell except that it only works on creatures with the aquatic subtype. This trait can be used once per day.

Enhanced Vision (Ex): The sea dog gains low-light vision as a special quality. If the character already has low-light vision, it improves to darkvision with a range of 60 feet. If the character already has darkvision, he gains nothing by choosing this trait.

Greater Swimmer: The sea dog gains the Greater Swimmer feat. This is in addition to the feat any character gets from advancing levels.

Improved Underwater Fighter (Ex): Sea dogs with this ability suffer no penalties on melee attack rolls with slashing or bludgeoning weapons and a +2 competence bonus with piercing weapons when fighting in melee underwater. The sea dog must already possess the underwater fighter trait before he can choose this trait.

Speak with Sea Life (Sp): The sea dog can speak telepathically with aquatic creatures as if he had used the spell *Speak with Animals*, with

the sea dog's class level used to determine spell effects. The character can use this ability once per day, plus one additional use for every three levels of sea dog he possesses.

Underwater Explorer (Ex): When underwater, the sea dog gains a +4 class bonus to all Listen, Search, and Spot checks.

Underwater Fighter (Ex): Sea dogs with this ability suffer a -1 penalty on melee attack rolls with slashing or bludgeoning weapons when fighting underwater instead of the normal -2 penalty. They also gain a +1 competence bonus with piercing weapons when fighting in melee underwater. See the *DMG* for full details on combat adjustments underwater.

Water Breathing (Sp): At 2nd level, the sea dog can duplicate the effects of the *water breathing* spell, except the duration is one hour per sea dog level and the range is personal. He can use this ability once per day.

Water Freedom (Sp): At 4th level, the sea dog can duplicate the effects of the *freedom of movement* spell when in aquatic terrain. The character's sea dog level determines spell duration. This ability can be used once per day at 4th level and twice per day at 8th level.

Evolved Body: At 10th level the sea dog's body transforms into a form suitable to water terrain. He gains the aquatic subtype and the amphibious special quality. His base swim speed becomes 60 feet and he can move in water without making Swim checks. He grows gills and can breathe both air and water.

CHAPTER 7: EQUIPMENT AND MAGIC ITEMS

This chapter covers mundane and magical equipment that is commonly produced by lutrin artisans and spellcasters. Unless specifically noted in the item description, all items are usable by any race or class.

New Weapons

Cravak: The cravak (lutrin word for “fang”) is a strange type of fighting dagger used by lutrin warriors. The blade curves over the knuckles and extends backwards ten inches, making a “u” shape with the hilt. While simple and elegant in appearance, it is a difficult weapon to master. The blade sheath is usually strapped to the wielder’s opposite forearm for quick access.

Lutrins treat cravaks as martial weapons.

Lutrin Hooked Glaive: This five-foot long double weapon originated as a multipurpose tool for lutrin fisherman, who used the hook end to haul large fish into their boats and the bladed end to cut them open for cleaning. The bladed head is similar to a standard glaive in design but causes 1d8 points of damage (crit x3). The hooked head is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a lutrin hooked glaive in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

Lutrins treat hooked glaives as martial weapons.

Magic Items

Blubber Coat: In winter and in northern climates, biting cold and wind can quickly freeze a creature to death. The lutrins have devised a special coat made from seal and walrus skins that when worn provides 10 points of cold resistance. However, due to its bulkiness, the wearer suffers a -1 penalty to all Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks. The blubber coat can be worn over light armor, but not over medium or heavy armor.

Faint Abjuration; CL 3rd; Craft Wondrous Item, *resist energy*; Price 12,300gp; Weight 15 lbs.

Breathing Shell: This normal-looking conch shell is fitted with a sealskin lining so that when strapped over the mouth and nose it forms

a watertight seal. By gnashing her teeth, the wearer activates the shell’s magic, which provides her with breathable air for up to 5 hours. The breathing shell can be activated once per day, and must run through its entire 5-hour cycle once activated; the wearer cannot turn it off and on to conserve air.

Faint transmutation; CL 5th; Craft Wondrous Item, *water breathing*; Price 7,250gp; Weight 1 lb.

Eel Spear: Borrowing from the electric eel, lutrin battle mages craft these +1 *shocking shortspears* for lutrin warriors. An *eel spear* deals an extra 1d6 points of electricity damage on a successful hit in addition to the standard 1d6 points of piercing damage.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price 2,302gp.

Figurine of Wondrous Power—Opal Otter: This figurine appears to be a one-inch tall statuette of an otter made from opal. When the figurine is tossed down and the correct command word spoken, it becomes a living otter of normal size (use the statistics for a weasel from the *MM*, but substitute the Swim skill for the Climb skill) except that it has an Intelligence of 8, can communicate with its owner in Common, and can *speak with animals* at will. An opal otter can be used once per week for up to 6 hours. It obeys only its owner.

If the *opal otter* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 15,500 gp.

Magic Fingers Glove: Created by insidious pranksters, these gloves are a true terror when in the hands of a lutrin trouble pack. The glove appears as a simple white glove with magical inscriptions sewn into the inner lining. If the wearer concentrates, as a standard action she can lift and move objects up to 30 feet away. The glove otherwise duplicates the effects of the *mage hand* spell. The effect lasts as long as the wearer maintains concentration on the target, and its power may be activated 3 times per day. Note that wearing two *magic fingers gloves* provides no additional benefits.

Faint transmutation; CL 1st; Craft Wondrous Item, *mage hand*; Price 600gp.

Table 7.1: Exotic Weapons--Melee

Weapon	Cost	Damage	Critical	Range	Weight	Type
<i>Light</i>						
Cravak	3gp	1d4	19-20/x2	--	1 lb.	Slashing and piercing
<i>Two-Handed</i>						
Glaive, lutrin hooked	30gp	1d8/1d4	x3/x4	--	7 lbs.	Slashing and piercing

Net of Entanglement: A *net of entanglement* looks just like any other net. Upon command, the net launches forward 20 feet or upward 10 feet to entangle a victim. An entangled creature can break free with a DC 25 Strength check or a DC 20 Escape Artist check.

The net has AC 20, 10 hit points, and hardness 10, and has damage reduction 5/slashing. The net repairs damage to itself at a rate of 1 point per 5 minutes, but if a net of entanglement is severed (all 10 hit points lost to damage), it is destroyed.

Moderate transmutation; CL 12th; Craft Wondrous Item, *animate objects, entangle*; Price 20,000 gp; Weight 6 lb.

Portable Slide: When discovered, a *portable slide* looks like a sliver of maple wood a quarter inch thick, one inch wide, and six inches long. Etched into one side of the sliver is a command word written in tiny draconic script. Upon uttering the command word, the sliver transforms into a large, flat slide one inch thick, 3 feet wide, and thirty feet long covered in a shiny gloss. It can be laid on the side of a hill, over a pit or chasm, or propped against the side of a wall. It takes a full-round action to both activate the *slide* and set it in place.

A *portable slide* is extremely difficult to walk across; creatures can only move at half speed and must make a DC 10 Balance check every round they walk on or through an area containing the slide. *Portable slides* are meant to be used while sitting or lying down. Movement when the *slide* is at an angle is automatic, but if it is laid flat the character must get a five-foot running start to slide across. A creature can slide down its entire length as a move action, and upon reaching the other side the creature is considered prone.

If the *portable slide* is propped against a wall or cliff at an angle of 45 degrees or less and its base rests on solid terrain, the user will take no damage from the drop.

Uttering the command word a second time will revert the *portable slide* to its carrying size; otherwise, it reverts to carrying size one hour after it is activated. It has a hardness of 5 and can withstand 20 points of damage before being destroyed. The *portable slide* can be used once per day.

Moderate conjuration (creation) and transmutation; CL 9th; Craft Wondrous Item, *fabricate, grease*; Price 5,000gp.

Razor Wall Cravaks: These cravaks are more decorative than a standard pair, having a jewel in each pommel and intricate runework on their hilts. Each cravak is a +1 weapon, but when used in both hands of a creature proficient with cravaks, the wielder can utter a command word and create a *blade barrier* as if cast by an 11th-level cleric (DC 19 Reflex save). The *blade barrier* can be created once per day.

Moderate evocation (force); CL 11th; Craft Magic Arms and Armor, *blade barrier*; Price 21,500 gp; Weight 2 lbs. (1 lb. each)

Water Torch: A basic and obvious use of the *continual flame* spell, the water torch is little more than a foot-long iron rod covered by a black cloth wrap. Removing the cloth reveals the illuminated rod, which can be dropped or staked in place to provide a permanent light source. Lutrin divers often use water torches to illuminate pearl diving grounds or underwater ruins.

Faint evocation (light); CL 3rd; Craft Wondrous Item, *continual flame*; Price 1,500gp; Weight 1 lb.

Wind Jar: The wind jar appears to be a simple clay jar with mundane artwork on its sides, stoppered with a large silver plug. However, its utility is revealed when the cork is popped, releasing a small air elemental compelled to emit strong wind gusts in the direction the mouth of the jar is facing. Sea captains prize these rare items for their utility on long journeys or when sailing against the wind. The jar can be used up to 30 minutes per day and emits a continuous 25 m.p.h. wind.

Faint conjuration (summoning); CL 5th; Craft Wondrous Item, *summon monster III*; Price 54,300gp; Weight 1 lb.

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Long ago, a great empire existed in harmony with its neighbors through commerce and rule of law. Citizens followed the edicts of their god, who ordered every aspect of their lives. After centuries of peace, a great cataclysm occurred and the god was lost to his people. Without the direction of its god, the empire crumbled and society fell into chaos. A thousand years later, the people live aimless lives and wonder when their final doom will befall them. Can they overcome their melancholy and chaotic ways, or will they give in to their misery and pass into the twilight?

Races of Twilight: Lutrins is the second in a series of d20 race supplements from Silver Publishing utilizing the 3.5 rules set. Not simply a collection of elf and dwarf variants, the *Races of Twilight* series provides detailed information on unique and original player races that can be incorporated into any fantasy campaign. While intended for the experienced gamer who enjoys deep characterization and role-playing over one-dimensional heroics and "roll-playing," *Races of Twilight* can be used by anyone who likes unusual characters.

