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HEROES OF HIGH FAVOR

HALE'S ORCS



Benjamin Durbin

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Heroes of High Favor: HALF-ORCS

A d20 Supplement
by Benjamin R. Durbin



Credits

Cover and Interior Illustrations

Andrew Hale

Production Coordinator

Bob Iliff

Editor

Kelly Gilbert

Cover, Graphic Design and Layout

Brad Kelley

Special Thanks

Jeff Chua, Greg Dinkelman, Dan Doyle, Aaron Kähler, Brian Lasater, Aaron Van Sickle; the Rat Bastards: Dave Eckard, Scott Jones, Rick Hammerle, Scott Sallee

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Introduction

Heroes of High Favor

This book is designed primarily for players, though like all such supplements, you will need to seek the approval of your GM before using any of the options presented here in your own gaming group.

Each book in this series explores one of the core races— dwarves, elves, gnomes, half-elves, halflings, half-orcs, and even humans. The focus of each book is on multiclass roleplaying options, especially with regard to each race's favored class, and includes a unique prestige class to breathe life into every iconic multiclass combination.

Heroes of High Favor: Half-Orcs is the second book in this series.

Be warned that this book is not for the faint of heart; if your desire is to play a troubled half-orc orphan desperate to escape his barbaric heritage, you should look elsewhere. This book is for those players who wish to walk the path of the iconic barbarian: savage, fearless, relentless, and full of rage and fury. The feats, skills, and prestige classes you will find in this book embrace the savage nature of the half-orc.

The Barbarian Question

Why does the half-orc favor barbarism? Is the legendary savagery of the half-orc barbarian a result of his environment, or is it instinct, bred into him by his orcish blood?

There are some who believe that the half-orc can rise above his breeding— but the evidence, unfortunately, does not support them. Certainly a great many half-orc orphans have been raised away from any savage influence, in perfectly civilized settings, yet they still seem to succumb to their rage and their barbaric ways. Among barbarians of all races, it is considered weak to obtain through diligence or diplomacy

what can be gained immediately by brute force. Is it simply a matter of the half-orc's physiology— long on brawn and short on charm and guile— that forces them to adopt barbaric ways if they hope to achieve any success in life?

Although barbarism and the urge to rage may not be physiological traits, half-orcs nevertheless inherit the great strength and low intellect of the orc. In the end, no matter how civilized the half-orc, he will always



find it easier to rely on his strength than on his intelligence or charisma. Add to this the prejudice that half-orcs face, and it is easy to understand why the urge to rage is always bubbling beneath the surface of even the most cultured half-orc.

Favored Class: Barbarian

The concept of favored classes is intended to encourage characters to gravitate towards traditional roles for their race. Multiclass characters do not consider their favored class when calculating experience point penalties; in other words, advancing your favored class is always “free.”

Why play a barbarian? If you're playing a half-orc, regardless of what class you intend to play, a level or two of barbarian is a great way to start your career. At 1st level you receive a *dr2* hit die and 16 skill points, giving you a vital leg up on future survival.

And there's simply no denying the allure of the barbarian rage. When you encounter the final villain, having that rage in your back pocket could be your ticket to the heroic spotlight.

Prestige Classes

The prestige classes in this book are designed to reward characters who enjoy barbarian multiclassing and who focus their skills and abilities into iconic roles. You will find a prestige class to further define every barbarian multiclass option available, from barbarian-bards (the *agitator*) to barbarian-wizards (the *hoodoo*).

The prestige classes presented here are tightly bound to half-orc culture—many of them, in fact, deliberately blur the distinction between half-orc and orc! These classes are for savage barbarians, and are especially

recommended only for half-orcs. However, with your GM's permission (and a little creativity to explain your choice), you may waive the racial prerequisites so that all of the prestige classes are available to barbarians of all races.

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Feats

This section lists a number of new feats, each with one or more designators to serve as suggestions for the kinds of characters who may take each feat.

General: Available to all classes and races.

Half-Orc: Recommended for half-orc characters only.

Fighter: Recommended for inclusion in the list of bonus feats for fighters.

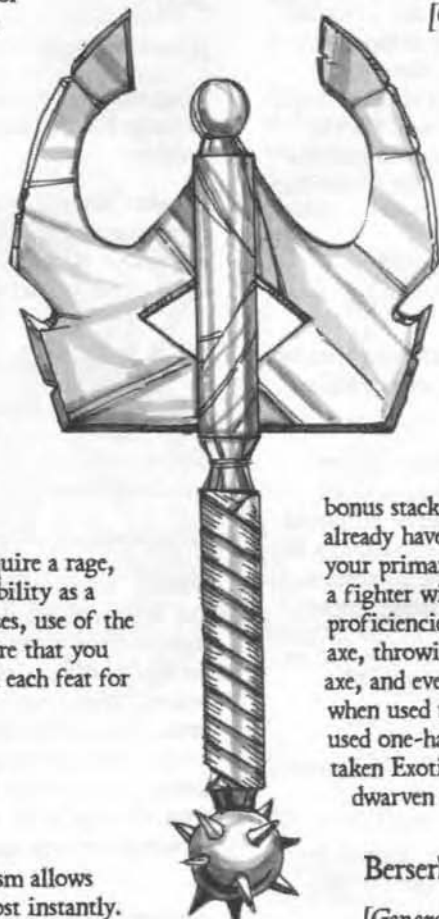
Rage: All Rage feats require a rage, frenzy, or similar class ability as a prerequisite. In many cases, use of the Rage feat will also require that you already be raging. Check each feat for specifics.

Adrenal Healing

[General, Rage]

Your increased metabolism allows you to heal wounds almost instantly.

Benefit: If you are already raging, you may expend another of your daily rages to gain Fast Healing: 1 for the duration of your current rage. This is an extraordinary ability.



Axe Mastery

[General, Fighter]

Your continued studies in the mastery of your chosen weapon extends to the use of other, similar weapons.

Prerequisites: Weapon Focus (any axe), Weapon Specialization (any axe)

Benefit: You receive a +1 bonus to attack with all axes with which you are proficient. This bonus stacks with any bonus you may already have from Weapon Focus with your primary weapon. For example, a fighter with all Martial Weapon proficiencies would include the hand axe, throwing axe, battle axe, great-axe, and even the dwarven war-axe when used two-handed (but not when used one-handed, unless you have taken Exotic Weapon Proficiency: dwarven war-axe).

Berserk Rage

[General, Rage]

You allow your rage to take you into ever deeper depths of destructive frenzy.

Prerequisites: base attack bonus +3 or higher

Benefit: If you are already raging, you may expend another of your daily rages to go

berserk. For the duration of your current rage, you may take no action other than a melee attack or to move to the nearest creature to attack. If there is a creature within reach, friend or foe, you must take a full-attack action. If there is not a creature within reach you must move to the next closest target, friend or foe, charging if possible. Given two creatures at equal range, you may choose which to attack. For the duration of your current rage you gain the Power Attack, Cleave, and Great Cleave feats.

Black-Blooded

[General, Half-orc]

The blood of a purebred black orc pulses in your veins— you are not as strong, but are more wily and charismatic.

Benefit: Do not apply the usual half-orc racial modifiers (+2 Str, -2 Int, -2 Cha). Furthermore, for the purposes of all special abilities and effects, you are considered a full-blooded orc. However, for the purposes such effects, neither are you considered human.

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

Boar's Hide

[General, Rage]

In the midst of your rage the blows of lesser weapons become mere annoyances to you.

Prerequisites: base Fortitude save +6 or higher, damage reduction 1/- or better

Benefit: If you are already raging, you may expend another of your daily rages to increase your damage reduction by +1/-. This stacks with any other damage reduction you may have and lasts for the duration of your

current rage. You may expend multiple rages to increase your DR even further, adding +1/- for each additional rage you expend.

Bull's Health

[General, Rage]

Your increased metabolism allows your body to purge itself of poisons and diseases more quickly.

Benefit: You may expend one of your daily rages to re-roll a failed saving throw against any poison or disease. You must accept the result of the second roll.

Craft Savage Magics

[Item Creation, Half-orc]

You can craft magical weapons, armor, and wondrous items of a savage nature.

Prerequisites: Spellcaster level 5th+.

Benefit: You can Craft Wondrous Items and Magical Arms and Armor from the remains of creatures slain in the wild. You are limited to hats, cloaks, amulets, robes, bracers, gloves, belts, and boots for wondrous items. You are limited to leather, studded leather, hide, and savage armors for magical armor, and to savage weapons for magic arms. (See the Skills section below for details on savage weapons and armor.)

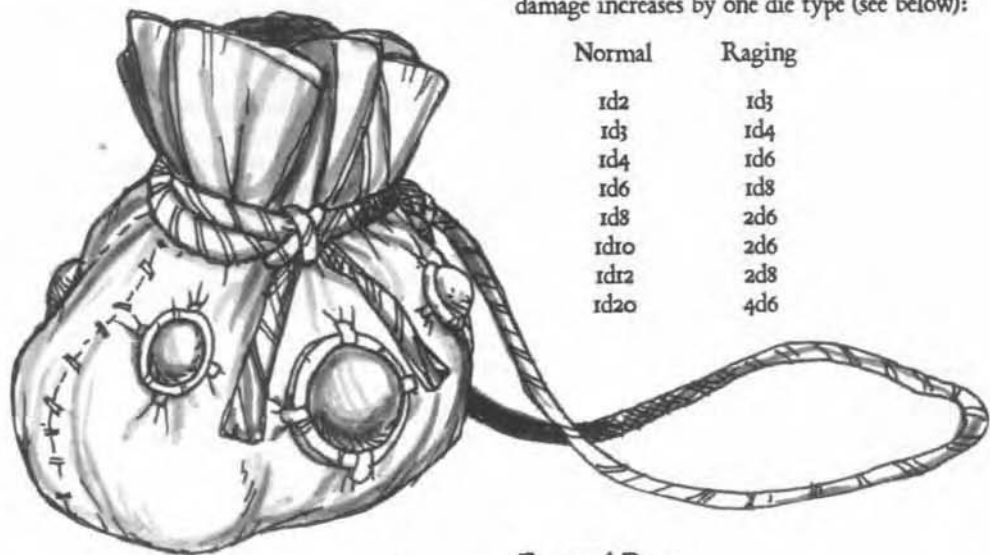
Enraged Casting

[General]

With a supreme effort of concentration, you are able to cast spells despite your rage.

Benefit: You may cast spells even while raging. You must make a Concentration

check (DC₁₅ + spell level); failure indicates that the spell is lost. If you attempt to cast defensively at the same time, increase the DC of this check by +5. The intense concentration required for enraged casting extends the casting time of all spells. Spells with a casting time of one action require a full-round action; spells whose normal casting time is a full-round or longer require an extra round.



Extra Orcish Raging

[General, Rage, Half-Orc]

You may rage more often.

Benefit: You may rage an additional three times per day. You may take this feat only once.

Fists of Rage

[General, Rage]

Your rage gives added weight to your unarmed blows.

Prerequisites: Improved Unarmed Attack

Benefit: If you are already raging, you may expend another of your daily rages to increase the damage of each unarmed attack. For the duration of your current rage, your unarmed damage increases by one die type (see below):

Normal	Raging
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d6
1d12	2d8
1d20	4d6

Focused Rage

[General, Rage]

Through the red mist of your rage, you focus on your opponent's weaknesses.

Prerequisites: base attack bonus +3 or higher

Benefit: If you are already raging, you may expend another of your daily rages to enter a focused rage. For the duration of your current rage, regardless of the weapon you use, you strike as though you had the Improved Critical feat.

Mark of the Eye

[General, Half-orc]

You are born with the “Mark of the Eye,” a special mark (a tattoo, odd eye color, horns or tusks) that sets you apart from others of your kind.

Benefit: You receive a +2 bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks when dealing with half-orcs and orcs.

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

Merciless Rage

[General, Rage]

Your rage carves through the innocent and helpless with wild abandon.

Benefit: If you are raging, you may perform a coup de grace as a standard action.



Refined Skill Focus

[General]

You have a natural aptitude with one or more related skills.

Benefit: Choose one of the following benefits when this feat is chosen:

- +2 bonus to any two skills;
- +3 bonus to any one skill;
- +2 ranks with any one skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time

you choose this feat, you must apply it to a different skill or skills.

Savage Weapon Proficiency

[General, Fighter, Half-orc]

You are proficient in the use of all savage weapons, such as those crafted from stone, bone, horn, or other crude materials.

Prerequisites: base attack bonus +1 or higher

Benefit: You strike normally with all savage weapons as if you were fully proficient in their use, regardless of their more general classification as simple, martial, or exotic weapons. For example, you may use a savage longsword, normally a martial weapon, even if you do not have Martial Weapon Proficiency. Note that savage weapons are not normally available for sale, nor are they likely to be found in treasure hordes and the like. A character with this feat is advised to have some skill at crafting weapons for his use.

Scavenger

[General, Fighter, Half-orc]

You are accustomed to picking over the remains of your foes and appropriating their gear for your own use.

Prerequisites: base attack bonus +1 or higher

Benefit: You suffer only half the normal non-proficiency penalty for using weapons and armor for which you do not have the appropriate proficiency feat. Your penalty when attacking with such weapons drops to -2. You suffer only half the armor check

penalty to movement skills (such as Ride) when wearing such armor.

Spear Mastery

[General, Fighter]

Your continued studies in the mastery of your chosen weapon extends to the use of other, similar weapons.

Prerequisites: Weapon Focus (any spear), Weapon Specialization (any spear)

Benefit: You receive a +1 bonus to attack with all spears with which you are proficient. This bonus stacks with any bonus you may already have from Weapon Focus with your primary weapon.

Stag's Heart

[General, Rage]

Your rage makes you fleet of foot.

Prerequisites: base attack bonus +3 or higher

Benefit: If you are already raging, you may expend another of your daily rages to act with greater quickness. For the duration of your existing rage, you receive an extra move-equivalent action each round. This extra action is superseded by (does not stack with) any other effect that grants an additional move-equivalent or partial action, such as a haste spell or potion.

Terrifying Physique

[General]

It may be your towering stature, rippling muscles, or perhaps the scars that cover your entire body, but the end result is the same:

your mere presence causes enemies to quake in fear.

Benefit: You may add your Strength modifier to all Intimidate checks.

Tribal Focus / Totem Focus

[General]

You have an inborn affinity for a certain orc tribe or animal totem.

Benefit: See below, Chapter 2, page 8.

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

Wolf's Cunning

[General, Rage]

You have learned the wolves' secret of attacking from the flanks.

Benefit: If you are raging and you are flanking your opponent, you do not suffer the usual -2 AC penalty for raging. You suffer this penalty as normal against opponents that you are not flanking.

Wyvern's Roar

[General, Rage]

Your battle-cry strikes fear into the hearts of your enemies.

Prerequisites: Charisma modifier +1 or higher

Benefit: You may use the Intimidate skill in combat (see Skills, below) as a move-equivalent action.

Tribal Focus / Totem Focus

A half-orc who chooses a Tribal or Totem focus at 1st level makes a commitment to following a certain path of development, by choosing feats common to his barbarian heritage.

By choosing a Tribal or Totem Focus at 1st level, the character gains access to a “kicker” bonus to certain skills. Immediately upon choosing the Tribal Focus or Totem Focus feat, the character gains a +1 bonus to one of the skills listed below.

Each time the character chooses another feat from his Tribal or Totem Feat List, the character gains another +1 bonus to one of the skills listed below.

Half-ores with a Tribal Focus retain their warlike nature, but have risen somewhat from their savage roots and developed a more structured society. Always on the move, these borderland raiders concentrate on the skills they need to keep their military organization—such as it is—in top shape. They may apply their +1 bonus to Craft, Diplomacy, Handle Animal, Intimidate, Ride, Sense Motive, or Wilderness Lore.

Half-ores with a Totem Focus are more savage and more attuned to nature, and their totem spirit guides them in their daily lives. They may apply their +1 bonus to Handle Animal, Hide, Listen, Move Silently, Spot, or Wilderness Lore. If they have Animal Empathy as a class skill, they may apply their bonus there as well.

Because the bonus is an unnamed bonus, each bonus stacks with itself and with other bonuses. For example, if a character chooses a Tribal Focus and five feats from his Tribal Feat list, he may apply a +1 bonus to six

different skills, a +6 bonus to a single skill, or some combination thereof.

Creating a Tribal / Totem Focus

You can choose from the examples below or, with the help of your GM, you can create an entirely new tribal or totem focus specific to your character’s background.

Certain guidelines apply when designing a new tribal or totem focus. The focus should contain 3-5 feats, and at least as many General feats as any other classification of feats (such as Fighter bonus feats, Item Creation, Metamagic, etc.).

Note: Feats marked with an asterisk (*) can be found in *Heroes of High Favor: Dwarves*.

Tribal Focus Examples

THE BURNING EYE

Half-ores of the Burning Eye are sworn to the service of their grim deity, whom they fearfully refer to as simply “The Eye.”

Tribal Feat List: Alertness, Blind-Fight, Craft Savage Magics, Enraged Casting, Refined Skill Focus (Spellcraft)

THE BLACK HAND

The half-ores of the Black Hand are valued by many and feared by all for their ability to march and fight for days at a time. These fierce warriors make up the core of many mercenary armies.

Tribal Feat List: Endurance, Run, Scavenger, Terrifying Physique, Weapon Focus (any)

THE HORSE LORDS

The roving hordes of the Horse Lords are a scourge along the vulnerable borderlands of civilized peoples.

Tribal Feat List: Leadership, Mounted Combat, Refined Skill Focus (Ride), Trample

Totem Focus Examples

BOAR

The boar is a dangerous opponent, stubborn of will and tough of hide. When challenged, the boar tends to charge into the midst of his foes, slashing wildly with his tusks.

Totem Feat List: Boar's Hide, Cleave, Iron Will, Power Attack, Toughness

BULL

The bull is hardy and resolute, slow to anger, but deadly when provoked.

Totem Feat List: Bull's Health, Great Fortitude, Improved Bull Rush, Improved Charge*, Sturdy Back*

STAG

The clever stag eludes his enemies through fleetness of foot. However, when cornered, his wide antlers become vicious weapons, defending with equal ease against attackers on either flank.

Totem Feat List: Alertness, Ambidexterity, Run, Stag's Heart, Two Weapon Fighting

WOLF

The wolf strikes quickly and darts away, relentlessly attacking and retreating until the enemy is brought down.

Totem Feat List: Dodge, Spring Attack, Track, Wolf's Cunning

WYVERN

The wyvern is a rare totem, and only the most ferocious and blood-thirsty warriors are chosen to bear his mark.

Bonus Feat List: Berserk Rage, Weapon Focus (spear, any), Wyvern's Roar



Skills

Craft

The character can craft weapons, armor, and equipment from natural resources— bone, hide, stone, vines, etc.

If the character does not have a set of tools on hand, apply a -2 circumstance penalty to all checks. Note that characters with Wilderness Lore can actually craft workable savage tools (see below). These tools are not considered improvised tools and do not carry any penalty, as they might to more “civilized” characters.

CRAFT ROPE (WEAVING, DC₅)

Using vines or hemp, the character can weave together a serviceable rope. The GM has the final say as to how much material is available in a given location and what length of rope can be created. As a general rule, with a successful check the character can craft 20 feet of rope in a single day, and an additional 10 feet for every 5 points by which the check succeeds. A character with 5 or more ranks in Use Rope gains a +2 synergy bonus to his Craft check.

CRAFT SAVAGE WEAPONS (WEAPONSMITHING, DC VARIABLE)

Weapons made of stone have Hardness: 8 and 15 HP/inch of thickness (one-half the HP of a similar iron weapon). They have a market value of one-third the price of a similar iron weapon.

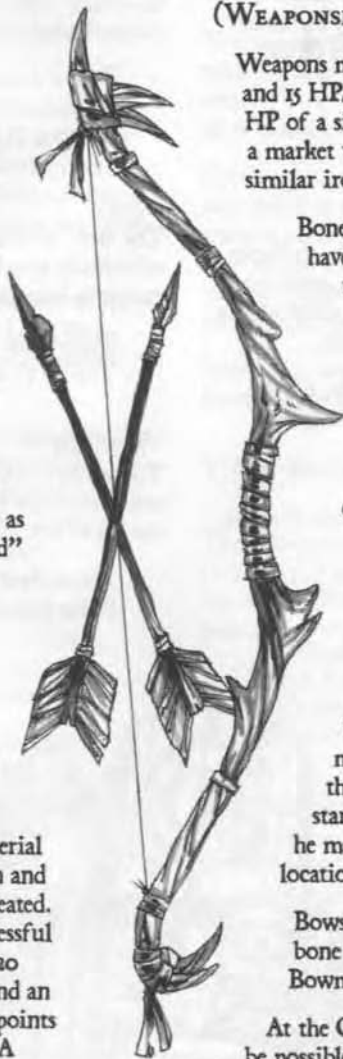
Bone weapons are Hardness: 7 and have 10 HP/inch of thickness (one-third the HP of a normal iron weapon). Their market value is one-fourth that of a similar iron weapon.

The Craft DC is the same as for normal Weaponsmithing, but creation times will be reduced due to the reduced market value.

The Craft procedure is followed as normal, but the character does not need to pay any raw material cost. If the check is failed, all raw materials are lost, his work for the week is ruined, and he must start anew. At the GM's discretion, he may need to move on to a new location to find new raw materials.

Bows can be crafted of wood or bone and use the normal Craft: Bowmaking rules.

At the GM's discretion, it may not be possible to craft savage versions of crossbows or other ‘advanced’ weaponry.



Savage weapons can be made masterwork, either by adding the usual +1 bonus to hit or some other masterwork component. In this case all raw material costs for the masterwork components must still be paid as normal, and for the purposes of creation times this increase in market value is calculated as normal. On the open market (should the character wish to sell the efforts of his craft) the actual market value, even for a masterwork savage weapon, remains reduced as noted above: one-third the usual price.

CRAFT SAVAGE ARMOR (ARMORSMITHING, DC VARIABLE)

Using hides, bones, shells, and other materials found in the wild, the character can craft leather, studded leather, and hide armor as normal.

They can also create "savage" versions of the breastplate, banded, splint, half-plate, and full plate armors. Made from bone or shells on a backing of hide, thick cord, or leather, savage armor offers an AC one point worse than its metal counterpart, with an armor check penalty one worse due to its bulkiness. For example, a savage breastplate would offer +4 AC and a -5 armor check penalty.

The Craft DC is the same as for normal Armorsmithing, but creation times are reduced due to the reduced market value. Savage armor has a market value of one-fourth its normal iron counterpart.

The character does not need to pay any raw material cost, but if the check is failed, all raw materials are lost, his work for the week is ruined, and he must start anew.

Savage armor should be considered bone for purposes of breaking or damaging it (Hardness: 7, 10 HP/inch thickness).

Like savage weapons, savage armor can be masterwork, subject to the above restrictions.

Masterwork Components

Generally speaking, masterwork armor improves the armor check penalty by 1, and requires a second Craft check at DC20 with a market value of 150.

However, the hides of some creatures have extraordinary properties that can be preserved and passed on to the armor by the canny craftsman.

The DCs and market values listed below are for light armor and shields. Medium armor adds +5 to the DC and doubles the cost. Heavy armor adds +10 to the DC and quadruples the cost.

These options are designed to reward barbarian characters who slay powerful creatures and have invested in the skills necessary to make full use of their prey. Such characters deserve the prestige of their own hand-crafted arms and armor, grim testaments to their battle prowess. The GM is strongly discouraged from allowing these materials or masterwork components to show up on the open market!

Savage craftsmen can add the following masterwork components to armor and/or shields:

RESISTANCE (DC VARIABLE)

Market value = variable; armor or shield

This component requires the hide of a creature with an energy sub-type, such as fire, cold, etc.

The DC is 20 +1/point of resistance. You may add up to one-half of the creature's

natural armor as resistance. The market value is 300/point of resistance.

For example, a young adult red dragon (subtype: Fire) has +18 natural armor. Using its hide, you could add up to *Fire Resistance: 9* to a suit of armor or shield. The Craft check would be DC29.

Resistance is a supernatural ability and does not function in areas of anti-magic.

NATURALLY TOUGH ARMOR (DC VARIABLE)

Market value = variable;
armor or shield

The naturally tough hides of certain creatures can be fashioned into armors to provide greater protection than similar armors crafted from lesser materials. The DC is equal to the normal DC for armor of its type, +5 for every point of additional protection; a given hide may include a +1 bonus for every 5 full points of natural armor of the original creature. The market value is +1000 per point of bonus AC squared.

For example, the young adult red dragon mentioned above has natural armor +18, and

thus could provide up to a +3 bonus. A suit of leather armor crafted from this red dragon would thus provide a +5 bonus instead of the normal +2. The DC to craft this armor is 12 (normal DC for leather armor) + 15 (+5/point of additional AC), or DC27; the market value of this armor is 9000 (normal value of leather armor + 1000/point of bonus AC squared).

This masterwork component may be added to shields (generally a hide stretched over a wooden frame) but the maximum bonus is limited to +1.



Shoddy Craftsmanship

Half-ores, orcs, and other savage races are accustomed to cranking out large quantities of shoddy weapons to arm their tribes in a short amount of time and with limited resources.

Make the Craft check using the normal rules for costs, creation time, and DC, then apply the following shoddy craftsmanship modifiers:

LESS COST

The final raw material cost for these items is reduced by 50%.

LESS TIME

The final creation time for this item is reduced by 50% — alternately, you can create twice as many items in the normal amount of time.

LESS SKILL

The craftsman receives a +5 bonus to his Craft check. (The DC is unchanged.)

For each shoddy craftsmanship modifier you apply, the weapon or item in question gains a *critical failure point*.

For weapons, a low attack roll means that the item shatters and is destroyed. A single failure point means the item is destroyed on a roll of 1; two points: 1 or 2; three points: 1, 2, or 3.

For armors, a natural 20 on the opponent's attack roll may destroy the armor. For shoddy armor with a single failure point, a bludgeoning weapon that scores a natural 20 destroys the armor. Armors with two failure points are destroyed by bludgeoning or slashing weapons that roll a natural 20. Armor with three failure points are shattered by bludgeoning, slashing, or piercing weapons on a natural 20.

In any case the shoddy workmanship is apparent, even to the untrained eye. Reduce the market value of shoddy items to 1/2 value for one failure point, 1/4 value for two failure points, and 1/8 value for three failure points.

Craft Skill Example

Shubba has summoned a horde of like-minded barbarians, and while he waits for them to arrive, he decides to craft weapons for them to use in their upcoming raping and pillaging.

Shubba has the proper savage tools on hand and decides that he will craft long spears.

The long spear is a martial melee weapon with a market value of 5 and a Craft DC of 15. However, he is crafting savage spears tipped with stone. The DC remains at 15, but the value is 1/3 that of a metal-tipped spear. Because he is making savage weapons from readily available materials, there is no raw material cost.

Shubba has a Craft: Weaponsmithing skill of +10. Because he is not particularly rushed or harried, he takes 10 on his Craft check, representing one week of work. His check result is 20.

According to the rules of the Craft skill, Shubba now compares his check against the value of the item (see PHB). If the check result times the DC exceeds the item's price $\times 10$, the item is complete. The check result times the DC is (20×20) , or 400. The value of the item $\times 10$ is $(5 \times 1/3 \times 10)$, or 16.67.

At this rate Shubba can create 18 longswords in a week, not nearly enough for the size of horde he's hoping for. Using shoddy craftsmanship, he decides to use less time and less skill.

Now his check result is 25: 10 (take 10) + 10 (Craft skill) + 5 ("Less Skill" bonus). His check result times the DC is now 375. At a normal rate at this level of skill, he could craft 22.5 longswords in a week. However, because he's using shoddy workmanship to use less time, he also works twice as fast. He can make 45 long spears in a week!

Of course, these shoddy, savage weapons are made of brittle stone and will snap on a roll of 1 or 2, but Shubba's eye is set on slaughter, and he's never been one to worry about the little details...

Handle Animal

Not only will orcs themselves breed indiscriminately with anything they can get their hands on, they encourage breeding amongst their own animals— be it cattle, wolves, boars, or foul creatures. Half-orcs in particular are fond of breeding and cross-breeding different animals and beasts out of idle curiosity or in pursuit of “perfection.”

The appropriate skill for breeding is Handle Animal and you can use the rules below to determine the success of your efforts.

All breeding attempts take at least 6 months, requiring at least 3 hours of your attention per day. At your GM’s discretion, certain magical beasts may not breed for years at a time!

Creatures in the wild come in several varieties, and your success in breeding will depend on how similar they are.

Animals: Creatures with the subtype animal are “real” creatures that have lived on Earth at one time. Although they may be larger versions of normal counterparts, they have no unusual anatomy or special abilities. *Example:* bear.

Beasts: Beasts are fantastic creatures from mythology, often combining the anatomy of real animals, but which otherwise have no unusual special abilities. *Example:* griffon.

Magical Beasts: Magical beasts are fantastic creatures with some supernatural or magical abilities. *Example:* basilisk

Of course, all breeding attempts also require a mated pair of animals— generally, one male and at least one female— before you can even begin.

The GM makes your skill check at the end of the breeding period. You cannot take 10 on this check— Nature is far too unpredictable!

The GM determines the litter size based on similar creatures from the real world. In general, the larger and more evolved the animal (fish, amphibian, reptile, bird, or mammal) the smaller the litter. When in doubt, 1d3 is a fair rule of thumb for any creatures bred in captivity.



BREED ANIMALS (DC 15)

If your check is successful, the pair will give birth to a normal litter appropriate to their species. If your check exceeds the DC by 5 or more, the litter will increase by a single offspring (thus an animal which normally gives birth to a single offspring will produce twins, while an animal that normally gives birth to an average litter of four will give birth to five).

If your check fails but is within 5 of the DC, your pair will give birth to a single offspring. If your check fails by more than 5, no living offspring are produced.

Regardless of the success or failure of your check, if you roll a 1, the female dies attempting to give birth.

With normal herd animals (cattle, sheep, horses), you may make a single check and apply that result across the entire herd. If you roll a 1 on this check, you will only lose one animal (not one from each pair).

BREED BEASTS (DC25)

You can also use this skill to breed a matched pair of beasts or magical beasts. Magical beasts increase the DC to 30. Beasts and magical beasts use the rules above for normal animals. They never produce more than a single offspring.

Crossbreeding

As half-ores can tell you from direct experience, you can discover the most interesting creatures through careful (or casual) cross-breeding.

CROSS-BREED ANIMALS (DC20)

It is possible to cross-breed animals of relatively similar species: horses and donkeys,

wolves and dogs, lions and tigers. You cannot make a cross-breeding check for an entire herd. You must carefully tend to each mated pair, requiring a separate check.

CROSS-BREED BEASTS (DC25)

You can attempt to cross-breed an animal with a beast, or a beast with another beast. Your GM has the final say as to which creatures are suitable for this type of cross-breeding, but given the fantastic nature of many beasts, creativity is recommended!

CROSS-BREED MAGICAL BEASTS (DC30)

It is possible to cross-breed magical beasts with animals, beasts, or other magical beasts. This attempt can only be made once per year, as it takes considerable time and effort to keep the pair from trying to kill or eat each other. If you are successful, the pair will produce a single offspring.

The recommended DC30 assumes optimum conditions. The creatures must be of the same type—beasts with beasts, magical beasts with magical beasts. Furthermore if the creatures have a sub-type (for example, Reptilian) these must match as well. For every difference of type or sub-type, increase the DC by 5.

Cross-breeding Results

Depending on the success of your Handle Animal check, the offspring of crossbreeding will gain one or more special abilities from both parents.

Although it is certainly possible for breeding attempts to create stronger, weaker, or more unusual cross-breeds, the scope of these rules encompasses only those creatures who

are strong enough to survive infancy and interesting enough to warrant a closer look.

A cross-breed's basic statistics (HD, AC, attributes, attack routines, etc.) are identical to its female parent (called the "dam"), including all natural and extraordinary abilities. It does not gain any of the supernatural abilities of either parent, but it can gain new extraordinary abilities from its male parent (or "sire") depending on the success of your Handle Animal check.

Check	Result
DC +0	weak half-breed
DC +5	average half-breed
DC +10	strong half-breed

WEAK HALF-BREED

A weak half-breed may gain one of the following abilities from its sire. The sire must have the desired ability.

Attribute

Any sire can grant this ability to its offspring. The half-breed may exchange any one of its attributes inherited from its dam for an attribute from its sire, thus potentially increasing its Strength, Dexterity, Intelligence, etc.

Camouflage

The creature gains a +4 racial bonus to Hide and Move Silently checks. The half-breed may gain this ability from a sire that receives a racial bonus to Hide or Move Silently.

Enhanced Senses

The half-breed gains a +4 racial bonus to Spot and Listen checks. (The half-breed may gain this ability from a sire

that receives a racial bonus to Spot or Listen.)

Movement

The half-breed gains an additional method of locomotion— flight, swimming, or burrowing— from its sire. Its movement rate in this new mode is identical to the sire, but if flight is chosen, its maneuverability rating drops by one step.

Natural Weapons

The half-breed gains a single attack and damage routine from its sire (one bite, two claws, one sting, etc.).

AVERAGE HALF-BREED

An average half-breed can choose two abilities from the above list of weak abilities, or any one extraordinary ability from its sire.

STRONG HALF-BREED

A strong half-breed can choose three abilities from the above list of weak half-breeds, any two extraordinary abilities from its sire, or one supernatural ability from either parent.

Continued Breeding

Cross-breeds are generally sterile. However, if your Handle Animal roll is a natural 20 and the check is a success, your GM may permit you to create a half-breed that is capable of further breeding.

A Note Regarding Vermin

Half-orcs do not breed vermin per se, though they have had some success "domesticating" creatures such as giant spiders and scorpions.

With your GM's permission, a half-orc character raised among orcs may have learned something of this trick. You may use Handle Animal to rear vermin (DC₂₅ + HD) or train a wild one (DC₃₀ + HD).

Because vermin have no Intelligence, their range of tricks is limited. They will instinctively follow their master, attacking any creature that attacks them or their master. In addition, they may be taught one other trick.

Vermin will resist breeding attempts and may not cross-breed. However, given a large enough nesting area and a ready supply of food, vermin will handle breeding on their own. It should be noted that tending to a vast nest of giant spiders is a task best suited to an entire community and is not recommended for the lone character!

Intimidate

You can use your intimidating presence to give pause to your enemies. You may use this skill in combat as a miscellaneous standard action. If successful, your opponent becomes hesitant— or worse.

The base DC for this check is 15+target's HD or level. With a high enough check result, you can have more severe effects.

Check	Result
15+ HD	target is <i>shaken</i>
20+ HD	target is <i>dazed</i>
25+ HD	target is <i>frightened</i>
30+ HD	target is <i>panicked</i>

In any case, the effects last for 1d3 rounds.

When used in this way you may not retry your Intimidate check. Succeed or fail, you may only attempt this form of intimidation

once per opponent. Once your opponent has mastered his fear once, he is not likely to be impressed by further displays.

If you attempt to intimidate a second or subsequent creature in the same encounter, move the result down one category (*panicked* becomes *frightened*, *shaken* becomes no effect). You may only use this skill on creatures with Intelligence 1 or higher.

Knowledge (Half-Orcs)

This catch-all skill involves history, arcana, religion, heraldry, customs and tactics, and other such knowledge as it pertains to half-orcs and orcs. Bards, wizards, and all half-orcs may take this as a class skill.

Wilderness Lore

To half-orcs, wilderness lore encompasses much more than simply "getting along in the wild." There are many specific, practical uses to which this skill can be applied, as detailed below.

FASHION SAVAGE TOOLS (DC₁₀)

Use of the skill in this fashion allows the character to create simple tools from wood, stone, bone, etc. It includes the ability to build and ignite a fire pit. These tools are insufficient for use as weapons (but may subsequently be used with the Craft skill to fashion more complicated items; see above). Use of this skill requires an entire day; a successful check means that the character can retire for the evening with a fire and a set of savage tools. With the proper tools at hand (savage or otherwise) the character can use Wilderness Lore for these additional applications:

PRESERVE MEAT (DC15)

Instead of living off the land from day to day, the character can preserve the meat from a larger kill. With a successful check, the character can preserve enough meat from a single Medium creature to provide food for one Medium character for one week.

PRESERVE HIDE (DC10)

With a successful check, the character can preserve enough of the hide to use as materials for clothing, armor, etc. This check assumes optimum conditions in bringing down the creature with minimum damage to its hide. Adjust the DC as follows:

Used slashing or piercing weapon: +5

Used fire or acid: +10

The DC is further modified by the type of creature in question (see General Modifiers, below).

Note that this check only applies to gathering the materials. Actually crafting anything from the hide requires the Craft skill (see above).

HARVEST COMPONENTS (DC15)

Use of the skill in this way allows the character to harvest important parts of the hide for use in magical processes. Apply modifiers as above for the method in which the prey is killed, as well as the general modifiers for the type of creature.

The GM may wish to allow a discount to the base price of magic items from fresh, suitable materials. For example, a character who harvests ichor from a freshly slain red dragon might be able to brew a *Potion of Fire Breath* at reduced cost.

As a general rule of thumb, the GM should permit a 10% reduction for any suitable

material. If the CR of the creature is greater than the caster level of the item, the GM may allow an additional 10% for every point of difference, up to 50%. Thus, if a character creates an item at caster level 5 from an appropriate CR9 creature, he would receive a 50% discount (base 10% + 10% x4).

Only the final, base price is reduced; XP costs should be calculated as normal before any reduction.

HARVEST POISON (DC15)

You may use the Wilderness Lore skill to harvest poison from poisonous creatures. The poison will keep for one week, though its potency is reduced. The poison save DC drops by 5 and all ability score damage is halved. With a single successful check the character can recover one dose of venom from a Tiny creature. Double this amount for every increase in size category of the slain creature.

General Modifiers

For any of the above Wilderness Lore checks where the carcass of some creature is concerned, the GM may apply a modifier to the DC for more unusual creatures, depending on their type.

Type	Modifier
Animal, Plant, Vermin, Fungus	DC + 0
Humanoid, Fey, Giant, etc.	DC + 2
Beast	DC + 5
Magical Beast	DC + 7
Dragon	DC + 10
Aberration	DC + 15
Other (outsider, etc.)	DC + 20

Prestige Classes

This chapter presents ten class concepts. Each class presents an iconic multiclass combination with the half-ores' favored class: barbarian. Thus, you will find here barbarians-clerics, barbarian-druids, barbarian-rangers, and so on.

You should use these prestige classes not only to develop your role going forward, but to give further insight into your character's background.

Information is first presented to define the iconic multiclass in question, along with background material to help define the role of the class in half-ore society—whether in civilized or uncivilized settings. Next you will find information to describe the role of the multiclass in an adventuring party. By combining the information presented in these two sections, you can develop a backstory for your character as well as a rationale for your decision to join the other characters in your adventuring party.

Keep in mind that the information is only a guideline to jumpstart your creativity. Instead of playing the character exactly as listed, you could completely reverse some of the listed traits to make a character that is interesting for the contrast he brings to the table.

You will also find information on the best ways to maximize your character to enjoy each multiclass combination—where to place skills, feats, and ability scores. Although all of these prestige classes are designed to take advantage of the half-ores' favored class of barbarian, you will find that emphasizing your fighting prowess is not always the best route.

Finally, should you desire to explore the iconic multiclass in greater depth, you will find a complete prestige class to allow you to do so. Rather than take ten levels of barbarian and ten levels of ranger, for example, you could work towards quickly qualifying for the *dire stalker* prestige class and put your experience into those levels.

Prestige classes are balanced against the two component multiclassed. You will generally find that a level in a prestige class offers you an advancement in abilities that falls somewhere between an additional level of the two qualifying multiclassed. However, while the prestige classes presented here are designed not to outstrip the qualifying multiclassed, they do offer diverse and interesting new abilities that are otherwise unavailable.



Agitator

The savage tribes of orcs are often led by a powerful religious leader or fighting chieftain, and many half-orcs naturally rise to such positions. But there is another, more charismatic leader that occasionally rises through the ranks, the insidious *agitator*.

The agitator prefers to lead indirectly, often acting as the mouthpiece for more prominent leaders. These dark heralds are imbued, not merely with the authority granted them by their worldly leaders, but with an almost divine aura granted by the powers to whom even the mightiest clerics and warriors must defer.





Role in Half-Orc Society

To a great extent, the agitator is free to choose his role within half-orc society, regardless of whether he chooses to inspire and lead from the forefront, or to sow his influence more subtly. They are canny enough to use their diplomatic gifts to put them in the position of greatest opportunity with the least amount of personal risk.

In savage tribes the agitator often serves as the willing toadie to a more powerful leader. Orcs naturally fall into a pecking order, with the strongest or most cunning taking the lead. True to his orcish heritage, once away from his master, the agitator is not above rank intimidation of those placed under his leadership.

The barbarian-bard can also be found in many cities. Half-orc orphans often make their way into the cities among gypsies or other vagrants, and though they lack the charisma of more cultured bards, their will to survive makes them eager adopters of the "jack of all trades" lifestyle common among bards.

Half-orc agitators can often be found speaking out on the plight of the half-breed. Perhaps the agitator truly feels these grievances, but it is just as likely that he is sowing discord and confusion to disrupt society, or simply to revel in the chaos they command.

Role within the Adventuring Party

While the barbarian-bards have many bardic abilities and skills that can serve them well in civilized company, their tendency towards barbarian rage often excludes diplomacy. Of course, raw intimidation remains an option,

particularly if the situation escalates into combat and the barbarian-bard is forced to back up his harsh words with deeds.

The barbarian-bard enjoys 4 skill points per level regardless of which class they choose to advance, and this becomes all the more enticing because of the widely disparate skill choices of the two classes: you can focus your bard skill points into urban skills and your barbarian skill points on wilderness skills.

Barbarian-Bard

You may play an agitator by multiclassing as a barbarian-bard. Despite the fact that bards are one of the more cosmopolitan classes and barbarians more at home in the wild, the two component classes share much in common: an aversion to lawful behavior, a breadth of skills to ensure their survival, and a tendency to succumb to their passions.

Half-orcs suffer a penalty to both Intelligence and Charisma, making it very difficult for them to excel as arcane spellcasters. Despite this, you should endeavor to keep at least a 10 in each of these scores, so that at the very least you do not suffer a penalty to either your skills or your spellcasting ability. Remember that if you wish to cast spells as a bard, you will need at least a 10 Charisma just to master the simplest 0-level spells.

Your most important attribute is Dexterity, as you will most likely be lightly armored. The barbarian's *uncanny dodge* ability ensures that you will always benefit from your Dexterity. Equip yourself with a missile weapon— or Weapon Finesse with a light weapon— and you can do your part in combat, even without your barbarian rage to increase your Strength and Constitution.

Agitator

The hot-blooded agitator serves as the willing mouthpiece of savage powers, sowing violence and discord among enemy and ally alike.

Hit Die: d8

Requirements

Base Attack Bonus: +5

Bluff: 6 ranks

Diplomacy: 6 ranks

Intimidate: 6 ranks

Perform: 6 ranks (must include chant, drums, epic, and storytelling)

Sense Motive: 6 ranks

Speak Language: any 3 languages

Special: rage; *inspire courage* bardic ability

Class Skills

The agitator's class skills (and the key attribute for each skill) are: Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Swim (Str), Tumble (Dex), Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The agitator is proficient with all simple weapons, light and medium armor, and shields.

BARDIC ABILITIES

The agitator continues his mastery of bardic performances and has access to inspire courage, countersong, fascinate, inspire competence, suggestion, inspire greatness, and the auras listed below. His effective bardic level increases with each level of agitator. He may add his agitator class level to any previous bard levels to determine number of bardic performances per day as well as all level-dependent effects of those abilities.

ZEALOUS PERFORMANCE

The agitator can use his bardic abilities, even while raging. (Normally, certain abilities such as *fascinate* require concentration.) The DC of his bardic performances increases by +2 if performed while the agitator is raging. Note that some bardic performances cannot be used while the target is in combat; while the presence of combat still negates these abilities, the agitator's rage does not constitute 'combat.'

ADDITIONAL RAGE

The agitator may enter a rage an additional time each day.

UNCANNY DODGE

At 2nd level the agitator gains the uncanny dodge ability. If the agitator has this ability from another class, add his agitator class levels to his previous class levels and determine his uncanny dodge ability on that basis.

AURA OF FURY

This bardic performance allows the agitator to bestow a rage-like effect upon a crowd of listeners. This is a full-round action that may be used even

Table 1: Agitator

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+1	+0	+2	+2	Bardic abilities, zealous performance
2	+2	+0	+3	+3	Uncanny dodge, additional rage
3	+3	+1	+3	+3	Aura of fury
4	+4	+1	+4	+4	Aura of doom
5	+5	+1	+4	+4	Uncanny dodge (can't be flanked)
6	+6	+2	+5	+5	Additional rage
7	+7	+2	+5	+5	Aura of rage
8	+8	+2	+6	+6	Aura of fear
9	+9	+3	+6	+6	
10	+10	+3	+7	+7	Aura of panic, additional rage.

while in combat. The agitator can affect one target per effective bardic level (see above). Targets must be within 30 feet of the agitator and all targets must be able to see, hear, and understand him. Willing targets receive +2 Strength, +2 Constitution, +1 to Will saves, and -1 AC. This effect lasts as long as the agitator continues the performance + 1 round/agitator class level thereafter.

AURA OF DOOM

The agitator can use a slow war chant or deep, forboding drums to cause a sense of doom in his foes. This bardic performance is a full-round action. All foes able to hear the agitator's performance must make a Will save ($DC_{10} + \text{bardic level} + \frac{1}{2} \text{ Cha bonus}$). Creatures who fail the save are *shaken* (see DMG, Condition Summary). This effect lasts for as long as the agitator continues the performance + 1 round/agitator class level thereafter.

AURA OF RAGE

This bardic performance is a more powerful version of the *aura of fury*,

but the effect is increased to +4 Str, +4 Con, +2 Will saves, and -2 AC. All affected targets must be within 10 feet of the agitator and must be able to see, hear, and understand him. The effect lasts for 1 round/agitator class level, after which all affected targets are fatigued for the rest of the encounter.

AURA OF FEAR

This bardic performance is a more powerful version of the *aura of doom*, affecting one target per bardic level. All targets must be within 30 feet of the agitator. Opponents who fail their saving throws are *frightened* (see DMG, Condition Summary).

AURA OF PANIC

This bardic performance is a more powerful version of the *aura of fear*. All targets must be within 10 feet of the agitator. Opponents who fail their saving throws are *panicked* (see DMG, Condition Summary).

Favored of the Eye

Orcs and half-orcs are known to worship a deity frequently depicted as a single, malevolent eye. This grim deity rules the orcish pantheon and lays claim to the domains of orcs, war, chaos, trickery, strength, barbarism... and many forms of evil.

Those clerics who choose the Eye as their patron deity are not universally evil, but those who most willingly embrace the precepts of the faith are granted power beyond that of most clerics. They are known as the *Favored of the Eye*.



Role in Half-Orc Society

The Favored of the Eye are highly respected members of the half-orc community, often rising to positions of great power and authority. Many come to lead their small tribes, and some few have gone on to gather vast hordes under their banner. The barbarian-cleric may deign to play second fiddle to powerful warlords, but this is merely for show: the true power and favor of their deity rests with his chosen clerics.

Among their own people, they proudly display their devotion with tattoos or other markings depicting the great, unblinking Eye. Among civilized races where such worship is not tolerated, they act in secret, building powerbases of half-ores and other like minded souls, holding them in thrall with miraculous displays of their deity's favor.

Role within the Adventuring Party

It is difficult for a true adherent to the Eye to find acceptance within the typical adventuring party, leading many to act in secret, masquerading as followers of other gods, particularly those whose domains include war or strength. It may be some time indeed before the party realizes the barbarian-cleric's true devotion, and by that time his usefulness should be well established. Such trickery is often rewarded with new converts, particularly if the barbarian-cleric withholds healing at a crucial time unless the afflicted swears fealty to the Eye.

The barbarian-cleric serves the party with fighting prowess, spellcasting, and wilderness survival skills. He must be careful of his

barbarian rage, as it may preclude spellcasting for a time, but when spells fail, there is no more reassuring sight than a cleric, shrouded in the protective spells of his deity, unleashing his rage onto the foe.

Barbarian-Cleric

You may play a Favored of the Eye simply by multiclassing as a barbarian-cleric and choosing an orcish deity. Remember that it is not necessary for your alignment to match exactly with the alignment of your chosen deity; you may be "one step" away. Thus, if your deity is chaotic evil, you may be chaotic neutral instead and thus disguise your alignment and diffuse potential conflict within the party.

Like any cleric, your most important attribute is Wisdom. This attribute governs your spellcasting ability and dovetails nicely into key barbarian skills such as Wilderness Lore.

Charisma is an important attribute for clerics primarily due to its influence over turning undead. However, half-ores receive a penalty to Charisma and it may seem more expedient to rely on your barbarian prowess to hack undead apart. On the other hand, if you are evil or neutral and would actually like to *rebuke* or *command* undead, you cannot overlook the importance of Charisma. Because your Strength and Constitution can be raised in times of need by your barbarian rage, you may very well be able to assign a decent score to your Charisma despite the penalty. Furthermore, both clerics and barbarians have some key skills such as Intimidate, Diplomacy, and even Handle Animal that benefit from high Charisma.

Favored of the Eye

Among the clerics, adepts, and shamans who worship the god of the orcs, the Favored of the Eye is especially blessed.

Hit Die: d8

Requirements:

Base Attack Bonus: +6

Concentration: 6 ranks

Diplomacy: 6 ranks

Intimidate: 6 ranks

Knowledge (half-orcs): 6 ranks

Feats: Combat Casting, Enraged Casting, Weapon Focus: spear, axe, or other favored weapon (any)

Special: rage; ability to cast 2nd level divine spells; access to any two Orc domains

Class Skills

The Favored of the Eye's class skills (and the key attribute for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (arcana)(Int), Knowledge (religion)(Int), Listen (Wis), Ride (Dex), Sery (Int), Spellcraft (Int), Swim (Str), Wilderness Lore (Wis)

Skill Points at Each Level: 2 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The Favored of the Eye is proficient with all simple weapons, light and medium armor, and shields. He also gains proficiency in all martial versions of his deity's favored weapon (for

example, spears or axes). He is prohibited from using any weapon other than his deity's favored weapon. If he breaks this stricture, he loses all spellcasting and class abilities until he receives an *atonement*.

SPELLCASTING

The Favored of the Eye continues to advance in spellcasting ability. Add his class level to any previous divine spellcasting class levels to determine spells known, spells per day, and divine spellcaster level. He does not gain any other benefit a character of his previous class would have gained (ability to turn or rebuke undead, etc.)

ADDITIONAL DOMAIN

The Favored of the Eye gains access to an additional domain and an additional granted power. The additional domain must be chosen from the list of Orc domains available to his deity.

ADDITIONAL RAGE

The Favored of the Eye may rage an additional time each day.

IMPROVED ENRAGED CASTING

The Favored of the Eye gains the ability to cast spells, even while raging. At 3rd level, the character chooses one of his three domains. He may cast spells from that domain list, even while raging, without having to make a Concentration check and without extending the time required to cast.

This ability applies only to the Concentration check normally required of Enraged Casting; he must make

Table 2: Favored of the Eye

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+1	+2	+0	+2	Spellcasting, additional domain
2	+2	+3	+0	+3	Additional rage
3	+3	+3	+1	+3	Improved enraged casting (I)
4	+4	+4	+1	+4	Smite 1/day
5	+5	+4	+1	+4	
6	+6	+5	+2	+5	Improved enraged casting (II), additional rage
7	+7	+5	+2	+5	Smite 2/day
8	+8	+6	+2	+6	
9	+9	+6	+3	+6	Improved enraged casting (III)
10	+10	+7	+3	+7	Divine inspiration, smite 3/day, additional rage

a Concentration check as normal if he attempts to cast defensively, takes damage that would otherwise disrupt spellcasting, etc.

This ability applies to the casting of all spells that appear on his domain list, not merely to the casting of his chosen daily domain spells.

At 6th level he may choose a second domain, and at 10th level he gains this ability with his third domain.

SMITE (Su)

When wielding a spear, axe, or other appropriate favored weapon of his deity, the Favored of the Eye may smite his opponent. The attack is resolved with a +4 bonus to hit and a damage bonus equal to his class level. If the character has a smite ability from a previous class, add his previous class levels to

his Favored of the Eye class levels and determine the damage bonus on that basis. The bonus to hit does not change.

DIVINE INSPIRATION (Su)

The Favored of the Eye may call upon his gods to enhance his spellcasting. As a free action, he can expend one of his daily turning attempts (if any) to increase his divine spellcasting ability for the current round.

For all level-dependent effects of the next domain spell he casts, the Favored of the Eye may use his character level as his caster level and determine the effect of the spell based on the improved caster level. This increase in caster level only affects level-dependent effects of the spell being cast. It does not grant access to new spells or spell levels.

Moulder

Orcs are well-known as indiscriminate breeders, but the half-orcs known as *moulders* take this pastime to even greater depths of depravity. Using their druidic wild shape ability in conjunction with several ferociously protected secret rituals, the moulder devolves his own animal companions, fusing them together into magical beasts that share only a passing resemblance to the creatures that sired them. Creatures such as the owlbear, griffon, or other chimeras are often thought to be the pet projects of demented wizards, but the moulders know the real truth.



Role in Half-Orc Society

The barbarian-druid has a revered place in savage half-orc societies. Many encampments rely on animals or beasts as guardians, and they look to the barbarian-druid to keep these animals under control. Of course, the barbarian-druid also shepherds over the more mundane animals that help support the tribe: horses, cattle, dogs, and so on.

Particularly primitive tribes may know nothing of the orc pantheon or their clerics, relying solely on druidic magic for protection. In more advanced tribes where a clerical hierarchy is present, the barbarian-druid gets along amicably, as they generally show no interest in acting as tribal leaders. Their focus is on the animals in their care.

Role within the Adventuring Party

The barbarian-druid is equally valued and respected within the adventuring party, and for much the same reasons. Their barbarian and druidic skills overlap, and they receive ample skill points from both classes, making them the unparalleled masters of wilderness survival. Though they are obviously of limited use in a city environment, an adventuring party could ask for no better ally in the wild than the barbarian-druid.

Because the barbarian-druid is able to attract fewer HD of animal companions than a single-classed druid, it is difficult to attract the high-HD companions who can help in a fight. Instead, they are best served by smaller animals whose skills can benefit the party: owls for low-light aerial reconnaissance, or small rodents for stealthy missions (perhaps

even trained to pilfer small objects). Where fighting is concerned, it is up to the barbarian-druid to cover this front himself; and this is where his barbarian levels are most appreciated.

Barbarian-Druid

You may play a moulder by multiclassing as a barbarian-druid. The classes complement each other well, regardless of which class you choose to focus on. If you want to gain access to high level druid spells, take only one or two levels of barbarian— just enough to pick up the rage and *uncanny dodge* abilities. On the other hand, if you wish to be a raging melee combatant, you can end your druidic career as soon as you reach the level of *wild shape* ability that suits you.

If you choose to emphasize your druidic spellcasting, your most important attribute is Wisdom, as this governs your spellcasting ability. Do not assign more Wisdom than you need to cast the highest level spells you will be able to achieve.

If you choose to emphasize your barbarian melee abilities, you will need to focus on the usual fighting attributes: Strength, Dexterity, and Constitution. Keep in mind that if you plan to use your *wild shape* ability, you gain the attributes of the form you take. Do not set your physical attributes so high that your *wild shape* ability becomes irrelevant. If your character is already stronger than a bear, for example, there's little joy in the ability to change into a bear. In the end, the barbarian-druid may find his *wild shape* ability more useful to gain new methods of locomotion— swimming, flying, and so on.

Moulder

The moulder twists nature to his own needs, accelerating the growth process and corrupting both himself and the animals in his care.

Hit Die: d8

Requirements

Alignment: any chaotic or non-good

Base Fortitude Save: +6

Animal Empathy: 8 ranks

Handle Animal: 8 ranks

Knowledge (nature): 8 ranks

Wilderness Lore: 8 ranks

Special: rage; *wild shape* class ability

Class Skills

The moulder's class skills (and the key attribute for each skill) are: Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature)(Int), Listen (Wis), Ride (Dex), Sery (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The moulder does not gain any new proficiency with weapons or armor.

SPELLCASTING

The moulder casts spells as a druid. Add the moulder's class level to any druid levels and determine spellcasting ability

according to PHB, Table 3-8. He has access to all druid spells.

ANIMAL COMPANIONS

Like a druid, the moulder can attract animal companions. Include the moulder's class level when determining the maximum HD of his animal companions.

ADDITIONAL WILD SHAPE

The moulder gains the ability to *wild shape* an additional time each day. This does not improve the scope of his *wild shape* ability in any way.

ADDITIONAL RAGE

The moulder may rage an additional time each day.

ENRAGE COMPANION

At 3rd level the moulder gains the ability to enrage one of his animal companions. If the moulder is already raging, he may expend an additional daily rage to enrage a single animal companion (granting the normal benefits for rage). At 9th level the moulder can enrage all of his animal companions at once by expending a single additional rage.

RITUAL OF MOULDING (Su)

At 4th level, the moulder can perform his first Ritual of Moulding. This dark ritual allows the moulder to *wild shape* and merge his form with one of his companions. The ritual lasts one week, at the end of which time that animal companions is subsumed into the moulder's own body. The animal is effectively destroyed in the ritual. This has no effect on the loyalty of the

Table 3: Moulder

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+0	+2	Spellcasting, animal companions
2	+1	+3	+0	+3	Additional <i>wild shape</i> , additional rage
3	+2	+3	+1	+3	Enrage animal companion
4	+3	+4	+1	+4	Ritual of moulding (I)
5	+3	+4	+1	+4	Additional <i>wild shape</i> , additional rage
6	+4	+5	+2	+5	Mould animal companions
7	+5	+5	+2	+5	Ritual of moulding (II)
8	+6	+6	+2	+6	Additional <i>wild shape</i> , additional rage
9	+6	+6	+3	+6	Enrage animal companion (improved)
10	+7	+7	+3	+7	Ritual of moulding (III)

moulder's current animal companions or his ability to gain additional companions, but the subsumed animal continues to count against the moulder's HD limit of animal companions. When the ritual is complete, the moulder permanently gains a single ability chosen from the animal's special abilities.

Access to this ability is a supernatural effect. (Details of these abilities can be found in the MM or in Chapter 3 of this book.) Each ability may be chosen only once; they do not stack.

Ritual of Moulding (I):

Camouflage, enhanced senses, ferocity, low-light vision, improved unarmed attack, rage.

Ritual of Moulding (II):

any of the above abilities; or improved grab, scent, or sprint.

Ritual of Moulding (III):

any of the above abilities; or blindsight, poison, or pounce.

MOULD ANIMAL COMPANIONS

The moulder may perform a ritual to fuse two of his animal companions into a single beast. This ritual takes one week and costs 100 XP per HD of the combined companions. At the end of this time, the moulder must make a Handle Animal check with a DC equal to 10 + the combined HD of both creatures. If the check is failed, both creatures are destroyed. The moulder may not take 10 on this check as the ritual is highly unpredictable.

If the check succeeds, the animals are combined. The moulder chooses one of the two companions as the base form, and the other as the donor. The base animal's type changes to magical beast, but it remains loyal to the moulder as an animal companion. The base animal retains all of its characteristics, but gains +2 HD, +1 natural armor, and a single extraordinary ability chosen from the donor. The player is free to determine the appearance of the new creature, subject to GM approval.

Horde Chieftain

Half-ores who rise to positions of power have discovered two paths to success: playing on the religious fervor of their tribe, as in the case of the barbarian-cleric, or through skill at arms, as in the case of the barbarian-fighter.

The *horde chieftain* is the perfect embodiment of the barbaric warrior. He leads, not through charisma, but through repeated successes on the battlefield. Although he may gain his position of leadership by killing off his rivals, he keeps it by winning battle after battle.

Despite his formidable skill in combat, a horde chieftain who is unsuccessful in repeated raids or battles will soon find himself removed by the next aspiring chieftain.



Role in Half-Orc Society

There are few half-ores more respected than the barbarian-fighter. They are able to combine the best of the barbarian's savage skills with the tactics, strategy, and battle prowess of more civilized fighters. They rise quickly to positions of leadership, as many in the tribe will be eager to replicate their success.

In civilized areas, the barbarian-fighter is not uncommon. Half-orc orphans with a bit of wilderness experience under their belts soon abandon their barbarian ways for the more sophisticated skills of the street tough. Few half-ores have the intelligence or the patience to fight as a sophisticated duellist or cultured swordsman, but they nevertheless take to the business of killing in their own inimitable way. What they cannot achieve with the saber or rapier, they manage with the greatsword or battle axe.

Role within the Adventuring Party

The barbarian-fighter is a welcome addition to the front lines of any adventuring party. Neither class needs more than one or two levels to pick up the essence of the class: rage and *uncanny dodge* for the barbarian, two bonus feats for the fighter. The character can then go on to advance whichever class suits him better, without giving up anything in terms of base attack bonus or hit dice.

Because there is considerable overlap in the barbarian and fighter skills (choices such as Climb, Jump, Ride, and so forth), the character can focus his barbarian skill points into observational skills such as Listen, Intuit Direction, and Wilderness Lore that are unavailable to the fighter.

Barbarian-Fighter

You may play a horde chieftain by multiclassing as a barbarian-fighter. A few ranks of Intimidate and the Leadership feat will establish you as a leader to be feared.

Don't beat around the bush: Your most important attribute is Strength, followed closely by Constitution. Your highest attribute should be Strength, and you should focus on those bonus fighter feats that make the most of it, especially Power Attack and Cleave. Concentrate on having the highest BAB and damage you can achieve.

Your Dexterity need only be as high as necessary for the heaviest armor you will wear. Unless you willingly give up your fast movement, you'll want to limit yourself to medium armor. Your *uncanny dodge* ability is of little consequence if you wear heavy armor that only allows you a 1 or 2 point Dex bonus to your AC.

On the other hand, you could focus on your Dexterity, restrict yourself to light or medium armor, and pursue the feat path to Spring Attack. With a barbarian's increased movement rate, you may be able to strike and retreat from an enemy indefinitely, at no risk to yourself!

Of course, you cannot completely overlook your mental attributes: Intelligence, Wisdom, and Charisma. A low Intelligence will eat up valuable skill points, a low Wisdom will leave you suffering on Will saves, and a low Charisma will impact your Leadership score if you choose to fully pursue the *horde chieftain* prestige class.

Horde Chieftain

The horde chieftain is the scourge of civilized folks, a charismatic leader able to summon hordes of savages to his side to engage in pillage and plunder.

Hit Die: d12

Requirements

Base Attack Bonus: +6

Intimidate: 9 ranks

Ride: 9 ranks

Wilderness Lore: 9 ranks

Feats: Leadership, Weapon Specialization (any spear, great axe, or orc double axe)

Special: rage class ability

Class Skills

The horde chieftain's class skills (and the key attribute for each skill) are: Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Swim (Str), Wilderness Lore (Wis)

Skill Points at Each Level: 2 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The horde chieftain is proficient with all simple and martial weapons, all armor, and shields.

INSPIRE BODYGUARD

The horde chieftain's closest followers zealously emulate his fiercest abilities. If the horde chieftain is already raging, he may expend an additional rage to grant his followers the use of a bonus

fighter feat (chosen from his own feats) for the duration of his rage. He cannot grant access to any feat for which the followers do not have the prerequisites. This ability applies only to the character's normal followers gained through the Leadership feat; it does not apply to cohorts or to any current horde warriors.

ADDITIONAL RAGE

The horde chieftain can rage an additional time each day.

BONUS FEAT

At 1st, 5th, and 9th level, the horde chieftain gains a bonus feat chosen from the list of bonus fighter feats.

ENRAGE BODYGUARD

If the horde chieftain is already raging, he may expend an additional rage to send all of his followers within 90 feet into a barbarian rage. They gain +4 Strength, +4 Constitution, +2 Will saves, and -2 AC. At the end of the horde chieftain's own rage, his bodyguard will cease raging and become fatigued. This ability applies only to his own normal followers, not to any cohorts or horde followers.

SUMMON HORDE

Once per adventure (at the GM's discretion) the horde chieftain can muster a barbarian horde to assist him. He attracts an additional number of 1st level warriors (over and above his normal followers) equal to his current Leadership score. The horde chieftain must wait in a fixed location for the horde followers to arrive over the next d4+1 days. The horde remains with the

Table 4: Horde Chieftain

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+1	+2	+0	+0	Inspire bodyguard, additional rage, bonus feat
2	+2	+3	+0	+0	Enrage bodyguard
3	+3	+3	+1	+1	Summon horde
4	+4	+4	+1	+1	Additional rage
5	+5	+4	+1	+1	Horde frenzy, bonus feat
6	+6	+5	+2	+2	Barbarian bodyguard
7	+7	+5	+2	+2	Inspire horde, additional rage
8	+8	+6	+2	+2	Improved rage
9	+9	+6	+3	+3	Bonus feat
10	+10	+7	+3	+3	Barbarian horde, additional rage, improved rage

horde chieftain until the completion of his task or $d4+1$ days have passed. The horde chieftain can extend this time with an Intimidate check (DC $15 + 1$ per additional day, cumulative). If the check is failed, the horde disperses.

At 7th level the horde chieftain summons a number of additional horde followers equal to twice his Leadership score. At 10th level the horde chieftain summons a number of additional horde followers equal to four times his Leadership score.

HORDE FRENZY

If the horde chieftain is already raging, he may expend an additional rage to send his horde followers into a frenzy. They gain +2 Strength, +2 Constitution, and -1 AC for the duration of his current rage. They are not fatigued at the end of this frenzy.

BARBARIAN BODYGUARD

At 6th level, the horde chieftain may replace his normal complement of 1st level warrior followers with 1st level

barbarians. This does not apply to cohorts or horde followers.

INSPIRE HORDE

At 8th level, if the horde chieftain is already raging, he may expend an additional rage to grant all of his horde followers the use of a bonus fighter feat (chosen from his own feats) for the duration of his rage. He cannot grant access to any feat for which the followers do not have the prerequisites.

IMPROVED RAGE

At 8th level the horde chieftain's rage bonuses rise to +6 Strength, +6 Constitution, +3 Will saves, and -2 AC. At 10th level the horde chieftain is no longer fatigued at the end of his rage.

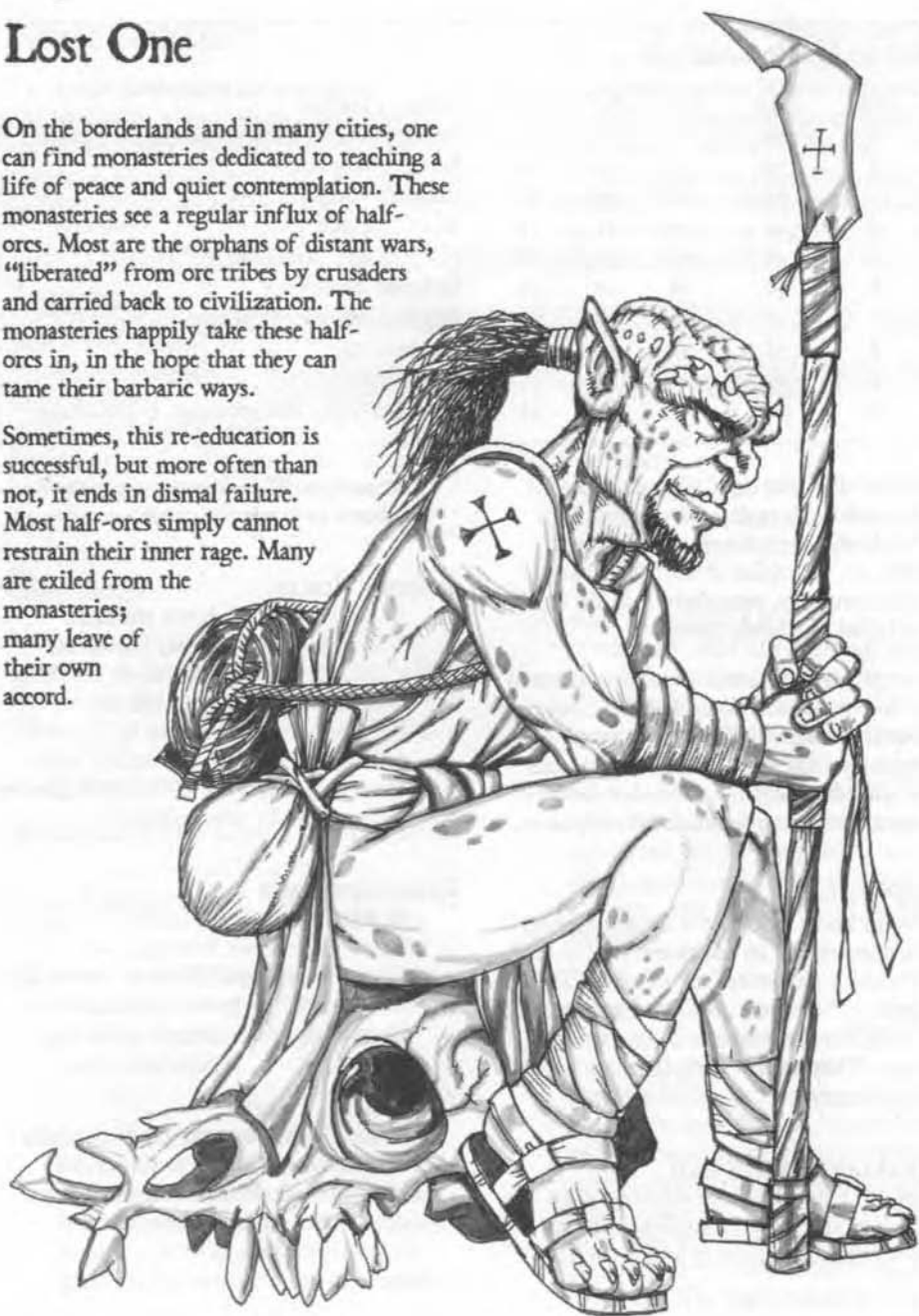
BARBARIAN HORDE

At 10th level, when the horde chieftain uses his Summon Horde ability, all 1st level horde followers he attracts are upgraded to 1st level barbarians.

Lost One

On the borderlands and in many cities, one can find monasteries dedicated to teaching a life of peace and quiet contemplation. These monasteries see a regular influx of half-orcs. Most are the orphans of distant wars, “liberated” from orc tribes by crusaders and carried back to civilization. The monasteries happily take these half-orcs in, in the hope that they can tame their barbaric ways.

Sometimes, this re-education is successful, but more often than not, it ends in dismal failure. Most half-orcs simply cannot restrain their inner rage. Many are exiled from the monasteries; many leave of their own accord.



These half-orc barbarian-monks are known as *Lost Ones*, and the name has a dual meaning. To the orc tribes who raised them in infancy, the *Lost Ones* are stolen offspring, and their return to the tribe is met with great celebration. To the brotherhood of monks who failed to tame the half-orcs, the name is equally apt: the *Lost Ones* have turned their back on civilization and returned to barbarism.

Role in Half-Orc Society

The *Lost Ones* are respected in half-orc communities and welcomed with open arms, though despite their martial prowess, they rarely rise to positions of power or leadership. Barbarians respect the useful fighting techniques the *Lost Ones* have gained from their time in the monasteries, but at the same time they have trouble trusting that taint of civilization.

Role within the Adventuring Party

The barbarian-monk serves the party both as a melee combatant and as a highly skilled contributor. Both barbarians and monks receive 4 skill points per level, and the two classes have a diverse set of skills where you can spend them. You can serve as both a knowledgeable outdoorsman as well as a civilized scholar.

Barbarian-Monk

There are two ways you can approach the path of the barbarian monk, depending on which class you choose to start your multiclass career.

If you choose to start as a barbarian and later switch to a monk, you will need to change alignment from non-lawful to lawful. You will keep most of your barbarian abilities, but you will lose your ability to rage. This is the path to take if you wish to portray your half-orc as a monk who has successfully overcome his rage.

You can also start as a monk and switch to barbarian. In this case, you will have to change alignment from lawful to non-lawful. You will no longer be able to advance as a monk, but you will not lose any of the monk class abilities you previously enjoyed. This is the path to take if you wish to portray a student of the monks, a foundling who was raised away from the influence of your barbaric parentage, who later succumbs to his rage and reverts to barbarism.

Your most important attribute is Dexterity, since your monk's abilities do not permit you to wear armor. This has a nice synergy with the barbarian's *uncanny dodge* ability— a bonus to AC that you can always count on.

Wisdom is your next most important attribute, as it also adds to your all-important AC value. If you take the full *Lost One* prestige class, a high Wisdom will also increase the damage you can do with your furious strike.

Strength and Constitution are important, and even though you may be able to boost these with a barbarian rage, they still deserve more attention than Intelligence or Charisma. You will suffer little from your racial penalty to these attributes.

Lost One

Caught between the civilized world and his savage heritage, the lost one struggles to find his identity and contain the rage within.

Hit Die: d10

Requirements

Base Will save: +4

Diplomacy: 6 ranks

Feats: Improved Unarmed Strike, Stunning Fist (or equivalent class ability)

Special: rage, frenzy, or ki class ability; must be literate in at least one language

Class Skills

The lost one's class skills (and the key attribute for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (arcana)(Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

Lost ones do not gain any new proficiency with weapons or armor.

UNARMED FIGHTING

The lost one continues to study the unarmed fighting techniques of the monk. He gains the improved rate of unarmed attacks of a monk. He adds his class level to any monk levels to

determine unarmed damage, AC bonus, and unarmored speed (fast movement). (See PHB, table 3-10.)

FLURRY OF BLOWS

The lost one can strike with a flurry of blows, as per the monk ability of the same name.

FURIOUS STRIKE

The lost one may harness his inner fury to add to the damage of his unarmed attacks— though at the expense of AC. Until the start of his next action, he may add his monk's AC bonus (per PHB table 3-10, including any Wisdom bonus) to his unarmed damage instead of to his AC.

UNCANNY DODGE

At 2nd level the lost one gains the uncanny dodge ability. If the Lost One has this ability from another class, add his lost one class levels to his previous class levels and determine his uncanny dodge ability on that basis.

RESIST SUBDUAL (EX)

As a free action, the lost one may steel his body and mind, gaining total immunity to subdual damage for a number of rounds equal to his current Constitution modifier. This has no effect on subdual damage previously taken; it merely prevents the lost one from taking additional subdual damage for the duration of the effect.

DAMAGE REDUCTION

The lost one gains the extraordinary ability to shrug off some amount of injury from each blow or attack.

Table 5: Lost One

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+1	+2	+2	+2	Unarmed fighting, flurry of blows
2	+2	+3	+3	+3	Uncanny dodge, furious strike
3	+3	+3	+3	+3	Damage reduction 1/-, resist subdual 1/day
4	+4	+4	+4	+4	Improved grapple, evasion
5	+5	+4	+4	+4	Uncanny dodge (can't be flanked)
6	+6	+5	+5	+5	Damage reduction 2/-, resist subdual 2/day
7	+7	+5	+5	+5	Mighty grapple
8	+8	+6	+6	+6	Mental fortress
9	+9	+6	+6	+6	Damage reduction 3/-, resist subdual 3/day
10	+10	+7	+7	+7	Improved evasion, improved stunning attack

Subtract 1 from the damage the lost one takes each time the character is dealt damage. At 6th level, this damage reduction rises to 2. At 9th, it rises to 3. This ability stacks with any DR the character may gain from other class abilities.

IMPROVED GRAPPLE

At 4th level the lost one gains the *improved grapple* ability. If he succeeds with an unarmed attack, he may immediately attempt to start a grapple as a free action.

EVASION

At 4th level, the lost one gains *evasion*, as per the rogue ability of the same name.

MIGHTY GRAPPLE

At 7th level the lost one gains incredible prowess while grappling. He gains a bonus to all grapple checks equal to his class level.

MENTAL FORTRESS

At 8th level the lost one may re-roll any failed mind-affecting Will save. He must accept the result of the second roll.

IMPROVED EVASION

At 10th level the lost one gains *improved evasion*, as per the rogue ability of the same name. He takes only half damage on a failed Reflex save and no damage on a successful save.

IMPROVED STUNNING ATTACK

At 10th level the lost one is capable of incredibly powerful stunning attacks. He adds his Str modifier to the DC of his stunning attack effect.

Fervent Antagonist

The lawful good paladins of humanity have not cornered the market on divine authority. Half-orks and other barbarians serve their own pantheon of deities, all of whom are every bit as interested in furthering their religion— at the point of the sword, if necessary.

The most well-known of these barbarian-paladins is the *fervent antagonist*. They are infused with divine authority and abilities that rival that of other paladins, but their devotion is then seasoned with the religious fervor of the simple-minded savage.



Role in Half-Orc Society

It is uncommon in the extreme for a lawful good paladin of any kind to be found in half-orc society. Such characters are most likely to be found in civilized areas—the half-orc orphan having been raised by the practitioners of the faith.

It should come as no surprise that many of these half-orc paladins stray from the path. The barbaric urge to rage beats powerfully in the chest of the half-orc, and the quest to control this urge becomes a lifelong struggle. Many fail that struggle, losing themselves in a moment of rage and finding themselves sundered from the faith and bereft of a patron diety. Unless the fallen paladin can find a new patron diety—perhaps one whose code of conduct not only allows, but encourages his natural instincts—he will be but a pale reflection of his former glory.

Role within the Adventuring Party

The fervent antagonist isn't the most comfortable of fits with an adventuring party. Most groups have enough trouble adjusting to the presence and code of conduct of "regular" paladins, and a newcomer with an entirely new dogma could be a stretch. Still, it is certainly a more comfortable fit than an assassin or blackguard, and there are many patron dieties whose doctrines fall right in line with the typical adventuring party.

A barbarian-paladin may not be the best choice for party spokesman—suffering as they do from both a strict dogma and an unpredictable temper—but their presence lends weight to any negotiation, as they are skilled in both diplomacy and intimidation. In matters of "aggressive negotiation" they

are particularly useful, as they are every bit the equal of any fighter.

Barbarian-Paladin

The barbarian-paladin multiclass is one of the few untenable combinations. A barbarian who becomes lawful loses his ability to rage, and a paladin who is anything other than lawful good loses *all* class abilities.

The fervent antagonist prestige class is one solution to this alignment conundrum, granting the character some divine authority and abilities without alignment restrictions.

It is possible to play a barbarian-paladin by beginning as a barbarian, and by your deeds, forgoing your rage ability and adopting the lawful good alignment. You will keep your abilities such as fast movement, uncanny dodge, and damage reduction, your skills, and the essence of your barbarian heritage. You cannot gain further levels as a barbarian, but you may begin and continue advancement as a paladin.

Like paladins, the fervent antagonist has many attributes of almost equal importance. Wisdom governs the casting of spells, but it can be set lower and raised later as needed to cast higher level spells. Charisma is important for many skills and for the *divine grace* bonus to saving throws. Finally, like all fighting men, they benefit from Strength, Dexterity, and Constitution.

Absent from the list is Intelligence. The paladin's choice of class skills is of fairly limited scope and utility, but if necessary, the barbarian has access to many skill points that can be spent cross-class to raise those paladin skills deemed important.

Fervent Antagonist

The fervent antagonist serves his deity as an agent of divine retribution, taking the fight to his enemies without mercy or remorse.

Hit Die: d10

Requirements

Base Attack Bonus: +7

Diplomacy: 5 ranks

Handle Animal: 5 ranks

Intimidate: 5 ranks

Knowledge (religion): 5 ranks

Ride: 5 ranks

Feats: Merciless Rage

Class Skills

The fervent antagonist's class skills (and the key attribute for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Ride (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The fervent antagonist gains no new proficiency with weapons or armor.

PATRON DIETY

The fervent antagonist must choose a patron diety of his own alignment. At 1st level, he gains the granted power from one of his patron diety's domains.

If the fervent antagonist changes alignment, he loses all class abilities until he receives an *atonement*.

SPELLCASTING

The fervent antagonist casts spells as a paladin, gaining spells per day according to PHB Table 3-12. He may choose spells from any of his deity's domain spell lists. Spellcasting and bonus spells are based on Wisdom, and his caster level is equal to one-half his fervent antagonist class level. If he has paladin or ex-paladin levels, he may add these to his fervent antagonist class levels and determine his spellcasting ability on that basis.

AURA OF COURAGE

The fervent antagonist is immune to fear. Allies within 10 feet of him receive a +4 bonus to saving throws vs. fear, as the paladin ability of the same name.

DIVINE GRACE

The fervent antagonist adds his charisma bonus (if positive) as a modifier to all saving throws.

RELENTLESS ASSAULT

The fervent antagonist never suffers more than a -2 penalty to his AC for charging and/or raging.

At 9th level the fervent antagonist is nearly impossible to stop, leaping upon his foes with reckless abandon. If he is raging, he may declare a charge with as little as a 5 foot step. He must still move directly towards the enemy.

RAGE

The fervent antagonist can rage as the barbarian ability of the same name. If he has the rage ability from another class, add his fervent antagonist rages per day to his total number of rages per day.

Table 6: Fervent Antagonist

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+1	+2	+0	+0	Patron diety, spellcasting, aura of courage
2	+2	+3	+0	+0	Divine grace, relentless assault, rage 1/day.
3	+3	+3	+1	+1	Special mount
4	+4	+4	+1	+1	Smite 1/day
5	+5	+4	+1	+1	Enrage mount, improved merciless rage
6	+6	+5	+2	+2	Rage 2/day
7	+7	+5	+2	+2	Smite 2/day
8	+8	+6	+2	+2	Improved rage
9	+9	+6	+3	+3	Relentless assault (improved)
10	+10	+7	+3	+3	Smite 3/day, rage 3/day, improved rage

At 8th level his bonuses for raging rise to +6 Str, +6 Con, +3 Will saves, and -2 AC. At 10th level, he is no longer fatigued after raging.

SPECIAL MOUNT

At 3rd level, the fervent antagonist can call for a special mount (if he does not already have one). This ability is identical to the paladin ability of the same name, but he may choose from some additional mounts, depending on his alignment and background. (Neutral characters should use the non-neutral portion of their alignment; true neutral characters can choose from any of the options below.)

Lawful: horse, bull

Chaotic or good: wolf, stag

Evil: boar, lizard

These mounts enjoy the usual benefit of the paladin's mount, including increased HD, Intelligence, and size, if necessary, to properly serve as a mount.

SMITE (Su)

The fervent antagonist is sworn to defeat the enemies of his patron diety. He may smite opponents of a diametrically opposed alignment, as the paladin ability of the same name. He adds his Charisma modifier (if positive) to his attack roll and deals an extra 1 point of damage per class level. If he has paladin or ex-paladin levels, add them to his fervent antagonist class level and determine his smite ability on that basis. (True neutral characters smite opponents of the axis alignments: LG, CG, LE, and CE.)

ENRAGE MOUNT

If the fervent antagonist rages while mounted on his special mount, his mount is enraged as well.

IMPROVED MERCILESS RAGE

If the fervent antagonist is raging, he may perform a *coup de grace* as a free action when combined with a full attack.

Dire Stalker

Few half-ores are as dangerous or as feared as the barbarian-ranger. Combining a burning hatred for their favored enemy, the ability to track, deep reserves of endurance, and a fleetness of foot that rivals that of most predators, there are few more dangerous foes to have on your trail than the *dire stalker*.

The *dire stalker* has a close connection to the wilderness, not only through the mundane skills common to the barbarian and the ranger, but through a supernatural connection with totem



spirits, be they the guiding spirits of predator or prey. From the spirits of predators such as the wolf, they learn the best way to pursue their quarry, and from the spirits of prey such as the stag, they learn the tricks of their quarry. It is nearly impossible to run and hide from a dire stalker who thinks and acts like a wild animal.

Role in Half-Orc Society

The dire stalker is a respected member of the tribe. Though they rarely rise to positions of leadership, they are highly valued as the retributive arm of the chieftain or tribal priest.

The dire stalker is somewhat of a loner, however; they have a deep connection to the totem spirits. Often, these spirits do not speak to the dire stalker until late in his life, causing a drastic personality shift and alienation from those who knew him before "the call of the wild."

Role within the Adventuring Party

The barbarian-ranger is an incredibly useful ally to the party. Their martial prowess matches that of any of the fighting classes, and they have class abilities such as rage and favored enemy that are specifically tailored to dealing death to their enemies.

The barbarian-ranger makes himself doubly useful through his skill selection. They are consummate outdoorsmen and survivalists. They also have ample skill points to dedicate to skills such as Listen, Spot, Hide, and Move Silently. Although they cannot find and disable traps, the barbarian-ranger is

every bit as versatile in the role of scout as the cleverest rogue.

Barbarian-Ranger

You may play a dire stalker by multiclassing as a barbarian-ranger. Although there are some interesting abilities available to the full dire stalker prestige class, you can get pretty much everything you need from the barbarian and ranger classes and a healthy dose of roleplaying.

Dexterity is a useful attribute, as always, due to the barbarian and ranger's mutual limitation to medium or lighter armor. Although you will be expected to be adept at melee combat, Strength and Constitution are not as important, as you can always use your barbarian rage to pump these up to levels on a par with your comrades.

Consider the importance of Intelligence to the barbarian-ranger. Despite your half-orc racial penalty, if you can squeeze bonus skill points out of your Intelligence, you have some fantastic skill choices where you can spend them.

If you wish to cast spells, you will need to put a decent score into your Wisdom. You will probably not need more than a 12 Wisdom, as rangers have a fairly slow spell progression into the higher level spells. As you gain access to 3rd and 4th level spells, you can put your attribute increases into Wisdom. You won't want to go much less than 12, since starting with even a mild bonus from your Wisdom will add to many of your Wisdom-based skills.

Your least important attribute is Charisma, though you should try to avoid a penalty modifier, since Charisma governs the use of your ranger's Animal Empathy skill.

Dire Stalker

Guided by a feral totem spirit, the dire stalker pursues his enemies with blind fury.

Hit Die: d10

Requirements:

Base Attack Bonus: +6

Climb: 6 ranks

Hide: 6 ranks

Intimidate: 6 ranks

Intuit Direction: 6 ranks

Listen: 6 ranks

Move Silently: 6 ranks

Spot: 6 ranks

Wilderness Lore: 6 ranks

Feats: Run, Track

Special: favored enemy (any humanoid)

Class Skills

The dire stalker's class skills (and the key attribute for each skill) are: Animal Empathy (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature)(Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The dire stalker is proficient with all simple and martial weapons, with light and medium armor, and shields.

TOTEM FOCUS

At 1st level the dire stalker immediately gains a Totem Focus (see chapter 2, Feats) and two bonus feats chosen from his Totem Feat List. He gains a third bonus feat chosen from this list at 3rd level. The dire stalker loses access to any previous "virtual feats" he may have had access to (such as a ranger's Two Weapon Fighting ability).

FAVORED ENEMIES

Add the dire stalker's class level to any ranger levels and determine his favored enemy abilities on that basis (refer to PHB, Table 3-13).

STALK ENEMY

At 2nd level, the dire stalker may add his favored enemy bonus to the skills Hide and Move Silently.

FLEET OF FOOT

The dire stalker receives a +5 bonus to his Hide, Move Silently, and Wilderness Lore checks when moving at full speed. (This bonus offsets the normal -5 penalty).

BLOODLUST

Beginning at 4th level, the dire stalker enters into a rage upon sight of any favored enemy. He may suppress this effect with a Will save (DC20+ favored enemy bonus). If he suppresses his rage, he cannot rage again for 24 hours.

This rage is otherwise identical to the barbarian ability, though it lasts as long as there is a favored enemy within sight. As soon as all favored enemies within sight are slain, the rage ends; the dire stalker is automatically *fatigued* for a

Table 7: Dire Stalker

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+1	+2	+0	+0	Favored enemies, totem focus
2	+2	+3	+0	+0	Stalk enemy, fleet of foot
3	+3	+3	+1	+1	Bonus totem feat
4	+4	+4	+1	+1	Bloodlust
5	+5	+4	+1	+1	Master huntsman
6	+6	+5	+2	+2	Grim feast
7	+7	+5	+2	+2	Scent
8	+8	+6	+2	+2	Bloodlust (improved)
9	+9	+6	+3	+3	
10	+10	+7	+3	+3	Grim feast (improved), sense enemies

duration equal to the duration of the rage.

At 8th level the bonus from bloodlust improves to +6 Strength, +6 Constitution, +3 to Will saves, -2 AC.

MASTER HUNTSMAN

If the prevailing conditions (snow, rain, attempts to hide the trail, etc.) increase the DC modifier to Track, the dire stalker may add a bonus equal to his class level to offset those modifiers. The total of his bonus can never exceed the total modifier to the track DC.

GRIM FEAST (Su)

The dire stalker may feast upon the heart of a favored enemy to gain power from its spirit in the form of a morale bonus to skills, saving throws, or even attributes. The enemy must be freshly slain by his own hand (subject to the GM's decision). Roll a d6, add the CR of the favored enemy, subtract the dire stalker's total character level, and consult the following table:

Result	Effect
-4 or less	no effect
-3 to 0	+1 to skill checks
1-2	+1 to saving throws
3-4	+1 to attacks and damage
5-6	+1 to INT, WIS, or CHA
7-8	+1 to STR, DEX, or CON
9-10	choose one result from this table
11+	roll twice on this table; re-roll duplicates or further 11+ results

These benefits last for 24 hours. During this time, additional grim feasts have no further effect.

At 10th level the dire stalker receives twice the normal benefit from the grim feast (+2 morale bonus).

SCENT (Ex)

At 7th level the dire stalker gains the scent ability.

SENSE ENEMIES (Su)

At 10th level, if the dire stalker succeeds at an Intuit Direction check (DC20), he can determine the general direction to the nearest favored enemy.

Coal-Tongue Raver

Although half-orc rogues living in the cities tend towards more traditional roles such as thugs and cut-purses, these professions are more rare among true barbarian-rogues. Many savage tribes have no notion

of the concept of ownership, and it follows that there is no concept of stealing, either. A savage barbarian rogue is extremely unlikely to include larceny or profit among his motivations.

What you *will* find, however, is a tendency for barbarian-rogues to



be merciless killers. They take great delight in the various methods by which an enemy can be brought down. Many barbarian-rogues use their wilderness knowledge to seek out poisonous plants and animals, and none are more zealous in this hobby than the *coal-tongue raver*.

Role in Half-Orc Society

The coal-tongue raver is not a particularly popular member of the tribal community, though there is little doubt that they have their uses. Where wars abound and the killing is plentiful, the coal-tongue raver is quite useful; in times of peace (rare though such times may be), the coal-tongue raver becomes a dangerous liability around the campfire.

Role within the Adventuring Party

Their role in the adventuring party is much the same. Many see them as a necessary evil; though truthfully most adventuring groups would probably prefer a more sane companion, the half-orc barbarian-rogue is exceptionally hardy. Where issues of trust are concerned, many adventuring parties would rather keep the coal-tongue raver on hand for several adventures than to be constantly worrying about replacing the rogue who keeps dying in combat.

Say what you will about the coal-tongue raver, they can take care of themselves in combat, and don't require the babysitting and hand-holding of childish halflings.

Barbarian-Rogue

You can play a coal-tongue raver by multiclassing as a barbarian-rogue, and by establishing through roleplaying that you are a dangerous madman who is not to be trifled with.

Dexterity is your most important attribute, governing many important rogue skills, as well as boosting your AC and Reflex saves.

Constitution, though it can always be boosted by raging, is very important. You will be expected to bear the brunt of trapfinding, and unfortunately that will mean triggering many of these traps on yourself. Your rage is of no use in response to a trap, so a few extra hit points at all times are important.

Strength and Intelligence share equal importance, depending on whether you wish to emphasize your fighting abilities or your rogue skills. Of course, you can try to do both: put a decent score into your Intelligence, so that you can withstand your racial penalty, and put a lower score into your Strength, since it will be boosted by your racial modifier.

Wisdom and Charisma are of little use, though they do govern many of your skills. A barbarian-rogue, especially a half-orc, doesn't have the temperament to be much of a face-man, so you can probably afford to scrap your Charisma-based rogue skills and concentrate on sneaking around and killing people.

Just the bad people, of course.

Coal-Tongue Raver

The coal-tongue raver subjects his body to countless poisons, reveling in the madness that they bring.

Hit Die: d8

Requirements

Alignment: any non-lawful, non-good

Base Attack Bonus: +5

Base Fortitude Save: +5

Handle Animal: 9 ranks

Intimidate: 9 ranks

Wilderness Lore: 9 ranks

Special: sneak attack +1d6 or better; must have suffered ability score loss (temporary or permanent) due to poison

Class Skills

The coal-tongue raver's class skills (and the key attribute for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The coal-tongue raver is proficient with light armor and shields.

POISON RESISTANCE

If the character fails a saving throw vs. poison, he suffers only half the normal

ability score damage. This resistance has no effect on poisons that do not do ability score damage.

SNEAK ATTACK

At 1st level and every other level thereafter, the coal-tongue raver gains bonus sneak attack dice. These dice stack with any sneak attack dice the character receives from any other class.

POISON RAGE

If the coal-tongue raver suffers a poison attack that causes ability score damage, he immediately flies into a rage. This rage follows all of the normal rules for a barbarian rage but does not count against his limit of rages per day.

EVASION (Ex)

At 2nd level, the coal-tongue raver gains *evasion* as the rogue ability of the same name. At 8th level he gains *improved evasion*.

POISON ADDICTION

By 3rd level the coal-tongue raver becomes addicted to the poisons that fuel his abilities. He must ingest or inject poison into his body at least once a day; many ravers keep small vipers, centipedes, or spiders as pets for this very purpose. (Typical poisons and their costs are listed in the DMG). Each day that the character goes without poison, he loses 1d4 Wisdom from withdrawal. If he is reduced to 0 Wisdom, he enters a catatonic state full of nightmares; each day he may make a Fortitude save (DC 20 + coal-tongue raver class level). Success means that the character has purged his system of poisons: he immediately regains all lost Wisdom,

Table 8: Coal-Tongue Raver

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+2	+0	Poison resistance, sneak attack +1d6
2	+1	+3	+3	+0	Poison rage, evasion
3	+2	+3	+3	+1	Poison addiction, sneak attack +2d6
4	+3	+4	+4	+1	Poison blood
5	+3	+4	+4	+1	Sneak attack +3d6
6	+4	+5	+5	+2	Slippery mind
7	+5	+5	+5	+2	Poison tongue, sneak attack +4d6.
8	+6	+6	+6	+2	Improved evasion
9	+6	+6	+6	+3	Sneak attack +5d6
10	+7	+7	+7	+3	Poison spittle

but loses all "Poison" class abilities. In any case, a single dose of poison administered as a "fix" restores all lost Wisdom and class abilities.

POISON BLOOD (Ex)

Any creature that bites or swallows the coal-tongue raver risks ingesting the poison in his veins. The creature must make a Fortitude save (DC 10 + coal-tongue raver class level) or suffer 1 point of Constitution damage (no secondary effect). Animals, vermin, and non-intelligent creatures thus aware of the raver's poison blood will not attempt to bite him again, and will ignore him in favor of other targets. The creature may still attack with claws or other weapons that do not risk ingesting the poison.

SLIPPERY MIND (Ex)

The coal-tongue raver's poison-fueled madness grants him the slippery mind ability (as per the rogue ability of the same name).

POISON TONGUE (Ex)

The coal-tongue raver's body becomes desperate to rid itself of excess poison, and it oozes its way out through his saliva. As a move-equivalent action, he may lick a slashing or piercing weapon to apply a single dose of venom; he never risks poisoning himself with his own venom. The effects of this venom are as listed above. The poison loses its potency after one strike or one minute.

POISON SPITTLE (Ex)

By 10th level the character has enough poison in his spittle to make a poison attack. He may make a ranged touch attack against any opponent within 5 feet (this does not provoke an attack of opportunity). The target must make a Reflex save (DC = raver's attack result) or be blinded for 1d4 rounds; in addition, a creature that fails its Reflex save must also make a Fortitude save against the venom (effects as listed above). Creatures that are immune to critical hits and creatures without discernible eyes are immune to this attack.

Wyrd

While other races debate the source of sorcerous powers, suggesting everything from dragon ancestry to sheer force of will, half-orcs seem to have stumbled upon another possibility.

Unique among sorcerers is the half-orc wyrd. These unfortunate souls are highly empathic, able to tangibly feel the ripples of emotion left by anger, hatred, and violence.

Half-orc wyrds learn to tap into their own inner rage as well as the rage of those around them. The more powerful the psychic storm of rage around them, the more powerful their spellcasting becomes.



Role in Half-Orc Society

Most wyrds see their condition as both a curse and a blessing. Because they cannot control the influx of rage around them, they risk serious damage to themselves and those around them. Yet they enjoy the power and constantly crave more. Many liken it to the plight of a thirsting man who is forced to stand, mouth open, under a waterfall. Even when his thirst is quenched, the water continues to pour down his throat.

The wyrd's standing in the half-orc community depends entirely on his willingness to succumb to his condition. If he uses his powers to assist the tribe and overcome his enemies, he may become a respected member of the tribe. On the other hand, if he is reluctant to open his mind to the rage around him, he can become little more than a slave. Tales tell of half-orc wyrds being tied to a bier and carried into battle amidst a raging horde, unable to control the influx of power and lashing out indiscriminately at everyone nearby.

Role within the Adventuring Party

The half-orc wyrd is a useful ally to the adventuring party. Many wyrds leave their tribe for the relative safety of an adventuring party, where they find just enough violence to quench that thirst. Although the depth of the wyrd's sorcerous knowledge rarely matches that of a more cultured practitioner, they are much more formidable in a fight.

Most barbarian-sorcerers play back-up to the main melee combatants. Because of the difficulty in casting spells while raging, barbarian-sorcerers typically have spells that they can cast on themselves in advance

of combat— long lasting spells like *bull's strength* or *endurance*— and then wade into combat alongside the other fighters.

Barbarian-Sorcerer

You may play a wyrd by multiclassing as a barbarian-sorcerer. You will probably want to begin your career as a barbarian, to gain a full *dr2* hit die and extra skill points. A second level of barbarian gives you more hit points, more skill points, and *uncanny dodge*, though you may wish to advance right into sorcerer so you do not fall too far behind in spellcasting ability.

Charisma is an important attribute but you can probably get by for a while in the 12-14 range. At every 4th level, if you are still advancing your spellcasting levels, put your extra attribute point into Charisma.

Your highest attribute should be Dexterity or Constitution— you either need to avoid being hit, or you need to have the hit points to take it. Constitution is probably slightly more valuable given the low *d4* hit die of the sorcerer. It is far easier for a sorcerer to raise his AC than it is to raise hit points; you can't really count on your rage bonus to Constitution since you will have to carefully balance your rage against your need to cast spells.

If you are going to be a melee combatant, Strength is next in importance. Wisdom is valuable only to increase your Will saves, and Intelligence of no particular use at all. Of course, you should strive to keep your Intelligence at least 10; sorcerers do not normally receive a lot of skill points and you cannot afford to lose skill points due to low Intelligence.

Wyrd

The wyrd empathically channels the rage around him into more powerful spells.

Hit Die: d6

Requirements

Base Attack Bonus: +5

Concentration: 6 ranks

Spellcraft: 6 ranks

Feats: Empower Spell, Enlarge Spell, Maximize Spell (any two)

Special: rage; ability to cast 1st level arcane spells without preparation

Class Skills

The wyrd's class skills (and the key attribute for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (arcana)(Int), Listen (Wis), Ride (Dex), Scry (Int), Spellcraft (Int), Swim (Str), Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The wyrd is proficient with all simple and martial weapons, with light and medium armor, and with shields.

OFFSET SPELLCASTING

The wyrd continues to advance in spellcasting ability as a sorcerer, albeit at a slower rate.

At 1st level and every odd level thereafter, the wyrd gains an additional

spellcaster level for purposes of spells known, according to PHB, Table 3-17. His caster level does not increase.

At 2nd level and every even level thereafter, the wyrd gains an additional caster level for the purposes of determining spells per day (according to PHB Table 3-16) and for all level dependent spell effects (range, duration, etc.). He does not gain any additional spells known.

If the wyrd has arcane spellcaster levels from a previous class, they count as full caster levels, and he may include them to determine spells per day, spell effect, and spells known.

EMPATHIC SENSITIVITY

The wyrd is susceptible to the empathic ripples caused by anger, violence, and rage.

Each time the character senses empathic ripples from a violent event, he gains a rage token. He may expend these rage tokens to "burn off" excess rage and increase the potency of his spells.

The wyrd gains one rage token each time that:

- he is charged by an enemy;
- a rage effect is activated within 30 feet (including friend, foe, or himself);
- at the start of his action, there is a raging combatant within 5 feet.

The wyrd may spend rage tokens to increase his caster level for the purposes of spell effect. For each rage token he spends, he adds 1 to his caster level.

The wyrd may also spend rage tokens to power any metamagic feats he knows.

Table 9: Wyrd

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+0	+2	Offset spellcasting, empathic sensitivity
2	+1	+3	+0	+3	
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	
8	+6	+6	+2	+6	
9	+6	+6	+3	+6	
10	+7	+7	+3	+7	

He may spend a rage token instead of increasing the spell level. For example, if the wyrd wishes to cast an Empowered spell, which normally uses up a slot two levels higher, he may instead spend two rage tokens and cast the spell at its normal level. He may spend 1 additional rage token in order to cast a metamagicked spell with a normal casting time (instead of a full round).

All rage tokens are lost at the end of the encounter.

This empathic sensitivity has its limitations and drawbacks. First, the wyrd may never spend more rage tokens on a single spell than his Cha modifier. Thus, if his Cha modifier is +2, he may not spend more than 2 tokens on a single casting.

Second, the wyrd can only contain so much rage, or he risks a catastrophic event.

At the start of his action, if the wyrd has more rage tokens than his current wyrd class level, he must roll on the

following chart, adding 1 to the roll for every excess rage token he has:

d6 roll	Result
up to 4	no effect
5-6	<i>dazed</i> for 1 round
7-8	<i>confused</i> for 1 round
9-10	rage
11-12	internal feedback
13-14	external feedback
15+	catastrophic feedback

A rage result means that the wyrd enters a rage, as the barbarian ability of the same name. This does not count against his limit of rages/day (if any), but he cannot end this rage voluntarily.

A feedback result does 1d6 magical force damage per excess rage token. Internal feedback affects only the wyrd; external feedback is a 30 foot radius blast centered on the wyrd. In either case, the wyrd loses the excess rage tokens as they burn off.

Catastrophic feedback does 1d6 damage per rage token (total, not merely excess tokens) to all creatures within 30 feet. He loses all rage tokens as they burn off.

Hoodoo

Half-orc tribes are usually served by priests, adepts, or even wyrds, but from time to time one will find among them a more traditional adherent to the arcane arts. While the wizards of civilized lands learn their trade in grand colleges, or by serving as apprentices to more experienced wizards, the *hoodoo* gains her knowledge from otherworldly spirits.

Whether by trickery or through some dark bargain, the hoodoo slowly accumulates knowledge and power directly from the spirits who govern the unseen, arcane world.

The hoodoo is generally content to use the spirits as advisors only, granting her access to otherworldly knowledge with which she can advise her tribe. However, when the need is great, the hoodoo can force these spirits to manifest and fight for her, following her every command.



Role in Half-Orc Society

The hoodoo is respected in half-orc society, though most savages distrust them and the source of their knowledge. The hoodoo is content to keep her hovel or tent at the outskirts of the village where she can study in peace, but when the need of the tribe is great, some brave soul will be chosen to risk the hoodoo's tent and beg her for advice.

In combat the hoodoo serves in a support role, staying near the back of the fray and summoning creatures to her aid. However, the hoodoo is every bit as savage as the warriors she protects. Many an unfortunate soul has charged into combat with the hoodoo only to find her ready with an axe and an attitude to stop his advance.

Role within the Adventuring Party

The barbarian-wizard is an interesting addition to the adventuring party. The two classes do not mesh particularly well, but some have found their niche by acting as the magical artisans of the group, churning out scrolls, potions, wands, and even miscellaneous magic items. Most do not bother to learn the higher mysteries of magic and remain content to serve as low-level wizards in their spare time.

A hoodoo generally comes to an adventuring party after being exiled from her previous tribe. Such characters may actually hide one or the other of their classes for a time, masquerading as either a full-fledged barbarian or wizard, until they have gained the trust of the group. Because this is a difficult combination for a half-orc to

master, they reason that it is better to appear to do one job poorly than two jobs poorly.

Barbarian-Wizard

You may play a hoodoo by multiclassing as a barbarian-wizard. As is the case for most multiclass combinations, you will probably want to start as a barbarian for the hit die and skill points, and switch to wizard later.

The hoodoo must make much the same decision as the wyrd. Intelligence is an important attribute, as it governs your spellcasting ability, but you must contend with your racial Intelligence penalty. Decide early on how far you intend to pursue your wizard career and set your Intelligence about two points lower than you will need for the highest level spell you ever hope to cast.

Constitution is an important attribute to offset your low d4 hit die. However, if you intend to pursue barbarian as your primary career, using your spellcasting only for utilities like *knock* and for crafting magic items in your down time, you will be able to make better use of your rage ability to give you a Constitution boost when you need it. In this case, focus your attributes into either Strength or Dexterity instead.

Wisdom and Charisma are your least important attributes. Wisdom edges out Charisma, since your Wisdom modifier can help your Will saves.

When choosing your wizard bonus feats, take care not to choose feats that outstrip your spellcaster level. Choose low-level Item Creation and simple Metamagic feats that add no more than one spell level.

Hoodoo

The hoodoo consorts with savage, otherworldly spirits to perform arcane miracles for her tribe.

Hit Die: d6

Requirements

Base Fortitude Save: +4

Base Will Save: +4

Knowledge (arcana): 8 ranks

Scry: 8 ranks

Speak Language: Abyssal, Aquan, Auran, Celestial, Draconic, Ignan, Infernal or Terran (any one)

Special: rage; ability to prepare 2nd level arcane spells

Class Skills

The hoodoo's class skills (and the key attribute for each skill) are: Alchemy (Int), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (arcana)(Int), Listen (Wis), Ride (Dex), Scry (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The hoodoo gains no new proficiency with armor or weapons.

SPELLCASTING

The hoodoo casts spells as a wizard, though she does not keep a spellbook

per se. Instead, she may keep a sacred pouch or phylactery full of small bones, feathers, arcane fetishes; each of these small fetishes grants the ability to prepare one of her arcane spells. It is in all ways otherwise identical to a spellbook, though it may not be noticeable as such to the uninitiated. A Knowledge (arcana) check at DC10 will reveal the item for what it is.

The hoodoo continues to advance in spellcasting ability, albeit at a slower rate. Add half the hoodoo's class level to any previous arcane spellcaster levels to determine spells per day, spells known, and spellcaster level. She does not gain any other ability a character of her previous class would have gained.

BONUS LANGUAGE

The hoodoo must consort with spirits and outsiders. At 1st level, she learns a bonus language chosen from the following list: Abyssal, Aquan, Auran, Celestial, Draconic, Ignan, Infernal or Terran. She learns an additional language at 4th, 7th, and 10th level.

ARCANE PACT

The hoodoo can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can convert any prepared spell into a *summon monster* spell of the same level or lower. She does not need to have the requisite *summon monster* spell in her spellbook.

ENRAGED SUMMONING

The hoodoo can expend one of her daily rages as she casts any *summon monster* spell. When the summoned creature

Table 10: Hoodoo

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+0	+2	Spellcasting, bonus language, arcane pact
2	+1	+3	+0	+3	Enraged summoning, additional rage
3	+2	+3	+1	+3	Arcane sight (augury 1/day), uncanny dodge
4	+3	+4	+1	+4	Bonus language
5	+3	+4	+1	+4	Arcane sight (scry 1/day)
6	+4	+5	+2	+5	Arcane healing, uncanny dodge, additional rage
7	+5	+5	+2	+5	Arcane sight (divination 1/day), bonus language
8	+6	+6	+2	+6	Enraged summoning (improved)
9	+6	+6	+3	+6	Arcane sight (contact other plane 1/day)
10	+7	+7	+3	+7	Enraged summoning (improved), bonus language, additional rage

arrives, it gains the benefits of the rage instead.

The act of summoning and controlling the enraged creature leaves the hoodoo fatigued for the duration of the *summon monster* spell. If the hoodoo is fatigued, she cannot activate her own rage ability, though she may continue to summon enraged creatures.

At 8th level the hoodoo summons creatures with improved rage (+6 Str, +6 Con, +3 Will saves, and -2 AC).

At 10th level she is no longer fatigued by summoning enraged creatures.

ADDITIONAL RAGE

At 2nd, 6th, and 10th level, the hoodoo may rage an additional time each day. She may use this rage herself or bestow it on her summoned creatures.

ARCANE SIGHT

At 3rd level the hoodoo learns to interpret the whisperings of her otherworldly contacts. She may cast *augury* once/day. At 5th level she may

cast *scry* once/day. At 7th level she may cast *divination* once/day, and at 9th level she may cast *contact other plane* once/day. The hoodoo is particularly adept at these spells: when determining the effect of these spells, her caster level is equal to her character level.

UNCANNY DODGE

The hoodoo learns to heed the warnings of her otherworldly contacts and gains an almost precognitive sense. At 3rd level she gains the uncanny dodge ability. If the hoodoo already has this ability from another class, add her hoodoo class levels to her previous class levels and determine her uncanny dodge ability on that basis. At 6th level the hoodoo can no longer be flanked.

ARCANE HEALING

At 6th level the hoodoo gains a limited ability to heal wounds. As a standard action, she may convert a prepared spell into 1 hp of healing per spell level. For example, she can convert a prepared 3rd level spell to cure 3 hp of damage.

Half-Orc Roleplaying

Presented here are just a few tips to help you get the most out of your half-orc character. There is no "right" way to play your character, but if you follow the suggestions here, you can create an entertaining and memorable character that the other players will appreciate.

Three Qualities of the Highly Memorable Barbarian

This is a good starting point to defining your barbarian character. If you can follow these three simple principles, you are well on your way to a special place in the hearts and minds of your fellow players.

Be Fearless

This is an important first step to establishing your usefulness to the party, a key process if you expect them to tolerate your strange, savage ways. When danger rears its head, make certain that your barbarian is the first into the fray and the last to leave. Your companions will expect you to hit harder and last longer than any other member of the group. Approach every combat as if it is your own personal struggle for survival (and it likely will be).

Be Decisive

Life in the wilderness is harsh, and even a moment's hesitation can cost you your life. Remind the other party members of this fact by acting with absolute clarity and decisiveness. Do not allow the party to bog down in endless and pointless debate.

There is no better example you can set than simply this: "Boot the door!"



Be Inquisitive

The civilized world is a strange and alien place. The dungeon is a strange and alien place. The wizard's tower, the evil temple... you get the idea. Your half-orc eagerly devours these new experiences with an almost child-like innocence.

Interact with these new environments with all of your senses: eyes, ears, nose, touch, taste... and sword. And if you like what you find, don't be afraid to mark your territory.

Find a Defining Mannerism

Just one mannerism, habit, or idiosyncrasy goes a long way towards making a memorable character. Half-ores and barbarians in

particular, because they come from a savage and foreign culture, can pick almost any idiosyncrasy and write it off as just another of their "savage ways."

Fears and Superstitions

Unnatural fear, superstition, even hatred of some otherwise harmless and mundane subject is common among savage tribes. Magic is a common choice here, but there are lots of other great options. Bathing, swimming, or otherwise submerging into any body of water; cats, rats, crows, halflings, or other creepy critters; mirrors or other "soul stealing" devices.

The Spirit World

Perhaps your character has a habit of conversing aloud with his ancestors or other spirits, or speaking aloud to anthropomorphic dolls, tikis, or other charms. When in doubt, remove the carved wooden statue from your pouch and simply ask Jobu *his* opinion on your current situation. Though your companions are blind and deaf to the spirit world, and may not hear the answer, *you* can translate the wisdom of Jobu for them and act immediately with complete confidence. Do not be afraid to fall back on the wisdom of Jobu when you find yourself at odds with the party's wizard or other so-called "wise man."

"Violence Never Solved Anything" – Wrong!

In the harsh environment of the barbarian, violence is a perfectly acceptable solution to almost any day-to-day problem. It's only natural that your barbarian carry this attitude with him into the civilized world,

and it may take some time before your companions come to realize your insight in this regard. Remind them constantly: "There's no problem that can't be solved with a big enough pile of dead bad guys."

If the cleric is stumped by the strangely decorated altar, tip it over. If the wizard is stymied by the statue, smash it to pieces. And if the rogue cannot figure out the workings of the pit trap, push him into it.

Define Your Fighting Style

The chief role of the half-orc barbarian is melee combat; this is an inescapable fact. Even so, you can define a characteristic fighting style and have something to set you apart from the other fighters in your group.

All Power Attack, All the Time

No matter the circumstances, no matter how high the AC of the opponent, always put everything you've got into your Power Attack. After all, a natural 20 always hits!

Rage on Sight

This is a real crowd pleaser. Some barbarians prefer to save their rage, waiting for that one "big fight" at the end of the day, but not you. When the GM says, "Roll for initiative!" you say, "I RAGE!"

Charge!

Not to be confused with Rage On Sight, the Charge! style means that your character never goes anywhere on the battlefield unless he can declare a charge. Don't let your *fast movement* go to waste!

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